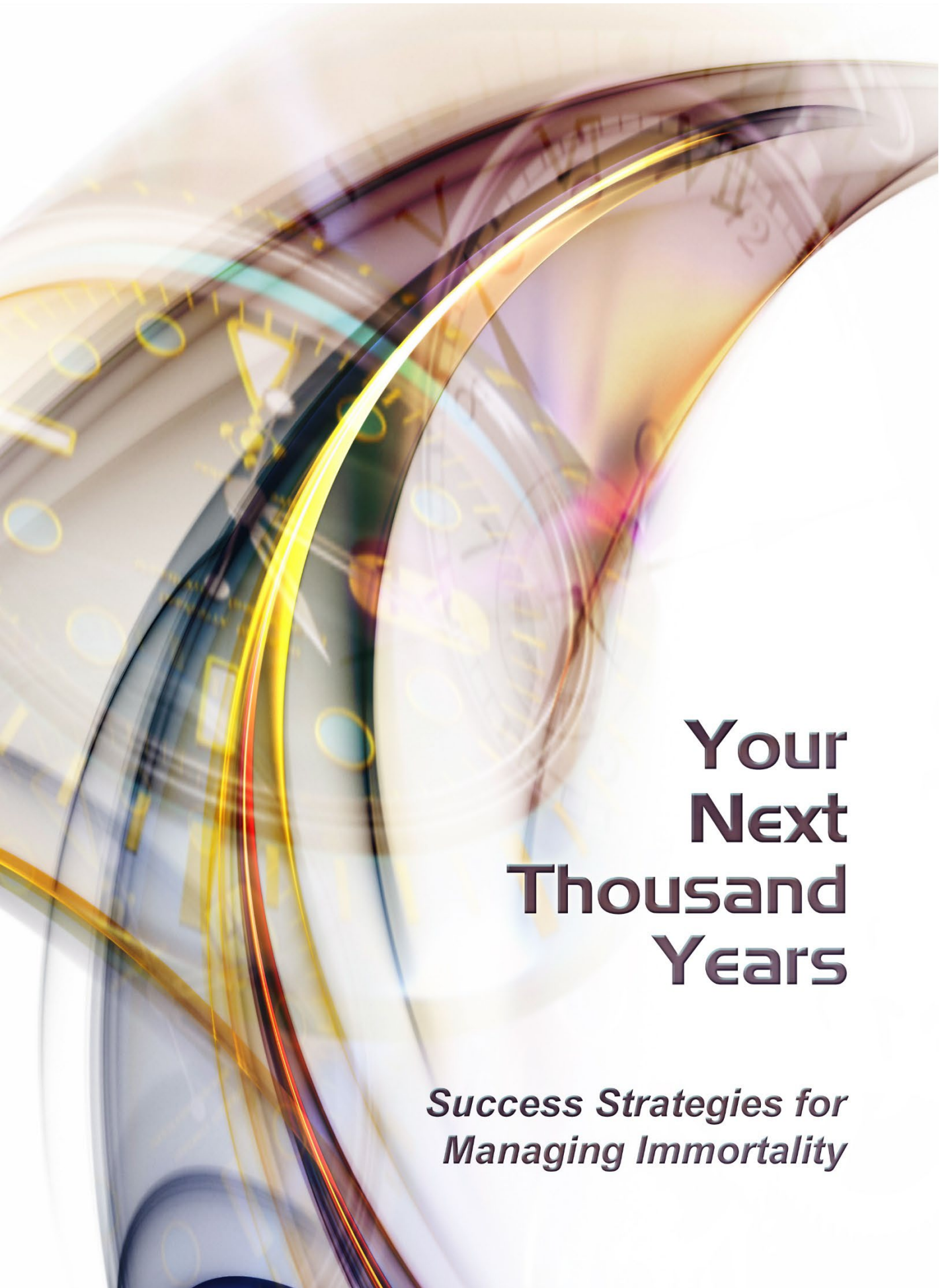

Your Next Thousand Years

Success Strategies for Managing Immortality

This book is not intended for sale. It is provided at no cost to registered students on the Future Life Course at Future Life University as part of the course syllabus.

Prospective students complete a series of interviews and psychological tests to verify each person's suitability for admission. The university accepts candidates who demonstrate sound mental health and the ability to grasp the course material. Psychiatric conditions, mental health issues or neurological disorders are disqualifying criteria since these issues could interfere with a student's progress. Applicants who successfully complete admissions testing are accepted for enrollment.


For senior citizens
who want to improve
their future lives.

Your Next Thousand Years

Success Strategies for Managing Immortality

ORIGINAL 2012 MANUSCRIPT

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ISBN 978-1-8926-5409-0

FUTURE LIFE UNIVERSITY PRESS

Printed in the United States of America

Your Next Thousand Years



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Success Strategies for Managing Immortality

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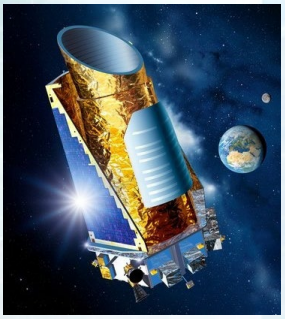
Preface

In 2011, NASA's planet-hunting Kepler Telescope revealed 500 million habitable planets in the Milky Way. The discovery that our galaxy is teeming with livable planets was a watershed event in human history comparable to the first Moon landing.

The Kepler story does not end with our galaxy. Multiply 500 million livable planets in the Milky Way times 100 billion galaxies in the universe, and suddenly there are 50,000 trillion habitable worlds. This number is so enormous that Earth is probably just a dust bunny in a mansion of universal life.[1]



Kepler Telescope

For the 1.2 billion humans who firmly accept reincarnation, the Kepler discoveries are a dynamic game-changer, because they enormously expand the playing field, and multiply our choices for future lives. The time is right for a new look at reincarnation which considers humanity's place among the other citizens of the universe.

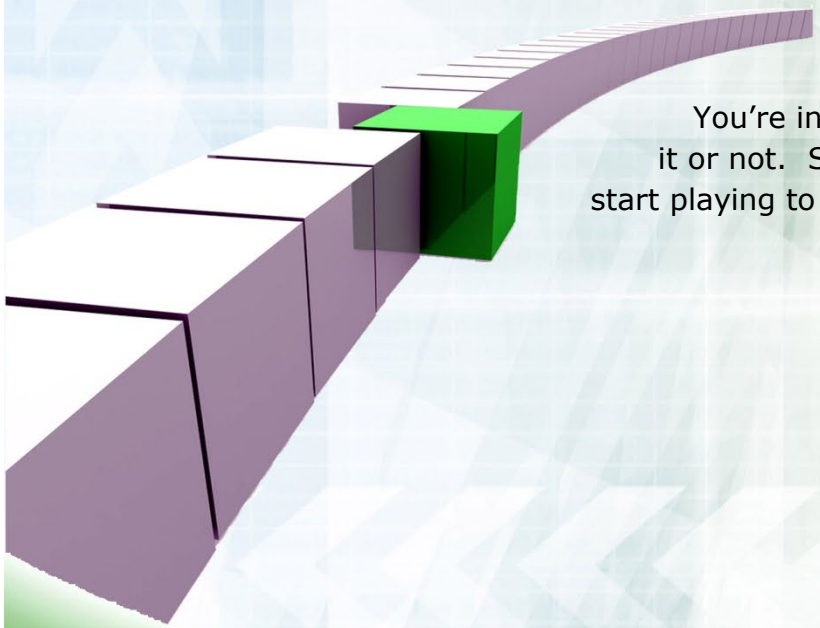
Your Next Thousand Years takes the reader on a fantastic journey to incredible new choices for their future. The book radically reinvents reincarnation to reflect the compelling discoveries of modern astronomy, opening up vast new horizons for future lives.

[1] The Milky Way is ten times larger than the average galaxy, so technically, there are only 5,000 trillion habitable worlds,

Why is this of interest to you?
Because *you* are going to be alive for a *long, long time*.
Not just the *[fill-in-your-name]* lifetime you.
You the eternal you.

You have centuries ahead of you.
Tens, dozens, hundreds of centuries ahead of you.
With a little imagination on your part, you can find more splendid and radiant ways to spend your coming centuries than re-running Earth lifetimes. Your choices are about to be multiplied exponentially.

We are talking about the quality of your life for the next thousand years. Is there anything more important to you? Think hard now. And if you come up with something, please let us know.



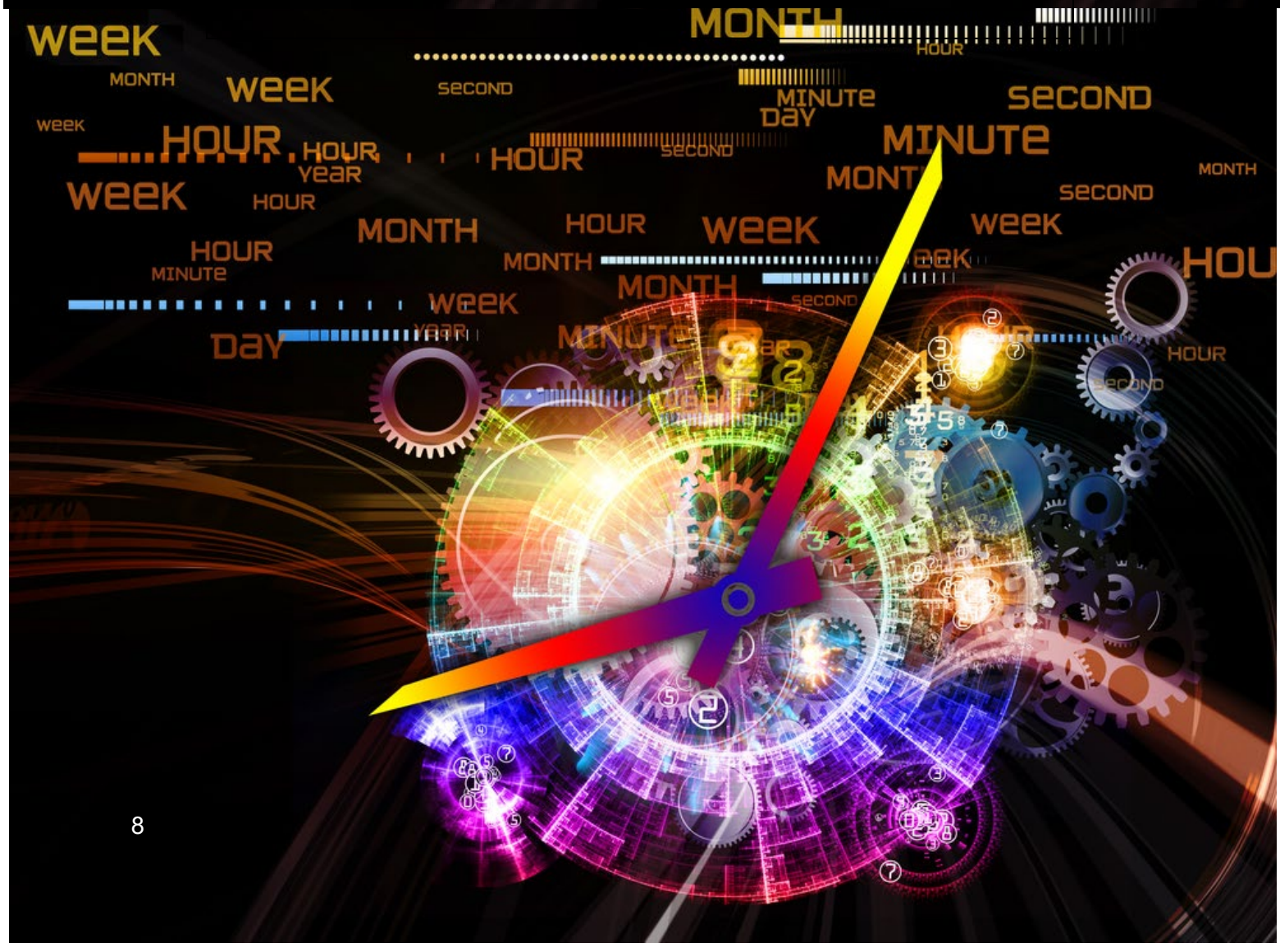
This lifetime one out of many.
You're in the long game, whether you know it or not. So start playing the long game, and start playing to win. This book will show you how.

Create Your Future

If you never plan more than a month ahead, then at the end of a year, you are basically in the same place as where you started.

Lifetimes are the same as months, just on a larger scale.

If you never plan more than one lifetime ahead, then at the end of a millennia, you may not have grown that much.



The act of planning future lives is transformative for three reasons:

1. It places the person squarely in their identity as a spiritual being.
2. It creates a plan, and a plan accelerates progress.
3. It positions the person on a much larger playing field.





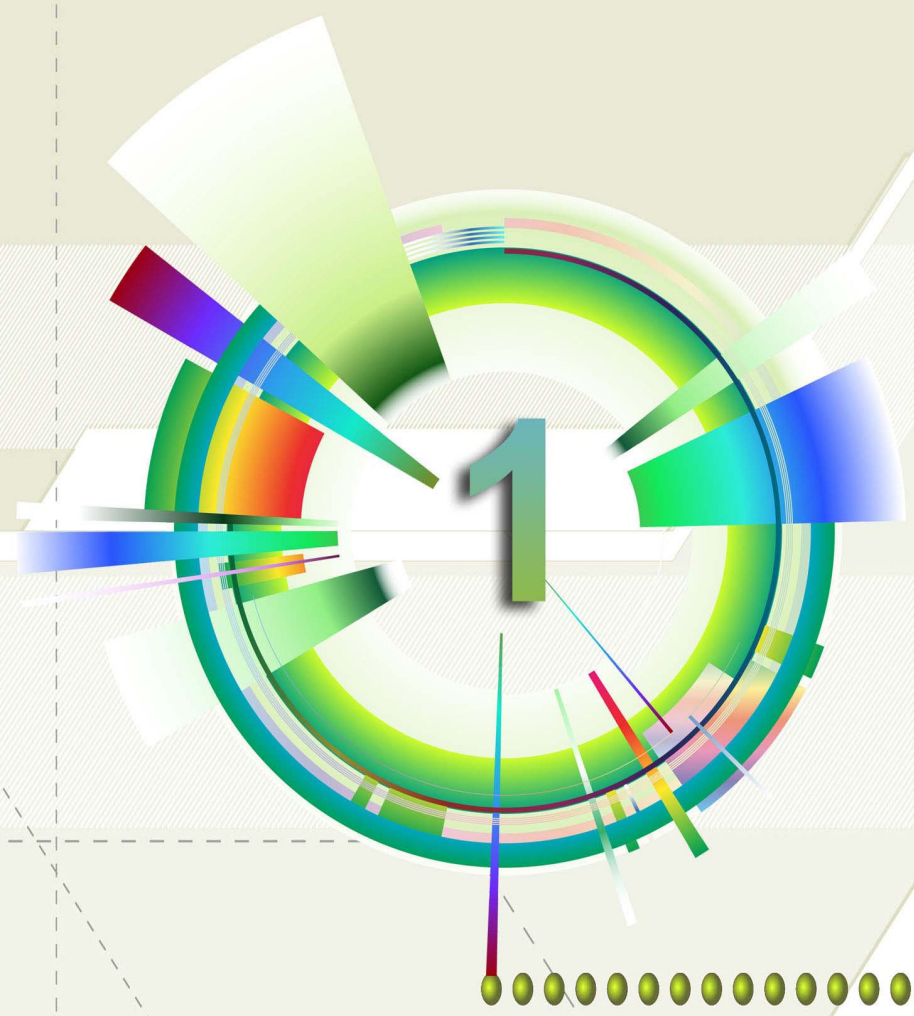
Debate ceased many moons ago about whether or not having clear goals and plans accelerates progress.

The problem is not that people are adverse to setting goals and making plans. The problem is that most people spend the overwhelming majority of their time thinking of themselves as the incarnation (body identity).

Planning just one month at a time is not what it takes to make a bigger change on an annual basis. You have to plan on a larger scale to make greater changes.

"If you don't know where you're going, any road will take you there."
– George Harrison





Part 1 - Preparation

In this section…

- Preparing For Change
- Getting Maximum Benefits
- Three Ways To Play

Preparing For Change

The most overlooked factor in personal transformation is being ***open to change***. Many self-improvement programs teach all the mechanics of how to change thinking and behavior without ever first getting the person to open up to change.

Being fully open to change is a state of mind most people don't spend very much time in (especially after 30). Fully opening to change requires a whole different dimension of involvement than just going through the rituals and trappings of change.

Baseline: If you keep your current priorities and don't change anything, your next thousand years will turn out however they do. That's the *baseline*.

Improvement: The objective here is to get an *improvement* over the baseline; to achieve a better outcome for your next thousand years.

Priorities: This book presents you with the opportunity to rearrange your *priorities* so as to improve the quality of your next thousand years.

Change: To make the most of this opportunity, you must be mentally prepared to *change*. Only through change does improvement come. The more open to change you are, the more improvement you can make.

If you are not ready for change, the materials which follow will merely be entertaining instead of transformational. There is nothing wrong with entertainment, but why settle for entertainment when you can have transformation?

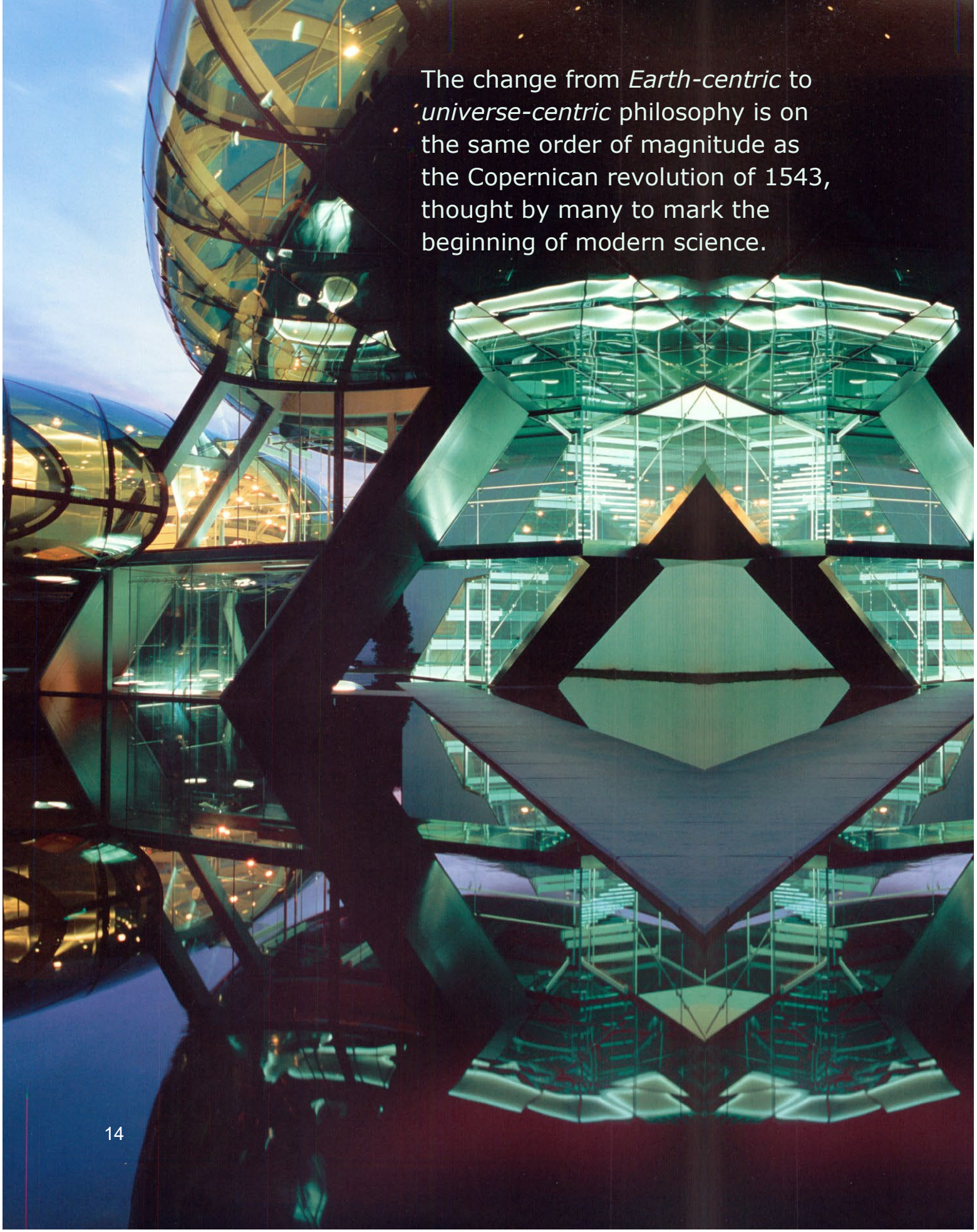
Before reading further, take inventory of how open you are to change. Ask yourself: *"What am I willing to change? What am I unwilling to change? How flexible can I be?"*

To improve your next thousand years, you will have to change some priorities. That's a given. You can't improve without changing. No one is naming the priorities you will have to change right now, but the fewer vested interests you have, the greater change you can make.

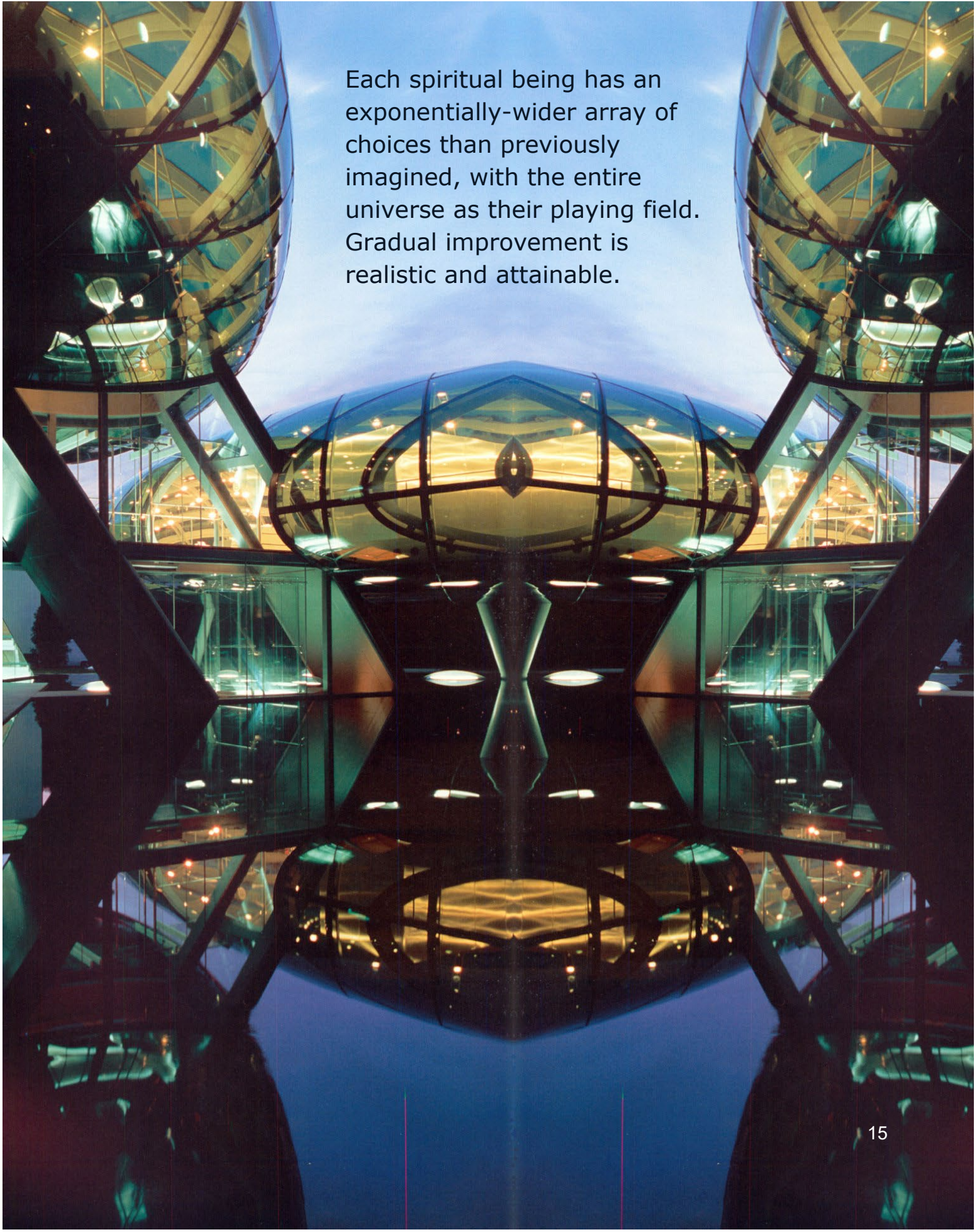
Place as many chips on the table as you can. Put as much up for grabs as possible. If you find yourself hesitating, ask yourself: *"Is this priority worth more than the quality of my life for the next thousand years?"*

People who rise to successively greater plateaus in life remain fundamentally open to change by definition.

For many people, openness to change simply means *I will be whatever or whoever I need to be in order to live the greater new life that is coming my way.* To reap the greatest harvest from the material which follows, be ready to change some of your priorities to allow a grander future to manifest for you.



The change from *Earth-centric* to *universe-centric* philosophy is on the same order of magnitude as the Copernican revolution of 1543, thought by many to mark the beginning of modern science.



Each spiritual being has an exponentially-wider array of choices than previously imagined, with the entire universe as their playing field. Gradual improvement is realistic and attainable.

Getting Maximum Benefits

Six rules will help you gain the most benefit from this book:

1. Read sequentially. Read the book in order. Each chapter builds upon the previous one. Reading chapters at random will only cause confusion.

2. Take your time. The book addresses you squarely as a spiritual being. While living as the incarnation's personality is all very fine, every moment you spend in your spiritual identity directly benefits you. Spend time reflecting on the concepts the book introduces. Many chapters pose questions for you to ponder about your own future. Consider these questions carefully, and you can harvest valuable rewards.

3. Manage your insights. The purpose of this book is to deliver important new realizations to you about your life in the universe. Managing these insights properly will help you reap the greatest rewards. To gain the maximum benefit for yourself, when you receive a significant insight, stop, put the book down, and let the insight percolate for at least 24 hours.

This period of additional reflection may yield secondary insights, which you would miss if you kept on reading and went on to new topics. It will also tend to stabilize the primary insight.

You will need to make a conscious effort to stop reading at the point of insight. Your natural tendency will be to keep going, because we usually read for entertainment or information, not transformation.

It does not matter how fast you complete the book. This is not a race. Savor the insights you receive. It doesn't matter if it takes you a whole month to get through one chapter. The only important thing is getting the maximum benefit from the materials.

4. Keep an open mind. The book takes readers on a fantastic voyage to spectacular possibilities for their future lives. The outer reaches of the journey may push the envelope for some people. Getting your mind around some of the ideas in the book may be challenging. Don't hastily dismiss something just because it sounds different from what you normally think. Stay neutral.

This book is not the umpteenth rehash of ancient wisdom, quantum physics, or a repeat of anything done before. The data you are about to encounter is novel, original, authentic and completely new. The material may take some time to sink in. Remind yourself that everything you are reading is firmly grounded in hard science, and try to keep an open mind.

5. Take the course. Readers should be aware that this book serves as the textbook for a future life planning course. While reading the book, some people may decide they would like to enroll in the course. To enroll, visit www.FutureLifeUniversity.org, and open the application form on the Admissions page.

The Future Life Course is designed to multiply the benefits from the textbook by using a structured learning environment where students explore the topics in greater depth under professional supervision. The class functions as an open forum where students interact, express their ideas, discuss questions, and receive professional instruction and guidance.

The course uses a companion book of practical, self-discovery exercises, called the *Future Life Planning Workbook*. Students proceed through the workbook in pairs, completing exercises, questions, and discussion topics which stimulate deeper thinking and serve as catalysts for accelerating change.

6. Enjoy the ride. The light heart has wings. You are not reading a high-brow, erudite text for scholars, academics and intellectuals. This is a lighthearted book for normal people who know they have more lives coming, and want to improve them. Another author with a higher IQ can write the serious, 900 page book for intellectuals later, while the rest of us improve our future now.



Three Ways To Play

There are three ways to improve the quality of your next thousand years. From hardest to easiest, they are:

1. End the Game – Relinquish your individuality and merge back into the universal sea of awareness (Godhead). This option is available for those of you who attend church regularly, or live in an ashram.

Those of us less pure, who have lost ourselves in the primitive frenzy of rock concerts, ingested strange substances, and had midnight sex on the 14th fairway, need a different solution.[2]

Could this be you? Continue reading.

2. End the Program – Forget incarnation and just hang out in space for a while. Enjoy the incomparable bliss of pure awareness. Socialize with angels. For variety, visit the center of a nearby sun.

Nice, but too rich for you? How about:

3. Change the Program – Improve the quality of your upcoming future lives.

Changing the Program

This book explores option 3. Changing the program is not as good as ending the game or ending the program, but it's easier to do. You will learn how to awaken out of your present incarnation and change the program to improve your future.

[2] Especially if it was on the same night…





Part 2 - Introduction

In this section…

A quick review of basics…

- What Are You?
- Who Are You?

What Are You?

Beingness Volume

The diagram on the facing page shows an awareness scale going from 1 to 100 and beyond. As illustrated, the volume of a spiritual being expands in proportion to their awareness level.

