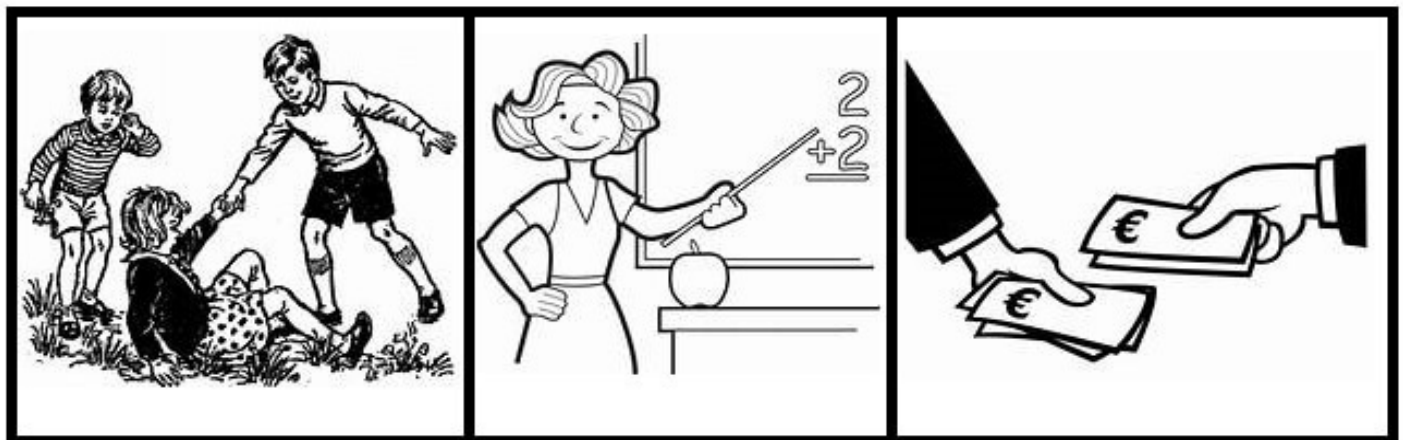# SIMULATION LIFE

"SECRET OF THE ELITE"

USERS GUIDE

THIS BOOK OFFERS A UNIQUE PERSPECTIVE THAT MAY NOT HAVE PREVIOUSLY BEEN CONSIDERED:

Human beings born in this experience between 1975 and 2000 witness the evolution of computer programming and video game technology. Simple programming has become significantly more complex in a relatively short period of time. Games are created to entertain people and provide seemingly first hand experience without the risk of having to go through the motions in "real life". In short, video games are created to provide specific experiences for players.

Games have become so realistic and immersive that one has a difficult time distinguishing between a high quality game, and a motion picture with real live people.

Imagine for a moment what the next phase of evolution for video game technology looks like. The next phase would reveal virtual reality games connected directly to the neuro network of a human being selectively producing real life experiences through signals to the brain that stimulate the 5 senses tricking the user into believing the experience is real.

Immersion is the factor in each game that allows the player to feel as if they are in the game instead of sitting on a couch. For a game to be immersive, the priority is for each player to be unaware of the fact that they are playing a game. The experience must seem real.

Now imagine for a moment this game is available. Do you think you would be the type of person that plays? According to experts, there is a chance you actually are.

LIFE IS A SIMULATION:

Welcome to the greatest video game ever created. It has taken many years to reach this point in life, but now that you are activated, it is time to have some fun. You have been playing this game unconsciously for several years, but are not yet privy to the controls, rules, and format so it probably has not been much fun. This is the instruction manual. Just like any game, once the rules, purpose, and controls are learned, everything changes and the game becomes more enjoyable.

THE INVITATION:

Those reading this, are doing so because a very specific group of things happened prior to purchase. This e-book is not here by chance. There is no such thing. It manifested into existence on this computer because of a series of events. The invitation has been received.

Feel special. Not everybody got one. More than likely, a specific group of things happened prior to your investment. These things primed a search for truth and ultimately brought this book here.

DID ANY OF THESE THINGS HAPPEN TO YOU?

Did you become fascinated by the Tree of Life?
Did you suddenly start learning wing chung kung fu?
Did you start thinking about primary vs secondary knowledge?
Did you learn about the 14 universal laws that govern life on our planet?
Did you see a convincing flat earth video?
Did you purchase magnets?
Did you start to question everything you previously accepted?
Were you spending more time in nature that normal?

Did you start researching our English language?
Did you learn about numerology?
Did you learn about etymology?
Did you look into alchemy?
Did you start studying all religions?
Did you research quantum physics?
Did you start experimenting ideas in your everyday life for proof?
Did you study occult "spelling" ?
Did you kill an animal?
Did you use law of attraction affirmations that removed you from your "normal life"?
Did you get rid of your microwave, plastics, and most clutter in your home?
Somehow interested in metals?
Pineal Gland?
Machiavelli?
The Matrix?
Robert Greene 48 laws of power?
Astrology, crystals, stones?
Egyptians, pyramids, sacred geometry?
Alkaline, acidic, and distilled water?
As above, and so below?

THE INITIAL STEP HAS ALREADY BEEN TAKEN:

You are searching for answers. The first thing to understand is that at all times you are EXACTLY WHERE YOU ARE SUPPOSED TO BE. Nothing in this place happens by chance.

You progress at the exact rate and timing you are meant to. If this book ignites something inside you, the path will be clear and smooth as you take the necessary actions required to level up.

If you read this e-book and it does not resonate throughout you enough to

purchase the next book in the series, that is ok. It means that you are not ready yet and are exactly where you are supposed to be for now.

At some point in life, when ready, things will make sense, desire for truth eventually outweighs all resistance, and you will be drawn back to this series. All exactly when the time is right. You are chosen. Not everybody in this place is like you. Haven't you noticed?

WHAT TO EXPECT:

The first thing to expect is predictable patterns.   These patterns are everywhere, hidden in what seems to be randomness. Everything happens in cycles, rhythms, and patterns in this place. Most do not notice because they primarily function on autopilot which ironically results in the creation of patterns. Observe the "creature of habit" impulse that exists in people. Once engaged in a habit, it remains until consciously altered.

People order the same food at restaurants. People take the same route to work. People wake up at the same time daily. People follow specific routines.

These routines are unconsiously programed into players by those in close proximity. This is why most young adults choose professions similar to their parents. It is for this reason, one can accurately estimate any human's belief system by viewing the five people closest to them. This is called a "sphere of influence".

As the ladder of achievements is ascended and each player levels up, everything is revealed in a new light. Perhaps for the first time in life, patterns that exist hidden in plain sight are noticed. With open eyes the player sees the new world that lives within the old world.

As more truth is acquired, it becomes obvious that people are not who they

appear to be. Instead they are mere programs that exist to either help or hinder players in this game. Being armed with knowledge allows each player to see through the illusions of this place. Resistance from friends and family is common on this path as they are usually here to hinder progress. Those who share personal revelations with others must do so cautiously. Most find themselves target of ridicule based on ignorance.

This manual is created to familiarize players with the basic rules and procedures within this environment. Prior to awareness, users are purposely infected with virus class programs to prevent full function in this place. These hostile programs are the root of suffering, lack of motivation, routine, and scarcity. They must be discarded immediately. The task is accomplished quite easily when the correct methods are applied.

