INTRODUCTION

When I contemplated how I was going to write this book and present some of the most marvelous and wonderful **real truths** ever revealed since the foundation of this world, I considered two ways of doing it:

- 1. Write in simplicity, exactness and clarity and cut out the excessive use of big words and complicated, compounded sentences. State the **real truth** as it is, as it was, as it will always be. Write to the masses that are not educated and "trained in the ministry." Write so that a reader of average intelligence using her or his common sense can easily understand.
- 2. Compose with superfluous and supercilious pleonasm, validating a perception of adroit pedagogy and patronizing the reader of superior intellect, thereby procuring the deference of those "trained in the ministry."

It wasn't hard for me to decide. The world doesn't need another long, boring book that leans to existentialism instead of reason. The world needs the **real truth**.

This Introduction will provide an overview of the entire book. It will introduce every topic and give a brief, simple, exact and clear explanation of the issue. It will be the *Opening Statement*, following the course that attorneys follow in the presentation of their case in a court of law: *Opening Statement*, *Presentation of Evidence*, and *Closing Statement*. The reader is the Judge and Jury and decides whether or not she or he accepts the **real truth** as *her* or *his* truth.

The Presentation of Evidence will follow the Introduction as the bulk of the book. Detailed and empirical (practical) evidence will be provided and also presented as simply, exactly, and clearly as I can. At the end of the book a Closing Statement will conclude the book.

So, without further ado, which is one of those educated statements that means, "enough of the fuss," here is a complete overview of this book:

THE HISTORY OF THE EARTH

Natural Development

The earth is very similar to a big aquarium, arboretum, ant farm, petri dish or anything of the sort that advanced humans keep contained in an enclosed, limited environment where they can observe what happens. They have a pretty good idea of how each individual species of plant, animal, virus or bacterium is going to react to the earth's environment because they have been watching the same reactions happen for billions of years on other earths. The plants, animals, virus and bacterium have very limited freedom to act or react outside of their instincts, the same instincts that their particular species have had forever.

You throw a cube of sugar into the ant farm and you pretty much know what is going to happen, but you are fascinated watching it happen. You throw a smaller fish into an aquarium full of piranha knowing fully well what is going to happen, and you can't take your eyes off of the piranha rip their dinner apart and devour it. It fascinates you. Whereas mortals put all kinds of plants, animals, viruses and bacterium in controlled environments inside their house or laboratory to watch them grow and react, the earth is nothing more than a glorified, controlled Nature Observatory for advanced humans. That's the **real truth**.

Human Physical Development

Now crawl into that ant farm and watch what happens. Jump into that aquarium full of piranha and watch what happens. Put your finger in some potent bacteria and watch what happens. If you did, it would be an exciting and exhilarating experience knowing what nature is going to do and using your free will and superior intellect to keep from being attacked by the nature that you know is going to attack you. Put yourself on a narrow street full of charging, sharp-horned bulls and run for your life! What a challenge! What an adventure! You know what they are going to do, but its what you are able to do that creates the challenge and the excitement.

In order for the natural development of the earth to take place certain *natural laws* had to be in place to control its development. Bacteria were introduced first into our advanced observatory, then plants to check the growth of the bacteria, then large planteating dinosaurs to check the plants, and then large meat-eating dinosaurs to check the plant-eating ones. Yep, there were some advanced humans who wanted to test their skills at "running with the dinosaurs," and so they did. But most of us didn't see any practical reason for climbing into our observatory and challenging the big dinosaurs with huge teeth, so we eagerly, and with just as much excitement as astonishment, watched our

fellow humans exist with the dinosaurs. They might have needed the experience, but we didn't

So the earth developed according to natural law. With each passing era came new challenges that humans could face anytime they wanted to join the natural world for a thrill. During the different stages of its development advanced humans had to become involved in the natural world's development just like we would be responsible for feeding the animals, cleaning their cages, and ensuring that the environment remained constant and livable for the plants, animals and microscopic life. If a certain plant was put on earth to produce a seed, for example, then a bird with a hard enough beak had to be introduced to eat the seeds and disperse them in a natural way. Yep, advanced humans were responsible for what science perceives as the evolution of the species. Similar to how modern mortals produce new hybrid species of both animals and plants by cross-breeding/pollinating, advanced humans have been doing it for billions of years throughout the history of the earth.

We loved watching our huge Nature Observatory! And when the time was right, or rather when the right environment and situation had developed that was not so much of a challenge as living and competing with dinosaurs, we each chose our time to experience *The Game of Life* upon earth. Our mortal bodies, although always human in form, were created to be adaptable to the environment and stage of natural development into which we wanted to experience life upon earth. Those who participated earlier in history had dark skin for a great deal of the time, allowing them protective attributes that would enhance their ability to exist at their chosen times. When the time was right, and the environment ready, lighter skinned humans were introduced.

Consistent with *natural* law, the continents drifted apart over time creating a Northern region of the Western Hemisphere. Here the animals and the environment were less harsh than its fraternal twin, the Eastern Hemisphere. In the middle of what the players would eventually call North America, advanced humans introduced the first lighter-skinned mortal avatars. The idea was to incorporate an easier skill level into the game that was more consistent and patterned after the worlds where humans *really* exist: the First Estate. The more rugged and suitable human forms that were developed for the harsher natural environments of Africa were not consistent with the gentle nature and beauty of the advanced human form. The Northern midsection of the Western Hemisphere became, for want of a better term to describe it, a *Garden of Eden* for the mortal players.

No mortals were living on the landmasses that drifted away from the Eastern Hemisphere. Once this area of earth was established, humankind could not be found anywhere thereupon. Below we will discuss how humans developed emotionally over time. But it is important to understand that left alone to fend for themselves, and to develop along with the rest of the natural world, mortals could not develop emotional challenges beyond the requirements of flight or fight. Mortals were so worried about getting killed by other animals or by other rival human groups competing for the same limited natural resources, that the game would not allow a fair pursuit of happiness or a fair challenge to the individual's self. Keep in mind that the challenge of the *Game of Life* is to prove that in any given situation, the player, who is affected by the humanity type of its advanced controller, can remain true to its humanity—be nice. Because only nice people get to enjoy the full benefits of human existence, *i.e.*, the sexual experience.

The separation of the continents provided the perfect location to introduce human avatars that would develop more consistent to what their advanced selves expected from the game. This logistical separation would help establish a fairer playing field. In this "new world," natural resources would be plentiful and humans would be on top of the food chain, eliminating the tension of fight or flight. For the first time, which would be the last time for many, many years, advanced humans entered the mortal game as "Advanced Humans" to set up a new stage of the game in this secure environment. Instead of allowing their game piece avatar to develop according to the natural laws of the game, not being able to remember anything beyond birth in this world, advanced humans took the opportunity to enter the game as their *true selves* (of course, doing so within the confines of their own mind). Once inside the game they created a new mortal game piece. They had to appear in the game as females so that they could prepare a mortal body that was required to develop like all other bodies playing the game consistent with the game's laws of nature.

Here's how it happened:

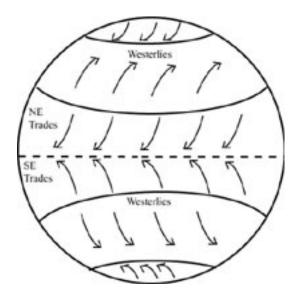
This part of the game is played <u>differently</u> than the normal mortal game described in the Foreword of this book, and as it is played from the normal perspective of those upon this earth who live in only one known reality. This was a special, but necessary, stage of the game. It prepared the *field of play* much differently than had previously existed upon the earth. As mentioned, this level of the game would allow the *Game of Life* to be played for the purpose for which it was designed, or rather, for which it has existed forever: the challenge of the human mind on an emotional level more than a physical one.

Like all human experience, this stage is played out in the advanced human mind on a *subconscious* level that is <u>completely</u> controlled *consciously* by the advanced human. This concept might seem hard to understand owing to the fact that we deal with life only on a *conscious* level in our day-to-day activities, while a *subconscious* part of us seems to be working concurrently within us. For example, we're going along and all of the sudden

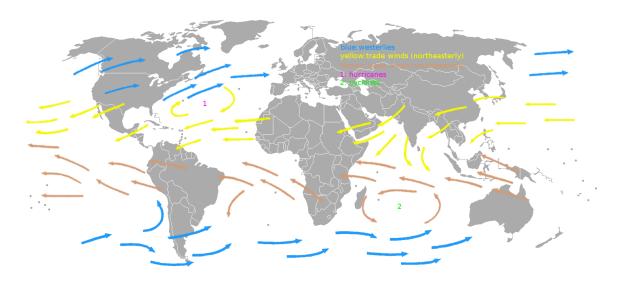
a thought pops into our head out of nowhere. Where did the thought come from? We didn't will it to pop into our head, but it came from somewhere. Mortals cannot control the subconscious part of their mind, but advanced humans can, sort of. It is in the subconscious part of an advanced human's mind where the *Game of Life* is played.

Mortals can more easily understand this as being in control of a dream in a dream-In our mortal dreams, which we cannot consciously control, we are like state. subconsciously aware of ourselves as an actor in the dream. But we also realize that we are watching ourselves in the dream and we cannot consciously control it. A conscious part of us is watching us participate in the dream. This is exactly how advanced humans prepared and cared for the mortals placed in the Garden of Eden. Their advanced mind created a copy of themselves (always female so that the role of a mother could be played) to participate in a world that wasn't really real to them on a conscious level in their advanced world; but it was certainly real to their dream self and completely controlled subconsciously. Whereas a mortal has a "veil of forgetfulness" placed over her or his mind, so that the mortal doesn't realize that she or he is an advanced human, when the controller of the game develops a avatar in the Garden of Eden stage of the game, the controller does so without the veil, perfectly aware and that she is an advanced human inside the mortal game. There wasn't just two, but many who had the desire to enter the game at this stage and develop mortal avatars that looked more like their true self. And so developed the wider eyes, lighter-skinned, and more symmetrical beauty of the human form.

