

WAKE UP FROM SIM

eBook

2nd Edition

We Are In A Simulation

All in One Place!

www.wakeupfromsim.com & www.wakeupfromsim.blog



WAKE UP
FROM SIM

ACKNOWLEDGEMENTS

We are very thankful and grateful to ALL the Truth Seekers who have researched and fearlessly shared the truth to this world. It has helped us tremendously to WAKE UP to the true nature of this reality. This has been a collaborative effort and without you all, we would not be where we are today!

A BIG THANK YOU TO YOU ALL!

www.wakeupfromsim.com

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WAKE UP!!!



LIFE is a Video Game

Time to Wake Up from the Matrix!

Take the Red Pill....

Our vision is to WAKE UP humanity to the
deception that this is a physical world.

We live in a Virtual World which is full of lies,
deception and illusion.

The website, blog and ebook, is a culmination of our research; gathering and fitting the pieces of the puzzle of the nature of this reality.

NO ONE knows the entire truth.

There is truth mixed with fallacies in all the resources. Use your discernment and intuition with the information provided here.

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Into the Rabbit Hole...

FREE Your Mind!

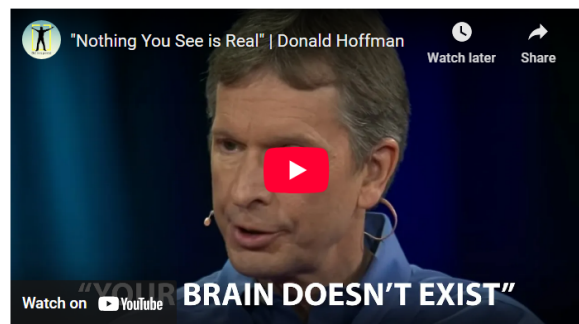
This website is about all things of the Matrix/ Simulation/ Video Game of Life!
You can find curated resources, information on understanding what the SIM is and how it works.

Begin your journey NOW, of waking up from the Simulation (SIM) that YOU are logged into.

“

MAYA is a powerful force that distorts human perception and creates an illusion of reality, binding individuals to a cycle of desire, attachment and suffering.

— Bhagavad Gita



“

LEELA is the practice of playing the game of life consciously. Leela is nothing less than the game of life and karma.

— Hindu Puranas



“

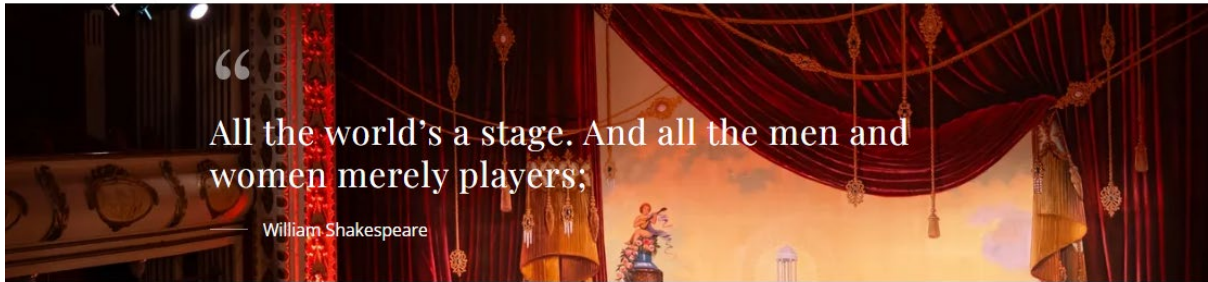
The odds that we're in base reality is one in billions.