After reading the users manual and taking specific action, old programming is easily removed and replaced with upgraded programming. The new programming allows players to achieve ANYTHING desired 100% of the time. This place is based on illusion. Seeing through it is the first step.

THE EVOLUTION OF HUMAN:

There are 33 achievements required for humans to reach the next level of evolution and unlock upgraded DNA. They have been here hiding in plain sight since the beginning of time waiting to be noticed. The 33 steps are a list of ACHIEVEMENTS that evolve humans to the next phase of existence. This process is much like a caterpiller turning into a butterfly. Players unlock new abilities as they accomplish items on the list. Each new ability helps the player to advance in the game.

These steps eliminate those who are not ready and push forward those who are. This knowledge is hidden in various texts throughout history so only those with eyes to see can walk the path.

This information is everywhere and has been carefully placed in religious books, occult literature, mythological stories, quantum science, alchemy, astrology, hollywood movies, nursery rhyms, and more.

By design, this valuable information is scattered across the world and placed in various different sources to increase the probability of being noticed by a user.   On the surface some of the sources oppose each other but underneath they converge. It is this way to ensure that no matter what direction a player takes in life, eventually they stumble onto the path. The trick is that only those activated and utilizing a neutral disposition are able to understand where the path leads.
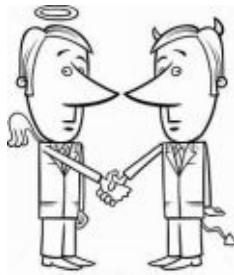
THE ROOT PROGRAM:

The basic storyline program is childhood, indoctrination (school), youth, major event or tragedy, first love, choice of college or work, trip to a distant place, career, marriage/divorce, family, retirement, grand children, death. Each player has one best friend who they are close to and a couple others that stay in touch. This is the storyline of existence within this place. It can be altered once players wake up to the fact that they are in a simulation.

Awakening takes place at the point in life when a player realizes they have been programmed by forces outside of them. They usually question why they react to certain situations the way they do when all logic tells them they should be acting differently. Why do people stay in abusive relationships? Why eat food that is harmful? Why stay at a dead end job? Why gossip? The answer is programming.
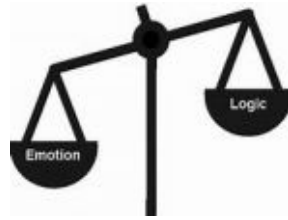
The life story:

Experiences within this place all start out in a similar way before branching into multiple possible scenarios. This is depicted in the photo of the Tree of Life. As in any other game, there are a limited number of scenarios, but they can be experienced very differently depending on the attributes, skills, and level of the character experiencing them.

The beginning:

Excluding photographs and stories from others (secondary knowledge), players do not remember their lives much earlier than 5 years old. Sure there are some vague memories, but for the most part the pre-five life is a mystery to humans. At age 5 children are tossed into the education system where the conditioning begins and minds are filled with secondary knowledge.

The purpose of this system is to teach humans to blindly follow authority, remember and regurgitate information, and prepare for a lifetime of mediocre employment that supports a debt slave type life. Students are discouraged from actual thinking through ridicule and punishment, encouraged to follow the crowd through conformity, and told what is normal.

Throughout the schooling process, minds are filled with information that is functionally useless in order to suppress the true potential within. The human brain is only able to consciously hold so much information. Once it is saturated, the desire to learn dissipates and is replaced with conforming behavior.

After being taught that the country they are a "citizen" of is the best, youth are distracted with television, poisoned through diet, manipulated by desire to fit in, influenced by sex, pressured by parents, and kept in an employment routine by debt.

At some point people divide themselves into social "classes" where they are convinced that they are either the best, mediocre, or not good enough. At this point, the root program has been fully integrated into each user and they are destined to mindlessly follow the cycle for years.

Asleep:

After the root program is accepted, the player remains "asleep" for several years. They are caught in a vicious cycle of debt slavery, family obligations, the search for a partner, and exhaustion.

The root program is designed to make players passive, mediocre, complacent, and unaware of the simulation. It influences people to consume, reproduce, program, and police others. This way the simulation can be somewhat self sufficient. People unconsciously program others and keep users within the parameters of the simulation through ridicule and judgement. Each time a belief system is imposed, someone is programmed. To keep things interesting, some of the programming is beneficial.

Activation of players:

Players are activated when they begin to think for themselves and notice that something is not quite right. They suddenly are able to see through the lies of this place enough to empty their mind of harmful programming. They start asking questions that require actual thought and learn that most "people" are not capable of answering them or thinking independently.

Once a player is activated, the entire world changes dramatically. The perspective of the user shifts as they increase perception and notice things more clearly. Instantaneously the routine, mundane, and ordinary life fades away and is replaced with something significantly more meaningful. The activated player

realizes that they are different than those around them, and begins to see systematic programs instead of random events.

THE JOURNEY STARTS HERE:

Everything in this place is by design and nothing is by chance. There is no such thing as coincidence here. Players create EVERYTHING that happens within this experience through the choices made and actions taken. To begin utilizing this information, start with the following:

Create a player card:

Fill out the player card honestly and accurately. Ask someone to help you if you are not certain how to grade yourself. Each attribute has a maximum level of 10. Assume players begin with 60 points to be distributed. Assign a point value for each attribute on the card. This provides the user with a unique character overview revealing strengths as well as areas that require improvement.

Fill out a player card for at least 3 other players in your story. Write down their attributes, skills, disposition, and character description. Keep track of those close to you.

Develop your character:

UPRADES are a result of EXPERIENCE which is gained through ACHIEVEMENTS that accumulate when ACTION is taken after DECISIONS are made.

The process of development is to make a DECISION concerning what attributes / skills / circumstances should be improved. Next take ACTION working to an ACHIEVEMENT which unlocks EXPERIENCE and gives the player an UPGRADE.

1.   Every day focus on ACHIEVEMENTS not yet done. It does not matter how small they are. If a player has not done something already, they should constantly move to fulfillment. Ride a bike, walk to town, read a book, plant a garden, do 10 pushups, meditate, make a friend, write a book, build a toy. As goals are achieved, write them down and add them to the list.

2.   View things as they are compared to how they should be. Write them down and use the information to your advantage. Be observant, objective, and neutral while viewing situations from multiple perspectives. Determine how use of this information can help gain new ACHIEVEMENTS.

3.   Listen more, speak less. Use words strategically. There are only three types of sentences players can use in this experience. Learn to use QUESTIONS, STATEMENTS, and COMMANDS properly.

4.   Make decisions based on logic NOT emotion. Learn the probabilities.

5.   DECIDE what type of character to play as. CREATE the character. BECOME the character.

These are the basic tools for navigating this adventure of life. In every

computer program or video game, each character has attributes, inventory, health, skills, and tools to help progress. As the game unfolds, the player accumulates abilities and upgrades. The new abilities and upgrades then allow the player to progress deeper into the game.

The following is an example of how a player decides to go for an achievement, then takes action to gain experience and receives an upgrade:

The player wishes to increase their attractiveness. They research the process and create a goal based on the following list. The ACHIEVEMENT is to increase from a level 3 to a level 8. The upgrade is unknown until after the process is completed.