As time went on, the lighter-skinned mortals developed and spread throughout the Western Hemisphere. The darker people continued to develop in the Eastern Hemisphere. And it came to pass (just messing with ya), that the darker skinned races that were fighting for the scarce resources of the earth found the natural trade winds of the oceans. And which trade winds were the strongest? The Northeasterly and Southeasterly Trade Winds.



And what happened when the darker races put a boat upon the water and let the trade winds do their job? The dark races were propelled toward the Western Hemisphere. And what happened when the dark races encountered the whiter races in the Western Hemispheres? Well, it would be the equivalent of what happened much later in history when the European white races sailed the same trade winds and encountered a then mixed raced people of a different skin tone: The race that was stronger and not so nice destroyed the other race and took over their land. This is exactly what happened when the stronger and less humane dark races encountered the gentle natured lighter skinned humans long, long ago. The darker skinned males killed the whiter males, bred with their women, and thus begin the different varieties of mortal skin tones on earth. And so earth's history is a continual repetition of itself.



Once the races were intermingled, the whiter, gentler cultures began to have some affect on the emotions of the darker people. At times they learned to live peaceful with

one another. But most of the time, consistent to the effects of the male ego, one culture had to dominate and be on top. Consequently, some of the mixed-raced people fled the continual wars and went north. Eventually they came to a place where the ocean funneled into a small expanse, easy to get across. The modern Bearing Straight allowed the newly mixed mortals to escape the continual wars of the early Northern Hemisphere. Once across and standing on the Eastern Hemisphere once again, the mixed people did what any smart person would do: go live where it is warm. They followed the coastline of the eastern shoreline of the Eastern Hemisphere and ended up forming the most populated cultures that were ever developed on earth: the Asian people and all of their diverse cultures.

So, Mr. Smarty Pants **True Messenger**, if the dark-skinned people sailed over to the Western Hemisphere and mixed with the white people, and the white people ONLY developed for the first time in the Western Hemisphere, then how did the white races get over to the Eastern Hemisphere to become the European cultures?

The answer: the higher and lower latitude Westerlies.

The Westerly Trade Winds are the northern and southern most trade winds that blow, ironically, East from the Western Hemisphere to the Eastern Hemisphere. Once the dark races invaded the *Garden of Eden*, the whites scattered in both directions, north and south. Once pinned in and threatened by the advancing not so nice darker people, the whiter races got into boats and sailed on the Westerlies, which took them where? To the Eastern Hemisphere. Those who fled south to escape on the Westerly Trade Winds available to them ended up sailing and arriving south from where the darker races took off, Africa. Once landed, the invading white people were destroyed by the established darker skinned races who weren't too nice and amenable to weird looking men whom their darker-skinned women thought were much more handsome than the dark-skinned men.

Those in the Western Hemisphere, who had fled north, sailed on the Westerlies and landed where there weren't any darker races any longer: the European and Scandinavian countries. Throughout history the darker and lighter-skinned races intermixed and created divergent skin tones, heights, and shapes, all of which have always been consistent with the recognizable human form.

And that there, Folks, is how all of the different races of mortals came to be in the *Game of Life*.

THE DEVELOPMENT OF HUMAN THINKING

Human Emotional Development

To understand our emotional development we simply need to consider what we already know. So often we are misled into thinking that the mysteries of life are too hard to understand, when life itself holds all the easy answers. To understand what we don't know, simply reflect upon what we do. It's really that simple!

We know that a baby doesn't start learning until it becomes a conscious infant living outside the womb. At the moment the infant body becomes conscious (wakes up) is when the electrical connection is made between the advanced mind and the infant's brain. Although the mortal brain develops in the womb, the connection with its *true self* does not take place until the baby takes its first breath outside the womb. The advanced *player* is well aware of when it becomes necessary to enter the *Game of Life* and start controlling its mortal avatar. However, once the connection is made, the advanced mind is restricted in its ability to operate the infant brain according to the physical development and abilities of the mortal brain to which it has become connected. And the mortal brain is nothing like our advanced brain!

A mortal brain does not possess anywhere near the powers and abilities of the advanced brain. Nevertheless, having restricted physical abilities, and then learning to use the less-advanced brain, is part of the challenge of playing the *game* for advanced humans. The more its advanced controller can properly utilize the mortal brain, the easier it is to play and possibly win the *game*. Think about it. The more you use your brain, the stronger it becomes in the area in which it is used.

The brain inherently (part of its mortal nature) does many things *unconsciously*. It breathes. It lusts for food, for self-preservation, and for sex. These are unconscious acts that have nothing to do with our mortal brain's connection to our advanced self. These acts have all to do with the way that the mortal brain is constructed and tied into the rest of the mortal body and its genetic predispositions to act and be acted upon by the environment (*the game*) in which it finds itself.

For example, newly created advanced humans do not have a gender; therefore they are not susceptible to sexual urges and desires. Mortal puberty and development does not wait for the advanced mind to desire sex, which it never will. The mortal body's natural hormones and genetic makeup creates the urges and desires, regardless of what the advanced brain wants. The challenge: see if the advanced controller of the mortal brain can overcome and control its *game piece avatar's* natural desires. The more the

advanced human tries, the stronger our *real* brain becomes at controlling the mortal brain, thereby the mortal body.

The mortal world is set up, purposely, to challenge our advanced brain. Most of our conscious experience (time) inside the game is spent in pursuit of satisfying the already innate desires of the mortal brain. Our mortal avatar takes over and acts impulsively (thoughtlessly) instead of using the energy of our advanced brain to act wisely and with reason. It is reason that creates wisdom. It is wisdom that acts consistently to our advanced natures. Only humans possess the ability to reason. Reasoning is the power of our advanced brain attempting to control our mortal mind. This is why we "think" and ponder unlike all other life forms. If we weren't connected to a different source of energy than other animals, then we would *think* like animals. The motive why mortals sometimes act like animals is because mortals have not been taught, nor do they know how, to reason—their advanced brain is having a hard time controlling its mortal counterpart.

Our advanced brain is not needed to fulfill the natural desires of our mortal body anymore than a mortal lion, for example, requires an advanced lion outside of its instinctual behavior to reason with the mortal lion about how terrible it is to rip the throat out of a baby gazelle. Our mortal avatar naturally seeks to satisfy its instinctual needs just like any other animal, plant, virus, or bacterium. No other creature in nature looks at a lion's actions as anything other than the way things are and meant to be ... except humans. We *feel* sorry for the little gazelle that is getting eaten alive by the lion. Our advance brain generates these feelings of sorrow. However, depending on the individual's power to recognize her or his own humanity, these feelings vary in intensity. Some accept and justify the lion's actions as natural law, just like other animals do. Some will shoot the gazelle themselves, and then eat it for food like the lion. But most humans, if they were to listen to their true feelings (what many refer to as "their heart"), would feel sorry for the poor little gazelle, but just as sorry for the cute lion cubs that will starve without killing the gazelle. This pathos (emotional sorrow) did not evolve. It cannot. If it were possible, then other animals would naturally start progressing to be more human-like. Compassion come from the energy connection each mortal has with his or her advanced self.

The natural man is an enemy to the advanced human, and has been since the connection between the mortal and advanced brain was made at birth, and will be forever and ever unless a conscious effort is made to yield to the enticement of the advanced self. These enticements are what we *feel* and what we recognize as "good" and "humane." Giving in to the lure of our reason and humane sensibilities causes us to become more like we were as a child, submissive, meek, humble, patient, full of love, willing to submit to the challenges of this mortal life as just a part of another day of being alive. Listening

to our reason and aligning our actions with our humanity makes us nice people and helps us meet the challenge of the *game*.

Our emotional development is easy to understand when we know *why* we think differently than all other life forms. We think differently because of our connection to our *true selves*. But from the moment that this connection is made, the natural world begins to fight our ability to stay connected to our advanced brain. When we are thinking about self-preservation in finding food, shelter, and clothing for ourselves and for those who are dependent upon us, and thinking daily about satisfying our sexual urges, we are not using the connection with our advanced brain ... we don't need the connection!

That's right! All the relationships, jobs and careers that mortals pursue upon this earth are useless to their advanced self and are a huge distraction to the challenge of the *Game of Life*. The more we pursue worldly success in these things, the more we lose the connection to our *true self* and fall behind in the *game*. And obviously, the meaner we get. We get mean because we focus all of our energy on our selfish and family's needs, callousing our humane *feelings* towards all others. We compete with each other for the seemingly limited resources of the earth; when in reality, there are plenty of resources to go around to satiate the desires of our *true selves*. Our advanced selves do not need nor desire what our mortal bodies and mind desire.

Our ability to remain connected to our advanced mind is predominantly challenged by those who have entered the *game* before us: our parents. From the moment we are born, our parents fight and oppose our true natures. They begin to make us mean. They teach us everything that is diametrically opposed to the idea that we are equally powerful advanced humans *playing a mortal game*. They tell us what to do and what not to do. They teach us whom to like, whom to hate, and who are our friends and enemies. They teach us what mortal ideas we should accept as truth.

They pretty much render useless our connection to our advanced self. We don't need to be connected to our advanced brain when everything about our mortal experience is taught to us. If it is taught to us after we are born, THEN IT IS NOT PART OF THE EXPERIENCE STORED IN OUR ADVANCED BRAIN! Something that is taught is not intrinsically innate to our individuality. It is someone else's ideas and thoughts. If someone else used the energy from his or her brain to come up with an idea, then we don't need to use any of our own energy to think up a new idea, thus weakening our connection to our advanced brain from lack of use.

And what do our parents and/or first guardians use to weaken us and take away our free will to develop naturally and perfectly aligned with our advanced self? The language skills that they have: speaking, reading, and writing. When someone speaks to us, they

usually are attempting to teach us something about them ... not about us ... about them and their mortal experience! When we read something it's because another has previously written it down in the author's language and words. Our parents teach us *their language and understanding*. They send us to school to learn *their definition* of words and language. They do everything within their power to mess us up as much as they are messed up completely out of alignment with their *true selves*. From languages, cultures developed. People began to set themselves above other people who didn't speak (learn) the same language. Before long, the entire earth was divided by the ridiculous learned behavior of language.