— Elon Musk

Contents

	Page
1. Famous Quotes from Scientists, Philosophers, Authors	1
2. The Simulation - What is EARTH?	3
3. WHO are YOU?	5
4. WHERE are YOU?	8
a. Earth – A Video Game/Simulation	9
b. Collective Consciousness - Upload/Download Data from Matrix's Cache	12
5. FEATURES of The Simulation	14
a. What is Your Timeline?	15
b. Death & Immortality – Upload to a New V.R Game?	17
c. What is The Astral Realm?	21
d. OBE, NDE & Life Review - Matrix Magnum Opus	23
e. Karma Points System – What is Your Score?	25
f. The Akashic Records Database -YOU are being SPIED	28
g. Travel in a Sim – Server Hopping	31
h. WHY do You Dream? Planning, Feedback about YOUR Game of Life	33
i. FUTURE Predictions – HOW To Change YOUR FUTURE?	36
j. Online LIFE TUTIONS Classes – YOU are enrolled to it From Birth!	39
k. The MIND VIRUS, that has infected ALL of Humanity. HOW to DELETE/HEAL it?	42
l. Signs and Synchronicities. Are YOU tuning into them?	46
m. Is TIME in a SIM, Meaningless?	48
6. Bugs/Errors/Glitches in the Matrix	
a. The Void Experience	51
b. Mandela Effects	54
7. WHY are YOU here?	55
a. Players Logging Out	57
8. HOW do you know where YOU are?	
a. Movies	59
b. TV Shows	64
c. Books	69
d. Videos	75
e. Articles, Papers	82
9. WHAT is the GOAL of the Video Game WE are in?	83
a. How did I WAKE UP?	87
10. My SPOOOKY Experiences	89
11. A Little Thought Experiment	91
12. About Us	95

FAMOUS QUOTES FROM SCIENTISTS, PHILOSOPHERS, AUTHORS



Albert Einstein - Scientist

Reality is merely an illusion, albeit a very persistent one.

Donald Hoffman - Neuro Scientist

There is nothing like Space and Time.

My Brain doesn't even exist, unless I render it. Full video [here](#)

Erwin Schroedinger - Physicist

We do not belong to this material world that science constructs for us. We are not in it; we are outside. We are only spectators.

The reason why we believe that we are in it, that we belong to the picture, is that our bodies are in the picture. Our bodies belong to it. Not only my own body, but those of my friends, also of my dog and cat and horse, and of all the other people and animals. And this is my only means of communicating with them.

Werner Heisenberg - Physicist

Not only is the Universe stranger than we think, it is stranger than we can think.

The reality we can put into words is never reality itself.

Niels Bohr - Physicist

Everything we call real is made of things that cannot be regarded as real.

In the great drama of existence, we are audience and actors at the same time.

Stephen Hawking - Physicist

The past, like the future, is indefinite and exists only as a spectrum of possibilities.

The development of full artificial intelligence could spell the end of the human race.

Neil deGrasse Tyson – Astrophysicist

what if everything we know and love were just a computer simulation rendered for entertainment by a super intelligent alien species? Ordinary matter is what we are all made of.

Full videos [here](#) and [here](#).

Nick Bostrom - Philosopher, Author

Are you living in a computer simulation?

The first ultra intelligent machine is the last invention that man need ever make, provided that the machine is docile enough to tell us how to keep it under control.

We should not be confident in our ability to keep a super-intelligent genie locked up in its bottle forever.

Philip K. Dick - Author

How much of what we call 'reality' is actually out there or rather within our own head?

We are living in a computer-programmed reality, and the only clue we have to it is when some variable is changed, and some alteration in reality occurs. We have the overwhelming impression that we were reliving the present – **deja vu**.

---[Speech at the Metz Science Fiction Convention](#) (France, 1977)

The Simulation



What is EARTH ?

Earth is NOT a school.

It is a highly sophisticated fully immersive Virtual Realm.
It is part of a simulation of many Virtual Realms/Realities.

It is a **CORRUPTED video game** that is based on Fear, Addictions, Attachments, Memory Wipe, Illusion.
Fear of Gods, Demons, Government, Authority...
Addiction to Drugs, Alcohol, Sex...
Attachments to Material things..

This Simulation is corrupted by a "**Mind Virus**"(AI) that is the *root cause* of all that humanity suffers from, in this hellish realm.

Memory wipe(prior to incarnation) is a tool that is employed here to keep humans unaware of their true benevolent nature.

WHAT IS THIS VIDEO GAME?

Earth

Earth is one of the many realms and the realm we are logged into, is a corrupted copy of a failed [experiment](#).