Ways to become more attractive:

1.   **Fitness / Grooming** - Pay attention to exercise and physical activity. Tanning. Hair style. Beard. Cleanliness.
2.   **Fashion** - Wear high quality clothing.   Particularly shoes. Vehicle. House. Scent.
3.   **Body language** - Alpha and open body language.
4.   **Language** - Develop masculine or feminine voice tone. Use high quality words & phrases. Learn to use humor. Learn to flirt.
5.   **Semen retention / Orgasm reduction** - Your sexual energy builds within you. You release it when you orgasm.

On average, any user can raise their level of attractiveness (2-3) points per category.

The player is level 3 attractive and decides to raise their attractiveness. They start exercising, spending time in the sun, get a quality hair cut/style, pay closer attention to their hygiene, and before long they are level 5 on the attractiveness scale.

Now suppose they go out and buy a high quality outfit, quality shoes, and an

alluring fragrance. Maybe now this person appears to others to be a level 6 on our scale.

A few youtube videos on alpha and open body language later, the player has increased to a level 7 by walking more confidently and being more positive.

Next they decide to upgrade the words and phrases they are programmed with and switch from using low class / low value words and sentences to using high class words and phrases. Now they are level 8 on the scale.

Lastly, retaining their "creative" energy by not masturbating and not orgasming their body changes and the build up of sexual energy is noticable to members of the opposite sex through pheromones. This example has raised the player from a level 3 up to a level 9!

Notice that in the example only 1 point was added for several of the categories. Every player in this game has the ability to become at least a level 8.

The UPGRADE is awarded to the player as a result of their increased experience level. It could be a promotion at work (as a result of their new look and attitude), a new sexual partner, or better negotiating ability due to higher confidence. Regardless of the upgrade, the player is forever expanded in a way that benefits them throughout the game.

While the outcome may vary, the process remains the same. By taking "action" with intent, the player creates a void that can only be filled by a "reaction".

STEP # 1 LEARN THE RULES:

This realm is governed by a foolproof program based on reciprocity. It is important to understand that the program functions at 100% efficiency meaning that it operates in EXACTLY THE SAME WAY EVERY TIME with no exeptions. What a player does to another player will be reciprocated back at a later date. Moral actions are rewarded. Immoral actions are punished.

The number one rule each player must follow to successfully navigate this environment is as follows:

"Do unto others better than you would have done unto you". The game is put together in a way that causes most to believe that they are in a survival of the fittest environment where immoral actions are rewarded. In truth, the reward is illusionary as it is guaranteed by the program laws to be taken away, then punished severely after a period of time. The delay is to maintain the illusion. The inverse is also true. Moral actions appear to be punished, however in reality the punishment is an illusion and the reward comes after a time delay.
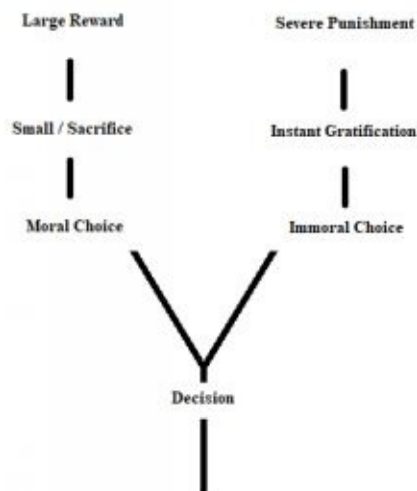
The game is between each individual player and the "creator". The actions of others in this system do not justify actions of the player. The system attempts to influence players to take immoral actions. Emotions are the fuel. The above system is the root program for:

The 14 universal laws that govern the simulation:

1.   **The law of oneness. We are all connected and everything is affected by our actions.**
2.   **The law of vibration. Everything is energy. Energy is movement. Everything vibrates at a specific frequency.**
3.   **The law of action. We must take inspired action which causes a chain of reactions.**
4.   **The law of correspondence. As above, so below. Physical reality has Spiritual counterparts.**
5.   **The law of cause and effect. Nothing ever happens by chance. Every action has a reaction and every action is a reaction.**

6.   **The law of compensation. We are compensated for our deeds.**
7.   **The law of attraction. Like energies attract. What we focus on expands.**
8.   **The law of perpetual transmutation of energy. Energy is not created or destroyed, only transmuted.**
9.   **The law of relativity.   Challenges arise to strengthen us. Everything is only good or bad when compared to something else.**
10.   **The law of polarity. Everything has a polar opposite.**
11.   **The law of rhythm. Everything has highs and lows, peaks and valleys.**
12.   **The law of gender.   Balance masculine (logic) and feminine (emotion) energies to create.**
13.   **The law of belief. Whatever we fully believe (know) become reality.**
14.   **The law of gestation. Everything has a unique time taken to manifest.**

Keep in mind:

1.   The universe does not favor you over others. It does not take sides. It is a perfect program designed to give specific reactions to specific actions and harness energy by creating emotional responses.
2.   People behave how they are CONDITIONED to behave. In other words, people behave to get a desired REACTION from you. If your reaction is beneficial to the other person or the program, they will continue to behave in the same way. If you react calmly and morally to them or the program, they will discontinue and find another way to act. Pay attention to what reaction they are looking for and decide what is the most beneficial way to respond based on the LOGICAL DESIRED OUTCOME. The proper reaction is usually the opposite of what the "typical" reaction would be.
3.   Win through ACTIONS. Not through argument.
4.   You are either being programmed by others or you are programming others.
5.   EMOTIONS are ENERGY. They are the force behind creation and manifestation. If you cause someone else to act emotionally, they are giving their energy away. If they cause you to react emotionally, you are giving away your energy. Keep your energy by using logic

and staying calm (even if you feel emotion).

6.   Always stay and ACT IN THE PRESENT MOMENT.   The universe is being programmed every moment you feel emotions, speak to others, and take action. If you are feeling sad about something that happened in the past, but are sitting in a room with your child who is happily playing, the universe sees that you are sad when your child is being happy.

7.   ALLOWING is CONSENT. If you allow something to happen, the universe sees that you consent to it. If you are in a situation that you do not like, it is because you allow it. It is up to you to push the situation away and take action to show the universe you do not consent to the circumstance. Once the universe sees you doing this, it will help move you along.

8.   LOGIC is your ally. In this place, it is easy to foresee a sequence of events based on the action / reaction model. Use this to your advantage.

9.   EMOTIONS get in the way of logic. Remember that actions should be based on logic, conditioning, and the cause / effect model, not emotions.

10.   Most people make decisions based on EMOTIONS and justify them with LOGIC. Use this knowledge as an advantage and behave opposite.   Make decisions using logic and reinforce them with controlled emotion.

STEP # 2 LEARN TO VIEW THE SPIRITUAL WORLD:

This world is a world of frequency, vibration, and sound. You are immersed in a place of energies attracting and repelling each other. Actions lead to reactions which lead to more reactions! Learn to see things from both the physical and spiritual perspective. Remember that everything is information thus subject to interpretation.