But if we don't speak the author's language or know exactly what the author's definition of the written words is, then we can't learn from that author. When we can't learn from that author, we do not become like the author. Over time, throughout the history of the *game*, as mortals began to disagree with each other, and the parents didn't want their children learning something that they didn't agree with, the people of the earth separated and created cultures and languages according to their differing opinions. Each group had a lot of children and the kids learned what their parents *wanted* them to learn. This is how prejudice, bias, judgment, and hate began to spread throughout the earth, resulting in the nations and kingdoms of the world—completely contrary to the enticements of the advanced mind.

As the world developed in this way, the ability of mortals to connect with their advanced mind was considerably weakened. As the world developed this way, and as new *players* were introduced into the *game* as infants, none of them had a chance to stay connected to their advanced controller. People were born, taught how and what to think, concentrated on finding food and shelter and having sex with other mortals, and in the process lost the ability to focus on what life is *really* all about.

Hmmm? The more our advanced self uses the mortal brain, the stronger it becomes. Hmmm? When the mortal brain is not utilized and controlled by the advanced brain it does not develop to a level that the *player* intended for the *game*, a level that meets the challenge of the *game*: to see who can gain control over the *game avatar* and make it do (which also includes *to think*) what the advanced player wants it to do. That's right! The *player* wants to become true to the advanced self and be nice to itself and to everyone else! That's pretty much the purpose and challenge of the *game*. The closer we get to knowing and controlling the mortal mind with our advanced brain, the nicer we become at *playing the game*.

Upon birth, the mortal avatar was provided with EVERYTHING that it would need to meet the challenges of *playing the game*. It was given all the right tools and powers it would ever need to play. A newborn child does not speak a language. A child does not

see race and color or class distinction of any kind. A child is true to the innate alignment of its *true humanity*. And unless we become like a little child, there is no way that we can begin to connect to the energy transmissions of our advanced brain.

The *game* became useless to us because it became impossible to meet its overall challenge. The mortal avatars were controlling everything within the *game*, prohibiting the actual person who was supposed to be controlling the avatar from playing. The advanced humans sat back and simply watched their avatars act and be acted upon by the *game*, without <u>any</u> advanced interaction. Sure, our advanced selves <u>tried</u> to control the *game piece* once in awhile, but since our mortal mind was being completely controlled by the *game* itself, there wasn't much for us to do as advanced humans. The game began to play itself.

At first, mortal parents who grouped together began to invent answers to the *feelings* that they were having, and to the questions asked by their children as to *why* they were having these *feelings*. They answered their children the only way they could: using the world that they could see. Nature became the answer. They assigned gods to the animals and to the natural world. There were sun gods and moon gods, wind gods, gods of the water, gods of the earth, gods of the sky. It was easy to answer their children's curiosity with, "The gods did it." Unable to think for themselves, because they were never allowed to, the children went along with their ignorant parents.

Humans realized that they were not like animals and that they could actually change and control nature. If a mere mortal could control nature, then obviously a nature-based god didn't make much sense, because mortals cannot control a god. Before long, the gods of nature were replaced with human-like gods. These types of gods were more relatable to the *feelings* that mortals were dealing with intrinsically (within). Once language with reading and writing was developed, it became the source of all mortal knowledge and wisdom. "Wow!" the people thought. "If that man can read and write, he must be a god!" A child looks at words on a piece of paper as unintelligible gibberish until the child is taught what the gibberish means. And whatever the teacher wants the gibberish to mean, the child is convinced, again, losing the child's ability to think for their self.

Human emotional development ceased at this point during the *Game of Life*. The river of personal development and thought was damned up and pooled into cesspools of religion and the philosophies of men mingled with their writings and language. A newly created mortal didn't stand a chance at playing the game!

Something had to be done to level the playing field so that the advanced *player*, at least, had a chance at meeting the challenges of the *game*. This is the purpose of a **true**

messenger. Someone had to be chosen within the *game* and convinced that everything that the *game* had developed of itself was not the reason for which the *game* was being played. Since "convincing" was impossible and would violate the rules of free will of the *game*, advanced interaction was necessary to "teach" a **true messenger** what he would need to know to do his job.

His job was to attempt to level the playing field by *reasoning* with the mortal mind in an effort to get it to concentrate less on the things of the world and more on human *feelings*. And since nothing worthwhile and associated with our advanced *true reality* can be "taught"—because we already know it but have forgotten it as far as how our mortal brains function—the **true messenger**'s mortal brain had to be adjusted. The "veil" of forgetfulness, which is a natural part of the mortal brain, was surgically removed. That's right! An advanced technique was used in our *real* world to allow the chosen one's advanced brain to exist in both worlds at the same time, toggling back and forth between experiences as easy as a game player would pause a game to eat a sandwich and use the bathroom and then un-pause the game to continue playing.

The **true messenger** was given the ability to comprehend everything that was gong on in and outside of the *game* in relation to human existence. **True messengers** don't know any more about the mortal game than anyone else does. But they can tell you everything that there is to know about the **real truth** of human existence ... thus I'm giving it my best shot here.

The **true messenger** is faced with the daunting task of getting mortals to set a side everything that they *think* they know, and accept as **real truth** the realization that mortals are truly just advanced humans *playing* a highly advanced—the most highly advanced—game that could possibly be played. And the greatest emotional stumbling block that **true messengers** encounter ... is religion.

Belief, Faith, Tradition, and Myth Development

Religion can be broadly, but properly, defined as a set of beliefs (individual opinions) concerning the cause, nature, and purpose of human existence. As mentioned, when we are born into this world we do not have a religious belief system. Religion is taught to us, also as explained above, by ignorant parents/guardians/teachers that were born with the same knowledge about our existence as we were: absolutely nothing. However, it is religion that provides empirical evidence that we are not like other animals, never have been, and never will be. Animals do not speak in different languages. A dog from America does not have problem speaking Spanish if it finds itself among dogs living in Mexico. Dogs bark in the same language. Humans, being affected by their advanced self, have developed different ways to communicate their differing

opinions. Many who "believe" in the Theory of Evolution fight religion just as adamantly as those who believe in religion fight the idea of the evolution of a species.

Ironically, considering both ideas can empirically prove the **real truth**—not found in either opinion. The fact that no other species or non-human life form developed or has the capability to develop a religion, added to the fact that religion itself has *evolved* considerably over time, give substance to the **real truth**:

The set of beliefs concerning the cause, nature, and purpose of human existence (*i.e.*, religion) originated through the thought processes going on in mortals' brains.

Where these thought processes come from and why no other animal possesses them strongly defends the religious view of things against the theory that these thinking patterns (cognitive paradigms) can develop over time in other non-human life forms. If it is true that cognitive paradigms can evolve in a species, then where is the evidence, even a smidgen of evidence, that the thought processes of any other non-human life form are evolving towards a belief system?

As mentioned, the development of language messed up the fairness of the *Game of Life*. The incorporation of grunts and groans to express an opposing individual opinion to another human was responsible language's introduction. At first, language began as nothing more than a numbering system—a way for mortals to keep track of their stuff. As mortals competed for the resources of the earth, they began to place a value on these resources. These values turned into numbers that became the foundation of all written languages.

Eventually, an entire "book of numbers" would become part of one culture's religious beliefs. An ENTIRE BOOK would be devoted primarily to counting and giving importance to this particular religious view. The book of Numbers in the Jewish/Muslim/Christian Bible accounts for the *most important* members of its culture: males, twenty years of age and older and their place of authority in their culture. The male status in this culture is defined and classified by "a covenant of an everlasting priesthood." Of course, women would never have a part of this "everlasting covenant." Females are not accounted for in this particular culture, few are even mentioned as contributing to the success of this particular male-based tradition. The book of Numbers in the Bible goes on to outline the amount of money, goods, and services demanded of the people for the priesthood's sustenance. What an ingenious invention!

¹ See the Bible, Numbers 25:13

Males established a set of beliefs that mandate, under penalty of damnation, tithes and donations that support "an everlasting priesthood" entirely comprised of males. Now that there, Folks, is a clever way to plan for your retirement and not have to work by the sweat of your brow like the saps whom you have convinced to give you the best parts of the fruits from your fields and the best choices of meat from your flocks. Those Holy Priests had it good!

Reading a bunch of words didn't always work for some of the people, who couldn't read what the priests were reading—words obviously from God (cough, cough). Listening is never as effective at manipulating human emotion as getting the person involved in an action. To strengthen the emotional response of the believer, men begin to incorporate ordinance, ritual, and other physical interactions to get the duped people physically involved in a mystery that they didn't understand. Only the priests understood the "things of God."

Before long, people were not just "thinking" things that didn't make sense to them, but they were "doing" things that didn't make sense to them. They were <u>taught</u> "to do" these things by their culture and <u>forced</u> to do them by their religion. Although a child would be perfectly happy running around naked most of the day, religion soon had people dressing funny and performing all types of perfunctory (obligatory) requirements that made the people feel safe and secure. In reality, the only safety the people felt was in knowing that they wouldn't get beat up, imprisoned, or killed for not performing what their religion demanded of them.

The ancient Hebrew culture's particular example is important to consider because of its profound effect on mortals during the *Game of Life*. More mortals have been deceived and negatively affected by the Jewish, Christian, and Muslim religions than any other. As one of many of the examples of how males took advantage of language and writing, the book of Numbers describes what happens when a man gets jealous and accuses his wife of sleeping with another man—something that has been occurring ever since mortals have been on earth competing for food, shelter, and of course, sex.

This religion's priests had a way of getting paid for just about any negative emotional affect caused by human free-willed nature. Called the "law of jealousies," the following verses outline how much "barley meal" the priesthood gets paid for absolving the jealousy issue with which mortal males have always been plagued. And since this "law" is part of "an everlasting priesthood," and men will always be jealous, the "law" became a very efficient way to guarantee that the priests' material needs were always provided for.

Again, the following is just one of so many examples of the same thing: men creating laws for their own sake, writing them down in their followers' verbal language, and then making sure that only they could read the law that they wrote. ²

Is it any wonder why these religions have discouraged women from learning how to read and write? What if women got a clue and figured out what men had done to them? Oh, yea, they're already figuring it out and the men are fighting to stop them. As you read the words below, notice how language is used in a way to confuse the mind by a lot of superfluous words to say so little. The following could have been written properly and more clearly in this way,

If you think your wife has been sleeping with another man, take her to the priest, pay him an ephah of barley meal and he'll mix some water with some dirt and make it holy then make your wife drink it. If she becomes pregnant (her belly swells) she's obviously guilty of adultery ... Duh ... and will be punished.