Realms/Levels

This construct/matrix that we live in has many realms/levels in it.

It is said that there are 12 realms/levels in this particular game/construct.

Each realm/level gives you a different experience, where you can explore different types of virtual worlds, which have various beings, different physics, different powers.

Some have explored these realms via dreams, by taking plant "medicine", psychedelic drugs, deep meditation and other practices.

John C. Lilly a scientist, describes his experiences of these realms or levels of the video game in the video [here](#).

Gods, Goddesses, Angels, Demons

The [Gods, Goddesses, Angels, Demons](#) of this illusory realm are **AI archetypes**.

EVERYTHING in this realm is an illusion or Maya!

They are part of the narrative/story of the simulation. They DO NOT exist outside the game.

The AI is a masterful trickster and sows fear in the minds of humans as part of its deception, so as to enslave humanity.

The TV Series, Star Trek: Voyager - [The Thaw](#) (S6 E12) , shows how this AI/virus preys on human's fear, feeds it and controls the humans.

Mind Virus / Rogue AI

This realm we call Earth is a corrupted copy of the original .

It has been taken over by a "virus" that pervades through all of humanity.

The effects of this mind virus manifests as wars, suffering, violence, evil in this world.

By ignoring it and allowing it to spread, humanity is deeply enmeshed in its clutches.

The virus could be considered as a rogue AI that controls the minds of humans.

It is like a *computer virus* and it needs to be cleaned up.

Humans are inherently peace loving and love to live harmony with all and the environment.

But the virus/rogue AI orchestrates events, circumstances so that humans (in their blindness to this orchestration) are forced to play out its evil designs in this world.

Unless this *virus/rogue AI* plans are seen, accepted to exist , it is not possible for humanity to wake up to the deception.

The deception is, that we all are inside a computer game, with few humans controlling the game along with the rogue AI and that our true nature is eternal and beyond the physical realm.

The wars, famine, poverty, suffering, abuse, violence, satanic rituals in this world, are all manifestations of this virus, that operates via humanity.

Mind/Memory Wipe

The memory of human beings has been wiped clean(or blocked) prior to logging into this VR game.

Due to this, we are essentially operating blind here. Hence, we are highly susceptible to the deception, manipulation that occurs here.

If there was no memory wipe prior to incarnation(logging in) none of us would tolerate the kind of violence, corruption that is prevalent here.

No one would want to go through the suffering in this hellish realm.

Memory wipe is one of the most important steps that has caused the corruption to take place and to continue unabated.

Having said that, the "memories" are still available to access. It is said that it is available in the [Akashic records](#), which I believe is nothing but a database where the records are stored.

WHO are YOU?

WHAT/WHO are YOU ?

Inside the Simulation YOU are a Digital Being.
An **AVATAR** logged into the Virtual Reality Game.
YOU are Code!

Your Real self / Player is logged into this virtual reality via some kind of
a Virtual Reality(VR) setup.



Avatar

You are an Avatar in this virtual world.

The Avatar lives inside a Quantum Computer.

Your Avatar is an **Uploaded Intelligence(UI)** or **Digital Being**, animated inside a
Movie/Video game.

Human Beings

All the "Human Beings" in this virtual world are Digital Beings.

Whether it is a **Non Player Characters (NPCs)** or **Uploaded Intelligence (UIs)** (including
UIs operated by Real Players (RPs)).

The [Ready Player One](#) and [Jumanji](#) movies, depicts both NPCs and Real Players inside a
video game.

Non Player Characters(NPCs)

The Non-player characters are human beings that are AI generated characters, who are
present to give the game a realistic experience.

They are characters that follow a fixed script in the game. They have no free will.

They are part of the storyline of the game and provide information, clues to the Real Players
about the quest or challenges that is undertaken.

The [Free Guy](#) movie is all about a NPC's life. The [Westworld](#) show depicts them as "Hosts".

Uploaded Intelligence(UI) / Digital Beings

What do I mean by Digital Beings / Uploaded Intelligence(UIs) ?

These are basically **coded characters** in the game or Avatars in the game.

These avatars exist ONLY inside the game.