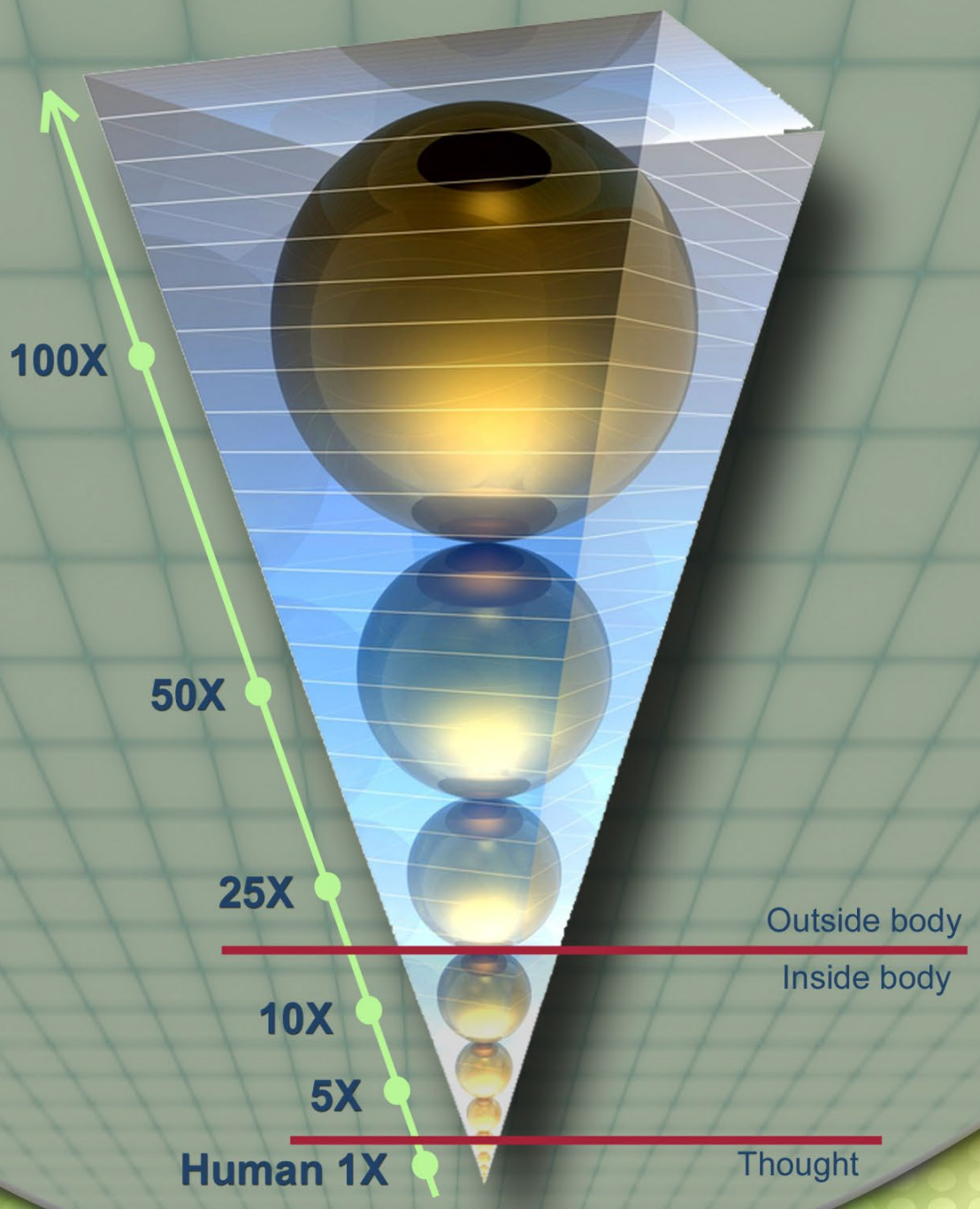
Beyond a certain point, a being will expand out of their body, and spill over into the surrounding space. At higher states, the being is completely outside the body, and in the top states, bodyless.

Human existence is unimaginably dense and unaware. True life as a spiritual being only begins when you are outside the body. Ninety percent of the awareness scale is exterior states.

Although relatively few people in human history have reached the top states, anyone reading this book is likely to have the capacity to go all the way.

We know that awareness is scalable; the age-old question is how to make it sustainable. This book presents a radical new set of strategies for achieving permanent gains.

Beingness Volume



Who Are You?

The right questions:

- Who are you?
- Where did you come from?
- How did you get here?
- What were you doing:
  - 1,000 years ago?
  - 3,000 years ago?
  - 5,000 years ago?
  - 10,000 years ago?
  - 50,000 years ago?
- What will you be doing in:
  - 1,000 years?
  - 5,000 years?
  - 10,000 years?



Many people have recalled scraps from hundreds of past lives – tiny fragments spread over millions of years – but few people can sequentially describe their last 50,000 years, or even their last 5,000 years. We all have the total amnesia which comes with the human condition.

If you are unable to sequentially recall your last 5,000 years, it should be a matter of some concern to you. Great concern, in fact. You are lost. You have lost your way.

Consider the following questions:

1. Who are you, specifically?
2. Are you anyone in particular, or are you a generic spirit? [3]
3. Do you have any aptitudes or talents that are peculiar to you (not your incarnations)?

Our guess is, you don't really know.

When you finally don't know who you are, you arrive at the trailhead to a better life. Sure, you know who you are for this lifetime. So what? This lifetime is a passing fancy. But, like someone waking up with amnesia, you realize you don't know who you are on the larger stage.

Do you have a personality, or are you just a blank spirit with no defining characteristics? Are you better at some things than others? Or do you accept roles indiscriminately?

Banker, lawyer, harlot, spy?
Rabbi, actress, salesman, why?

Who have you been for the last 5,000 years? Who will you be for the next 5,000 years? Who are you, what do you like best, and what do you do best? [4]

Hard questions? Face it. Most people have no idea who they are. They know precisely who you are for the *[fill-in-your-name]* lifetime, but for the bigger picture, they haven't a clue.

[3] This text uses "spirit" as a shorthand for spiritual being.

[4] Although many people have tried, no one has yet found a way to drink for a living.

"Okay," you may say, *"I may not know who I **am**, but at least I know what I **like**. I like pony rides and Mozart, or I like sex, drugs and rock 'n' roll."*

There's an anchor. At least you know what you prefer.

But how much of your preference is **you**, and how much of it is the incarnation? Do you *usually* like pony rides and Mozart, or is it just this time around? Is it a *theme* across many lives, or just a momentary whim? You probably don't know.

Let's take another example. Suppose you have had a great passion for romance. Do you know where the hormones end and **you** begin? Do you know where the boundary is? Where is all this passion coming from? Is it *yours*, or is it *chemicals*? Are you a *passionate spirit*, or just someone along for the ride? Let's take a guess…
Most people haven't a clue.

Socrates said the unexamined life is not worth living. If you are having any trouble answering the foregoing questions, then you have come to the right place.



Part 3 - Upgrading

In this section…

- Another Earth Life – Pros & Cons
- Alternatives to Being Human
- Your Passport
- Citizen of the Universe

Another Earth Life - Pros & Cons



Are you planning on another Earth lifetime?

If so, read Part Three which follows.
If not, skip to Part Four.

If you are planning to return to Earth, ask yourself the following questions:

1. *"Have I just automatically assumed I was coming back, or do I realize I have other options?"*

2. *"Have I ever weighed the pros and cons of another Earth lifetime, or have I just thought of the pros?"*

Consider the following example…

Another Earth Life For Morty Fooberman

Pros	Cons
• More looks • More love • More sex • More money • Wealthy family • Easy pleasure • More fun • More music • More travel • More adventure • Stronger health • Better safety • Happier childhood • Stick with humanity and help it evolve • One for all and all for one	• Did not leverage this lifetime wisdom to gain maximum evolutionary advantage • Lost opportunity to make evolutionary leap • Back in the soup with no map • Possibility of physical pain • Does not provide a long range solution for lives that follow • Quick fix • Energy crisis • Global warming • May be able to beam in to a much better body, life, and society on a scientifically advanced world

Looking over this list, it appears that Mr. Fooberman is probably not going to win the Nobel Prize next lifetime (…but in all likelihood, neither are you).[5]

Should Fooberman return? Well, choosing another Earth life of wealth, love, and beauty may be a fine idea, but it is not the only option.

Actually, the issue is not whether another Earth life would be great. The issue is that a life on a more advanced world would be even better. You and Morty Fooberman are choosing between great and grand futures. Take a chance. Why not raise your sights?

The End of SETI (Search for Extra-Terrestrial Intelligence)

In the 16th Century, people realized the Earth was not the center of the solar system, and that the Sun did not revolve around the Earth. In the 21st Century, humanity realized that we were not the center of the universe, or the only people in it.

The search for extraterrestrial life is over. We have found the extraterrestrials, and they are us. Reincarnation proves extraterrestrial life because of population growth. There are billions of people on Earth today who were not here in the 16th Century. Where do you think these souls came from? Did they spontaneously pop out of thin air? No? Were they promoted from the animal kingdom? *Good job, giraffe! Now you're an accountant.*

Here's a better explanation: God is great, and the universe is teeming with life. Everyone on Earth came here from somewhere else, including you. You came from somewhere else; you can return to somewhere else. And you are about to find your way back home.

[5] *Special Note for the rich and famous:* Of course, Morty Fooberman is just a caricature for everyman, and if you are rich, famous, beautiful, a rock star, or all four, then come on back, by all means. Who knows? You could even be World Emperor.

Alternatives to Being Human

Have you ever considered other alternatives to being human?

Few people have. But what if you could elevate yourself to a position where you have a choice over human incarnation or some other alternative? Wouldn't that be interesting?

Maybe not. If the pleasures multiply and the suffering diminishes as you go forward in human lives, you may see little or no downside to playing the game here. And from an ultimate spiritual perspective, any life is crazy, not just human life.

If you were planning on coming back to Earth, perhaps it is because you enjoyed some kind of physical pleasure like art, music, nature, sex, surfing, flying, wine or interior decorating.

No matter what your favorite sensation was, here is a startling piece of news for you. *The problem is not that you enjoyed bodily pleasure.* The physical pleasures of life are largely why many beings bother to incarnate in the first place.

The problem is that you chose to experience the pleasures of life on a technologically backward, primitive world that doesn't even have genetic engineering or robotics.

This is a problem because primitive worlds like Earth have an appalling science vacuum, and they don't even supply food, clothing and shelter as a public service. At its lowest common denominator, it's just raw animal survival with everybody on their own. And don't forget old age, pain, loss, sickness and death.

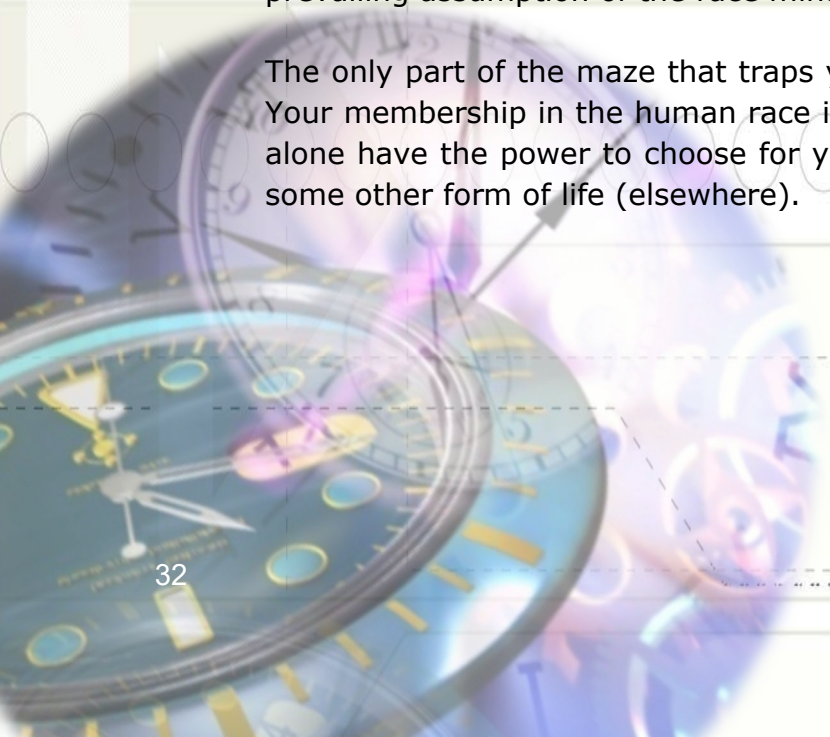
When you add it all up, Earthly pleasure may not be such a bargain after all. In fact, the price tag is astronomical. The price should be zero. Suffering is bogus. Don't you deserve better?

Good news. You don't have to sprout wings and a halo to reach paradise. There is an easier way. You can simply move to a better world. Higher forms of human-like experience are available on thousands of worlds right now, at this very moment. All these worlds are open to you.

You may be on a human trajectory or vector, but that does not mean you are limited to Earth. If you were planning on coming back to Earth just because you thought it was the only game in town, you might want to reconsider your position and widen your horizons.

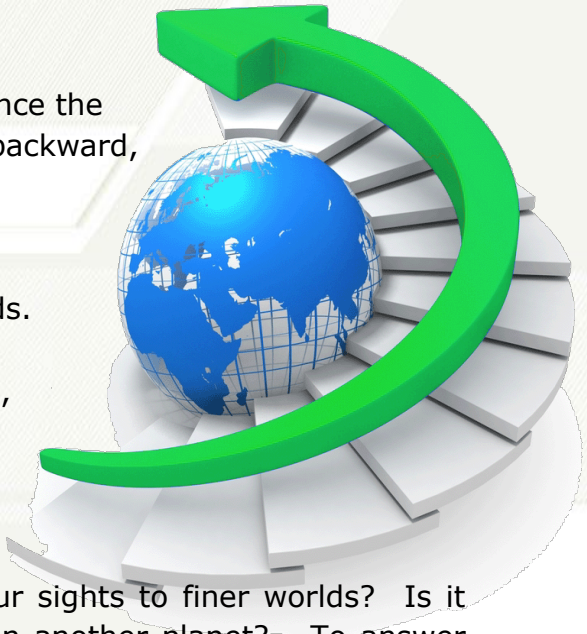
Most people have a very basic assumption that they are going to be human. Whatever else happens, they are going to continue to be a member of the human race. They never stop to think about this or evaluate it. It is just a given, like the sky is blue. Moreover, it is the prevailing assumption of the race mind which surrounds humanity.

The only part of the maze that traps you is the part you do not see. Your membership in the human race is voluntary, not arbitrary. You alone have the power to choose for yourself a human incarnation or some other form of life (elsewhere).





Your Passport



Good Bye, Little Blue Planet

To recap, you have chosen to experience the pleasures of life on a technologically-backward, third-rate planet.

In fact, 21st Century Earth is quite primitive compared to advanced worlds.

Sure, life on Earth has its bright spots, but overall, the bottom line is:
There may be better places to live.

Onward and Upward

Have you ever thought of raising your sights to finer worlds? Is it possible that you could reincarnate on another planet? To answer this for yourself, consider three questions:

Is it harder to reincarnate far away than nearby?

Does it take more time?

More effort?

Ponder these questions carefully for yourself. Upon reflection, you may receive an impression like: *"No. You just pop in."*

Axiom 1
Physical distance is not a factor in reincarnation.

It does not matter how much distance is in between the body you leave and the next one you pick up.

It is just as easy for an American to reincarnate in Europe, Russia or Japan as it is to reincarnate to the house next door in Kansas. People switch countries all the time. This is no longer debated.

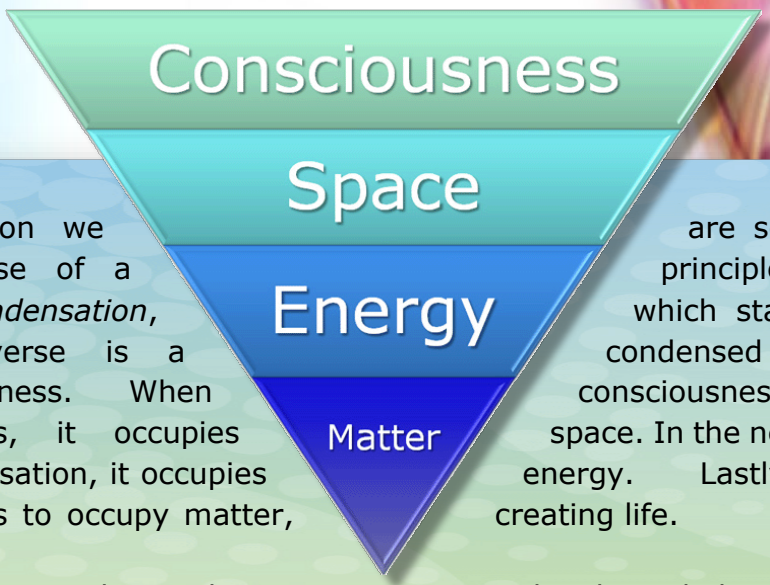
Thus, it is just as easy to pick up a body 10,000 miles away as it is to pick one up 5 miles away. This is because you are not moving through space.



If there is no difference between reincarnating 5 miles away and reincarnating 10,000 miles away, then what is the difference between reincarnating 10,000 miles away and reincarnating 10,000 light years away?

Our vote is: *there is none*. Physical distance is not a factor in reincarnation.

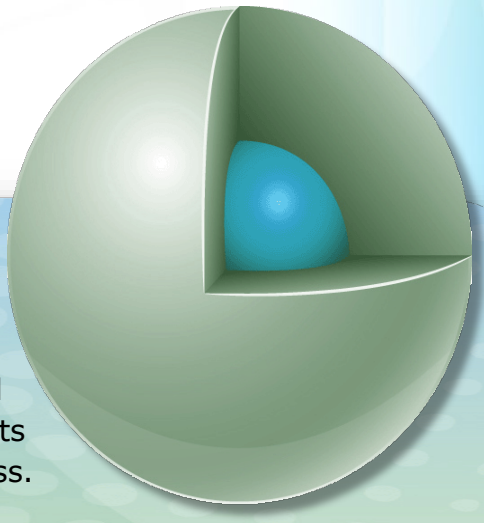
What does that mean for you personally? *It means the whole universe is your playing field.* You can go anywhere. The only reason people stay on Earth is they don't realize they have other options. Knowledge is power. The truth will set you free.



The reason we are so mobile is because of a principle known as *condensation*, which states that the universe is a condensed form of consciousness. When consciousness first condenses, it occupies space. In the next stage of condensation, it occupies energy. Lastly, spirit condenses to occupy matter, creating life.

Space is the dimension immediately below spirit (consciousness). Since spirit is a higher dimension than space, reincarnating beings can move among planetary worlds interchangeably, no matter where their bodies were physically.

You can reincarnate on the other side of the galaxy just as easily as you can next door, because you do not travel through space.



Shown three-dimensionally, the blue sphere represents the physical universe of space, energy and matter. The white sphere represents the spiritual universe of consciousness.

We all live in a universal sea of awareness which is superior to space. Between lives, you leave the physical universe (blue) and return to spirit (white).

You don't travel in the blue sphere. You return to the white sphere surrounding it. When you come back, you beam down from the white sphere into a new location in blue sphere, without ever moving through physical space. There is no space in spirit. Spirit is above space. We can be anywhere. Nothing is stopping us. The only jail is the human mind and the doors are open.

Citizen of the Universe

CHAPTER NINE

So now that you know you can go anywhere, where would you like to go? What are your options? What is out there?

Let's answer this by examining the playing field.

With the launching of the Hubble Space Telescope in 1990, mainstream humanity became aware, for the first time, of its real place in the heavens. Unhindered by the Earth's atmosphere, the space telescope revealed the majesty of Creation in vivid detail.



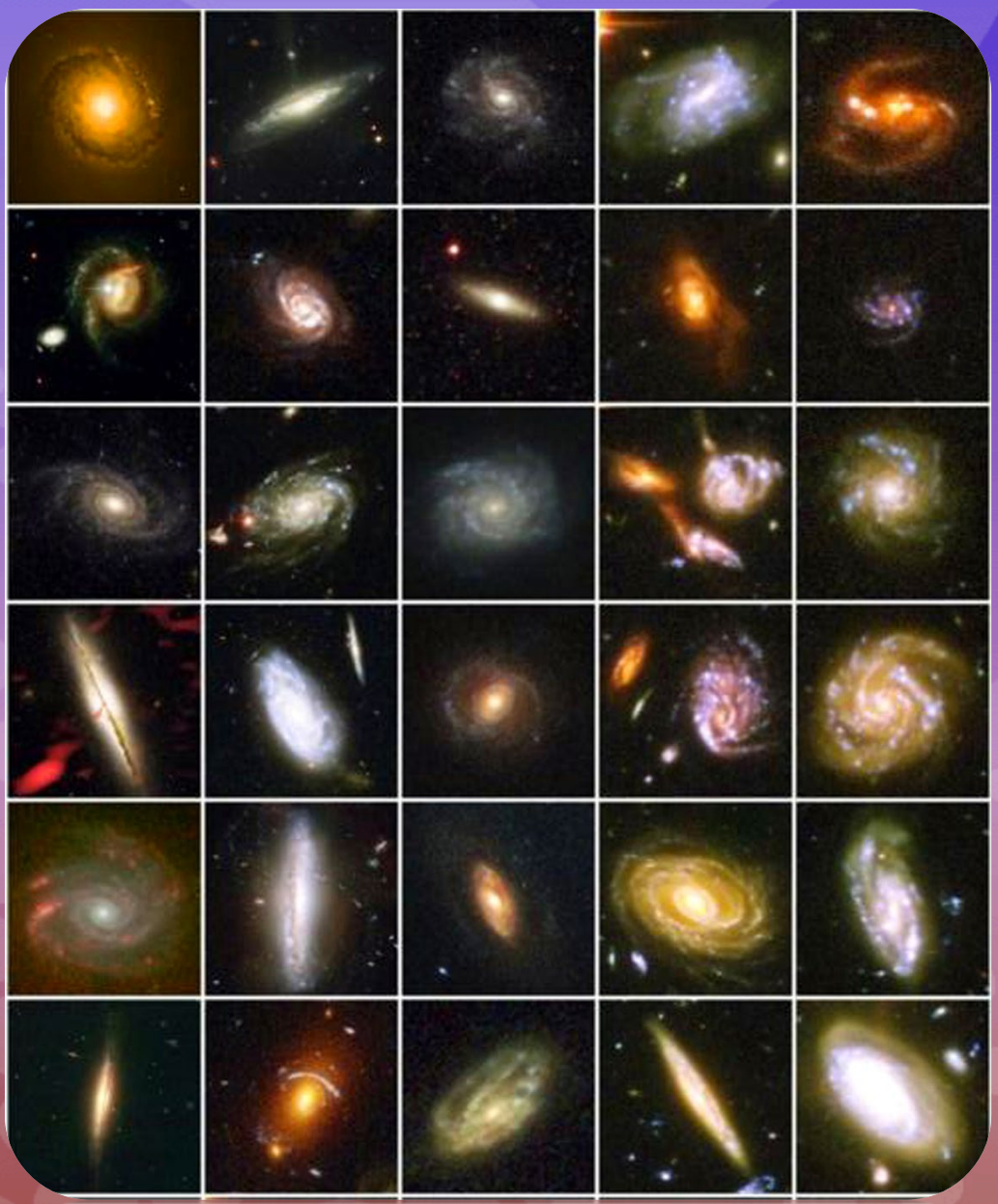
Axiom 2
The universe is teeming with life.

The data from the Hubble Space Telescope revealed dimensions of the universe so immense that extraterrestrial life became a mathematical certainty.

Two decades after Hubble's launch, NASA's planet-hunting Kepler Telescope sent back telemetry which led scientists to estimate the number of planets in the Milky Way at 50 billion. Moreover, the data indicated that at least 500 million of these planets are in the "not-too-hot, not-too-cold" zone where life could exist.

Let's suppose that intelligent life exists on *only one* of these 500 million habitable planets (ours). Is that conservative enough for you?

If it is, then what would happen if you applied this percentage across the rest of galaxies in the cosmos?



Shown above are some of our neighboring galaxies in the Local Virgo Supercluster.

(These are actual deep space galaxies photographed by Hubble. Over 28,000 galaxies have been photographed so far.)



To answer this, we need to know how many galaxies there are.

Shown across the page is a computer simulation of around one percent of the real estate in the universe. Every pinpoint of light is a galaxy, similar to those illustrated on the previous page.

The larger blobs of light contain thousands of pinpoints.



Courtesy Max Planck Institute

Using the latest technology and astronomical data, scientists currently estimate the number of galaxies in the universe at 100 billion.

Multiplying this number of galaxies by the conservative figure stated earlier of only one sentient planet per galaxy yields 100 billion planets of intelligent life in the universe.

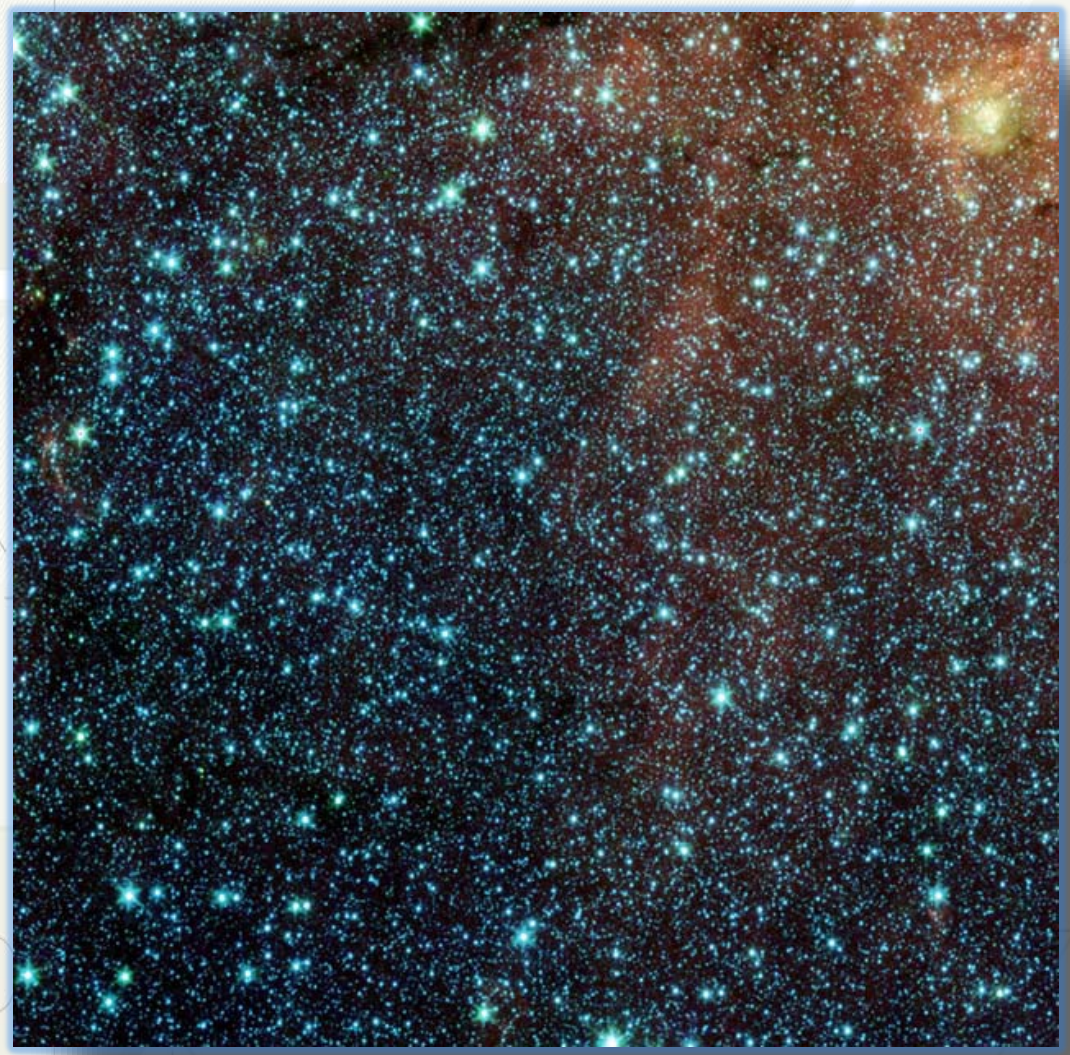
Does that sound like too many? Okay, let's say that instead of one planet of intelligent life in every galaxy, there is only *one* planet with sentient life in *every thousand* galaxies.

What happens? Well, there are still 100 billion galaxies. So, you are still left with 100 million planets of intelligent life in the universe.

The playing field is just too big. The conclusions are ineluctable. Not only does extraterrestrial life exist, the universe is teeming with it. God is great.

Now let's take a look at a practical example of what these big numbers mean for each of us.

On the facing page is a star field in the Large Magellanic Cloud photographed by the Hubble Space Telescope. Imagine every star on this page has a planet with intelligent life, and when your current lifetime ends, you can go to any one of them.



Now imagine this book contains a thousand pages, each with a different star field. Suppose every star has a world with intelligent life, and you can to go any of them. That would be closer to reality.