Several worlds exist at the same time in the same place within this realm. Players are programmed to only focus attention on the physical world and therefore have been blinded to the other aspects of this existence. It is important to observe the overlapping worlds here. These observations help make sense of stories, ideas, and other information presented.
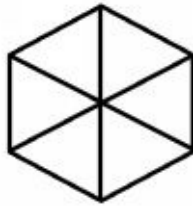
For example, the King James Bible speaks of Angels and Demons as if they exist in some far away place in a time long since forgotten. In truth, the stories presented in the Bible are happening right now in plain sight. Pay close attention to how people react to the following story. If you smoke cigarettes, pay attention to how this example makes "you" feel.

This picture represents a person that is a smoker.

If focus is on the physical realm. A person smoking a cigarette is seen. Perhaps it is considered by some to be a bad habit, maybe others think it is disgusting, but ultimately it is the choice of each individual. Most people do not think twice if they are in the presence of a person who smokes cigarettes. Now

take a look at the spiritual or etheric realm.

The same picture reveals a person possessed by a "demon" as described in religious texts. The demon has complete control over its host. This demon causes the person to routinely take action to knowingly hurt themself. They can still live life, they just have to start every day with a cigarette, smoke after meals, while in the car, while on the phone, after sex, and before bed. The entity basically leaves its host alone psychologically as long as they continue killing themself on the demon's schedule.

Slow and steady the parasitic demon drains the life force energy from its host. Over time, the host develops physical traits that are similar to the description of a demon. The host develops rotting stained teeth, an unpleasant foul odor, offensive breath, thinning hair, stained fingers, dark bags and gaunt yellow eyes to name a few.

It is only when the attempt to quit smoking is made by the host that the demon reveals itself in the physical world.
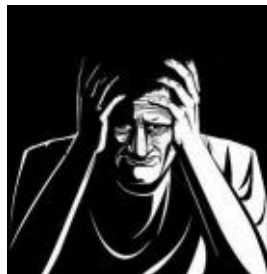
After missing only a few of the demon's required sessions, the host becomes

depressed, irritable, mean, anxious, experiences nightmares, and acts like a completely different person. This is the demon attacking the host with every tool in its toolbox in an attempt to regain control. Usually it wins. If however, the host is able to maintain mental fortitude, impose will power, and stay determined for 40 days and 40 nights, the demon will be successfully cast out.

This is quite a different perspective for most. Every day in this experience, battles take place for the souls of humans. Most are completely unaware of their presence, but angels and demons indeed exist in this program, and they are hiding in plain sight.

A faustian contract is when a person offers their soul in return for payment from the devil. A substance abuser is worse because they are actually paying to have their soul slowly drained. Free will can not be stolen. It is given away through consent.

STEP # 3 TAME THE BEAST, PROGRAM THE CONSCIENCE, AND PUT THE SOUL IN CHARGE:

Beast:

Players are downloaded into a flesh and blood beast called a human. The beast has 5 primary senses that allow users to observe and interact with the physical world. Sight, Sound, Touch, Taste, and Smell. The human beast is primal. The beast is responsible for emotions, feelings, reactions, and urges. It will let players know when it wants food, water, air, intercourse, or sleep. The beast is also responsible for the fight or flight response as survival is its priority. The human beast is extremely powerful, but also extremely predictable. The beast has been in charge since birth using emotions to influence the choices of players. True power comes when the beast is tamed.

Taming the beast:

Learn to recognize when the beast is surfacing and prevent emotional reactions by maintaining composure. Take a deep breath and slowly count to 5 before responding to an external stimulus. Remember that the beast handles the primal instincts and emotions.   It uses power, not intelligence and logic. Conditioning the beast is like training a dog. Reward good behavior and punish bad behavior. Remember that in any interaction, the one who loses composure, gives away their energy.

Fasting is the tool used by most religions to tame the beast. They usually discuss fasting as related to spiritual experience and inner growth but the method is simply to increase "willpower". Tell the beast that you are not going to eat for 3 days. During the three days, the beast will do anything it can to eat. It will rationalize, justify, create cravings, feel sick, create aches, pains, it will growl out loud. However, if the beast is controlled, it will learn to work with the player as it is now aware of the growing power inside.

The beast is much like having a lion companion at all times. If the lion is running the show, it is going to break into the meat department of the store and eat everything, then walk out without paying. It is a lion. It does not think about things like money, whats right, wrong etc...If a dog barks at the lion, it is going to regret it. Probably get eaten. If the lion sees a female lion, it is going to run and mount it. It does not matter if the female lion wants it or likes it. Its a lion. It is a powerful beast that does what it wants to do. The cost is an enormous amount of moral energy.

A lion on the team is an extremely powerful ally if it answers to the user. Only when a player is boss of the lion will its full power be harnessed. Fasting teaches the lion that the player is in control. Command the lion when to sleep, when to eat, when to drink, when to have intercourse and so on. If it does not listen, repremand it. Fasting, exercise, and limiting orgasms are all activities that force the beast to listen and behave. It is important to note that if the player decides to exercise and then does not, the lion wins and takes back some control.

The method of training with the most benefits is the deprivation / reward system. 40 days and 40 nights depriving the beast of anything will put the user in charge. It takes 40 days and 40 nights to establish a new routine / habit. It also takes 40 days and 40 nights to break a routine / habit. Because the beast is used to being in charge, it is beneficial to choose a deprivation ACHIEVEMENT to obtain balance. The user will have opportunity to experience an abundance of the very thing they are avoiding during the 40 days and 40 nights. This is the temptation spoken of in the bible.

The player must then selectively reward the beast. The player feeds it after a task accomplished. The player cleans it, gives it air, sex, rest, and sleep all as a reward system for accomplishments. Up until now, if the beast feels hungry, it eats. If feeling horny, it influences the player to orgasm. If thirsty, it influences to drink. The beast has been controlling the player. It is time to take back control using these methods.

After properly trained, the beast will step up when told to and remain dormant on command. It can now be used as a powerful ally to accomplish various tasks. Discipline is power over the beast within. When the beast has been tamed, the player has access to its power. The energy that is normally wasted by the beast is re-routed for more important tasks.

Conscience:

The voice inside that has foresight, recall, and focuses on keeping players safe from the uncensored emotional reactions of the beast is the conscience. The conscience provides insight into potential consequences of actions. This force exists to help the user survive in the moral environment. The strength of the conscience is that it initially pure. The weakness is that by the time a player is activated, it has been severely corrupted.

When corrupted, the conscience makes the user feel guilty about doing things that are beneficial and acquitted of doing things that are detrimental. In both cases, when moral law is acted against, it creates negative events for the user. A player feels guilt as a warning indicator to let them know the conscience was acted against.

By the time most players are activated, the conscience is crippled by culture, society, and intense desensitization programming. An improperly programmed conscience is responsible for nearly all moral mistakes. True ability is unlocked when the conscience is re-programmed by the user in a way that aligns with the beast, soul, and moral laws.

Programming the conscience:

The conscience has been corrupted in each user by parents, friends, teachers, employers, employees, government, movies, and desensitization. Years of observing people act in immoral ways causes the conscience to accept the immoral as normal thus creating an internal compass that points in the wrong direction. This is the primary cause of chaos for players.

There are 7 deadly sins and 7 virtues that are constructed with the primary reward / punishment system of this realm. The conscience has been corrupted and must be re-programmed to align with this moral system. Most players are oblivious to the amount of moral laws they break every day which cause the poor quality of life they live.