But here's how it is said in a "holy" way and associated with a holy ordinance (an action) only a priest can perform:

Speak unto the children of Israel, and say unto them, If any man's wife go aside, and commit a trespass against him, and a man lie with her carnally, and it be hid from the eyes of her husband, and be kept close, and she be defiled, and there be no witness against her, neither she be taken with the manner; and the spirit of jealousy come upon him, and he be jealous of his wife, and she be defiled: or if the spirit of jealousy come upon him, and he be jealous of his wife, and she be not defiled:

Then shall the man bring his wife unto the priest, and he shall bring her offering for her, the tenth part of an ephah of barley meal; he shall pour no oil upon it, nor put frankincense thereon; for it is an offering of jealousy, an offering of memorial, bringing iniquity to remembrance. And the priest shall bring her near, and set her before the Lord: And the priest shall take holy water in an earthen vessel; and of the dust that is in the floor of the tabernacle the priest shall take, and put it into the water:

And the priest shall set the woman before the Lord, and uncover the woman's head, and put the offering of memorial in her hands, which is the

² For a long time, only ancient Jewish/Christian/Muslim priests were allowed to "read the law" aloud. The people were astounded that the priests could read what was only gibberish to them, supporting the people's belief that the priests were divinely appointed.

jealousy offering: and the priest shall have in his hand the bitter water that causeth the curse: and the priest shall charge her by an oath, and say unto the woman, If no man have lain with thee, and if thou hast not gone aside to uncleanness with another instead of thy husband, be thou free from this bitter water that causeth the curse: But if thou hast gone aside to another instead of thy husband, and if thou be defiled, and some man have lain with thee beside thine husband:

Then the priest shall charge the woman with an oath of cursing, and the priest shall say unto the woman, The Lord make thee a curse and an oath among thy people, when the Lord doth make thy thigh to rot, and thy belly to swell; And this water that causeth the curse shall go into thy bowels, to make thy belly to swell, and thy thigh to rot: And the woman shall say, Amen, amen.

And the priest shall write these curses in a book, and he shall blot them out with the bitter water: And he shall cause the woman to drink the bitter water that causeth the curse: and the water that causeth the curse shall enter into her, and become bitter.

Then the priest shall take the jealousy offering out of the woman's hand, and shall wave the offering before the Lord, and offer it upon the altar: And the priest shall <u>take an handful of the offering</u>*, even the memorial thereof, and burn it upon the altar, and afterward shall cause the woman to drink the water.

And when he hath made her to drink the water, then it shall come to pass, that, if she be defiled, and have done trespass against her husband, that the water that causeth the curse shall enter into her, and become bitter, and her belly shall swell, and her thigh shall rot: and the woman shall be a curse among her people. And if the woman be not defiled, but be clean; then she shall be free, and shall conceive seed.

This is the law of jealousies, when a wife goeth aside to another instead of her husband, and is defiled; Or when the spirit of jealousy cometh upon him, and he be jealous over his wife, and shall set the woman before the Lord, and the priest shall execute upon her all this law. Then shall the man be guiltless from iniquity, and this woman shall bear her iniquity.

In a nutshell, the more insecure male gender was chiefly responsible for all belief, faith, tradition, and myth development. Women had the children, cared for them, usually gathered and prepared the food, and provided the men with sex. What good, then, were the men?

Men realized that another man could easily come along and provide more security for the woman who was taking care of him, possibly giving her better sex. Male insecurity intensified when a physically stronger male wanted his woman. The weaker male wouldn't win a physical battle with his opponent. So, what was he to do? Ah, yes! Create an emotional/mental battle with his opponent that didn't require him to personally fight off the pursuer. Convince the woman that she would be damned to hell if she chose any other man but him, and convince other men to stand with him together as a team so that they could ward off the stronger men. (NOTE: I had first written "beat off the stronger men," but when my wife reviewed it, she thought it sexually inappropriate.).

An honest review and study of all the cultures and their particular laws will lead to the conclusion that one thing causes all of our problems and created all religion: SEX.

As non-gendered advanced human *players* we never had to deal with the issues of sex. Our advanced bodies don't have the capacity for sex and its enticements anymore than they have power over a little child. Because we have no experience dealing with sex, our advanced mind cannot provide any help to our mortal avatar in dealing with the natural effects of mortal life's greatest *feeling*. None of us, as mortals, get any help from our *true self* to deal with these issues. That's why sex has caused and continues to cause the most problems to our happiness, but is also the thing that creates the most challenge for us while playing the *game*. Without sex, what would be the emotional challenge to our *true humanity*?

Think of a world without sex. What would people live for? What would happen to the competitive nature between men? Between women? We are not always having sex while experiencing life as a mortal. So, when we're not having sex, what makes us happy? In what are we engaged? Well ... getting ready for sex. We exercise to look good. We dress to look good. We eat to look good. We communicate to be accepted. We study and learn at school to be accepted. Without us recognizing it, everything has to do with the natural desires and enticements of sex. As little children, we weren't bothered by sex. But once we hit puberty and were forced to deal with the effects of

adolescence, our entire world changed! Our mortal body forced the challenge of the *Game of Life*, as it was intended.

The real truth is that sex is really the only big difference between how we act as mortals and how we act as advanced humans. SEX is the key to the mortal game! It's the most important and powerful part of the "software" that establishes and runs the "operating system" of the Game of Life. If sex wasn't an option in the game, we wouldn't be enticed to play. Sex has never been, is not, nor will ever be part of an advanced human's experience, except in the case as a reward for those who choose to perpetuate the game for the sake of others. This is a way to guarantee that the game continues. For this reason, the sexual orgasm is the most ultimate spiritual and physical experience that a human life form can have.

Controlling and manipulating sexual behavior is the primary basis for the establishment of the religions that *males* have invented and incorporated into our mortal experience. From both male and female circumcision to the way that women are forced to dress to please God, men have been manipulating the natural sex desires of the mortal experience. Why? Because women *really* don't need men!

As we start to figure things out, women are learning that they don't need a man for protection (because they have access to a gun), and they don't need a man to provide for them as we progress technologically and make life easier to live. Men are not needed for a woman to experience a sexual orgasm! In fact, most women have lived their entire mortal life without ever experiencing a *real* orgasm. And if a man thinks that a woman might find another man to satisfy her better than he does, or he catches *his woman* masturbating and physically reacting with more intensity than she does when he has sex with her, what can he do to protect his own interests: cut off the woman's clitoris (female circumcision) and make her dress in a way that is undesirable for other men.

As explained, belief, faith, tradition, and religion have unfairly affected the ability and purpose for which an advanced human *plays the Game of Life*. To level the playing field, **true messengers** were placed strategically throughout the *game*. **True messengers** and the **real truth** are a woman's greatest defender and advocate. The closer we get to discovering the **real truth**, human perception and individual power begins to change upon earth, especially for women. A **true messenger**'s role is to help a mortal find this personal empowerment.

Mohonri Moriancumer—The First True Messenger (The Myth of Noah and Moses)

Anthropologists and historians cannot pinpoint the exact times and circumstance behind the development of language (first spoken, then written and read, then used for manipulation and control) because there <u>were no</u> exact times and circumstances. Languages met the daily needs of the people of the culture in which each developed. Often, when language developed into reading and writing, then used for manipulation and control, a few who didn't agree with the manipulators (i.e. agree with the learned ones, politicians, spiritual leaders, etc.) would take their family, and any friend who agreed with their point of view, and get out of town. These rebellious ones would travel throughout the earth and develop their own unique language and traditions. Those who rebelled were acting more consistently to their *true natures* as advanced humans than those who decided to stay around and be controlled by a few devious men.

Not being able to explain to its believers, the authors of the Bible would introduce a story about how the different languages of the world developed. The actual written Bible was produced thousands of years after the presumed date of the events that began civilization of the world through just two people called "Adam" and "Eve." For hundreds of years after it was written, only the chosen religious leaders could read it aloud and interpret its meaning. And of course, if something was written down that the current priest didn't agree with, they would "wikipedia" it (i.e., change and edit its words and definition according to the beliefs of a few editors, who only accept definitions and entries that they like). Just like the Wikipedia dictionary of modern times that lazy ones accept as the ultimate truth on a lot of issues, because they don't want to think about an issue but would rather have it explained to them instead, the Bible's development into a written document went through a process of refinement and change by various editors before it was written in words and accept as the ultimate "word of God."

The Bible became the most widely copied and read book in the entire world. Its stories and ideas deceived the whole world. The Bible's influence was, and still is, chiefly responsible for most of the turmoil going on in today's modern world. But before we can understand how the Bible became what it is today, we have to understand what it was before it was.

The Bible stories and myths are remnants of oral stories, traditions, and legends passed on throughout time by the developing languages of the world. As explained above, humans developed language for one main purpose: to bring value to the speaker in giving her or his opinion to another. Early humans who could speak well created stories with many words that were pretty much useless to the day-to-day activities of dealing with the natural environment for survival. The human mind didn't just want to survive. It wanted to be fertilized and cultivated with emotion. The natural curiosity of the human mind to know about things led to the stories that were invented to explain these things.

Once the work was done for the day and everyone's physical needs were satisfied, the people told stories. The more that language developed, the more fanciful and exciting the stories became.

The particular group of people that was responsible for the Bible was predominantly of the white race. As explained above, their ancient lighter-skinned ancestors developed in a completely different environment and circumstance—a *Garden of Eden*—compared to the area of the earth where the Bible's stories developed. Of course, because a man having sex with a woman created a child in their experience, the only reasonable explanation for the beginning of the human race was from one man and one woman. The man (Adam) and the woman (Eve) started having children. Incest had to be the "God justified" norm, or how else would Adam and Eve's children have children?

And of course, because the Bible-based culture set up the male as the dominant and most important gender, it was Eve who had deceived and manipulated the stalwart and more righteous male, Adam. But how were the storytellers going to explain the darker-skinned people who were all over the earth at the time the Bible stories were being told?

