

Excerpt from

CHAPTER 34: “Nothing Out or Nothing In”

Having become floating perception...

he looks into the past to try and trace the origins of the game

Within this great game tainted from the start built by both pure and tainted dreams alike, one of the great flaws was the very removal of value from their equations. They replaced the value of people from the equations with the value of objects and numbers. Instead of evaluating the value of the individuals on the worth of their intent, integrity, and virtues within, they converted everything to numbers and increments of time. This allowed those who had the most numbers to be considered those holding the greatest value. People had stopped investing in the value of people they deemed as worthy and turned their models to ideas that promised profitable. The problem with investing in ideas rather than people is that ideas are floating concepts that are only as good as those who hold them. The ideas that had once came from people who sourced them from the light, now became moving commodities easily stolen and manipulated. While the channeling of ideas is one measure of value within the individual to the larger whole, other measures of value such intent and compassion were no longer variables to equating.

As the game evolved and grew, the humans often no longer sought the value and virtues within the people, but the value in the information that traveled through the people without regard to who was the origin. This allowed people without virtues to gain great positions of power, while those who had the greater systems of internal value had far less power. Some with value did find a way to rise in the game, but most didn't.

The natural hierarchy of the most evolved souls showing the way got turned upside

down. The game placed many least evolved souls without regard for their brethren at the top of their artificial hierarchy, while the more evolved souls fell to the bottom of the hierarchy. Of course there were exceptions, but this was the majority of cases. Those that had the greatest dreams for all and for humanity became mostly powerless within the game, while those with the most selfish dreams rose to the top and received the powers and attentions of the media platforms that were servants to the greater controllers.

Within the war between pure dreams and the tainted ones, the battles ensued with contradictions and the cancellations of the losers of the game and their dreams within it. Within the further evolution, competition ran its own rampant chaos where people were willing to sell their remaining virtues off for the sake of winning at the game. Because of the redefined metrics of value, the winners were always considered those with the greater value. Those assimilated with these metrics turned away from looking at their own true value within and relied on the game to define it for them. This caused the competition to evolve into brutality and murder in some cases. They were far from the realization of true competition. True competition was always nothing more than the measuring of the most evolved souls who had the greatest and clearest perception to become role-models for truth. It was never about defeating and leaving others defeated, it was only ever about who follows the light of truth and who has the greatest accumulations of the learned soul lessons to teach to others.

Had this true way been followed from the start, compassion would have never let her children die of hunger. Certitude would have infused the realization of destination meant for us all to win by being one. Innocence would have kept the sweetness of youth throughout all our lives so that harm would have never been done onto others. Wonder would have kept dreams of the beautiful mystery surviving through old age. Humbleness would have reminded us that we

are each a spark of fractal light that is needed within the unity of all. Love would have reminded us that every precious soul on earth is our brethren worthy of true value and true love. This is the way it should have been, but this is not the systems of values chosen. Instead, we were replaced by objects and numbers and told to war against our loves whom we forgot and lost sight of. If you ever find yourself lost and questioning the chaos of this world, it is this deep loss of our value that has been the cause of it from the start.

Above, the perception of Selt continues looking down upon the evolving cultures within the games of pretend. Sadness fills his heart, as he sees them wandering lost within a world of lost value. Sadness fills his heart seeing them seeking their identities of who they are, as they try to find it within the numbers and objects instead of within their own lost value kept from them from the start.

While he continues to look within the spans of past, his vision still resides in a duality of present and past. Here he glimpses back onto the present city to what should have never been. He sees the continuing wars of those who lost their true value who now seek it within objects and dominions. So much pain below. So much hurt. So much anger. So much hate. So much grief. So much sorrow. All this from a false equation that should have never been.

He doesn't want to see anymore of it. He is tired of it all. They are tired of it all. There is no end to it below within this waring realm of day dreams that haunt the night. But still, he cannot help but see one of the threads of competition that spreads from the darker lower level to the darker upper level. It is brutal one and he doesn't not want to see, but he sees.