

The Journey

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to put the knowledge gained (from the Matrix V project) to practical use is moving us from the simmering pot and forcing us into the fire that the pot hovers over.

Sequentializing Earth: Control of Speech

In today's newspaper (Sept 1, 04), the headline states: Mind your manners or it's a crime in Britain. Under the bogus guise of cracking down on petty crimes, the British (Reptilian central on Earth) government has issued an *anti-social behavior order* (ASBO) in order to control what people say that does not conform to sequential standards. Violations of this draconian law are punishable by up to five years in prison.

Some examples of this sequential law: teenagers are banned from saying "grass" (slang for informer). An 87 year old was brought to court in Liverpool for breaching the law that bars him from shouting, swearing or making sarcastic remarks to his neighbors. Orders have been used to ban thousands of people, some as young as 10, from associating with certain people or engaging in activities such as shouting, swearing or even walking down certain streets!

M5G readers better pull down the shades in Britain before reading the M5G site and my comments! My sarcasm and fucking language are creatively used to draw attention to where I want to make a point and also to drive away Lightsiders who shrivel when nonsense 'love & light' isn't omni-present.

Graduation Key readers have had their attention alerted to the rapidly increasing sequentialization of Earth. Sequentialization is proceeding at a rapid pace within the United States, but it isn't limited TO the U.S. as this British example shows. Don't think that a version of this law isn't in the wings for the country of "free speech" too.

"Free speech" has been non-existent in America *since it began*. That's a publicity gimmick. Back in the foundation of the country, one was free to be anti-British. One was NOT free to be pro-British due to revolutionary terrorism. Slaves were never allowed free speech. How many alternate lifestyles were criminalized? Freedom? Only for those in control and who supported those IN control. One had to move past American borders to find some freedoms and that was part of the western expansion. Nevertheless, the Washington government continued to expand, use genocide against the Native population and *suppress anything or anyone* who didn't bow to Washington. The American Civil War ensured that Washington would be in charge as *state's rights lost in favor of a sequentialized government format*. Review previous segments related to these matters.

Fast forward to today, the latter stages of EndGame, and compare passionate political protests of the late 60's-early 70's to the police state version of today's protests: fenced in areas where quiet complaints are the only ones permitted. The sequentializing process moves forward. The population is FAR more conditioned today. Note the anti-government liberal attitude of the Vietnam era to the fascist pro-government attitude of today. This is

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modeled after the German state of the 1930's. They would like you to beLIEve that you are a "traitor" if you do not obey. In actuality it's the traitors who are in control. They are traitors to their constitution and to the simultaneous process: EndGame!

The American constitution is very simultaneous in content. The dismantling of that document began in the 1860's. Today it is press freedom that is still pretty free, but not mainstream, controlled press, rather the Internet and small printing houses. I remember when Monroe told my group how he couldn't get the original copy of Ultimate Journeys printed because he was told that people couldn't handle it. If it wasn't for Leading Edge Research Group, you better believe that the M5 project would never get printed! If it weren't for the Internet, the M5 project would not have world-wide attention. The axe is intended to fall on the Internet as well as part of the sequentialization process. You should easily note that when something eye-opening is issued by a small printing house, the government controlled major press will quickly pass negative judgments if it is not sequentially Game approved. A good example is the *911 In Plane Site* video.

This week the American fascist (Republican) party is meeting in New York City with a police state atmosphere. This atmosphere is what they want for the whole country on a daily basis. The *tactics* are somewhat different than they were in Germany in the 30's, but *the resolution is intended to be the same*. Hone your *observational skills* during these days. *Learn what you can and experience what you must*. You won't always have me available to point things out for your attention. When the Internet, in the form it is today, is history, the M5G site (as well as Rense, Icke, etc) will be gone. *Then it will really be up to you and a test of your individuality*. Nobody ever said EndGame would be pretty.

Sequentialization of Earth & Sudan

One of the areas that the world's controllers want you to look at today is Sudan. The Sudanese are having an internal affair that involves old conflicts and the attempts to settle them. The controllers, under United Nation's hand wringers, are urging the world to "do something" to prevent the deaths and upheaval in Sudan. The same thing happened with Yugoslavia and its Bosnia/Serbia events, Haiti, Iraq, Grenada, Panama and other locations where a local conflict tragedy was occurring and global indignation was solicited.

Lightsiders seem to live for these *global attention events* so that they can 'save' someone or some group. Darksiders live for these events so that they can *impose their will and loot the locals for their resources*. First of all, this is *body ID'd* bullshit. Second of all, it is *part of the sequential pattern placement for Earth*. Third of all, global internal matters are nobody's business *from a simultaneous perspective* as long as the internal matter does not spill over into other countries, specifically yours.

The body ID is such a *basic flaw* in all these 'oh-poor-them' scenarios that sharp M5G readers should recognize *that* first. Remember the segments about the time and the manner of death being chosen by each Higher Self for shim's incarnations? Remember the

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segments about this manner and time of death being unchangeable by any manner? If one is *meant* to 'die' because of these internal conflicts, using this specific example, then they *will* die. If they are *meant* to 'survive', they will 'survive'. *As long as the consideration is all about the physical, the spiritual path suffers.* The Very Advanced sees the body for what it *realistically is* and nothing more.

The *sequential pattern placement* for Earth *requires* a *uniform behavior* with the planetary residents. *Enforced conformity* is necessary on a sequential planet. The United States running around claiming to bring "freedom" to everyone is just a form of this sequentialization. Imposing one group's version of "freedom" over another group's cultural preferences is just sequential slavery. Goofy Bush, on the final debate, thinks it's wonderful that American "freedom" is imposed on Afghanistan and that the first voter in their elections was said to be a "19 year old woman". This IS wonderful IF you are *sequentially-based* because it *strips away another's point of individual expression in favor of a planetary dictatorship.*

The women in muslim countries are *meant* to have different experiences. ALL of Earth was *created* to have a *multitude of different experiences and setting for the simultaneous path.* These different experiences are *simultaneously planned and executed.* If you do not comprehend the simultaneous path and want to cling to your sequential past, you will want the uniformity/conformity that you had on your former incarnations' sequential planets. These simultaneous incarnates need to mature and they WILL do so with their Very Advanced incarnations.

American females (as a group) are the absolute *worst* with sequentialization on the entire planet as *they develop in emulation of their Orion counterparts.* Several previous segments touch on this subject. They want to spread their Orion *domination attitudes* around the globe and force all females to adhere to their reptilian *structures* and put all males into *subservience.* This could only happen now, during EndGame, as we conclude our simultaneous experience. Any M5G readers who watched the final American presidential 'debate' should have noted that both candidates proudly state that they are under the control of "strong women". Gotta get ready for the return of the queen of Mintaka after all!

The third reason is that internal matters (from a simultaneous viewpoint) should remain internal and of no one else's business *unless* that country tries to enforce its will on yours. It IS fine to express opinions that you think, 'this is terrible' or 'that is awful', but to attempt to *enforce your opinions* (on others who are not trying to do the same) is *sequential-conforming.*

When I visited my chiropractor yesterday, he asked me all sorts of questions looking for *loopholes* to this simultaneous position. In one question, he asked if that meant you couldn't send aid supplies to Haiti because wouldn't that be interference? Not true. By sending aid, you are presenting an *option* that they can *accept* or *reject.* It in *no way* forces anything on anyone. In Haiti they want you to send in troops to bring 'order' as well.

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Conflict is a necessary simultaneous path experience. You dare to think that your current incarnation knows better than the (including your) Higher Selves that require these experiences?

What you have today is the intensive 'problem-reaction-solution' situations that are *sequential alien in direction*. "But, they are killing all those people!" - Tough shit...it is part of THEIR *experiences* and THEIR *paths*. Lightsiders come up with ALL kinds of reasons why they should rush in and "save" people, bring them bogus concepts of "freedom" and 'make everyone the same'. How bland, how boring...how...sequential!

Examine *your* positions on global events. Examine how *you* feel *pulled* to make *certain* judgments. Check *your* Light polarity strength. It is *your* Light side that wants to 'save' the world. It is *your* Dark side that wants to homogenize the planet and turn them into colonies of your country.

With EndGame in its latter stages, the sequentials are ratcheting up the Orion sequentialization process of Earth: 'you will be safer as *one* planet'...'don't upset anyone'...'line up for the approved injections and pills'...'females know best'...'you have the right NOT to be challenged in speech or deed'...'bow to your god'...'don't make anyone upset'...'do what we say'...we will take you back to the sequential path. IMPOSSIBLE! They just not only don't get it, *they are incapable of 'getting it'*. The sequentials *cannot* halt Earth's EndGame! EndGame: what a mess. Graduation from the Game: I'm ready, are you?

American Taliban, Orientation and the Gold Ring

Homosexuality is a major threat to those who don't want Higher Selves to move beyond the Game. *One of the Game's prime intents is to keep us from discovering who we really are while incarnated in the 3rd density*. Review the M5 segments on how het sex shorts out spiritual functions and how this was *designed* to keep the spirit imprisoned within the Game. Het relations are rewarded by the Game while gay relations are feared and condemned. Why such a fuss over nothing, one should ask.

Same-gender vehicles make an excellent path for spiritual energies to flow uninhibited. Opposite-gender vehicles strengthen the breeder commands as well as interfere with spiritual expression. Yet this is something that we ALL must endure. Add the oppressive fanaticism of Game addicts who don't want ANYONE to jump the fences and you have heavy opposition, especially during EndGame, of the freedom to be you. Again, the very nature of simultaneous is to learn to be yourself, an individual, and not a sequential pather of just another sheep in a herd.

While it is true that bisexuality is common in many alien races, including the reptilian, it is not just the sex act that stimulates spiritual opportunities for growth. The sex act itself is a physical function. As I have said before, it is not the simple sex act that stimulates proper energy flows. IF one desires spiritual growth via this intense melding, sex should be the

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expression of the spiritual connection between two and not the reason for hooking up. It is the affectional nature that is critical to consider. The quickie flings or relationship-of-the-month clubs are physical-based and would leave someone, who is seeking spiritual growth, feeling empty due to the lack of the second necessary element to the energy loop: a significant spiritual tie. Significant other incarnational ties, when recognized by both persons, may lead to such a situation, for example. I have heard from a couple M5 readers who thought that the sex act alone would have them seeing the galaxy glow. Then they were disappointed when the quick fling didn't do it. I guarantee that it won't! As long as you think it is the sex act alone, you can't get it.

The United States, icon of Dark control with the christian Taliban in control of much of the country, continues to whip up sequential Game fever with fears of same gender marriages along with the Dark power center, the Vatican which is another closet of sex for sex alone activities. It's not the sex that really matters to these people; it's the affection potential that risks completing the spiritually progressive response that the Game fears. American's Taliban wants states to vote for this issue. If states voted on the slave issue in the 1800's, what do you think the outcome would have been? Exactly!

Yet, in more enlightened countries, such as Canada (with mormon ruled Alberta as one exception area) and several European nations (Spain most recently), same gender affection is on par with Game demanded opposite gender affection. In these countries, you have far more simultaneous path people in key positions as required by their Higher Selves during EndGame. These incarnations pop some of the bubbles of Game control in this area by allowing independent expression to develop.

In the America, Vermont and Massachusetts are two pioneering states where the simultaneous path has overcome the sequential but not without excessive Game-spawned grief. Massachusetts really zapped the Game addicts by legalizing same gender marriages. We all know the fallout from that brave decision. America's Taliban increased their terrorization of the population, both gay and het, by using false fears and lies. Minion incarnations, always the crowd followers that the polarities count on, along with Low and most Mid levels are easily swayed by fear and control by 'authority figures'. EndGame is such a mess!

Note as well that many of America's public anti-gays are heavily closeted gays themselves and they flock to the fascist Republican party. I saw one banner: GOP – Gays On Parade. These people trade their orientation and potential spiritual growth for Dark power. They are spiritually weak and play their roles for the Game during this period. They feel the best way to hide is with the enemy (Game addicts vs. Graduation candidates). They prefer betraying who they are for trinkets from the Game. This attitude, in any sector of the Game, ensures its continuation and identifies a Game addict.

If one makes a spiritual, same gender connection, the physical DNA commands will scream into play unless the involved incarnations have already broken those particularly spiritually disabling loops. If one person is Game control orientation free and the other is

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still held tightly by their body ID commands, it is most unfortunate. Unless the other person has sufficient spiritual power to break free of the DNA commands with the assistance of the Game-free person, the more Advanced of the two must move on and continue the search. Locating a match during EndGame, more than any other period, is the gold ring of the ride. Unfortunately there are far more brass rings than gold. Yet, with simultaneous path incarnations of an Advanced level, hope springs eternal and the search is part of the Game. I hope that everyone who is looking for their gold ring finds it.

Sequential Conspiracy Theorists

Conspiracy theories, in general, are *spins on events that may or may not be totally accurate*. They are usually based on *assumptions*. The term itself is just a *label* and is *quite valid by itself*. Yet 'conspiracy theories' have become a sneer that goes along with 'tabloid journalism' which implies 'contrived' news items. *This is done on purpose to keep Earth's Game players away from discovering segments of the Game that the planetary controllers do not want you to notice*. They fear that if the masses (simultaneous incarnates) discover *certain threads of their control* that these masses may be able to either *undo the plot* or *remove themselves from the drama* in some way.

Therefore you will have Darkside lackeys attempting to dismiss genuine conspiracy exposures as non-existent 'conspiracy theories'. Major Darksider Cheney is one who uses the term on the news to dismiss probes into matters that Earth's Darkside *doesn't want you to see*.

The PRIME generator of 'conspiracy theories' IS the *government*. The flow of Washington's conspiracy theories is constant and daily especially since *they orchestrated the 9/11 event*. Remember, these conspiracy theories by Washington are generated as outright lies to deceive the public in order to adhere to specific agendas.

The DVD "911 In Plane Site" is recommended to M5G readers. This DVD exposes the conspiracy that the American government *created* to lead the United States down a *sequentialized path agenda*. In a longer-range examination, *this was one reason why the American national horoscope is a Cancer Sun with Gemini Rising: easily deceived with nationalistic flags*. By swallowing the *conspiracy theory* that the Bush government shoveled to the population, thousands of innocent people are dead and will yet be killed, all in the name of a pack of lies. New enemies have been *created* and the dangers dramatically increased for a Dark sequentialize agenda.

There is a *huge segment* of the American population that absolutely *refuses* to consider that their government would purposely work against the good of the country or use mass murder of their own citizens to further an agenda. *They have done this in the past*. They do it now. *They will do it again*. This is part of the *latter stages* of EndGame. These people are *totally closed of mind* and may react *violently* in the presence of these revelations. This is due to their *fear of the truth*. Review the *Fear of Knowing* segment.

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The muslim militant group that attacked the American navy ship in the Middle East, some months before the 9/11 event, became the 'fall guy' for 9/11. They set themselves up to be the scapegoat that the Darksiders in the Bush government needed to commit the 9/11 events.

Washington has been quick to push their 9/11 conspiracy theory which fart blossomed to other events like the invasion of Iraq for the sake of Israel's Dark agenda. I was the only person that I knew on 9/11 who said it did not occur how the government was insisting people beLIEve it did.

Other related conspiracy theories that the Bush government rumor mill generates are concerned with foreign 'terror' events that *may* be committed in the US. Since the government was behind the Oklahoma event and the 9/11 events, know that *ONLY the government can be behind an event of such magnitude in this country*. They either *directly commit the event or manipulate others to do it* for their agenda's purposes.

There is *urgency* in the Dark agenda for Earth. *They were unable to halt the Matrix 5 project for the simultaneous-pathers, which really 'binds their panties' and is considered a MAJOR defeat from their point of view*. The Earth Planetary Spirit is proceeding with shim's graduation activities despite the many attempts to reverse or halt this by the sequentials. Although they have not given up on trying to halt this being's graduation, there is no way to stop it.

These *simultaneous events*, of the previous paragraph, *will prove to be the undoing of the sequential attempts to stop our spiral out of the Game*. There are those sequential incarnates already considering their 'options' for the *next simultaneous path* designated planet in our galaxy Game. However *they will not succeed there either, just as they have failed in previous simultaneous path planets*.

Fahrenheit 9/11

I just returned from seeing the Michael Moore documentary *Fahrenheit 9/11*. To all *Matrix 5 Gold* series readers: see this film if you are able to. If you cannot see it in a theater, it is due to be released on dvd in September. You owe it to yourself to view this landmark of Darkside exposure. This is the first movie that I have ever stood in line to see and when my show exited, there was another long line waiting to enter for the next session.

Michael Moore has been able to expose much of the Darkside of the Bush family and presidencies. In one part of the film, von Bush jr is at an obviously wealthy function and he states that he is with "the haves and the have mores" who he is proud to call "my base". The connections of the wealthy, the Saudi royals, the Bush (and more) families are well demonstrated with video/audio exposure. The absolute wrongness of the American Iraqi invasion is totally shown. Be prepared to have many of the lies (that Washington and the

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controlled media have been flooding you with) exposed as either outright fabrications or downright manipulations. This is how the Dark polarity LOVES to operate.

Throughout the film, the audience either audibly gasped, laughed or, in a couple parts, some had actually sobbed softly. At the end of the film, the theater burst out in applause, and this was an afternoon matinee!

Darksiders, as you can see from the news, totally *hate* this film and its producer. Darksiders are like cockroaches and work without light. When light is placed on them, they run to hide. American Darksiders are doing that by crying 'oh poor Bush' and 'unfair'....'turn the light off'. Or as Golem in Lord of the Rings said when Sam held the elven rope on him 'take it off, it hurts us'. Yes, *Fahrenheit 9/11* definitely DOES hurt the American Dark and no dirty trick is beneath them to try and keep people away. Last night's evening news had reviews attempting to cast doubts on Moore's film. See the movie for yourself and make up your own mind.

Now, Darksiders are not the only ones who fear the film. There is a heavy Lightsider contingent that also fears *Fahrenheit 9/11*. *This is NOT because they know it is true, but because they FEAR it is true* and therefore their *fantasy image* of the United States would be exposed as non-existent. Those Lightsiders who continue to cling to this beLIEf in an 'idealistic America' are only doing themselves a disservice. This is EndGame, though, and there are ALL kinds of mischief going on from BOTH polarities.

I encourage you to view this film and encourage others to see it as well. I would tell anyone who has NOT seen the film that they cannot comment on what they haven't seen. EndGame is in full swing and you never can tell what will come sailing into the Earth sphere next!

Fahrenheit 9/11.... outstanding for what it contains. M5G series readers can fill in many of the blanks that it is not able to show.

Review: 9/11 In Plane Site

Today I received my DVD copy of *911 In Plane Site*. If you think that Michael Moore's *Fahrenheit 911* is powerful, and it is, wait until you see THIS video! This 70 minute documentary examines, in great detail, the World Trade Center and Pentagon attacks. The examination is with actual news broadcast footage, private observations and more. The host starts by defining the term "conspiracy theory". By the conclusion of this video, you will see how the tremendous evidence given proves this is not another 'theory', but an actual 'conspiracy'.

If you are familiar with David Icke's materials, some of this is already known to you, but this goes beyond what David has. On his site, Icke says "The 911 film Michael Moore should have made". However in my opinion, far more people will be comfortable with Moore's

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film than this one. Watch it and see what I mean. It's not that there is any doubt of the evidence but where the finger of guilt does point. Again, the viewer is presented with video and photographic evidence, much of which was shown on television one time only and that was live.

Some of the questions asked and answered:

*Why did a FOX News employee report (and you DO hear this on the FOX News broadcast included in this video) seeing NO windows on "Flight 175", a commercial United Airlines jetliner?

*Why were there numerous reports of bombs & explosions going off in and around the World Trade Center before any buildings collapsed? Hear and see the testimony of the reporters and the rescue teams.

*Why does photographic evidence, taken moments after the event, show NO wreckage on the lawn of the Pentagon?

These and many more points are directed for your attention.

Visit the web site: www.911inplanesite.com and view the trailer. This is a digitally mastered documentary and it costs only \$20 (including postage) for either DVD or VHS versions. Go with the DVD if you can.

M5G readers should be very interested in viewing this video. You owe it to yourself to see it. It is THAT important to get a better view of what is going on during this stage of EndGame.

The Fear of Knowing

In my previous segment, I gave the video *911 In Plane Site* my highest recommendation for M5g readers. This video takes the viewer into areas of manipulation of the public that you were not meant to see. This is why it is so powerful and may not be available for too long. Get it while you can.

I brought my copy into work today and showed it to a couple of people. Their comments were very similar. They are afraid that if they saw it that just knowing what the government did would be TOO much of a *knowledge burden to bear* because they know that nothing can be done about it. This is a good example of the Fear of Knowing.

Knowledge brings responsibility. The old phrase 'Ignorance is bliss' is quite true. If you don't know something, you cannot act on it nor have it touch your life.

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In the United States, most people have an idealistic image of the country and the government in general. This is drilled into the populace daily by multi-media events, constant flag waving and mantra. This is necessary in order that people will continue to beLIEve the bullshit.

With the information in the video, people are shown (with evidence) that their government was behind 911 and the Oklahoma bombing (discussed in the DVD's supplemental materials). The American public has been manipulated to serve the Dark sequential agenda. What is a person to do when they discover this? You can't go to "elected" representatives since they are also involved. Those who do buck the rulers wind up in plane 'accidents' as have several elected officials.

It all depends on YOUR incarnational path. The *activist* incarnational path (usually the upper Mid levels and the low-mid Advanced levels) will *want* to DO something *about* it (the David Icke example) and challenge the iceberg as its tip shreds the boat SS America. It's TOO late. It's EndGame. However *it is their right to explore their options and they should be free to do so*. They have THEIR *paths* to follow and the *experiences* that THEIR Higher Selves *require*.

For the most part, Very Advanced incarnations and Finals are in various stages of the *Observer mode*. *Gathering* information is essential as is *internal processing* of that information. This is one reason why I share so much with M5G readers. *The level of awareness is proportionate to the amount of valid information you have*. Knowing this, the sequentials and control mavens of both polarities continue to pollute the informational rivers with red herrings, half truths and outright lies in order to deceive those who pursue truth. This is because that *once you discover the truth, they have no control over you in that matter*. Yes, the truth indeed DOES set you free. It is essential to your ability to spiral out of the Game and graduate.

There is fear of what I have written in the M5G materials. At first it's easier to ignore or deny but once you've been exposed to it, the seed is planted and your Higher Self can proceed with shim's designated incarnations to dig deeper for more. You have incarnations that DO fear knowing and you have incarnations that crave knowledge without being concerned about consequences. The latter is the mental state of your Awakened Final and the graduated Higher Self.

Monroe discussed the *basic* Higher Selves in his books when he journeyed back "Home". Review what he wrote about that visit. Once we moved *beyond* that basic state, the desire for more knowledge and experiences took over. That urge moved us from the basic state to various other pre-Game experiences. Then the Game options presented themselves and we chose THIS galaxy Game (one of many available) and entered as sequential path participants. Eventually that was insufficient for our growth and we moved to the simultaneous path. By your Final Incarnation, you have gathered all you need and outgrow the Game. Graduation and the desire for more, new and different experiences/knowledge

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will take us to what we want by presenting options from which we may choose what WE want to do.

The Fear of Knowing is a genuine barrier to your progression and one of the rocks on the rocky road that usually stands next to a side path to the smooth, conformist road. It is your choice to decide which way to go at this time. We ALL move through the Fear of Knowing. NO ONE is exempt from that.

The Fear of Knowing comes in degrees and areas. In areas where you have *active experiential loops and fences*, your fears can keep you contained. In areas where you have *broken experiential loops and fences*, you are free. Pick an area, ANY area in the M5G materials. Is it an area where you have no problem dealing with the information or one that you have "problems" with? Trust in YOUR Higher Self for the correct pulse. Remember, though, that you will get the information that YOU need based on where *your* current incarnation is on YOUR Higher Self's progression path. The information I get is vastly different than others get due to the value of the M5 project and my role in it. Remember too that *individuality is the key and a major goal of the simultaneous path*. The more you move through the Advanced stages, *the more individual you will become*.

The Fear of Knowing has to be faced by each incarnation in their own time and according to their own Higher Self's agenda. As I've said before, *you should resist trying to impose your knowledge on others*. Resist trying to "save" them. That's how the sequentials operate: everyone the act the same/be the same. The Americans are the biggest sequential enforcers of the day wanting to impose their ideas/values on the world, for example. This is why in the M5G materials I constantly stress that if you cannot handle any stream of information, just push it aside and deal with what you can handle. Knowing that the Fear of Knowing exists should assist you in facing challenging information. Our galaxy Game is complex but *it's the complexity that appeals to our Higher Selves. Simple Games are left to Higher Selves in simpler stages*. Fascinating, isn't it?

Sequentialization Self-Examination

Volume III Special Segment

The sequentialization of simultaneous path Earth has been a major thread in the M5 materials. Plenty of examples are given. It is appropriate that the *external observations* be also directed *inwardly* to see how sequentialization is manipulating *your* actions and speech. Sequentialization is insidious and a malignant cancer. It progresses slowly. Here are some things to consider in one's self-examination:

Speech – M5 segments address the lists of 'you can't say this/that'. This is being drummed into us on a daily basis on all media outlets. True 'freedom of speech' never legally existed, but it does exist in the American illusion. This sanitized speech is in news, entertainment, sports and any other mass exposure media. Since the Orion version of sequentialization is in force in America and (primarily) Western countries, speech is

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geared to female dominance/male subservience, European racial harassment/non-European racial superiority, christian/jewish monotheistic dominance/everything else harassed, American fascist (Republican) equated with patriotism/any disagreement equated with treason. *Matrix V* readers can add their own polarity divisions depending on their nation and location.

The important thing here is that Earthers are being molded to a certain sequential thought pattern. This has been tried before under different political systems: communist and overt fascists of the last century. This has been the sequentials' way of searching for the correct formula to sequentialize Earth. Both systems are currently valid on other sequential planets, yet neither, by themselves, was proven to be the correct one to sequentialize Earth.

So we are bombarded by the faux 'freedom' fascists. This combines the European fascism of the 20th century with the illusion of American freedoms. After all, who can be opposed to 'freedom'? Isn't this what the simultaneous path is all about? Indeed TRUE freedom is what the sequential path is all about. This bears no resemblance to American fascist freedom and Empire building.

Hence, speech is most important because repeating a lie often enough convinces people that the lie is true. Due to this, we are constantly told how we should be speaking and what we just can't say causing the 'offended' serpent to raise its head.

Now for your self-examination: how has Orionized sequentialism altered *your* speech patterns and, by end result, *your* thought patterns? Are you sequentialized 'politically correct'? Is every group (other than European descent males) a victim group to you? Are all victimhood groups allowed to mold *your* speech and thought? If you subscribe to these concepts, you are operating on a sequential mentality.

Accepting/treating people as groups, rather than individuals, is a sequential concept. Blaming groups of people because of what others did in the past (sins of the fathers/mothers idea) is a sequential concept due to memories being intact from incarnation to incarnation on that path. Do you withhold comments because someone belongs to a 'politically correct' victimhood group? Do you favor females over males because of their gender? Do you fear offending a group or the female gender (if you are male)? Do you expect to be treated with deference if you are a female? Have your thought patterns become so rewired that you fear to speak your mind in private? Do you correct your family/friends for saying things that conflict with the sequential paradigm? If so, you are becoming sequentialized.

If you think I get going in these *Matrix V* segments, you should hear me in person! One person recently said to me, "Is there no group that is excluded from your comments?" Hell, no! I have NO icons. The reason why is because I know that I am a simultaneous path incarnate. I AM all these groups. I AM both genders, all races and ethnic backgrounds. The reason why the group mentality/victimhood is so popular with the sequentials is that they *do* remember who they are and what they did in previous lives. Hence, their experiences

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remain with them, both positive and negative. They cannot be all things at the same time (as we are) *since that is a feature unique to the simultaneous path*. Simultaneous thought rebels at the sequential 'political correctness'. So pick a group, ANY group and I will give you my observations on them in blunt language that would make the sequentials gasp and 'clutch the pearls' in horror.

Actions – Talking the talk is *not* the same as *walking* the walk. All talk and no action is meaningless. Sequentialization of actions is expected by conforming with sequentialized speech. M5 segments have mentioned lists of 'you can't *do* this/that'. Prove you mean what you say by following it up with what you do. Speech is the first step. The Orionized sequentials not only demand verbal agreement, but proof by actions. They fully expect males to be verbally submissive to females and, by action, to allow females to have their way (ANY way) with males. This is why female abuse is institutionalized. In the entertainment media, not only is it profoundly verbal, but also physical in abuse. All the while the male is expected to endure this. The whims of the female are given priority at all time on sequentialized Earth. You can hardly turn on the television without seeing this.

Now for your self-examination: how has Orionized sequentialism altered *your* actions? Do *you* rush to defend someone (deserving or not) for no other reason except their gender or victimhood ID group? Do *you* allow yourself to be used by anyone because they wave the victimhood-as-a-group flag and expect exceptional treatment ONLY because they are a member of that group by body ID? Do *you* allow yourself to be abused by a group because of actions that you had no part in? If you bow to victimhood groups, you are being sequentially conditioned.

There is no right or wrong way to answer any of these questions. Part of the simultaneous path is to know that each path is unique. What your current incarnation does today may not be what it does next week. One's path is fluid and guided by your own Higher Self. You do what you feel you must. Yet, in order to operate properly, you must be aware of what is in operation. The road to hell is paved with good intentions, the saying goes. However there is no need to take the road to hell if you know what the end destination of that road is. The road to sequentialized Earth is paved with good intentions. These intentions are disguised in words that sound good: freedom and equality. They are deceptions and the current empire builders are pretty good at deceiving much of the world. It is the sequential path at work. One must learn the difference between sequentialized planetary equality and spiritual individual path freedom. They are both vastly different in concept.

Sequential Control Devices & EndGame Earth

Unless you are a hermit, you should be able to easily observe how people, in general, have become overly sensitive and defensive. This is a culmination of electronic and chemical assaults combined with victimhood conditioning and financial debt slavery. The electronic attacks come from a combination of media, cell phones, ELF waves and more, which bathe the population in confusing vibrations of seduction, submission and easy irritation. The chemical assaults are due to food additives, fluoride in water and dental supplies, uncontrolled usage of medications and more. The financial slavery is credit/debt based and a direct intervention by the Orion Empire.

Matrix III documents chemical and electronic attacks well. However since M3, those in planetary control have considerably increased their attacks on the general planetary population especially in industrial countries. This is because sequential reasoning equates technological development with spiritual progression. This is definitely not true.

There is more than one reason for this hyper-conditioning. In part it is to weaken one's immune system and create an artificial dependence on establishment approved medications as a substitute/artificial immune system to your body's natural one. In part it is to break the independent spirit into sequential, planetary conformity. In part it is intended to weaken the planetary population's resistance to the surrender of Earth to alien overt control. In part it is to slow, or better yet, to halt spiritual progression, thus forestalling Graduation. If you look deeper, you can discover more 'parts' to this scenario.

The majority of the American population has given away its power to the federal government. Instead of a government OF the people, it is a government CONTROLLING the people. This has been covered in several segments in the *Matrix V* books. In order for the government to continue controlling the people, it must divide them into a multitude of smaller factions since a divided people is far easier to control since the factions are unlikely to unite for a common cause that will bring down that government. The government plays one faction against the other in order to keep attention from its shady activities.

The American government actively works against the population by making decisions enforced from other areas of planetary control. These decisions are generally rooted in financial control. The system of debts and finances is Orion based. The elimination of estate taxes for the rich and the restructuring of bankruptcy favoring the financial institutions are just two recent examples of increased controls. Financial controls are present on all Orion Empire worlds.

The sequentials really do not understand the depth of the simultaneous path. They cannot until they actually move to experiencing the path we are on. Hence, they try to use proven control devices that work well on sequential planets: electronic, chemical and, in Orion Empire jurisdiction worlds, financial controls. This multi-level assault is intended to stifle the simultaneous progress toward imminent Graduation.

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To this last purpose, it won't work on Earth. It will fail.

Graduation is set by the simultaneous path Higher Selves *and* the Planetary Spirit of the world involved. This is *part* of the Game's end. Even though the upcoming Earth Graduation is guaranteed, this does *not* stop the sequentials from *trying* to halt the process and keep us Game bound. *They just don't get it. They are unable get it.*

Recall in previous segments where I reveal how there will be certain sequentials who will try to hold on to the Game to the very end, even when the sterilization process has become complete. These are the true *Game addicts* who are extremely immature from a spiritual standpoint.