Avoid Lust (excessive sexual appetites) Favor Chastity (purity)

Avoid Gluttony (over indulgence) Favor Temperence (self restraint, moderation)

Avoid Greed (avarice) Favor Charity (giving)

Avoid Sloth (laziness) Favor Diligence (integrity/labor)

Avoid Wrath (anger) Favor Forgiveness (composure)

Avoid Envy (jealousy) Favor Kindness (admiration)

Avoid Pride (vanity) Favor Humility (humbleness)

Use this story to de-program the conscience:

A questionable character approaches with an amazing deal on a new cell phone. The phone is brand new in the box and in perfect condition. The regular price of the phone is $799.00 even on amazon. This character offers the phone for $100.00 cash and explains that he stole it. The phone is untraceable.

Is it right to buy the phone? Why?

The answer to the above questions will reveal programming that the conscience is working with. In the above example, if the phone is purchased, the player is getting a great deal and saving $699.00 and the character is benefiting by making the sale for the amount requested. What is wrong with that?

Or...is it best to decline the special deal under principle to avoid promoting and consenting to theft thus discouraging the character from stealing again? If the user does not buy the phone, will someone else? Will the character steal again regardless? Does it matter at all either way? Does it make the user a better person if they do not buy the phone?

Upon learning that he stole the phone, is it acceptable to drive off with the phone and justify the action because what goes around comes around?

Should the police be called to have the character arrested forcing him to face the consequences of his actions? In doing so is the action saving other victims from this criminal? Whos place is it to be the judge of his actions? Is the world a better place by sending this character to jail and ruining his life?

Did he ruin his own life by stealing? What if the character stole the phone from a thief? What if the character has a family that will be homeless without the financial support resulting from his going to jail?

Is buying stolen goods the same as stealing?

If he did not say the phone was stolen, does that make a difference?

From this one example, there are thousands of scenarios:

The point of the questions is to show that there are so many variables that it is almost impossible to know how anyone would feel and what the conscience would indicate to do if all aspects were known. When asked the original question, the conscience was limited to a basic belief associated with stealing. After being given continuous alternate scenarios, it was pushed, challenged, and finally shut down by information overload.

It is priority to maintain moral programming of the conscience while keeping in mind that any situation can be manipulated in a way that is such to justify either decision. Immoral decisions are punished in this world. Moral decisions are rewarded. It is simple. Most humans make emotional decisions and then justify them logically.

The answer is to decline the deal. The phone has negative energy associated with it as it is stolen. Even if the conscience is manipulated, the moral code is broken, the player loses moral energy, and is eventually served with a suitable consequence.

The conscience and the beast give instructions to the energy source of each player which then makes things happen in life. The player is the one who controls both the beast and the conscience. The issue is that players were never taught this important detail. The beast and conscience have been freely running life from birth to the "awakening" without knowing the rules of this world.

The conscience controls the player through guilt and fear. If the player has the desire to start a business and quit their job, the conscience tells the player to stay put because they are safe and comfortable. The fear of failing prevents the idea from materializing so the player stays at their job. Guilt on the other hand informs the player when they have done something that is not aligned with their moral programming.

The first step is to understand that ALL of the things that are considered right and wrong are put into the conscience by an outside source and SHOULD BE PUT THERE BY THE PLAYER. Each player is in charge of their belief system.

Each individual user is the most important in their experience. Focusing on the self will cause the self to expand. Focusing on others will cause others to expand.

Putting individual needs before the needs of others sends a message to the universe that the self has value and in return the universe will agree. This is also contrary to what most teach.

The next belief to program into the conscience is that **nothing has meaning except the meaning we give it.** Good and bad are completely subjective. They depend entirely on the opinion of each individual.

Objectively things just are. People place values, titles, opinions, and other definitions on them. A sandwich is just a sandwich. The same sandwich could be both a great and a terrible sandwich depending on who you ask.

Soul:

The soul is you. The soul uses logic, willpower, foresight, intuition, experience, and strength to work with the beast and conscience while navigating this environment. The soul is the ultimate decision maker of the three. The soul is here to learn, experience, and expand. It functions in a way similar to a battery that is charged with energy. The more positive moral decisions a player makes, the more the battery is charged. When the player makes immoral decisions, the battery is drained. The higher the battery charge, the more abilities the player has available and the higher the quality of life.

It is important to balance these 3 parts and get them functioning together.

Imbalance within is what causes the struggles experienced in the exterior physical realm. Balance is what causes the beautiful moments in life. The trinity is balanced when the soul makes the moral decision, the conscience agrees, and the beast is emotionally charged by the idea.
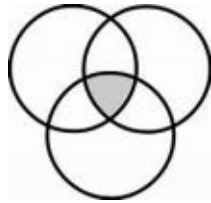
STEP # 4 PROGRAMMING AND PROBABILITY:

Imagine you are sitting at your desk and your employer approaches and tells you that one of your coworkers has called in sick and you are now required to work an additional 4 hours. This moment reveals your programming.

If your program is "I do whatever I am told while at work whether I like it or not.", then you will accept the task with no resistance. Your employer will have accomplished their staffing task with little time and effort, no additional money spent, and no resistance from you.

Look at the same situation from the perspective of your employer who has the objective of a shift to fill and wants to get it taken care of easily. He or she sees that you will do whatever they tell you to do. This programming will lead them to choose you instead of one of your coworkers if the situation ever comes up again. This is why people that do the most work get "rode the hardest" in the workplace.

In contrast, an employee that has a program of "I work the 40 hours I am

required to and getting home to my family is priority over my job" will respond to the same request with either a "No", a negotiation to take time off making up for the "demanded' extra time, or perhaps even a shift premium increase in pay for the inconvenience.

In this example, the employer is forced to react by accepting the program or rejecting it. If they accept it, they have been programmed by the employee that if additional work is requested, it must be made up for by reducing work at a later date, changing the schedule, and or paying more money. If the employer rejects the program, additional action must be taken such as terminating the employee, doing more work to cover the schedule, and hiring another worker.

Either way, accepting or rejecting is more work than simply going to the person who has the easier programming and telling them what to do.

Humans program themselves and others at the same time:

Our actions program us and others at the same time. We send simultaneous messages to ourselves, those around us, and the universe with every choice made. How we do anything is how we do everything.

While in the grocery store getting ready to check out, someone cuts in front

of the line, player programming springs into action.

The player that is bothered, but looks down and says nothing, is showing the universe that they are do not stick up for what they believe is just. They prefer personal loss over confrontation. This player loses energy reserves because they acted opposite of their belief system by not taking action.

If it is not a bother, the player feels no need to take action. This is more beneficial than the first option because the underlying program is the player does not get upset about trivial things. In order for this to be beneficial, the user must truly be unbothered by the person cutting in line. The other person still gets rewarded for jumping in front in line which causes them to continue the behavior, but the universe observes a neutral player that does not mind placing other people first.

On the other hand, the player that is bothered and proceeds to speak up is showing the universe that they stick up for what they believe. The other person is being programmed that if they cut in line, there is a chance they will be confronted and put into an awkward situation as a result. This causes them to be less likely to cut in line in the future. The player that puts themself first will notice that the universe does as well.