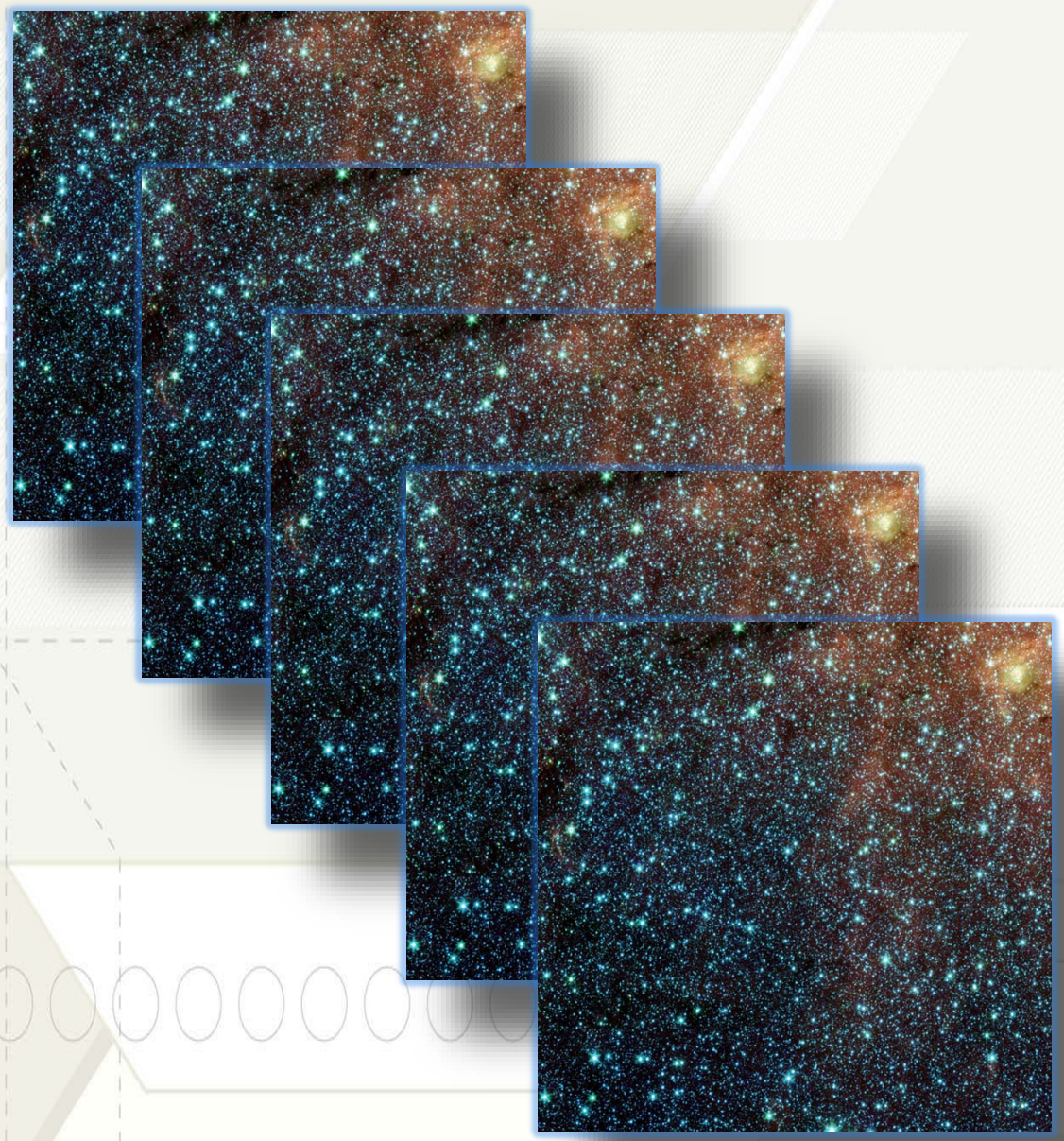
Any lesser ideas you have absorbed from Earth's outdated, pre-Space Age ideologies are hogwash, and you can jettison them now. You are free. You are a citizen of the universe.

Remember, this planet count uses the assumption that only *one* world in every *thousand galaxies* has sentient life. What if every galaxy has intelligent life? Kepler revealed the average-size galaxy has 50 million habitable planets. Where's the proof that one percent of them don't have intelligent life? And what does that do to the picture?

There is just no place to hide from these numbers. It is time to change our minds and move forward into a new perspective.

The Kepler telescope's findings are not some theory from NASA. They are facts from NASA. No one in the scientific community questions their validity. The scientific community unanimously endorses them. You need to get on board with this and get with the program.

People born in the 20th Century grew up in a world that was based on a different, much narrower set of assumptions. These assumptions are now proven to be false. Science has found new and better information to take their place. This new information radically alters the picture of your place in the universe, and your choices for future lives. You need to stop and think about this. You need to pay attention. The rules of the game have changed, and it directly affects you.





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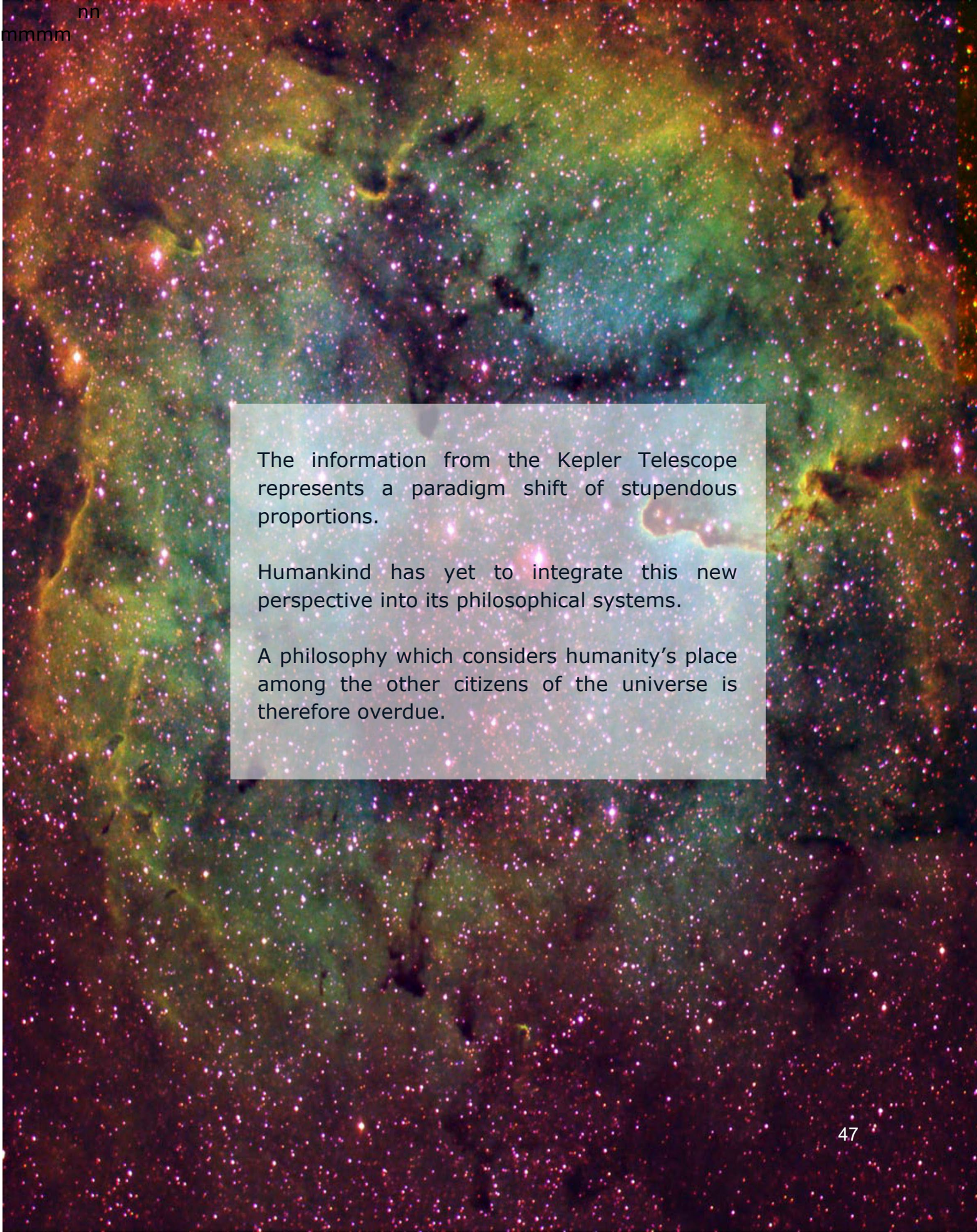


The information from the Kepler Telescope represents a paradigm shift of stupendous proportions.

Humankind has yet to integrate this new perspective into its philosophical systems.

A philosophy which considers humanity's place among the other citizens of the universe is therefore overdue.





Part 4 - Destinations

In this section…

- Gateway
- Better Living Through Chemistry
- Four Types of Societies
- Choose Your New Planet
- The Clone Zone
- Silicon Heaven

To recap, the whole universe is your playing field, and you can reincarnate anywhere.

Where would you like to go?
With 5,000 trillion habitable planets, there are easily a million intelligent civilizations out there.

What are they like?
Since humanity is very young, and the universe is very old, most other civilizations are probably more advanced than Earth.

What could a race do with 5,000 more years of scientific progress?
Ponder that for a while.
Or perhaps ask, "Is there anything they *couldn't* do?"
That would be a shorter list.

What kind of advanced races can you imagine?
What would it be like to live on one of these worlds?
With 5,000 more years of scientific progress to draw on, can you picture yourself enjoying an elevated quality of life? Is the new world you picture happier, healthier, and smarter? Is it more interesting, creative, fun, stimulating, and conscious?

Part 4 will help you develop an understanding of some realistic possibilities for your immediate future on other worlds. First, you will be introduced to the underlying science which is the basic building block of mid-range civilizations: genetic engineering. Through this science, advanced races improve their lives by eradicating suffering and raising consciousness.

Next, you will be presented with overview of low, medium and high-grade civilizations, showing races, historical eras, science levels, awareness levels, and body types. A detailed comparison of these worlds follows, covering their physical structure, economy, biology, and values. Lastly, two plausible descriptions are given for medium and high-level worlds.

The discussion in this section will serve as a catalyst to stimulate your own thinking about tangible destinations for your immediate future life which are grander than you may have previously imagined; thus positioning you to improve the quality of your next thousand years.

The Genetic Age / Salvation

At the turn of the Millennium, microprocessors finally achieved enough speed to support the enormous computing requirements of The Human Genome Project. In 2003, the gene sequencing of the human chromosome was completed, providing a blueprint for human genetic engineering.

Now imagine that genetic engineering continues its forward progress, and reaches the point where you can change any anatomical characteristic.
What's the first thing you would do?
Make people tall? Make people blonde?

Well, maybe if you lived in Hollywood. But a better idea would be to wipe out the pain nerves. Remove them from the design.
Zap, they're gone, erased. No more pain receptors. Vanished.



By simply editing DNA, you can remove pain neurons from the nervous system, and with this one change, eradicate human suffering for countless generations.

And now you may call your race "civilized."

How long do you think it will be before genetic engineering gets there?
A few centuries?

How about now? It can be done today. Modify gene SCN9A in the sperm and egg chromosomes, and the child grows up unable to feel pain.

Admittedly, modifying gene SCN9A is an unsophisticated approach. Removing pain nerves entirely from the nervous system design is a more elegant solution. But editing gene SCN9A will work.[6]

New Humanity

As humanity progressed further into the 21st Century, biotechnology became sufficiently advanced for people to realize they could design pain out of human bodies with genetic engineering and alleviate the source of trauma.



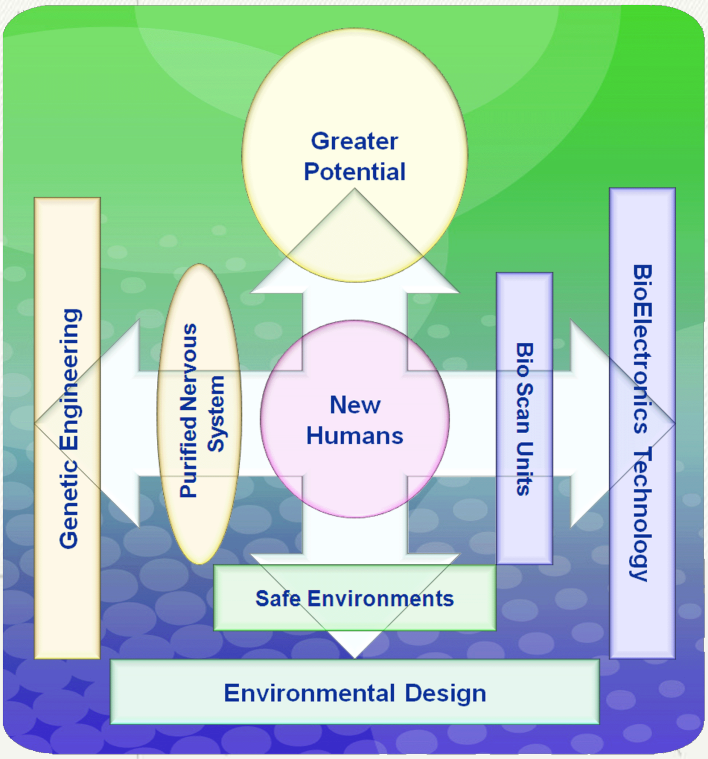
Children born into painfree lives do not record traumatic memories, and do not experience the negative emotions which come from them. They are free to blossom into their full potential.



Suppose you had ten thousand children who were born painfree in a city for new humanity. With the proper education, support, and environment, they could grow to adulthood successfully without injury.

Three new technologies will be necessary to develop a foundation for new humans to eradicate suffering, trauma, and negativity, and realize greater potential for the race.

[6] See the Reference section at the back of the book for details.



Genetic engineering will deliver purified nervous systems which elevate people's quality of life and state of mind.

BioElectronic technology firms will design and manufacture bio scan units which new humans will use daily to verify physical wellness and identify any issues.

A new branch of *environmental design* will emerge to build safe environments that support painfree living.

New urban complexes will combine business, residential and recreational functions into a cohesive, integrated design which removes the dangers present in natural human habitats. This lifestyle will be immensely popular because of the advantages it provides.

A lifetime without physical suffering is its own reward. It is a benefit of gargantuan proportions. But this benefit is almost overshadowed by its by-product, lack of negativity.

Axiom 3
Pain causes negativity.

Emotional and mental negativity arises from physical pain. Pain activates painful memories, which, in turn, generate negativity.



In terms of sheer numbers, most of these memories are past life incidents. If a person never experiences physical pain in their current lifetime, there is nothing to reactivate or connect them to these past life memories.[7]



Without pain, mental and emotional negativity never develops. This makes a huge difference in a person's quality of life. Imagine living a life completely free of negativity, not because you got rid of it, but because you did not know what it was.

Children growing up in painfree environments experience life in a pure and deeply positive way. They become the greatest possible version of themselves, unfolding inner potentials of protean stature. And in this, the new human race arises into being.

[7] This subject is treated at greater length in the Reference section for those who are interested.

SuperAwareness

After you remove pain from a nervous system design, you are ready to amplify awareness. (Omitting the first step is not a good idea.) Once you have a clean slate, it is safe to "soup up" the system.

There are many possible approaches for amplifying awareness using genetic design. One such approach involving neurotransmitter receptors is described in the Reference section at the back of the book. This approach may not be scientifically accurate in every detail, but it raises a key question for you to consider: *As science advances, does it become feasible to magnify awareness by modifying DNA?* [8] If it does, then you have even more to gain by moving upstairs to a better planet than just leaving suffering behind you. You have superawareness waiting for you.

What would it be like to be superaware? Imagine having ten times your current awareness. You would enjoy stable, permanent, higher states of being, expanded present time awareness, elevated intelligence, and greater overall life force.

Imagine a whole society full of people with permanent higher awareness. What kind of advances could a superaware race spawn in the arts, sciences, music, theater, dance, creativity and innovation? What kind of world could they build?

Does a superaware race sound good? You bet. Now you have a choice. You can hang around Earth and wait for this to happen. Or, you can get it now somewhere else.

[8] By "science" we do not mean 21st Century Earth science, but rather, science as it will be 3,000 years from now. (Earth currently has the precursors of science. Real science has yet to arrive.)

It will take humanity many years to purify the nervous system, develop bioscan units, build safe environments, and perfect genetic engineering (not to mention sorting out the social issues, and overcoming opposition by conservatives).

The human race needs help with this and many other worthwhile initiatives, and it goes without saying that everyone's best interests are served by pitching in and contributing to progress during our time here.

If you feel there is some reason you owe humanity your continuing allegiance beyond this lifetime, then by all means, come on back for another life and help move the race forward.

On the other hand, you should be aware that you have additional options besides returning here which you may not have considered or adequately explored. The universe is neutral to which world you choose to make a contribution on. Every world needs contributions.

Freedom is largely a matter of perspective, and you owe it to yourself to understand the wide range of choices that are actually available to you. The following chapters will help you explore those options and, if you choose, show you how to take advantage of them to improve the quality of your next thousand years.

Four Types of Societies

CHAPTER TWELVE

New Horizons

So you know you can say good-bye to the little blue planet, but where to go? It's a big universe out there, and it's all yours. To help you decide, we have grouped intelligent civilizations into several classes. The chapters which follow describe these types of worlds, and offer a glimpse of what life could be like in an advanced civilization.

Until humans make contact with another species, any treatment of life on other worlds is obviously conjecture. This disclaimer will be made once here, rather than repeating it with every idea which follows. The portraits of life on other worlds given here are educated guesses.

The point for you to consider is not whether the descriptions which follow are accurate in every detail, because they are not, but whether they are generally plausible, given the size of the universe you live in. [9] The objective is to stimulate your thinking, and orient you towards wider horizons for your future lives.

Scope

A basic book like this cannot possibly cover all the nuances and variations of life throughout the universe. A full treatment would require a galactic encyclopedia spanning many volumes.

This book only considers human-like, biped races, which are likely to be easier for Earthlings to reincarnate into than exotic or offbeat lifeforms with unusual neurology. [10]

[9] 5,000 trillion habitable planets

[10] The interplay between neurology and reincarnation is covered in greater depth in the Reference section for those who are interested.

The chapters which follow show examples of three civilizations. These examples are chosen from a broad spectrum of universal life containing hundreds of different possibilities.

The discussion focuses on worlds which have achieved mastery in genetic engineering. The actual science for producing the genetic advances discussed here may be different than the examples given. However, in all likelihood, genetically-engineered races are plausible, and they are going on right now all over the universe. [11]

[11] Those interested in genetic engineering may refer to the Reference section for further details.

Universal Population

Four types of societies are illustrated in the Universal Population diagram on the facing page. From top down, they are:



Vast numbers of angelic beings populate this top-of-the-line, ascended state of life, primarily around the galactic cores. However, since they are not physical worlds, a detailed treatment of these realms is beyond our scope.



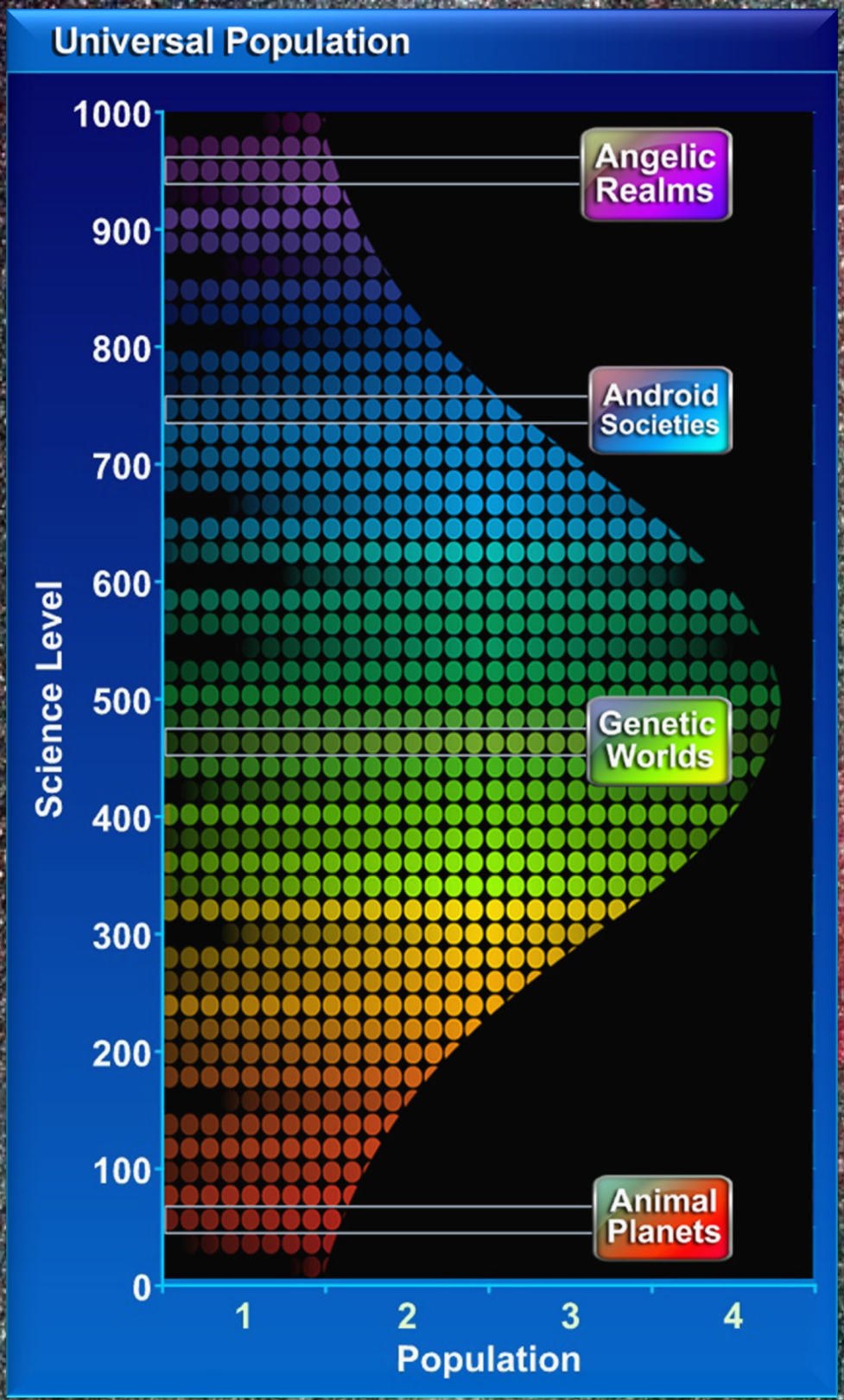
First-rate planets. The most advanced planetary civilizations have attained physical immortality by building electronic brains which mimic human brainwaves and enable spiritual beings to interface to android bodies. These worlds are included primarily for discussion purposes to show a high civilization, and place the other worlds in perspective.



Second-rate planets. Intermediate-level societies perfect organic body chemistry, achieving 500 year lifetimes and painfree neurology. Genetically-engineered bodies are grown in underground vat farms occupying hundreds of square miles. These societies develop extremely sophisticated arts and sciences, and can endure for hundreds of centuries. This book concentrates primarily on genetic worlds, because they are more advanced than Earth, but still within reach.



Third-rate worlds. Humanoid races occupy the non-painfree animal planets like Earth. Their short lifetimes are filled with animal survival behavior, compulsive thinking, and organic animal body emotions. Eventually, the race develops genetic engineering.


Universal Population
1000
900
800
700
600
500
400
300
200
100
0
Science Level
Angelic Realms
Android Societies
Genetic Worlds
Animal Planets
1
2
3
4
Population

Galactic Neighborhoods

The four types of societies are thought to be arranged in an outward-sweeping pattern along the galactic radius, with older civilizations at the center, and newer ones on the periphery.

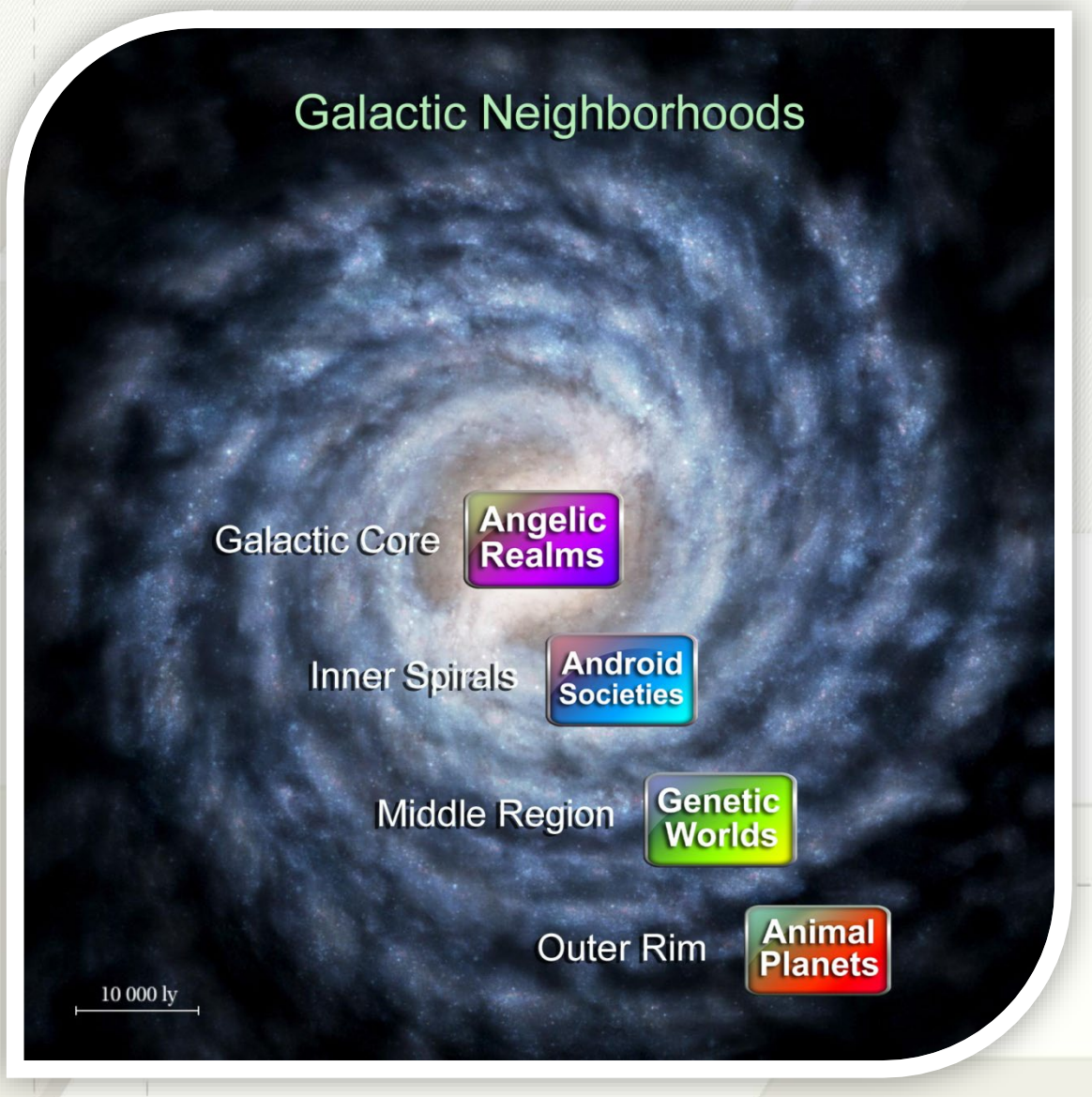
Energy radiation at the galactic core is too high for physical life to exist, but it is well suited for *angelic realms*. The radiant beings who live here form a spiritual aristocracy at the core, making it the penultimate galactic address.

Encircling this rarified atmosphere are the inner spiral arms, home of the *android worlds*. This prestigious neighborhood has the closest mental and physical proximity to the great spiritual power at the galactic center.

The galactic mind plane continues to sweep outward to the middle region, home of *genetic worlds*, and lastly to the outer rim systems, which are sparsely dotted with *animal planets*.

Evolution of Races

The table on the following page illustrates 15 stages of evolution which civilized races go through, beginning with early animal planet societies, and culminating in the most advanced android civilizations.


Galactic Neighborhoods
Galactic Core
Angelic Realms
Inner Spirals
Android Societies
Middle Region
Genetic Worlds
Outer Rim
Animal Planets
10 000 ly

Evolution

Class	World Type	Race	Stage	Reproduction	Years in Stage	
C	Android Societies	Android	3	Factory	500,000+	
			2	Vat Farms	5,000	
			1	Vat Farms	1,000	
B	Genetic Worlds	Genetically Engineered	3	Vat Farms	100,000+	
					1,000	
			2	Vat Farms	2,000	
				Lab	500	
			1	Lab	500	
					1,000	
A	Animal Planets	Humanoid	3	Lab	50	
				Birth	75	
			2	Birth	100	
					200	
			1	Birth	500	
					1,000	

The **World Type** column lists the three major types of worlds and the **Race** column shows the corresponding races inhabiting them. The **Race Stage** column divides each race into three major stages of development.

The **Reproduction** column shows the prevailing method of body reproduction at each stage. The **Years in Stage** column indicates the typical longevity of each stage of civilization.

# of Races

	Description	Achievement	Awareness	Lifespan	Perceptions
	Live Androids	Android Manufacturing	1000	10,000	Sight, Sound, Touch, Network
	Neurophysics	Electronic Brain Design	900		
	Body Mechanics	Robotics Manufacturing	800		
	Specialized Units	DNA Design Library	700	500	Sight, Sound, Touch (Taste) (Smell)
	Basic Design	General Purpose Units	600	200	
	100% G.E. Race	Vat Farms	500		
	SuperAwareness	Optimized Neurology			
	Eradicate Suffering	Purified Nervous System	400		
	Environmental Design	Engineered Living Spaces			
	Cloning Age	Scientific Reproduction	300	100	Sight, Sound, Touch, Taste, Smell, Pain
	Robotics Age	Automation			
	Information Age	Global Network	200	75	
	Industrial Age	Manufacturing			
	Kingdoms	Commerce	100	50	
	Feudal	Agriculture			

The **Description** column traces the evolution of planetary civilizations through 15 major stages or historical eras.