Since the Orion Empire is the oldest in this galaxy Game, it is there that you will discover the most stubborn Game addicts. It is their technology that has been active on all simultaneous worlds. Yet, all previous simultaneous planets have had successful Graduations, as will this one. This does not deter the reptilians and their allies. They *assume* that they will get it right (to halt Graduation) with the next simultaneous planet designated. This is why, as explained in previous segments, that they were looking for (what became known as) *Matrix V* in rural Virginia. It was a similar setting in the previous simultaneous planet that brought forth that world's Graduation Key. The simultaneous path players on Earth tricked them again just as those Higher Selves did on the former simultaneous path planet.

In biblical myth, killing of first born children was a way to try to eliminate a needle (threat to the Game) in a haystack. Burn the whole haystack for the one needle. Yet, these attempts never work as the simultaneous path Higher Selves are always underestimated by the sequentials. Direct intervention by a simultaneous path Higher Self will occur to keep shim's incarnation's path from being halted.

So, in Earth's latter EndGame, the haystack burning takes the form of electronic, chemical and financial controls with a huge dose of victimhood for the planet. Despite this, *Matrix V* moves forward, the *Graduation Key* has been established and those who will graduate proceed on schedule. How are the sequentials and their Game allies on Earth responding? They become increasingly shrill and the use of fear/victimhood is an everyday control device.

What they fail to grasp is the nature OF the simultaneous path. Our incarnations are scattered over the whole spectrum of Earth time periods. Simultaneous path Final Incarnations are located in most of these periods. Advanced stages of our Higher Selves are in all of these periods. The sequentials cannot handle this huge range of 'time'. They are use to only dealing with a population as a whole who are close to the same level. Their efforts do succeed when a planet is populated by Low or Mid levels.

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Even the introduction of minion incarnations has not stopped the progression of the simultaneous path Higher Selves. Our Higher Selves look at this situation as just another facet of EndGame and adapt accordingly. The ability to adapt to situations is necessary for a Higher Self who will move beyond the Game.

There is old latter EndGame saying: when in danger, when in doubt, run in circles, scream and shout. This is what they hope you will do by their assaults. This makes one want to give away their power to those in control. The minion incarnates will do this. The Low and Mid levels will do this as well. If one was on the sequential path, that in itself would be enough to halt your progress. Yet the same thing that would fluster a sequential, one-at-a-time incarnating path is merely another experience for a simultaneous path Higher Self who has hundreds and hundreds of other level incarnations proceeding with their path experiences independent of this sequential path interference.

The panic, victimhood, spiritually stifling attitudes of most people can be most annoying to the Very Advanced and Final Incarnations who can think 'get a grip on yourself'. Fear of the day, victimhood of the moment is contagious. In my own environment, those who get caught up in fear and victimhood are always taken back that I do not participate in their reactions. It frustrates them when they run in circles, screaming and shouting that I refuse to play along. So I continue to spend time alone as I will not allow my personal area to be polluted by sequential and that level of vibration. EndGame, nobody ever said it would be pretty. Waiting for Graduation!

Victimhood – A Sequential Tool

Volume III Special Segment

Several *Matrix V* segments discuss victimhood, its expression and its relation to the polarities. On Earth today almost everyone seems to be some kind of victim and that's just the way of those moving Earth to the sequential path want it to be. Victimhood is *one* of the tools that is proving most effective in altering thought patterns and behaviors of Earthers into a bland, sequential mindset.

The installation of the victimhood mentality is intended to stifle independent thought and action to ensure conformity and security in a haze of sterility. Victimhood, especially in Dark, sequential hub America, is easy to observe everywhere. The list of 'you can't say' and 'you can't do' are growing daily. The *easily* and *always* offended are those who embrace the sequential mind and cry for *laws* to make it so, especially under the insidious 'hate crimes' legislations. Both polarities dance over the success of those!

"Don't talk about this/that topic because it may make someone uneasy or (gasp) *offended*." On a message board I read, someone referred to a television viewing group as "fanatical". One member of that group shot back that she was "offended" by the use of that word in regard to the group. The originating critic "deeply apologized" for "offending" her and retracted the word and replaced it with an oatmeal bland word. Hell, if someone told *me*

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that they were “offended” by something I said, I’d respond in several ways: Are you ‘offended’ because it’s true and you don’t want to face up to it? Are you ‘offended’ because I disagree with your position and you can’t handle it? Can’t you deal with the pressure of examining your position – after all, if you are sure in what you say, can’t you defend it? And then there’s the good, old standard: Fuck you! And toss in: If the broom fits, ride it! Be creative with your responses. These are only a few in my arsenal. Spicy, direct language – the bane of Lightsiders – is a simultaneous tactic indicating breaking from sequential ‘societal’ limitations. Society rules equal sequential fences.

The phony term, ‘politically correct’, is *Lightside* sequential in origin. To be ‘correct’ is a Lightside goal while ‘political’ has sequential fence overtones. Yes, both Light and Dark polarities are engaged in sequentializing Earth. They are working together for the same basic goal: end the simultaneous path on Earth. It is the *Light* polarity behind the ‘protection from being offended’ demands. It is the *Light* polarity that creates laws to enforce this. The Dark just loves it. Just like the old phrase: only Nixon could go to China, only the Light could find a way to cater to Dark Earth ambitions. It also shows how one polarity feeds another. Light is smooth sailing, lack of mental challenges, harps, love & light and other bullshit Light sequential concepts.

The Light polarity plans to fight over Earth once the simultaneous pathers are gone. Dark does not care if Light believes this. Remember Earth is well inside this Dark sector and stands zero chance of becoming a Light enclave. However Dark knows that the simultaneous are reaching toward balance/Balance. This means it requires sequential Light to assist in derailing the simultaneous in order to appeal to the dualistic polarity thrust. Priorities can bring enemies temporarily together, such as when the Chinese Communists allied with the Chinese Nationalists to work against the Japanese during their invasion. Once the Japanese were eliminated, they went back to fighting each other.

In the Game, Light and Dark do work against each other, but there is *one* thing that can bring Light and Dark together in a common cause: undoing the current simultaneous path planet. The simultaneous path planet, in our case: Earth, has a unique vibration in the Game that alerts the sequentials to the potential of balance/Balance and an exit from the Game. The simultaneous path is considered, by the polarities, to be the enemy of their positions in the Game. Of course it is not, but that’s how the immature sequentials view it. Instead of allowing a simultaneous path planet to develop on its own and ignore the simultaneous incarnates there, the sequentials try to figure out ways to undo the path and make it sequential.

Hence, we have both Dark AND Light working together on Earth forcing sequentialization. Yes, this is part of the Game and within the rules of challenging those who are on the way toward Graduation once they enter the simultaneous path. It doesn’t matter if these Higher Selves will Graduate on the current simultaneous planet or the next, once a Higher Self has made that leap to the simultaneous path, the next leap is Graduation whenever that Higher Self is ready.

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The polarities know that they are losing some of their best to the simultaneous path. They feel that in order to retain their polarity members, they must eliminate the simultaneous path by reconversion. This IS part of this Galaxy Game. Nobody said the simultaneous path would be easy. It is complex but the rewards are outstanding.

This brings us back to victimhood, 'political correctness' and 'the rule of law'. This is a combination of both Dark and Light energies involved. The 'rule of law' and victimizing are Dark. 'Political correctness' and victimhood are Light. The victimizing of Dark is to create situations that allow the Light to demand conformity and security. Do you see how it operates? The American government, under sequential planetary directions, set up the Oklahoma and 9/11 events in Dark manipulation thus allowing the feigned victimhood stance of external enemies. The Light took over next with the demands for increased 'political correctness' and willingness to give up individual freedoms, thus feeding the Dark. BOTH are working to deny simultaneous expression! The same is happening around the world: Spain, Britain, the Middle East, etc.

The incarnations that recognize this isn't right (for various reasons depending on incarnational levels) protest via internet or groups. These are heavily watched and spied on by the polarities for daring *not* to conform. They are identified as simultaneous pathers by their actions. The Higher Selves of these incarnations are proceeding on a defiant path against sequential intrusion. These are primarily of Mid and lower Advanced levels and part of their experience. Smoking out the true simultaneous is part of the sequential plans. Once they are identified, they think they know how to better challenge them. Their error here is in thinking only of the incarnation while ignoring the power of that incarnation's Higher Self. Thinking *ONLY* of the incarnation tells of spiritual immaturity and a lack of Higher Self comprehension. This serves the simultaneous pathers that bring ultimate victory over the sequential oppressors.

Rolling over for the sequentials is *not* advised. No simultaneous path Higher Self incarnation will be comfortable in doing so. Remember that each Higher Self has specific experiences required during this stage of EndGame and, once on the simultaneous path a Higher Self is unable and, more importantly, unwilling to return to the far more restrictive sequential path.

Independence of thought and action (uniqueness of path) must be respected. You must do what you feel you must for your path experiences. The sequentials plan to eliminate freedom of expression on the internet. That is a given and it will be for 'political correctness' (in the name of Light) due to 'terrorism' (by those Dark in power) who will do it for peace (Light) and security (Dark).

The sequential plans for Earth are working *very* well which also indicates that Graduation is soon to occur. Victimhood is a major and successful weapon in the sequential plans for Earth. Light loves victimhood and Dark exploits it: a perfect marriage of sequentials united against simultaneous. Many cling to victimhood as a way to gain power. They are all furthering the sequential agenda. That's one reason why there are so many minions on

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Earth as well as sequential groupies. All are here to intimidate and coerce the simultaneous pathers. Beware of victims and victimhood mentality.

As situations get Darker in the name of Light, go within. Remember who you *really* are and are not. No matter what happens here, take comfort in the real you and *always* trust in YOUR Higher Self!

Increasing Sequential Agenda Pressure

Volume III Special Segment

"Let no one be in any doubt that the rules of the game are changing," said British Prime Minister Blair at a London news conference on August 5, 2005. Yes the rules of the Game *are* changing for all simultaneous pathers on Earth. EndGame is proceeding for Earth's Planetary Spirit and pre-Graduating Higher Selves. The sequential movers and shakers know this. They have experienced it before on previous simultaneous path planets. They are taking much joy in enforcing it again. This time it is on Earth.

The changing rules, that sequential advocate Blair advocates in connection with the above announcement, involve deporting anyone who "meddles in extremism" or 'advocates hatred or violence'. By allowing the 7/7 bombings to occur, the government now wants to narrow the amount of activities one may have even more. Personal freedoms are to be restricted or denied to have the 'security' that the simultaneous path offers. The United States is another such sequentializing country. If they really want to deport anyone who "meddles in extremism", these politicians would have to leave their own country.

One can check any news source to see the latest moves in denying individuality (simultaneous path) in favor of conformity in speech and actions (sequential path). Conformity, also known as 'political correctness', is a sequential planet staple. Boring! Sequential planets move as one and are monolithic in nature. Much has been written about the sequential path of this Galaxy Game in the *Matrix V* series. Enough so that those, for whom M5 is written, can easily observe what is being done on Earth and where it is leading.

The alien sequentials know how to read the signs of a simultaneous planet's departure preparations. Some of the signs on Earth include massive ice shelf detachments, erratic weather patterns, and movements to extinction of species. I recently read of the disappearance of a basic plankton in the Pacific Ocean which now threatens the whole life cycle situation. Magnetic fluctuations and strange solar activities are also connected to Earth's pre-Graduation.

For those simultaneous path Higher Selves, the Graduation Key is in place. The keys needed to prepare those Higher Selves for Graduation are available, via the *Matrix V* project, both on Earth and on the astral. The *Graduation Key* has been connected to the Planetary Spirit as of the first quarter of 2005. All these events send ripples of energy

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throughout this Galaxy Game and there are those sequentials who are reacting to this in panic.

As stated in other segments, sequentials beLIEve that they can halt or delay a Graduation by forcing the simultaneous planet to become sequential. They beLIEve that this will force that planet's simultaneous path Higher Selves back onto the sequential path. That faulty reasoning is due to the lack of understanding *OF* the simultaneous path by the sequentials. This also reflects the spiritual immaturity of the sequential path Higher Selves who are attempting to impose their collective will on the simultaneous independent.

Of course, the sequentials will fail again as they have on previous simultaneous planets. Yet, this experience will sufficiently induce some sequentials to take that leap of faith to the next simultaneous planet.

Until that happens, the sequentials, via their incarnations on Earth and their allies will continue to impose sequential rules in more and more areas of our lives. Sequential speech/'political correctness' is a huge demon that begins with verbal limits and, by experience, dulls the mental processes. This is already the case in many places in the world with all kinds of laws against saying anything perceived as 'offensive'. Refer back to previous segments on that topic. Sequentializing Earth will mean the elimination of those simultaneous radicals who dare not submit to sequential dominance.

What the sequentials cannot grasp is that they are *not* creating the departure. Rather they are a planned part *OF* the departure. They are part of this Galaxy Game. Those Graduating Higher Selves and the Planetary Spirit are *not* being forced out. It is our time. We are moving on because we have earned it. Remember what I wrote about any interference to a simultaneous path Higher Self's incarnational plan. A caution that those who seek to interfere should note: don't press a pre-Graduating Higher Self to directly intervene to preserve shim's simultaneous path agenda. Basically, play your control games, but leave the adults to their business. Don't make a mountain fall on top of you to get your attention!

Expect extreme sequential controls to continue to be forced on Earthers. Yes, the minions will love it if it promises safety of the herd. Expect that the British, American, Israeli and other governments to tow the sequential line. Expect more staged violence to be the catalyst for increased sequentialism. Finally, as always, Trust In YOUR Higher Self!

Electronic Net Experience

On May 1, an EndGame related test was conducted by the sequentials and their allies on Earth. At the time, I thought it might just be an astrological event concerning my own horoscope placements. However, on the night of the same day that I was having my experience, I received a phone call from an M5 reader on the other side of the country who was having a similar reaction. Since he has similar astrological cusps as I do, I thought that he was having a response to the same planetary transits.

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Yet today (5/15) I received two more phone calls from M5 readers in different parts of the world. They commented on having difficulties on the same day two weeks earlier. It turns out that this was no astrological culprit, but rather a test of a global electronic net that resulted in a feeling of heavy depression by those sensitive enough to feel it. Whether this was the intent or a bi-product of the electronic net, I cannot say at this time. It does seem that one had to be of a sufficient spiritual level to experience this. The depression was quite heavy. This was confirmed by the others who independently brought it to my attention. The depression did not fade quickly but rather took several days.

The purpose of this brief segment is to alert other M5 readers who may have undergone the same event. It was not you. We were just able to sense it. I was also asked if anything could be done to block this interference. Gold light is effective only on astral energies. The T-1 is great for low yield devices. This is far more potent than a T-1 can counteract. The only way that this can be negated would be through the actions of your own Higher Self. It was necessary for some of us to experience the effect. If it is to happen again, we have a reference point to the cause. Likely origins are ELF towers or the notorious HAARP project. Remember the recent stories of exploding toads in Germany and Denmark? This was another test of the same device. If they can explode toads this way, they could explode people.

EndGame is a very dangerous period. It involves Planetary and Simultaneous paths' Graduation. There are those who will do whatever they can to either halt or, at least, retard this Event. This is why it is so important that you trust your own Higher Self.

Attacking The Graduation Key & The Matrix V Project

I received this email today in regard to the Electronic Net Attack segment:

"Thanks for the response. I have to admit that I could barely concentrate today at work after reading your post. I kept thinking that this event marked the beginning of a final, desperate attempt by the sequentials to derail the M5 project. I felt depressed and frustrated. Compounding the issue of course is the fact that there's nobody to ever talk to, quite a surreal feeling. Daily chores/ activities are becoming extremely mundane. After reading your response tonight though, a feeling of calmness took over, especially your emphatic statement of TRUSTING in our Higher Selves. My frustration and anger is slowly turning into an "eager" anticipation, a feeling of "bring it on". I feel that we're entering the final stages and the fireworks are ready to go! Once again, thanks for your timely response and the "key" words that you always use to bring clarity to the situation."

I have further comments on this topic with new information that Matrix V readers should be aware of:

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Yes, you are correct in your observation. At the time of initial impact, I said that I would not write any more M5 segments. Note, though, that since then I've written 3 new segments. The Graduation/M5 project Higher Selves will not allow derailment by bitter sequentials and will directly intervene when/where necessary. Using methods of control, that we incarnates cannot cancel, is a path obstruction that project Higher Selves will not permit for more than a brief experience. I know of some non-project M5 readers that are still enduring the electronic net. This is part of their experience. The M5 project will not be closed down due to the bitter Betty sequentials or polarity mavens. Graduation is proceeding on schedule. Challenging the greater purpose of Higher Selves on the simultaneous path is not the smartest thing to do, yet they continue to try. Two nights ago, I noticed a Dark astral watching me late at night. Frustration over the latest failure to undo the Matrix V project is obvious to me. It will also not be the last attempt.

It was necessary that certain M5 connected incarnates feel the effect of the electronic net as it gave us a reference to the desperation of the polarities and sequentials. In the Gold Edition I wrote that Game addicts will be attempting to prolong the Game all the way up to its conclusion. The same concept applies to aggression against those who will be Graduating on simultaneous planets in our Galaxy Game.

Weariness with the Game and mundane matters becomes more and more trying as one gets closer and closer to Graduation. Game addicts embrace the mundane issues. Graduation candidates consider it a burden that cannot be eliminated soon enough. The fact that the sequentials/polarities have gotten so desperate, that they are employing global electronic nets to control a planet preparing for Graduation, does demonstrate how close that Event is.

Another important element from the May 1-2 attack is that I discovered yesterday that the net has caused a ripple through the simultaneous path incarnates as it has infiltrated beyond our current time period. One of the intents was to try and halt the initial emergence of Matrix V by reaching back in time to close it down. I can't say how far back in time this ripple went, but know that it has gone back to the 1990's. Tampering with time is an element of certain sequentials and Dark polarity power mongers. Removing or undoing the Graduation Key is essential to their plan. I assure you that project Higher Selves, including the Planetary Spirit, will not allow this to happen.

Last month (April) had a lot of secret activity around the North Pole with alien craft and missile firing. Certain M5 readers had sent me reports on what they saw astrally. Then, shortly after this, we have the May 1-2 electronic net attack. Allowance was never a favorite rule for the sequential-minded. Allowance is a simultaneous expression. With all the billions and billions of planets in this Galaxy Game, why does so much attention have to be placed by the sequentials on the single (at a time) simultaneous planet? Why can't they just be happy conquering each other or living their lives as sequentials? Because part of the Game is attempting to keep anyone from completing the Game. It's not that those who actively try to keep the simultaneous-pathers from Graduating are trying to 'finish' first. Not at all. The Game is designed to trap Higher Selves within.

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The Game itself is meant to contain Higher Selves in a loop-matrix that only the most Advanced of Higher Self incarnates will eventually succeed in escaping. A Higher Self cannot Graduate from the sequential path, hence the billions of years spent on that path. Now that we are ready for our Graduation Event, the Game is throwing all it can at us to try and keep Graduation from happening. This involves astral attacks, technology complications and anything that they think will stop it. If it was not for our own Higher Selves and the prime exception to direct overriding of a major path event, the sequentials definitely would succeed.

We will ALL know all that is kept hidden from us (while in the Game) once we have Graduated. Keep my one major concept in mind: Trust in YOUR Higher Self. EndGame is not a pretty sight.

Star Wars III, Balance and EndGame

Star Wars III is an outstanding film. It accurately demonstrates the power of the Dark polarity. Keep in mind that when you are in a polarity heavy galaxy Game location, that polarity is more potent than its opposite. As we are located in a Dark sector, Dark is *far* more potent here. In Light galaxy areas, *that* polarity is stronger than Dark. It is the concentration of one polarity's power that enhances it. Hence, the Light polarity can never 'win' overall in our sector. Light may win a battle, but Dark wins the war. These concepts are part of the Game rules well known to all participating Higher Selves. If any incarnations don't want to accept it, they do so at their own folly.

It is also in Dark's interest that the *myth* of Light as 'superior to Dark' ('good' stronger than 'bad'), be maintained. This makes it easier for Dark to manipulate the masses on Earth. The wild hair on Earth, as far as the Game is concerned, is that this is the simultaneous path planet of the moment. The sequentials don't know just how much the simultaneous path's Very Advanced and Final Incarnations know since these levels are not part of the sequential path.

Star Wars III is amazing for several reasons. Yoda, who in all the other chapters of this series, always wants the viewer to beLIEve that Light (Jedi) is superior to Dark (Sith) and thus always wins. Well, Yoda got his ass kicked by the Dark Emperor in this film and admits that he failed. The Emperor proved to be *far* more powerful than Yoda and his Light masters. Anakin Skywalker, on embracing the Dark, kills a number of children (boys & girls I'm pleased to note) with his light saber. This shows a reality that is missing in 99.9% of the entertainment media that likes to show men being killed while females and children almost always escape. That is not the way of reality and it encourages false senses of security.

After I saw Yoda get his little butt kicked, I was thinking: Yoda, what about the superiority of the Light polarity? How did you get your butt kicked if you are so damned superior?

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Slink away to the swamps of Dagobah and learn your lesson. You would think he learned, but, as we know from the rest of the series, he did not and was still preaching Light purity as the optimum state of being.

Note in *Star Wars VI* that Luke defeats his father only when he incorporates the Dark with his Light (when Vader threatens Leia) creating a temporary yin-yang balance. This allowed him to beat Vader. Yet this balance was too great for this sequential Luke to hold on to for very long, so he flings his temporary Dark energy enhancement away, allowing the Emperor to almost kill him. Vader killed the Emperor *only* because Vader did what Luke had done in reverse: he incorporated the Light to his Dark and, hence, had his yin-yang balance that was more than the Emperor could handle. Balance ALWAYS wins because it is a mixing of both polarities. This is the most feared *concept* by both polarities in the Game. *Neither polarity can defeat Balance*, whether yin-yang balance or the far more potent *true Balance*.

Other interesting observations in *Star Wars III* include Anakin Skywalker, in his Dark vein, saying: "If you're not with me, you're my enemy". Shades of American dictator George Bush's: "Either you are with us or you are with the terrorists"! The great difference is that Anakin was truly brave while Bush is a coward who gets others to do his dirty work.

In other scenes, the Emperor uses threats that he *created* to get more power. War destabilizes the republic, so he promises 'security and peace' by getting the legislature to grant him more power as the only way to end the war. Senator Padme (Mrs. Anakin Skywalker) correctly observes: "This is how liberty dies: with thundering applause". The same has been happening in the United States. The majority of the people and Congress eagerly give dictator Bush and the executive branch of the government fascist powers while stripping the Constitution of its freedoms. "But you will have security and peace" is the Dark mantra to seduce the people.

The Dark, in the *Star Wars* films, is called Sith. While it can be said to be an anagram of 'shit', it is also a reptilian word. Reptilian words are loaded with 's' and 'th' sounding words. From this you should understand that the 'Sith' are the reptilian Orion Empire influences. The reptilians are the prime Dark force in this Galaxy Game. They are the *oldest* race and *most Game addicted*.

Take the Dark sector of this Galaxy Game, add simultaneous EndGame on Earth to the mix, and you have *forces of spiritual assassination* involved, as has not been the case since the previous simultaneous path planet. The *object* of the assassination attempts is simultaneous path Graduation *candidates*. The electronic net of early May was just one of the latest examples of that. When you watch *Star Wars*, watch it with a discerning eye. Lots of hidden meaning that will be recognized by simultaneous-pathers.

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Alien "Divine" Intervention & EndGame

If you check this link on Rense's site, you will find an article regarding Tibetan monks' 'remote viewing' that aliens (referred to as "divine") will intercede on Earth to prevent the destruction of the planet: <http://www.rense.com/general63/rv.htm>

Matrix 5 readers will note how this article is loaded with *sequential concepts* such as *karma*, *reincarnation* and *alien 'spiritual superiority'*. These tired, old ideas have been around ever since the sequentials discovered that Earth is the current simultaneous experience planet in this galaxy Game. 'Give away your power to the 'divine' aliens (space brothers) who know what's best for you' is their mantra. They come in 'glory' after all, but their 'glory' is glittering technology. The sequentials ignore the fact that we wouldn't be in this EndGame mess if it were not for alien interference and the distribution of alien technology on Earth. Yet the EndGame scenario IS part of our necessary experience.

What this monk refers to as "supernatural, divine powers" is a direct reference to the Higher Selves. The simultaneous path Higher Selves are the 'divine powers' of Earth as are this galaxy Game's creator(s). The rest of the galaxy is for the sequential path Higher Selves who are doing their best to keep us from Graduation.

Sequential aliens have been trying different methods to keep us, and the Planetary Spirit, from spiraling out of the Game. Some of their *techniques* involve using various craft to manipulate Earth's grid points in order to try and subdue the Planetary Spirit, introduce technology to lure the simultaneous away from spiritual development and to set themselves (the aliens) up as 'divine' and beings worthy of us giving our power away to. Notice, in the 'ET Saving World' article, that it is the aliens' usage of *technology* that will 'make them superior', *not* anything spiritually superior (*which they do not possess*).

Remember as well that Earthers are a resource to various alien groups, such as food for Orion reptilians and Sirian wolfish, mineral wealth to many aliens and a playground for their attempts at godhood. It is in THEIR interest that we do not Graduate. They say that technology is not where spirituality is Advanced. That is correct, yet it is *their* technology that *they* rely on and have been using to create chaos on Earth.

When the Planetary Spirit concludes shim's 3rd density experience, Earth will be left as a lifeless rock. That would be similar to your local supermarket permanently closing down requiring you to locate a new one elsewhere.

If anything, it will be the simultaneous path Higher Selves and the Planetary Spirit that force the event and drive the false deity sequentials away BY Graduating. When it is time, nothing will stop what must occur. Beware of aliens bearing gifts for they have ulterior motives in mind. Keep in mind *Twilight Zone's* "To Serve Man" episode, *Earth Final Conflict's* alien 'saviors' and similar entertainment based warnings. The sequentialization of Earth is a prime alien goal. It is well underway as per previous segments. The

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Graduation from the Game is the prime simultaneous Higher Self goal. Both goals are clashing now. The body ID vs. the spirit ID....sequential vs. simultaneous paths.

There is nothing “supernatural” or “divine” in alien technology, although they would love us to beLIEve it. This plays to Body ID and deity concepts that are rejected by Very Advanced, Dominant and Final Incarnations. The aliens also are aware of this. It is their plan to also eliminate these levels from Earth as well as any mid-Advanced that do not defer to their superiority. It is the Very Advanced, Dominants and Finals who see the alien sequentials for who they truly are and that is FAR from ‘divine’.

It is the body ID’d who beLIEve that they need to be ‘saved’ *for they do not understand the nature of the Game and the vehicle of the spirit*. Matrix V’s segments contain the keys that you need to spiral out of the Game. *The Graduation Key* is in place and has been enhanced this year by certain events including one on March 11 that resulted in the Japan earthquake. Alien propaganda by their agents on Earth is meant to sidetrack those on the simultaneous path. Go within and trust your Higher Self, the only pure source of your individual path and, hence, ‘salvation’.

Alien Abductions & The Game

Alien abductions on Earth have been a popular topic for decades now. The television in America has plenty of genuine and pseudo documentaries and entertainment surrounding this topic. But, have you ever wondered just *why* Earth is so targeted by the aliens for this and *what are they looking for*? You are not going to be able to grasp the fullness of this unless you are a Matrix V reader.

Throughout the galaxy one can encounter all kinds of physical beings classed as humanoid (arms/legs/head) and others, as well as carbon-based life, silicon-based life and others. The full classifications of *sequential life options* are known to all Higher Selves and you will ‘remember’ them once you have graduated The Game and once again have all your memories at active disposal.

Human life is not limited to Earth. This is also known to those investigating the UFO scenario where the Nordic types are just one of the other humans witnessed. Yet Earther human is quite different that non-Earther human due to genetic engineering as discussed in previous segments. Genetic engineering is not limited to the Orion Empire’s domain, although they are the prime culprits on Earth. Even so, this is *not* the *core reason* for the abduction scenarios.

The answer to this is not the body but rather *the spirit*. The reason for all this alien attention is the simultaneous path and how *the sequential-pathers are looking for loopholes and shortcuts* to gain what we gain without taking *the leap* into the simultaneous path.

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The aliens give Earthers all kinds of lame excuses that are body ID oriented. One popular excuse is the dying race victimhood stance. One cannot get more body ID'd than to push that worthless line!

They are trying to appeal to those of lesser than Very Advanced and Lightside in outlook. Races come and races go. Physical bodies are only *Game pieces* as is well stated in Matrix V. One expects sequentials to be heavily body ID'd. It goes with their territory. Look at how the Orion queen and royals are obsessed with extending body life. This has also been discussed in M5.

Yet, if this is so, why have they been spending so much time plucking up Earther humans with a shorter life span in relation to theirs? That's because what they *say* is meant for Earther consumption. It is not the truth.

The alien abductors *wrongly think* that 'by extensive mapping and examination of Earther human bodies' that they can *discover* 'what makes the simultaneous path work as it does'. They *believe* that they can discover a *physical reason* that allows the spirit to move beyond mid-Advanced levels, *which is the highest that one can reach as a sequential path Higher Self*. There is NO key or code in the Earther *physical* that will answer their question or solve their riddle. Yet *they will continue along this path because they cannot accept the results*, just as the polarities will continue to seek dominion right to the last gasp of The Game.

Sequential path Higher Selves cannot Advance beyond mid-Advanced levels, hence they do not have the talent/abilities of the simultaneous pather who has Very Advanced and a Final incarnations in play. *These levels cause great unease among the aliens because they cannot control or impress them to submission by their technological tricks*. They would just as soon eliminate any of these they can find, if they are able to do so.

There are those alien races who abduct humans for food. Those who do this do not limit their 'grocery shopping' to just Earth. They harvest from planets within their grasp. Harvesting for food is not the same as abducting and then replacing of the abducted subjects to their environment.

Abducted Earther humans have implants in almost all cases. The purpose of this implant is tracking and monitoring. *The monitoring is part of their attempt to discover 'the why's and how's of the simultaneous path'*. This is not known to all the aliens involved, but it IS known to those aliens who have designed the abduction programs. By monitoring, they hope to be able to create a 'technological device' to *simulate* the simultaneous path.

As stated in Matrix V, there is NO shortcut to having the simultaneous experience. The central problem with these sequentials is fear: *Fear of taking the leap into the simultaneous path and fear of losing their Game memories while still in The Game*. I have stated that fear is one's prime undoing in every instance. Fear will keep someone from experiencing astral travel, for example. Fear is one of The Game's primary tools and

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something that all Higher Selves must overcome in order to graduate. We simultaneous path incarnates overcame our sequential fear when we took the leap of faith and left that path behind. *The rewards come when you face your fear and progress despite it.* This has been a constant theme throughout the M5 segments. Keep this information in mind when you watch or hear about alien abductions.

Sequentials: Erran Interference on Earth

I have mentioned Billy Meier's contacts from the Erran system in other segments of M5G. While doing some internet research, I discovered that there is a recent book (February 04) that one of Meier's associates published entitled: *And Still They Fly* by Guido Moosbrugger. One may locate this on Amazon.com, if interested. Being curious as to what propaganda these aliens are up to, I wanted to poke around a bit. The publisher of this book has a site (www.steelmarkonline.com) and the forward to this book may be read at this site. I mention a few Erran philosophies/beliefs in earlier segments, so didn't think there was anything significantly new that I would locate. I did find this paragraph contained in the forward:

"The Errans are several nose-lengths ahead of us, meaning 3,500 years in technological regard and about 30 million years further in their spiritual development. Due to their enormously high evolutionary level, they master universal space travel almost perfectly. They maintain a great number of bases throughout the entire universe and serve to a certain extent as keepers of cosmic order and as assistants in spiritual guidance to needy civilizations."

M5G readers should be able to easily note the *sequential thought processes that the aliens employ with their logic and body ID*. They use *linear processes* and *group ID* to define their 'evolutionary progress'. This is *intended to induce the reader to give away personal power* to these 'superior' beings since their planetary race has been 'hanging around so long' - which is typical for a sequential race. The reptilians have been around even longer. Note the references to their "enormously high evolutionary level" and "about 30 million years further in their spiritual development". *Sequential path incarnates measure their time in the Game by their incarnational level*. Since the Earth *simultaneous* path is a galactic young race, we are *considered* to be 'immature' by the sequential incarnations, and called 'Earthlings' (see my segment on THAT term). Even with all their incarnational memories they are still *body ID bound*. *They think technological advancement is equated with spiritual advancement*. Using that *flawed logic*, the reptilians are more advanced than the Errans are. Meanwhile the reptilians continue to dine on humans. *They want you to be dazzled by the technology*. They continually dangle it in front of the 'Earthers' to *induce awe and obedience*. The more spiritually advanced Native Americans were *expected* to be in awe of the western European invaders and their technology, for example.