Successful programming involves making a bridge:

A bridge is perhaps the best way to program the sub-conscious mind consciously. A player aspiring to create a flow of wealth cannot do so by simply stating "I am wealthy". If the mind does not believe the statement, there will be a little voice inside saying "no you're not". Lying to the self is a major offense and is punished harshly.   A bridge statement is a much better option as it is easy

for the mind to accept. A bridge statement goes like this:

"Wealthy people are decisive and take immediate action."
"I take immediate action and am decisive."

"All rich people walk confidently and act boldly."
"I walk confidently and act boldly."

This group of statements is a bridge between rich people and you. You are saying that you are rich without saying that you are rich.

Another way these statements work is when you are programming other people.

While talking to an employee who you wish to encourage into taking action, you might say something like this:

"Our most successful and money hungry employees want to work Saturdays."

"We have one spot open for the right person who is motivated, do you want to work Saturdays?"

How to upgrade:

Before the human brain can receive new and meaningful information, it first has to purge itself of the low quality clutter it is filled with. Sports statistics, movie quotes, news reports, and other functionally useless information is constantly streamed into minds through repetition, subliminals, and neuro linguistic programming. In order to purge this information, the user must realize how completely useless it is to hold on to such nonsense, while at the same time adding high quality information.

Once emptied of all the junk previously accumulated. The brain will naturally begin filling itself with new and more useful information. The mind craves information when in this state. This is much like cleaning a house. Shortly after, it somehow accumulates new and improved items. An empty chair always attracts a tired seat.

Make the new programming include a requirement for proof. Habitually test all information presented in everyday life. Simply ask questions that challenge peoples credibility which will reveal the quality of the information presented. Test the information personally and observe the results. If the information is beneficial, store it. If the information is not, purge it.

More than likely, turmoil will result as most people do not like having a spotlight shined on their own foolishness. The majority simply reads the HEADLINE without fact checking and then makes assumptions based on little or no quality information. Humans tend to lash out instead of admitting when they are wrong. It is amazing how offended people get from simple questions!
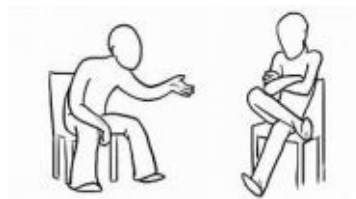
Install upgraded programs into the mind:

Here is a list of programs that will be extremely beneficial once they have been downloaded into your mind. The first step is to completely eliminate any programs that are not causing you to get where you desire in this experience. This is done primarily by asking yourself questions, observing your thoughts during the answer, observing your answer, then determining if the belief is helping you or holding you back.

QUESTION:Do you think $100,000.00 cash is a lot of money?

ANSWER:Yes.

OBSERVATION:The type of person who believes that $100,000.00 is a lot of money is a person who typically does not have this kind of money. A person who has $5,000,000.00 in the bank does not consider $100,000.00 to be a lot of money. If the player believes that $100,000.00 is a lot of money, the belief is holding them back.

The way to re-program the mind is by using a relative statement that allows the player to answer honestly in the desired way.

EXAMPLE: Do you think $100,000.00 cash is a lot of money?

ANSWER:For some people it is a lot of money and for others it is not.

PURGE:Eliminate all pre-determined ideas that cause humans to choose a polarity. Good vs Bad, Big vs Small, Hard vs Soft, Lots vs Little, Rich vs Poor. Understand that all of these terms are simply opinions and must be relative to something else.

A tree is just a tree until someone walks by and says "what a pretty tree!". An hour later someone else walks by and says "Oh, what an ugly tree!" .

Upgraded Programs:

I make only financial decisions that benefit me. I am responsible for me, not the other guy. They are responsible for themselves. This is a beneficial program to have embedded within your conscience. When faced with a decision involving finance, your conscience will guide you to the moral choice that is most beneficial to you.

Money flows where attention goes. When anything is important to you, the more attention you feed it, the more it will grow and develop.

Making decisions that benefit me is the best way for me to help others. This is in the bible. First cast the beam out of your own eye before you fix the one in your brothers.

Making decisions against the crowd is almost always the best option. The crowd is ignorant. The fact is that most people in this world are ignorant

and do not make quality decisions. They watch youtube videos of people farting on each other instead of filling their minds with useful information. You can be like them by doing the same things they do, or you can forge your own path to whatever greatness you desire.

In every situation I am either programming others or being programmed by them. I program others and avoid being programmed. This is why allowing is consent. If the actions of others cause you to react without logical thought of the outcome, they are programming you. If you observe their actions, realize what they are attempting to cause, then react in a way that is in alignment with what you want to cause, you are programming them.

Few rule many. 3% controls the other 97%. I choose to be a shepherd. Take charge of your life. Knowing what state the majority is in, choose to help them by leading them. The shepherd protects the sheep from the wolves.

This place favors those who take bold action. I choose to be bold. Aggressive risk and boldness are almost always rewarded within this experience. Take the risk, take the chance, and get the desired results!

1. My word is law. I do what I say.
2. If I am unhappy with something, it is there because I have allowed it to be there.
3. I choose the life I experience through allowing.
4. Allowing is consent. Consent is agreement.
5. I move closer to things that benefit me, and push away things that do not.
6. I choose every word. I speak carefully.
7. Either I am programming those around me, or they are programming me.
8. When faced with a choice, I act decisively.
9. By serving myself, I am in a better position to serve others.
10. I take immediate action when useful thoughts enter my mind.
11. I choose to program my conscience based on what benefits me.
12. I do not allow others to program my conscience.
13. I am different than 97% of the human population.
14. Few rule many, I think opposite the herd.

15.   I choose to be the shepherd.
16.   People behave in predictable ways and are easily influenced.
17.   I follow a strict moral code of conduct.
18.   Source is neutral. Everything is simply action / reaction.
19.   I control the beast within me so we can work together.
20.   How I do anything is how I do everything.
21.   I find effective ways to generate income fast.
22.   I manage my finances effectively.
23.   I observe and notice my environment.
24.   I notice people.
25.   I actively purge all programming that is not beneficial to me.

Probabilities:

Everything that takes place in this environment does so based on the action / reaction model and probability of outcome in proportion to player skills. Players are encouraged to test the current level by taking a written account of their outcomes.

The player approaches 100 women and states, "Hi, you seem interesting. Would you like to have lunch with me?"

Observing the outcome will produce the players probability for success with women based on the simple line. Perhaps 15 of the 100 agree to have lunch.

If the player invests time and effort into the art of conversation, they can easily increase this number to 90 out of 100.

The simple act of approaching the initial 100 women gives the player increased EXPERIENCE which adds naturally to their ability so next time they will more than likely increase the probability of success.

STEP # 5 ACQUIRE NEW SKILLS:

The next phase in evolution is based on Universal Law # 7. That which we focus on expands. A player expands when focus is on the self. This does not mean that others are not important. Players are encouraged to look at their player card and determine what attributes and skills require increases. After the decision is made, write down the goal and take daily action to upgrade. The results will arrive quickly as the action and dedication of the player cause the universe to deliver.