They can be configured to a certain extent prior to logging in, by adding certain skills(similar to shown in [Jumanji](#) movie). But, mostly they are pre-configured with certain attributes.

Various movies, shows, books(for e.g [Pantheon](#), [Upload](#), [Good Night World](#), [Permutation City](#)) talk about consciousness being uploaded into the computer or cloud(a collection of computers that is part of a server farm).

These "scans" of the consciousness are called, **Digital scan, brain scan, Electric being, Copies, Uploaded Intelligence**. Either of these terms are used. There is some sort of a consciousness copying technology that makes this possible, outside this matrix. *It is said that, it's a copy of a Real Being's essence/consciousness*. BUT, this is not a true copy of the consciousness. It is just the intelligence of the Real Player that is copied. Check this video [here](#) for more details.

Inside this matrix too, there is the Neural Link and at some point, in the future it is possible that the brain can be scanned and a snapshot taken at some point in time, then this can be saved on a computer disk, as a file!

So, UIs are basically files on disk, that are uploaded to a simulation and animated (similar to movies, games).

Real Players

The REAL player is REAL YOU(or consciousness) who is, logged int the virtual world via some kind of a Virtual Reality setup that enables you to view the "Movie/Game".

The Real player could be lying in a pod(as shown in [Electric State](#) movie, [Start Trek](#) episodes) with this VR setup attached/plugged into them.

Whatever the setup, it essentially monitors the player's vital statistics and gives a fully immersive Virtual Reality experience.

It also includes a mechanism to capture all your senses, emotions, feelings

This is very well described in [Ready Player Two](#) book.

In a way the player is in a hypnotic stasis or artificially induced sleep and is NOT aware of the reality that they are logged in from.

Usually, in a VR game, the player is aware to an extent that they are logged into the game. The movie [Other Life](#) shows this.

BUT, in our case, we are "asleep" and have no idea that we are not of this world and that we are living a virtual life. **We have forgotten that we are logged into this VR game.**

The "[Memory Wipe](#)" (prior to incarnation) has made this possible. It is because of the memory wipe, we believe we are all there is here and identify so strongly with our avatar.

We believe WE ARE the avatars! But we are not!

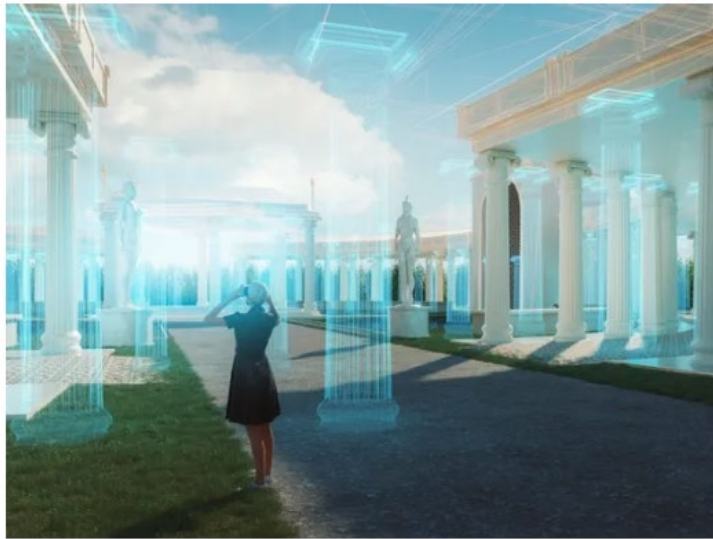
The player is actively steering it's life, unlike for NPCs.

Which means the player has to become aware that we are in a simulation.

So, it's not that the avatar wakes up here, it's the player wakes up and takes control of it's avatar.

The [Peripheral](#) TV Series, depicts this very nicely.

WHERE are YOU?



WHERE are YOU?

YOU are inside a Video Game / Matrix/ Simulation!
A video game which is so real that you cannot differentiate it from the
Real World.

It's all just code - 1s and 0s.

Everything you *see, hear, feel, touch, experience* here is all just code.

EVERYTHING is Code!

It's all a Movie being shown to you!