By the time a Higher Self takes the *leap of faith* and *rejects the sequential path for the simultaneous path*, that Higher Self has moved *ahead* in Advancement over the longest-lingering, sequential path Higher Self. *Some of the reptilian incarnating Higher Selves*

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have been here much longer than the entire group of simultaneous path Higher Selves. They refuse to Advance and are Game addicts. Refer to previous segments for information about that situation.

Aliens claim to have 'cures for all Earthier diseases' but won't give them for a variety of 'reasons'. Remember that *all aliens who meddle on Earth have agendas*. Their central agendas deal with *denying Earth as a simultaneous path learning center and control of Earthers by alien masters*. Their agendas may be of Light or Dark polarity, but *each polarity is self-serving*. Either it's "I know what's best for you" or "Do it because I say so". Note, in the forward quote above, that the Errans want their 'followers' on Earth to beLIEve that they are the "controllers of the universe" and the "keepers of cosmic order", while dispensing "spiritual guidance" to "needy civilizations". How very western European colonialist of them! How Lightside of them! I will let you determine the implications of all of this beyond what is mentioned in this segment. *EndGame brings much more alien contact to us simultaneous-pathers on Earth.*

While the sequential incarnates operate under full incarnational memories, they do not have pre-Game memories. ALL Game Higher Selves do have them, of course, but their incarnations do not.

Higher Selves on the *sequential* path will manipulate their Game pieces (incarnations) to interfere with those on the simultaneous path *according to galactic Game rules*. *When they accept the simultaneous path, they will have the sequentials of the time doing likewise to them*. Several past segments cover these topics in both volumes.

The Errans and their allies talk about their 'grand armadas' of space fleets, overwhelming (to Earthers) technologies plus more to keep you concentrating on them and away from you. At one time, you may have been one of the Errans. You certainly were on the sequential path in order to find yourself here. As we near Graduation, expect the aliens to step up their programs on Earth. UFO sightings seem to be increasing significantly. The sequentials *think* that they can 'lure back' *former* sequential (now simultaneous) friends back to *their* path. *They are not Advanced enough to know that you cannot go backward in progression*. The aliens will, as always, steer clear of Very Advanced and, especially, Final Incarnations who will not buy into their cheap card trick shows. Observe...it's getting more and more interesting.

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Technology and Higher Densities

Volume III Special Segment

Technology is a third density 'necessity', depending on incarnational path. Technology ranges from such simple devices as the wheel, lever/pulley systems, etc. to the other extreme of complex electronics, and weapons of mass destruction, from bombs all the way up to the Orion Death Stars, and beyond. These are all inventions of incarnations here to experience the Game. These devices mimic certain natural abilities of a Higher Self. Technology, in general, has been discussed in various M5 segments.

Technology is a passion for the sequential path, especially the older civilizations with long-term Game addicts. These ancient Game addicts will continue to beLIEve that 'the answer' to circumventing the simultaneous path is technology.

On the astral (4th density), one may easily mimic 3rd density creations by *willing* anything (in the 3rd density function of the Game) to manifest on the 4th. On focus level 27, astral manifestations exist which *mirror* 3rd density Game play. You find buildings of various types: homes, the Library, the Park, etc. On focus level 25, one can see the afterlife ideals of all Earther Game beliefs. On lower astral levels, all manner of astral creations exist, depending on the strength of the intent of the Higher Self incarnation(s) that designed them. The basic nature of astral creation is a mid-Advanced level topic and much can be located in print on that topic. Yet, as Bob Monroe said in his trilogy, these astral creations will no longer exist (after what M5 refers to as Graduation).

As one approaches Graduation, one learns that it is not necessary to carry these Game manifestations in more than memory. They are ties that bind one to the Game and what we outgrow when we are ready to Graduate. Yet, those still firmly in the Game continue to use technology for a variety of reasons. Do *not* to confuse astral creations with interdimensional objects. Yes, it can *seem* complex if one is not at the level *necessary* to comprehend the difference. The 3rd density has various dimensions, as stated in an earlier M5 segment. *Dimensions belong to the density*. This is one of the many topics that will become clear to you after Graduation. Your Awakened Final Incarnation has a degree of information on this topic, but it is limited due to still being *in* the Game.

Those for whom *Matrix V* is written should be aware that astral technology is not employed in higher than the 4th density. I have received reports of scenarios in which astral ships are created to 'transport select incarnations to higher densities'. The stated purpose is 'to explore'. It was reported that participants in these ships are requested to put energy into a manifested crystal to "power" the ship, and that 'the energy is reclaimed upon return'. Within these ships are "security" beings who restrict access to 'certain areas'. These non-Earther beings seem to be interested in the "energy spectrum" of those who power the ship's crystal energy device, per the report given. The whole affair should send up warning flags to the Very Advanced, and definitely to Awakened Final Incarnations.

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EndGame has brought heightened interest to simultaneous path Earthers, as already stated many times in M5 segments. This includes physical *and* non-physical beings of *both* polarities. The *Graduation Key* in place has set up a *beacon* that is also being responded to by those for whom it was *not* designed. There are those who are just 'curious' and there are those who are looking for a shortcut that involves Graduation without passing through the simultaneous path phase. There is NO shortcut.

By placing energy into the astral crystal, these naïve explorers are actually giving their energy signatures, which are being analyzed by certain non-Earther beings. This is *not* a benign activity. Aliens know that almost all Earthers are impressed by technology and buy into the myth of 'space brothers'. By using this combination, it's a great way to impress the love & light crowd. Not only does this impress Lightsiders, they also become *advocates* of this experience and entice others to this fancy trap.

Simultaneous path Higher Selves do *not entertain* curious incarnates, hauled around by sequential polarities, visiting like American or Japanese tourists with cameras clicking, on the density level where they reside while in the Game. It just doesn't happen. With that in mind, one should wonder just what is going on. Those for whom M5 is designed should think of this *sequential vehicle* as a *theme park ride* where illusion can be *made* to appear real.

Despite what the designers of this *energy analysis device* would have those who ride it beLIEve, the ship *remains* on the astral. The astral is expansive, as are recreations with in it. It is very easy to have the *ride* begin in a fairly common area, then shift to a remote one where the *theme park* design can continue. Meanwhile the original intent, analyzing the energy signatures of the participants, does proceed while they are in the theme park exploring.

These sequentials are looking for shortcuts, yes, but they are *also* looking for *specific energy signatures*, which are more important to those behind this charade. No ships are *ever* needed, or used, by any incarnation (designed by their Higher Self) *meant* to travel to densities beyond the 4th. In my travels beyond the astral, I have never seen any 3rd density based technology. One's Higher Self is immortal and omnipotent. 3rd density technology is the imitation of certain Higher Self abilities.

If you are on the astral and meet anyone who tries to sell you the concept that they 'have a ship that can transport you to higher densities', my advice is to keep moving. You are being sold something that has Darker designs. However, there *are* those Higher Selves who *want* to have the experience with these beings. In *those* cases, I say to remember the number one rule: Trust in YOUR Higher Self. Shim has the reason for the 'why'. All will be made clear upon Graduation.

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EndGame Energies & Incarnational Meetings

This galaxy Game was created so that incarnational Advancement is earned by a combination of experiences and the spiritual strengths gained from these experiences. On the sequential path, while memories of previous incarnations remain intact after the initial incarnation, recall that there is only ONE incarnation for each sequential path Higher Self at a time.

Once sufficient experiences and spiritual strengths are gained, the sequential path Higher Self may choose to take the leap of faith and proceed to the simultaneous path. As the reader knows from many previous segments, full incarnational memories are restricted to *within* your Higher Self. Simultaneous path incarnations do not have the same benefits of *active memory* that the sequential have. On the other hand, the sequential are still moving down a tediously long experience path while the simultaneous are developing very rapidly toward Graduation.

Due to the very *nature* of the simultaneous path, a Higher Self on that path would *not* have multiple incarnations *meeting* on the physical. This would be a Game violation and the Higher Selves know and agree to this before accepting the Game challenge. It would give the simultaneous path an unfair advantage in the Game. *If two or more incarnational streams in the physical were to meet, the proximity of these energy streams would be able to bridge the memory blocks of the simultaneous path.* This would give that individual Higher Self an unfair advantage in the Game, especially as Graduation approaches. One may compare this to cheating on your final exams in school. This is just not done.

Of course you *do* have incarnations scattered throughout EndGame since EndGame has been active for a few hundred years now, beginning as a slow vibration and moving to the hectic latter stages of now. Many in their current incarnation, born after World War II, know that they have an incarnation in the World War II era. That incarnation died before your current one was born. You would not meet in the physical.

Monroe talked about having another incarnation in Russia doing the same thing that he was doing in Virginia except that this incarnation was female. Monroe stated that he would never meet this woman in the physical and he never did. What was the purpose of this who event? Only his Higher Self can answer that, but it is not our concern. What is to be noted is that they were never allowed to meet while incarnated.

It is possible that you will meet people who you feel instantly very close to. There is something in their eyes, their aura that pulls you to them. This is not the feel of having the 'same' Higher Self, although the non-Awakened Final and lesser incarnations may think so.

Energies are coming to a close on Earth. The spiral out is tightening. The meeting of pre-Game close friends is occurring as a prelude to individual and friendship group Graduation

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events. This was touched briefly earlier this month in another segment. These are Higher Selves who entered the Game together and desire to exit together. One caution though: if you are significantly Advanced over another incarnation that you recognize, they may not be able to return the intensity because the particular incarnation you recognize is not sufficiently Advanced to ID you beyond an attraction that may be limited. This would not be an incarnation that I am referring to.

Yet when you *do* meet someone who is sufficiently Advanced and *able* to respond to this recognition, you may be stimulated to act on this by preparing for Graduation together. I know of 3 groups in 3 different 'time periods' that have united this way in preparation for Graduation. What I have noticed is that these meetings are *not* consciously planned. They just seem to *appear*. This is because the Higher Self knows that you may doubt such an event, due to body ID/self-fulfilling prophecy, if you *consciously* knew that you would meet person A on this date and he would be someone you agreed to form 'The One' event with. Even an Awakened Final Incarnation is not aware of this *until the time actually happens*. I can tell you that when it *does* occur, you will get energy zapped by the Higher Selves involved. This will also lead to some startling revelations that are conveyed by your Higher Self as well as any other Higher Self involved. A natural cascading of events will follow, depending on the Higher Selves involved and the commitments of the incarnations.

Review the segments on rejection and the Game. Be aware of the refining of the spirit through fiery challenges successfully met. If all is comfortable and you are satisfied with your lot in life, you are not ready for your next level at this time.

Necessary other life ties can be a priority for you if you know that you have to meet this other person or people. While this can be true on many incarnational Game levels, when it is of the Graduation level, there is a different feel that you will sense only when you are ready to engage in these types of meetings.

Preparations for Graduation may involve relocating. While relocation is a typical incarnational path experience, the vibration for Graduation relocation has a different overtone. Vastly different knowledge and dynamics come into play.

The Earth Planetary Spirit is currently undergoing Graduation preparations. This can be observed by noting events in nature. Yes, the Indonesian event of late December was significant on many levels, but one should also note other lesser dramatic events, such as robins in January hopping around in 20 degree weather on ice and snow, huge flocks of geese flying at night, the abandonment of nesting areas by animals and the disappearance of schools of fish from former spawning areas. These are just some of the Planetary Spirit's Graduation vibrations.

Just as the Planetary Spirit is preparing for Graduation, so are individual Higher Selves. Events are moving rapidly. Sharpen your observational skills. The crescendo of EndGame is in play.

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Graduation Events

Circumstances connected to the *Graduation Key* and other related matters have had me otherwise occupied for over a week in another state of the country. The southern Asian earthquake and resulting tidal waves are a direct result of Earth's Planetary Spirit's movement toward shim's own Graduation.

Now to finally say something on this:

It was in October that I reported to Val that my attention was taken to the *Graduation Key*. I was shown that it has started to very slowly move in a clockwise direction. At the time I did not know exactly what that would involve. Then the quake and tidal waves hit southern Asia in December.

Shortly after I saw the *Graduation Key* movement, I was put in contact with someone who put me in contact with another that required me to be at a certain location at the end of December. When I arrived at this place, I was introduced to yet another person. It turns out that these two people that I was visiting are significant (understatement) other life ties and eons-old friendships from before entry into the Game.

While at this location, the three of us were to complete a process that reunited our Higher Selves in such a way that exceeds our pre-Game friendship. This turned out to be our pre-Graduation formation. I cannot go into detail in this public forum, but can say that another phase of EndGame has been processed. This phase is as important as the revelations of M5G and the *Graduation Key*. Your Finals will all have access to necessary parts of this information no matter what time period they reside in.

Basically, what amounts to a Game-wide 'spirit flare' was sent rippling throughout this galaxy Game has occurred. This 'flare' announced the upcoming Graduation of the Earth Planetary Spirit as well as those who will spiral out at the same time. *It signaled the intended end of one simultaneous planet to be replaced by another.*

Those who are *not* ready for Graduation at this time will continue their simultaneous path on the next simultaneous path planet in another part of this galaxy. This planet is already preparing to be this so designated world by the Game's constructor's.

What is happening during EndGame has occurred at each simultaneous path planet's EndGame. Higher Selves know that this is only a new phase on the Game board and that there is FAR more to be played on it even though those of us Graduating will have moved on. When that planet reaches its designated time, *their* version of EndGame will take place. The Earth simultaneous planet is about 1/3 of the way through the designated duration of this galaxy Game. There are yet 2/3 of the simultaneous planets yet to be in play but, remember, only one simultaneous planet is in play (in this galaxy Game) at a time.

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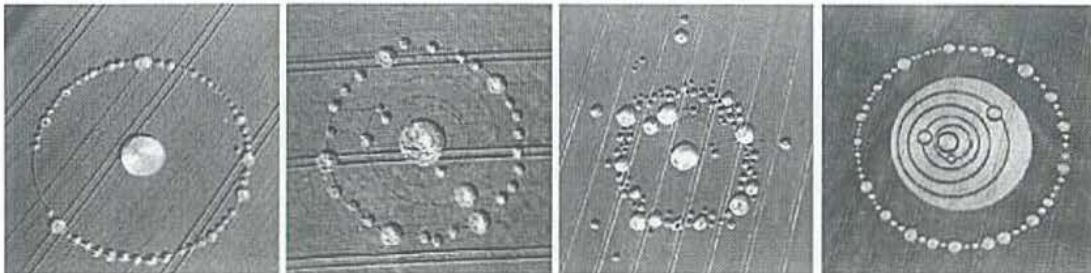
This whole Event will have me relocating soon for there is so much to do in so short a time. When I took my visit out of state, I was given no indication of what may occur. I bought my air tickets and made arrangements with someone I had never even seen before in this incarnation. Expect the unexpected kept coming to me and I just knew that this was what I had to do. Yet when the events started cascading, I was totally taken away by the magnitude of what was happening. I never expected what had happened.

Likewise, I don't know what will occur next for me on a personal level except that I know it involves relocation. When these new path directions happen, I just know that I must do them and the reasons will be made clear as I proceed. This has happened to me numerous times before on my own the advice that I give to everyone else: trust in YOUR Higher Self. As a Final Incarnation, I have lots of information that my other incarnations cannot access. Yet, I am *in* the Game and, as such, cannot know all that my Higher Self does. I am considering logistics problems, uncertainties and more with what is developing.

Meanwhile, the Earth Planetary Spirit is doing shim's thing as well. Hang on, everyone; it's going to get even more interesting. Trust in YOUR Higher Self!

Graduation Key Crop Circle

One of the many crop circles in the past (1995) was most interesting because it showed the Sun with the orbits of Mercury, Venus, Earth and Mars depicted around it but, unlike the other orbits with their respective planet, in the Earth orbit, the planet is not there. On one hand, based on one of the Orion plans, Earth has been destroyed. This plan has been discussed in M5G Gold Edition (Volume One) in several segments.



Now, with the Graduation Key in place, I have been able to access *new information* that this crop circle has *another interpretation*. While those who placed the circle may well have *intended* the Orion plan, *in actuality*, it refers to the Earth Planetary Spirit's *own* graduation from the Game, to those who are aware OF the *Graduation Key*.

Refer back to the Matrix V Gold Edition *Nature Spirit path segments* concerning *general planetary path graduations* from the Game. The Earth Planetary Spirit is as eager to graduate during EndGame as are the Awakened Final Incarnations for each simultaneous

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path Higher Self. With the Earth Spirit, the *disappearances of species, both animal and plant, are connected to the EndGame preparations for graduating*. This was also covered in segments in the first volume.

The placement of the Graduation Key AT THIS TIME is VERY significant for the spiraling out of *both* the simultaneous and the nature spirit paths. Each of *your* Higher Selves is having a significant role in the *creation* of the *Graduation Key* as per Key segments in Vol II. It is *not* by 'chance' that the Matrix V volumes are in play at this time. This was *planned long ago* by several simultaneous path Higher Selves *as part of the EndGame scenario* and well within the rules of the system Game. The *Graduation Key* will remain *until* the Earth Planetary Spirit has moved on. Once *that* being has concluded *shim's* Game experiences, the *Graduation Key* will have fulfilled *its* purpose and will no longer exist. There will *not* be another *version* of the *Graduation Key* until the next simultaneous path planet in our galaxy has entered the similar stage that Earth is in now.

Graduation Key & Earth's Planetary Spirit

In January, I wrote that I was elsewhere in the county engaged in an effort that enhanced the Graduation Key. In March, once again my travel resulted in another enhancement to the Key. The formation occurred on March 11. Shortly after that, Japan experienced a major earthquake which was a direct result of the Planetary Spirit's energies preparing for *shim's* own Graduation. On March 28, another hefty 8.7 earthquake hit Indonesia with reports of another tidal wave forming.

Certain sequentials have been *attempting* to contain the Earth Planetary Spirit by tampering with grid points. Bruce Cathie has discussed grid point tampering and has extensive data on the planetary grid in his books. (Check Amazon.com for his materials).

The Planetary Spirit is preparing for shim's Graduation on the nature spirit path. Earthquakes, volcanoes and weather related dramas are all part of this. However you should be aware that *the tampering of the grid points by the sequentials and their Dark allies on Earth are making these events even more dramatic than they need to be.* The aliens are having an effect of attempting to put a lid on the Earth energies. Instead of a natural flow of energy, we have a *pressure cooker effect*. When some of the energy seeps out under such pressure, we have dramatic Earth changes such as the Indonesian quakes of December and March. Yet, *this is how EndGame proceeds.*

One of the *purposes* of the Graduation Key is to *assist the Earth Planetary Spirit to overcome the sequential interference.* The Planetary Spirit is being significantly aided by the *Graduation Key*. Review *Matrix V Volume II* and the *Graduation Key* segments. Note *how* the Key was formed and *what* was required for it to be in place. *This is an alliance between many simultaneous path Higher Selves and the Earth Planetary Spirit's Higher Self.* We are all moving towards Graduation and *will not be cut off at the pass by the sequentials and Game addicts.*

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Each Higher Self, connected to *Matrix V* via an incarnation during this time period, has placed energy into the formation of the Graduation Key as per EndGame opportunities and Graduation activities. *Matrix V* is found all over the globe in areas that I would not have imagined. It *continues* to reach those who need it for their path progress. As it does, *more simultaneous path Higher Self energy joins with the Graduation Key*. Can you connect the dots of this picture? The Planetary Spirit engaged the *Graduation Key* in January 2005. In March 2005 the Planetary Spirit linked even further with it. The scope of the whole Event is absolutely amazing for me to view.

Indigo Ray Children & The Window-Of-Opportunity Event

Volume III Special Segment

In earlier segments I referred to the New Age (mid-Advanced levels) fascination of children tagged with the 'indigo ray' label. They have been described as "brilliant" with an ability to easily function in a technological world with a computer as an extension of their aptitude. They also claim that these children have enhanced psychic abilities as well. Along with the 'indigo ray' label, other New Age factions refer to them as 'blue ray' children. In either case, they seem to tag the appearance of these incarnates starting in 1984. If one wishes to research the New Age mythology in regard to these 'indigo ray' children, you can easily research it on the internet.

The purpose of this segment is to tie the 'indigo ray' children into the EndGame activities on Earth.

When a simultaneous path planet nears its Graduation Event, there is a Window-of-Opportunity *experience* available for *sequential path Higher Selves*. This Window-of-Opportunity allows sequential path Higher Selves, who are considering the leap of faith, to experience an incarnational event on the current simultaneous path planet in this Galaxy Game. *They remain on the sequential path, but can observe firsthand the simultaneous Game stage, which includes everyone at all levels of incarnational progression*. Remember that the sequentials are conditioned to planetary progression where everyone is near the same level of Advancement.

In order to *participate* in this experience, the sequential path Higher Selves agree to a limited block of their Game incarnational memories. While their incarnations have the *talents* of their path, their *memories* (of who they really are) *remain restricted*. This has a two-fold purpose.

First, it is to restrict those on the *simultaneous path* from being TOO aware of this situation *unless* you are at a Very Advanced or Final Incarnational level *where knowing will benefit your EndGame experiences*.

Secondly, it is to give the *sequential-pather* a *taste of not having their full memory of past lives*. When the Window-of-Opportunity incarnation 'dies', that Higher Self will be faced

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with a *decision* to either return to the sequential path *or* take the leap of faith to the simultaneous path *on the next planet so designated* for this Galaxy Game. Game rule: *The Window-of-Opportunity experience is limited to one incarnation per sequential path Higher Self.*

Our Higher Selves (Earther Graduation ready) have been there. We accepted the Window of Opportunity experience on the last (pre-Earth) simultaneous planet in our Galaxy Game.

Those Higher Selves (Window of Opportunity participants) who choose to not take the simultaneous leap of faith tend to take the *adversarial role* in the Game to the *next simultaneous planet's simultaneous path* Higher Selves. They are significant in *creating* obstacles that the simultaneous will face. They are the aliens who visit their former sequential friends and try (vainly) to lure them back or, at the very least, get them to give their power away to their technological superiority. They also carry tales back to the Game addicts such as the reptilian royalty.

In order to correctly appreciate the situation, *you must look at it from a Game level.* Step back from your incarnational self and try to see it from the point of the Higher Selves. It is JUST an *experiential Game.* The physical body is a *device for learning what the Game has to offer.* This is covered in numerous M5 segments. The reason some of the Game's mechanics are being presented is *only* because it is EndGame and *this is written for those who will be Graduating to far more interesting activities when they activate their Nexus of Time.*

These 'indigo ray' children will *not* respond to someone who, having read M5, is foolish enough to confront them. That would be just *spiritually immature* and would serve no purpose. We allow *them* to have *their* experiences just as *we* expect to be allowed to have *ours.* *If you cannot adhere to Allowance, you are not ready for greater events.*

The Window-of-Opportunity experience, a one-time-per-simultaneous-path-planetary-event, always occurs *in the linear time closest to the end of that planet's simultaneous experience.* The Window of Opportunity is *not* a Nature path event. It is only *a sequential path event on a simultaneous planet.* The Window of Opportunity experiences began in 1984, over 20 years ago. Minion incarnations are multiplying as well.

Next stop for Earth: Graduation! The Window-of-Opportunity experience is over. Minions are rejoined to the Planetary Spirit. Simultaneous path Graduates, engaging their Nexus of Time, head for new, fascinating experiences. Simultaneous-pathers not yet ready to Graduate will continue on the next simultaneous path planet. Is your Higher Self ready for what shim will be doing? Only your Higher Self can answer that.

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The Window-Of-Opportunity Event – Part II

Volume III Special Segment

The Window-of-Opportunity Event is a major progression for the sequential path Higher Selves. When this experience is made available to sequential Higher Selves, most of them are not even Advanced enough to be aware of it. One would have to be in the sequential Advanced levels to even be aware of it. Sequential Advanced levels are comparable to simultaneous path low-Advanced through mid-Advanced levels. The Very Advanced levels are simultaneous path additions to the progression of this Galaxy Game.

In the previous segment, the limited sequential memory access (during the Window-of-Opportunity) is mentioned as two fold in purpose. The first consideration is that the sequentials cannot be allowed to run around the simultaneous planet meeting former sequential associates who are now on the simultaneous path and trying to stimulate their sequential path memories. That defeats the purpose of the simultaneous path experience. Can you imagine an Earther Mid level family having an “indigo ray” child who, as soon as he/she can speak starts telling them about the ‘good old days’ on planet xyz? Talk about breaking rules at the very least!

Very Advanced incarnations are far more likely to be able to deal with certain facets of the sequential path, but even an Awakened Final Incarnation doesn’t have that kind of access. Graduation will soon be here and then ALL our information can be processed. Meanwhile, enjoy your final Game experiences, pre-Grads!

Another reason for the memory blockage during the Window-of-Opportunity Event is that, by giving the sequential pather a taste of how it is not to have memory access, the progressing sequential path Higher Self will have a feel of how it is to operate without past lives memories. This does become too much for some sequential-pathers. Many others find it fascinating. After this event, the sequential path Higher Self must then decide whether or not to take the Leap of Faith and plunge fully into the simultaneous path.

We (simultaneous path Higher Selves) have all enjoyed the Window of Opportunity Event on the previous simultaneous path planet in another part of this galaxy. This Event is an excellent time for pre-Game friends to progress together on the next phase of the Game from sequential to simultaneous path. Higher Selves are very social and enjoy having company. Those of us in the Earth Graduation Class will have a lot to discuss after Graduation. Those who will follow in the next simultaneous planet will have their own memories to make and experiences to endure.

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Magical Mystery Tour

Volume III Special Segment

On the sequential path, our Higher Selves were involved with the tediously slow progression through first, the Low, then the Mid and finally the Advanced levels available to *that* path. This was a process that lasted millennia. Once we had reached sequential path mid-Advanced, we were presented with the option to move to the simultaneous path. This has been discussed in previous segments.

On the simultaneous path, your Higher Self has directed shim's incarnations to the full spectrum of experiences. On this path, a Higher Self re-experiences similar situations of *all* those levels which shim is already well familiar with from the sequential path (without the memories) plus the simultaneous path bonuses of Very Advanced and Final incarnations. This is why the simultaneous path is similar to a self-final exam of *all* previous experiences combined with the movement toward Graduation: where I am going next.

The psychic sciences and various occult studies beckon to all simultaneous path Higher Self incarnations of the Advanced levels of progression much more than to the low/mid-Advanced of the sequential path. While simultaneous Low and Mid levels concern themselves with Game conformity in religion and societal structures (similar to reliving numerous sequential path experiences), the Advanced levels are preparing for Graduation in appropriate stages. Hence Higher Selves' incarnations will avail themselves of psychic predictive sciences (astrology, tarot) as well as other practices and divination methods. Explorations into non-mainstream Game religions stir curiosities. These curiosities are spirit driven and, once on that path, momentum towards Graduation has begun in earnest.

The new progression areas, for a simultaneous path Higher Self, are the Very Advanced and Final incarnations. The new total sensation for the Game Higher Self is experiencing the range of *all* these levels at the same time. Being able to direct and to process all of these hundreds of incarnations and the information generated by them in the Game simultaneously proves to that Higher Self that shim is ready to Graduate and is prepared to move to more complex and interesting spheres of activity.

The simultaneous path provides various disciplines of spiritual stimulation that break experiential fences and weaken Game demands for conformity. This is why most cultures forbid, condemn or isolate the occult and psychic sciences practitioners. Many also secretly restrict this information to ruling classes and their agents while condemning it in public. There is *much* power contained in the occult (meaning 'hidden') but most Earthers are conditioned to fear that label and what is connected with it. Occult power should be equated with breaking experiential loops and fences by giving you a spirit ID over a body ID. By demonstrating to yourself the abilities you innately have, you come to a realization that you have been bound by artificial rules and fake deities. You reclaim your power.

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However the psychic sciences and occult are only means to an end. They are not the end unto themselves. They can be a way of power over others (Dark), a power to change what one feels must be changed in others regardless of their wishes (Light) or a power to keep unwanted forces away and retain one's power/individuality (Balance). The lure of the Dark and the Light sides are powerful. We all go through incarnations involved with both polarities. We need this in order to fully appreciate Balance and this comes with spiritual maturity.

When I was studying with the wiccans, I concentrated on defensive knowledge. Yet I knew many who were interested in controlling others (Dark): I'm going to make him/her love/obey me – get the black candles. I knew many who wanted to interfere on other people's paths 'for their benefit' (Light): We gather here today to cast a spell to change his/her ways to what *we* feel that person should be doing – get the white/red candles. Similarly, with my shamanic apprenticeship, I knew many who want to use the knowledge to "save" people (interfere with their path) Lightsiders. I also knew of some who seek to use their power to steal others' energies and enforce servitude Darksiders. I concentrated on defensive tactics and spiritual repairs.

No matter what polarity an incarnation concentrates on, it is what *their* Higher Self *requires* for path experiences. This makes it right for that incarnation at that time, whether Dark or Light. Keep in mind that there is **no** right or wrong, just different experiences. Just as one Higher Self is having several Dark path incarnations, shim is also having several Light path incarnations. All the while, the Higher Self is processing all the information internally. This is factored in when the Dominants create their Final Incarnation. The Final Incarnation is the 3rd density culmination of all the simultaneous experiences for any given Higher Self. It is only during one's Final that Balance (capital B) can be finally found. Nevertheless, Balance cannot be total until Graduation when the Final accesses shim's Nexus of Time and all incarnational streams have merged with that Higher Self. At that time, *all* Game rules are over and the Higher Self is once again free to act on what has been learned from experiencing a Galaxy Game.

It is essential that psychic sciences be pursued by interested incarnations despite what Game-clinging incarnations around that incarnation may think. If you are interested in astrology (considered the gold key of occult knowledge), the most complex of the predictive sciences, you owe it to yourself to learn as much as you can handle. If you are interested in tarot (considered the silver key of occult knowledge), the same applies. Keep in mind that you cannot learn all psychic sciences/occult knowledge in one incarnation. Work with what *you* feel most interesting at the time and don't force it.

As for myself, I learned what I needed from each of my areas of concentration then moved on to new ones. A Final is likely to do that for a last reintegration of other life disciplines. It is like tying together any loose threads left by other simultaneous path incarnations. As with all Higher Selves, no ONE path or ONE experience combination suits all. I cannot stress individuality strongly enough.

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The occult will open your incarnational eyes while drawing the unwanted attention of Game conformist religion and 3rd density 'sciences'. Both of these will use whatever intimidation they have at their disposal to try and drag you back to conformity. When you clash with tradition and conformity (sequential demands), you know you are moving toward independence and Graduation at the level that the current incarnation can handle. Remember that while this is happening, your Higher Self is processing your experiences and watching that your path is not significantly interfered with.

The psychic sciences and the occult definitely present a *magical mystery tour* and this tour is 'waiting to take you away' as the song goes. *Any* fears with beginning this tour are strictly of body ID generation and fear/control oriented. I have found the magical mystery tour most invigorating and would not be where I am today without it.

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Volume III Special Segment

This segment was originally a private communication to the incarnations of two other Higher Selves in this time period. It is now time for this to move from private to M5 Volume III, although it is edited and enhanced for this purpose. This segment originated with a massive rote that I was given in January 2005.

The three of us became close friends in what Monroe refers to as 'Home'. It was here that we decided, along with another group of three close friends, that there must be something even more interesting than the simple, but fun, games we had been playing at Home. With that, we all left Home to explore what there may be that could be interesting to us.

Eventually we discovered a hugely popular venue referred to as "The Game". It seemed to be pulling Higher Selves from all over. Some just looked on, while others were eager to play. We saw that there were all kinds of interesting, but different, 3rd density Games that we could join, but *one* particularly looked exciting to us.

This Game had a choice of *two different prime paths to choose from*. In order to play, you had to choose one or the other. The 6 friends decided to split up here with each original group of 3 going on one of the prime paths. We 3 chose *our Higher Self path*. The other 3 chose (what I call) the *Nature Spirit path*. The experiences would be extremely different but we knew that at the end of the Game we would be able to share these experiences as if we took them ourselves. We decided that no matter what, we would meet again when it was Graduation time.