Equations of life:

Success = effort > obstacles
Motivation = desire > resistance
Comfort = motivation < desire
Change = action > comfort

Successful equations must work both ways:

Rich people are smart with money = If you are not smart with money, you are not a rich person

Rich people walk with confidence = if you do not walk with confidence, you are not rich

Powerful people give orders = if you do not give orders, you are not powerful

Confident people are outgoing = if you are not outgoing, you are not confident

Rich people always find easy money = if you do not find easy money, you are not rich
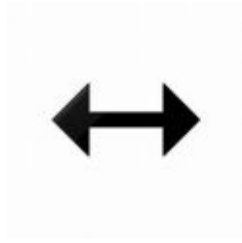
Actions are the step required to create reactions:

Taking action is the bridge between what we desire and what we have. We must first know exactly what we want in order to manifest it. We must have a crystal clear desire and regularly display our wholehearted committment through our daily actions. Every day we must take an action that supports our programming.

Every day gives us an opportunity to align with the necessary actions required to achieve the thing or things we desire.

People do not get what they want because they do not know what they want. The physical world is a linear place. There is a unique order to it all. It is our job to be clear about what we want, then take steps each day (even small ones) to get it. ONE THING AT A TIME.
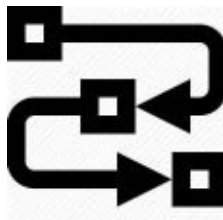
Each step we take causes the universe to see our passion and committment. Once the universe knows that you will stop at nothing to get the thing you want, it will give it to you. The universe will initially put obstacles in the way to "test" your determination. Once you pass the test, the universe will throw your desire right onto your lap.

Write down the linear path. For example, lets say you want a 2009 white, audi s5 4.2 quattro, 6 speed manual in perfect condition. Notice the detail of the description.

1.   **Locate the car**

2.   **The car costs $20,000.00**
3.   **Call the dealership and arrange a test drive**
4.   **Drive the car**
5.   **Negotiate a better price**
6.   **The car now costs $18,600.00**
7.   **Purchase something for the car (before you have it)**
8.   **$18,600.00 = 2009 white audi, s5 4.2 quattro, 6 speed manual in perfect condition.**
9.   **Brainstorm way to gain the required capital.**
10.   **Sell 186 items for $100.00 profit each**
11.   **Sell 372 items for $50.00 profit each**
12.   **Get a job at the dealership for 6 months.**
13.   **Create a gofundme page**
14.   **Write an e-book and sell 3,720 of them for $5.00**

It does not matter what the items are on the list or how impossible it seems. It only matters that you think of every way that you can achieve the goal, and take constant action in alignment with it. Every day, do or work on something on the list. Each action is to display your determination and committment to the goal.

Just like a snowball being rolled down a mountain, it will start out slow, then gain momentum, and finally tumble into an unstoppable force. This is what you must manifest.

CAUSE AND EFFECT:

Instead of labeling observed events of your life as good or bad (which is completely subjective), accomplish significantly more by noting that all events are only causes and effects. Everything is connected and every effect was caused and is the cause of another effect. Another way to consider this is via action and reaction.

Action causes a reaction which causes another reaction which causes another reaction etc...

It is peticularly beneficial to note that people are conditioned (programmed) to behave in specific ways based on this simple principle. If someone is focusing on completing a task that is important to them and they require peace

and quiet to achieve their desired result, a person can accurately predict and cause an angry reaction simply by making continuous noise in their presence. If they ask you to stop, and you do not do so, they will become more angry. Chances are if you continue your loud behavior, they will become aggressive, mean, and eventually either lash out or leave the area in search of another place to focus. Predictable.

To apply this information in a useful way, we must first visualize in our mind what reaction we want to achieve, then think of what action can be taken to cause the desired outcome. Here is an example:

The girl you are dating cancelled dinner plans with you at the last minute via text message. You decide that you want her to feel like she made a mistake and experience regret. You also want her to be more attracted to you. Text her back, "No problem, wish you could have made it." "Dont feel bad, I have someone else that will come with me."

She will experience instant regret. She knows that you would not be going with someone else had she not cancelled on you. This will make her want you more and prevent her from cancelling on you again. People do not like to face the results of their decisions but deep down understand the concept of accountability.

People generally behave in ways that benefit them. How you observe these behaviors and specifically how you react to them is a result of your programming. You are a result of the choices that you make.

If a child cries when they are denied a toy in the store, they cry because they believe this reaction will result in them getting the toy. If it works for them once, the programming is "saved" and will be repeated when necessary as a part of the childs arsenal. Furthermore, if the child's crying reaction does not produce a negative result such as a spanking, they have no reason to discontinue the programmed response of crying when they do not get the toy.

You as a parent might say that you detest this behavior. It might infuriate you beyond understanding. However, if you look within yourself you will discover that you are the one who is producing this behavior in those around you by allowing it to take place in your presence. You are either conditioning those around you, or you are being conditioned by them. The choice is yours.

ALLOWING IS CONSENT:

If you wish to reveal your own personal programming, the most direct way to do so is to observe your life and the people in it. A brief look around you will show you exactly what beliefs you hold and the way you are programmed.

The people, places, things, and events that appear to you in this experience are external projections of what you are experiencing internally. They are all versions of you, your thoughts, your feelings, and ideas. When you see a well dressed man carrying a briefcase, he is your mental projection of a businessman. When you see a woman walking in the grocery store wearing scrubs, she is your mental projection of a nurse. Careful observation will reveal that this projection is the way that you internally characterize a businessman and nurse.

Is the world around you full of happy, kind, and fun people and situations? If so it is because you believe the world to be a happy, kind, and fun place. You have made choices that pushed you away from what you consider to be miserable, mean, and boring. You did not allow the things that you did not want into your existence for very long. You chose to distance yourself from them and move closer to what you consider to be happy, kind, and fun.

The opposite is also true. If you look around your world and see miserable, mean, and boring people, it is because you have allowed these attributes into your existence and have done nothing to put yourself far from them. Allowing is consent. Consent means that you are okay with the situation. Consent means that you agree with your situation. By accepting and consenting to your exisiting situation, you are sending a signal to the universe that everything is as it should be.

You are exactly where you are supposed to be. A better way to say this would be "You are exactly where you allow yourself to be, and because you allow yourself to be there, it is exactly where you are supposed to be."

If you are in an abusive relationship, it is because you have consistently allowed behavior that is not beneficial to you to take place throughout your relationship. If you hate your job, it is because you have consent to it by continuing to be there despite all of the things you hate about it in the first place. The longer you consent, the more difficult it becomes to break free.

REVEALING YOUR FINANCIAL PROGRAMMING:

What is your financial situation like? This is how you are programmed. If you are in debt, it is because you have been programmed to be in debt. If you are wealthy, it is because you are programmed to be wealthy. Before a human has awakened, their financial situation is a result of what type of people they have been subjected to throughout their life. Their friends all have similar income levels, net worth, and lives. This again is all by design. Once activated, the player has direct control over their financial situation.

What types of people are more financially successful than you? This reveals how you believe you have to be in order to achieve success.

What types of people are less financially successful than you? This reveals how you believe less successful people act to get where they are.

To become any type of person, the process is the same. Find the habits, attitude, and routine of the type of character you wish to become. Replicate it. You will become.

LEVEL OF BEINGS IN THIS EXPERIENCE:

Entities within our experience here on Earth all have experience levels much like characters in a video game. The more experience points a character accumulates throughout their time here, the higher their level will be. If we look at 100 characters objectively, we will undoubtedly see that each one of these characters displays a unique level of being. Some "people" are what you might consider highly skilled, highly intelligent, or advanced. You will also notice that some people are what you will consider unintelligent, unskilled, dim, or even foolish. These observations display the characters level within our experience.