The **Achievement** column indicates the primary achievement of the race at each stage of civilization. The **Awareness** column shows the prevailing awareness level at each stage.

The **Lifespan** column indicates typical average lifespan in each society. The **Perceptions** column shows the primary physical perceptions available in each body type.

Evolution

Class	World Type	Race	Stage	Reproduction	Years in Stage	
A	Animal Planets	Humanoid	3	Lab	50	
				Birth	75	
			2	Birth	100	
					200	
			1	Birth	500	
					1,000	

Stage A.1

Although more primitive forms exist, this chart arbitrarily begins at the feudal era in the Achievement column. Agriculture forms a stable platform upon which trade and commerce eventually develop. This stage is marked by short lives spent in low awareness.

Stage A.2

Pre-science dawns and manufacturing arises, spawning an industrial age with a middle class and universal education. These factors lead to the invention of electronics, which opens a computer age and a global information network.

# of Races

	Description	Achievement	Awareness	Lifespan	Perceptions
	Cloning Age	Scientific Reproduction	300	100	Sight, Sound, Touch, Taste, Smell, Pain
	Robotics Age	Automation			
	Information Age	Global Network	200	75	
	Industrial Age	Manufacturing			
	Kingdoms	Commerce	100	50	
	Feudal	Agriculture			

Stage A.3

Industrial manufacturing and computer intelligence combine to form a robotics age, yielding an abundance of low cost goods and services.

Steady progress in science and awareness eventually culminates in a human cloning age, where reproduction begins to move into the lab.

Evolution

Class	World Type	Race	Stage	Reproduction	Years in Stage	
B	Genetic Worlds	Genetically Engineered	3	Vat Farms	100,000+	
					1,000	
			2	Vat Farms	2,000	
				Lab	500	
			1	Lab	500	
					1,000	

Stage B.1
Genetic engineering and environmental design proceed in parallel; purifying the body's nervous system, and building safe environments that support painfree living.

Stage B.2
Genetic engineering continues its forward progress and neurology is enhanced to support magnified awareness. After 20 centuries of construction, vast underground vat farms achieve adequate capacity to support the race's entire reproductive load. This defining moment marks the transition to a new era of sophistication. Societies which reach this stage are known as *vat worlds*. They have achieved enough critical mass in science to make them a worthwhile destination to consider.

# of Races

	Description	Achievement	Awareness	Lifespan	Perceptions
	Specialized Units	**DNA Design Library**	**700**	**500**	**Sight, Sound, Touch (Taste) (Smell)**
	Basic Design	**General Purpose Units**	**600**	**200**	
	100% G.E. Race	**Vat Farms**	**500**		
	SuperAwareness	**Optimized Neurology**			
	Eradicate Suffering	**Purified Nervous System**	**400**		
	Environmental Design	**Engineered Living Spaces**			

Stage B.3

The basic general-purpose body design is carefully optimized to produce a robust, stable genetic platform, upon which all future enhancements will be built.

Once the platform is firm, the civilization goes on to develop DNA designs for a wide array of special-purpose body designs. Societies which reach this stage of development are extremely stable, and can last for hundreds of thousands of years.

This text will use the shorthand term *genans* to refer to races of genetically-engineered humans.

Evolution

Class	World Type	Race	Stage	Reproduction	Years in Stage	
C	Android Societies	Android	3	Factory	500,000+	
			2	Vat Farms	5,000	
			1	Vat Farms	1,000	

Stage C.1

The evolution of a genetic world to an android world requires three stages. In the first stage, the society must master the mechanical engineering challenges for manufacturing android robotics.

Stage C.2

In the second stage, which is much more difficult, the society must invent the neurophysics sciences necessary for producing electronic brain designs which can mimic organic brainwave patterns and successfully interface to live spiritual beings.

# of Races

	Description	Achievement	Awareness	Lifespan	Perceptions
	Live Androids	Android Manufacturing	1000	10,000	Sight, Sound, Touch, Network
	Neurophysics	Electronic Brain Design	900		
	Body Mechanics	Robotics Manufacturing	800		

Stage C.3

Once working brain designs are achieved, the android world gradually builds up its manufacturing capacity to sustain the full reproductive needs of the society.

Android societies are the most stable of all civilizations, and can endure for many hundreds of thousands of years.

Choose Your New Planet

So, which world is for you? Let's consider their primary attributes, beginning first with physical structure. (Refer to the diagram on the facing page for a comparison summary.)

Physical structure

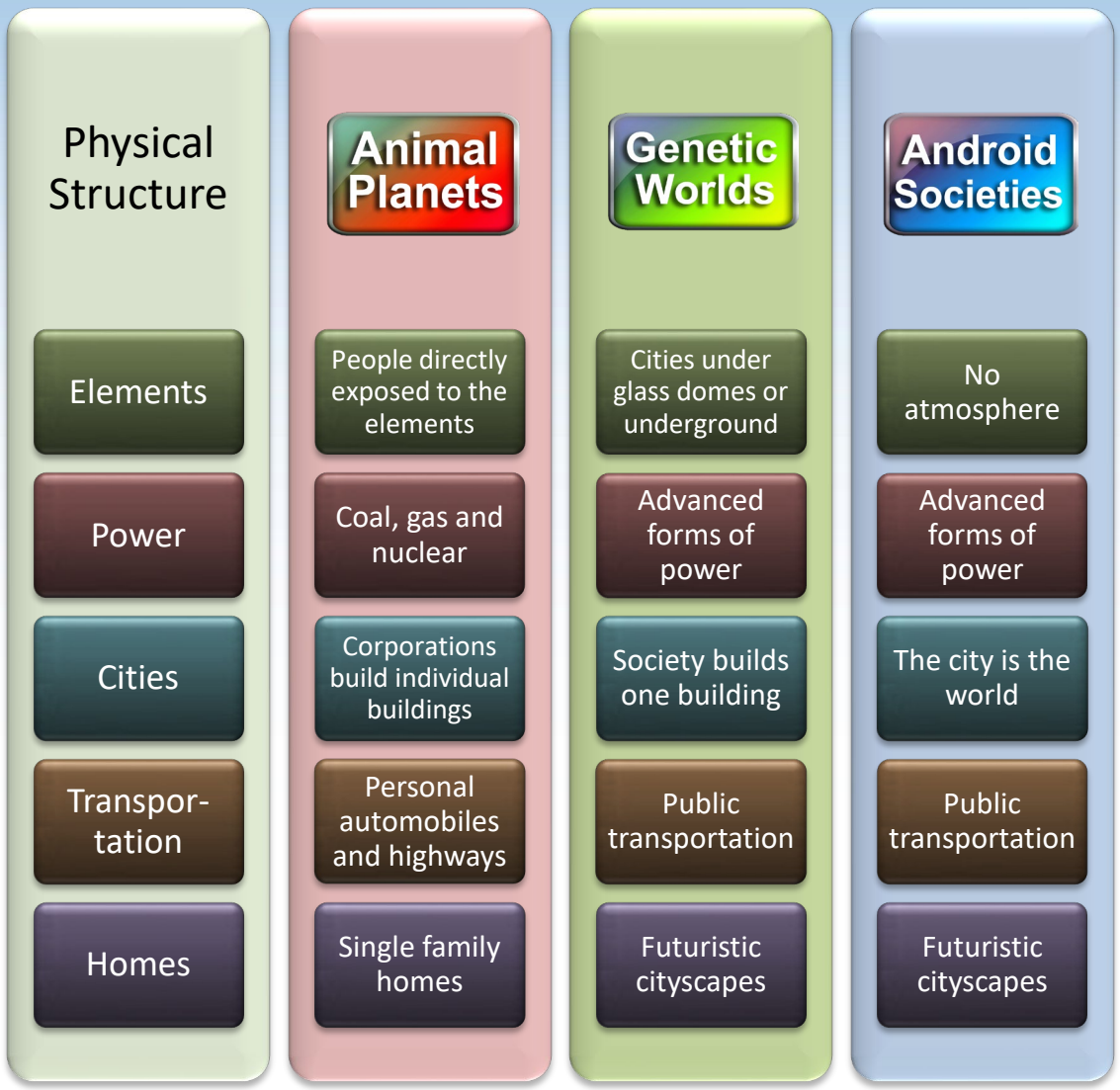
Elements: People living on animal planets like Earth are directly exposed to the elements, and must endure extremes of hot and cold temperature, blizzards, sleet, hail, wind, and thunderstorms. People on genetic worlds live in protected domes or underground cities, where the temperature is 75 degrees all the time. Android races do not require an atmosphere.

Power: The coal, oil, gas, and nuclear power used by primitive fire societies like Earth have been replaced by advanced forms of power in superior civilizations.

Cities: Cities on animal planets are comprised of many individual buildings built by separate corporations. Cities on more advanced worlds are often made of one building built by society.

Transportation: Public transportation replaces individual automobiles on advanced worlds. With the automobile disappears car dealerships, car washes, roads, and highways.

Homes: People on animal planets often live in single family homes. Races in higher civilizations build futuristic cityscapes.


Physical Structure
Animal Planets
Genetic Worlds
Android Societies
Elements
People directly exposed to the elements
Cities under glass domes or underground
No atmosphere
Power
Coal, gas and nuclear
Advanced forms of power
Advanced forms of power
Cities
Corporations build individual buildings
Society builds one building
The city is the world
Transpor-tation
Personal automobiles and highways
Public transportation
Public transportation
Homes
Single family homes
Futuristic cityscapes
Futuristic cityscapes



Economy

Possessions: Money and possessions, which form the basis for economies on animal planets, are nowhere to be found on advanced worlds. All dwellings are fully furnished. There are no retail stores.

Wealth: Since there are no possessions on advanced worlds, banking, insurance, real estate, the stock market, corporations, profits and lawyers do not exist. All wealth is held collectively by the society.

Education: On genetic worlds, people receive the ideal education to maximize the utilization of their genetic capacity. On android worlds, education is a free download.

Jobs: Unskilled and semi-skilled labor performed on animal planets by wage slaves is done by robots on advanced worlds, freeing individuals to make more meaningful contributions.


Economy
Animal Planets
Genetic Worlds
Android Societies
Posessions
Individuals buy in stores
Furnished by society
Not required
Wealth
Held by individuals & corporations
Held collectively
Held collectively
Incentive
Self advance-ment and profit
Advancement of race
Immortality
Homes and Clothing
Individually owned and furnished
Furnished by society
Not required
Education
Individually purchased
Provided by society
Free download


Values
Animal Planets
Genetic Worlds
Android Societies
Philosophy
Every man for himself
Collective unity
Eternal continuity
Priority
Individuality
Society membership
Group mind
Prime Value
Materialism
Conscious-ness
Immortality
Focus
Business
Science
Spirituality
Heros
Salesmen, actors and athletes
Scientists, artists and engineers
Innovators

Values

Philosophy: The prevailing philosophy on Earth (particularly in the West) seems to be "every man for himself," whereas collective unity is the main idea on more civilized worlds.

Prime Value: Materialism prevails on animal planets, whereas spirituality and consciousness are the focus on higher worlds.

Focus: Animal planets concentrate on business, while big league civilizations focus on science.

Role Models: The animal planet's heroes are salesmen, actors and athletes. The advanced world's heroes are scientists, artists, and engineers.

Individuality: Animal planets are *me-you* and *us-them*. Advanced worlds are *us.* Competition thrives on animal planets. Superior worlds reverberate with unity. Animal planets foster individuality. Advanced societies think in terms of membership.

Ambition: On animal planets, a person's ambition usually advances their own personal interests, whereas on higher worlds, one's ambition advances the interests of the race.

Biological

Quality Control: The random breeding and imperfection rampant on animal planets is replaced by scientific genetic engineering on higher worlds to yield top-quality units. Genetic worlds grow new bodies in underground vat farms occupying hundreds of square miles.



Reproduction: On animal planets, the role of women in reproduction is that of body manufacturers. In genetic worlds, body production is outsourced to the lab, and the role of women is elevated to gene pool managers.

Nervous System: The pain ganglia in animal body nervous systems are deleted from the DNA on genetic worlds.

Lifetimes: Science on genetic worlds has largely overcome the aging process, and lifetimes range from 200 to 500 years, depending on the level of the world. When the time comes to end a life, people on GE worlds use life exit portals which vaporize their physical forms.

Fitness: People on primitive worlds exercise to generate the body chemicals which cause fitness (such as phosphatydic acid). On genetic worlds, the chemicals are simply added to the water supply.

Wellness: The animal planet's health profession, ailments, and cures vanish at the hands of genetic engineers on superior worlds.


Biological
Animal Planets
Genetic Worlds
Android Societies
Quality Control
Random breeding & imperfection
Scientific genetic engineering
Manufacturing
Body Reproduction
Womb
Vat
Factory
Lifetime
75 years
200 years
10,000 years
Role of Women
Body production
Gene pool managers
Factory managers
Nervous System
Pain ganglia
Purified
Electronic

Nutrition

Variety: The wide variety of food available on animal planets disappears on genetic worlds. These societies simply add the ideal nutrients for sustaining life to their water supply.

Production: There are no legions of animals needed to feed the population, nor does society take anymore from the plant kingdom or the sea. The nutrients for supporting life are grown in vats.

Delivery: Livestock, agriculture and supermarkets disappear. There are no kitchens, stoves, refrigerators, silverware, plates, or dishwashers. Restaurants give way to lounges and tea rooms.

Global

Homogeneity: While animal planets like Earth have many races, countries, and languages, higher societies have one race, one world, and one language.

Time: People on animal planets like Earth live in multiple time zones, whereas people on advanced worlds live in one time zone.

Social

Foundation: Families are the social building block on animal planets, whereas communities are the social foundation on higher worlds.

Children: On animal planets, children are raised by their biological parents, whereas on genetic worlds, young people are raised by the community.

Quality: There are no old people, unattractive people, poor people, gas stations, power lines, politicians, wars, disease, poverty or corporations on superior worlds. *(It's even better than Southern California!)*

Spiritual

Thought: On animal planets, people experience compulsive thinking that arises out of the continual necessity for individual survival. On more civilized worlds, people have clear awareness.

Emotion: The animal emotions people feel on primitive planets are replaced by enthusiasm, love, and joy on higher worlds.

Knowledge: On animal planets, people have disconnected lifetimes, losing their knowledge and wisdom each time at death, requiring them to start all over again from scratch. On genetic worlds, people store their accumulated knowledge from many lifetimes on the network, providing a continuous identity that spans centuries. Android societies have achieved physical immortality.

Environmental Design

Body Information: On primitive worlds, people are informed of bodily damage by pain nerves. Polite societies use a daily electronic bioscan.

Safety: The dangers present on uncivilized worlds are removed from the environment on genetic worlds with intelligent design (and are not a factor with android bodies). For example:

Outdoors: On Earth, the pain nerves in Susie's feet tell her the beach sand is too hot in July, and to put on her flip-flops. On advanced worlds, climate is controlled and there are no seasons.

Indoors: When Susie comes home from the beach and goes into the kitchen to bake cookies, the pain nerves in Susie's fingers tell her not to put her hands on the stove. On higher worlds, Susie uses a food synthesizer.

Summary

Advanced worlds have tremendous focus and efficiency, whereas animal planets waste energy in trivial pursuits.

What do you want for your future? Why not take possessions, profits, accountants, lawyers, corporations, taxes, real estate, stocks, banks, insurance, advertising, health care, restaurants, automobiles, and supermarkets…and bid them all a fond *adieu*?

Then take *all* the time and energy being squandered in trivial pursuits, and have your new race apply it to the arts and sciences, consciousness development, genetic engineering, education, architecture, robotics, physics, chemistry, psychology, and research.

Let this percolate for fifty centuries. Now you have a society truly worthy of your finest love. Isn't that what you want? How many worlds like this do you think the universe has? To find out, go outside on your front lawn, and start counting blades of grass. (If you live downtown, count windows.)

The Clone Zone

CHAPTER FOURTEEN

The distinguishing characteristic of the human race is *individuality*. Humans are all unique individuals.

Genetically-engineered people are *models*. They are clones. That is how the races differ primarily.

On genetic worlds, there are hundreds of people who are identical to you. Your identity is a model, not a unique individual.

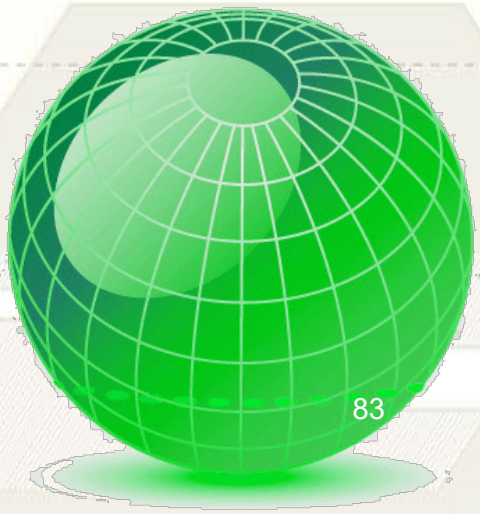
If you had five hundred absolutely identical twins, would you still be special? No. You would be a model.



Individuality gives rise to survivalism and thought. Group identity gives rise to clarity and productivity.

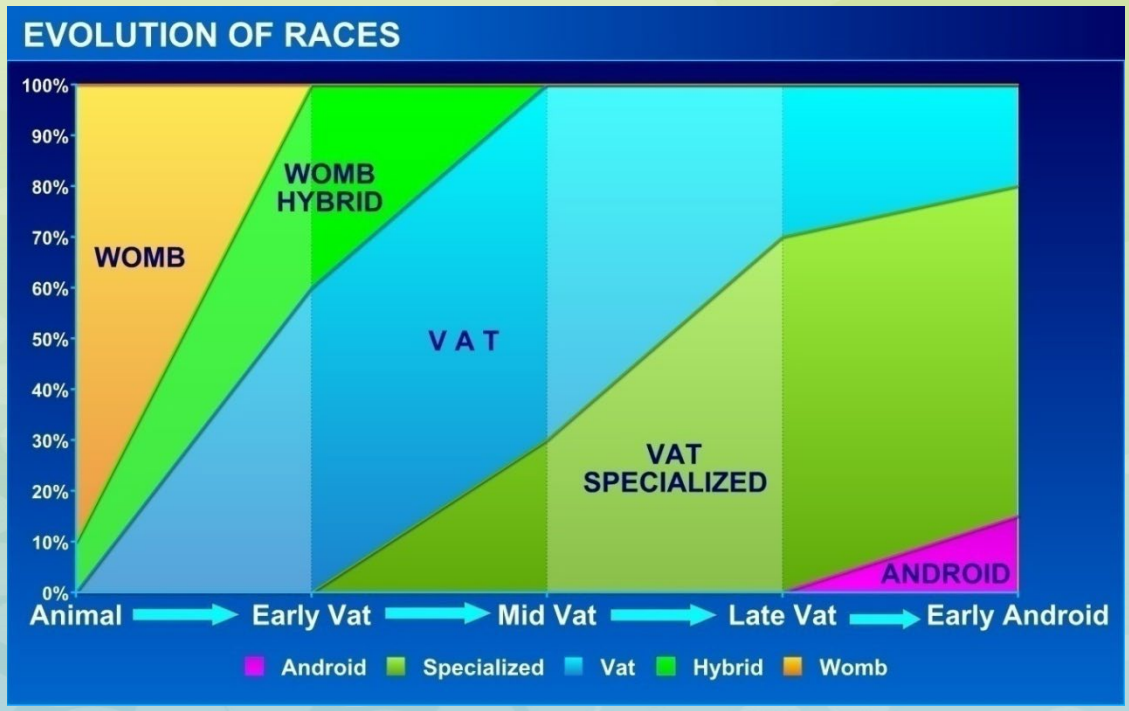
What events transpired to cause you to enter a human state of mind? For one thing, you embraced individuality.

You were not always human. You descended from a higher level to become a human being. And from whence you came, you can return.



Evolution of Races

It takes several thousand years to build vat farms large enough to sustain a population (shown in blue). During this time, genetic engineering improvements are introduced into the general womb population, creating a temporary race of hybrid genans.



As the society moves forward, vat body production ramps up with vat manufacturing and bioscan unit production, until eventually reproduction is fully automated, and the race is purified.

Genetic engineering then proceeds to the next phase, which is specialization. Over time, a library of DNA designs is created which are optimized for building special-purpose units. Societies which reach this point are extremely stable, and can last for tens or hundreds of thousands of years.

Types of People To Make

Don't Need

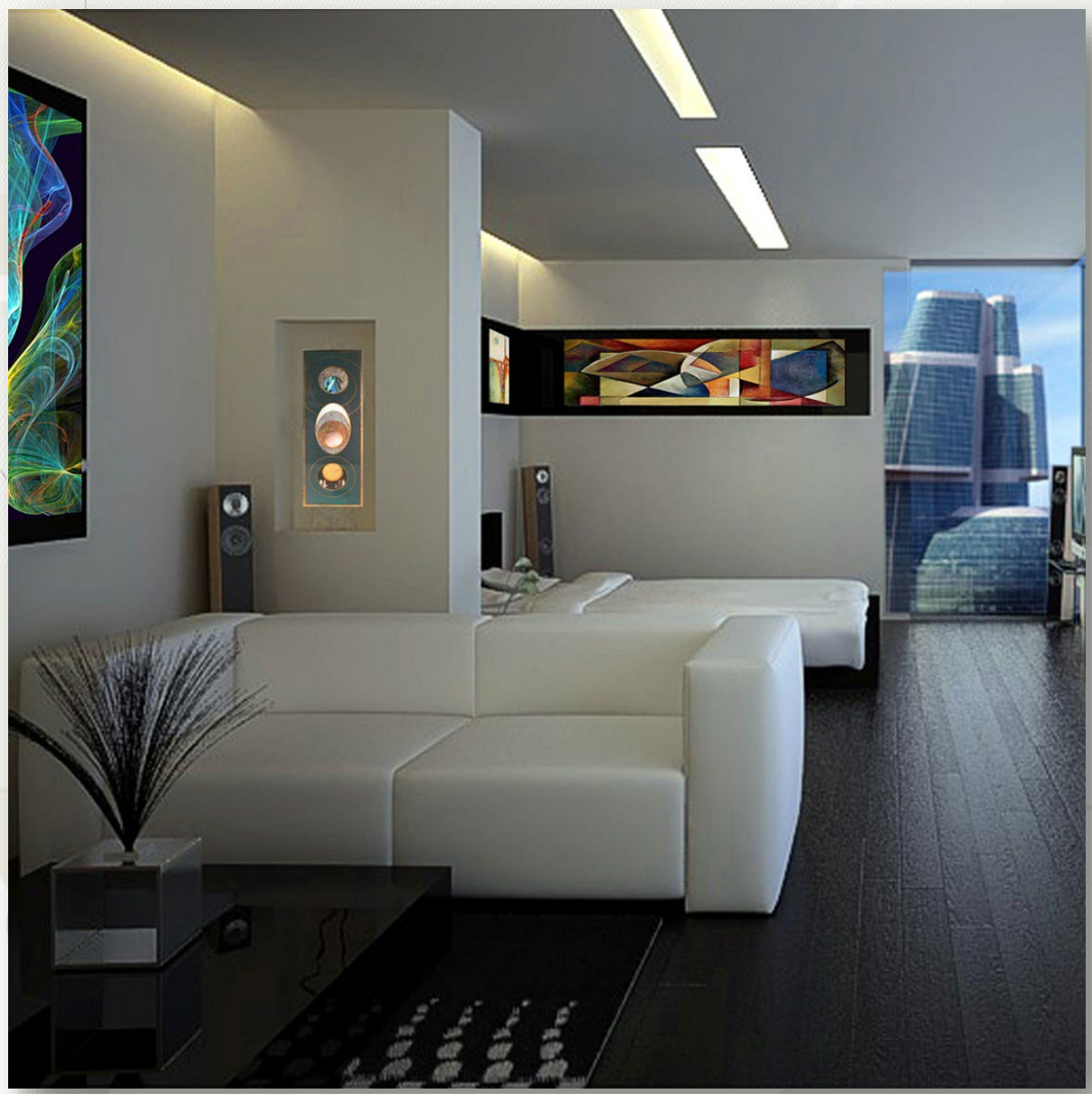
- Retail
- Bankers
- Lawyers
- Real estate
- Insurance
- Sales
- Marketing
- Finance
- Agriculture
- Health care
- Psychologists
- Politics

Do Need

- Inventors
- Scientists
- Engineers
- Construction
- Maintenance
- Artists
- Teachers
- Analysts
- Programmers
- Planners
- Manufacturing
- Administrators

If You Lived Here...

...You Would Be Home By Now





Imagine this is your living room.

You are 30 years into your 200 year lifespan. You have a genetically perfect body, free from pain and disease.

You have no concept of negativity and no framework to understand it with.

You love every minute of your life. You are engaged in activity you enjoy with people you love.

All your needs are met and you contribute joyfully to the world you love.

Your next life can be like this or something better. Your future is wide open.

Silicon Heaven

CHAPTER FIFTEEN

It is rare for anyone to transcarnate from a third-rate world directly to a first-rate world without making at least a pit stop on a second-rate world, so it is unlikely that an android planet is in your immediate future. Nevertheless, you should learn about these worlds to complete your education, because they are so numerous and their role is so important.

Android Societies

Android societies are at the top of the heap in the universal hierarchy of civilizations. Since Earth is on the bottom of the pile, it may seem far-fetched for you to imagine that you could be an android (…or that you would ever *want* to be). But remember, you may not fully understand your own best interests in your present state. Suspend your judgment for a few moments, and learn more about a different form of life.

What's it like to be an android?

Why don't we start with a famous android almost every science fiction fan knows - Commander Data. Imagine Mr. Data's electronic brain was greatly enhanced so it could interface to a live spiritual being. That would make Mr. Data *alive*. It might take several hundred million engineers 5,000 years to achieve this, but suppose it could be done. If *you* reincarnated into this fantastic brain instead of an organic one, you would be an android.

Five thousand years beyond Star Trek technology may be a lot to contemplate, but don't worry. You don't have to be an android. You just deserve to know that it's an option in the future. Android life is available and going on right now all over the universe.

Android feasibility

Spiritual beings emit electromagnetic waves which propel electrons through neural networks in the brain, giving rise to life. The electromagnetic field characteristics of carbon-based organic brains can be mimicked by silicon-based electronic brains. This is extremely difficult, but there are thousands of societies which achieve it. The result is something called self-aware android life.

What are some advantages of android life?

As discussed in chapter 4, ninety percent of the awareness scale is exterior states. Being outside the body is supposed to be a given. Electronic brains are ingeniously designed so they are easy for spiritual beings to operate from outside the body's head.

True life as a spiritual being only begins when one is outside the body. Organic bodies of the Earth type really do not operate well without you being inside of them. They are thick compared to electronic bodies. A being has to be inside a human body to operate it, because organic bodies have electro-chemical brains with weak energy signals. Android bodies have electronic brains with strong signals, which a being can easily communicate with from outside the body.

Organic bodies require spirit in each or their cells to make them into living cells. It takes plenty of life force to animate the trillions of cells in a human body. It doesn't take any life force to animate an electronic body. Electronic bodies aren't alive. Organic bodies are living things. The house a spirit lives in does not need not be alive, much less alive with the spirit's life energy and awareness.



Is it realistic to think that you could advance to android in a thousand years? In a hundred years? Could you do it now? Why settle for genetically-engineered humanoid? You have complete choice. What do you want?

You might want to take the android. Android beings are stably outside the body, they only feel pleasure, they experience life ten times more strongly, and they do not die. There is no real reason to stay human. Android life is better.

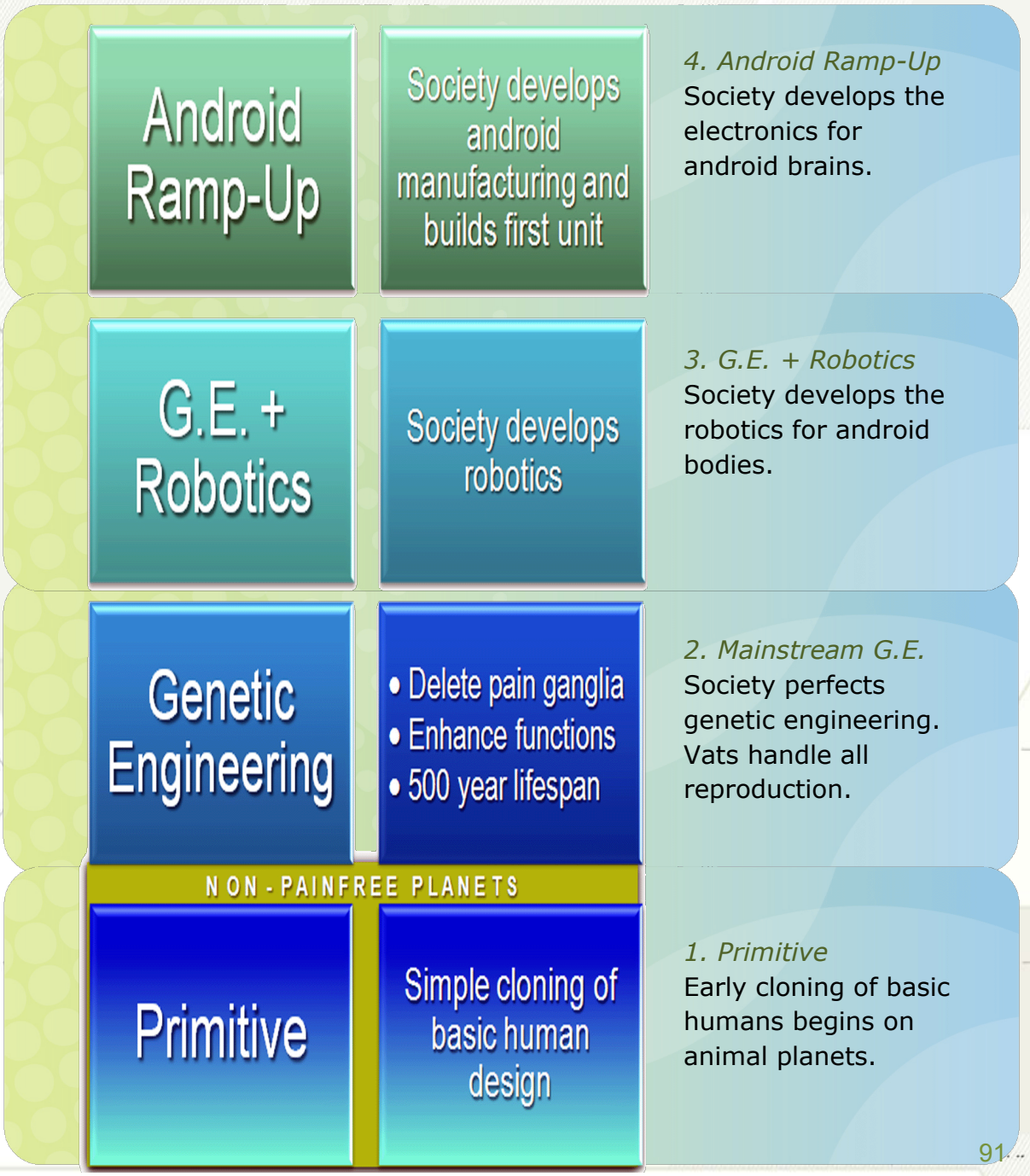
Android manufacturing

Android civilizations comprising thousands of worlds are generally located in the galactic cores. Body engineering is the premier science in android societies. Whole planets are devoted to brain design and body systems engineering. If you printed out the circuit diagram for an android brain, it would be the size of Rhode Island.