For us, we had to start at the beginning: our first *sequential* incarnation. For eons we played the sequential path. We learned to move as a planet or a system, everyone close to being the same. While this was fun at first, it took on a similar feel as Home did. It was getting boring and predictable. There *had* to be more.

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We have been recently hearing something about a renegade group who left us a long time ago. They wanted to move forward as individuals without sequential memories. What a strange and dangerous thing to consider! Nevertheless, we kept hearing of the occasional Higher Self or Selves who wanted to take a seemingly 'blind risk' and go to the simultaneous world. We saw that each simultaneous world would be in the Game for a short while, from a sequential perspective, and could not guess why. It was always in a different location in the Game board each time. Curiosity got the better of us and we decided, as a group of 3, to investigate further.

At this time we heard of something called the 'Window-of-Opportunity' event (see special segments on this event in M5 Vol. III). In our location, very few Higher Selves were even interested in knowing it was available. Yet, the 3 of us took the risk and wanted to see what possibilities it may have. It turned out we were born on a strange planet. It turned out to be the simultaneous planet in the Game just previous to the current one – Earth. I did not have my sequential memories, although some of my more developed talents were second nature to me in my child physical. My parents called me a 'wonder child'. I didn't think so, since I had known that I was thus talented for a long time. Yet, without my past life memories, I could not say how I knew what I knew. Several people on this planet *felt* familiar, but I could not tell just how. I could not remember at the time.

When my physical died on that world, I was back in the sequential pathway that I had been in *before* the Window of Opportunity experience. My other two friends were also there and we discussed what had just happened to us. We had no memories of our past relationships when we were in the Window of Opportunity on that planet. We could not get beyond a feeling of familiarity with some of those people. This was a major new sensation for us to process. In all our other sequential lives, we knew everyone and our experiences were shared. How radical *this* world they call *simultaneous* must be! People don't know exactly *how* they truly know each other. The simultaneous planet turned out to be far different than we were lead to believe when we are with the sequential group.

We held back on incarnating (after the Window of Opportunity) while we discussed this experience. No wonder why it was called radical! On this path we were told that we would have many incarnations together at the same time. It really doesn't matter to us that our sequential memories would be suppressed, because our experiences would be SO much different. Instead of the slow one-incarnation-at-a-time, we suddenly could have a huge amount of incarnations at the same time and we could get to play with each other in many different ways. Each of these ways would convey huge amounts of sensory knowledge to us. How fascinating! However when we reviewed our current sequential path experiences, we all felt it was becoming more like 'Home', with little to find that is new. That was when the 3 of us decided to take that Leap of Faith we heard about in connection with the Window of Opportunity event. Going back to the same old sequential life path just did not hold our interests any more. We considered our other 3 friends back before we began this Game, but had no idea what was going on with that path.

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We notice, on review, how much we have changed since our first Home. Now, we can feel and sense things that we had no idea were possible. *Emotions*, and *the intensities connected with them*, allow us to express ourselves so much more completely than the earlier ways. It was time to move on and see what The Game has in store for those on this simultaneous path. We knew that the new simultaneous planet, called Eridu by some groups, would be known as Earth by its simultaneous inhabitants.

Part II – ‘The One’ Event

I was prompted by my Higher Self to take a trip to meet a *Matrix V* reader who I had been engaging in communications with. I had not seen his photo, nor is it usual for me to embark on a long journey to spend more than one week with such an unknown set of factors. Nevertheless, I *knew* that I had to take this trip ‘blindly’ and be there by December 30, 2004. While the first day visit was very pleasant, I still didn’t know why I *had* to make this trip. Enter my third day of this trip (1/1/05) and another person who I was told ‘had’ to meet me. I was not expecting anything significant from it, just another interested M5 reader. When we came around the corner, a connection was made that brought in a cosmic bolt of a shock to me, that even ‘sheared’ of a soul shard (which I had to retrieve later on), I suddenly knew *how* I knew both of these people in other incarnations on Earth, not in any significant detail, but enough to begin the answer to *why* I was here at this time.

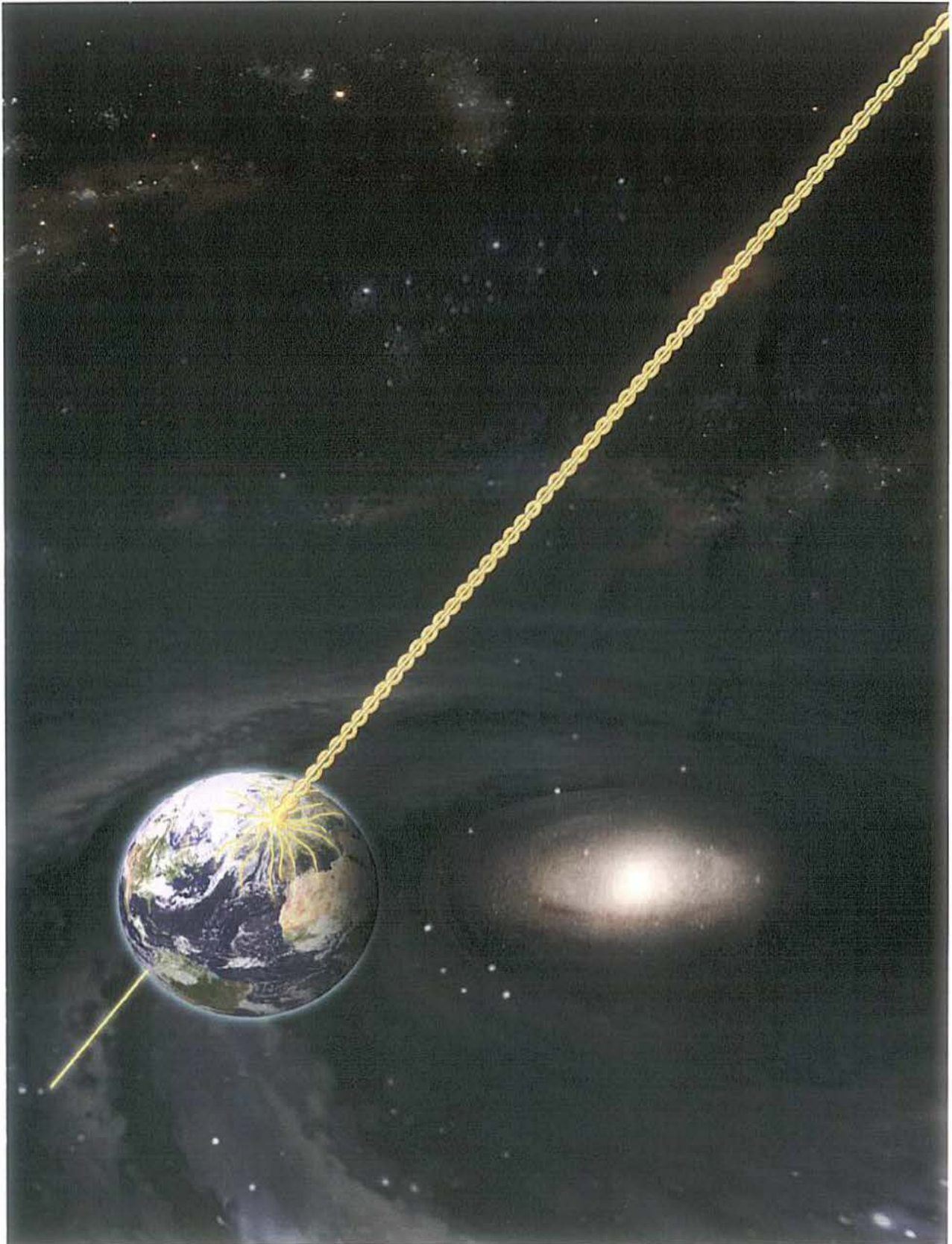
Later on that day, I was given the massive rote while I was engaged in conversation with these two people. As per a previous M5 segment, rotes are total packages of information that include not only facts but the emotion that accompanies them. They could watch me receiving the rote as I stopped what I was talking about to change tracks to what I was now receiving from my Higher Self. Rotes from one’s Higher Self, in their purest form, are staggering to an incarnation when accompanied by such powerful emotion. I will give you elements of that rote here, although parts of it are strictly for my other two friends.

In 3 different chronological time periods, 3 sets of our incarnations are together under similar situations. In the current time period – unique due to EndGame and my writing of the M5G materials/Graduation Key, etc –you are able to see how EndGame events are developing. In this Endgame period, my Final is central to the three of us. However, in 2 other ‘time periods’, each of you are the central energizing incarnations. In one time, person A’s Final is the central figure. In another time, person B’s Final is the central figure. The non-Final Incarnations in each of the 3 period groups are at Very Advanced levels.

We arranged, according to Game rules and provisions, for 3 special periods where we would be together, with the assistance of the Final of that individual Higher Self, to reconnect energies in ‘The One’ pattern that we began with when we chose the way of the 3rd density Game.

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Yesterday, coinciding with all 3 Finals in all 3 time periods, through the energies of each Higher Self operating through each one's Final Incarnation, 'The One' Event occurred. It took all 3 Finals to bring that about. Without all 3, it could not have happened.

'The One' Event required that we stand in a specific ordered circle and make an energy connection with each other via our hands that would allow our Higher Selves' energies to flow through our physicals. As soon as we joined, our 3 Higher Selves positioned themselves very close to each other (in the same circular order) and pulsed energy through to *each* incarnational stream to *each* of the 3 incarnations of that Higher Self in the 3 time periods. The gold energy moved down the connecting cords into *each* of the 3 participating incarnations of *each* time period. I noticed that each *Nexus of Time* was radiating energy. Only one's Final Incarnation may direct their *Nexus of Time* to operate in this manner.

This caused the energy to accelerate through and around us and 5 of our chakras (2-6) to reach out from each of us and meet in the center of our circle. As soon as the chakra energies met, each in its own color, a unique spark occurred. These 5 sparks connected lengthwise and gold energy began swirling clockwise into a stream of energy that burst upward into the center of our 3 Higher Selves. This gold energy opened like a fountain to spread gold energy to envelope the 3 Higher Selves within one golden bubble. This was a pre-melding movement.

The following day, we repeated the same process. This time, the energies, after forming the enveloping circle, also moved upward and shot out to the Graduation Key causing a "notch" to be formed in the upper level and an enhancement to the lower level where the Planetary Spirit resides.

This Event set off a vibrational shock (spirit flare) that was noticed by the Game's creators (who were waiting for it), Earth's Planetary Spirit and *the linchpins of both polarities*. The Finals in the other two time periods have instructed the participating Very Advanced as to what has occurred. 'The One' phenomenon has been re-formed – similar to the reforging of the sword in *The Return of the King* that Sauron so feared. This was something we planned as Higher Selves before taking our initial sequential Game plunge – a promise made/a promise held. Only a Final Incarnation can grasp the depth of this Event.

Meanwhile, on the Nature Spirit path, the Earth Planetary Spirit turned out to be one of our friends from the other trio mentioned earlier. The Earth Planetary Spirit has recognized me as a Final since I began my shamanic training. The Nature Spirit path does not deal in memory losses that our Higher Self path must endure. As a side note, once when I hiked through Boynton Canyon vortex in Sedona, AZ, I saw one of the guardian spirits, a manifestation of the Planetary Spirit. I had never seen such a spirit before who looked at me and said, "I know who you are" then swirled around my aura and vanished. That really shocked my not-fully-Awakened self in the late 90's. The Planetary Spirit has also connected to each of the other two Finals in 'The One' Event.

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The Planetary Spirit needed us and all the other Higher Self incarnations that have become a part of the M5 project to set the Graduation Key, as described in Volume 2's Graduation Key segments. *Matrix V* gives us *the keys needed to stimulate who you really are* and give those, for whom it was written, *the energy needed to Graduate*.

Part III – Tweaking the Graduation Key

In March 2005 I made another trip to visit with my two friends and we formed the circle once more. The link between our Higher Selves was again dramatically manifested through our incarnations with color and energy. The connections from our Higher Selves pulsed down through our crown chakras which caused energy from our 3rd eyes through our creative sexual chakras to extend into the center of our formation. This energy swirled and merged together and shot back up to our Higher Selves and surrounded them in a golden sphere, as it did in January. Meanwhile the circle of energy continued to move clockwise at our level.

What I noticed new this time was that the ground fell away beneath us, and I could see the Planetary Spirit watching. This time, shim added a potent loop of energy to surround the three of us on the third density. The best way I can describe it is to say that I could see the Planetary Spirit watching what we were doing (from below) and focusing shim's energy so that it enveloped us almost to the ceiling of the room we were in and back down to include the Planetary Spirit's essence. The incarnational crystals that surround the Earth Spirit were glowing in a golden light. Remember (from a previous M5 segment) that these crystals correspond to the wall of incarnational faces within our Higher Selves.

This energy tweaked the Graduation Key even more, although I could not perceive just how. I just knew it did. After all, I don't need to know it all while IN the Game. Our Higher Selves do, however. This event was necessary for the Graduation Key and, as previously stated, it was being simultaneously enacted by our other two sets of Final/Very Advanced in two other time periods and locations.

After the enhancement was completed, I was told "it is enough". Yet, I responded that I wanted to hold the link a bit longer so that the other two could feel/experience more of the event. And we did just that until I felt they had gotten all they could from this experience. This is something that was planned long ago. It was also something that we earned by our participation and actions IN the Game. Once again, our Higher Selves each have the full details which we will all 'remember' when we have Graduated.

Part IV – Conclusions

This information was originally written in January and in March as segments intended to be shared only with the other two participants. It was not to be shared with anyone else at that time. Now that *Matrix V Volume III* is here, the time is right to share. While some may consider it an interesting event for us, *how* does it apply to the other M5 readers and pre-Graduates?

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The Graduation process is a *series of events* centered on EndGame. Certain Higher Selves agreed to participate in unique ways that would ensure that Graduation does occur *for all those prepared to move beyond the Game*. In order for that to occur, certain keys must be dispensed so that the simultaneous will be able to discover more of who they really *are and are not*. Body ID vs. spirit ID and a *focus beyond the Game* need to be available to those searching for it. This is why *Matrix V* (on **this** simultaneous planet) was created.

Next came the need for the Graduation Key energy. It required a certain number of pre-Graduate Higher Selves incarnated on Earth to combine their energies to form this Key. The Graduation Key continues to be strengthened by the increasing numbers of incarnations on Earth who are *employing* the keys, given in the M5 series, *to focus on moving beyond the Game*. This involves those physically here on Earth *and* those with M5 access in the Library on focus level 27.

With the Graduation Key in place, enhancements were necessary and this required a unique formation event called 'The One' that would *ripple through time* and not be *solely* focused in EndGame. The details given above were repeated simultaneously in the other two time periods as well. Energies flowed to/from them as they did to/from us where I am the Final Incarnation. This event bound more than just EndGame, as you can see.

'The One' event also united the Planetary Spirit with the Graduation Key in a way that it had not before. The Planetary Spirit's unique energy has combined with those of us on the simultaneous path to further enhance the Graduation Key.

Events are moving to our Graduation. The shock that the polarity linchpins and others felt proved to them that they, once again, *were not able to prevent another simultaneous planet from being a stage for Game Graduation*. Even now, these same Game addicts are planning to 'compensate' for their perceived failure on Earth and are planning *how to move on the next simultaneous planet*. Meanwhile the Game creators are pleased that another group of Higher Selves are succeeding in Graduation despite the heavy opposition from the Game and those addicted to it.

Know that this is all significant to *you* wherever you are. If you are on the simultaneous path, you can rejoice over it. If you are on the sequential path, it's time to move forward and take the Leap-of-Faith. Games are meant *to learn from* but also *to move beyond*. There is so much more to experience *after* the 3rd density Games.

Meanwhile, keep observing and evaluating. We have much to discuss after Graduation. You have no idea just how much! It will soon be time for old friends to gather again.

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EndGame Chaos

Volume III Special Segment

The unsettled feelings with planetary situations, that pre-Graduates are coping with these days, are increasing dramatically. The Bush government in Washington is goose-stepping around the White House with their christian icons while hiding behind the illusionary flag of 'freedom'. The only 'freedom' that these people agree to is their freedom to impose their will on the rest of the world: sequentialization.

The decades of chemical, biological and electronic controls are paying off by changing the majority of people into sheeple in the United States. Add to that, the mob of minions who gladly follow-the-leader. Brush with fluoride, get your recommended shots, keep that cell phone glued to your ear, take your medications, trust in your country's government which will tell you how to think and when to act. This is *not* limited to the United States, by far, but the Americans are the test population for sequentialization control. America is the EndGame center due to the type of population. It is also the country where the *Matrix V* project and the Graduation Key originated, despite the sequential agenda.

Blind obedience to central authority is constantly being tested on the public. The Oklahoma bombing, 9/11 NYC, Madrid bombings, 7/7 London, etc are *all* pre-chosen by those in control to see just how far they can control public opinion and manipulate a response to something that is staged by one group and blamed on another. Nero's Rome did it with their fire. The Germans did it well with the Reichstag fire. America has succeeded with Oklahoma and 9/11. Spain's government succeeded with the Madrid bombings. Britain is meeting success with their 7/7 bombings. Syria was blamed for a Lebanese politician's death when Israel was behind it. Actually the sharp observer will discover Israel behind most of what is happening today. It is all moving along a well planned agenda.

The difference between Nero's Rome and modern day staged terror is *technology*. Media enhancements are common to manipulate 'evidence'. Technology during these latter stages of EndGame is particularly devastating and makes it fairly easy for those in power to manipulate the people with faked 'evidence'.

While knowing the answer to my question, I asked someone, where I work, why people just do not want to hear that their authority figures/government are behind 9/11, etc. She correctly answered that if they knew, they would have to do something about it. They do not want to have to do something about it as long as they have their creature comforts. The only ones who are **not** put off by creature comforts and *will* point their finger at the *person behind the curtain* (*Wizard of Oz* reference for any who don't *get it*) are those incarnations who have Earther pre-Graduate Higher Selves.

There are two vastly different versions of unsettled feelings going on. One is that generated BY the sequential agenda to have people beg to give up personal freedoms for promises of fascist security. The other version is felt by pre-Graduates that their simultaneous planet is

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being raped by the sequentials for an agenda that works against us. What is happening these days just *feels wrong* to us. The true terrorists are in the halls of planetary power. This feeling makes us long for Graduation and a way out of this depressing EndGame situation.

The other night I spoke with one of the participants in *The One Event* of January/March 2005. We discussed pre-Graduation and I compared it to how we felt when we were going to graduate from high school or college. We had great memories and hard memories. Reminiscing about past years is common for seniors about to graduate. There are people and situations that we will miss and those that we are glad to be rid of. He mentioned the bittersweet sensation of graduation. That is a perfect word for it. Yet we retain **all** our memories in our Higher Self.

Now, as those of us who will Graduate prepare to do so, our memories tend to think back over our current incarnation in EndGame. Observations are abundant. With the wide array of *keys* given in these three volumes of *Matrix V*, we have a distinct advantage over those who will continue in the Game. While it is true that we cannot access our memories as sequentials do, we have the sense of something coming to an end and a new beginning about to enter. We will be leaving those behind as we move ahead on our individual paths. Bittersweet – indeed!

EndGame chaos is rooted in sequential/alien interference, heightened by their technology, on Earth. They have been attempting to derail the simultaneous path and force Earth to the sequential path. Sequential biases, race hatreds and false senses of superiority (examples: Orion Empire Dark/Pleiadian Light) have been wreaking havoc on Earth for ages in attempts to end the simultaneous paradise of Earth. The sequential aim is everyone to be the same, as it is on sequential planets all over the galaxy. How wearying.

The Earth Planetary Spirit is making shim's pre-Graduation preparations known by weather changes, earthquakes, etc. Leaving behind the frustrated sequentials and not-ready-for-Graduation simultaneous behind is something I will be glad to do. There is SO much more for a Game Graduate to engage in and to learn. Meanwhile, until then, keep your observational skills sharp and be ready for the unexpected.

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Monitoring The Matrix V Project and Graduation Key

Volume III Special Segment

Due to a frustration by those opposed to this project, it is important that I keep watch on the quality of the M5 segments and what is purported to be representing the M5 project. Since the first volume was released in 2001, there have been multiple attacks on various levels *just because M5 exists*. This is despite my caveats that the materials are written for a specific *minimum* level of spiritual progression.

Early on, when I first started writing essays in 1999 that would become part of M5, I was frequently subjected to astral attacks to try and prevent the work from continuing. Here I was dealing with lower astral agents intending simultaneous path harassment. At the time I *consciously* had no idea what the M5 project would become, or any purposes for it. This was kept from me at the time *because* if I had been *consciously* aware of what the scope of M5 would be, it would have tipped the simultaneous path Graduation hand too soon. Now that *Matrix V* has reached its global distribution goal and the *Graduation Key* has been created, it is too late for the sequentials to do anything about it. This being the case, the sequentials and their lower astral allies are trying to 'minimize' any further 'damage' from the M5 project to sequential plans for Earth. Note that 'damage' is from *their* perspective.

The *Graduation Key* has opened the path out of the Game for the Planetary Spirit and us soon-to-be Game Graduates. The *Graduation Key* *is* the path, the *beacon* to point the way past Light traps and other sequential hindrances placed around a simultaneous path planet. This Key is now under *direct* supervision of certain Higher Selves to prevent tampering or disruption. This was completed in March 2005 with the last necessary formation of 'The One' event. *The monitoring of the Graduation Key is now fully in the domain of these Higher Selves working with Earth's Planetary Spirit*. Once Graduation has been completed, the Graduation Key will no longer exist. The pathway, known *here* as the 'Graduation Key', is a feature of the EndGame of all simultaneous path planets in this Galaxy Game.

Of course, new copies of the *Matrix V* series are still being received world-wide and new golden energy threads are being attached to the *Graduation Key* by those Higher Selves' incarnations with their Gold Edition copies. Also, people who get copies of M5 from the Library on level 27 are also connecting to the *Graduation Key* from the astral as well. Remember that the astral serves a distinct purpose to the planet it forms around. That is common mid-Advanced level data, however.

Yes, the lower astrals are frustrated over the whole Event. They will still harass people who have copies of M5, if they feel they can get away with it. One M5 reader in Canada wrote: "Even writing to/corresponding with The Author sometimes invites increased astral attacks and misbehavior." I have received similar reports from all over the planet. If an astral attack doesn't happen as a direct nuisance to the M5 reader, the astral enemy alerts

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those around you (who are easily manipulated) to use sequentializing peer-pressure to attempt to get one to conform to group standards.

An M5 reader in the Czech Republic wrote about a group in his country who uses the M5 Gold cover of the Higher Selves and then its leader “channels” information from “aliens” who warp the M5 segments to fit their agendas.

This desire to warp (deliberate or not) the M5 messages has been carried out by unauthorized groups via websites and chat room attempts. When investigated, their purposes were to either turn M5 into a quasi-religion or to tear it apart. ALL such attempts are lower astral or sequential incarnate directed. What disturbs these people is that the stress in Matrix V is, ‘do what you feel you must’ and ‘trust ONLY in YOUR Higher Self’. Creating personality cults and single path/one way commands are purely sequential. Being on the simultaneous path means breaking away from the sequential path and striking out on your own. You don’t need a consensus of opinion, a rule of ‘law’ or majority, or the opinions of others before *you* experience what *you* feel you must. There is no right or wrong, *just different experiences*. Remember too that ‘the rule of the majority’ is a sequential demand.

Naturally, the sequentials find this individuality to be horrifying. Yes, the simultaneous path *by its nature* discards the worn-out sequential group ‘necessities’, especially during one’s Very Advanced and Final Incarnation phases. We are preparing to exit the Game as Graduates. They refuse to ‘permit’ our exit and free choices. They also either ignore or underestimate the power and the nature of a pre-Graduate Higher Self. That is part of *their* learning experience. Why can’t sequentials and the sequential-minded just leave *Matrix V* and M5 concept readers alone? Because that, too, is part of the Game. The heat is greatest as you near the end. This is part of our refining fire.

This requires that I monitor the M5 project to be sure it retains its purity. Purity is easy to taint when the person interpreting the material does so from a perspective other than that of an Awakened Final Incarnation. The old phrase is ‘the road to hell is paved with good intentions’. I have seen so much ‘good intention’, in regard to misunderstanding M5 segments, that a super highway to hell could be paved. While these have been primarily innocent, even an innocent can make a fatal move. Therefore, I continue to correct email inquiries and perceptions of M5 readers when they misinterpret something that is otherwise *easily* understood by an Awakened Final Incarnation. This does *not* mean they must accept what is told to them. Everyone is free to discard whatever they cannot handle. Every Higher Self has an Awakened Final and *that* incarnation is able to grasp the M5 project in *total*. That is part of our *function*. For our pre-Final incarnations, grasp what you can and push aside the rest. What you cannot understand at this time is eagerly embraced by your more Advanced incarnations.

Explaining *all* facets of the Game and creation is *not* the purpose of the M5 project. Some M5 readers are not happy with the scope of what has been written in M5 and want to know information that is restricted as long as we are IN the Game. They want to know

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'everything about everything' and they 'want to know it NOW'. Even as an Awakened Final Incarnation, I know my limits of *outside Game knowledge* while still in the Game and do not seek to move beyond these limits. This seems to be difficult for those who want instant gratification of curiosity. *Just wanting to know something does not give one the right to have the information.* The Game is based on restriction of that total knowledge we have as our Higher Selves. The restrictions are removed upon Graduation. Before that time, tough shit! The sequentials are notorious for seeking shortcuts in the Game. This is *why* they continue to look for simultaneous path knowledge that can *only* come from *being* on that path.

This segment has added some information that had to be kept until Volume III. EndGame is moving rapidly. Keep your observational skills honed. Beware of all planetary authority figures since they are proceeding on sequentialized direction. The Graduation Key is our path to post-Game activities. I, for one, can't wait.

Numerology and Matrix V

Volume III Special Segment

Numerology is the study of numbers and their 'mystical' values. Basic numerology is reducing any series of numbers to its lowest number by adding each number to the other. Numerology is a mid-Advanced study area, as is astrology, tarot, etc. If you want to investigate numerology, there are many books out there on the topic, although there are none that I am familiar with to recommend.

In one of the M5 Q&A's, I mention that the number 6 is significant to the *Matrix V* project. Actually the numbers 3, 6 and 9 are all important. Note that 3 is the central number with both 6 and 9 being multiples of 3. With me, I have 3 Dominant incarnations who formed this Final.

When *Matrix V Gold Edition* was published, I wanted to do some research on Tchaikovsky's *Swan Lake* beyond the content analysis of the Gold Edition recommended CD version. *Swan Lake's* world premier debuted in Moscow on **March 4, 1877**. 126 years later, to the very day, *Matrix V Gold Edition* was published: **March 4, 2003**. The Gold Edition contains the *Swan Lake* segment which is not found in the previous two editions of M5.

One of the sources for the *Swan Lake* debut information, if you care to check, is: <http://www.coronet.gr/0405/pro2/en.html>

First performance: Swan Lake
Bolshoi Theater, Moscow, 4 March 1877
Music: P.I. Tchaikovsky

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Using numerology:

* **3/4/1877 = 30 = 3** (3+4+1+8+7+7) *Swan Lake's* opening in Moscow

* **3/4/2003 = 12 = 3** (3+4+2+0+0+3) *Matrix V Gold Edition*

* **1877 = 23 = 5** as does **2003 = 5** as in *M Five Gold*

***There are 14 tracks in the CD recommended in M5G: 14 = 5 (1+4)**

***126 years after Swan Lake debuts, M5G is published: 1+2+6=9.** Nine is the number of completion.

I wrote this information down and stuck it in my copy of M5G. Earlier this year, I located it after returning from my trip to participate in "The One" event discussed in the Journey segment exclusive to M5 Vol. III. To that I add:

*The **3** of the debut of *Swan Lake* + the **3** of the release date of M56 = **6**. Completion requires the number **9**, one event to go. On January 1, 2005, the missing third person entered into the equation which completed the needed energy to allow me to finish the interpretation of *Swan Lake* as I did verbally at that location to the other two. The **3** of us, on the numerological date of 9, combined energies with **3** other sets of **3** incarnations from the same **3** Higher Selves (**3 + 3 + 3 = 9**). The three events: *Swan Lake*/M5G/*The One* all combined to describe, form and secure the Graduation Key in place as described in the Journey segment.

The numbers **3 - 6 - 9** are in motion for Graduation and tied to the number **5** (very potent combination of the four elements plus spirit). **5** is a number connected with the Planetary Spirit as well. It is no coincidence that the keys that Graduating Higher Selves, via their incarnations, have been waiting for are contained within *Matrix V*. I am very sensitive to numbers of **3 - 6 - 9** especially when looking for connections to the M5 project. This also indicated that there would indeed be a Volume III to the project, even though I was totally unaware of it until this year.

Numbers *are* significant. They contain spiritual energy signatures. Music is numeric based with beats/tempo and so on. Numbers and music are connected to the M5 project. The full nature of numbers, music and much more is stored within each of our Higher Selves. This segment gives you an insight into the numerological sense of the M5 project. It is not meant to get the reader overly absorbed in the detail. It is meant to give you another insight to the complexities of the M5 project. All is going well. Graduation nears.

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Higher Selves and *The Graduation Key*

Volume III Special Segment

In Volume II, the necessity for many Higher Self incarnations to create the *Graduation Key*, our path out of the Game, was explained. The *Graduation Key's* purpose is further explained here in Volume III. When I consider all that is involved in the formation of the *Graduation Key* and the energy needed to sustain it, I am awed from an incarnational standpoint. From the position of a Higher Self, it may be no big thing, but then a Higher Self has full memories and knows well shim's abilities. As the Final Incarnation of my Higher Self, I am amazed at the whole Matrix V project, its complexity and goals.

In Volume II, it is stated that a specific number of *Matrix V* owners/possessors were needed to *initially* form the *Graduation Key*. As *Matrix V Gold Edition* books continue to travel around the world, and as new Higher Selves connect to the project via their current time incarnations, they add *new* gold threads of energy that reinforce the *Graduation Key*, announcing to the Game that each project-involved Higher Self is ready to Graduate from this 3rd density Galaxy Game. This added energy also serves another purpose: to buffer the *Graduation Key* from simultaneous Game addicts and polarity powerhouses that would abort the Key *if they could*. What they do not realize is that once the Key was in place, they are powerless to do anything about it.

If, for any reason, a *pre-Graduate* Higher Self is unable to have an incarnation in this current time period with the ability to physically receive a copy of *Matrix V Gold*, that Higher Self includes in the incarnation's *agenda* the *impulse* to reach the Library on Focus Level 27 and *receive* a copy of M5, of which there are unlimited supplies. This would most likely occur during the sleep phase when the spirit does travel out of body. It may also occur by conscious out of body travel. If the incarnation dies before having the opportunity to get M5 Gold, shim will do so at the Library as well. Trust in YOUR Higher Self! ALL pre-Graduate Higher Selves will have the connection to the *Graduation Key* via M5 either in the physical or the astral.

How the gold thread is energized to the Key is already explained in the M5 series. In the case of non-physical connections, the Higher Self, via the astral extension of that incarnation, takes an astral copy of M5. Once this happens, the astral copy may be either read line-by-line OR, far more likely, absorbed instantly as a rote. Either way, once this happens, the necessary keys are utilized and a gold thread is formed from that Higher Self's incarnation to the *Graduation Key*. NO pre-Graduate will be left behind or not have the ability/knowledge of where and how to get their connection to the *Graduation Key*.

The vibration of the M5 project is unique to Earther Higher Self pre-Graduates. When the *Graduation Key* was initially formed, the vibration resonated throughout the Game. Those simultaneous path Earther incarnates, who are ready to Graduate, have been responding to the vibration. This is an amazing Event that only happens once on each simultaneous

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planet and is tied in with the Planetary Spirit's Graduation as well. Amazing, at least for me!

Graduation Key and Post-Graduation Gathering

Volume III Special Segment

The prime purpose of the *Graduation Key* is revealed in the M5 Volume III exclusive segment: *Monitoring the M5 Project & Graduation Key*. This segment expands what is revealed there.

The *Graduation Key's* primary function, as a pathway exit for Game Graduates, is a *simultaneous/nature spirit path feature only*. It is not accessible or viewable by sequential path Higher Self incarnations. Recall basic M5 segments explaining the natures of both sequential and simultaneous paths as well as the nature of linear time. A simultaneous path planet's location and sequence is determined by the Galaxy Game's creator. They take into consideration the status of Higher Self players on both the simultaneous and the nature spirit paths. The timing of the Graduation Key is also part of this decision-making.