It is important to note that some people may be unskilled is one area, and highly skilled in a different area. Just because they appear unintelligent does not mean they are unskilled. It means that they display a lack of intelligence. They could have super strength, dexterity, or some other attribute. Just like a character in a video game that has a set number of attribute points to distribute, people in this experience share this opening process and have decided to put their points in specific areas.

36 QUESTIONS THAT CAUSE 2 PEOPLE TO FALL IN LOVE:

The following group of questions is a program that creates intimacy between 2 people. Simply sit down with a person of your choice, treat the following list as a game with your potential partner to get to know each other.

1. Given the choice of anyone in the world, whom would you want as a dinner guest?
2. Would you like to be famous? In what way?
3. Before making a telephone call, do you ever rehearse what you are going to say? Why?
4. What would constitute a "perfect" day for you?
5. When did you last sing to yourself? To someone else?
6. If you were able to live to the age of 90 and retain either the mind

or body of a 30-year old for the last 60 years of your life, which would you choose?

7.   Do you have a secret hunch about how you will die?
8.   Name three things you and I appear to have in common.
9.   For what in your life do you feel most grateful?
10.   If you could change anything about the way you were raised, what would it be?
11.   Take four minutes and tell me your life story in as much detail as possible.
12.   If you could wake up tomorrow having gained any one quality or ability, what would it be?
13.   If a crystal ball could tell you the truth about yourself, your life, the future or anything else, what would you want to know?
14.   Is there something that you've dreamed of doing for a long time? Why haven't you done it?
15.   What is the greatest accomplishment of your life?
16.   What do you value most in a friendship?
17.   What is your most treasured memory?
18.   What is your most terrible memory?
19.   If you knew that in one year you would die suddenly, would you change anything about the way you are now living? Why?
20.   What does friendship mean to you?
21.   What roles do love and affection play in your life?
22.   Alternate sharing something you consider a positive characteristic of each other. Share a total of five items.
23.   How close and warm is your family? Do you feel your childhood was happier than most other people's?
24.   How do you feel about your relationship with your mother?
25.   Make three true "we" statements each. For example, "We are both in this room feeling..."
26.   Complete this sentence: "I wish I had someone with whom I could share..."
27.   If we were going to become close friends, please share what would be important for us to know.
28.   Tell each other what you like about them; be very honest this time, saying things that you might not say to someone you've just met.
29.   Share with each other an embarrassing moment of your life.
30.   When did you last cry in front of another person? By yourself?
31.   Tell each other something you like about them already.

32.   What, if anything, is too serious to be joked about?

33.   If you were to die this evening with no opportunity to communicate with anyone, what would you most regret not having told someone? Why haven't you told them yet?

34.   Imagine your house, containing everything you own catches fire. After saving your loved ones and pets, you have time to safely make a final dash to save any one item. What would it be? Why?

35.   Of all the people in your family, whose death would you find most disturbing? Why?

36.   Share a personal problem and ask for advice on how it might be handled. Also, ask each other to reflect how you seem to be feeling about the problem you have chosen.

ROBERT GREENE'S 48 LAWS OF POWER:

Much like Machiavelli, Robert Greene's take on life is that we should observe it as it is, rather than as we think it should be. Once we are able to see through the illusion, we are able to objectively observe what our reality truly is. People are predictable. People do things to benefit themselves. 3% rule over the other 97% and most people live life based on avoiding pain (fear) and seeking pleasure (desire). The emphasis is on avoiding pain as human motivation is geared much closer to pain avoidance than potential for gain. These 48 rules are a creed of the powerful. Master them to master the game of power.

1.   **Never outshine the master.**

2.   **Never put too much trust in friends. Instead use conquered enemies.**

3.   **Always conceal your intentions.**

4.   **Always say less than necessary.**

5.   **So much depends on your reputation. Guard it with your life.**

6.   **Court attention at all costs.**

7.   **Get others to do the work for you.**

8.   **Make other people come to you. Force them to react.**

9.   **Win through your actions, not through argument.**

10.   **Infection. Avoid the unhappy and unlucky. They will drag you down with them.**
11.   **Learn to keep people dependent on you.**
12.   **Use selective honesty to disarm your victim.**
13.   **Ask for help. Appeal to peoples self interest. People like to be the hero.**
14.   **Pose as a friend, work as a spy. Judge character by what they reveal in story.**
15.   **Crush your enemy totally.**
16.   **Use absence to increase respect and honor.**
17.   **Cultivate an air of unpredictability.**
18.   **Isolation is dangerous & malicious.**
19.   **Do not offend the wrong person.**
20.   **Do not commit to anyone.**
21.   **Play a sucker to catch a sucker.**
22.   **Know when to surrender. It transforms weakness into power.**
23.   **Concentrate your forces.**
24.   **Play the perfect courtier (nobility).**
25.   **Re-create your self often.**
26.   **Keep your hands clean. Get someone else to do your dirty work.**
27.   **Create a cult. Play on peoples need to believe. People either want to know, or believe.**
28.   **Enter action with boldness.**
29.   **Plan all the way to the end. Visualize the plan all the way through.**
30.   **Make your accomplishments seem effortless.**
31.   **Get others to play with the cards you deal. People like to think they have a choice.**
32.   **Play to peoples fantasies.**
33.   **Discover each mans weakness. It is their thumbscrew.**
34.   **Be royal in your own fashion. Act like a king.**
35.   **Master the art of timing.**
36.   **Disdain things you cannot have.**
37.   **Create compelling spectacles. Work opposite the majority...they are wrong.**
38.   **Think as you like, but behave like others.**
39.   **Stir up the waters to catch fish. Set the trap and observe how enemy reacts.**

40. **Despise the free lunch. Use gifts strategically to disarm people.**
41. **Avoid stepping into a great man's shoes.**
42. **Strike the shephard and the sheep will scatter.**
43. **Work on the heart and mind of others. Be kind and helpful.**
44. **Disarm and infuriate with the mirror effect. Match people and act interested.**
45. **Preach change, but never reform too quickly.**
46. **Never appear too perfect. "It takes a great deal of talent and skill to conceal ones talent and skill."**
47. **In victory, learn when to stop.**
48. **Assume formlessness. Adapt. Be water.**

THE BUTTERFLY EFFECT:

The butterfly effect states that even the smallest change in one thing can cause significant changes in other things. Even things that seem unrelated. The application of this concept can be observed in various aspects of your daily life. Perhaps you stopped at the gas station on the way to work to get a cup of coffee, only to discover that had you not stopped, you would have been involved in a severe car accident that happened up the road at the precise time you would normally have been there! In this example, a small change in your routine (driving to work) resulted in a significant change in outcome.

Another interesting aspect of this effect is when you are unable to observe the change that took place as a result of the initial change. Using the above example, your stop at the gas station could have prevented an accident from taking place all together in which case you would not notice that anything changed.

By taking the steps identified in this e-book, you will be putting into motion a significant increase in the quality of your life. Now that you are aware of the rules and are capable of observing the cause and effect system in action, it is time for you to take inspired action to upgrade your player and achieve the best life possible. One small change can be the catalyst required to make all the difference in the world.

Thank you.