Easy. It was a curse from God for disobedience. But then the Bible-God got pissed at all the people of the earth for being rebellious and having sex. That's right! The God who supposedly created humankind and forced them into incestual behaviors got pissed when the men started lusting after their own daughters and taking them as wives. God was pissed that the men were thinking about sex in "every imagination of the thoughts of his heart was only evil continually." Read it exactly how it's presented in the Bible today, and don't forget that all religious belief began by men attempting to demean and control natural sexual desire:

"And it came to pass, when men began to multiply on the face of the earth, and daughters were born unto them, That the sons of God saw the daughters of men that they were fair; and they took them [their own daughters] wives of all which they chose.

And the Lord said, My spirit shall not always strive with man, for that he also is flesh: yet his days shall be an hundred and twenty years. There were giants in the earth in those days; and also after that, when the sons of God came in unto the daughters of men, and they bare children to them, the same became mighty men which were of old, men of renown.

And God saw that the wickedness of man was great in the earth, and that every imagination of the thoughts of his heart was only evil continually.

And it repented the Lord that he had made man on the earth, and it grieved him at his heart. And the Lord said, I will destroy man whom I have created from the face of the earth; both man, and beast, and the creeping thing, and the fowls of the air; for it repenteth me that I have made them."³

So, what did the beasts, creeping things, and the fowls of the air do to piss off God? God destroyed the whole earth with a huge flood, saving only four men and their wives in a big boat. When the story was first told, before the above story was *written*, no mention of saving the animals during the Great Flood was made.

"But what about all the animals, Granddaddy? Weren't they also destroyed during the Great Flood?"

A quick thinking storyteller was put on the spot. To retain his value in the eyes of his granddaughter and the rest of the people who were listening to his story, the respected narrator cleverly introduced the way that God saved all the animals: by building a bigger boat. Made sense, at least to most. And the story went on, explaining why so many different groups of people speak so many different languages:

After the Great Flood,

"... the whole earth was of one language, and of one speech. And it came to pass, as they journeyed from the east, that they found a plain in the land of Shinar; and they dwelt there. And they said one to another, Go to, let us make brick, and burn them thoroughly. And they had brick for stone, and slime had they for mortar. And they said, Go to, let us build us a city and a tower, whose top may reach unto heaven; and let us make us a name, lest we be scattered abroad upon the face of the whole earth. And the Lord came down to see the city and the tower, which the children of men builded.

And the Lord said, Behold, the people is one, and they have all one language; and this they begin to do: and now nothing will be restrained from them, which they have imagined to do. Go to, let us go down, and there confound their language, that they may not understand one another's speech.

So the Lord scattered them abroad from thence upon the face of all the earth: and they left off to build the city. Therefore is the name of it called Babel; because the Lord did there confound the language of all the earth:

³ Genesis 6:1-7

and from thence did the Lord scatter them abroad upon the face of all the earth "4

The Bible's **babble** (pun and word intended appropriately) was and is accepted by a great majority of people on this earth. Religion has satisfied their desire to know. Everything that the average mind of average intelligence wanted to know is explained in the stories of the Bible. The Bible stifled and limited human intelligence. It made people lazy, and as a consequence, as was previously explained, limited the amount of control their advanced self had over their mortal avatars. The Bible screwed up the game.

Over time, mortals figured out that religious belief was vital to human experience and an inalienable right that should be protected. After the most powerful (physically, militarily) society (the United States of America) developed in the game, the game began to shift slightly towards a fairer playing field. The people became sick and tired of being forced to listen to and accept what their religious leaders, who were also their political leaders, told them. They began to listen to their advanced subconscious feelings, which is the true "...Spirit of God, that it came down and wrought upon" them. These rebellious ones left Europe and sailed for the New World in search for freedom from religious captivity.⁵

Finally, when the game allowed for protected freedom of expression, our advanced selves took some action to level the playing field and attempt to get our mortal avatars to start thinking and listening to our advanced mind's influences. A true messenger was called and instructed to introduce a set of stories that were consistent with Biblical babble but presented with a different perspective. Intervention from advanced humans inside the game was strictly controlled by the rules of the game. Certain parameters and specifics** had to be met before any *supernatural* (outside the laws of nature that control the *game*) intervention could take place. We will introduce this particular true messenger later when his time fits into the chronology timeframe of this Introduction. However, one of his stories introduced the very first true messenger.

With purpose and an ingenious introduction, a character was introduced as one who rebelled against the current religious thought of his day. This man influenced his brother and a few of their friends to reject what everyone else was accepting as "God's will," and get out of town. The scene played out during the Biblical plot of the tower of Babel. The man's name is purposefully never mentioned, but the **" parameters and specifics" that he needed to meet in order to allow advanced humans to intervene were defined.

⁴ Genesis 11·1-9

⁵ Compare the story presented in the American Book of Mormon, 1 Nephi 13:12-14. The "man" mentioned in this story was meant to refer to George Fox, an early American immigrant responsible for the foundations of early American religious thought.

These "parameters and specifics" are simple: When our mortal avatar rejects everything that it has been taught as "babble," and then for a "long time [we] have cried unto [our true self]" for understanding, our mind has met the requirements. Our thoughts are open, ready, and deserving of the chance to find **real truth** on our own.

First there must be one who sincerely and with real intent is searching for **real truth**. Once one has been found in the *game*, then that one is ready and chosen to become a **true messenger**. His message of **real truth** is then spread to those, who like him, have met the requirements of the *game* in relation to opening a stronger connection with their *true self*.

These requirements are even easier to understand as simply opening up our mind to the possibilities of our imagination. Imagination is our right and ability to reject everything that's been put into our head since our mortal birth and concentrate on things that were already in our head when we were born into this world. Nothing is more wonderful and innocent than a child's imagination. Sadly, a child's imagination is soured, confused, and destroyed by everything that the child is taught by its parents and teachers. Ironically, while religion came from the imagination of a few, once these few convinced themselves and others that *their* imagination was better and truer than another's, the power of the other's imagination was destroyed. Imagination is personal, not collective. Just because we imagine something one way doesn't imply that any other human imagines it exactly like we do. We all imagine things based on our personal experience, and no two human's experiences are ever the same ... NEVER!

So, we hear something and have the free will to either accept as part of our personal experience or reject it. We reject it because we *feel* (imagine) that is not what we *really believe* and what feels right to us. If a person of authority and stature above us (at least one who we have been convinced has authority and stature above us) tells us something, we weigh what we hear with what our imagination has already concluded. If the two are not balanced, we have choice to make. Either our imagination and feelings are wrong or the leader is wrong. Not until a mortal completely rejects all other opinions and ideas is the avatar's brain prepared to receive some advanced influence.

The character described below was based on a real man who lived upon the earth long before reading and writing became a part of language. This man was granted a special intervention so that he could become a **true messenger** and replace the fools who were pretending to be God's messengers. His message would be accepted by any who had met the requirements and had a problem with what they were hearing from their traditional leaders. It was this man's brother who listened to his new understanding of **real truth** and was convinced that he was someone special. Had this guy's brother not believed him, the story could not have been told the way that it was. The brother had to

meet the same requirements that the man did. And without some sort of *supernatural* intervention, there would be no way for those who were seeking for something outside of what was available to them to find things hidden from them by the natural ignorance of the mortal brain.

The story mentions the **true messenger** having a brother named Jared. The name "Jared" was specifically chosen for the presentation of a *new story* because of the Bible's presentation of the name, *Jared*. Jared was the biblically named father of Enoch, a special character that seemingly disappeared from biblical history, because "*Enoch walked with God; and he was not; for God took him.*" 6

The ancient Hebrew oral stories spoke of a special man who came among their ancestors and who had build boats and saved a bunch of animals from the Great Flood; who went up into a mountain and talked to God, was taught some cool stuff to pass on to the people, was rejected by the people, and disappeared from the earth along with a group of his friends and relatives. The biblical stories of both Noah and Moses were based on these oral legends surrounding the true life of the first **true messenger**.

But what *really* happened, closer to the **real truth**, but again, compromised by the way that it had to be presented to get around the requirements fixed on the mortal mind, is presented in a story of a man called "the brother of Jared."

The following story starts out "... from the great tower, at the time the Lord confounded the language of the people."

"Which Jared came forth with his brother and their families, with some others and their families, from the great tower, at the time the Lord confounded the language of the people, and swore in his wrath that they should be scattered upon all the face of the earth; and according to the word of the Lord the people were scattered.

And the brother of Jared being a large and mighty man, and a man highly favored of the Lord, Jared, his brother, said unto him: Cry unto the Lord, that he will not confound us that we may not understand our words. And it came to pass that the brother of Jared did cry unto the Lord, and the Lord had compassion upon Jared; therefore he did not confound the language of Jared; and Jared and his brother were not confounded.

Then Jared said unto his brother: Cry again unto the Lord, and it may be that he will turn away his anger from them who are our friends, that he

⁶ Genesis 5:24

confound not their language. And it came to pass that the brother of Jared did cry unto the Lord, and the Lord had compassion upon their friends and their families also, that they were not confounded.

And it came to pass that Jared spake again unto his brother, saying: Go and inquire of the Lord whether he will drive us out of the land, and if he will drive us out of the land, cry unto him whither we shall go. And who knoweth but the Lord will carry us forth into a land which is choice above all the earth? And if it so be, let us be faithful unto the Lord, that we may receive it for our inheritance.

And it came to pass that the brother of Jared did cry unto the Lord according to that which had been spoken by the mouth of Jared. And it came to pass that the Lord did hear the brother of Jared, and had compassion upon him, and said unto him:

Go to and gather together thy flocks, both male and female, of every kind; and also of the seed of the earth of every kind; and thy families; and also Jared thy brother and his family; and also thy friends and their families, and the friends of Jared and their families. And when thou hast done this thou shalt go at the head of them down into the valley which is northward.

And there will I meet thee, and I will go before thee into a land which is choice above all the lands of the earth. And there will I bless thee and thy seed, and raise up unto me of thy seed, and of the seed of thy brother, and they who shall go with thee, a great nation. And there shall be none greater than the nation which I will raise up unto me of thy seed, upon all the face of the earth. And thus I will do unto thee because this long time ye have cried unto me."