A simultaneous path planet's existence is very brief indeed when compared to the overall Game or sequential path progress. From the Game creators' *point of view*, simultaneous path planets are popping in and out *rapidly* as Higher Selves complete the Game, moving from sequential to simultaneous environments then Graduation.

Inevitably there are many M5 reader questions about the nature spirit path beyond what is offered in the *Matrix V* series. Certain information about that alternate path in the Game is necessary for EndGame purposes as well as for Awakened Final Incarnation enhancement. The knowledge given here is within the rules for EndGame, pre-Graduation environments. It is *not* necessary for us to know all about the nature spirit path just as it is not necessary for those on that path to know all about the sequential/simultaneous paths. The full details of all paths are known to our Higher Selves and will be able to be acted on *after* Graduation. Post-Graduation Gatherings bring pre-Game and path friends together to share immense roles on their unique path experiences.

We will all be amazed at the experiences of others and other paths. We will learn more about non-humanoid life forms, non-carbon based humanoid life forms and topics that we would consider unfathomable while we are still in the Game. The word 'humanoid', in Advanced perspective terms, means Game path intelligent, self-aware with physical head, arms, legs and body trunk. This includes Earther simultaneous, Earther sequential, Earther minion, Orion reptilian, Sirian canine, etc. A non-carbon based life form may be humanoid. If the life form has no legs/arms, such as a gelatinous shape-shifter, that life form is not humanoid even if it may take a humanoid form at will. This type of information is very basic to a Galaxy Game Higher Self, of course. We will become re-aware of this AFTER Graduation.

The nature spirit path has a wide variety of expressions in the Game, more than we are consciously aware of in the Game whether on the sequential or the simultaneous path.

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Again, we must concentrate on our current path experiences during the Game. All reasons why are well understood and agreed to by our Higher Selves before being accepted to participate in a Galaxy Game.

We have also had a wide variety of incarnational expressions in the Game when we were on the sequential path. I repeat: it is necessary for that to be blocked while we are on the simultaneous path. Curiosities we have in the Advanced stages are remote feelings of past experiences. Our expressions were not limited to carbon-based humanoid. You will remember all of what you experienced when you return to being your Higher Self. In linear terms, it will take millennia to review your experiences, integrate all of these and share them with your friends during the post-Graduation Gathering. However, since there is no 'time', 'time' as such is limitless and of no concern to the eternal. 'Time' is only of concern to the finite – your physical vehicle.

The *Graduation Key* is designed for the Planetary Spirit and each Graduating Higher Self's Final Incarnation to use. Your Nexus of Time is in vibrational synchronicity with the *Graduation Key's* energy signature. When your Final Incarnation engages the Summoning via shim's Nexus of Time, the *Graduation Key* is the path that the summoned incarnations follow back up the incarnational streams to return to their respective Higher Selves.

The Summoning event is expertly contained within *Swan Lake*, as per the M5 Gold Edition segment. In January, when I was involved with the two other people who formed 'The One' event, I requested the *Swan Lake* CD to be played and was able to verbally decode the full interpretation, as it played on the stereo, from pre-Game to Graduation. With the last Summoning complete and the Planetary Spirit also Graduated, the Key will cease to exist: its purpose having been served. The Gathering, though, is about to begin and it will be a tremendous party of old relationships and friendships renewed.

Honoring An Icon

Volume III Special Segment

M5 readers also know that the 'gods' of Earth are primarily aliens in origin, no matter what religion they hail from. Yet, some of the world's lesser deities are based on people who actually lived and had a mythological scenario built around them in the years following their incarnational deaths. An example: Quan Yin, the 'goddess' of compassion, is actually based on an oriental cross-dresser. Basically, he chose to wear female clothing and was regionally known as a very compassionate person in his travels. Over time, due to the Game's fear of non-heterosexual icons, Quan Yin was transformed from a male into a female. The Game frowns upon drag queens being seriously worshipped as a pantheon's deity.

In one of my trips to focus level 25, I went to visit the oriental deity residence that compares to Norse Valhalla, Greek Olympus or any other religious version of 'heaven'. I particularly wanted to find the energy creation that has become Quan Yin since one of my Dominant incarnations is a big fan during her incarnation. Of course the person who was

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the real Quan Yin, being a Higher Self incarnation, does not hang around there 'playing goddess'. This is only an *energy creation* formed by *those who keep her in their minds* and prayers. This is a *basic astral formation lesson*. The astral entity is in a female form, *unlike the genuine incarnation*.

It was easy to find this astral creation which is the result of the devotion of Higher Self incarnates' creative energies. I told Quan Yin that one of my significant incarnations is devoted to her examples of compassion. Quan Yin was impressed and gave me a lotus blossom to present to my Dominant with her regards. I notice that Quan Yin also had a large lotus blossom tucked in her gown's sash. She pulled one petal from this flower and said, "This is for you".

I returned within my Higher Self and told my Dominant what had occurred. That Dominant incarnation of mine has always been very business-like, no-nonsense and composed. This was the first time that her façade melted and she revealed her always very restrained emotions when I gave her the blossom. For my Dominant, the image and life of Quan Yin is most significant.

For those incarnations still involved with religion and their intended power corrupting influences, it should be a goal to learn from the examples of their mythological deities and adapt these traits into one's incarnational path if found desirable. My Dominant does not worship Quan Yin, but she honors her example. Worshiping the deity of any pantheon is an exercise in giving away one's power. Honoring their examples, by incorporating what you are impressed with, is a whole different and mid-Advanced to Very-Advanced way of dealing with religions icons. Once one honors, instead of worships, one deals with enhancing their incarnation but not at the expense of who you really are. This applies to no matter which polarity an incarnation belongs. Dark lessons are equally important to Light. Without balance, you cannot truly progress.

Understanding Rote Communications

The past eight segments (posted to this site) have resulted in a number of strong responses from M5G readers around the world. These segments contain unique keys that certain Higher Selves have been waiting to become available on the physical plane.

Comments from these readers center on being able to feel deeply beyond what the printed word of the segments convey. This indicates that chakras have been touched by these keys and this causes the sensations that these readers are aware of feeling. This involves a communication to you from your Higher Self. The more sensitive you are to non-physical energies, the stronger you may react to this interaction. When you read an M5G segment that hits you with total immersion of mind and spirit, you will have a strong response. This is due to you having absorbed the rote within the printed segment and your Higher Self is decoding that rote. An emotionally strong sensation tells you how powerful that rote was to your Higher Self. A Final Incarnation can easily encode a rote within the printed form.

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Very Advanced incarnations have the ability to sense the rote although they may not be conscious of what is causing the sensations of rote reception.

The phases of rejection that the Very Advanced incarnations experience, the breaking of body ID & experiential loops/fences and the search for your spiritual family are all connected to your Graduation. These should not be treated lightly and are quite significant to you on your individual path. This is what the M5 project handles and is there to assist you with.

Something to keep in mind during this latter EndGame stage is that *here we are under vastly different circumstances than incarnations in earlier time periods*. Final and Very Advanced incarnations have it far easier *without* the alien electronic and sequentialized situations we are experiencing now. Yet, the challenges (unique to this period) *refine* your spirit in ways that previous eras cannot.

ALL Graduating Higher Selves have Final and/or Very Advanced incarnations in the EndGame centuries. It was also required that M5G and its accompanying keys and information be released *now* as Earth concludes *its* Game purpose. *You will be where you need to be. You will be in contact with those you are supposed to be in contact with. Your Higher Self has specific plans for your incarnation.* This has been stressed over and over within the M5 segments. Trust in YOUR Higher Self. This is the main concept you should hold tight to even if you cannot grasp anything else from M5G.

Rote decoding is a very emotional/moving issue. I have received rotes and they can literally cause one to grab onto something for support when the energy hits. This has happened to me several times, such as in the Forbidden City in China and on my trip of last month serving as two examples.

Rotes are not just intellectual information. Instead a *rote contains all sensations connected with it*: mental, emotional and sensory. This is how Higher Selves communicate with each other. Decoding a rote is also not instantaneous *while incarnated*. It can take days or weeks to unravel it. Situations may happen that will trigger parts of a rote as well. I am still processing the massive rote that I received one month ago.

Communication *from* one's Higher Self is *severely limited by the rules of the Game*, especially when it comes to rote transfer. Remember that *you are in the Game to discover who you really are* and not to have who you really are being manifested to you 'just for the hell of it' and incarnational curiosity's sake. The Final Incarnation is the one where it is necessary to receive rote information concerning your functions as the Game Final of your Higher Self. In my case, due to the M5 Event, I have received rote information unique to the project as well. Dominant incarnations will use rotes of gentler intensity to communicate with their Final as the Final Awakens. Rotes are never given to the curious or for idle reasons. The Game is a serious matter even if one does have many curious and frivolously involved incarnations as part of the spiritual maturing process. The purpose of

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this segment is to impart understanding to those who are taken with the potency of certain segments of M5 and to assist you in knowing the nature of a rote.

Curiosity Visits and Your Higher Self

One M5G reader wrote and told me how she's a 'regular visitor to her Higher Self', gets to 'fiddle around with the Nexus of Time' and so on. It may be that others have had similar activities. There is something that these people have not grasped from the M5G segments. *Your Higher Self does not allow curiosity visits by any incarnation shim has.* Review earlier segments where I gave specific reasons for your Higher Self requiring the presence of certain incarnations within.

What one may do is create an *astral version of their Higher Self on Monroe focus level 25 or even 27.* This would be a *mental creation* of the real Higher Self residing on shim's proper level for Game activities. While at the *Monroe Institute's* programs (that assist one with locating level 27) you may create whatever residence or setting that is your ideal. This is very easy for the traveler to do. The creation will retain its form as long as you continue to focus your energy on it, but that's *basic astral creation* – the fundamentals of which are easily found in mid-Advanced materials.

One's Higher Self would have no problem with a *temporary astral construct* such as this, for it will *not* affect shim's *true self* or Game activities. Within the *real* Higher Self, one never manipulates the Nexus of Time, for example, until the Final Incarnation is ready for the Summoning sequence for graduation from the Game. One also does *not* 'come and go from their Higher Self' as if it was a hotel room at Disneyland.

I would suggest that those who didn't grasp this earlier M5G material re-read those segments from Volume I. The Dominant Incarnations have *specific reasons and purposes* of meeting within their Higher Self. The Final Incarnation has several very important reasons for being *within*. None of these incarnations just 'loungue about' because they 'have some time to play tourist'.

With an 'astral creation' of your Higher Self, you may 'play tourist' and get a general impression of what the real version is like, although your genuine Higher Self radiates an aura that is quite potent. This aura *cannot* be duplicated by astral creations. Your Awakened Final Incarnation knows this well. While it can be fun to 'play around', as such with the faux Higher Self creation, one should be aware that *purpose, not* curiosity, is what *allows* entry to the real Self. Remember too that your Higher Self is the *real you* and your *spirit* (in whatever incarnation you are reading this) is *only a Game-bound expression of the whole.*

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Parallel Realities

Volume III Special Segment

In previous M5 segments, the astral has been reported on significantly. The Higher Self Game residence density has also been noted. Parallel universes have only had a scant mention. There is an event that I had in the early 1990's, which I will discuss here, that involved such an experience.

Driving to a friend's home on a cloudy, fall Saturday afternoon, I was not thinking about anything of note. At this time in my progression, although I had attended the Monroe Institute my first time, I still was not Awakened and was far from being the 'me' of today.

I made my usual turns off the toll road and headed east. After a few miles, I stopped at the traffic light intersection to the main road where he lived. This required me to make a 45 degree right turn. After the turn I drove several blocks south and noticed how strange it was that no cars were to be seen on the street: no cars driving and no cars parked. Neither did I see any people after that turn.

Still not thinking much of it, besides the observation of a deserted feeling, I pulled in front of my friend's house. He had a tall flagpole in the front yard which always had a flag flying on it. His was the only house on the street that had a flagpole in front of it. As I approached his home, I noticed that there was no flag flying. I saw that the number of the house was correct. No way to be in error there. How strange, I thought.

I parked at the curb and exited my car. It suddenly felt very 'heavy' outside. The air wasn't quite right and the feel was 'heavy'. I looked around and still saw no cars and no people. Moving to the few steps leading up to his front door, I knocked. No sound from within, but I knew he was expecting me.

Climbing the steps I looked through the front door glass. NO furniture! Something was definitely wrong. I was just here the other day and this house was full of life. VERY strange! I moved around to the kitchen side of the house and looked through the window. The refrigerator was open with nothing inside. The house was deserted! It came to me that I should pay particular attention to the refrigerator. I saw that it had the freezer section on the top and refrigerator on the bottom. I also noticed no signs that this house had been occupied for a while.

I thought to look for a newspaper or something in print. I saw absolutely nothing in the yard or the house next door. Suddenly, it came to me that I must leave immediately. I hurried back to my car, started it and drove south 2 blocks. Here I made a left hand, 45 degree turn, drove 1 block east, then made a second left hand turn.

Now there were cars on this street and people. I drove north 2 blocks, made a left and stopped on the street where my friend's house stands. The street was full of cars, both driving and parked. The flag was flying from his flagpole. I found a place to park and

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knocked. His home was full of people and furniture. I immediately went to the kitchen to see the refrigerator. It was not the same one that I had just seen in here a few minutes back. This one opened down the middle with the freezer portion being on the left! I told my friend what happened. He did not want to hear that and got on with his relatives.

THIS was a *parallel reality experience* that I had. I would love to have such an experience now that I would be prepared for it. While the houses looked the way they should on the outside, even down to my friend's flagpole, the interiors were not. That no cars or people were to be seen was creepy. The air was 'heavy' in feel. There was not a sound to be heard other than what I made or the sound of my car's engine/radio when driving. I wish there would have been a paper for me to bring back, but when I got the "get out of here NOW" impression from my Higher Self, I did not hesitate to leave. After all, *Matrix V* was not even a thought to me at this time and I was still a shamanic apprentice. My Higher Self was not going to permit me to be trapped in a parallel reality without completing my mission. This is another version of a Higher Self intervention.

I have had other far lesser experiences since this one. The first sensation is 'something is wrong' or, at least, not 'correct'. You have a feeling of not belonging. These parallel reality experiences seem to phase in and out at times. This is part of the EndGame scenario – a distortion of the parallel realities.

I had been told that a key to parallel realities was the 45 degree shift. That a 45 degree to the right may take one to another reality while the 45 degree shift to the left will return you to yours. While I noticed that worked with my early 90's event, there is a lot more to it, or every time one made a right hand turn, you would be in another reality, which just would not do. The 45 degree shift is just one element in the parallel experience. My Higher Self required me to have this practical experience, and nothing is impossible for your Higher Self.

Another point of consideration, *we are in this reality for specific purposes*. We are not meant to be reality hopping as in the television series *Sliders*. Once we have Graduated, we will have significant knowledge on parallel realities, other dimensions and densities. This segment is intended only to give you a glimpse into something that does, indeed, exist. Parallel realities are part of the complexities of the Game.

Silver Cords & Densities

There is a lot of discussion on the mid-Advanced levels of information about the 'silver cord' connecting the spirit with the physical body. I will give you more to consider in this segment about this subject.

First, consider that the often-mentioned cord is NOT a 3rd density expression, but rather an *astral* one. Just as very few people can see the spirit of sleepers hovering just over their physical bodies because the *astral being* of those *physicals* is composed of *astral energy*,

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likewise the cord connecting the astral body to the physical is made of the same matter and is unable to be seen by the physical eyes. Without this connection from the astral spirit, the body would die.

On the astral, dead people have NO such cord since they are no longer connected to the 3rd density body.

Monroe, in his trilogy, wrote that he discovered that the cord to the physical is coming from his spirit back. This is actually via the heart chakra. Monroe also mentioned that he *thought* that the connection would be via his crown chakra.

The *crown chakra* is the connection to your Higher Self, as depicted in *Matrix V Gold Edition - Quest of the Spirit*. The *knowledge* of a *connection via your crown chakra* is latent in most people. Previous segments dealt with some examples of how ritualistic clothing/objects are used to attempt to *block* this connection awareness. Due to the Game and the sequentials attempting to block the simultaneous path Higher Selves from graduating, an inordinate amount of concern is given to the heart chakra cord. This is a *diversion* to pull attention *away from the crown connection*.

Refer back to your copy of *Matrix V Gold Edition* where both simultaneous and sequential Higher Self connections are illustrated. It is the CROWN chakra that connects the incarnation to their Higher Self. The reason why one cannot see the crown connection *on the astral* (impossible on the 3rd density) is because it is composed of *extremely fine, Higher Self energy*.

The *physical body* hosts the lowest density *expression* of each Higher Self in the Game, no matter what path. When the incarnational stream(s) are extended by you, *as your Higher Self*, the stream(s) wrap in heavier density matter, such as astral, ethric matter which is shed when returning to the Higher Self via the Nexus of Time operation.

When the incarnational stream returns to your Higher Self, the various matter bodies are dissipated, just as your physical body is pushed off when it dies, and the incarnation departs. The *exception* is that the shedding of non-physical bodies lacks the drama of Game 3rd density physicals. The pure Higher Self energy, the extension(s) of YOU meld back, yet *all the experiences remain alive*.

Just because you cannot 'see' the crown chakra cord from the physical OR from the astral does not mean it's not there. It only means the matter is finer than the astral matter and your astral 'eyes' cannot perceive it. It definitely IS there.

With the chakra meditation that I gave you in *Matrix V Gold Edition*, I use the crown chakra word as "connect". This is *not* to 'create' a connection because the connection is already there. It is to stimulate *conscious connection* you to your Higher Self by *acknowledging* that the connection exists. When I do this meditation, each chakra bursts with energy as I say the corresponding word to that chakra. This is my Higher Self

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responding to my *awareness of the connection*. Crown chakras can be *blocked* and *filtered* by various means. Something that a genuine shaman does is clear these blockages and repair connections. In your Awakened Final Incarnation, you succeed in *eliminating* these blocks to fulfill your *path needs* as the Final. This allows you to consult with your Dominants and move beyond them as you become fully Awakened IN the Game in preparation for graduation and total Awareness as a Game graduate. Remember, however, that FULL connection cannot be attained UNTIL your Awakened Final Incarnation. You understand this in your Higher Self and support this *rule of the Game*.

With your connection to your Higher Self entering via the crown chakra, it makes sense that any other sub-connection would be from a lower chakra, hence the back of the heart chakra in the physical case. This cord forms ONLY when your spirit leaves the body upon sleep or astral travels. When your spirit is fully in the physical body, there is no cord. There is no reason for it.

When I do my out of body travels, I *never* pay any attention to the *body cord*. It is of no consequence to me. Nor do I go trying to see the crown connection. Use this comparison: children are interested in things that adults don't give a second thought about. *As you mature spiritually, you will move beyond the child stage of fascination with things that the adult/mature spirit pays no attention to. This is part of your spiritual maturity. This takes many incarnations to pass through.* Your Awakened Final will pay no attention to what fascinates 'you' on the low-Advanced, mid-Advanced or Very Advanced levels. *This does not invalidate your fascinations on those levels.* This is 'where you are' and 'what you need to concentrate on'. Enjoy them *while* they are fascinating to you.

Celebrate Your Diversity

Volume III Special Segment

While watching a DVD celebrating the opening of the Smithsonian's *National Museum of the American Indian*, I watched people talk about their genetic heritage as various Native American tribes and their pride in those incarnational lines. During other ethnic celebrations, we are aware of unique cultures and the joy that these people have in celebrating their current incarnational body ID.

Something stressed, since the first *Matrix V* edition was published, is that we simultaneous path Higher Selves have incarnations in *all* ethnic groups designed for simultaneous Earth. Within the unique setting of EndGame, pre-Game Graduates should be well aware that your Higher Self is incarnated as Native American tribe members, as Asian/European/African/etc races. You ARE all these incarnations via your Higher Self's simultaneous path experiences.

This is why in these latter stages of EndGame, simultaneous incarnations do reach out and desire to (re)experience an ethnic group that they do not currently belong to. Using the Native American example, many Americans are drawn to study and understand various Native American cultures. This is due to the fact that they are experiencing these cultures

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in other time periods, again simultaneously to their current incarnation. The Italian/Russian body ID heritage female from New York or the Japanese/Vietnamese body ID male from California may feel pulled to learn Native American ways. They have absolutely no connection to these tribes in their current physical incarnation, yet they pursue their interest.

This is the spirit pulling against the bonds of the current body ID and the veil of the Earther simultaneous path being thinned due to our pre-Graduation status. This applies to *any* body ID that seeks a connection to a different ethnic/racial one. The European heritage white American who wants to study Native American and/or any other current ethnic experience is such an example. The student in Beijing, China that has a fascination with Celtic culture is a different example. The Brussels, Belgium family who has their home decorated in a style of India is yet another. You can name your own examples.

While it is one thing wanting to connect with the vibrations of other incarnations different than your current one, it is another thing to attempt to *abandon* your current incarnational ID for a different one. Even when I studied with several Native American shamans over 12 years, I did not seek to lose my current body ID perspective. You are who you are. If your Higher Self wanted you to fully be in another ethnic situation, you would not be who you are today.

On the other hand, sequential manipulators have decided to try and blend all Earther cultures/races into a homogenous (and pasteurized) one. This is where the concept of America being a “melting pot” of cultures. A ‘melting pot’ seeks to combine *all* elements in it to a *single* new one. This is blatant sequentializing. Instead of a “melting pot” situation, a “stew pot” is far more appropriate. In the ‘stew pot’, the carrot is still a carrot even if it has some of the flavor of the rest of the stew. In a “melting pot”, the carrot no longer exists as an individual. The simultaneous path aware incarnation can move in and through any ethnic/racial situation with confidence and appreciation while not losing track of which one their Higher Self has designated for now.

When I have mentioned the ‘stew pot’ concept to certain people, I notice how they get mentally rigid. I am usually challenged on that concept with a sequentialized reply of we *have* to be “the same”. Yes, they want us to *be* the same, *think* the same, *vote* the same, *beLIEve* the same, *dress* the same and so on. In other words: sequentialize and conform.

As a pre-Game Graduate, you should be aware of the huge diversity that your Higher Self has contained within shim’s memory and experience vaults. This does not even touch on the millions of lives we have had on the sequential path. The wealth of *all* of these will be fully restored upon Graduation.

When one ethnic group looks at someone not of that group who is enjoying learning what may be experienced by association with them, they may call that person a “wanna be”. They view the person as wanting to be like them in all ways. It is far more likely that the

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person feels the ties of his/her other incarnations in that ethnic group due to vibrational bleed-over on the simultaneous path during EndGame.

When I spent several days with an Apache teacher, I asked about other lives and the Native American perspective of this topic. I mentioned that I have other lives in various Native American tribes. His response was 'then why are you not one now?' This, of course is sequential thinking and total body ID that is common with all Earther races/cultures in less than Very Advanced spiritual levels.

Part of our learning on the simultaneous path is to come to the awareness that you are *not* your body but a spirit being. As such, especially in your Very Advanced and Final Incarnations, the spirit has the ability to sense vibrations of the various simultaneous path experiences far easier than in lesser path incarnations. We are preparing to Graduate and, hence process all of these incarnations. That will be a major undertaking for us. Ridding one's self of the baggage of body ID is essential because we have outgrown the need to be OF the body and must now be OF our true spirit selves.

Celebrate *YOUR* diversity. Do not be lured to the "I wish I was in that physical" musing for you definitely ARE of that physical in another simultaneous path incarnation(s). Associate and learn from/about *any* Earther ethnic group that holds your interest. EndGame offers many opportunities to do so. I, for one, intend to visit the Smithsonian's *National Museum of the American Indian* in the fall of 05. It is another part of my processing as a Final Incarnation.

One other word on Final Incarnations: remember that a Final is composed of elements of 3-4 Dominant incarnations. Thus a Final Incarnation may be strongly pulled to investigate the incarnational *vibrations* of those Dominants. An Awakened Final Incarnation has the thinnest veil on the simultaneous path. This involves several unique talents that are only available to the Awakened Final.

Those in the Low and Mid levels of progression celebrate their body ID. The Irish are always Irish, no matter how far removed from Ireland their current physical body is. This is true for all body ID'd people whose concern is the physical body line/genealogy. In the Advanced stages, this body ID begins to slowly weaken until in the Very Advanced levels where genealogy is sufficiently weakened and genealogy becomes less important.

By celebrating your diversity, you prepare to Graduate. With all the millions of lives we have experienced on both Game paths, we will have a LOT of celebrating to do upon Graduation!

Astrology & The Higher Self

In matters of astrology, your Sun sign is fixed on the day you were born. When someone says, "I am a Libra (or whatever sign)", they refer to where the Sun was on the day of their birth. While you would require an astrologer to interpret your horoscope for you, this segment is centered on some of the incarnational path points of a horoscope that would be of interest to those for whom the M5 project is written.

The glyph (symbol) for the Sun in a horoscope is a circle with a dot in the center. This glyph can be interpreted, for M5 readers, as if you are looking up from your crown chakra towards your Higher Self. The dot would indicate your spirit energy line moving into your Higher Self via the Nexus of Time.

An astrologer may tell you that the Sun, in your horoscope, represents the "true you" and where you are centered. Readers of the *Matrix V* series know that the real you is your Higher Self.

As per an M5 Vol. I segment; the spirit does not enter the body until the first breath taken by the baby. This sets your time of birth and this is required for an accurate horoscope. The horoscope sets the events of your entire incarnation. As per another M5 segment, the energies of the horoscope represent the events/experiences that your Higher Self chose for that particular incarnation.

An astrologer would tell you that you should heed the Sun over the Moon in your horoscope. The Sun takes you to where you should go while the Moon can take you to where you have already been. A maturing process is involved here as many (in youth) follow their Moon vibrations over their Sun.

It does happen that some people have their Higher Self connection Sun in the same sign as their emotional Moon. In this case, the incarnation is continuing *a significant process started in another incarnation and progressing in the current one*. The other incarnation's vibration carries over to the current one. This may indicate major experiential loop involvement whether transition, enhancement, pre-breaking, etc. It's all individual, so there is no 'only one-way' interpretation.

The sign your Sun is in gives more information about your current incarnation's path. There are 12 signs. One would look to their Sun's sign, read the descriptions of that sign and glimpse at life path energies needed by the Higher Self.

Where your Sun is placed within the horoscope wheel is significant. There are 12 houses in a horoscope. Houses are areas of interest/circumstances and each contains numerous topics. For M5G readers, this is where you can locate the central interests of your Higher Self for the incarnation that the horoscope has been cast.

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The Nodes of the Moon are other incarnational interest points. You would want to use the Mean Nodes for this and not the True Nodes. These are placements that an astrologer determines at chart casting, based on your date, time and place of birth. The Nodes have various interpretations, but I will tell you about the incarnational path view of them.

Just as the Sun indicates your Higher Self connection, the Nodes of the Moon describe how the incarnation's path is affecting the Higher Self's overall simultaneous Game experience. The South Node of the Moon looks like a horseshoe with the opening to the top. This indicates path energies from *incarnations lesser progressed than the current one*. When comparing another person's horoscope to the individual's chart, if you note planets around/aspecting that South Node, you can see how the other person is interacting with you at *your next lower level* of your Higher Self's general path. For example: someone's Moon on your South Node indicates that you know this person as a female who may be your mother or other important, likely mature female in your life.

The North Node of the Moon looks like a horseshoe with the opening to the bottom as you look at it. This indicates where you are proceeding to on your incarnational path with the current incarnation. Another's planets near or activating your North Node may indicate their influence with you in your current incarnation. It also describes how your current incarnation's energies are working with your incarnation next in your Higher Self's progression. For example: Someone's Rising Sign aspecting your North Node is a personal tie from one incarnation to the next.

The degrees of the signs that your Nodes of the Moon are located tell something about where your current incarnation is with your incarnational path's experiences. When you have 0 (zero) degrees of a sign on your Nodes (a critical degree), the indication is that you are proceeding through a new facet of your Higher Self's plan. You will enter new arenas of experience. When one discovers 29 degrees of a sign on your Nodes (another critical degree), your incarnation is at the conclusion of a progression epic.

This information will be of extreme interest to certain Higher Self incarnations linked to the M5 project. Astrology is a highly complex study and not for those who cannot commit to intensive study. Your horoscope is the key to your soul and should not be casually displayed or flaunted about. You don't just want anyone peeking into your incarnational path.

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Big Bang Theory & Galaxy Games

Volume III Special Segment

The Big Bang theory was first proposed in 1927 by Belgian Georges Lemaitre. Edwin Hubble justified and expanded this theory years later. The Big Bang theory basically states that the universe was created by an explosion that caused matter to be hurled in all directions. Anyone interested in this theory can easily locate information on an internet search or library. The Big Bang theory is EndGame knowledge on simultaneous path Earth.

This segment goes beyond this theory's implications. What is referred to as a single "big bang" needs examination from the perspective of this Final Incarnation. In actuality, EACH Galaxy Game is created in this manner.

Previous *Matrix V* segments refer to the choice of a multitude of Galaxy Games by *each* potential 3rd density Game participant. A Higher Self examines all currently existing Galaxy Games for the rules and circumstances in place by each Galaxy Game creator(s). The initial Galaxy Game creations remain a subject that we will have memory of *after* Graduation. Yet, even today, new galaxies are being created. These new galaxies are emerging Game boards for other Higher Selves to gain the 3rd density experiences that will prepare them for greater adventures.

Galaxy Games are created by certain Game Graduates who desire to get involved on the 3rd density creation level. They design unique stages/playgrounds for interested Higher Selves to interact on. A Galaxy Game may be devised by one Higher Self, but it is usually several who are involved in the process. The creation process is extremely complex, even from an Awakened Final Incarnation's perspective. When I've looked at parts of the process *that I am allowed to view*, the immensity of what is involved staggers the mind. Yet, the challenge is anxiously embraced by the creating Higher Self. On a linear scale, it takes eons just to devise a Galaxy Game. Each intricacy must be addressed, detailed and designed.

However once the details are worked out: sequential, simultaneous and nature paths (where appropriate to that individual Game), participation rules, EndGame scenarios, etc, the next decision is where (in the 3rd density universe) will the Game board be created. Vibrations from nearby Games are also taken into consideration, hence the mechanics of 3rd density astrology are also important.

When all things are considered and a location is decided upon, that Galaxy Game comes into 3rd density existence with a Big Bang eruption of matter that is directed by the Higher Selves involved. A 'Big Bang' occurs for each individual Galaxy Game. There was not a single Big Bang. There are multiple Big Bangs. There will yet be more Big Bangs to come.

The Galaxy Game creator(s) also have an *end point* to their experiment. The conclusion of a Galaxy Game is set *before* it is created. Sterilization is the preferred way to finish the Game by most creator(s) as it forces the Game addicts out. Suns going nova involve the

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Nature Spirit path in a clean up of local extensions of that Galaxy Game. The creation of a Black Hole has been used to reintegrate matter into its basic form. We will become familiar with all of these subjects after Graduation. This segment is only to give pre-Graduates a glimpse of things beyond the limitations of 3rd density Earth.

A Galaxy Game creator was *at one time* a Game player. The Game Graduate now becomes a Game creator. When the creator(s) of the Galaxy Game conclude their experiment, it is time to move on once again. Combining these major two experiences, the Higher Self is prepared to proceed to even greater adventures beyond the 3rd density experiments. I'm sure each Matrix V Volume III reader is filled with many questions about this segment, but most questions will have to wait until Graduation.

The Window-of-Opportunity Event gives a sequential path Higher Self a *preview* of the simultaneous path. The *Matrix V* Wild Card gives the simultaneous path Higher Self, while still incarnated, a view of experiences that they may choose to have once their Graduation has occurred. It was designed that both Events occur during EndGame. As I have written before, you have no idea just how fantastic the next phase of our progression will be. Your own Awakened Final Incarnation knows what I know. Each Awakened Final is the major incarnation for each Higher Self – the real you.

Astrology and Game Design

Volume III Special Segment

In previous M5 segments, the topic of astrology was mentioned. On Earth today, astrology is primarily in the domain of the various Advanced levels or progression with a wide following in all Low and Mid levels. It is also coveted by those in planetary control for they know its power. The study of astrology is a long process requiring dedication, memorization and lots of continual practice. Learning to become an astrologer is not for the casual, commitment-lacking person. Once one commits to learning astrology, on a professional level, one is *always* a student of the craft.