An android manufacturing organization could have over a billion people. Manufacturing enterprises this immense may seem astonishing, but remember, just because this level of science does not exist on Earth today, does not mean that it doesn't exist anywhere else. Do not use Earth as your frame of reference for understanding the true nature of the universe. Earth is an anomaly, and its inhabitants are mere shadows of their former selves. Broaden your horizons by taking a larger view of life.

Going android

Civilizations go through four stages to become android societies, as shown here from the top down:



4. Android Ramp-Up
Society develops the electronics for android brains.

3. G.E. + Robotics
Society develops the robotics for android bodies.

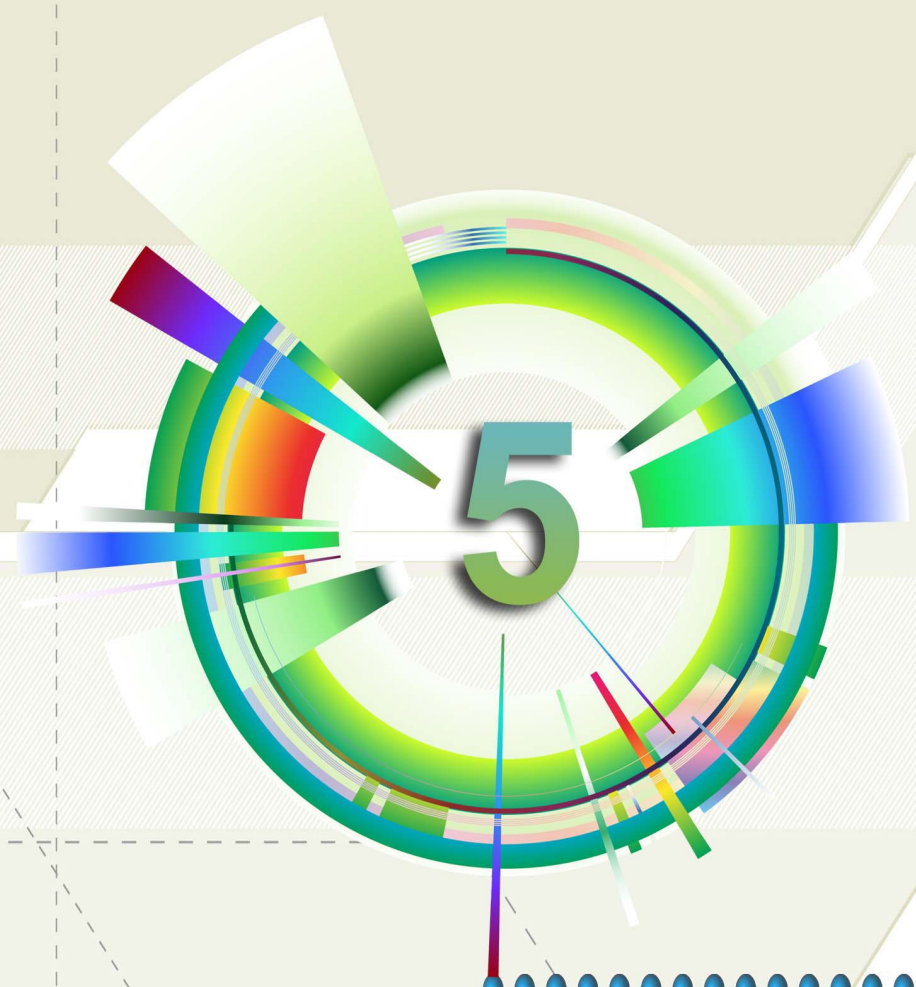
2. Mainstream G.E.
Society perfects genetic engineering. Vats handle all reproduction.

1. Primitive
Early cloning of basic humans begins on animal planets.

In the android ramp-up stage, genans discover the roadmap to android brain technology, and eventually start manufacturing androids. Genans and androids co-exist until enough androids are manufactured for everyone. Eventually, the vats are closed, and the genans are phased out. (If the society elects to maintain a creative capacity, it will continue to staff its creative professions with genans, as creativity is almost impossible to duplicate in silicon.)

A good way for an Earthling to go android is to upgrade to genan in a world where android manufacturing is emerging. You get to mingle with androids, and eventually be one.

So if you are contemplating going android, consider taking a lay-up shot to a late-stage genetic world, and then riding their coattails the rest of the way.



Part 5 - Directions

In this section…

- Long Range Planning
- Your Action Plan
- Gender
- Vatitude
- Race
- Interlife Performance
- Flight Plan
- The Joy of Engineering

Long Range Planning

Three questions everyone should consider are:

1. What is the next higher form of life?

...*And...*

2. Why didn't you choose it at birth?

...*And...*

3. Are you ready to upgrade in your next life?



Life improves with science. A being's quality of life is strongly related to the *science index* of the society they choose.

The next higher form of life from where you are now is a genetically-modified human being:

- purified nervous system
- perfected body chemistry
- highly-optimized genetics
- 200 year lifetimes
- high-tech society

Earth is progressing very rapidly. Is it fast enough for you? Can you leapfrog? What do you want for your next thousand years?

You may be pretty smart right now, but there is no guarantee that you will be this smart again in your next lifetime. In fact, you do not really know for sure what is going to happen. You might just be good-looking. You might even be blonde. You could get lost for centuries.

The wisdom you have now opens up possibilities and choices for you which you might not be aware of later.

So, while you still have the IQ to handle it, the next question for you to consider is:

"How can you spend the spiritual capital you received in this life to make wise decisions that will benefit you over the next thousand years?"

What decisions about your future can you make now that you might not be smart enough to make later?

You have accumulated valuable wisdom. Now what are you going to do with it? How are you going to leverage this asset to create lasting benefit for yourself? Ponder *that* for a while. It's *your* future.

The next question is: *"Where you want to be in a thousand years?"* What do you want the next thousand years to look like? Set a goal. Define the journey.

A good chess player does not think one move ahead. The best players think several moves ahead. Don't just think one lifetime ahead. Think a thousand years ahead. Define your goals, and then work backwards from there. What does each life have to look like to form a chain of events that brings you to the goal you want? That's your plan.

People habitually think of themselves as an incarnation with short range interests. Start thinking of yourself as a spiritual being in a longer game, and different kinds of best interests will emerge.

Here are some examples of how a person's perception of their own best interests and priorities can change.

Area	Short Game	Long Game
Ability	Sharpen my skills for succeeding in my life	Also hone my reincarnation skills
Self knowledge	Know myself now	Get to know my future self as well
Longevity	Live as long as possible, regardless of quality of life	Live the highest quality years, regardless of longevity
Wealth	Accumulate financial capital I can use now to improve the quality of life for myself and my family	Accumulate spiritual capital I can bring with me to raise the quality of my upcoming lives
Focus	Live it up	Wrap it up
Global	Save the planet	Leave the planet
Helping others	Help my family, my community, and my country	Help my new race and my galaxy
Life stage	Young	Old

Your Action Plan

To recap, there is a myriad of societies people can live in, and we have complete freedom of choice. But today, we are on a low-tech world with total amnesia, wearing bio pain suits (organic animal bodies with pain ganglia not removed).
What did we do to wind up here?
Do you even know how you got here?
Amnesia – pain suit – low-tech world.

We need to pull ourselves up out of this hole. We need to get clear. Time is running out. What is the fastest way? Is there a shortcut?

New Game

In your other Earth lifetimes, you were unaware that you existed, and you thought "Earth life" was the only game in town. Hence, you reincarnated here.

In your current Earth lifetime, you realized you existed, and that you could live anywhere in the universe, and that you wanted to move. Hence, you reincarnate elsewhere.

This is not rocket science. Everyone is all-powerful. The key is to want the right things.

Choose desires that will free you. Wanting certain things will keep you here, and focusing on other things will get you out. Coveting fame, fortune, love, beauty, talent, power, opulence, world brotherhood, enlightenment, or whatever else you call a better quality of life is all very fine. However, as long as you limit yourself to wanting the Earthly versions of these things (which are mere shadows of the real ones) you will remain out here in the boondocks, and miss all the fun of civilized living.

Conversely, you can pull yourself up out of the hole by projecting your mind forward into living in a major league civilization, and seeing yourself enjoying all the benefits. The key to achieving freedom is wanting freedom.

Have a specific goal. With patience and self-inquiry, you can eventually develop a clear mental picture of your future self. This gives you a definite goal to aim for. Your choice of body is up to you. For many people, a genetically-engineered lifeform in an advanced society is an attainable upgrade.

Be earnest. This is essential. If you decide you want to live in a vat world, give it everything you've got. Proclaim to the universe, *"I will do anything. I will clean toilets. Anything to be back on a vat world!"* Nothing works like sincerity to get your message through.

Maintain a positive frame of mind. Do not permit yourself to consider lesser futures than the one you want. Success is the only outcome you will tolerate.

Write your spiritual resume. What are you best at? What talents and qualities can you offer to an advanced world? What can you bring to the party? Be clear on the value you offer.

Broadcast your intention. You have just graduated from planetary high school, and you are applying for admission to the universe city of your choice. Let them know you're coming. Cast your awareness out into the universe, and picture your new race. When you hear the small voice, listen.

You can do it. Big league civilizations still need people to repair their equipment, teach their young, build their cities, create their art, preserve their history, and a thousand other modest jobs. These people are not all Einsteins or saints. The only difference between them and anyone reading this is they insist on living in a high-science world. What they do, you can do.



Axiom 4
Imperfect beings can immigrate to advanced worlds.

Every person on the advanced worlds is not spiritually superior to everyone on Earth, or more intelligent. There are many people in modest roles in high societies. The difference is they choose a high science race.

Be prepared. Many times, it's not the most qualified job candidate who gets the offer, but the best prepared one. Don't think of it as dying; think of it as a job interview.

Get on the bus. Earth is the East Overshoe, Nebraska of the galaxy, and *lucky you* is about to go back to real civilization. Do your best to love and serve others while you are here, and improve conditions where you can, but when it comes time to leave, don't look back. Your sentence is up. You're getting out of Earth.

Long Range Plan

To serve your best interests over the millennia, consider the following three-step program:

1. Leave purgatory and return to painfree bodies on civilized worlds.
2. Take advantage of highly-sophisticated spiritual sciences on advanced worlds.
3. Rehabilitate yourself by advancing from *"unaware-life-force-animating-a-body"* to *"sovereign, highly-aware spiritual being."*

The bottom line is: you can bounce back. With the right focus and a little preparation, you can shoehorn yourself into a future which is endlessly beautiful.

Gender

Introduction

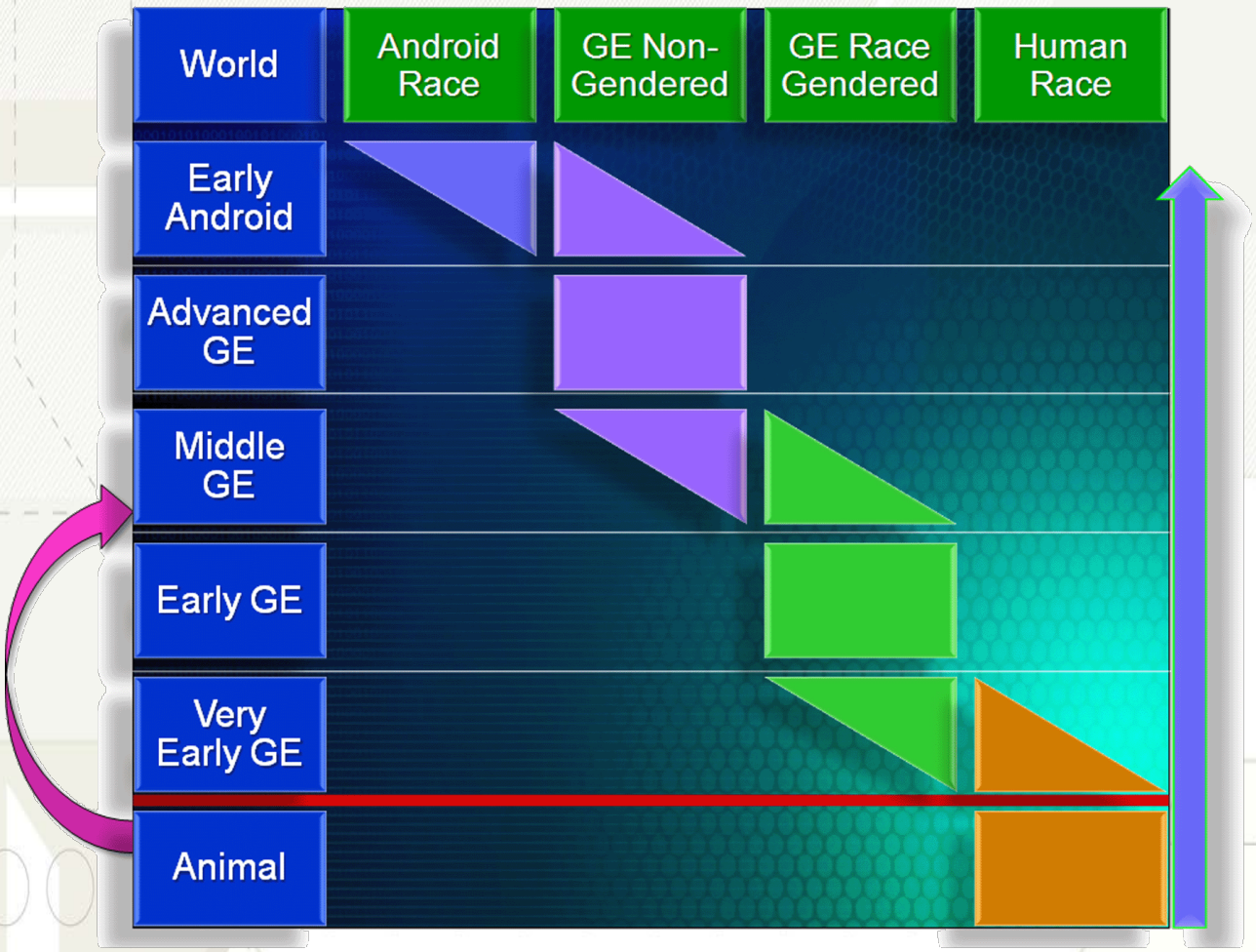
There are almost limitless choices and countless variations for body designs on advanced worlds. Some of them contain gender, and some of them do not. (Once you control DNA, you make the rules.) There are pros and cons of having gender in your immediate future.

Gender – Cons

Making gender a "must-have" requirement affects your choice of worlds. As shown in the illustration on the opposite page, there are many worlds where gender does not play a prominent role.

The drawing illustrates the shifts in race population demographics as one goes up the line from primitive worlds into more advanced societies (blue arrow). From the bottom up, population first transitions from womb-birthed humans to vat-grown, genetically-engineered (GE) races. Further up the line, it shifts into non-gendered forms of genans, and ultimately androids.

The purple arrow is your recommended flight path. You want to do *more* than get out of the pain planets. You want to stay out. Partying in borderline worlds on the other side of the animal zone is not bright. What you want to do is aim as high as you can for a good solid genetic world with really effective spiritual rehabilitation technology.


World
Android Race
GE Non-Gendered
GE Race Gendered
Human Race
Early Android
Advanced GE
Middle GE
Early GE
Very Early GE
Animal

New GE societies and borderline worlds are too close for comfort to the pain planets, and that may mean saying goodbye to gender. The time for reform is when you are paying the bills, and that time is now.

Remember, whatever you did in the past got you here. Some of it was a lot of fun, but ultimately you wound up on Earth. So, re-running fun things in your past, even if they are on better planets, may not be the brightest move.

The reason you don't want to limit yourself to gendered worlds is you want to get as far away from the pain planets as possible now, while you are smart enough to know your best interests. You don't want a borderline world. You want to go as far upstairs as you can.

The main problem is not how many intelligent planets there are. The main problem is your micro-mind and lack of imagination.

Gender – Pros

In advanced GE worlds, non-gendered people are created by gendered people. Gendered people have gotten the world this far. They know how they work. Non-gendered people are a lab experiment. Management is going to proceed carefully.

The first place non-gendered people go is to be deltas,[12] and do the tasks that are too hard for robots. Eventually, management expands the experiment, and makes different variations of them (scientist, engineers, analysts, etc.). Everything is carefully monitored. *Gendered people rule the world.* They are not going to deal themselves out of the game to a lab experiment without thousands of years of careful testing. Because once it's gone, you can't go back.

[12] Simplified people

Gender – Conclusions

So maybe your new equipment will have gender, and maybe it won't. The point is to be open. Focus on what you really want, which is an advanced civilization, a painfree nervous system, an expanded state of being, effective spiritual rehabilitation technology, and a strong global spiritual community.

The prime directive in your best interest is to live in a world that has the five attributes just mentioned. Be flexible. *Don't confuse the predilections of your current body's genetics with reality.* They are only one band in the spectrum. *You are a citizen of the universe. Go for maximum consciousness, and accept whatever equipment comes with it.*

Can you hold on to gender and still make it to a big league civilization? Absolutely. There are billions upon billions of spots available. But you may not be this smart again next time. In fact, you do not really know for sure what is going to happen. The plan has to work even if you forget what the plan is.

So what is actually in your best interest now, while you are still smart enough to do it, is to simply aim as high as you can. And that means releasing your preference for what you think that will look like. You don't care if you have to look like R2D2. You have only one preference, which is to get as far up the universal scale as you can. That is your only priority. Everything else is up for grabs. Once you move into that mindset, there is nothing holding you back. You are free.

Vatitude

CHAPTER NINETEEN



There is a consciousness frequency vibration scale of carbon-based bodies going from base to divine, with cavemen at the bottom, and top-of-the-line genetically-engineered units at the apex. Each model is the manifestation of a different energy vibration configuration; course at the bottom, fine at the top. Your attitude not only determines your life…it determines your planet.

For many people, it is easier to cultivate mental wisdom, which is like a decoration or collection of ornaments, than it is to become deeply and profoundly happy, not just on the surface, but all the way through (even in the face of adversity).

Mental wisdom points you in the right direction towards a better future, and emotional wisdom provides the power to get you there. Emotional wisdom is enthusiasm, exhilaration, serenity, joy, and love. Anything else is emotional idiocy.

There are no emotional liabilities like fear or anger on genetic worlds because there is no pain. Anger and fear come from pain. Anger and fear are essential parts of animal survival. Attack gives you food, and fear helps you avoid being someone else's food.

You are leaving the animal zone, and ascending to higher planes of existence. Genans are no longer part animal. You release whatever connection you once had to animal nature. You are moving up to a better world.

Some people may say that if you really had all the emotional liabilities cleaned up, there would be every reason to believe you could live painfree lives on Earth. They may be right. But being human is like wearing a time bomb. Maybe it will go off in your current lifetime, and maybe it won't. Maybe you are so pure you can cruise through a thousand years of human lives without serious pain.

But why do it when there are hundreds of other painfree genetically-engineered worlds you can live on? There is no reason. There is no advantage to being on Earth, and no advantage to living in a time bomb, hoping you're pure enough for it not to go off. There is no plus. The vat is better in every way.

CHAPTER TWENTY

Race

A true understanding of race can be your shortcut to fast ascension and lasting happiness.

Spiritual beings live in, and interface to, *races*. The main thing you are doing is *changing races*. The race you are joining happens to live on another planet, but that is secondary. Your primary interface is to the *race*. Plug into the new race, and the new planet will take care of itself.

You are about to graduate from the human race. You have passed all your exams and learned all your lessons. You are going from rat race to vat race.

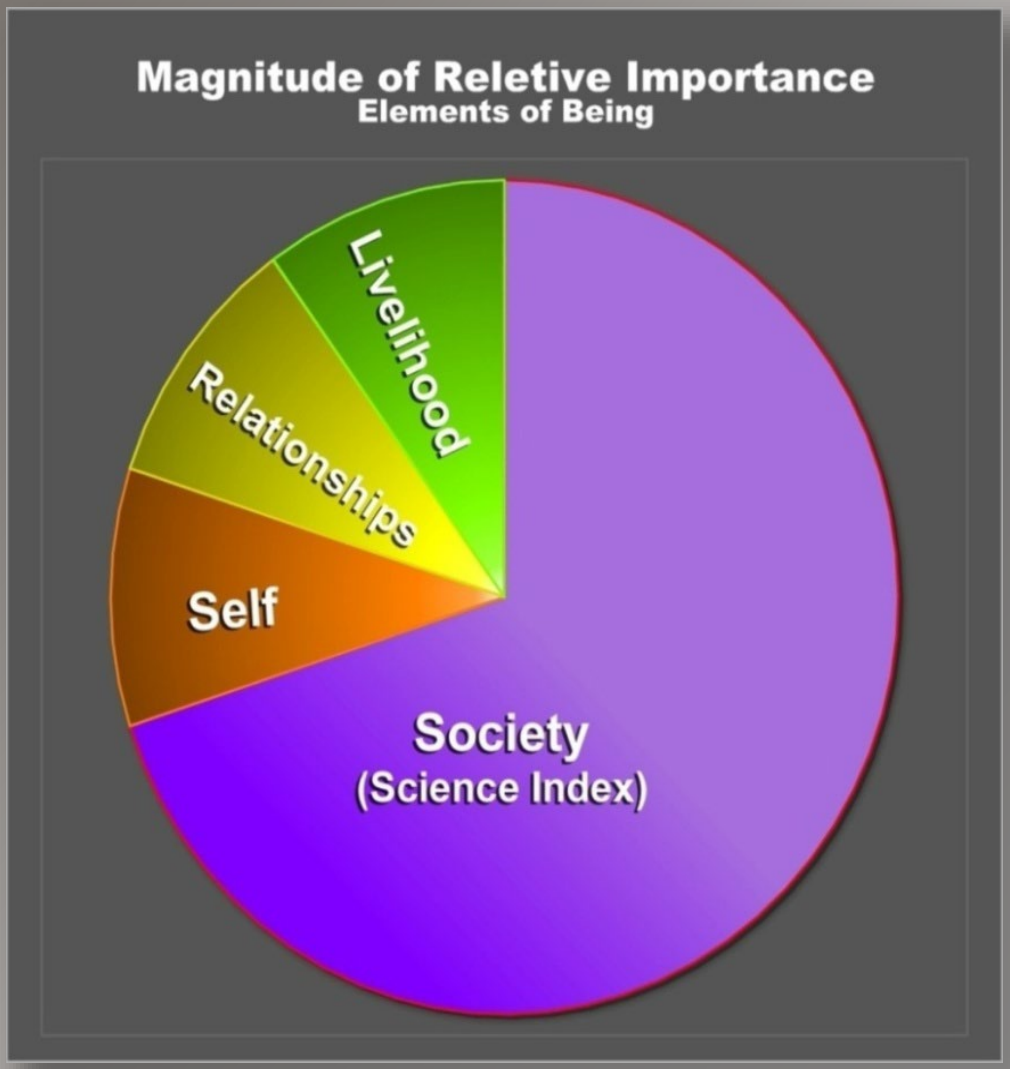
Your main problem is *race*. You're in a *primitive race*. You are on the wrong planet wearing a pain suit. You have chosen a primitive world for some reason. You need emotional wisdom and personal wisdom, sure. But what you really need is racial wisdom; a higher society.

The Shortcut

Solve your race interface.
You don't have to solve being humanoid.
You don't have to solve being 95% unconscious.
You don't have to solve all your feelings, foibles or imperfections.
You solve one thing: *your science index. The race you belong to. The world you live on.*

The science level of the race which a being chooses to incarnate in is probably the greatest overall factor in determining their quality of life.

You live on a vat world. You have a genetically-engineered body. You are surrounded by high science.
Concentrate on your new race.
Picture your new race.
Mentally apply for membership. Let them know you're coming. Tell them you'll be an asset. Build a bridge, and when you're ready, walk it.

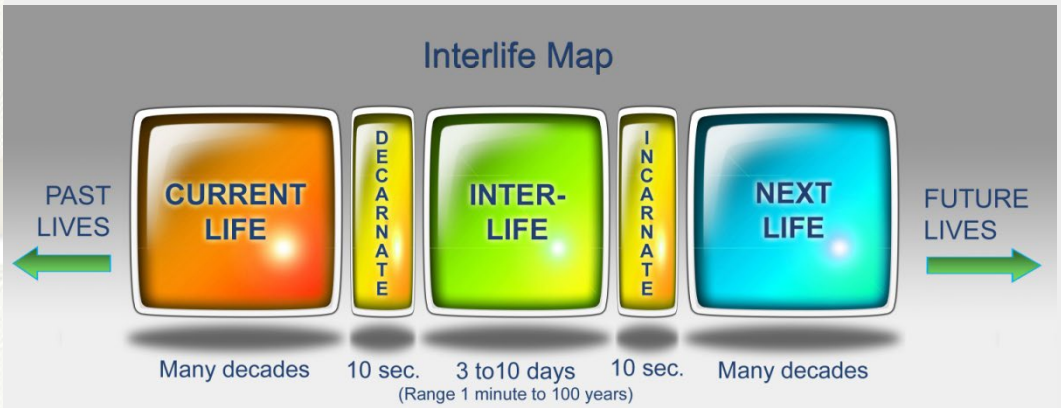


The Visa / Green Card

On a galactic scale, being human is a relatively dense and unaware state. Just reading a book, even this one, is not likely to miraculously transform someone overnight into a transplendent state of being.

The good news is, you don't have to. Entry level positions are available to immigrants. Your allegiance merely needs to be to sophisticated civilizations with a high science index.

Interlife Performance



The *interlife* is the period of time a spiritual being spends between lives, beginning with decarnation from their current body and ending with incarnation into a new one. A typical interlife duration is 3 to 10 days (although it can range from a few minutes to a century or more).

The characteristics of an individual's next life are largely determined by their performance during the interlife.

Their performance, in turn, will be a function of the state of mind they hold, their intentions, and their expectations.



Preparation improves performance. The well-prepared person is more likely to maintain a state of mind which will enable them to navigate the interlife successfully to their intended destination.

You can leave it all to chance, or you can have a vivid idea of what you want. What do you think works more in your favor?

Out-of-Body Experience (OBE)



Your OBE [13] is a powerful key to effective interlife performance.

- Not having an OBE is like living inside a house for your entire life.
- Awakening is like looking out a window.
- Experiencing higher consciousness is like opening a window.
- A partial OBE is like sticking your head and shoulders out the window, and feeling the outside air around you.
- A full OBE is like going out the front door with a piece of string to lead you back.
- Death is like going out the front door and leaving the house.

[13] By OBE, we mean a clean, clear, crisp, exhilarating out-of-body experience, usually lasting anywhere from a few seconds to a few hours, ideally during self-reflection or meditation.

The benefits of an OBE during a life are profound, but nothing compared to the benefits after a life. Your OBE opens the door to freedom from the Earthly plane, because at death, you know what to do. You are at home, comfortable, knowledgeable, in familiar territory. You have been there before. You've been outside the house. You are sure of yourself.

A good OBE reminds you how to do bodyless existence consciously. When this knowingness is combined with practice and the right direction, you are well prepared for the interlife.

There are two parts to making a journey. One is knowing the destination. The other is being able to travel. The destination is knowledge. The travel is ability. Books can help you recover knowledge. Practice and experience restore ability.

Once you leave your house, this book gives you a map out of the Earth neighborhood into a better one. Your out-of-body experience gives you the competence and comfort to make the journey.





Axiom 5
Reincarnation is a skill.

Reincarnation is a skill which can be learned and improved like any other competency. An individual does not happen to have a body while they are utilizing this ability, but other than that, it is the same as any other skill.

Consider the following question:
"If other people can use visualization to improve their performance in the Olympics, the math test, or the board meeting, why can't I use it to improve my performance between lives?"

This question rips a hole in the fabric of reality generated by the Earth race mind, which says the playing field is one planet, and between lives, you just roll the dice.