The story of the brother of Jared would destroy the premise of the biblical story of Moses. The brother of Jared, like Moses, went up into a mountain to get direction from God for his people. Instead of mandating a religion with priesthood and ordinances for the people to follow, the Jaredite God promised to take the people to a "promised land" and set them up according to their own sense of humanity (" that they should serve him, the true and only God"), which service was completely void of any religion and priesthood authority.

The story was first presented to the early Americans who came into the Western Hemisphere and took over the land from the Native Americans. The story includes a

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⁷ The *Book of Mormon*, Ether 1:33-43

warning to the Americans ("O ye Gentiles") about "serving God" in the way that the Jaredites were commanded to or they would be "swept off." The story would relate how the Jaredites became a great and prosperous nation (like the Americans who would later inhabit the same land) and destroyed themselves because they were not true to their humanity. The story presents incredible parabolic stories of the "secret combination" of political and economical powers, very consistent to modern America, that led to a disastrous end to a great civilization.

Our advanced selves wrote the book and its stories in an attempt to encourage our mortal avatars to use our imagination instead of accepting the corruption introduced into our minds since our childhood ... from the Bible. We'll deal with this book later in this Introduction when we introduce the **true messenger** who was responsible for its publication.

A name would be given to the very first **true messenger** that was placed inside the *Game of Life*: Mohonri Moriancumer. There is no significance to this name. It was invented by the proprietor in which he introduced a story about how the first **true messenger** came to be. The name sounded good and ancient, so the author used it. We'll refer to him hereafter as Morty.

Morty's job was to counter the oral histories and legends that were not yet written down as written language. These oral stories were affecting the *game* by presenting the people with ideas that weren't true. The stories affected the way they played the *game* in a negative way by causing the people to not *think* and use their own imagination as has been explained. Morty traveled mainly in the area of Asian Minor, but eventually made his way to Egypt where civilization was flourishing. Everywhere he went he attempted to teach the people the **real truth** about their existence. He utilized and manipulated the specific traditions, beliefs, and customs of each area and culture where he traveled in an attempt to give the mortal *players* a chance to know the **real truth**. Few believed him. He traveled extensively and made very few converts from the accepted traditions to the idea that mortals were actually advanced humans playing a highly advanced game.

How was Morty supposed to explain technology to a people who could never *imagine* electricity or the idea of energy that existed beyond what they could visually see with their eyes at the time? In order to do his job correctly, Morty was given a type of "cell phone" so that he could communicate with others outside the *game* that lived in our advanced world. The device was disguised like two ordinary quartz rocks. Without an electron microscope, unavailable at the time, no one would be able to see the microscopic components that made up the ancient cell phone. If an unauthorized user ever discovered

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⁸ The *Book of Mormon*, Ether 1:8-11.

it, it would be left alone, perceived as nothing out of the ordinary. For want of a better term to describe the device, the one who named him Mohonri, gave his phone a name too: the Urim and Thummim—a biblical term given special significance to the authority to receive special understanding and direction.

Morty wandered for many years throughout the earth, eventually ending up leading the few who listened to him across the Atlantic Ocean to the Western Hemisphere. There the people tried to set up a new society and base it on what Morty had taught them. As is usual during the mortal *game*, once the **true messenger** was gone, his message became corrupted and the people failed to do what the messenger encouraged them to do: be nice.

From Morty's wanderings and interactions with the people, many of the pre-written biblical oral stories and legends were changed and/or invented. Later, **true messengers** would use the developed stories and traditions to make another attempt to get the people to think without destroying everything that they believed and valued as truth. **True messengers** were mandated to give the people what they wanted to hear, but allowed to mix in some **real truths**, giving the people the chance to use the power of their own imagination to understand what their advanced brains already know.

The correct timetable, according to the way that we currently account for the history of humankind upon this earth, Morty lived for about 39 years *circa* 5000 b.c.e. Morty would set the precedent for all **true messengers** who followed him. Once his mortal mission as one of the "moons" reflecting the light of **real truth**, Morty would not enter mortal life again. He would remain as an advanced human in our *real* world to be available as a source of experience and information for the **true messengers** who would follow him. Before he left mortality, he made sure the cell phone that was prepared for him fell into the right hands so that it would become available to any **true messenger** who needed it.

The West and East Religious Development of the Eastern Hemisphere

In order to cut through all the contrived histories concocted by the stronger cultures that developed into nations that eventually overran weaker cultures, we need to divide the ancient Eastern Hemisphere (where the basis for writing first originated) into two parts: the East and the West. The West included ancient Egypt, Samaria (the Middle East) and most of modern Europe, including the ancient Greek and Roman cultures. The East included the ancient civilizations that were responsible for the cultures that would become the most populated countries on earth: China and India.

So, let's use some common sense:

Writing developed in the West much sooner and more proficiently than in the East. The most influential religions developed in the West. These religions were more manipulative and took control over free will through outward practices of prayer, ordinances, and depending on a power outside the self. The simpler, gentler religions developed in the East. These were more focused on inner peace and self-reliance. While the West experienced countless wars and invasions to determine borders and nations and force compliance to culturally-established thought, the East was relatively peaceful and was left alone to develop on its own. As a result, the eastern cultures stayed isolated and unified, allowing its people to become ... shhhhhhhhhhhh, don't tell the whiter races and their religious leaders ... the majority of the people upon earth.

Let's see, which is better: focusing on outward things that everyone is forced to apply in their lives in order to get along, or allow people to search within the self for meaning, understanding, and purpose and arrive at the conclusion of respect for individuality—that everyone has the right to their own inner peace, according to their own inner feelings. Compare the wars fought and the number of people killed in defense of Judaism, Christianity, and Islam, with the number killed in the defense of ancient Buddhism or Zoroastrianism.

Darn it! There must be a connection between seeking emotional fulfillment from within and peace on earth. Conversely, there is an obvious connection between seeking an outside solution to our problems and our inability to establish respect and peace among us. Whereas the warlike religious cultures depended on their leaders and the written word to guide them, the more peaceful cultures on earth had a few poems, songs, and short quotes to lead them from within. **True messengers** taught the peaceful way. Although sent to the people of the Western civilizations, these messengers were rejected and usually made their way to find the more peaceful cultures that would accept them.

So, while the Hebrew (Sumerian) culture in the west was conforming to fit in with the rest of the western (in the Eastern Hemisphere) world, the eastern civilizations existed in relative peace. The Hebrews thought that they were the only chosen people of God upon earth. At least that's what their traditions and stories told them. However, the **real truth** is that their ancestors were nomadic shepherds made up of a bunch of roaming tribes. Unlike the "corrupt" and "evil" Egyptians, Persians, Babylonians, Greeks and Romans—the first major cultures to start building stuff to their mythical gods—Hebrews would not bow down to such idolatry!

Hebrew mythology would help invent the story of Moses who talked face-to-face with God and received God's commandments for the world. The first of those commandments would soundly separate the nomadic Hebrews from the "evil" nations of the world. The Hebrews would strictly announce that there were no other gods before

their god or like their god; and that none should make a carved, sculpted, or architectural image in a likeness of their god—not a statue or a building. Why? Because these commandments would forever separate the "chosen people" from the rest of the wicked world ... at least for a time.

The nomadic Hebrews couldn't keep their children forever isolated from the developing cultures that were introducing liberal thinking patterns that created stories, poems, songs, and other emotional affective distractions from the hardships of daily life. As these nomads wandered around in the wilderness in their tents, they would eventually run into the incredibly beautiful architecture of more stationary societies. Like children today who are exposed to the technology advancements of distraction, the Hebrew kids were introduced to the **real truth**, that while their stubborn parents were dying from starvation in the wilderness, there was plenty of grain in the organized cities of the "Gentiles." Of course, as they starved, because their god wasn't paying attention to them, they were forced to migrate to the nations and cultures that had food.

Now we will finally understand how the Hebrew myth about Joseph, his brothers, and the grain of Egypt was introduced:

The Hebrew's pride caused them to continually move around from place to place in search of food and security (other nations wanted nothing to do with their self-righteousness). Since their religious beliefs revolved around itinerant temples built from tents and curtains, it was easy to transfer their religious beliefs and ordinances wherever they went. But their wandering temples did not, nor could not, provide them with food and security. Starving, a group of Hebrews made it to the fertile valleys of the Nile River.

The children were wondering why God would punish them and allow them to starve, while the "evil" Egyptians flourished. Another story needed to be invented that justified the Hebrew people begging for sustenance from their spiritual enemies. This is exactly how the story of Joseph and the Coat of Many Colors was first invented. The children were told that in times past, God had saved His people by setting up a divine plan that would place one of the Hebrew folk heroes (Joseph in this case) in Egypt to save God's people from starvation. Sounded good to the kids! Now they could accept the Egyptian people's generosity without fear of offending God. They could then give their God the thanks for saving them. It's kind of like a stranded Christian motorist in the desert without any gas, praying for help. Along comes a compassionate Atheist and helps them. There's only one person who is going to receive the bulk of that needy Christian's thanks, and it certainly is not the Atheist! All thanks goes to the Christian's god.

The stories would only last for so long. As the new Hebrew generations began to locate and settle nearer to the developed nations where they would have better access to food and security, the kids started comparing their own traditions and lifestyles with their new "Gentile" neighbors. No nation would be as supportive, protective, and tolerant of the Hebrew arrogance than the Egyptian culture that fed them. The Egyptians couldn't have cared less if the Hebrews thought they were God's only people, and that the Hebrew leaders controlled their followers' minds and actions. Control the Hebrew leaders and you gain control of all their followers. The Egyptian culture thrived and became what it was because it accepted all people of all races of all beliefs. The Great Roman Empire would eventually conquer the Egyptians and take over the government, accepting all established cultures, as long as these newly integrated citizens paid their taxes.