Astrology is a predictive science highly regarded *all* over this Galaxy Game. At the same time, the knowledge that can be gleaned from accurate casting data is immensely powerful. Due to power structures wanting to control those under them via religion, 'science' and similar red herrings of reality, a lot of *disinformation* about astrology is placed in the public domain. Fear, the favorite control weapon of the Game, is used to try to intimidate people away from what they may learn from horoscopes. Yet, many people are not put off by imaginary threats of non-existent 'hell' or non-empirical data that 'science' *beLIEves* is the foundation of all reality. So these authority figures will locate the all-too-common astrological fraud and try to pass them off as genuine practitioners. There have been many types of 'scientific studies' of astrology, almost all of which is geared to pulling the reader away from personal investigation into the subject.

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Nevertheless, it is not the purpose of this segment to rehash all the massive amounts of data and opinions on astrology. If the casting data is correct: date/time/location of the event, the horoscope *will* be accurate. Now the reading of the horoscope depends on the interpretive skills of the astrologer. This is where many errors are reported by those seeking to keep astrology hidden from the masses. If the astrologer is weak in interpretative skills, the explanation of the horoscope will be lacking. Depending on the particular area within astrology that the astrologer has concentrated on, that is where the strength of the reading will be strongest. A medical astrologer is best consulted for medical opinions; a financial astrologer for financial/career decisions; for relationships/ sex issues – an astrologer that specializes in synastry interpretations...and so on depending on what one is interested in knowing. General astrologers can give you bits of information about a lot of areas, but when one wants intense details in one area, as with any other profession, one visits a specialist.

Astrology was introduced on Earth by aliens, of course. Atlantis, for example, was a center of astrological studies. In the post-Atlantean world, Babylon was one of those centers. In the Meier Pleiadian materials, Semjase mentions astrology on her home planet of Erra. She revealed that her birth sign would correspond with the Earth sign of Aquarius and drew the astrological glyph that was requested of her. Discussing alien astrology is also not the purpose of this segment. We have all had our alien astrological experiences on the sequential path. That information is in our Higher Self memory and will be able to be fully accessed after Graduation.

What is necessary to know is that while astrology, as we know it, is a physical, 3rd density manifestation, it involves the knowledge of electro-magnetic interactions that physical bodies emit due to the presence of Higher Self level creational/incarnational energies.

A Galaxy Game is created by Higher Selves who have an understanding of this energy interaction. In order for a Game Graduate Higher Self to create a Galaxy Game, shim must either have a solid astrological foundation in the Game that shim has Graduated from or that Higher Self must be aligned with at least one other who has that background. It is the input from the astrologically trained Higher Self's incarnations that will vitally assist in all of a Galaxy Game's creative elements.

Another significant application of 3rd density astrology is that when the Galaxy Game is decided on and the plan is agreed upon, before the Big Bang initiates that Game, these Higher Selves must examine the 3rd density universe Game board. By that I mean the *entire* universe with *all* currently operating Galaxy Games. Each Galaxy Game has its own unique vibrations due to the creators of that Game. These vibrations need to be understood for compatibility to the Game that will be introduced. Likewise the new Game will have its own vibration.

An example: During one of my Monroe Institute visits, we were shown how to move beyond our galaxy. When I was able to view the galaxy from well outside its location, I saw one galaxy to my right and another to my left. They were each at different angles to ours.

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The angular placement is critical to intergalactic astrological harmony, along with the closeness of individual galactic vibration.

The new Game creators consult with the desired neighborhood's current Game creators. Massive amounts of rote data are exchanged between all concerned Higher Selves. When the astrologically compatible location is agreed upon (for optimum Game efficiency) *and* the angle of the new galaxy's position is determined, the Big Bang can then be engaged to start the new Galaxy Game.

What we know as 'astrology' on 3rd density Earth is all about vibrational interactions. We are energy beings and radiate powerful, complex vibrations. The study of these vibrations expressed via 3rd density matter is what astrologers study. There is SO much matter out there with its own vibration that a discriminating astrologer must learn to separate the basics from the window dressing here on Earth. Some astrologers seem to get hung up on just about every stray piece of rock in this solar system, whereas the true power lies in the basic astrological placements.

Astrology IS an extremely complex study. If I did not learn it in other incarnations, astrology would not have come as easily as it does in this one. The polarity controllers and those who lust for power are the ones who don't want the planet to be aware of the potential of astrology. You may discover more about who you *really* are, your potential and your incarnational path. You *may* be able to break experiential loops and fences once you understand the dynamics of why you are who you are in this incarnation. Keeping Game players distracted in the hopes of delaying Awakening and Graduation is much of what the Game is about. This is why religion and 'science' constantly dismiss astrology. Both of these fields are centers of Game control.

It is not for every incarnation to know or embrace astrology. We have all had to be on both sides of that opinion fence in order to understand its nature. Remember also that not *all* Higher Selves are interested in knowing the depth of astrological mechanics, but, instead, choose to focus on different specialties. That's the individual nature of us as our Higher Selves. Graduation is almost here. It is time that those, for whom *Matrix V* was written, to be aware of this potential with astrology and its intergalactic necessity. Those who have it on their Game path streams will benefit immensely after Graduation.

The Galactic Center and EndGame

Volume III Special Segment

Astrologically from Earth, 26 degrees of Sagittarius is the location of the center of this Galactic Game. This is a significant degree since it represents the center *of* the Game and, hence, this Game's Creators. The Galactic Center is the hub of all Galaxy Game activities, *through which* all Game activities are processed. This is also the entry/Graduation point for this Galaxy Game by participating Higher Selves. This is where the *aperture* for this Galaxy Game is located. This information alone indicates just how important this astrological degree is for Earthers as the current simultaneous path planet.

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Pluto is the planet of transformative vibrations and the phoenix-like death/rebirth through fire. The last time that Pluto was at 26 Sagittarius was in 1745. This ushered in the start of the Industrial Revolution and moved EndGame from its preparatory stages in the 16th century to its commencement. As stated throughout the M5 materials, we are in the latter stages of EndGame with Graduation as the goal for those, on the simultaneous path, who are prepared to move on.

Pluto is a *slow* moving planet and first reaches 26 Sagittarius on February 4, 2006 and remains there (due to retrograding on that degree March 29) until May 25, 2006. Pluto moves around 26 Sagittarius until October 29, 2007. As Pluto moves back and forth over that degree, it will be intensifying its effects. Something to keep in mind too, is that although the Industrial Revolution (EndGame) began in 1745, it was not for many years that it became pronounced. Yet, during that era, moving from an agricultural base to an industrial base was a radical change due to the introduction of alien technologies. For non-astrologer readers, Pluto represents only one transiting planet's influence. There are a number of different planets in different signs to consider. The planets for this next Pluto event are in different signs than they were in 1745. It is a combination of ALL the astrological effects that herald what will occur. Like baking a cake, the flour is indispensable but flour alone does not make the end result. Pluto may be considered the flour, but the other planets must be considered for the final result.

For those who are interested in learning astrology, you will have to locate a competent teacher or series of self-learning books. My comments here are only intended to give you a feel for what is occurring.

Multiple sources are directing the readers' attention to 2006 as significant, especially starting with the month of March. *Matrix V* readers know through long experience with advocates/spokespeople of aliens or other doom crises (Y2K, for example) that few of them have manifested. The list of alien no-shows, for events promised, is legendary among researchers. The government also deliberately seeds outright lies to control the population and direct citizens' energy to certain directions. Sifting through the tons of bullshit can be frustrating, to say the least. I am open to hear almost any possible event happening, but am quick to dump it in the "Andromedan trash heap" if it fails to manifest. This is something I would advise all M5 readers to do as well. Just make sure not to dismiss it outright. Even with such obvious bullshit as the 'second coming of Christ', think holographic projection or similar mythology based deception rather than the return of a mythological figure named Christ. Religious holograms would be intended to deceive the population into acting/moving in certain ways. Look deeper than the obvious.

The Pluto effect at 26 Sagittarius will be far reaching. Some Lightside New Agers are predicting that the United States will be destroyed by atomic bombs and resulting radioactivity. Pluto could definitely bring this about, but if so, the radiation would spread outward thus polluting the world. Other mid-Advanced Lightsiders are already bowing to the return of Isis (representing Orion genetic scientists), indigo children (sequential path

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incarnates displacing the simultaneous path), 'ascended masters' which reads alien lords and other alien returns. Remember that the mid-Advanced levels beLIEve that the aliens are superior to Earthers. Recall the M5 segment about the false plateau and the mid-Advanced levels.

That the aliens (the Orion Empire and their enforcers, the Sirian Empire) intend to overtly return has been stated since *Matrix V* was first issued. That various options for Earth are being considered by these 'ascended masters' has also been discussed.

Native American Hopi prophecy for EndGame includes a Blue Star kachina. There are various interpretations to this kachina, some of which are intended to be red herrings. An internet search will turn up *all* types of kachina information. The Blue Star kachina involves the return of the aliens. One major interpretation corresponds to the Orion Empire's plan to eradicate Earther humans and genetically engineer a new planetary race far more compliant to their requirements. The legend says that when the kachina removes his mask, the hammer will fall on Earther humans (my wording). The Death Star craft is one such possibility. The hidden hand will become known to all. Chaos will be the word. Graduation will commence.

No matter what the plans of planetary rulers, alien queens, kings, 'ascended masters' or either polarity, Earth simultaneous path Graduation *will* proceed on schedule. Our Higher Selves know what the schedule is as does the Planetary Spirit and this Galaxy Game's Creators. We must all remember that no matter what chaos and trials descend on Earth, trust in YOUR Higher Self. The physical body will panic. Those incarnating spirits will be along for the ride. In Very Advanced and Final Incarnations, the perspectives will be different. You will consciously *know* what is occurring and discover the *inner peace from your Higher Self* for some *unique observations* of being *in* the body but not *of* the body.

People with 26 degrees in their horoscopes (I have 2 major ones) will be centers of activity depending on how it aspects the Galactic Center 26 Sagittarius. My most significant placement is 26 Gemini, which opposes that degree. This is not surprising since the *Matrix V* project centers on my Final Incarnation. The opposition aspect is one of separating. The purpose for the M5 project is to prepare pre-Graduates for separating from the Game. Both people involved in 'The One' event also have 26 degrees placed in their horoscopes at different locations, which support my key degree.

While Pluto is transformative, it can be a hard experience if you resist or an enlightening one if you move with the current. People with fixed realities (religious nuts, political extremes, sequentially-minded conformists, etc) will have the most difficulties. The people, for whom the *Matrix V* series was written, should have the most rewarding experiences during this period. Do not remain attached to material 'things'. These come and go. Only your memories and experiences leave with you.

The *Matrix V* project has been preparing you for Graduation since the first edition in spring of 2001. Time has been given, to those for whom M5 is written, to process your

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awakening keys and prepare for Graduation. When the true chaos hits, we will not have the internet to check the latest information. You will not have access to me for updates and observations. It will be time to place all you have learned into practical use. Meanwhile, after Graduation, there will be an immense amount of information to share. Your Higher Self will never lead you astray and will see that your incarnational events are experienced. Are you ready?

Wild Cards, Polarities and Intervention

Volume III Special Segment

EndGame Wild Cards have been mentioned in the *Matrix V* series since the start of the project. Wild Cards are major events connected with drastic shifts in a simultaneous path *planet's* agenda. The ones mentioned now are regarding Graduation and preparations surrounding it, although sequentials can throw their own Wild Cards in our path by attempting to derail Graduation and force us back to the sequential path. An 'alien invasion', for example, would be a sequential path Wild Card.

ALL Wild Cards are valid moves in this Galaxy Game. The Game creator(s) oversee the progress of their creation. No cheating is allowed.

Ours is one of the Dark sectors of this Galaxy Game. The Dark rules here. The Light polarity doesn't like it. Hence Lightsiders on Earth are constantly looking for *external* salvation/intervention from Light sectors of our galaxy or via religious myths of figures dying for sins, etc. While shifts in polarity balance do indeed occur within the Game board, it is *not* at the whim or request of individuals or groups. Know that in Light areas, the Dark is constantly maneuvering to control those areas as well. The various interactions between Dark and Light are what make the Game so interesting. Solid Dark or solid Light areas would be just *too* boring for the Higher Selves involved.

When things in a Game area become too routine, groups of Higher Selves make a move to shake it up within Game rules. Of course those incarnations that are body ID controlled will panic when their comfort/power base is threatened no matter if that base is Dark *or* Light. Those incarnations that are spirit controlled understand just what is going on and *adapt*. Knowing the difference between sequential and simultaneous paths, those, for whom M5 is written, should be able to easily decide the types of incarnations that will be shook up or will roll with the changes.

On Earth, the Dark is *firmly* in control. EndGame Dark is *really* deep Dark and getting Darker. Those areas of Light influence on Earth, of course, don't like it. Despite all their fluff of love & light, they see it is not having the intended result. This is especially evident with the mid-Advanced levels. Enter the 'space brothers' and empty promises of intervention. We have all heard of the sequential promise that 'if x% of the planet demand intervention, the Light polarity aliens will come screaming in from the skies, all glowing in white robes, to 'save' us'. We do not need *external* salvation, despite the mid-Advanced

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levels and their hand-wringing. As per earlier segments, that 'x%' is also impossible to reach. It's a catch 22 setup!

Remember that the sequentials can *only* progress to mid-Advanced levels. It is *they* who plant the *idea* of 'intervention' in willing simultaneous path Lightsider minds. These sequentials consider this an alternate way to drag simultaneous path Earthers back to the sequential path. Of course, we know this is impossible. They, however, are *not Advanced enough to know that*.

I have written a lot about the Orionization agenda, but other alien groups also have agendas for Earth. The 'Lightsider intervention agenda' is one of them. Those involved with the Dark Orionization agenda are fully aware of this Light intervention agenda. Not only will Dark not attempt to stop it, but they will also encourage it. They hope that this will lead to despair which will enhance their own agenda and feed into lower astral activities. This ploy has worked well in other areas of this Galaxy Game.

ALL external salvation is a Game deception. The *ONLY* true 'salvation' comes from reclaiming *your* own power, recognizing who *you* are (and aren't) and operating accordingly. Fuck everyone else and what they are doing! We are simultaneous pathers and not sequential groupies.

This *reclamation* truly begins in earnest, on the simultaneous path, in the Very Advanced levels and culminates with *your* Higher Self's Awakened Final Incarnation. It is a long process that started with our very first sequential incarnation millennia ago. All incarnations of lesser progression than Very Advanced are not expected to grasp this. Appreciation for this comes with the elimination of experiential loops and fences which bring spirit to dominate body ID.

The Light polarity would have us beLIEve that there is a "cosmic law group" or some similar Light 'enforcement agency' that will 'bring simultaneous path peace' where 'love & light exist for all' and 'Dark ceases to exist'. This horseshit belongs in the same trash heap as 'Jesus died for your sins', 'the wheel of karma', 'the devil made me do it', 'the pope/minister/priest' speaks for 'god', etc. The number of *myths* and other *control devices* in this Galaxy Game is absolutely amazing. All are devised to keep the incarnate from discovering who they *are* and are *not*. The stories we will have to share after we Graduate!

Interventions on Earth by *any* external sources are sequential path interference, whether they are invasions for the Orion Empire, the 'goodie two-shoes' space brotherhood or (fill in the blank). *All* are just more distractions to keep your focus external. With Graduation at hand, the diversion myths and polarity controls are just getting worse. Forget the minions, since they are easy to mislead. Forget the sequentials on Earth since they are participating in some agenda of disruption. Forget what all others are doing *except* yourself. Reclaim *your* power and focus within. It is with YOUR Higher Self that you will find Graduation and victory over the Game.

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Keeping Focus During A Wild Card Event & EndGame

Volume III Special Segment

It is important to keep your composure if/when a Wild Card is played during EndGame. Three examples:

- The aliens decide to hover over major cities or fly over en mass or interrupt worldwide media by announcing that they are here. What will you do?
- Nuclear nightmares engage with one or more of your country's major centers being the target. What will you do?
- Earth changes erupt planet-wide. Volcanoes blow, quakes shake/rattle/roll, tidal waves swell to colossal heights, islands and coastal areas begin to sink, and strange storms create havoc. What will you do?

These are only 3 examples of potential EndGame Wild Cards. You should be able to think of others. Depending on which card(s) may show, you will have to act quickly/decisively or be caught up with the mobs.

If the aliens wind up doing their thing and the sequentials make their move against what remains of simultaneous Earth, the first thing you should do is get yourself to your local grocery store and stock up. Resist being glued to the television and watch what is happening at first. Most likely you will be able to get everything you need from your store *before* the event sinks in. Depending on what face the sequentials put forth, either panic or awe will result. No matter what, get your supplies of food, water, and whatever as quickly as possible. Also fill up your gas tank on the way home. The television will still be playing the developing drama when you get back and you can watch it knowing you are prepared for at least the short term.

If a nuclear nightmare occurs, expect martial law will quickly follow. This is what the United States has wanted for years: a legal suspension of the Constitution. A code red will lock down the country and forbid leaving your homes. It will likely be something similar in other countries. If you hear that some place got nuked in your country, get to the store at once. Get your car filled with gasoline. This must be done quickly before martial law is declared. When you get home, you can watch the drama on television. Of course if *you* are in the nuked area, *your* EndGame experience has just concluded.

If the Earth changes happen planet-wide, this is a bit different. You may or may not be able to get to a grocery. It may be unsafe or impossible to attempt shopping. In this case, you must do the best you can and, as with any Wild Card scenario, trust in YOUR Higher Self.

The *Matrix V* series has provided those for whom it was written with the best EndGame information available on Earth. You have had time to think about what has been written since volume one became available in 2001. You have your necessary awakening keys. You have had time to ask questions. You have had time to connect with your Higher Self and, at

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least, become aware of whom you really are, the purpose of being in the Game and body ID vs. spirit reality. All this is in place to assist you in pre-Graduation preparations and transition.

The thing about Wild Cards is that, like the name implies, they are wild and unpredictable. While they are not *all* likely to be played during EndGame Earth, one or more of them should be expected. Simultaneous planet EndGames involve much drama. What graduation is accomplished on a quiet note without a degree of fanfare especially when it is such a major event as a Planetary Spirit and a fair number of allied Higher Selves? In the 60's television series, *Bewitched*, Samantha's father, Maurice, was noted for departing with an impressive light and sound display. While a simultaneous path Higher Self may slip out unnoticed, Planetary Spirits are like Maurice, they do not depart quietly.

Transitions are a time for tears and for joy. Our transition from the Game to Graduation will be a mixture of both, with each tear and each smile very well earned by *every* Graduating Higher Self.

Perspective in Chaos & Simultaneous Path Purpose

Volume III Special Segment

If there is one thing that the Dark polarity wants the simultaneous Earther incarnates to beLIEve is that they, the Dark, are "in control". The Dark wants you to surrender your will to their 'overt control'. This is due to Earth being in one of the Dark sectors of this Galaxy Game. In other sectors, the Light is dominant and they want those people to surrender to their will to the Light. As well stated throughout the *Matrix V* materials, both polarities are corrupt and have their own delusions of grandeur. Yet, since our simultaneous path experience is occurring in this Dark sector, this is where our concentration must be kept.

Each polarity has its *version* of the 'rule of (their) law'. Notice how much this term is used these days? On Earth, it is designed to strip the simultaneous experience and guide Earth into becoming another sequential world. The sequentials have used this Game tactic on *every* simultaneous world since the first whether in a Dark or a Light sector. The 'rule of law' is a standard sequential control device in a pyramid structure. The rulers make the laws based on their polarity orientation and they enforce their will through these laws.

It is so easy to locate locals who are willing to betray their culture and nationality to become puppets of a conquering country. Currently, Afghanistan and Iraq have two puppet governments that bow to the United States. Other recent puppet governments were Vichy France, Quisling Norway, Eastern Europe under Soviet Moscow, Tibet under China, and so on. The examples are throughout history and endless. Power corrupts and, if the United States came under foreign control, it is guaranteed that a government will be formed of locals who will play the same puppet role.

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Unlike the sequentials, the simultaneous path not only tolerates differences, but also celebrates them. The sequential path demands *conformity in thought*, although it will allow minor, cosmetic differences. Where you have severe clashes is where power-demanding sequentials want to crush individuality because it doesn't conform to their rigid ideals.

Remember that the simultaneous path Higher Selves are fresh from millennia on the sequential path. Old habits die hard! While we enter the simultaneous path for the next phase of the Game and our sequential memories are blocked, instincts are still sequential as reinforced by sequential genetic science as reflected in Earther human bodies. This is why communities of 'like' form and the "us vs. them" attitudes continue. Being on the simultaneous path is a journey to move *beyond* the sequential ways. We are here to learn acceptance, beginning with tolerance, of what is different than our current incarnation is experiencing. This is a critical part of the simultaneous path. There is a purpose in having all simultaneous path incarnations at once. This is replacing the sequential mentality of body ID with the mentality of your Game-enhanced Higher Self.

As simultaneous path participants, we have incarnations in *all* races, genders, orientations, social strata, etc. simultaneously. In one incarnation we are the pauper, in another we are the farmer, the priest, the healer, the landlord, the field hand, the politician and so on. While our Low and Mid level incarnations are fully wrapped in these roles, once one enters the Advanced levels, it is time to *integrate* the differences on a *deeper* level. This brings *tolerance and acceptance of what is different*. Currently the gay/lesbian orientation is one of the issues that EndGame has brought forward as a path-test of readiness for Graduation. The sequential minded and the simultaneous minded are in conflict. The sequential minded are being aided by aliens and their polarity controllers.

Once Very Advanced levels are being experienced, your spirit has taken over most of the body's sequential programming. The Earther body ID commands are sequential by genetic design. The *spirit* has no such artificial Game command structure. By the time you are your Awakened Final Incarnation, you are able to blend the facets of your incarnational path varieties. You appreciate *what is different* and seek it out. Until you do, you are not eligible for Graduation for after Graduation we, as our Higher Selves, will seek out some vastly different energies and beings. It is necessary that you have the Game experience in tolerance and appreciate what is different from your current incarnation. This allows you to learn and develop more by adapting what you find interesting into your internal cosmology and continuing your progression.

Part of my reason for going to 15 different countries was to be immersed in what is different from the cultures I was brought up in. The simultaneous way to visit is to be *exposed to* and *gather the different experiences*, appreciate the difference even if it clashes with your personal standards and *leave the locals as they were*. You do not interfere with these people nor put on a superior attitude as the western Europeans did when imposing their sequential ways on a technologically inferior world.

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Your Very Advanced incarnations pull much of this together, but it is your Awakened Final where it culminates. This is all by design. Those on simultaneous path Earth who are not able to move to this point will continue their simultaneous path experience on the *next* world, which is already designated. The simultaneous path is one of *individual* progression and *timing*, unlike the sequentials who progress as a *planet* or *total group*. With that in mind, some Higher Selves progress more quickly than others. There is *no* rush, *no* deadline and *no* race in completing the Game. We move at our own speed. You will Graduate when and where *YOUR* Higher Self is ready. If not Earth, then another simultaneous planet will be your Graduation point.

Something else to keep in mind: the planetary rulers do **not** control the Game. They would like us to beLIEve that, but they do not. They are just *players* in the Game, and no more, from a Higher Self perspective. They can be trumped by any simultaneous path Higher Self if they directly threaten the path experiences that Higher Self has chosen. This has been discussed before. Learning not to be in awe of an incarnation's 'political status' is important. Bowing to politicians, priests, and royalty (or any other incarnational position) is a Game *design* to take away one's power and keep you from connecting to your real identity.

EndGame Earth is in a chaos-by-design phase. The terrorists who bomb cities and countries complain when these people retaliate. *The true 'terrorists' are in charge of the planet's major governments*. The *illusions* they generate continue. The reader is cautioned not to be deceived by their tricks and not caught up in mob reaction. *Mob reaction is sequential*. We are here to move beyond sequential reactions and react in a simultaneous way.

Final Event: The End of Our Galaxy Game

My attention was drawn to the *Graduation Key* gold wire this week (Oct 3-4) and I noticed something *new* connected with it. *It has begun to very slowly rotate in a clockwise manner*. I am referring to the *gold wire portion of the key*. Previously it has been motionless. Refer back to the M5G Volume II segments on the *Graduation Key* to refresh your memory. My impression is that the Graduation is *proceeding to the next stage*. More than this I cannot say at this time, so don't ask.

I have written about EndGame on Earth in all the M5G segments. At this time, I will share some information about the end of THIS Galaxy Game that we are in. By this Galaxy Game, I DO mean the galaxy in which we are having *our* 3rd density experiences. I have avoided discussing this topic, but the time has come to give you a glimpse.

As per M5G segments, you know that our Higher Selves chose *which* 3rd density Galaxy Game to participate in. Each galaxy in 3rd density represents a 'Game board' for those Higher Selves interested in the experiences connected with participation. Using common Earth board games today as examples, our Galaxy Game may be considered like 'Monopoly'. Another Galaxy Game may be considered 'Stratego'. Another Galaxy Game

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may be considered 'Parcheesi' and so on. I don't mean that that is how each Galaxy Game is played. What I imply is that *each Game is vastly different from the other with different rules, processes and designers*. Each Galaxy Game also has a *set time to reach conclusion* and a *set situation where this will come to pass*. This situation can be quite *different* for each Galaxy Game.

In *our* Galaxy Game, I have written about simultaneous path planets and how there have been many previous to Earth and *there will be many after Earth*. *The next simultaneous planet has been chosen and is preparing to adapt to shim's role as such*.

Due to the highly *addictive* nature of 3rd density Games, many Higher Selves will *not* choose to advance from sequential to simultaneous path experiences during *our* Galaxy Game. *This will not postpone the conclusion of our Galaxy Game*. The Game's developer(s) DO have a specific end set. *The end of this Galaxy Game will be heralded by the sterilization of all Higher Self incarnational, physical vehicles*. This is inclusive of all physical types: reptilian, human, silicoid, etc.

A Galactic Event will occur in the center of this galaxy that will rapidly spread outward. By rapidly, I don't mean billions or millions of years. I mean rapidly from our Earther perspectives. *This sterilization process will cause total panic with the oldest sequential path races most of all*. *Their advanced sciences will attempt to reverse the process or try to rely on clones*. These will *not* be successful.

Remember, *you cannot defeat the Game or the Game's rules* but this won't keep them from trying nonetheless. *This ultimate end of this Galaxy Game is known by ALL Higher Selves participating in this Game*.

This End is part of the drive for physical immortality that the reptilians have been questing after with their science. *They partially believe that cloning will be a way to circumvent this Galaxy Game's conclusion*. Something will occur to the cloning processes that will corrupt their efforts. That is for those who indulge in that process to discover after the Final Event occurs. These incarnates will continue in vain, however, but that is *their* path.

This *Final Event* will *stimulate* ALL Planetary Spirit Higher Selves into a Graduation spiral. The Nature Spirit path will not resist as the sequential path addicts will. They have other considerations as well, but it is not our concern at this stage in our development.

When a board game is concluded, not all pieces make it to the finish location. Nevertheless, the game is over and the board removed. *Those who have successfully concluded the Game, with simultaneous path graduation, will move to other ventures*. *Those who have not concluded the 3rd density experience will join another Galaxy Game*. *Our galaxy will no longer be in existence*.

Those Higher Selves will examine all other Galaxy Games in operation and decide where they want to continue their experiences. *Most will continue as sequential path players*.

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Some will have learned from the conclusion of our Galaxy Game and enter another Game in a simultaneous path with the rules of THAT Game. The reptilian royalty, for example, has Higher Selves SO addicted to power and control that they will look for a Game that they can continue their addiction. What they discover is *their* path and *their* problem.

I realize that this segment will stir up ALL kinds of questions. Some I may be able to answer. Some I can't answer and some I won't answer. One thing I will ignore is 'when will this occur' because the answer is 'when it is time'! However, ALL Higher Selves have ALL the answers in their *memories*. You will have access to *portions* of it as *your* Awakened Final Incarnation and *full access* to these memories *upon* Graduation and the conclusion of your Nexus-of-Time Event. You will have the information necessary for your incarnations *when* that information is *necessary*. I consider this segment VERY significant, connected to EndGame's latter stages and highly fascinating.

SUPPLEMENTARY NOTE FROM VAL:

In fact, recent astronomical observations that point to a certain developing dynamic which would ultimately parallel a galaxy-size 'endgame' type event. Naturally 'scientists' beLIEve that such a 'sterilization' of life could 'never reach this far'. However, they are in for a rude awakening. It will not just affect 'the center' of the galaxy. They think that Gamma ray emissions can only come in 'beams', which project perpendicular to the galactic plane. Not so. A heretofore 'unknown' type of 'emission' may be involved. Either way, it is an 'intended' event which is not 'abnormal'. All that can be said is that endgame on a *planetary level* here and the *galactic endgame* are *mutually exclusive events which both relate to different aspects of various evolutionary dynamics*.

Final Event: The End of Our Galaxy Game - Part II

In the first segment concerning our Galaxy Game End, I revealed what will occur with those Higher Selves who are 3rd density Game addicted. The ONLY Higher Selves who will progress to their next level are those who have graduated ANY Galaxy Game.

When the Galaxy Game creator(s) reach a certain point in their creation, the Galaxy Game will be put on notice to those who may still wish to participate in it. These Higher Selves have the option of short-term participation or entering a different Galaxy Game. These Higher Selves are not to be confused with 3rd density Game addicts who have been in a Game for untold ages.

There are experiences to gain from even a short time venture into a Galaxy Game. Remember, ALL Higher Selves have ALL this information even though we don't have conscious access to it while on either incarnational path. For all you know, your Higher Self may have originally participated in the latter stages of another Galaxy Game and are continuing your path in this one.

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The major Game addicts in our Galaxy, Orion royalty, to mention just one example, will *not continue in another Galaxy Game with the same status*. There are other more exotic races of Galaxy Game addicts in other parts of this galaxy but the reptilians are of prime concern in this part of our galaxy. When a Galaxy Game closes down, those remaining Higher Selves will begin a new Game, if they so choose, as sequentials *WITHOUT any conscious memory of their previous Galaxy Game!* Their Higher Selves retain all memories and experiences of the previous Galaxy Game, *but ALL Galaxy Games in 3rd density require a blank incarnational memory slate upon beginning.*

This serves a 2-fold purpose. First of all, all incarnates in a Galaxy Game start off with a level playing field. This is very fair. Second, this presents an excellent opportunity for the addicted Higher Self to *clear* the addiction presented by the *former* Galaxy Game when presented with a *new set of very different circumstances*. While those Higher Selves may have well enjoyed their positions as reptilian royalty with immense technological abilities, they *may not* enjoy a non-technical incarnation quite so much.

I do not want to go too much into this setting since it is not necessary for all to comprehend at this stage of EndGame on Earth. You will have all memories restored to you after your Nexus of Time event and spiral out of the Game. Your Awakened Final Incarnation does have more information, if shim so seeks it.

The purpose of revealing this information in these two segments is *not* for curiosity, but it may actually assist the sequential incarnations who are keeping track of the M5G materials and, yes, I do know that it is being monitored by certain sequentials. The simultaneous incarnates on Earth do not need this information to spiral out of our Galaxy Game. *That is assured just by their position on the simultaneous path.* However the sequentials are always looking for non-existent loopholes to prolong this Galaxy Game. It is impossible, but it does not stop them from trying.

When the sterilization process of this Galaxy EndGame begins, the cloning processes will develop a corruption that will make clones useless vehicles for addicted Higher Selves. For sake of argument, even IF the clone corruption did not occur, the Nature Spirit path and all Planetary Spirit beings would be exiting, leaving dead planets behind. Suns will cease to function and matter will be recycled as part of the clean-up connected with the conclusion of a Galaxy Game. The clone corruption process is necessary.

The *Graduation Key* gold wire has started its motion. A new, fascinating stage is about to begin for those on the simultaneous path. These two segments contain certain keys and impulses that are necessary for those who read it, however the *reasons* for these keys *will vary by the person reading them*. This is intensely interesting to those Higher Selves who are behind the M5G project and I find this thread highly interesting. If, in 'time', your Higher Self decides to *create* a 3rd density Galaxy Game, *you will know all that you need to know in relation to its formation, operation and conclusion.*

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One more option exists for a Galaxy Game addict who just had the Game closed on him. That is to *not* to proceed with any more Games and move to other areas. While this is unlikely, it IS an option. There is no one standing lord over any Higher Self, as I have discussed in segments in both volumes of M5G.

My advice to the M5G reader is not to become hung up on these two segments. Consider them as *enhancements to your conscious knowledge* and proceed with YOUR path experiences while you are still able. EndGame...fascinating, isn't it?