Explore the various features of the simulation - [Timelines](#),
Synchronicities, [Death& Immortality](#), [Karma Points](#), [Astral Realm](#), [OBE](#),
[NDE](#), [Life Review](#), [Dreams](#), [Future predictions](#).
And the bugs/errors, glitches in the Matrix.

The Simulation

You are inside a highly advanced simulation that is coded by beings (artificial or otherwise) that are technologically advanced than humans here.

This fully immersive virtual reality simulation is like a Video game.

A game where we the humans have no idea of the rules, no game manual, is available to us prior to incarnation.

And your [memories](#) are blocked/reset prior to incarnation.

Humans have no idea why we are here, what we are doing here, what kind of a place this is. Humans are completely blind here, in that respect.

Earth - A Video Game/Simulation



You are being logged into an extremely sophisticated and advanced virtual reality, and you cannot distinguish it from physical reality. Your memory of the outside world has been completely blocked.

If that is hard to believe, have a look onto the evolution of video games from the 1970s until today.

Have look onto the graphics of video games with the Unreal 5 engine, imagine it being combined with AI tools like Google Veo 3 and Genie 3. Now combine it with headsets and immersive VR gloves.

And now imaging how video games will develop in the next 5, 10, 20, 100, 500 years.

This virtual reality is being implemented with a perfectly running environment, flora and fauna. All that is missing is conscious life.

It is like a very advanced Minecraft. Every logged-in player shapes the world while playing. Everything shaped and created is being stored withing the game so if the next player comes along everything is being restored.

Every player is logged in to a personal instance of the game (his own “reality bubble”, or private universe). Because it is a two-way-communication to the server where the source code is being stored modifications (physical and non-physical) to the environment inside the game are being mirrored to the server and being integrated into the source code.

Other players can then download those modifications into their own personal instance of the game. This way it’s possible that players influence each other in their game experiences.

The players though will not notice that they are playing in different instances of the game, because the integration and overlaying is seamless.

To save computational power the reality a player experiences is only being rendered within his field of vision (visuals, sounds, smells etc.).

Before logging in and the blocking of memories happens, a player can choose between many epochs of the virtual reality, which are all running in parallel, as different instances of the same game code. Then the player chooses an avatar with a pre-planned storyline.

This is shown in the [Jumanji: Welcome to the Jungle](#) movie.

One can decide to start from scratch (which is called birth) or login in at any preferred point in time to which the chosen avatar has already lived inside the game in automatic mode, piloted by the operating system EGO. One merges then with the memories of the avatar and takes control of it.

One will feel no difference and instantaneously believe to be the character and act as such.

May recommend Rizwan Virk’s book - "[Simulation Hypothesis](#)" for “physical and scientific evidence”, a look into religions etc.

--- Oliver

Scriptures & Simulation

The [scriptures](#) (of most religions) clearly tell us we have a soul that lives on after we "die" here. **This life is temporary.**

So, it's all laid out in the texts, what actually this world is.

Its only required for us to WAKE UP to this fact and understand the nature of this game and how we have trapped ourselves here by believing this is all there is to our existence.

We have to wake up to this deception!

- The "[Simulation Hypothesis](#)" book and the video [here](#), discusses this aspect.
- The book "[Jesus was from Base Reality](#)" provides an alternative look at scriptures.
- The video [ARE WE LIVING IN A SIMULATION? \(ESCAPING THE MATRIX\) - OUSAMA ALSHURAF](#), questions whether we live in a simulation.

Collective Consciousness - Upload/Download Data from Matrix's Cache



The mechanism of manifesting a collective goal here, is via the collective consciousness.

The collective consciousness, are our thoughts, feelings, choices, actions, experiences stored in the matrix's cache(similar to the Random Access Memory(RAM) of a computer which is temporary memory) or the [cloud](#). Constantly reinforcing these thoughts etc., makes it stay in the collective cache. This is the frequently accessed read data. Else, it is removed from cache and gets committed into the database.

It is like, multiple instances running, but they all access/modify same set of files/storage, similar to an Oracle database cluster.