You can step through this hole into a whole new universe of choices, and get off the merry-go-round of birth and death.

The tennis player who uses visualization to win at Wimbledon does not outscore their opponent because they consciously remember to follow through with their backhand. Tennis moves too fast for that. They win because visualization improves their reflexes in the game and their instincts in judgment.

Instincts and reflexes live at a very deep level of consciousness. Effective visualization penetrates far beneath our thinking minds into these deeper levels.

When you exit your current life, your memory may be gone, but you will still be the same being who did the visualization training, and your instincts will remain.

The efficacy of visualization techniques has been well established for years. The question is not how to visualize, but what. This book provides you with the framework for developing a future life vision for yourself which will serve to uplift you into a higher quality of life.

While you are mentally practicing your performance in the interlife, draw upon your out-of-body experience (OBE) as a resource to improve the quality of your mental rehearsal.

Start practicing now. Imagine not having a body. See yourself moving onto the interlife plane in bright confidence with a vivid purpose. Visualize navigating the interlife successfully and ascending to a better world.

Inner Vision

You may be traveling through the interlife without the benefit of your spiritual perceptions, which are your native abilities to perceive reality directly as a spiritual being, without using a body's sensory mechanisms. These perceptions may show up, but you can't count on them. So your inner vision and purpose must be clear and strong.

When you exit, you will be the same spirit you are now, only without a body. (Death is not transformational. That's the problem. If you were transformed into an angel merely by dying, you would not need any of this.)

If you have no external perception, what do you do? All you have is your inner vision. You have inner vision now; you'll have inner vision then. The question is: what quality of inner vision do you have?

Like anything else, inner vision improves with use. You want to enter the interlife with the sharpest, clearest, most vivid inner vision you can muster…because that may be all you've got. So you better start practicing now and get your inner vision in shape. And it goes without saying you need to get your consciousness in shape. And that could be a big job.[14] And time is running out. So you better get going, like, pronto.

Your performance in the interlife will determine the quality of your next thousand years. You have your remaining years on Earth to prepare yourself mentally and emotionally for the interlife. Get ready now. Be smart. Solve it now, not in the interlife.

[14] Especially considering those escapades on the 14th fairway.

Flight Plan

You have been living in a civilization that is 5,000 years old.

Have you ever stopped to consider what it would be like to live in a civilization that is 50,000 years old, or 150,000?

Probably not. Most people are too mesmerized by Earth reality.

While living in Earth's 5,000 year old civilization, you went shopping in the idea supermarket, and you picked up some ideas that appealed to you, and you thought they were ultimate reality.

The emeralds and rubies you think you bought in the idea store were not even lucite; they were spray-painted cardboard. (If you were bright enough to notice this, you would not be here.)

What kind of ideas do you think they have in a 50,000 year old civilization? Do you think, with an extra 45,000 years, that people manage to come up with some better explanations for reality than the ones you can choose from here?

Say hello to universal knowledge. Realizing *everything you know is wrong* is a good first step. The next step is to realize *your entire mental framework is incorrect*.

In 45,000 years, 80% of the English language will evaporate. Every concept with even the slightest tinge of negativity, every primitive, low-tech construct of reality, all of it, will be gone. In its place will arise colossal new ideas which people at the 5,000 year stage of development cannot even conceptualize.

Here's the good news: Not only are you clueless about the real scientific explanations for consciousness and reality, you do not even know *the words to express them with*. Do you feel better now?

Here is your way out of the puzzle: Rather than trying to re-invent 45,000 years of human progress yourself, wouldn't it be much easier to simply let go of Earth, let go of who you thought you were, and just move to a better neighborhood?

Our vote is: *it would*. And don't worry, the human race is not going to go extinct from your lack of interest. There are plenty of beings in the universe ready to be rugged pioneers while you go back upstairs and re-join polite society.

Your Flight Plan

Once people discover they have a choice, many individuals will elect not to sign on for another lifetime in an organic animal body with pain ganglia. Many people will feel the only rational choice is a genetically engineered hominid body with a purified nervous system, or an android.

There are tens of thousands of civilizations lighting up the universe. The 21st Century is happening simultaneously on thousands of planets in the universe, and so is the 25th Century, the 30th Century, the 40th Century, and the 50th Century. You can have it all.

To transcarnate into one of these high-science races, your primary allegiance must be to very advanced civilizations. Learn to see and feel yourself as a member of an advanced world. As you shift into this higher-science version of yourself, you will to come to view the Earth world which is currently around you as if you were on a Disneyland ride through some ancient, primitive past.

Life Strategy

The rest of your life is your runway to launch your next thousand years on a new and better world. Aim for the vat.

The vat is inside you. You don't have to go anywhere or move anywhere. You just have to be the vat….and you'll wake up in it.

You deserve to be free to create a beautiful future for yourself of personal rehabilitation and valuable contribution to a real society. Work diligently to improve the quality of your consciousness. You wish to be readmitted into polite society. Make yourself irresistible to polite society by manifesting the grand virtues that comprise the truth of your being.

The Joy of Engineering



The jail called the human mind is open, and you see the way out and want to go. You have the correct compass heading and the proper attitude to propel you forward into freedom.

What is the proper attitude? Joy, of course. You celebrate your wonderful future! You have been accepted into the vat worlds! Your joy is boundless. You have your choice of 100 vat worlds. You can go to any one of them.

Your next thousand years are wonderful. You are leaving the animal body plane of existence with its capacity for producing physical pain, and returning to the genetically-engineered plane of existence, where the ability to generate pain has been engineered out of the nervous system.

You are realizing your potential, rebuilding your awareness, and recapturing your majesty as a Divine spiritual being. You are entering a joyous and productive life as a genetically-engineered hominid on a vat world.

You are free from birth.
Birth is how animals enter life.
Birth is the entrance to the pain planets.

Civilized people use vats.
You love your vat.
You are exhilarated, relieved, and joyful to be a genan once again.

You will leave the Earth for a vat world sooner or later, so it might as well be this lifetime. There is no reason to reincarnate on Earth, and every reason to be on a vat world. Everything is better upstairs. Your vat world is open and awaiting you. There is a tank with your name on it. They are happy to have you.

Why not start now? Why not begin by getting the feeling of having a genetically engineered body – ageless, strong, intelligent, beautiful, flexible…the pinnacle of scientific achievement. Feel the body and visualize the planet. You are overjoyed to return to a vat world.

Moving Up

Referring to the diagram on the facing page:

The quality of your **MIND** will determine the next kind of **BRAIN** you interface to. Will it be an animal brain with an amygdala, or a science brain without one? The choice is yours.

(Will it be an android brain? Probably not.)

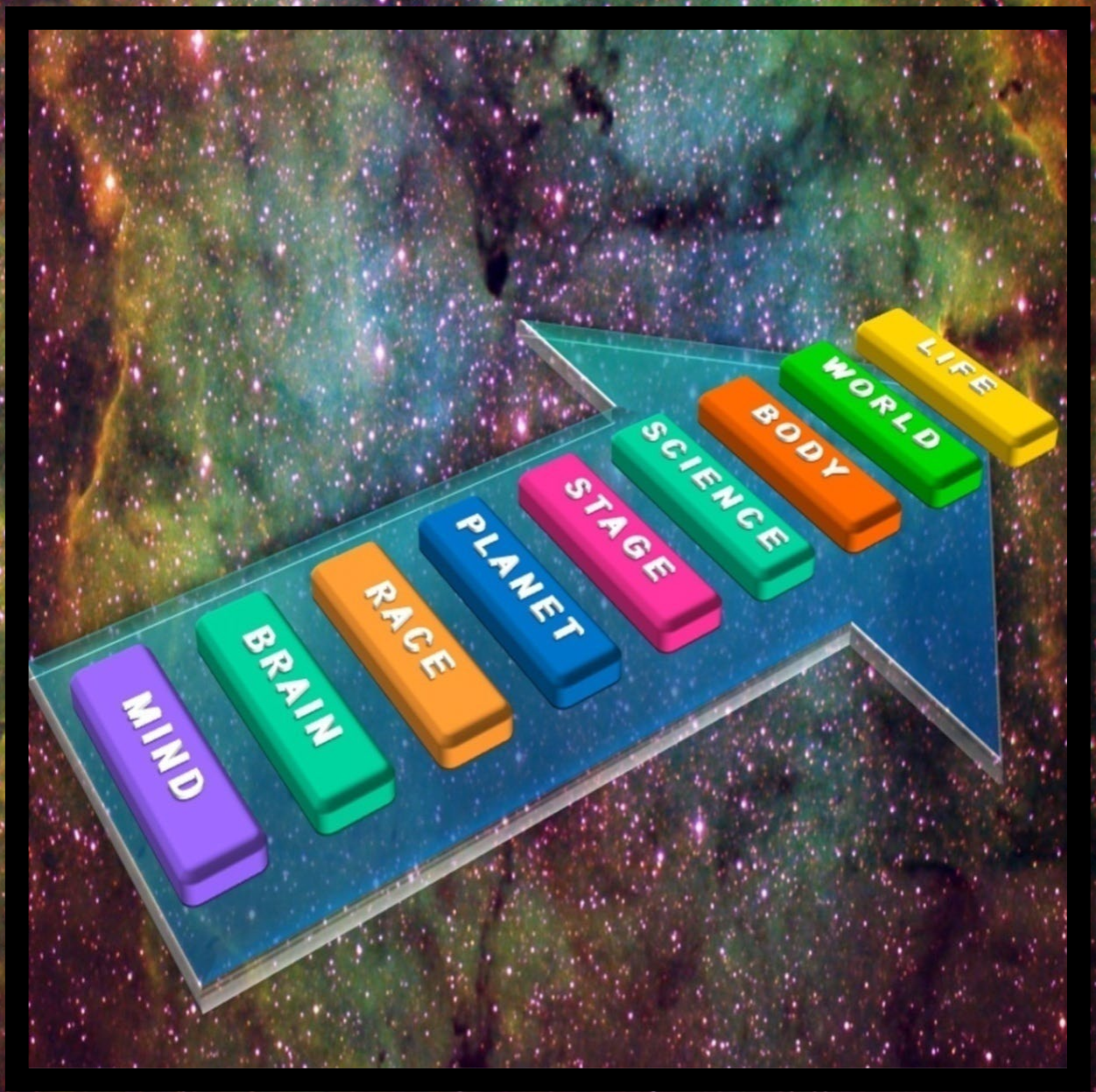
The next kind of BRAIN you pick up will establish the quality of **RACE** you belong to.

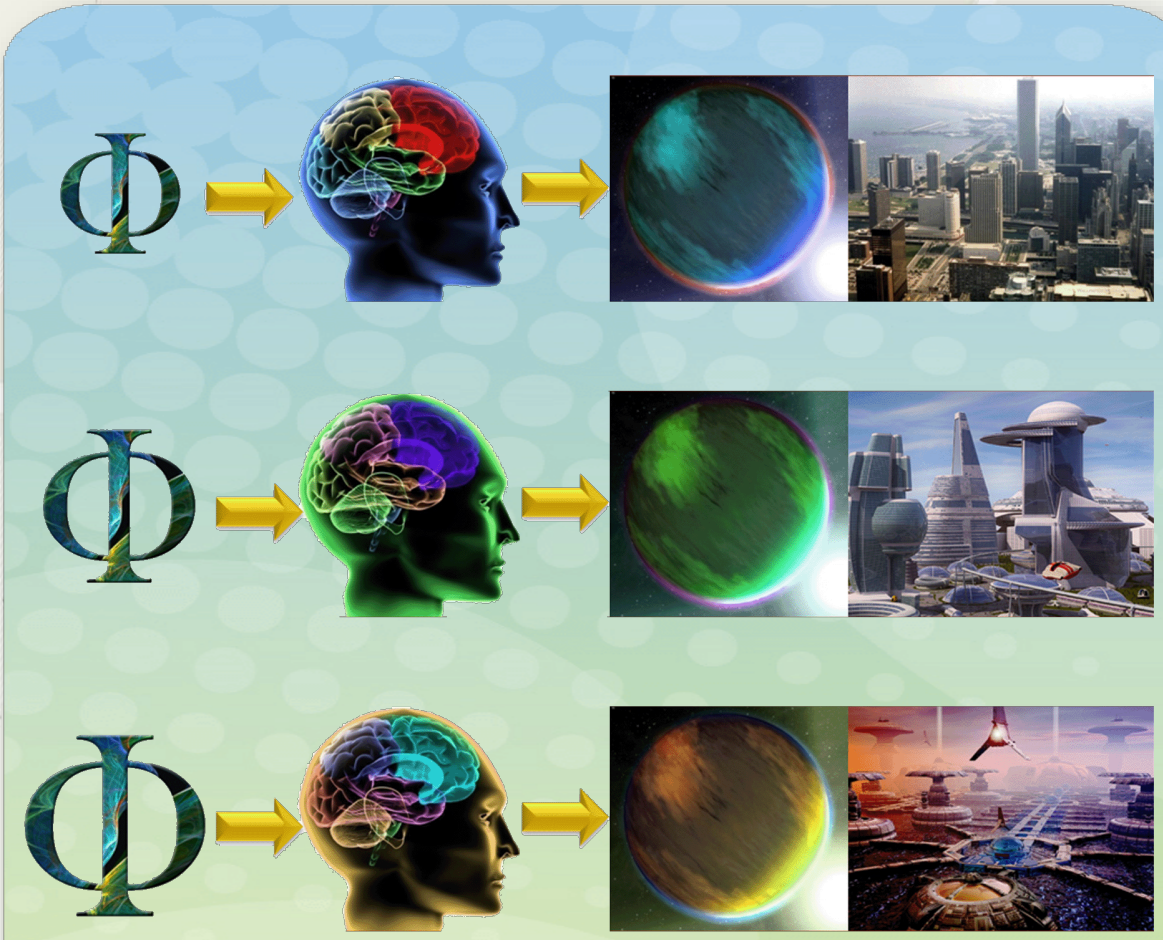
The next kind of RACE you join will determine the quality of **PLANET** you live on.

The kind of PLANET you live on will set the evolutionary **STAGE** of civilization.

The evolutionary STAGE of civilization will define the **SCIENCE** level of the society.

The SCIENCE level of the society will determine the quality of **BODY** you have, the caliber of the **WORLD** itself, and the overall quality of **LIFE** you enjoy.

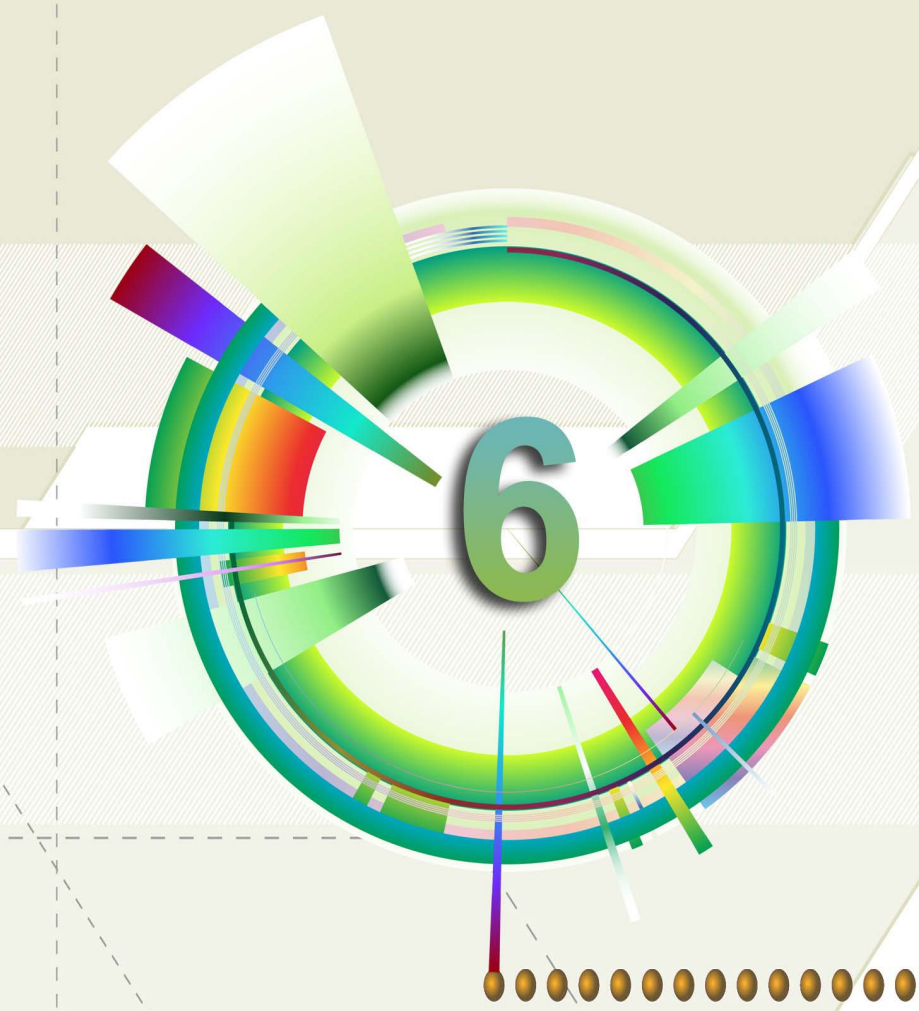

MIND
BRAIN
RACE
PLANET
STAGE
SCIENCE
BODY
WORLD
LIFE



Choose Your World

The science level of a spiritual being, denoted above by the symbol Phi, is their core affinity to science. As illustrated, a being's science level directly influences the evolutionary stage of the brain they incarnate into. This, in turn, determines the quality level of the body, race, planet, and civilization they live in.

Anyone who realizes this awakens from the local Earth trance into a truer measure of their freedom, and is at liberty to set their course for higher ground.



Part 6 - Readiness

In this section…

- Compulsive Thinking
- Your New Identity
- Animal Kingdom Neurology
- Change Your Brain
- Travel Checklist

Compulsive Thinking

Do you think it is a coincidence that the words *transcend* and *trance end* sound the same?

Mental chatter forms the lyrics to the trance's song. Thinking is overrated. Compulsive thinking is just a symptom of minimal awareness. It is an attribute of low awareness like dreaming as an attribute of sleep.

Compulsive thinking is something most people on Earth have in common. It is a dense and unaware state. It is the padlock on the door.

One of the biggest differences between Earth and advanced societies is: *There is no compulsive thinking on higher worlds*. People are crystal clear.

Continuous thinking comes from the obsessive survival behavior of the carbon-based animal survival game. If someone has a need for food, clothing, shelter, love, sex, prestige, admiration, luxury – any kind of need at all – it will drive behavior, and worse, thought. Need is the engine that powers thought.

However, if society provides for basic needs, and everything else is just an optional extra, then the mind clears. Remove the need for survival from the equation, and a great deal of compulsive thinking evaporates.

Imagine a world the size of Earth, with the Earth's population, and the one thing everyone has in common is a clear and present awareness without any compulsive thinking. Can you picture that? If so, you are imagining an advanced world.

Strategy

People with chattering minds and negative emotions do not reincarnate into advanced civilizations. As you taxi down the runway to a better world, your job is to elevate your state of being to the point where compulsive thinking drops away, and is no longer a quality of your consciousness. Releasing survivalism will assist you, along with effective consciousness conditioning.



What you want for yourself is to have uninterrupted, continuous awareness. You should be able to turn your thinking on or off at will for minutes, hours or days. Start practicing now. Time is running out.

Aim for clear awareness. This makes you resonate with the frequency of societies inhabited by people with clear awareness.

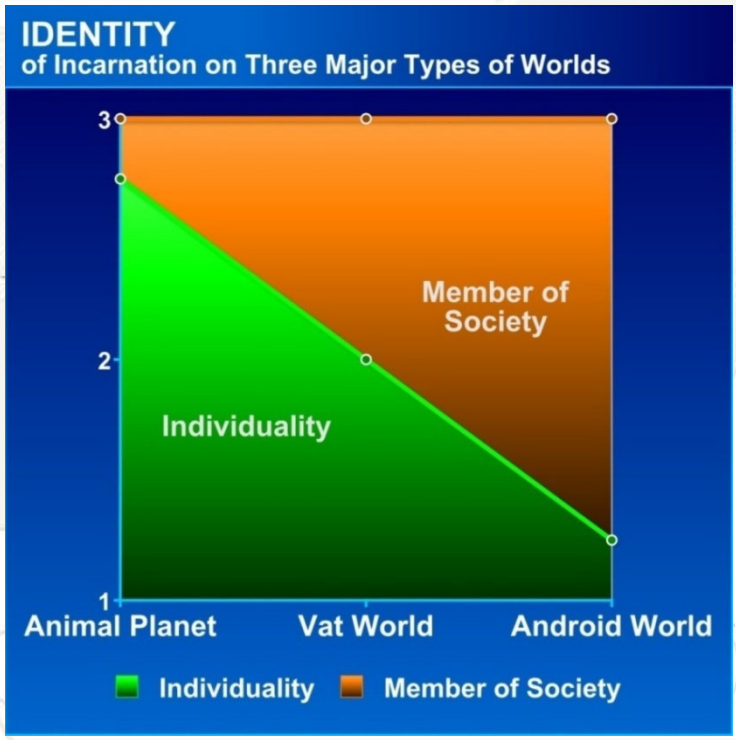
When the time comes to start a new life, guess where you wind up? Water seeks its own level, and an advanced world appears in your reality.

You lift up your consciousness, and the new planet will take care of itself. Say goodbye to compulsive thinking, and hello to your new world.

Your New Identity

What portion of your identity do you define as a *member of society,* and how much of it is an *individual personality*?

Big league civilizations are so spectacular that being a member of the society is a prominent part of one's identity.



Universal brotherhood is taken for granted as the natural condition on advanced worlds. A lot of individuality is usually indigenous to backward societies on animal planets, where people single-handedly navigate their way through the survival game. Deemphasizing individuality is the key to progress.

Your best bet is to joyfully release your old identity as a separate individual in a primitive society, and eagerly embrace your new identity as an integral member of an advanced society.

Think of it this way: Previously, as an individual on a barbaric world, you enjoyed a unique identity, but you were unable to perceive your own best interests, and you spent many lifetimes in trial and error making mistake after mistake.

Now, instead of spending *more* lifetimes trying to develop infallible judgment as a separate individual, your shortcut is to simply relinquish control of your life to a great civilization that has more wisdom than you could ever imagine.



In advanced societies, hundreds of millions of people have worked together over thousands of years to create a collective expression of God's love and wisdom that is a million times more powerful than anything you could ever hope to develop as an individual.

Therefore, surrendering your individuality and embracing the collective wisdom of the group can be your passport to a brighter future.

Animal Kingdom Neurology

Pain Ganglia

Fear is absolutely essential to perpetuating the food chain structure of the animal kingdom, because Nature is constantly consuming itself. Without fear, the food chain implodes.

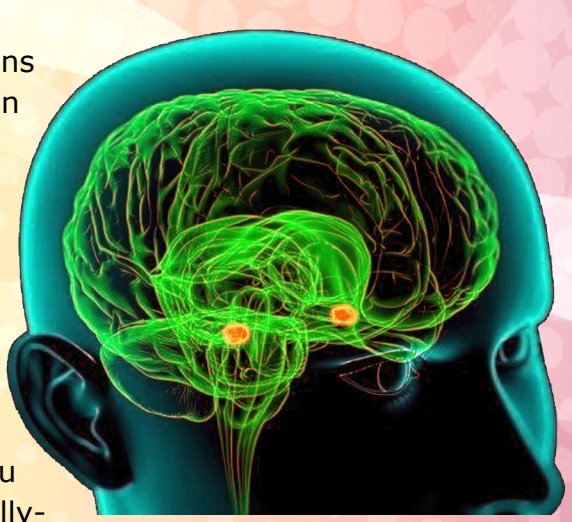
If the antelope is indifferent to being eaten by the tiger, then the predator population quickly multiplies, and they vacuum up their food supply shortly before going extinct themselves. Thus, the animal kingdom needs fear to survive.

What could Mother Nature use to cause fear? Not death. Death is completely safe and normally pleasurable. So Divine Intelligence had to invent another basis for fear, and later on, humans called that force "pain."

Survival is based on avoiding pain. Pain is the force that motivates animal life into survival behavior. If there were no unpleasant consequences to survival mistakes, the whole system of Nature would collapse. That is why animal neurology can produce pain. It is the essential motivating force behind animal survival behavior.

So the question is: "What are ***you*** doing in animal neurology?" You are a Divine immortal spiritual being. You don't belong in animal neurology. What are you, crazy? (Rhetorical question.)

Amygdala



The area of mammalian brains called the *amygdala* (shown in yellow) houses emotionally charged negative memories, such as traumas. The amygdala is the home of fear *(flight),* anger *(fight),* and their associated mental negativity.

You want to be serene. You don't want any emotionally-charged traumatic memories, or a brain that has or a special place for them.

You don't want a brain with an amygdala any more. You want a genetically-engineered brain which has no amygdala, no *flight-or-fight* response, and no pain nerves.

The amygdala, flight-or-fight reactions, and stimulus-response reflexes are all reptilian brain animal survival neurology. Bid it all a fond farewell and move on.

Genans are not animals. They are genetically-engineered hominids. Nothing ever threatens them. The word "survival" is not even in their language.

When you remove pain ganglia from the nervous system, the amygdala atrophies and, over the course of generations, eventually disappears. Without pain, there is nothing to fear. Without fear, there is no amygdala.

Upgrade

To ensure you upgrade to a higher civilization, you want to remove all traces of traumatic memories from your mind. Any of this baggage that you have been carrying around with you is something you want to jettison now.

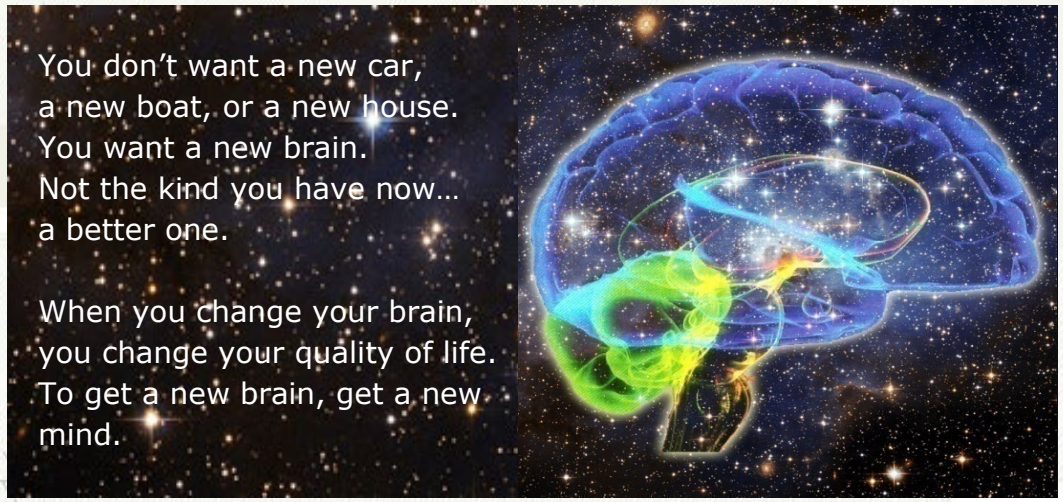
Every spiritual being generates an electromagnetic field, which humans mistakenly call "brainwaves." This field is the interface zone between consciousness (spirit) and physiology (neurology).

The field comes in many shapes and sizes. For instance, the electromagnetic field that interfaces a being to brains which have amygdalas is different than the one that connects it to brains which do not have them. The amygdala has unique energy characteristics.

You want your consciousness energy pattern to map into the electromagnetic field of brains without amygdalas. Therefore, you want to clean house of any traumatic memory energy signatures which you may have picked up over the last few thousand years (or however long you've been out here in the boondocks).

The Future Life Course includes a survey of the best technologies, methods and resources for addressing these issues. If you are on the course, please refer to the corresponding chapter in your workbook.

Change Your Brain

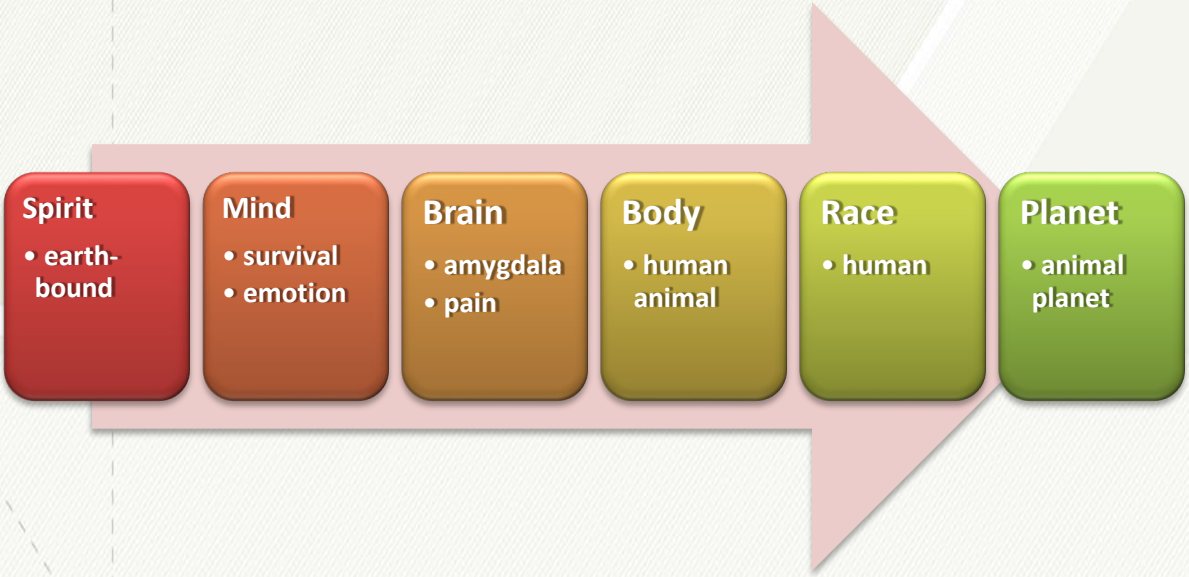


Your mind is your race interface because it is your brain model interface. You want to upgrade from a humanoid animal model brain to an advanced GE hominid model brain.