EndGame Progresses – Graduation Advances

Volume III Special Segment

The chaos connected with hurricane Katrina in New Orleans and Mississippi has been increasing greatly since Katrina made her appearance at the end of August 05. There is a fair amount of mystery connected with the hurricane as it is, not so much that it appeared, but it seems to have been enhanced. The HAARP device, alien in origin, is a likely culprit if one chooses to investigate. While this is an instrument of sequential mischief, it can be devastating for those on Earth that it is used against. There is a LOT of information on HAARP and its concerns are primarily mid-Advanced and lower levels. Nevertheless, when that HAARP plays, disaster is sure to follow. It is a tool for the sequentialization control of Earth. There are also other weather enhancing/controlling technologies in existence which may be used to further the sequential path agendas.

The Earth Planetary Spirit is also increasing preparations for him's Graduation. Earth changes are naturally increasing because of it. The agendas are taking advantage of these by enhancing several planetary pre-Graduation events to serve their purposes. The rapid increase in American gasoline prices is artificial and not due to the public reasons given by the government. Back in January 2005 I was told that the goal for gas in this country is \$5/gallon with \$3/gallon set for this summer. It jumped over the \$3/gallon mark in my area on September 1.

Earth's simultaneous path incarnations are being played for fools. The low-mid Advanced can be deceived with varying amounts of creativity on the part of the sequential agenda pushers especially if the target is Lightsiders who are heavily body ID'd. While it is true that Low and Mid level incarnations are easily duped as part of their Game experiences, remember that the sequentials have no reference for incarnations of Very Advanced and Final levels. This makes these sequential agenda pushers uneasy because they don't know how we will react. What they fail to comprehend is that we are more interested in our next step of progression than continuing in this Galaxy Game. *They* are SO wrapped up in the mechanisms of controls, laws and limiting personal freedoms that they cannot understand why it isn't the goal of *all* Game players. That is part of the sequential path limitations.

Sequential power players want to continue a serious game of 'king/queen of the hill'. Note that hills are pyramid-like in structure and pyramid schemes are a key to the sequential

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path existence. The pyramid reference here refers to a progressively increasing amount of levels supporting a supreme leader. In the Orion Empire, the queen is the supreme leader. In the Sirian Empire, the king is theirs. On Earth, locally, it is a president, prime minister or whatever. Simultaneous path pre-Graduates are content to let sequentials and not-yet-ready-for-Graduation simultaneous pathers continue to play their games, but it's time for us to move on to more important experiences.

Recall the nature of minion incarnations. They are extensions of the Planetary Spirit. Just as when the Nexus of Time is activated by a Higher Self's Final, the Planetary Spirit will recall shim's incarnations. All planetary nature life will cease to exist as life forces are removed from their incarnations. This includes minions. Those for whom M5 is written should be easily able to connect the dots to get a full picture.

The stage and time is set for Graduation. Events are intensifying. The body ID'd are getting more and more anxious. The cries for security are those of the body fearing the curtain closing with simultaneous path Earth Graduation. Those who continue the simultaneous path on the next designated planet in our Galaxy Game will have no conscious memory of their Earth experiences, although their Higher Selves will. Those sequentials who take the *leap of faith* to the simultaneous path will have no *conscious* sequential path memories. However the sequentials who remain sequentials will eventually locate to the new simultaneous path planet and, according to Game rules, will begin again to interfere and challenge those on the simultaneous path. The Game continues.

While the *Matrix V* project has presented Earth's pre-Graduates with the keys to Awaken and Graduate, the next simultaneous path planet will have its own version of the M5 project, but that's a challenge for *that* planet's pre-Graduate Higher Selves to work out. Their sequential pursuers (directed by hard core Game addicts) will be looking for something identical to the M5 project except that it will not be identical. Simultaneous path Higher Selves design a different way to present these keys with each simultaneous planet. Once you have Graduated, this data is accessible by you as your Higher Self.

Continue to experience whatever you feel you must while still on Earth during EndGame. Observe the circus because the show is on. Lightsiders will continue to want to save everyone. Darksiders continue to do what benefits them alone at the expense of all others. EndGame intensity grows daily. When it comes to *you*, *go within* and draw strength from *your* Higher Self. YOUR Higher Self is *your* anchor in chaos and watches over each incarnation shim extends life force into. *Be aware of the dramas* that are body ID'd and group (sequential) oriented. If you feel you must get involved, do so with *that* in mind. We all have our own unique paths. Yours is absolutely correct for you alone. No one else's path is your path. This is when true simultaneous path *individuality* comes into play. *This is what we have been getting ready for since our initial sequential path incarnation.* You now have what you need and have been waiting for all these ages. After the chaos comes unity within self, review of experiences with other Earth Graduates who are long term friends and the move away from the Galaxy Game area to far more fascinating experiences. I expect to visit with some of you there.

Further Related Planetary Observations

Observations - The 4th of July

Americans are flitting all about on the 4th of July in flurries of flags and compounded with an aura of global superiority. Previous segments discussed the nature of this Cancer country and its insecurities and demanding global nature. The 4th of July is the prime time when the deceptions of America are brought out on stage.

Reading today's newspaper, a section highlighted foreign students in American who spend their summers here earning money to take home. The common theme with all of these foreigners is that America is the land of opportunity. It's ALL about making money.

The Mexicans running across the border are *not* coming to America because of the illusionary freedoms. They are here to make *money*. The reason that almost all foreigners have for immigrating to the US is making money. This is the only *real* 'freedom' that they seem to want.

Many Americans beLIEve that they are free because they can drive to the beach, can drive to visit grandma and can watch fireworks on the 4th of July. This isn't freedom as this can be done in almost any country on Earth.

In earlier segments I exposed several illusionary American freedoms, such as *speech* and *home ownership*. Freedom from unreasonable search is almost non-existent here. People are anxious to give away their last few remnants of independence in the name of security.

Patriotism is the last refuge of the scoundrel, the famous saying goes, and this is exactly where the scoundrels go to manipulate the American public. Adolph von Bush and his henchmen/women in Washington are just such traitors, thieves and liars. It's not that previous governments were saints, it is just that the current one is SO obvious and open about their disdain of just about everything that disagrees with their fascist outlook.

The 4th of July SHOULD remind Americans of what it *means* to be American and *what they are missing by allowing the politicians to control the people* rather than the other way around, as the country's founders intended. This is EndGame. Expect even more sinister developments from Washington and those pushing buttons here from Jerusalem. Remember too, from the M5 Vol II segments: when you beLIEve that you are a 'chosen people', *everyone else is here to serve your whims*. This includes the traditionally 'chosen' in the Middle East and the self-proclaimed globally 'chosen' in Washington! EndGame.

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Observation: Cornerstone Phrase Intent

On July 4, the cornerstone for the new building to replace the former World Trade Center was placed in New York City. The cornerstone is engraved with the words: "... As A Tribute To The Enduring Spirit Of Freedom".

This Game deception event brings up two issues worth pointing out. First of all, this building complex was/is primarily an economic center for corporate and global trade. The ONLY 'freedom' found here was/is related to *earning money* and *controlling others* through this *power*. The use of the word 'freedom', in this context, is deliberately misleading. It would be like saying 'the rich are free to become richer' which is really the extent of the intended use of 'freedom' at this location.

The second point to note is the engraved words listed in this segment's first paragraph. A spirit is something *not* of the 3rd density and is as elusive as the 'pursuit of happiness', which is another popular American illusion. You have a 'right' to *pursue* happiness, but *not* to *reach* it.

By dedicating the new financial corporate complex to a non-incarnate concept of genuine freedom again is intentionally misleading to the general public. The only incarnation here will be the freedom of corporate earnings, but that would not play well on a cornerstone meant to impress the American people.

As America, under control of a Darkside fascist government, continues to expand its global empire, expect far more fascist icons of flag waving, pompous icon/deity-invoking speeches and oppressions of those who dare to disagree.

M5G readers should be observing these *polarity* and EndGame *displays* and analyzing them *according to the level of progression that your current incarnation is*. You should also be utilizing these observations according to *your path and path-required experiences*. EndGame is loaded with illusions and deceptions, all of which are intended to lead the naive away from discovering *who they really are*. The sequentials cannot stop our graduation, but they *intend to delay* it as long as they can. EndGame!

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Observation: American Fear Mongering Heightens

Today's newspaper headlines, in BOLD print, scream: *9-11 Report: 'We Are Not Safe'*. The evening news last night interviewed the 2 ringleaders of this commission who said that Americans will have to give away MORE of the rights that they have in order to be safe. The Dark side thanks you. The planetary rulers thank you. The lower astrals who feed off of these emotions thank you. The sequential aliens thank you. EndGame acknowledges you! You would think people would learn never to have faith in any 'official' commission.

The BOLD headlines are intended to induce a higher level in fear with the American public who, for the most part, is anxious to give away just about any and all perceived liberties in the bogus illusion of safety. What they identify as 'personal liberties' directly refers to your simultaneous path 'freedoms'. The American people and the people of the world are being played and the majority seems to be dancing to the tune of DOOM. This 'doom' is artificial. It is allowed to happen by the very people who claim to be shocked by its occurrence. Just as Roosevelt allowed the Japanese to bomb Pearl Harbor, Bush's gang allowed 9/11. Both governments were taking orders from shadow planetary leaders. The sheeple are being herded into the slaughter yards yet again.

Previous observations have dealt with many facets of this Dark movement for the sequentialization of Earth. IT WILL GET WORSE. They will go after whatever they deem necessary to convert Earth to a sequentialized planet under overt Dark polarity rule.

Depending on YOUR path and YOUR Higher Self's requirements for this latter EndGame incarnation, you will do what you must do for the experiences YOU need. The Very Advanced and Final Incarnations active in this era will spend most of their time observing how easily it is to deceive the lesser Advanced incarnations. We will also 'talk among ourselves' and share observations of the EndGame stage.

Just as with the M5G materials as a whole, you *must* keep in mind that you cannot 'save' anyone from what *their* experiences are to be. If it is their experience to be deceived by their government AND to trust them, then it is their experience needed. While the flag wavers can be looked at as being naive and easily deceived by fascist fear mongers in Washington, it is their path and their incarnation's experience. Nevertheless, in both volumes of M5G and here on this site, I share situations based on where I am in my progression. One is free to deny it all, grab a flag and stick it in fictional Jesus' hand (I've seen those pictures). That's your experience. What is too bad is that these nut cases and psychotic governments have made it impossible to travel very much. The American goons have made it so that Americans cannot travel to most foreign countries.

Earth has become an insane asylum where the lunatics are in control. Note that the root of both side of surface 'terrorism' is the one god religions of christianity and islam. I stress that the one EXTERNAL god concept is the vehicle for the Dark manipulation. They use religions because most of the planet is a sucker for giving away their power to a fictitious

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deity. That's why both sides are BOTH terrorists. Bush is a terrorist invoking christianity and says he has direct communication from the other aliens, oops, I mean 'god' directly. Islamic terrorist claim to speak for their 'god' who is the same 'god' as the christians.

Something you should also consider is that the same 'god' of the christians and the muslims has its origin with the 'god' of the Israelites. From this same alien personage come most of the world's horrors. Take away the one god bullshit and you would have a vastly different world. However in THIS simultaneous planet at this stage of our galaxy Game, it is the necessary evil to be dealt with.

ALL external deities are bullshit. Remember from the M5G segment that you are your OWN 'god'. You ARE safe when you come to the knowledge (NOT belief) that you are not your body. Body ID will keep you in fear and controlled by the Game. It may very well be your destiny to be in a significantly body ID'd incarnation during EndGame. That's ok. Your Final Incarnation elsewhere will take care of everything. *Have your experiences.* Now for a real Event, let's have the aliens land and take over. Now THAT would be exciting. EndGame!

Observation: Orionized Agenda Exposed

CNN's website has the following headline in their World Business section on Sept 16, 04:

Women Win The Boardroom Battle

Here are 3 paragraphs from that article. I have underlined key sentences:

LONDON, England (CNN) -- Bigger pay rises, higher average salaries and a fatter wage packet than the other gender -- this time it is happening to women rather than men.

Female bosses are also getting bigger pay rises than men -- the eighth year in a row this has happened, with women seeing an average rise of five percent compared with men's 4.7 percent.

At the department head level, women are also earning more than their male equivalents, with an average wage of £51,854 (\$92,195) compared to £50,459 for men (\$89,715).

Now if one was to beLIEve the propaganda that females have been whining about over the years, one would be led to beLIEve that they 'want' EQUAL pay for EQUAL work. *This is NOT the nature of the simultaneous path for Earth, but rather the Orion sequential path in motion.* If you have to ask 'why' after reading M5G, you are NOT ready for the materials.

IF they really *wanted* "equal pay for equal work", *females would reject being paid MORE than men.* If you think *that* would happen, you are being played for a fool by the Game. As per other M5G segments, I have warned that *this is part of the sequentializing of Earth.*

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Not only that, it is Orion sequentialization: *female dominance*. If this were sequential Lightsider agenda, it would be 'true equal pay for equal work', *but* this is a Dark sector of this galaxy Game, as I have written over and over. People (for whom M5G is written) can connect the dots and see the picture.

When sequentialized Earther females achieve dominance in areas, do you hear them say, "That's not what we want...we want equality"? Yeah, THAT is going to happen! Rather you have sequentialized Earther females reveling in their Orion roles as dominatrix (uber-cunt). It WILL get worse. *The only way to escape is to spiral out of the Game by graduating*. This shit has happened on many other previous simultaneous designated planets *and will happen again* as the sequentials try to run interference to *those who want to experience the simultaneous path*.

Those who look forward to 'Earth rejoining the Orion Empire' take great satisfaction at the Orion sequentialization of this planet. If you hear anything about the topic of this segment, it will all be in praise of and for the Orionized female.

Note this quote from the same CNN article:

"But there is still a long way to go if women are to achieve true parity in the workplace," says Christine Hayhurst, CMI's director of professional affairs.

Yes, they are not satisfied with this sector of dominance, but note that they STILL cling to using the comfort phrases related to "equality". "True parity" from the Orionized female standpoint relates to parity with their ORION counterpart and NOT Earther males! Now THAT is a revelation for you to bear in mind when the 'equality'-vomiting females do their thing. *Deception and agendas are involved and the M5G reader has information that is not available to the general public because M5G is intended for those who will be spiraling out of the Game*. Those who cater to the "Orionization" of Earth will love what is happening. Yet the Earther men who think "Orionization" is wonderful are being deceived on a massive scale because *they do not know what fates the Orion- ized male endures*. Waiting for EndGame to conclude. Keep observing.

Observation: America Chooses Fascism

With John Kerry's concession, America has chosen fascism similar to how Germany chose that political path in the 1930's with Hitler. The German National Socialists used *manifest destiny* and *minority 'undesirables'* to rally the majority of the German nation behind their party. Bush (America's Hitler) uses *manifest destiny* and *minority 'undesirables'* to rally the majority of the American nation behind the Republican party. The tactics are very similar *centering on fear and hatred*. The 'undesirables' (that von Bush uses) are primarily gays, muslims and Arabs in general. The Germans had the Reichstag. The Republicans had 9/11. It is known that the National Socialists were behind the Reichstag. If you watched 911

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In Plane Site or accessed the Library, you know who was really behind that event. The Iraq mess is a repeat of the Vietnam mess. History continues to repeat itself.

One thread that has been mentioned during presidential elections is that 'whoever has the most royal lineage will win the White House'. This year, it was Kerry who has the tightest lineage according to the media, yet Kerry didn't win - so much for that thread.

Another event worth noting is the Tecumseh curse. This applies to those who occupy the White House starting with a zero year win. I can't say 'elected', since von Bush was not elected in 2000, but was appointed. Nevertheless, he did win that office even if illegally. Does this mean that the Tecumseh curse overrides the royal lineage and is something we can look forward to?

America has clearly become sharply divided and the 04 election underscores that. 'Bush is not my president' concept will still carry through after this election. If Kerry would have won, you would have the same applying to him by the fascists.

I purposely did not comment on this election in segment form until now. I did tell others that the difference between Bush and Kerry is contained by this comparison: how do you want your poison - strychnine or hemlock? BOTH people are part of the sequentialization problem. BOTH would do what they were ordered to do. The difference is in how they would proceed. Bush is far more violent than Kerry would be.

Bush stands for American imperialism/empire building. He rejects treaties that do not meet this concept *just like Hitler did*. He invades weaker countries *for convenience* and under false charges. Bush uses bogus 'freedom' to deceive the *stupid* population and embolden his overt fascist backers. He is arrogant, pompous and disdains the masses. He leads America down a path of death and destruction. Bush wants the world under American rule just as Rome and Berlin did. We know what happened to Rome and Berlin. Both met unpleasant ends by those who they pissed off. The Bush poison is bitter to those who are not American fascist in outlook.

Kerry stands for globalization and the one-planet concept under consensus. Kerry's sequentialization would have been much easier for the American people (except the fascists). *Remember, it's not HOW the goal of the planetary rulers is met, but that it IS reached*. The Kerry poison is sweet and seductive to those who want to remain asleep. It doesn't do too much to expand on the Kerry version since his concession has made it a non-issue.

It is very strange to see that those who beLIEve that 'America is the bastion of freedom' and then they vote fascist. Ask one of these people to define 'freedom' and see what kind of answers you get. You should quickly discover that their version of 'freedom' has little to do with the genuine definition of the word. Their 'freedom' means they are *free to impose their way of life on others no matter who they have to kill or destroy*.

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Take the gay issue that the fascists used so well this year. No one said that anyone was *expected* to become homosexual. It was that those who are gay would be *allowed to be free to be who they are*. Yet *this* was enough to drag hoards of fascists and religious nuts (same thing) to the polls in almost one dozen states. The Republican fascist party *insisted* that this question be on the ballots so that their fear mongers would threaten the ignorant, the stupid and the cross burners to ensure they vote fascist. In other states, the fascists said that if Kerry was elected, he would ban the damned bible. Fascist would unlikely ever win a major election if they were honest, but *control is a Dark issue and the Darker of the two candidates succeeded*.

This is the latter stage of EndGame. I am not surprised at this happening, despite what the Indian astrologers or royal lineage people said. Indian astrology uses a different method than Western astrology in casting horoscopes. As for me, I saw the Moon was in Cancer. That Moon is fanatical in control and against non-traditional changes. If the Moon would have been in an Air or a Fire sign, it would likely have been a different story.

Fear has a major effect on Low and Mid incarnations as well as minions. It is interesting that the states who voted fascist are colored red, the color of blood/violence. Expect the wasted deaths to continue in empire building wars. Expect the draft will indeed be back, however the fascists should be lined up to join in expansionist wars to feed their conquest lusts. *America is historically intolerant of cultures, concepts and beliefs that appear to not be subservient to the American ideal*. The current rampant anti-islamic/Arab tirades are a prime example of that intolerance. America gets acidic (very negative Cancerian) to those who challenge its views.

Another bogus term is referring to the American president as the "leader of the free world". What a bunch of shit! *You can't be the leader of the "free world" when you don't engage in freedom in your own country*. Again, look to the definition of 'freedom'. If America was a genuinely 'free' country, ALL religions would be treated the same – the 3 sexual orientations (het, bi & gay) would all be treated the same, forcing change on others would not be an issue and so on. But then, America has never been truly 'free'.

Those of Very Advanced and Final incarnational levels can view these matters far better than the Darksiders who are overjoyed with the fascist win and their brand of poison for the nation or the Lightsiders who weep because their brand of poison didn't succeed. What is happening on a global scale is all part of EndGame. I have been telling you that it will get worse. With the red of war in play, the American public has chosen as the Roman and the German public has and it will be played out. It just got worse.

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Observation: America Chooses Fascism - Part II

Remember when von Bush was appointed president four years ago he said he was "a uniter" then he turned around and threatened the world with "you are either with us or against us" and at the same time prattled on about 'freedom'? The man is a habitual, chronic liar. Shame on him. He's pulling the same shit again now with 'healing the country'. If you fall for this, shame on YOU! Bush set the stage and the players for the divisions in America today. He is the center point for Dark rule, fear mongering and hatred of anything that does not conform to his narrow views. This is typical of Orion rule and fits the Orionization of America. Kerry wants his supporters to rally around Bush. Kerry, like Bush, is a Skull & Bones Darksider.

As I said in Part I of this segment, the difference between Kerry and Bush was *how* you want to be poisoned. I was never a Kerry supporter, but if I have to choose between a peaceful death of cold (falling asleep and dying) or a painful death of fire (war/violence), I choose the cold. Either way you die. Remember, this is EndGame and, despite what the Lightsiders beLIEve, the conclusion cannot be altered by wishing it so. Now Kerry wants his followers to join von Bush's warmongering and empire building (rally around the winner). Is that what you want? It may be part of *your* path and *your* experiences. You must follow YOUR path. It is not mine. 'Not my president' should remain the thought of the independent-minded. I do not give away my power to such a creature or concept. Bush is now bragging about his 'mandate' and fools think that this means he will soften his approach. No way! He's a megalomaniac and as mad as Caligula! He actually thinks that this means the majority of America 'approves' of what he has done and urges him to do more of the same. By this election, America has chosen fascism and war over anything else.

America has chosen fear, hate and homophobia over 'freedom' and co-existence. America has become more Orionized and sequential by validating the polarity of the concept 'with us or against us'. NO middle road. NO illusion of balance in any form. Hate has always been an American value. Hate is a negative Cancer/Capricorn axis icon. Both the United States and Bush are Cancers. Cancer can be a great sign when its positive traits are shown. Bush thrives on the negative because he's a major Darksider and is controlled by sequential Dark manipulators. Hate of what is not approved of and what is different has been the way of America with Bush since the Reichstag-like event of 9/ 11. Hate is a Darkside trait.

This election was said to have American values as a prime concern for voting. Despite the Constitution, the very freedoms that the fascists would like you to beLIEve exist actually never have existed. This was discussed in several previous segments. Hate of the Native Americans, hate of the slaves, hate of those who stand in the way of "manifest destiny", hate of non-christian religions, hate of non-hetero sex, hate of non-western European appearances/values, etc. It was NO coincidence that July 4 was the chosen date for the founding of this country.

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This was an EndGame event that was set in motion. If this country was Aquarian or Sagittarian, for examples, it would not be anything like the Cancerian, domineering entity it turned out to be. And all those damned flags all over the place! It's like Germany under the National Socialists. When I went to China two years ago, I expected to find lots of flags flying there. Instead, I saw very few. America seems to be the only country that has a flag fetish today and considers it a holy icon. THAT is a national psychological problem. America's last mental imbalance (of the magnitude of today's) was in the early 1950's with the anti-communist fever of Joseph McCarthy. Now it's 50 years later and the psychotics are out again with the muslims/Arabs/gays in place of the communists. This administration has told us, even as current as last month (Oct 04) that the United States will be attacked again. It has already been planned by them, and I would not be the least surprised to find that it occurs in a 'blue' state. We ALL have our paths to follow and experiences to have in this stage of EndGame. Trust in YOUR Higher Self is an absolute must. The Graduation Key is in motion (as per previous segment). The Dark and the sequentials are making major moves against the simultaneous on Earth. It's going to get worse. EndGame – never said it would be easy!

Commentary: Gay Marriage

The whole gay marriage storm in the United States: Since America has had a fascist government since 2000 and its own 'Taliban', radical christians control much of the country known as the 'red' states, these social terrorists have used the gay issue as one of their controlling weapons. Meanwhile, Canada has approved gay marriage for their whole country and New Zealand has approved domestic partnerships for theirs. New Zealand has the correct basic concept which is there is no legal difference between marriage and domestic partnership. Marriage should remain the label for a religious union of two people. Domestic partnership should remain the label for a NON-religious union of two people. People should have the option of *choosing* which to experience but BOTH should have totally equal benefits without consideration of the genders involved in these unions.

This would *mean* that government has no say or control over how religions administer marriages and religion would have no say or control over how the government administers domestic partnerships. If two people of the same gender are able to find a religion, ANY religion, which would use their ceremony to 'marry' them, that's fine BUT there would be no difference in ANY legal benefit between any couple whose ceremony was performed in a religious setting as opposed to a civil setting. This is a simultaneous concept. Do you think this would happen globally in EndGame? EndGame is chaos, *not* logic. There are islands of sanity on the EndGame playing field, such as Canada and New Zealand (and others) but these are permitted because the Game controllers know that just their existence causes the sequential controlled areas to have fits of hatred. These conflicts feed the Dark and lower astrals. Hence, the ideal and reality can be in constant conflict because it *serves a purpose*.

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Commentary: Elves

Since most people are either familiar with *The Lord of the Rings* trilogy in print and/or in the amazing film version, it is not surprising that the elves are held as an ideal race, quite advanced and far different than humans. The elves are based on the Ancient Earthers who Monroe mentions in his trilogy and I have touched on in the M5G segments. I stress that the elves are based on the Ancient Earthers. They are an idealized version of them. For one example, the Ancient Earthers were not genderized, as per M5G Quest segments. When the elves say that they are leaving Middle Earth never to be seen again, this is reflected in the departure of the Ancient Earthers from control of the pristine Earth when the Dark forces (aliens with their genetic sciences) moved to control Earth and remake it. Remember that even in the books/films when Sauron (Orion reptilians – the name says it) was defeated, the elves still sailed to the “West” and away. The time of the elves is over Elrond said. The time of the Ancient Earthers is over. Fast forward to Earth’s EndGame. Now the time of the Earther simultaneous is about over. We will “sail away” (graduate) to other adventures while leaving the others to determine their fates. Ponder these comments, but don’t ask me for more specifics about the Ancient Earthers. You are welcome to research the Library on Monroe 27 if interested. You have what you need to know plus more.

2005 Calendar: Putting The White-Out to Use Again

Setting up my 05 calendar at work, since I won't be back here till 1/10, I am white-outing several bullshit days that my Celestial Influences calendar has in bold print on certain days of the year. Heavy cuntish or whipped male influences are indicated as Lightsiders are. Some I leave in since they're traditional, like Mardi Gras and even my much loathed Patrick's Day (fine for the Irish, but I am not), but some I don't tolerate to assault my eyes:

March 8 - International Women's Day - FUCK OFF, CUNTS! EVERY day is Orionized/sequentialized women's day!

March 20 – Palm Sunday – Totally worthless unless you’re a christian sheep and ready for the extra cash shake-down by the church to fund the pope’s newest gold throne or jewel encrusted tiara! And this is closely followed by:

March 25 – Good Friday – Good for whom? Why the christian churches of course. This is a day to induce guilt and demand obedience by the priesthoods on the sheep. Cash shake-down alert for Easter. Paying for your sins takes on a different perspective. Another goodie related is the statue/graven image that is paraded, usually of catholic goddess Mary, where people pin money to it like tossing money to a whore!

April 24 – Passover – Just like the christians have a plethora of fictional days, so do the jews. The one-goddess REALLY excel in creating days to attempt to get the body ID'd to

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submit. Passover is as fictional a day as Easter, Ascension Day, Pentecost and so on. Personally, I'd rather have the old pagan holidays up there instead of these new pagan ones. At least the old pagan deities were interesting to read about and not loaded up with holier-than-thou of the false god of the Hebrew desert people.

May 5 - Cinco de Mayo/Ascension Day - This is NOT Mexico ! How many other foreign holidays do we mark here? You want to do it, go back where you came from or do it at home. Hold the Mayo! As for goddamned Ascension Day, they might as well have other fiction-based days to like the day Humpty Dumpty fell off the wall, the day Jack jumped over the candlestick and the cow jumped over the Moon! Or if you prefer, any day that any mythological deity did something that has the riff-raff in awe.

May 15 - Whit Sunday/Pentecost - This is NOT a christian calendar and these are not nationally observed/vacation days! Whit Sunday, what the FUCK is that?! A day for the Whit-less? And Pentecost is another fictional event by a fictional deity who put on bird drag to flame-shit on those cowering in fear.

August 26 - Women's Equality Day - Again FUCK OFF, CUNTS! Women NEVER want equality, but Orionized control and superiority. What is one to think that this day would force them off their self-installed pedestal?

September 11 – Grandparents' Day – Let's see, since they are already either a mother or a father, they have their days earlier in the year. Just another card/flower/candy manufacturers' invention. Breeders LOVE celebrating their body ID and breederhood. It has Game approval due to excessive body ID. Fine for most, not for me and it IS my calendar!

November 1 – All Saints' Day – This creation was to try and detract from the festivities of Halloween. Halloween is fun. All Saints' Day is another way for religion to extend its tentacles and shake down the sheep for some extra cash and attempt to lay guilt on any for having fun on Halloween.

November 27 – Advent – ANOTHER christian bullshit day to remind the sheep that Christmas is coming and a major financial shake-down by the church is imminent. Then there are also the excessive amount of jewish holidays of some sort or other that fall in the same garbage heap as Ascension Day, Whit(less) Sunday/Pentecost, such as Purim, Yom Kipper, Sukkoth (suck what?), Shavuot (shove what?) and so on. Fine if this is a religious calendar, but it's an astrological one! It just goes to show you how they try to suppress those struggling in the developing levels by reminding them of religious submission rituals, Orionized/sequentialized female dominance and similar hooks to attempt and retard one's spiral out of the Game. Have a look at your calendar and see how days are marked for you to recognize and conform to. You may want to have fun with it as I am doing in this segment, but all fun aside, the Game has multitudes of threads out there to keep one leashed to their body ID. Threads can be thick as bridge cable wire or thin as spider silk,

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but all need to be snapped in order to spiral out. You will look at the calendar, as with other Game features, according to your current incarnation's place in your Higher Self's plans.

Orion Death Star Craft



In M5 segments, I have mentioned the Orion Death-Star ships. In our solar system, they were responsible for the destruction of the planet that was in orbit around our sun between Mars and Jupiter. This is now the asteroid belt with these asteroids being the remnants of that planet.

On the left is an image of Minas taken by NASA's Cassini probe. The eye-catching feature of this picture is the 138 kilometer 'eye' which is almost 1/3 of the "moon's" diameter. This photo was taken on January 16, 2005 from 213,000 km distance. Remember the bogus 'swamp gas' explanation for UFO's in the 1950/60's? Well, needless to say another version of 'swamp gas' is being pushed for this feature. This time the perfect circular eye results from a meteor impact with the round object in the center (created by "pulverized or molten rock" rebounding upward from the impact of that object). Don't question...it's the official explanation. Yeah, right.

The Death-Star is the basis for the 'eye of god' that is a popular craft item in Mexico, Central and South America. When a Death Star was in Earth's orbit in the past, the locals took it to be the eye of god. It does look like an eye. I have seen these craft from the astral. I am quite pleased that M5G readers can now see what they look like for themselves.

Ding, Dong the Pope Is Dead!

Ding, dong the pope is dead! Which old pope? The wicked pope! Ding, dong the wicked pope is dead!

Yes, it's finally true. One of the major, public Darksidiers has, at last, exited the Game board! This pope was one of the Orion queen's prime worshippers on Earth and was active in championing the adoration of the 'queen of heaven'. However this is not news to those with sharp observational skills. Reports, of how Karol Wojtyla engaged in the distribution of Zyklon B gas to the death camps during World War II, have been known since he was elevated to the position of pope. His mission as pope was to spread the word of devotion to the 'queen of heaven'.

The eyes are windows to the soul. The saying is true. Karol Wojtyla had Dark eyes and I mean that in a polarity sense. He put on a good public relations front in the pursuit of his mission around the planet, but the dog & pony shows were a mask for what was really happening. The popular story is that when he was shot, he promised the 'queen of heaven'

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that if he was spared (how body ID'd can one get?), he would devote his life to her. "Totus tuus" (all yours) became his motto after that episode. Yet, Polish catholics are notorious for Mary worship as are many other Slavic and Mediterranean ethnic groups. He was already worshipping her when he was elevated to the position of pope. His assassination attempt became an intended tool for increasing the worship of catholic goddess, Mary. His purpose in pimping Mary all over the globe was part of the Dark's plan to prepare Earth for overt Orion rule.

The catholics would have you beLIEve that Jesus is their god, yet, as the true pagan pantheon that it is, the catholic church actually has hundreds of major and minor deities. Mary is the goddess on the same level as Hera and Isis. Yet these goddesses are all pseudonyms for the Orion queen. With the catholics it's 'MARY and jesus'. Get the emphasis? The propaganda machines would have us beLIEve that he was a 'pope to the people', a 'pope to everyone' and 'concerned for the plight of the downtrodden'. Yet this pope was a notorious sequentializer, rabidly homophobic, a caretaker of the 'conscience' straight and narrow mentality, permissive of pedophilia and more. He was a spokesman for sequentialized thought and intolerance.