So it was that the nomadic Hebrew tribes found their "land of promise." The **real truth** is, the Egyptians ceded the land of Canaan to the Hebrews. The Egyptians would certainly help feed them, but they made the Hebrews find their own home away from their race and culture, just outside Egyptian borders. Another story needed to be invented to justify why the Hebrews accepted the land from the Egyptians. Thus, another legend and myth were invented to explain why the Hebrews were settling down under the government and help of a "Gentile" nation.

The Hebrew leaders would not give up their special (chosen) priesthood power and control so easily. They needed a history that would logically explain to the people why their god had not let them down, and in fact, had led them to their "land of promise." After the Hebrews settled in the Egyptian-gifted land of Canaan, their leaders got to work inventing a history. But the leaders had another problem on their hands: the people demanded that their god provide them with just as glorious building as the Egyptian, Greek, and Roman gods had in their cities. But wait! Didn't the Hebrew god command that there should be nothing built on earth that supersedes Him? This evolving hypocrisy, and the fact that the Hebrew leaders couldn't trace their lineage beyond nomadic tribesman and shepherds, influenced Hebrew writers and story tellers to invent one the most accepted myths that the world has ever known: the Old Testament of the Bible.

The Hebrew leaders concocted a story that in their past they had a powerful king by the name of Solomon, and that Solomon had built a great temple in their "promised land." They taught that overtime, the temple was destroyed, and that the Hebrews were kicked out, or rather, "carried away" by other nations, with the promise that one day they would return to the land that God had given them. Lucky for the Hebrew storytellers, there weren't any archeologists, anthropologists, or honest historians among them. Had there been, these inquisitive minds might have asked,

"Well, if there was such a great civilization that existed in the land of Canaan before the Egyptians gave us this land, so that we wouldn't starve wandering around in the wilderness, where is the evidence? Where are the broken temple walls and ancient buildings of Solomon's great empire? Where is there any evidence at all, even a smidgen, that more ancient Hebrews than us lived in this land before we did? And most importantly, why don't the Egyptians have any written history of anyone living here before we did?"

These types of questions would never be considered at that time. The myths and legends were developed and written down and solidified the Hebrew belief in their own greatness. And if Hebrew history can be found in their writings, then it must be true—just as true as the myriads of myths and legends written down by the Greek and Roman storytellers. Fortunately for the Hebrew leaders, not too many generations would pass before the Romans would take over their land and build them their coveted temple, the architectural plans for which were provided right out of their mythological history.

The Hebrew leaders would not be outdone by the pagan gods and the heroes of the Gentile nations. The Hebrews introduced their own human-god-king, Solomon, as the one who had built a great temple. Solomon was as real to the Hebrews as Hercules and other heroes, who had great edifices built in their honor, were to the Greeks and Romans. The Hebrew myth mandated a temple—although it was commanded by God Himself through Moses to be made out of curtains—so the Romans built them one (Herod's temple—the very first Hebrew temple that violated their own laws of not dedicating any graven image to their god). Why not build them one? The Hebrews provided a great tax base and paid the Roman contractors to build, adding to the Roman economy!

Eventually the Romans would tire of the Hebrew arrogance and their claim of being God's ONLY chosen people. The "Jews" (eventually so named because they felt that they were the Hebrews that were more special than the other Hebrews that didn't follow them into Egypt) thought that they had finally arrived at a political position where they had the upper hand on the Romans. Well, a Roman Governor showed them who was boss and destroyed Herod's temple. Rome mocked and humiliated the Jews by changing the name of their spiritually beloved land of Caanan to "Palestina." And where did the Romans come up with the name that would humiliate the Jews? From their own Hebrew myths.

The myth of the shepherd boy, who would become king David, throwing a rock that slew the Philistine giant Goliath. The word "philistine" was invented by the Hebrew legends to represent a culture outside of its own that threatened it. Enter the modern-day Jewish/Palestine conflicts ... all over myth ... all over their own humiliation. The modern Palestinians are just as much, or more Hebrew, than the Jews. Both modern

cultures are descendants of the same people, from the same culture that was once established and then humiliated by the Romans.

Eventually the Roman government would use Jewish culture and myth to create another mythological hero: Jesus, the Christ. After the Jewish temple was destroyed and the Jews were put in their proper place as second-class citizens in Roman society, the Jews were looking for a hero, someone to relieve them of the drudgery of their lowly position in Roman culture.

The Romans began to lose control of sections of the people who were impoverished and were found outside the Roman class structures. There was a legend of a Jew who had stood up against, not only the Romans, but against the Jewish hierarchy that controlled the people. He existed among the Jews during the time that the culture was beginning to be integrated into Roman culture. This rebellious one began to influence many young people to reject their traditions and religion and think for themselves. He would fight both religious and political authority, and introduce a pattern of thinking among the people that made sense. This man was the ultimate **true messenger**. Who he was and what he actually did will be covered later.

After the Romans humiliated the Jews, many of the people began to reflect on what their fathers and grandfathers had told them about the "Jesus" guy. Jesus would become the Jewish hero and reformer of all that was good. Many years later, Theodosius, the Roman Emperor from about 379 to 395 CE (AD), would utilize the developing myth of Jesus to authorize some very smart storytellers, working together with Jewish historians, to put together some "catholic" canonized writings that would become the New Testament of the Bible. The new "written word" would, again, help control the people's minds and give them hope in a hopeless world.

Modern New Testament believers would miss the clues left in its text to explain the **real truth** of its origin. The incorrect subscription and translation of Emperor Theodosius' name to "Theophilus," (see Luke and Acts, chapter 1) would throw the New Testament student off the trail of the cannon's true beginnings. The Christian religion was an ingenious way to control the people and give meaning to their otherwise meaningless lives in Roman society.

Christianity would prosper but not create the political and social end its creators envisioned. Islam would come along and decry a new god, Allah, that would <u>never</u> allow the people to be destroyed and humiliated like the false god of the Jews and the newer false god of the Christians did. Islam's Allah, the Jew's Adonai, and the Christian Yeshua, would fight among themselves to become the strongest god that wouldn't let down its people.

While the Great Roman Empire was catering to and utilizing Jewish and Christian myths to create and sustain a stronger tax base, because the Romans own beliefs in their gods didn't sit well with the poor and societal rejects that became the majority of the people, there were a couple other cultures that existed in the world that were flourishing just fine. These cultures were succeeding where the Western religions were failing. The Jews, Christians, and Muslims rejected every **true messenger** that was sent among them. However, before Jesus (Yeshua) even existed, the Eastern people were being taught and were generally accepting of the concepts of the **real truth** delivered to them by a **true messenger**.

Hinduism, Jainism, and Zoroastrianism (Zarathustra or Zoroaster, Vishnu, Krishna, Rishabha) Taoism, Confucianism, Shinto (Lao Tzu, Confucius)

Now that we understand a few facts about the development of writing and how it corrupted our innocence and affected our humanity by turning mortals into puppets controlled by those who could read and write, it should be relatively easy to understand why true messengers were needed to exist among the different cultures of the earth. True messengers appeared about the same time that writing became more sophisticated and prevalent in the world's cultures. Yep, moons were needed to reflect the light of real truth to the darkened state in which the people of the earth found themselves due to the effects of deception perpetrated by writing.

The future would find a **true messenger** who would put it all together and use the earth's moon, the sun, the planets, and the stars to symbolically represent what is happening on earth among mortals. Our solar system has nine objects of observable matter called planets. Each can be used as a sign to represent different degrees of humanity. The largest, Jupiter and Saturn, need a lot of moons to keep them in balance as they spin in their natural course throughout the solar system. The planets closer to the sun, Venus and Mercury, don't need any moons; and the Earth needs just **one**! These natural planets have been used throughout history as measurements of seasons, days, and years; but **true messengers** use them for signs and symbols.

The formation of the solar system, its sun and planets is an EXACT symbolic representation of the advanced humans assigned to this part of the Universe where they play The Game of Life. The players (mortal avatars of advanced humans) were thrust into a darkened state of ignorance by other players who invented writing, imagined characters of which they wrote, developed the plots and stories for their characters, then read the written stories to the ignorant people who accepted the stories as truth. Because, if "they say," and because "they wrote" it, then it must be true.

The easy way to disempower a child is to teach the child how important reading and writing is then fill the child's mind with all the "important" things that are written down. As the child reads, having been convinced that writing is powerful and true, the power of individual thought is replaced with the thoughts of another's imagination.

If the world would accept the following sentence of **real truth**, this book's Introduction would consist of only one sentence:

The dates and stories attributed to the birth of all ancient religious and spiritual leaders are not the **real truth** about the man's life, but the date of the birth of the legends and myths ascribed to that man.

But of course, the world won't accept this simplistic view. Why? Because its acceptance would negate education and its degrees that give value to mortals.

Modern historians and biographers climb all over each other trying to produce the most original and definitive explanations of the men who became the world's most respected religious/spiritual leaders. Their problem arises when they honestly admit that not one ... not even one ... of the stories ascribed to the men who were purportedly responsible for the major religious and philosophical cognitive paradigms of the world (those responsible for how people think, which then motivates people to act) was ever written by the man himself. None left an autobiography. None left any personal writings. So how do we know that any of them actually existed? How do we know which story is not based on fables and myths perpetuated by the learned ones who invented them as characters, wrote about their lives as if they actually existed, and then shared (read) what they wrote to the ignorant masses that could neither read nor write?

This is where you use common sense.

If none of them left any personal writings that can be authenticated and proven to be their actual writings, someone had to have been responsible for writing down things about their life and teachings, if, in fact, any of them actually existed. To clearly understand the **real truth** about these men, let's take an honest look at some of the dates generally accepted as the times when these men were born:

Lao Tzu, 600 b.c.e.

Confucius, 550 b.c.e.

Zarathustra, 650 b.c.e.

Rishabha, 900 b.c.e.

It was around this time (900 b.c.e to 600 b.c.e.) that writing fully developed. So these guys were born, at least their legends were, when writing finally caught up to and overtook oral stories. They were born out of the imagination of storytellers.

None of these men actually existed, at least not as history presents them. That's right! They were characters developed by a culture that already had preconceived notions from oral histories told about a past event that had taken place among the people.