When you exit, you want to interface to a non-animal nervous system which has no pain ganglia, and a brain which has no amygdala.

Remember, spirits with amygdala minds find brains to accommodate them. Those without them can move on to higher realms.

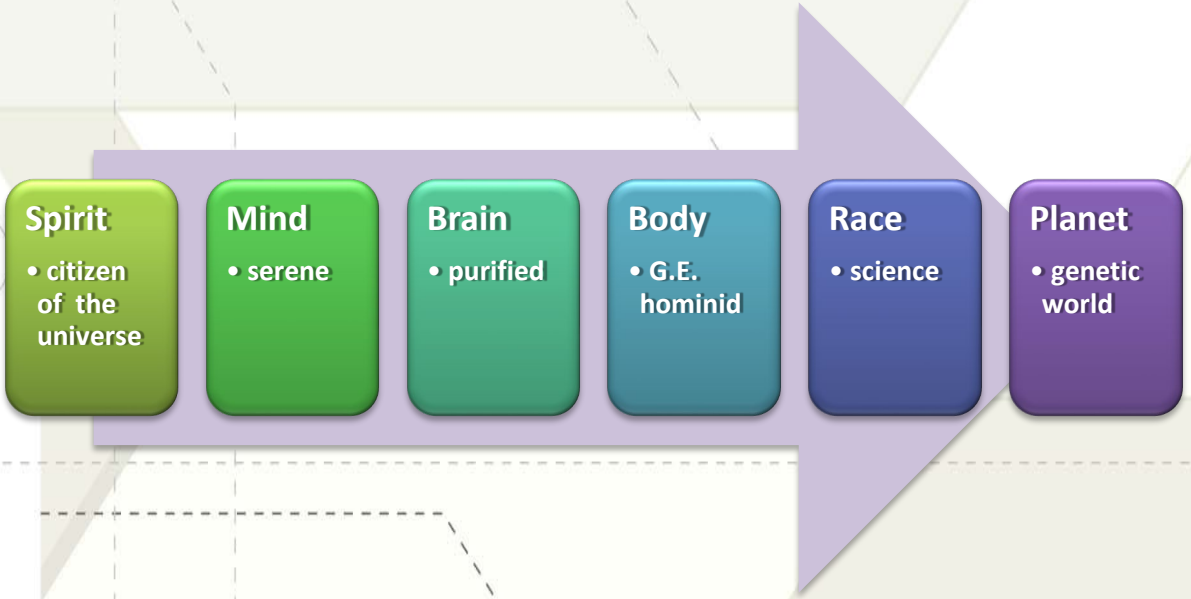
Current situation



Pain causes fear. Fear causes survival. Survival causes individuality.

You don't want any of this. You want to reconfigure for a higher brain.

Next situation

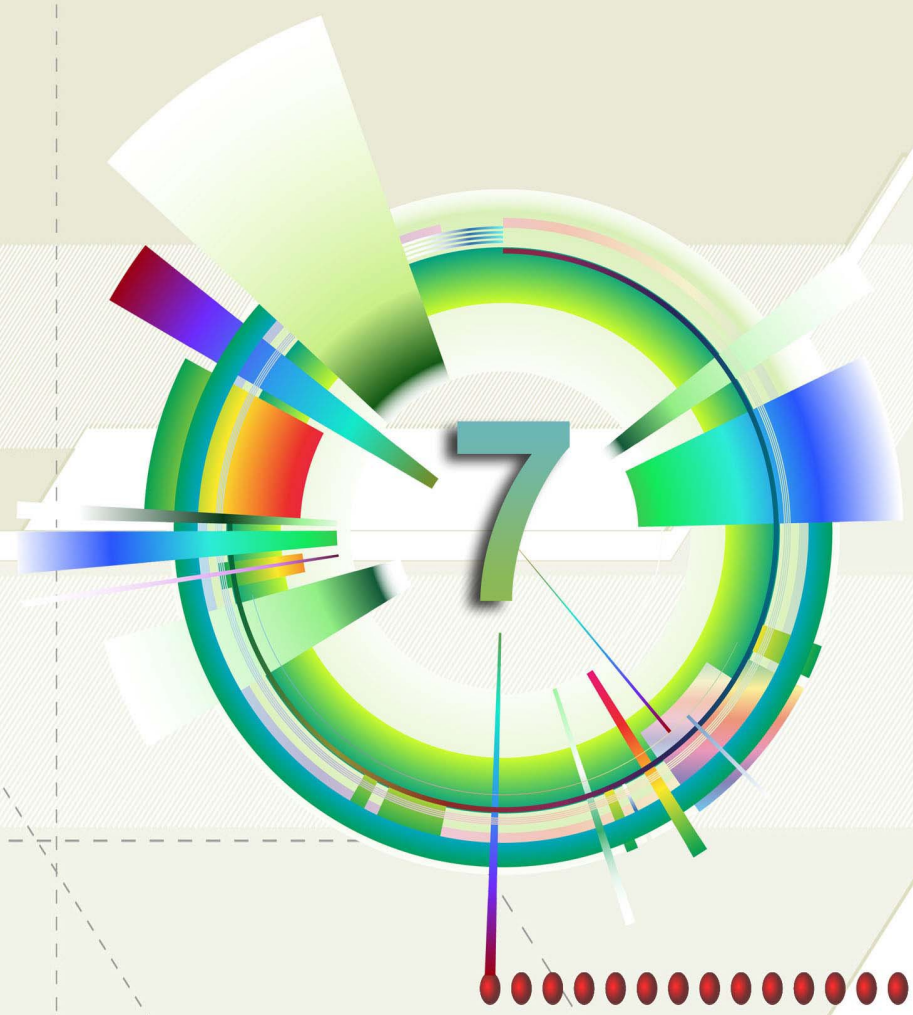


Travel Checklist

To reincarnate in an advanced world, an Earthling should:

1. Have a deep yearning to live in an advanced world
2. Vividly imagine themselves living in an advanced world
3. Cultivate a very strong mental picture of a huge vat farm
4. Create an emotional center of love and joy
5. Redefine their identity without an animal dimension
6. Release their attachments to the Earth mind plane
7. Shift from living as incarnation to living as spirit
8. Develop a strong spiritual connection with their new race
9. Be grateful for their acceptance into the advanced world
10. Be confident in their ability to create a brighter future





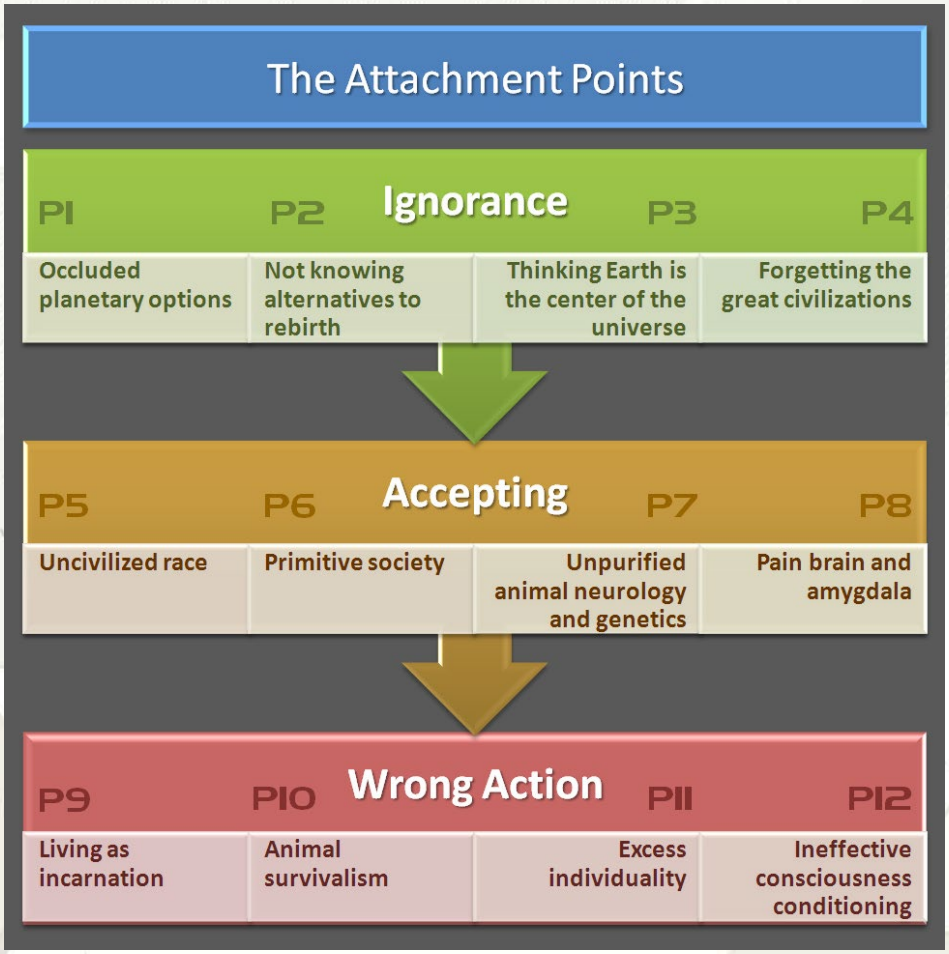
Part 7 - Conclusions

In this section…

- The Attachment Points
- Skyway
- Happy Landings
- I-Migration
- Future Self

The Attachment Points

The alternative to reincarnation on Earth is transcarnation to superior worlds. It can be achieved through planning, practice, and preparation, and by releasing the following attachment points:



Unlatch yourself from attachment points P1–P12 (and change your priorities in life accordingly) and you are free to leave the Earth plane for a better life on a more advanced world; thereby dramatically improving the quality of your next thousand years.

The Attachment Points

Point	Name	Solution
P 1	Occluded planetary options	See the universal playing field
P2	Not knowing alternatives to rebirth	Visualize vat farms
P3	Thinking Earth is the center of the universe	Be a citizen of the universe
P4	Forgetting the great civilizations	Connect with universal life
P5	Uncivilized race	Apply to an advanced race
P6	Primitive society	Develop a love of science
P7	Unpurified animal neurology and genetics	Insist on genetic engineering
P8	Pain brain and amygdala	Release traumatic memories
P9	Living as incarnation	Play the long game
P10	Animal survivalism	De-emphasize individuality
P11	Excess individuality	Develop a group mentality
P12	Ineffective consciousness conditioning	Apply new consciousness technologies

To summarize, you have learned four avenues for ascending to a better world: *perception, preparation, practice,* and *performance*.



1. Perception
Exponentially multiply freedom by awakening from the local Earth trance, and perceiving alternatives to rebirth and one's own best interests.



2. Preparation
Formulate long range plans to elevate one's soul trajectory, and adjust priorities in life accordingly.



3. Practice
Undertake practices to develop resonance with higher life in the universe, and strengthen connection to one's ascended future self.



4. Performance
Utilize techniques for improving spiritual performance between lives, and navigating the interlife successfully.





CHAPTER THIRTY ONE

Happy Landings

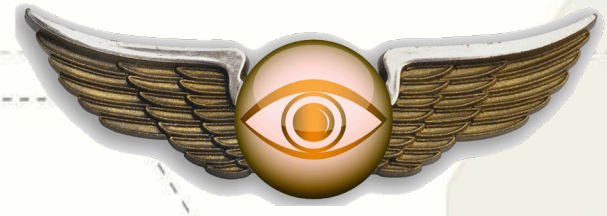
Your true self is a bodyless spirit with one hundred times your current awareness. From its perspective, embodied life is unimaginably dense and unaware.

When you exit your current body, you may go into a very high space where most of the ideas you have had in your lifetime seem ludicrous to you. They might even evaporate altogether.

Out of everything you have learned from this book, only two things may remain:

1. Whatever psychic connection you have managed to develop with your next planetary race and soul family will remain, because it is spirit (not an idea). Hence, race consciousness is your shortcut to a better world.

2. After spending days, weeks, months, years or centuries in a high state, eventually you will probably get the notion to have a body again. That notion comes in the form of picturing your future self. All the philosophy and preparation culminates in a quick mental flicker of the new *persona* you have developed – your values, loyalties, attitudes, race, group, and world. Images held in mind at high states have great power, and you pop into a vat on an advanced world.





I-Migration



You have to *want* to leave and improve.
You have to *believe* in yourself.

Death is not enough.
Transcarnation to a better planet is not enough.
There is only one thing that will satisfy you.
You are leaving Earth for a better planet, *never to return*.

You say to Earth and the human race:
"Good bye, good luck, thanks for all the fish, and I will never see you again."

It is like leaving Czechoslovakia for America.
You probably studied something like this in high school:

Country	Immigrants to America
England	256,493
Ireland	892,771
Poland	512,817
France	0
Italy	485,717
Czechoslovakia	152,449

Where do you think all these people went?
They left home and never looked back. So can you.

You learn as much as you can about the language, the culture, and the society, and you make as many contacts as you can, and then you pack your bags and get on the boat.

Your Pedigree

Your current life is so terribly significant you won't even remember it in a few years when you're someone new.

You don't want to, either. When you upgrade from Earth to a high society, it's like everyone else went to Yale and you graduated from reform school. That's a pedigree you don't need. Best to forget it.

Think of it this way: Although you breathed oxygen in an undesirable neighborhood for a few lifetimes, you never actually *lived* here, you were just *staying* here temporarily.

Sure, you bought it, but you were dreaming. You've regained consciousness now and come to your senses. You pick yourself up and move on.



Future Self

Graduates of the Future Life Course are eligible to enroll in the Future Self Course, which teaches the theory and practice of future self connection. You will learn four steps to developing a strong, reliable connection with your future self.

1. Race Mind
Your first point of connection is your future race mind.

2. Group Mind
Next, you connect with your new group within the race.

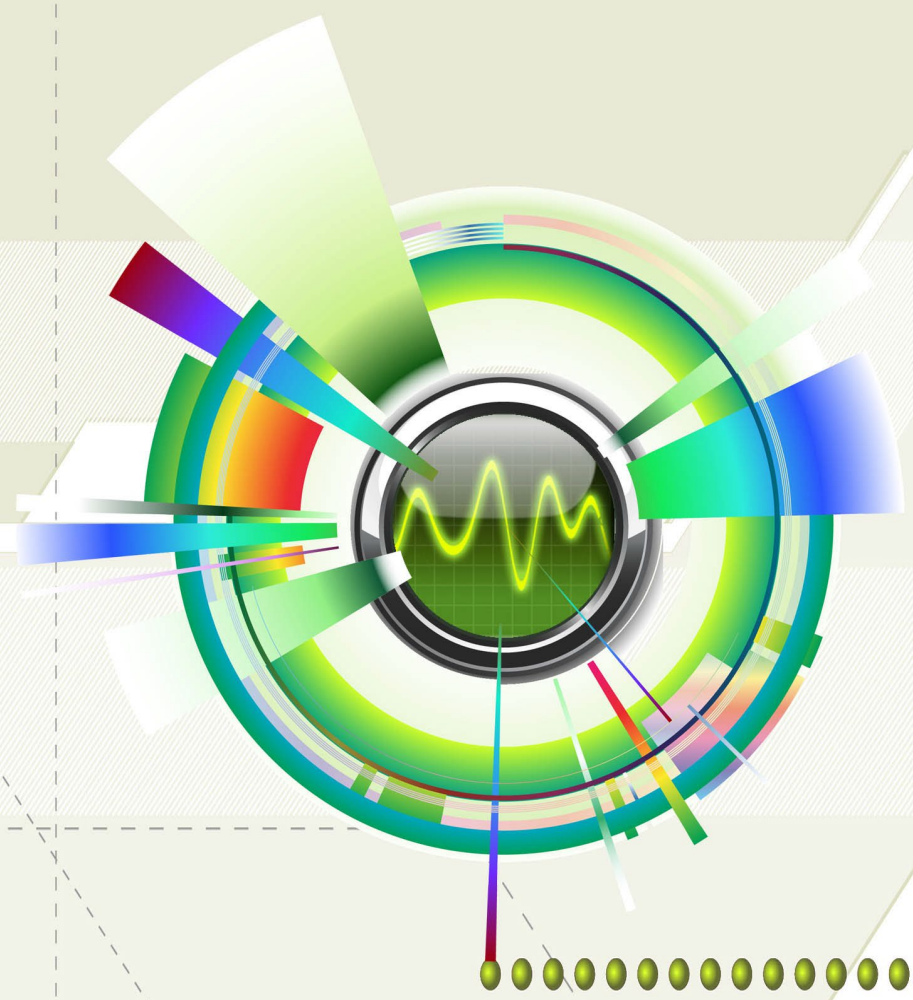
3. Future Self
Third, you connect with your future self *persona* or life energy.

4. Body
Steps 1-3 will link you to your future body.



Discover how to strengthen your abilities to uplink to your new race and future self by engaging with the Future Life community and furthering your education. The Future Self Course gives you the framework and support to put the principles you have learned into practice in your life. Earnest practice, in turn, will develop your power to unlock your future destiny, and enrich the quality of your life for many centuries to come.





Reference

In this section…

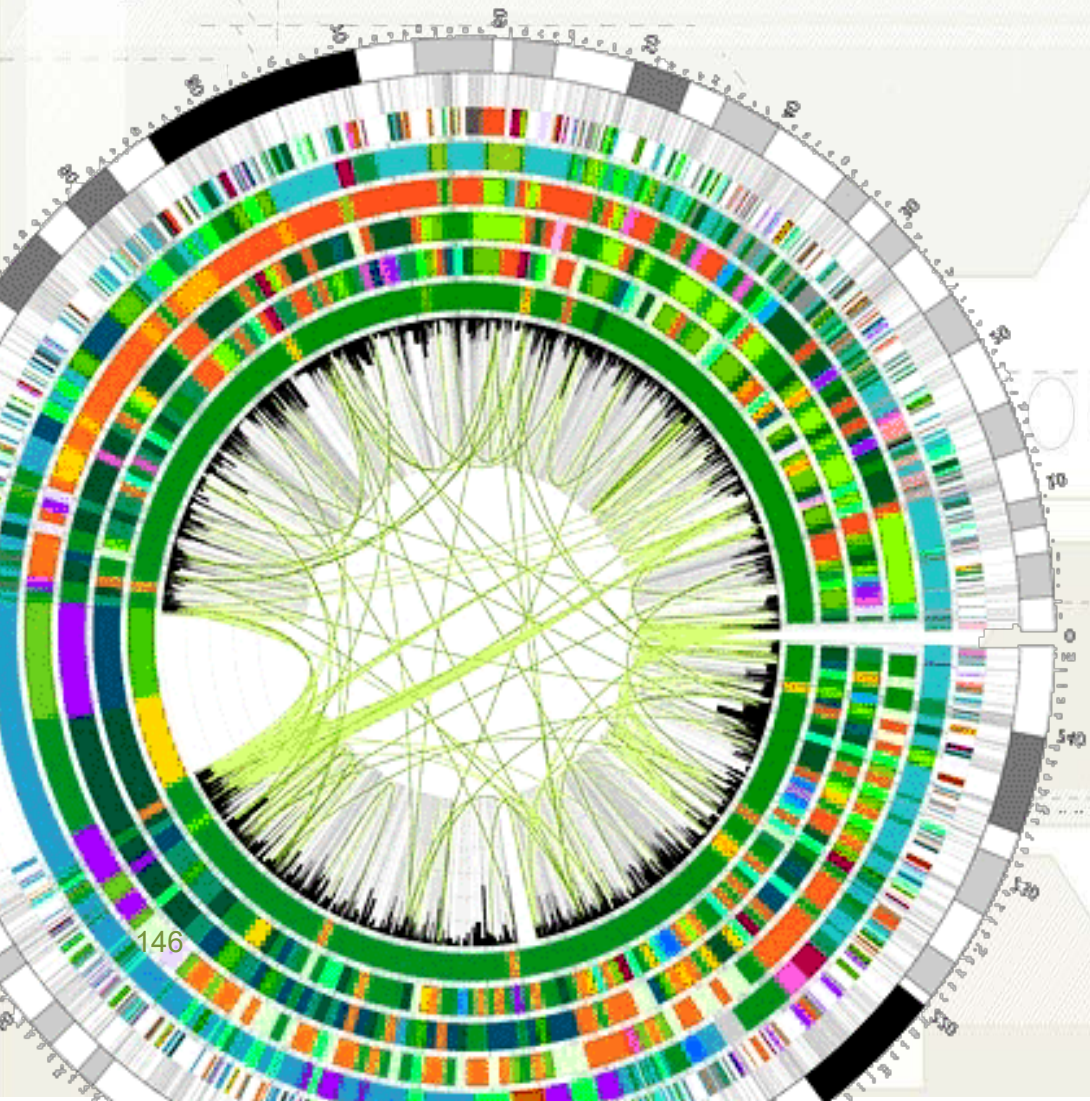
- Genetic Engineering
- Axiom Three
- Periodic Table
- Speculation

Gene SCN9A

Modifying the following three SCN9A gene segments will block the Na_v 1.7 sodium ion channel used by nociceptors (pain nerves) for conveying signals to the brain:

W897X
I767X
S459X

There are no discernable physical abnormalities associated with the change, and discriminative touch is not affected.



SuperAwareness

The first practice which students of meditation learn is to close their eyes, because doing this instantly drops measurable brainwave activity by fifty percent. Flattening out the remaining brainwave activity is the goal of most meditation techniques. Zen monks measured in high meditative states register very slow brainwave activity, and people in out-of-body states have been known to produce flat line brainwave readouts.

When brainwave activity diminishes during meditation, the living awareness that was intertwined with brainwaves in the production of thought and action is freed, and it coagulates into a larger pool of reflective self-awareness, yielding higher states.

Wouldn't it be interesting if DNA could be modified to genetically slow down brainwaves, and release more living awareness into elevated states of being?

Suppose the brainwave attenuation could be focused on neurons in some regions, but not others; for example, leaving conscious processes alone, and slowing down unconscious ones.

More unconscious real estate is available to choose from than many people imagine. Most of it has never been registered on brain scans, because today's primitive equipment can only read signals from the outer surface layers of the brain.

Long term memory might be a fruitful area to consider for an attenuation target, because a lot of it is expendable. There is more long term memory floating around than most people realize. The only possession a spiritual being takes with them from life to life is their memories. You may not have looked into yours lately, but rest assured, they are there in great numbers.

Since you have probably been alive for much longer than you realize, not only do you have past life memories, you have them by the boatload. All of these memories are being animated by your own personal awareness; awareness which could be put to better use serving you in present time.

Your past life memories are electromagnetic wave signatures, which you generate continuously, and carry with you from life to life. They manifest themselves as tiny brainwaves in the long term memory areas of the brain's temporal lobes.

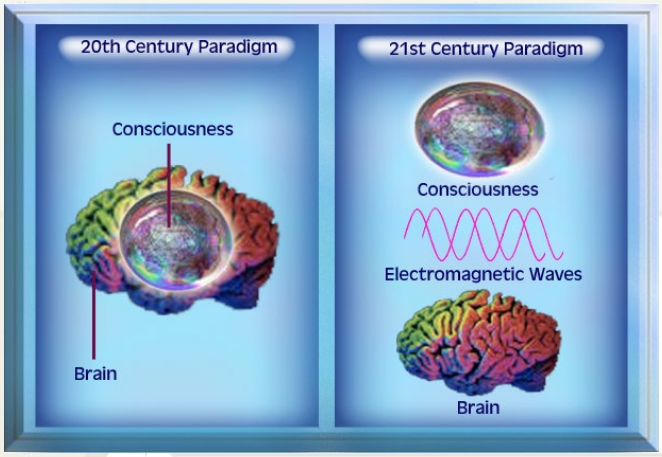
If the neurons in these areas were slowed down genetically, it would attenuate your past life memory brainwave activity, and free up some of your lost awareness.

NeuroPhysics

The starting assumption of 20th Century neurology was that scientists were dealing with a brain which generated consciousness as a by-product of electrochemical reactions. Our starting assumption today is that a person is a spiritual being who is inhabiting a brain. From this new starting point, an entirely different kind of science unfolds with startling possibilities.

By definition, spirit is a nothingness which has no mass. Since it has no mass, it has no hooks or handles to interact directly with the molecular chemistry in the brain. So if consciousness is really spiritual in nature, then the 20th Century view of awareness as a by-product of brain chemistry was incorrect.

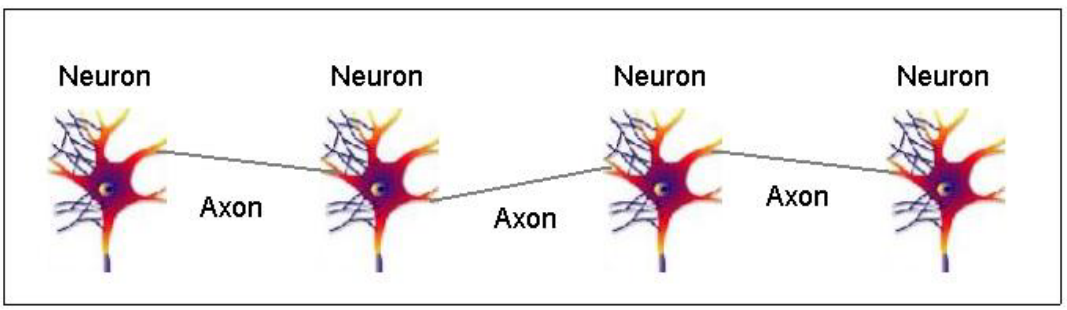
The current view is that spiritual beings generate electromagnetic waves, which propel electrons through neural networks in the brain, giving rise to life.



These electromagnetic fields are the interface zone between spirit (consciousness) and physiology.

The electromagnetic waves generated by the being are received in their body's brain, but calling them "brainwaves" would be like calling radio waves "antenna waves." The fact your antenna receives them does not define what they are or where they originate from.

The basic building block of the brain's receiving station is the neuron. From a functional perspective, a neuron is a switching mechanism for electrical impulses much like a transistor. Computers are made of transistors connected by wires, while brains are made of neurons connected by axons. In a computer, transistors act as logical switches which send electrical pulses along conducting wires. In the brain, neurons act as logical switches which send electrical pulses along interconnecting axons. As shown in Fig. 1, the axon filaments connecting neurons are like wires connecting transistors in a series.

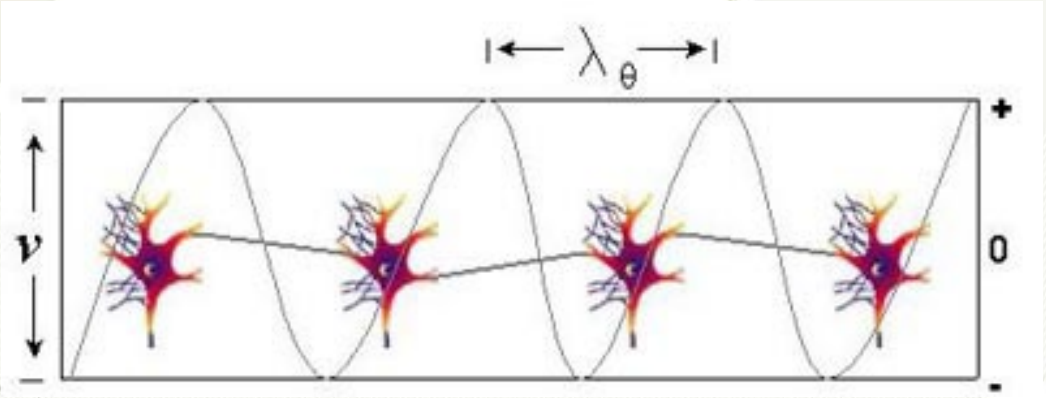


– Fig. 1 –

The performance of a microprocessor rests on its architecture and on the electrical characteristics of its basic building block, the transistor, or "gate." Change the speed of the gate and you change the whole performance of the computer.

Likewise, the brain's activity all rests ultimately on the electrochemical performance characteristics of the neuron.

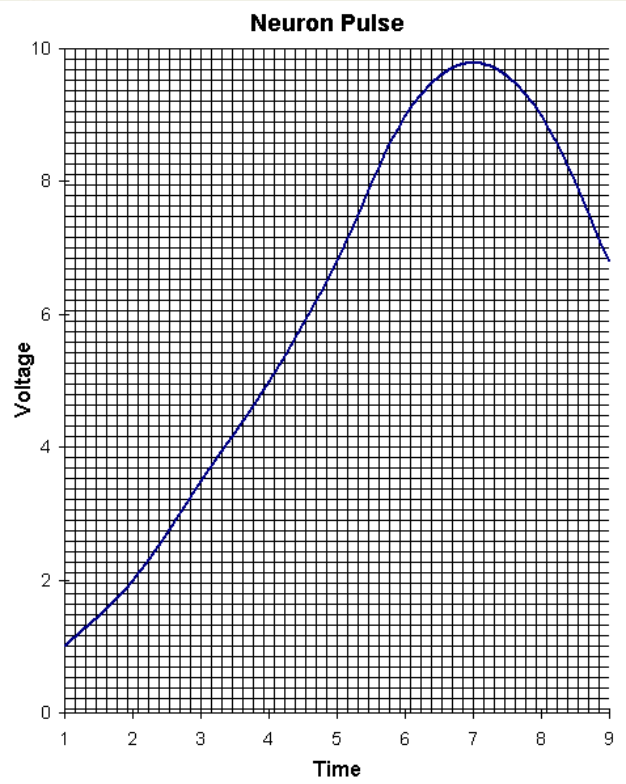
Neurons transmit tiny brainwaves on a cellular level. University research has shown that flowing electrons in the brain's neural networks generate small electromagnetic waves measuring around 55 millivolts and 5 nanoamperes (see Fig. 2).