On Friday, when the Italian press declared him dead, I started the chant from *The Wizard of Oz* (as above) replacing 'witch' with 'pope'. Horrified looks and comments of 'you're going to hell' were the responses I received from some. Others said that they were afraid to say something like that. Fear rules...fear binds...fear retards. More good news is that, according to known prophecy, there are only 2 more popes left in the catholic church's reign of terror. This is well known to the catholic rulers as the Prophecy of St Malachy. If you Google search this, you will find many references.

The next pope, according to this prophecy, is to be a short term one. Remember John Paul I who was in only about 1 month? I haven't located anything to say how long the next shortie pope will be in office, but after him comes the final pope. Considering this event should be just another element for Matrix V readers. This is part of the EndGame scenario. As to the validity of Malachy's prophecy, time will tell, although from what has been written of this, it seems to be right on the mark.

EndGame is currently alive with several areas active. Besides the Vatican drama, there is the Earth Planetary Spirit's Graduation preparations (Earth changes), aliens maneuvering in our solar system, sequentialized aggression by the United States and more. Sharpen your observational skills and see what you can discover. Meanwhile, celebrate! *Ding, dong the pope is dead! Which old pope? The wicked pope!*

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UFO On-Demand Video

Matrix V readers should watch this video clip, if you have not yet seen it. A man in the Las Vegas area is able to call a UFO to appear on demand in front of local news cameras at *their* time and *their* location. It is something to watch. Interestingly, the news people, even when witnessing the event, could only giggle and smile. Why they do this is because what they view is contrary to what the government would have them beLIEve. It makes them very nervous when their illusionary reality is shaken.

The main question should be how is this man able to do what you can see that he does? There are a couple of possibilities, in none of which religion is the valid reason. That the summoner is saying that he uses the bible to do it is irrelevant to reality. The only relevance is that the bible is alien/sequential inspired to control Earthers. The most likely reason is that he has been implanted and is being monitored. That would establish the connection to communicate.

The second major question is what purpose is served by this happening? The aliens are notorious for playing hide-and-seek while generally being extremely selective on who they show themselves to and when. Switzerland's Meier is an excellent example of alien game playing. That this alien group is permitting themselves to be caught on news cameras *on demand* indicates something may well be about to happen on Earth. The man, who does the ship-on-demand communication, says that an event will occur this summer with the aliens demonstrating in the Las Vegas area. With the major *War of the Worlds* film hitting the theaters on June 29, is the Orion Empire or one of their associates making the next move on Earth? Time will tell.

Yes, we have all heard empty alien promises about major events to appear in public. The Andromedans are the absolute worst at this game-playing. Remember the summer mass fly-over that never appeared? Remember their statement that they would drive the reptilians from Earth and we would see them scattering all over Earth while trying to escape? And remember the promise to tow Earth's Moon away because it is an artificial satellite which is nothing more than an alien base? Well, that is true, but they never towed the Moon away. They cannot do that. The Orion and Sirian Empires would never allow that to happen without a major battle and, since this is the Orion sector, forget that happening.

So, if this summer event happens...cool! If not, I won't be surprised. My advice is that when you hear such declarations where the aliens are involved, keep an open mind and don't dismiss it outright. At the same time, don't be counting on it happening. This is EndGame. It's going to get much more "interesting".

Andromedan Trash Pile

Well, July 15, 2005 has come and gone but there was no alien craft hovering over Las Vegas as promised by 'prophet' Yahweh. The only reason why this potential event had my interest was that Yahweh demonstrated that he has the ability to have a UFO appear on demand. Several examples of this have been available on the internet since May. That caught my interest. I thought that maybe the aliens were ready to make their long promised move against Earth or, at the very least, the faked invasion scenario was going to be played. Yahweh promised that this Las Vegas event would happen by July 15. It didn't happen, unfortunately. Yet again, the aliens proved they had the upper hand over their spokesperson by denying what he said would happen.

The aliens are notorious for playing Earthers and making all kinds of promises that never manifest. I am calling the heap of broken alien promises the Andromedan Trash Pile. The Andromedans have this distinction due to their use of Leading Edge Research as a tool for distributing the information that they wanted 'out there'. For those of you who remember the Andromedan promises of some years back, such as the massive summer fly-over of Earth (late 90's) by their craft, the removal of Earth's moon and the driving out of inner Earth/hidden reptilians that would be SO huge that everyone would see them running around trying to escape the Andromedan 'wrath'. NONE of these things happened. As usual, their Earth mouthpiece had weak reasons for these non-events after being played for a fool by his alien masters.

It does seem to be that the aliens are only engaging in playing mind games with Earthers. The Andromedans are not the only ones to do so. Meier's Pleiadians love playing hide-and-seek as well as pontificating to Earthers about alien superiority. I'm sure that most M5 readers can easily add other examples of alien lies and empty promises.

This does not mean that nothing alien will occur. It will. Timing, however, is significant for them. They engage in testing and probing to see how the simultaneous population reacts to their sequential faux superiority. Very Advanced and Awakened Final Incarnations are the Earther Wild Cards to these sequentials. These aliens do not know about the depths and abilities of these incarnational levels in the Game, so it is a mystery to them how we will react to their overt appearances. This may be part of the reason to their grand promises and lack of fulfillment.

Earther simultaneous path Graduation is rapidly approaching. What the pre-Graduates are engaged in is of interest to certain sequential segments. Each pre-Graduation simultaneous planet has had its fair share of sequential interest because those path Higher Selves are curious about what lies beyond their sequential experiences. Nevertheless, that's their problem, not ours. We have our own destinies and that does not include babysitting with curious sequentials and the games they play.

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So the Andromedan Trash Pile is available for any M5 readers who discover alien promises that never materialize. Feel free to place your sequential trash in that bin. Too bad that Yahweh could or would not fulfill his promise. It would have been interesting.

More EndGame Alien Mischief

Volume III Special Segment

As M5 readers know, the sequentials (aliens) have really upped their interference on Earth as latter EndGame draws towards Graduation. Here is more on one of the recent headline shenanigans:

The 'prophet Yahweh' can summon alien craft on demand. One segment already exists on this topic. Those who check the links are able to watch 'Yahweh' make this happen. Yes, he is able to do what he claims. If you research it deeper, it appears that he is implanted. When the prophet goes into his biblical stance, his request is processed by an alien monitor who sends out a scout probe to appear for a brief period of time. The probe originates on a mother ship. Prophet seems to be quite sincere and actually believes he is communicating with his 'god'. M5 readers know that most Earther deities are based on alien personalities. Yet, using that damned biblical fluff, 'Yahweh' implores 'god' to send a ship. Now, that 'god' needs flying saucers alone tells you something. I guess it's more efficient than flying with wings these days. Yahweh promises a massive craft hovering in the sky above Las Vegas by July 15 of this year. I think that would be great, as long as it happens after I get to see *War of the Worlds* this coming weekend (July 2-3).

A M5 reader sent me a link to a reverse speech site where a woman put 'Yahweh's' vocals to the reverse speech test. As for the validity of reverse speech, I am skeptical, but I do not dismiss it. I have learned not to dismiss something without investigation. When the reverse speech was played, I heard some things that she said one should hear, but I also heard some different words. The woman who gave this presentation is heavily Light polarity and also puts her faith in the "good" aliens. This, of course, filters her perceptions.

Her conclusions are that the Orion Empire is behind this whole Yahweh thing and they are planning a harvest of Earther humans as per the movie *Signs*. It sounds far more elaborate than *Signs* was. Religious holograms will be used to entice people that the christian 'rapture' has come and it was time for the holy rollers to depart to their 'god'. I guess that no matter where one lives, the holograms will be geared to the local religions and be accompanied by audio as well.

She strongly warns the listener not to fall for these extremely convincing alien holograms. If one does, they will be outside looking at the aliens' craft (world-wide apparently) and the aliens will use a device to first paralyze these people, then another to pull them into their ships. People will look as if they are being summoned to the heavens, as per 'rapture' mythology by taking to the air and going to the ships. These people will be stored in food chamber on these mother ships, as they were shown in the mini-series *V* and *Signs*.

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I think this would be an excellent experience for religious nuts. This event, if true, should depopulate the American south, much of the Midwest and Utah/Idaho. Good riddance to the American Taliban and their allies! I would encourage any American Taliban, if this happens, to run out with your sequentialized religious fervor and call for 'jesus'. May you get to meet him when you are on the dinner table. The date given for this to be concluded is March 06 when these ships are due to depart, with their shopping supplies, for the Orion Empire.

Another interesting point: while she warns these first wave ships are Orion in origin, once they leave the 'good' aliens will come to help Earthers. She says these are the ships to get on. M5 readers know better than that! Are there aliens who think that if they remove much of the planet's population that Graduation cannot happen? Of course.

This is about all I have to say on this particular matter at this time. Aliens have promised ALL types of planet-wide events in the past and there is no reason to think that this will occur any more than any other alien no-show event. The difference here is that 'Yahweh' actually does summon a ship on demand. Nevertheless, his stated time frame ends on July 16 at midnight. If nothing happens, I will place this story on the heap with the Andromedans, Pleiadians, etc. Meanwhile, you are now more aware of this situation. Beware of gifts from aliens. My Apache shaman teacher told me in the 80's that just as the western Europeans were to the Native Americans, so will the aliens be to Earth. You draw your own conclusions. It is something to think about.

War of the Worlds and the Extermination Wild Card

If you have not yet seen the new *War of the Worlds*, be aware that this segment contains spoilers to the film. You may want to wait until you see the film first.

War of the Worlds is an impressive film. The alien tripod machines were definitely interesting, yet this film is based on the 19th century book of the same name. When H.G. Wells wrote this book, he was dealing with the limits of his century's technology as a filter for his words. At the same time, his Higher Self was supplying a flow of ideas that mirrors the alien Extermination Wild Card for Earth. In previous M5 segments I mention the Orion alternative plan to eliminate the current Earther human population and terraform Earth to a more manageable population and environment. In order for this to be accomplished, humans would be exterminated. In the film, when the tripod began vaporizing the locals, the word "exterminate" appeared in my mind, even though it would not be referred to in the film for some time yet. I kept hearing "exterminate" over and over when the tripod fired.

If the Extermination Wild Card is played, it will be cold, ruthless (as shown in the film) but not have a Spielberg happy ending. In the book, the aliens died due to bacteria in Earth's

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environment. There are bacteria on ALL Planetary Spirit incarnated worlds throughout the Galaxy Game. Bacteria are expressions of the Planetary Spirit's incarnational path. Aliens with interplanetary technology understand this very well and are not stupid enough to blindly go into a planet's atmosphere without the proper precautions. In *War of the Worlds*, the narrator states that these aliens have been watching for "millions of years". Only a fool would think that with all this watching, they didn't notice bacteria and viral life. No, the ending that Wells gives in his book is naïve and something to soothe the Earthers.

Spielberg would embrace this pacify the reader/viewer concept and took it even further by having the son, Robbie, show up at the end when you *know* that he died in the fireballs of the alien tripods as we saw in the film. Not only did Robbie show up, comfortable and without a scratch in the end, he was apparently having a relaxing time in Boston with his mother and her family. Boston apparently was overlooked by these alien tripods, while remote areas had several roaming the area. Yeah, right! Spielberg *loves* happy endings. He also does not like showing females and children killed, but will go to town on males. That is why I won't watch his rampaging dinosaur films – children outwit raptors and women are never killed but males are killed left and right. In reality, the children and women would be killed in far greater numbers than males. Yet, this is something that most Earthers want to be kept out of their entertainment. Yes, most EndGame Earthers, of the American type, do not want to face reality which is also why they refuse to see their government as corrupt, but that's a topic for other segments.

You will notice that when you see the aliens outside of their tripods that they look like the *Independence Day* aliens. That surprised and disappointed me, but then Hollywood is about fantasy and the happy ending.

In *War of the Worlds*, it was interesting to see how human blood is necessary as they not only killed humans but also harvested them. We see that first in the ferry scene when the tripods snake down arms and snatch up humans. Later on, we see humans kept in cages on the bottom of the main tripod cabin. The tripod takes a human (male, of course in a Spielberg film) and places him on the ground then another arm comes down and you see his blood being siphoned back up into the tripod. The blood is sprayed out as fertilizer for a red weed, which is native to the alien's planet and part of their terraforming process. We do get to see a large result of the terraforming process with its alien landscape now on Earth. Blood is also necessary for the aliens' diet. The alien need for blood is connected with both Orion and Sirian Empires. As per earlier segments, this is not 'bad'. It is just the way these species exist as Earthers do by what we consume. Review past M5 segments on that, if you need the refresher.

In reality, if the Extermination Wild Card is played, it will be far worse than is depicted in *War of the Worlds*. However few Earther incarnates could tolerate this being depicted without a 'happy ending'. This is what doomed the excellent Broadway play, *Dance of the Vampires*, which I totally enjoyed. The vampires won, christian mythology lost and the audience was too uncomfortable. Refer back to the segment on this play for more information. This is a body ID fear, *not* of spirit origin. Remember, the body fears death

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and its mortality. In order to subdue this prime fear, the spirit must have overridden that DNA command of self-preservation. The spirit is immortal and hence has no fears in that area. The spirit is along for the experience and ride that shim's physical incarnation is providing. *War of the Worlds* is a recommended film to see. What will your observations yield?

Gun Control, Solar Activity and EndGame

This is the 4th of July weekend when Americans celebrate their illusion of 'freedom' while the criminal government plots even greater dismantling of the Constitution. Previous M5 segments have pointed out the comparisons to Hitler in Germany and history is repeating itself but with some refinements due to more advanced alien technology and Dark agenda plans.

At work, just as a test, I mentioned to one woman that the government is criminal and asked why is it that Americans find it easy to blame everyone else's country for problems and Dark governments but most Americans refuse to see it in their own country. My logic had put her in a corner and her answer was: if they admitted the government is evil, they would have to do something about it. Her answer is correct. The American public, as a whole, has become quite lazy due to alien technological comforts and suppression of will due to chemical/electronic manipulation.

After 9/11, Americans got pissed because they were lied to, and were told Arab muslims attacked the country. Yet, when the public is shown proof that it was an American government plot to further instill a fascist government in this country, the majority do not want to hear it. DVD's such as *In Plane Site* and massive amounts of evidence easily available on the internet have presented more than enough proof for most of the world. Yet, the Bush government has discovered just how easy it is to deceive the public. This also goes back to a previous segment where I mention that setting the United States up *as a Cancer country* was intentional, since Cancer countries tend to be paranoid nationalists.

One of the major Dark agenda goals is the disarming of America's citizens. The Constitution provides that citizens have a right to bear arms. This is because independence was fought to free the country from a government that ruled the people. America was intended to be a country where the people ruled the government. The government will stay citizen-responsive if they know they can be removed at gunpoint for trying to rule the people.

Gun laws are designed for legitimate gun owners, not criminals who have alternate ways of obtaining weapons. Since criminals do not obey laws of theft and murder, why would anyone expect they would obey laws regarding guns? The government knows this, but gun laws are not intended for the criminals, but to disarm Americans.

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Showtime cable network airs Penn & Teller's *Bullshit* series. Penn & Teller have some great shows and some that you just have to shake your head at. They are Mid level incarnations and have that level's perspective. The M5 reader has to keep that in mind.

This week's show is about gun control and the need to keep the government in line:
<http://www.sho.com/site/ptbs/topics.do?topic=gun>

It was refreshing to see such blunt, Mid level talk without fear of the government. Penn & Teller do call for violence to keep the government in control. They use this significant quote: "The tree of liberty must be refreshed from time to time with the blood of patriots and tyrants." - Thomas Jefferson

While I did enjoy this episode, I notice how one Orionized concept appeared. Penn & Teller call for the arming of females in this country to control and put fear in men. Whoa! That's the Orion agenda. They also state that women don't kill and violence is a male thing. Again, that is the Orion propaganda and their beLIEving it shows the effectiveness of the lie. Plenty of M5 segments on female Orionization and cunt-rol. Is it because of this feature that the segment was allowed to be produced?

In public, gun control is a Light polarity issue. However the Dark is manipulating the Light by taking advantage of their 'use/abuse me, love/light' mentality. The Dark requires that American citizens be disarmed. The Lightsiders say that guns are only for hunting at best, but that in these days, you don't even need to hunt for food. The Dark doesn't care what way guns are removed from the population as long as they are. Once again well-intentioned Lightsiders put a 'noble' front on a Darkside item.

Since, even under fascist von Bush, public owned guns are not going away as the agenda prefers, more severe anti-Constitutional laws are required: Patriot Act II (to do away with true Constitutional patriots) and the formal formation of America's Secret Police in the Gestapo mode.

Check this link to see about the planned American Gestapo:

<http://www.bradblog.com/archives/00001506.htm>

While I personally do not care to own a gun, I support anyone who wants to. I agree with Penn & Teller's call for putting the American government in its place. On the other hand, this is EndGame and I know where things are going. Those for whom M5 was written can also see much of this. It is very bad and will get much worse.

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The Planetary Spirit is also quite active with shim's pre-Graduation activities. There is a two part article on Rense's site that you may want to check.

Part two's link, *Incredible New Solar Patterns Appear*:

<http://www.rense.com/general66/suncl2.htm> updates that writer's first submission. Photos are included. Strange activities are occurring on the Sun, which is the Higher Self of the Earth Planetary Spirit's physical vehicle. This activity is also connected with the Graduation Key. The M5 readers should be well versed in observing the signs and M5 Volume III will increase that knowledge.

Just as in Atlantis before it sank, there are many now who prefer EndGame activities to be a mental exercise for something that is a long time away, preferable several incarnation spans at least. Atlanteans denied their experience right up to the sinking of the islands. The same approach holds true today. One reason Matrix V exists is to alert those for whom it was written that we are well past the 'something's coming in the future' mode. The 'future' is now. Latter stages of EndGame are now.

Be Prepared: Tanks on the Streets of NYC

Follow this link and see 2 photos of tanks on the streets of New York City this past weekend (June):

<http://www.propagandamatrix.com/articles/june2005/070605tanksinstreets.htm>

Note that it is reported in this link how people 'waved' or 'cheered' the tanks! The reason this happens is because most Americans refuse to even consider the fact that the country has been taken over by the very traitors it professes in public to stand against. Those who are suppose to defend the Constitution, against enemies foreign AND domestic, are the very ones who allowed the traitors to take power in this country. The traitors now invoke the wording of the Constitution to protect their criminal interests. Hence, international war criminal von Bush states that you are either with us (the traitors) or with the terrorists. Absolutes, such as that, are only issued by a polarity icon and are favored by the Dark where suspicion and mistrust are rampant.

The current situation in the United States is not a recent development. This is all part of the EndGame scenario that kicked in with the American Civil War and Constitutional traitor Lincoln. This has been a long term plan by those who intend to change Earth from a simultaneous path planet to a sequential under Orion Empire (female gender) overt rule. Numerous M5 segments have discussed this.

While von Bush is a figurehead president, much as Reagan was, his arrogance shows how secure the Dark and the sequentials are in their agendas. They engage in fewer hidden attacks at simultaneous Earth because they have seen that they can get away with overt actions by easily deceiving and lying to the American public. While most of Europe's population can see through American propaganda as the lies they are, the governments of

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several European countries (Italy, Britain, etc) still support America's Dark agenda based on Israel's demands. This is due to national rulers of those countries being in league with the Dark polarity that von Bush is the icon for.

The mass introduction of minion incarnations has also served the Dark well. If necessary, review past M5 segments on the nature of minions. Minions obey those who give them basic needs, hence the strong welfare state that the United States is and will remain. Keeping the population in entertainment (primarily athletics) and similar distractions keeps minions, Low and many Mid level incarnations occupied while Dark agendas advance. The minority consists of Americans who are aware of what is happening. Nevertheless, EndGame's Dark agenda is so advanced - like a cancer that will destroy the world, as intended.

This summer looks particularly Dark. Astrologically, July brings certain heavy placements in critical/weeping degrees where violence is expected. Example: Saturn will move from weeping 29 degree Cancer into violent 0 degree Leo in July. The misnamed 'Patriot Act' expires on October 1. The traitors not only want it renewed, but expanded. They know that unless another 9/11 type event occurs; this act will not be renewed. Since the traitors got away with 9/11 and manipulated public opinion to blame the wrong people, expect that this will reoccur before the act expires. After all a proven road is the best to take.

Check out this Rense feature as well:

<http://www.rense.com/general65/crids.htm>

Signs of the Next Attack. One thing about *Matrix V* readers is that you are informed of many EndGame tricks and devices. When it does happen, you should not be surprised.

You would think that after Nixon's fall in the 70's that America would have responded to the wake-up call. They did for a short while, but America has short attention span Gemini Rising in its national horoscope. They easily forget what they don't want to remember. Yet, the Dark succeeded with its usual "lone gunman" type bullshit scenario. It was just a few people...no more. Clip off the top of the weed, but keep the roots hidden so it can grow back. Yes, today von Bush is the visible top, with the stem (Cheney, Rove, etc) while overtly manipulating the top, does not reveal the roots which are deep and strong. Even cutting off the stem does not get the roots! The same roots that brought others have plans if the von Bush weed does not succeed to completion.

EndGame is very Dark. Graduation is our goal and we can leave this damned Game mess behind. Keep alert and sharp in your observations. When the next pile of shit hits the fan, you may be on your own.

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London Bombings

London is the latest geographic victim of the agenda to remake Earth into a sequential planet. London is also one of the most video camera watched cities on Earth, yet the British government feigned surprised when a series of bombs happens “unexpectedly”. That’s because that London, like New York City on 9/11/01 and Madrid on 3/11/04, were all carefully planned to create fear, to generate a ‘solution’ that centers around taking away personal liberties and to instill more draconian (Orion) controls on the population. Yes, Blair’s government is in on the deal just as Bush is collaborating on the American end.

The planetary rulers’ skills, Blair and Bush were talking about “terrorists” and the “terrorizing” of innocent civilians. That is the same thing that the Americans and the British have been doing to the Afghans and Iraqis, yet their plight is insignificant. British and American invaders kill and mutilate Iraqis and Afghans with impunity. If one Brit or Yank is killed, it’s ‘clutch the pearls’ time and gasping over the horror. When hundreds of Iraqis are killed, it’s just another day, no big deal. The same was true during the Vietnam War. Dead/mutilated Vietnamese were insignificant to the American public. What we have is a new version of the old empire building.

Using some past empires as examples, the Roman citizen was held valuable while all non-Romans were intended for their use as objects. In the global colonial period, British, French, Spanish, Dutch and Portuguese were to be considered as far superior to the indigenous peoples they conquered. They had the advanced technology. They were “civilized” because of this ability to impose their will.

Blair referred to those who bombed London as “barbarians” and “terrorists”. Since he is co-responsible for bombing Iraq and terrorizing those people, which makes him worse because, according to western logic, the British know better than to do this. Yet the American and the British governments *are* the terrorists and the barbarians on a global scale. It’s a double standard as it always is for empire building. They are in the process of forming a new empire based on the Dark agenda. They will terrorize, bomb and otherwise intimidate the world until they get the sequentialized Earth that the planetary rulers insist on.

Just as with the New York City and Madrid events, the British rush to blame “those *muslim* terrorists”. This is to direct public anger to an approved target. The biggest conspiracy theory generators on Earth are the political machines whose only interest is remaining in control. Those, for whom the *Matrix V* series is written, know this. It is intended that we concentrate on the word ‘muslim’ in these cases. Yes, they quickly add that ‘not all muslims are terrorists’. Then one should ask, why use the religious tag at all? Because global thinking is being programmed. The muslims are a Sirian-oriented religion. They do not have female icons like the christians and hindus have, for example. The christians are being increasingly Mary-oriented, as the catholics always were. Muslims have no such counterpart to worship. See the connection? Earth is intended to be an Orion dominated planet while the Sirian influence is being greatly reduced.

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When I listened to Blaire on BBC America, everything he said about 'terrorists' applies to Britain and America in Iraq and Afghanistan with the exception that the British/American actions are greatly magnified. That makes them the major terrorist groups in the world and the true 'rogue' nations because they are acting against the simultaneous path that Earth was designated for.

I knew that when transiting Saturn reached 29 degrees Cancer (critical/weeping) that something severe would take place. Saturn remains at that degree until July 16 when it moves to zero degrees Leo (degree of violence/murder) for another week. Keep watching to see what is next on the agenda. Blaire commented that this attack hit 'common people'. Of course! You don't expect to see 'terrorist' hit the headquarters of the Bank of England or the Crown. Anyone who falls for the lines being fed by Blaire and Bush are just being manipulated to do the Dark agenda bidding. EndGame is a mess and it's just going to get worse.

Three Planetary Events and the Number 7

After noting the obvious use of 7 in the London bombings, I started looking for parallels in the other two significant bombings of this century. I found what I discovered to be most interesting and am sharing it with *Matrix V* readers.

Interesting use of the number 7 in the **London** bombings:

- July 7, 2005 = 7/7/7 (2+5)
- Bombing #1: 8:51 = 14 = 5
- Bombing #2: 8:56 = 19 = 10 = 1
- Bombing #3: 9:17 = 17 = 8
- Bombing #4: 9:47 = 20 = 2
- Add bombing times: 5 + 1 + 8 + 2 = 16 = 7 as the bottom number using numerology. This brings the date/bombing sequence of: 7 - 7 - 7 - 7.

Moving back to the 9/11/2001 event in **New York City**:

- September 11, 2001 = 9/11/3 (2+1) = 14 = 5
- Plane #1 hits: 8:45 = 17 = 8
- Plane #2 hits: 9:03 = 12 = 3
- Missile/Rocket (Plane # 3) hits Pentagon: 9:43 = 16 = 7
- Plane #4 crashes: 10:10 = 2
- Add plane/rocket event times: 8 + 3 + 7 + 2 = 20 = 2
- Take date number 5 and add the 2 for total of event times on that date and you have 7 again!

Take a look at the **Madrid** event of March 11, 2004:

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- March 11, 2004 = $3/11/6 (2 + 4) = 11 = 2$
- Train #1 – 4 bombs: $6:39 = 18 = 9$
- Train #2 – 2 bombs: $6:41 = 11 = 2$
- Train #3 – 1 bomb: $6:42 = 12 = 3$
- Add date number 2 plus train bombing times: $2 + 9 + 2 + 3 = 16 = 7$
- Note too that there were 7 bombs

The mystical power of numbers has great meaning for the polarities. Remember for the planetary rulers and the polarities, there is no such thing as a coincidence in matters such as this. The number 7 is one of power, disruption and other meanings, which you may decide to research on your own. 7 is also an EndGame number. This segment reveals something that you had not been made aware of.

The 10th Planet?

In late July 05, suddenly the news, both real (several internet sources & small operations) and heavily controlled (major Game drum beating news outlets of both print & broadcast), was full of the discovery of a 10th planet in our solar system.

While giving it a code designation 2003 ULB313, it turns out those who ‘discovered’ the planet want it named Xena, after the television fiction series. I saw it as a lead story on the evening news (propaganda), had it emailed to me by various M5 readers and read about it on both Rense and Icke sites. For a new discovery that appears only as a distant light in the telescope, they already claim to know that Xena is rocky and ice covered. On the evening news’ lead story, the new planet’s orbital path was also illustrated with data that I found surprising for a “new” discovery at such a great distance.

Reading subsequent releases in early August 05, those who are behind the discovery claim they ‘discovered’ it in January 05, yet the astronomical designation was given when it was tagged in October 03. American scientists say they didn’t notice that ULB3213 moved until they looked in the same area on January 8, 05. In either case, something is suspicious with so much data so soon, as well as with the big flurry of news releases, for a distant point of light. If anything, I would be suspicious that alien data may be processing here.

This highly unusual name for a planet, Xena, refers to a fictional, TV female warrior. To keep in line with previous planetary names (excluding the bogus/unimaginative names ‘Earth’ for our world and ‘Moon’ for our moon), a Roman deity should be chosen: Athena or Artemis for female mythological warrior types. *Matrix V* readers can make the connection between female warrior/dominant types and the Orion Empire’s female warrior caste rule.

If this 10th planet turns out to be genuine, research astrologers will have a field day trying to discover what its influences may be for us. That is not one of my areas of astrological interest.

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On the other hand, all this may just be *another* diversion for what is going on during EndGame today. When those in power want your attention directed elsewhere, they conjure up something for the population to focus on while they are active in a totally different area. Keep that in mind when something *seemingly* grand hits the news media.

EndGame: "Human Zoo" Appears

The Associated Press featured a story (appearing in newspapers on August 27, 2005) with the headline: "**Group of 8 humans on display in British zoo**". The exhibit opened on August 26 in the London Zoo for 4 days.

"Caged and barely clothed within a rocky enclosure, eight British men and women monkeyed around Friday for an amused, bemused crowd behind a sign reading, "Warning: Humans in their Natural Environment." M5 readers, pay particular attention to the sign! A London Zoo spokeswoman said, "Seeing people in a different environment, *among other animals...teaches members of the public that the human is just another primate.*" (Emphasis added is mine.) The exhibit features "three male and five female Homo sapiens side by side with their primate relatives".

One of the participants said, "A lot of people think humans are above other animals. When they see humans as animals, here, *it kind of reminds us that we're not that special.*" One visitor, pointing at a muscled caged human commented, "the zoo should *consider a breeding program*". M5 readers take note of my italics. Remember the definition of Earthlings from M5 Gold Edition? This tag is meant to intimidate simultaneous path incarnates into not identifying themselves as the next step up in spiritual progression. Add now we have London's Human Zoo. Note the direction sequentialization is moving.

Stories about humans being taken from Earth and placed in alien zoos have been around for decades. Some would have us beLIEve that it's just science fiction. These zoo displays are not so much for being an Earther human, but more so due to the simultaneous path human. This is what makes Earthers so fascinating to the sequentials.

Remember too that the reptilians consider themselves to be the superior species in *this* Galaxy Game. They are definitely the oldest species. Recall that the aliens who genetically engineered Earther humans of today consider us their physical property and livestock. With these observations in mind, it was only a matter of time before certain sequentials would get brazen enough to actually create a Human Zoo here. Of all places on Earth, London, one of the centers of reptilian activity, has been selected. What a surprise!

The concept conveyed is that Earthers are on par with other planetary animals. Minions approve of this. Many sequentials feel it serves notice to putting Earthers 'in their place'. However simultaneous path incarnates should take note and learn from this display. If the

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Orion sequentialization is completed here, Earthers will know what it means to be part of the farm and a much larger zoo.

Once again, proof that sequentialization is proceeding according to agendas and that Graduation approaches is available for observant pre-Graduates. The appearance of this zoo is just another of many dire red flags appearing during this latter stage of EndGame. Keep your observational skills sharp. It's going to get worse.

Matrix V: More Questions and Answers

Continued numbering from Volume Two, *The Graduation Key*

Question 501: I just started reading your material about a month ago. I understand about synchronicity. I found out that my girlfriend and I are going to have a baby, literally two days before I received your book. I know that if I had read the book first, I wouldn't have had a kid, which by the way is something that I wanted most of my life. I think because of the timing that I chose to experience having a kid in this lifetime. I see a lot of good coming from it, however, I am concerned about having a minion incarnate. If that is how it is going to be, then so be it. I was just curious to know if there is anyway to tell. The baby is probably due in November. I know that Robert Monroe has CD's on connecting with the baby's soul. What are your thoughts? Just a little confused on the subject. How to deal with my girlfriend is an easier issue - that is just going to take some adjusting. After I read the book, I'll understand a whole lot more on the Orion influences and why she acts the way she does. My concern is more on how to raise a kid properly without any brainwashing.

Answer: Breeding issues are something that must be dealt with by the individual incarnations. Breeding and opposite gender co-habitation issues are pure Game and what each Higher Self must come to terms with via their incarnations. Of course breeding during latter EndGame vastly increases the chance that one will have a minion incarnation. Your Higher Self knows what will happen and that's something you will discover. That's part of your decision TO breed. If all you're interested in is breeding, it shouldn't matter if it is a minion. After all, you still have the result of your breeding. At my stage of progression, I have moved beyond breeding and the destructive opposite gender co-habitation swamps. Yet this is something that each Higher Self's Very Advanced and (ultimately) Final Incarnation do come to terms with: stripping away the body ID and preparing for Graduation. Breeding and opposite gender intimate co-habitation indicate that your Higher Self's incarnation is not yet ready for Graduation and, at the very least, is not your Final. Of course this is a complicated process, but different aspects of that process are discussed in all the M5 segments. Meanwhile do what YOU have to do and enjoy where you are in YOUR stage of progression.

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