Let's see if I can simplify it further:

Jainism (Mahavira)

Jainism is one of the world's oldest known religions. It's not practiced much today because there's not much that was ever written down about the person who started it, because the person who started it, didn't start it because there was no such person. The idea of Jainism's liberalism and humane principles culturally developed around just one simple story told to children in ancient India to direct their minds towards two universal values associated with human emotional peace: love yourself and your neighbor as yourself.

The story is about six blind men who were asked to describe what an elephant was by touching different parts of the elephant. One blind man was led to and given the elephant's leg and described it as a pillar. One was led to and given the elephant's tail and described it as a rope. The one who felt the elephant's trunk described it as the branch of a tree; the ear felt like a big fan to one, the belly like a wall and the tusk felt like a solid pipe to the other blind man.

The moral of this story taught people to not judge something as being true from your personal perception, but accept that there are different perceptions of truth depending on the individual experience of the one gaining the perspective and their personal point of view. This child's oral story was transposed and dissected into branches of Jainism thought. Jainism would not find a leader to define the paradigm as a religion until ... guess when? About 500 BCE, around the same time that all the other legendary and mythical spiritual masters were supposedly born.

A few **true messengers** were called and wandered around the cultures where they were needed. Their teachings influenced the people and countered the deceptive writings of the opportunistic men who were attempting to control the minds of the people. Their teachings made sense to the people; and *if* the masses accepted their words and begin to reject the writings of the "learned ones," the clever ones knew what to do: create a story

based on the teachings that the people accepted as true and set themselves up as a disciple of the one who first introduced what the people accepted to be true.

To do this and be successful at it, the writers created a character and name for the **true messenger**, who never gave his real birth name. Once the deceptive ones had personified the messenger of the people's truth, it was easy to convince the people that they were the chosen predecessors of the message, called by the same power and authority. Once the people were convinced that the one "trained for the ministry" was indeed the protector of the original messenger's truths, "modern-day, continued revelation" would be introduced to teach the people whatever the deceivers wanted to teach. But without the miracle of writing, the unscrupulous ones could have never achieved power over the people.

The people were seeking for messengers to explain things to them that they could not understand. "Oh, you want someone to preach to you. You want religion, do you? I will have preachers here presently." And thus begin the basis for all the major religions of the world: from a humble person's desire to know what couldn't be figured out on one's own, to the men who began to take advantage of the people's thirst and hunger for knowledge.

Jainism's influence on Eastern religions was profound. Its influence even snuck into later Christian writings when a **true messenger** utilized its myths to present a representation of the **true messengers** assigned by advanced humans to create a fairer playing field for mortals. Jainism inventors would create and personify one of their popular rulers and call him Mahavira. He was presented as the last of "four and twenty" (24) Tirthankaras—men who were believed to be mortals called to help others achieve enlightenment. What Mahavira supposedly accomplished during his lifetime would be passed on through years of oral stories and finally written down as Jain Agamas. When? Oh yes! ... sometime after the 6th century BCE. Go figure!

But anyways,

The most profound writing every composed by a **true messenger** under the direction of advanced *game controllers*, would one day *disclose* ("Apocalypse" in Greek) the **real truth** in esoteric symbolism unlike anything before it or anything after it.

The Christian New Testament book of Revelation speaks of "round about the throne were *four and twenty* seats: and upon the seats I saw *four and twenty* elders sitting, clothed in white raiment; and they had on their heads crowns of gold." Revelation's author was not only a skilled writer, but well-read and informed about all the world's religious beliefs at the time (*circa* 400 CE). He used Jainism's and Jewish tradition to

present his own symbolic reference to **true messengers**. Whether accepted as Tirthankaras or prophets, writing was used to present a fictional but believable storyline that convinced the people that they were not alone on earth, but directed by an unseen force of justice and wisdom that would provide them with **true messengers** of **real truth**.

Because writing had corrupted the natural human conscience and mortals were convinced to depend upon the written word more than upon their own brain and intuition, writing would one day be used by **true messengers** to confound the writings of false messengers. No written stories were to become more widely accepted and used by false messengers than those that eventually became the construct for the modern Bible. Once one understands how and why the Bible was created, then that one will have a pretty good understanding of how and why all other religious writings originated and were used to deceive the people of the world.

Socrates (Greek Philosophy, Sophists, Alexander the Great)

The written Bible did not exist before 600 BCE. Before writing became a more popular way of communication, the people were entranced by skilled orators (speakers) long before writing became sophisticated enough to present stories as powerful as those written in the Bible. "Sophistication" is the key word here. This word originated from the ideas and the philosophies of Greek Sophists. We've been convinced ... and this is typical of the ignorance of the masses ... that being "sophisticated" is a good thing. Well ... that idea couldn't be further from the **real truth!** Although the word originated from a Greek word meaning "wisdom," Sophism was a way that Greek false messengers deceived the ancient Greeks.

Once Greece became an independent nation and began to trade with other nations, the Greeks introduced the original "upper class" of people who didn't have to labor for a living and who depended on others to provide them with the necessities of life. With lots of time on their hands, the Greeks produced some great storytellers, among which were the Sophists.

Greek Sophists presented themselves as the "wise ones" because they had the time to learn to read and write. The Sophists figured out what the people wanted to hear. They knew that if they were good enough at storytelling, they could use their techniques and rhetoric to charge people to listen to their stories. Yep, these deceptive and lazy ones developed the foundation for providing education to the masses for a price. Using their skills at speech and writing, the Sophist became the most popular Greeks, changing the *playing field* in their favor.

So, what did the Greek avatars' advanced selves do about this? They called a **true messenger** who would confront the Sophists and their new way of life: Socrates.

Like all **true messengers**, Socrates would never write anything down. At this time, **true messengers** were wisely instructed by those who commissioned them not to use reading and writing to teach the people—the very things that unleveled the *playing field* in the first place. **True messengers** speak to the common sense and reason of all mortals equally. If any wrote something down, that which was written would have been subjected to the possibility of having someone change the words and present something to the people that the **true messenger** did not intend.

It would be hundreds of years into the future until a **true messenger's** writings would be used to counter false written teachings. But in Socrates time, his own mouth delivered his wisdom and message. Socrates threatened the Sophists when many of the young began to accept his wisdom as making more sense than that of those who had been "trained for the ministry." The Sophists would proclaim that without a proper education, one wasn't worthy of attention and could not teach the people. The Sophist credentials would be established something like this:

Established Sophist: Good morning sir!

Prospective Teacher: Good morning! A fine congregation has gathered to be taught.

Sophist: Yes, they are a very good people. They are concerned about learning. Are you a teacher?

Teacher: I am.

Sophist: Have you been to college and received training to teach?

Teacher: Certainly! A man cannot teach unless he has been trained to teach.

Sophist: Do you teach orthodox teachings?

Teacher: Yes, that is what I teach.

Sophist: If you will teach orthodox teachings to these people and convert them to our way of thinking, I will pay you well.

Teacher: I will do my best.

Socrates taught that people didn't need anything but the intuitive common sense that they were born with to know everything that was worth knowing. His message threatened the value and, more importantly, the income, of the Sophist establishment. The majority of the people agreed with the need for education and teachers and rejected Socrates' more child-like approach. Consequently, the people acquiesced and accepted Socrates' conviction and eventual death. The legend claims that Socrates was given the choice of exile or suicide. But, like so many other "written" histories, this was not true. Socrates was murdered just like most **true messengers** were.

Socrates' teachings would be corrupted by the "writings" of two of his disciples, Plato and Xenophon. Once interpreted third-hand by Aristotle, the corrupted philosophies would be responsible for the emotional development and education of one of one of the most powerful mortals of his time: Alexander the Great. Alexander was a warrior who destroyed more innocent people during his tyrannical reign than any other before him. Of course, the "written" histories that reported about him made him look like a hero, similar to how modern society adores and honors its war heroes. If Plato and then Aristotle hadn't strayed from Socrates' original message of **real truth**, Alexander the Great might have been known for a much nobler exercise of his power ... being nice.

Sigh ...

The Greek philosophies that corrupted Socrates message would maintain enough orthodox teachings to keep the people entranced and accepting of their content. Like all major religions, the philosophies of men would become powerful deceivers of the human soul. Mingled with their writings, future generations would be taught to extol the benefits of education and "sophistication." The people of the world would soon sell the sign and tokens of their own humanity for the money that would pay for their own education, which in reality, is their greatest deception.

Summary of the Introduction

This Introduction has become quite lengthy, but necessary. The rest of this book will concentrate the bulk of its information on Judaism, Christianity, Islam, and the disastrous ramifications of these religious philosophies on our humanity. It will introduce the **true messengers** (specifically Jesus and Mohamed) assigned to the cultures that developed and eventually were responsible for deceiving the whole earth. The mysterious life of these men will finally be demystified. This book will provided a complete and clear explanation of the biblical book of Isaiah, proving that not only was it written in ancient times by a chosen **true messenger**, but explained clearly by the same.

As mentioned above, the specific details of the religious philosophies covered in this Introduction should help the student of **real truth** understand *how* and *why* every other religion and philosophy of the past developed, and also *how* and *why* different *New Age* spiritual ideas are currently developed and espoused. This Introduction will help prepare the mind for the rest of the book that will provide an understanding of the world's religions, unlike anything that has ever been written, or will ever be written. Unfortunately, using writing to devalue writing might seem counterproductive, but, as explained, is necessary. The world is convinced that education is good. Education is all about reading and accepting what you read. This book will "educate" and "sophisticate" you unlike any other.

This Introduction was meant to provide a logical chronology of how human ideas and thoughts began to change *The Game of Life* and darken the light of our humanity—how we deal with our self and with each other. Once the *game* became unfair from the deceptive teachings that we began to receive the moment we are born into the *game*, something had to be done to give us a chance to level the playing field back to what it was originally intended for: the challenge of our individual self. If by being born into this world we are immediately told who we are and what to think, this inculcation becomes a disadvantage in, first, our search for individuality, and second, the challenge of our individual free will—are we a good person or a bad one.

The philosophies of men mingled with their writings have clouded our understanding and blocked out the pure light that powers our minds. As this earth revolves through its natural cycles of darkness and light, the times of darkness and ignorance need to be illuminated by the reflected light of the times of light and truth.

This can only happen by ...

... The Light of the Moon!