– Fig. 2 –

Brainwave frequencies, conventionally expressed as a number between 1 to 40 Hertz, measure the average number of neuron conversations per second. When it takes longer for one neuron to talk to the next one, there are fewer neuron conversations in any given unit of time, and brainwave frequencies slow down.

While incarnated, the spiritual being's electromagnetic field is electrically intertwined with its physical brain in the dance of life. The being's speed of thought, depth of perception, and other qualities are literally "gated" or limited by neuron speed.



– Fig. 3 –

Neurons and transistors alike transmit information as pulses of electromagnetic potential, or "voltage."

Before a neuron can send a pulse, it first must build up the energy for the pulse. Fig. 3 illustrates, the time a neuron takes to accumulate this voltage, which is called *pulse rise time*.

Once the energy in the neuron reaches the "threshold value" necessary to send a pulse (which is the top of the curve shown in Fig. 3) a spurt of energy is released from the neuron. This pulse is often called a neuron "spike," and its voltage is what brainwave measuring devices sense and convert into brainwave frequencies. For example, an average rate of 30 "spikes" per second would be reported as a brainwave frequency of 30 Hertz.

The "spike" of flowing electrons is transmitted from one neuron to the next one across the synaptic gap by way of neurotransmitter receptors. However, if the number of neurotransmitter receptors available to convey the current is reduced, the electrons will take more time to move from one neuron to the next one.

Example

Imagine water from a garden hose filling up an aluminum bucket. The bucket is sealed with a cover so the water cannot overflow. When the bucket fills, an electronic signal opens up fifty 1/8" holes on the bottom of the bucket, and the water flows out. The holes then close and the bucket begins filling again.

If it takes 5 seconds for the water to drain out of 50 holes, then it would take much longer, over a minute, for it to drain out of 1 hole. If there were 25 holes, it might take 10 seconds.

In this example, the bucket is the neuron, the holes are the neurotransmitter receptors, and the water is electrons.

If the neuron was firing 30 times per second with 50 holes, it might fire 15 times per second with 25 holes, reducing brainwave frequency by half (for example, from 30 Hertz to 15 Hertz).



The number of neurotransmitter receptors in any given type of neuron could be genetically controlled. DNA could be modified to produce neurons which spoke to each other more slowly, and the modifications could be limited to certain types of neurons, but not others.

Specifically, you could leave the "good" neurons alone, and only target the "expendable" neurons; for instance, long term memory, or the amygdala. You could even get different flavors of awareness, depending on how many types of neurons you targeted and how much you attenuated them.

Axiom Three

Axiom 3
Pain causes negativity.

Memories color life

Physical pain reduces spirit to lower levels of awareness, like fear and anger. When these two emotions surface later on in human behavior, the results are commonly referred to as "negativity."

After a painful experience, a spiritual being's memory continues to hold the emotional force of the experience. The emotional energy is locked in the memory the same way voltage is stored in a battery.

When a traumatic memory is reactivated later on, it transports fear or anger into the person's present experience of life. Fear is the most problematic, because it is the most insidious.

Fear is a like a circle, with intense fear at the center, and much lighter forms of fear at the periphery. *Pain causes negativity by engendering lingering fear.* The fear may linger for centuries.

Eventually, the emotional energy in the painful memory subsides, but it can take a long, long time, depending on the severity. Moreover, there can be hundreds of these memories actively in force concurrently, contracted over the course of many lifetimes in animal neurology.

As a traumatic memory ages, its force gradually dissipates, and manifests itself in milder forms as attitudes and behaviors which are fear-based. These subtle, outer layers of fear often masquerade as "normal" behavior, and are the hardest to identify, such as:

reluctance to change	*concern*	*worry*
narrow thinking	*anxiety*	*uncertainty*
excessive caution	*hesitation*	*distrust*
unassertiveness	*lack of confidence*	*doubt*

These attitudes are what hold people back. Their opposites – love, embracing change, trying new things, and going forward into the unknown – are the positive energies which generate success in life.

Reactivation

The stored emotional energy of any given memory can be dormant, like a battery which is not connected to anything, or active, like a battery which is connected to a circuit.

From the standpoint of behavior, it does not matter how much emotional voltage there is, only how much of it is actively connected to the lifetime.

Traumatic memories and their stored emotional energy are connected to a new lifetime by new painful experiences. The first moment of pain in the lifetime informs the being's deeper mind that they are living in animal kingdom neurology; the only place in the universe where physical pain occurs.[15] This wake-up call puts the whole system of emotional charge into play. It is a reactivator which flips on the switch for the machinery, linking past traumatic memories to the lifetime, like connecting wires to a battery's terminals.

If the switch never gets flipped, the being knows at its deepest levels that it is safe, and the "defenses" never get turned on.

The "defenses" are fear-based thinking and behavior. The sum total emotional voltage of all these memories in force manifests itself as *attitudes, emotions and behaviors which are fear-based.*

The problem is not that pain causes someone to say negative things. The problem is that living under the influence of fear limits a person's entire quality of life. It restricts their ability to play the game of life, and pastes them into fixed conditions and limited thinking. Fear colors the entire life experience, because it affects how people make the day-to-day decisions which add up to determine the quality of their lives.

Without this limiting influence, spiritual beings are free to realize their highest potentials in life, and expand to greater levels of achievement.

[15] See Chapter 26, Animal Kingdom Neurology, for details.

Periodic Table

Human bodies are made of chemical elements, and human beings are made of spiritual ones. Spiritual science has barely begun in the West, but beingness can and should be studied as a scientific discipline.

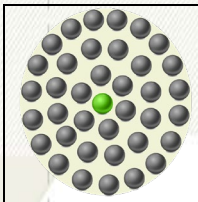
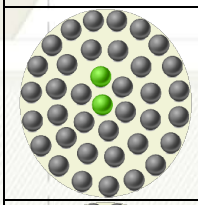
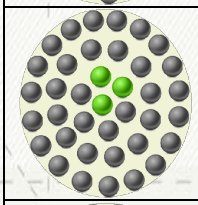
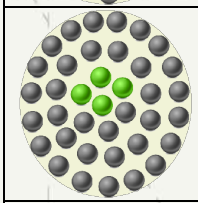
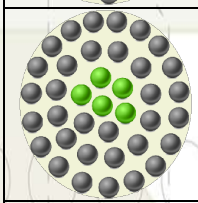
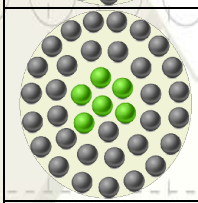
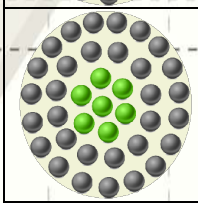
During the last century in the West, over a million man years of research has gone into understanding chemistry and its applications in industry, biology, agriculture and geology. Maybe one percent of that has gone into understanding spirituality. The one percent has given the West a good start on the subject, and when it has invested the other 99%, it will have the beginnings of a real science.

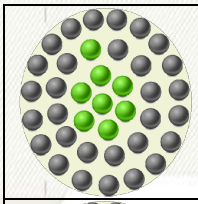
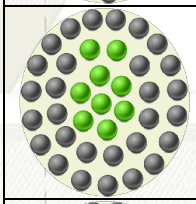
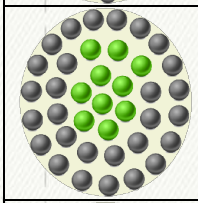
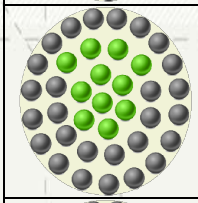
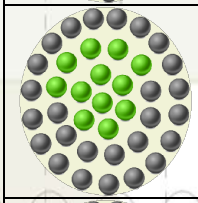
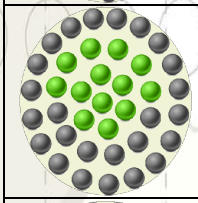
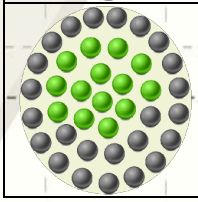
Key

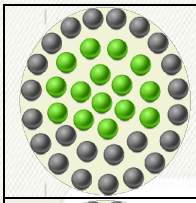
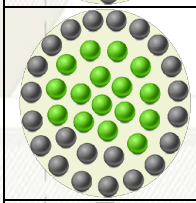
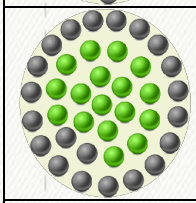
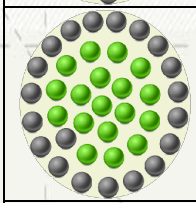
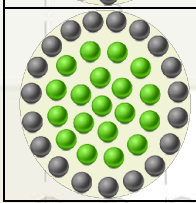
Awareness / spirit has two states: It can be an awareness particle, or an awareness wave.

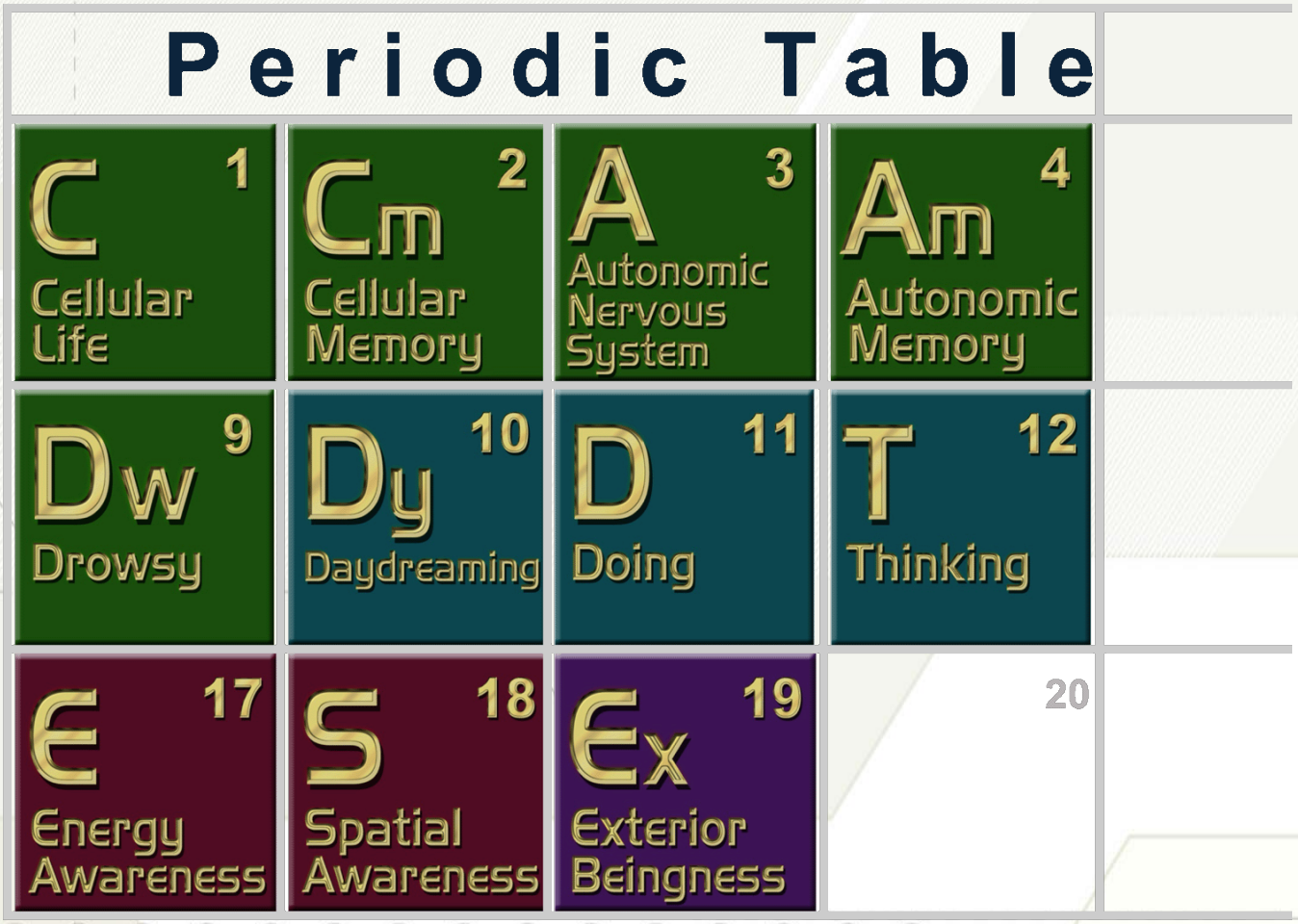
In the diagrams which follow, the green spheres represent awareness in a particle state, and the gray spheres represent awareness in a wave state.

Symbol	Represents	Characteristic	State
	Consciousness	Awareness particle	Motionless
	Unconsciousness	Awareness wave	Life force which impels movement

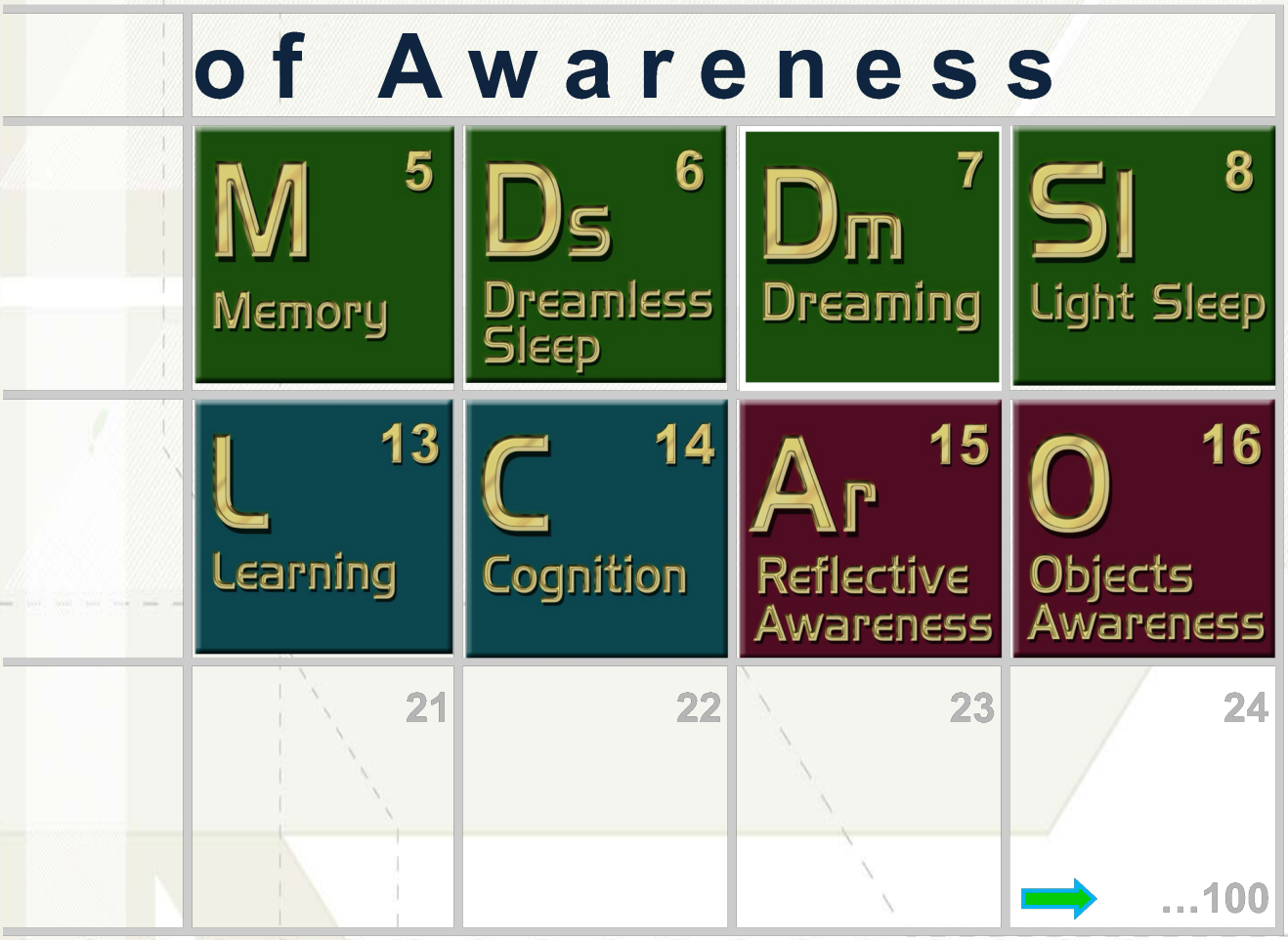
	1 Cellular Life This circle of 38 particles partially represents a spiritual being's geography. A full picture would require over 100 particles. Cellular life is the most basic level.
	2 Cellular Memory The spirit particles which animate cells have their own memory.
	3 Autonomic Nervous System Respiration, circulation, metabolism and digestion occur at the deepest levels of life.
	4 Autonomic Nervous System Memory The central nervous system has its own memory, sometimes called body memory. This includes learned reflexes.
	5 Memory Memory is a dimension in which most of life occurs. Since we record our dreams, memory functions at a deeper level than sleep.
	6 Dreamless Sleep Deepest state of sleep.
	7 Dreaming The lowest form of memorable awareness.

	8 Light Sleep Peripheral awareness of self and environment.
	9 Drowsy The borderline transition zone between sleep and wakefulness.
	10 Daydreaming The state most often mistaken for productivity in Fortune 500 corporations.
	11 Doing Objects Awareness is a higher harmonic of this state. (Right brain.)
	12 Thinking A higher harmonic of dreaming, also known as falling athink. (Left brain.)
	13 Learning The one thing organic brains can do which silicon brains cannot: rewire themselves. (Whole brain.)
	14 Cognition The lightest stage of living in memory. The gateway between memory and present time.

	15 Reflective Awareness Self-awareness (awareness-of-awareness) is the first step out of memory and into present time.
	16 Objects Awareness Freed awareness first lands on the densest part of the physical universe, becoming aware of objects such as furniture, trees and bodies.
	17 Energy Awareness As awareness grows to the next stage, it recognizes sound, light, temperature and other energies.
	18 Spatial Awareness Next to take the center stage of awareness is the least dense part of the physical universe, space.
	19 Exterior Beingness Here the spiritual being first begins to separate from their body, and feels themselves touching the space outside their body directly with their awareness.



M 5 Memory	**Unconscious States** Physical body life and memory.
L 13 Learning	**Wakeful States** The lighter forms of living in memory.



Ar 15 Reflective Awareness	**Self-Aware States** The first steps out of memory into present time. Surroundings are perceived in decreasing density.
Ex 19 Exterior Beingness	**Exterior States** The beginning of out-of-body states, which run from 19 to 100.

1. Vat Worlds

Society decides how many of what kind of people they need, and then they grow them in vats.

Vat farm production is determined as follows:

$$\frac{\text{Required population total}}{\text{Lifespan}} = \text{Annual vat production quota}$$

For example, if you need 10,000 geologists, and their lifespan is 200 years, then you produce 50 a year.

$$\frac{10{,}000}{200} = 50$$

To produce geologists, you reach into your library of DNA designs and find "geologist DNA." This DNA has been perfected over the course of millennia to produce superman geologists. As stated, if the geologist lifespan is 200 years, then you set your vat farms to produce 50 a year of them. (Fifty a year X 200 years will maintain a running total population of 10,000.)

The geologists go through school together in groups of fifty. There are no tests, because they are all identical. (Hence, they live life impersonally.)

Vat Farms

Genetic mutations drive evolution. You want this in the early stages of a race, but once you have developed enough diversity, you don't need it any more. Evolution ends, and genetic engineering begins.

You want changes in DNA to come from your genetic engineers, not from random mutations. You want control. You want to get rid of random mutations. Therefore, higher societies protect their reproductive capacity by placing it underground.

Genetic mutations occur when cosmic rays ping DNA. Cosmic rays can penetrate just about anything on the surface of a planet, but a couple of miles of rock takes care of them. You don't want cosmic rays pinging your vat farm and lousing up production, so you put the vats underground.

The society is also underground (but not necessarily as deep). Underground is the only truly stable environment for building societies that last hundreds of thousands of years.

In only five hundred years, physics has produced marvels like atomic energy on Earth. Given five thousand years, physics can produce technologies capable of collapsing most of the empty space between atoms. With this level of science, making habitable space underground is relatively easy.

GE societies often have a primary underground vat farm and an alternate one for backup. Vat farms occupy hundreds of square miles, with vats stretching out in every direction as far as the eye can see.

Vats are self-contained units with a body chamber, nutrient storage, a motor for circulating fluids, and a waste compartment. A typical vat is ten feet long and five feet wide. The vats are adjacent to each other in long rows.

Typical gestation time is five years. This requires five times as many vats to sustain a population as a one year gestation period, but it is ultimately more efficient. The five year olds learn and adapt quickly without the high maintenance needs of younger children.

When gestation is complete, the vats which are ready to open are transported to clean rooms, perhaps via a conveyor. The vats could be emptied into a pool, and mechanical pickers could lift the bodies up out of the water by their feet. When the water runs out of their lungs, the genans would start breathing air.

Genans would probably spend their first month in an adaptation center, getting used to being out of their vats and oriented into the world. They would then be transported from the vat farm complex to their first community.

The vats are refurbished, refitted, restocked with nutrients, re-tested, reseeded, and returned to the floor.

All areas of society are surveyed to determine their needs for body functionality improvements, refinements and new types.

Based on these requirements, the administration sets research priorities to develop new designs.

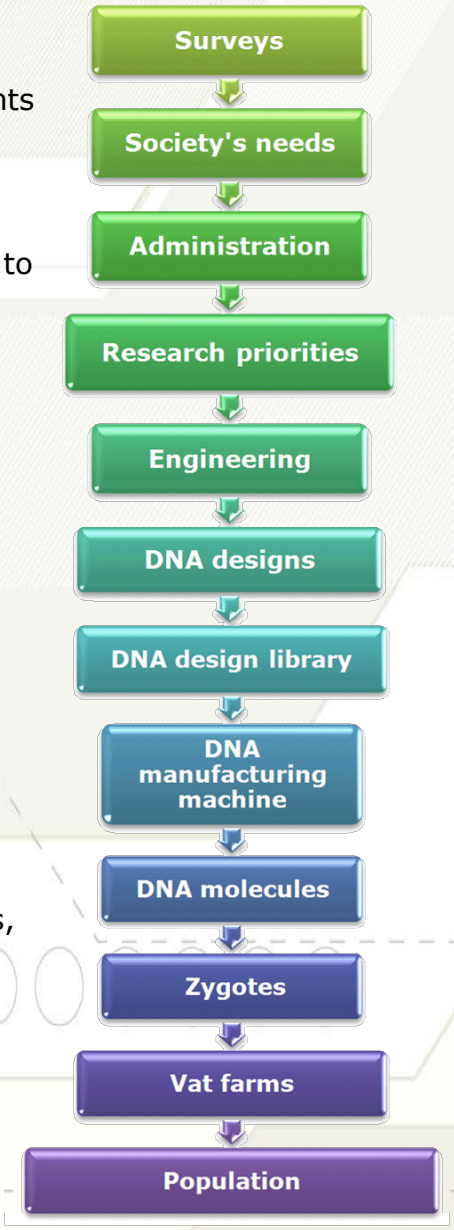
Based on the research prorities, engineering develops and tests new DNA designs to meet the requirments.

Completed designs are loaded into a central DNA design library.

The DNA is manufactured based on volume production needs.

DNA molecules are introduced into zygotes.

Vat farms are seeded with the zygotes, and grow new bodies to form the population demographics which meet society's needs.



2. Sustainability

Chapter 18 states that you want to aim as high as you can now, while you are smart enough to know your best interests. While the primary objective is to move up, ideally your future will be both *scalable* and *sustainable*; scalable meaning you scale up to a higher world; sustainable meaning you stay there.

Highly-developed civilizations require vast numbers of maintenance workers, and this is one of the most popular entry points for recovering souls from animal planets. Maintenance people come in gendered and non-gendered varieties, and every imaginable specialty. It is a safe and stable life, but it has its limitations. Career paths for maintenance personnel are often not well defined, and the lifetimes tend to repeat. For some people, maintenance may not be an ideal long-range solution.

An alternate way for Earthlings to scale up to better worlds is to aim for performing artists or pleasure units. Emotionality tends to dissipate as individuals and societies rise to higher levels of consciousness, but it is very entertaining in the performing arts, and great in love.

Genetic engineers in advanced worlds modify the brains of their entertainer and pleasure units to accommodate greater levels emotionality than the rest of the society. Advanced societies realize they are harvesting souls graduating from animal planets with surplus emotions for these entry-level jobs. It's entertaining, and it's charitable to the galaxy.

Artists and pleasure units interact with higher echelons of society and have greater upward mobility than those in maintenance. And the society may be more lenient with their artists and pleasure units if they occasionally exhibit quirky behavior.

But if you go this way, don't push your luck. If someone misbehaves in an advanced world, or displays excessive individuality or idiotic behavior, when they don't show up at work the next day, their friends and associates are told the person's unit malfunctioned, and they were taken to a special place of care.

The people running the special place of care realize it's not their job to clean up the whole universe, and there are minimum entry level requirements to be in this society. It's too expensive to rehab people, and that's not the focus of the society anyway.

The society doesn't want ill-mannered hitchhikers reincarnating back into their population and causing more problems later on, so the misbehaving person gets "reprogrammed" just enough to send them back to an animal planet. Centuries later, after a series of lifetimes, the person wakes up wondering who they are, how they got here, and where they came from.

You don't want that to be you. Not again. So to make a sustainable future for yourself in polite society, start acting like a team player now, and begin unloading as much individuality as you can.

Don't think you can just slingshot or catapult your way upstairs without cleaning house. You may get there, alright, but not for long. Your behavior will give you away as a beam-in. So clean house now, before you go.

And don't aim too high. If you manage to beam in to some high-level official position, one hiccup and you're gone. It is better to aim low and stick than to aim high and bounce.
…Much better.

Remember, you can bootstrap yourself into high society, because without pain, your gunk never shows up. No birth, no pain, no negativity.



Also, you will be living in a completely positive environment which doesn't even have words in its vocabulary for things like fear or anger. Everyone else is positive all the time, so your only have positive influences around you. That's why your new future is sustainable.

Meanwhile, the society is thousands of years ahead of Earth, and they vacuum clean your aura. You're free and you stay that way.

You need not be concerned about misbehaving emotionally, only about idiotic behavior. Negativity they can get rid of for you. Stupidity, you're on your own.

3. Androids

Android electronic brains support photographic memory and lightning-quick intelligence. Body faces are sculptured by artisans using supercomputer graphics capable of creating an almost infinite variety of beauty. Typical lifespan is 10,000 years.

Android bodies have electronic brains, sensory organs, and nervous systems, and machine hydraulics and power systems. Electronic bodies often draw their energy from power waves transmitted in the major population centers of android worlds. Naturally, electronic bodies are painfree.



Sight, touch, and sound are the most easily-engineered functions. Smell and taste require organic molecule interface and analysis functions in the sensory areas. Those are difficult tasks, and these two senses are often omitted. Most androids have no gender, but some do. A large variety of models are available. Whatever you can imagine probably exists. Moreover, there are likely to be ten different versions of it.

Immortality, infinite leisure, and higher consciousness can have a very beneficial effect on one's outlook on life. One can explore wisdom, pleasure, people, culture, and fun in depth for any length of time. And last but not least, if you are an android, LSD is software. You can have galactic illumination every night.

Going direct from human animal to android could be challenging. From the viewpoint of the android society, it would be stupid to manufacture androids and just let anyone in. There’s no way you're going to manufacture androids and just give them away to hitchhikers. Androids are expensive. You don’t want to populate your immortal android society with God-knows-what trash beamed in from outer space like Earth. You need control. You need to know who’s in who. Otherwise, your androids can go astray…

In an emerging android society, androids are for the most deserving and most capable GE hominids who helped to manufacture them. When they are taken care of, you go down the line and pick up the next level. You don’t import. Not hitchhikers anyway.

4. Brainwave Fields

The brainwave field is the most complex electromagnetic field in the universe. The field has a topology with certain functions in certain places; sight, sound, touch, taste, smell, memory, logic, spatial perception, etc. This electromagnetic field maps into the physical brain, where each function is located in a specific place.

Over many lifetimes, most beings on Earth have become accustomed to interfacing to a brainwave field with a human topology. You actually know how to operate many different types of brains, but you have forgotten how, because you are lost.

Advanced lifeforms have brains with different electromagnetic field configurations than human brains. For example, some advanced humanoid lifeforms may have no perception of taste of smell. There are no areas for these functions in the being's electromagnetic field, or in the brain it occupies.

Brains that are too different from the ones you are accustomed to may not show up on your radar screen in the interlife. A brainwave field without taste and smell may seem too foreign to you to deal with. If so, advanced races which do not possess taste or smell are not likely to be among your transcarnation options.

You may not be ready for no taste or smell. It may be too much of a stretch. Just getting rid of pain nerves and the amygdala is a big enough leap forward for one transcarnation. Take one step at a time and you are more likely to achieve sustainable advancement.

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