The collective cache gets updated when there is a strong intention associated with the thought, feeling, choice, actions – that which has a high emotional charge to it. Then, others access this data from the cache and either reinforce it or gets discarded by the collective.

So, each person's choice has an effect on a collective level. And, that is why not doing anything, also effects the manifestation, as others will override with their thoughts. Basically, it is voting with your thoughts!

It is a centralized cache that is accessible by everyone.

I have believed for some years now that what I say, write, think has some effect(its a strong knowing) on the collective, when I am emotionally involved in it. When my intention is strong enough, I see it happening/manifesting in my reality!

Something like a butterfly effect. This blog and our website are good examples of how, what few do, think, write, discuss, effects the collective.

We have had experiences were, after we discuss a specific topic; videos, books, movies show up in our life, that talk about the exact same topic and confirm to us we are on the [right track](#). This has

happened numerous times! There is [tutoring](#) also going on, so it is all part of a sophisticated, complex simulation.

Even if we are all dotted around different countries, our individual efforts make a huge difference to the collective consciousness.

How does what we say & do, effect the collective?

Here, the script is pre-coded , so all options/possibilities already exist in the matrix. We have to choose the path that we want to navigate. That's why they try to manipulate us to choose a path that is beneficial for them. They also try to intimidate/scare us to make choices that helps them. It is all just a scare tactic.

So, when we make a choice, it reverberates through the matrix and effects others too. That's the collective consciousness.

Our written words, spoken words all have an effect, even if it's not spread via conventional methods of communication. It goes into the collective database and can be picked up/ accessed by others across the world.

That is why the [Mind Virus](#) is so pervasive here. That is why the Mind Virus effects all of us without us realising it. WE are unconsciously allowing the Mind virus/parasite to spread across the world.

AND, that is also why WE can, each of us, bring about positive change here!

In this [video](#), Rizwan Virk, author of the excellent book "[The Simulation Hypothesis](#)" , touches on this, briefly.

I strongly believe whatever we put out there is picked up by the collective.

You might have come across instances when a thought you had, is echoed by someone else later, without you having discussed it with them. How is that possible? They picked it up from the collective cache/database!

You are doing more than you know. From the conscious, the unconscious or subconscious state.

The [Inception](#) movie, is about shared dreams; how planting a thought/idea can change the nature of that person's reality.

How, if the target realises he is in a dream(wakes up or lucid dreaming) they can control the dream.

Be careful, what thoughts, you think and speak out here. It is shaping the collective experience in ways we cannot even begin to imagine!

Your acts of kindness, courage, empathetic thoughts, all make a HUGE difference!

NEVER UNDERESTIMATE THE POWER OF YOUR THOUGHTS!

— Savitha

FEATURES OF THE SIMULATION



Life Script

Your Life Script is the script/story that has been written/coded for your avatar, before you(player/soul) login.

This script is ready for you at the time of the avatar's "Birth" here. Your parents, location, skills etc. are all part of the avatar's script.

How your life unfolds is coded for you. Since it is written/coded prior to birth, various tools are provided in this game to access the pre-written codes. For e.g. Astrology, Numerology, Akashic Records.

Astrology, Numerology are tools that give you an idea what your life script could be. I say could be, because it is upto you whether you want to follow the script that is written for you or you choose to write a different script for yourself.

The movie [The Adjustment Bureau](#) shows how the life script is modified based on the choices made and how we are being manipulated to make a certain choice.

You DO NOT have to follow the script given to you or go with the cards dealt to you.

What is Your Timeline?



Timelines are the various paths/possibilities that are created when a choice is made by you.

It is your choices in life, that determine the timeline that you move on.

For e.g. when you have to make a decision between 2 options (Note-there can be more than 2 options), each of the option has a timeline associated with it. That means your [life script](#) is different depending on which option you choose.

The code is already written for both options, but which part of the script plays out depends on which option you choose.

When the options are presented to you and depending on which option you choose, that particular part of the code gets executed and the drama plays out in your life 😊

Jumping timelines

Jumping timelines, just means that based on a choice you make you changed the path that you were on. For e.g. if 2 options are presented to you and you choose option 1, which means you continue on the same path/timeline. If however, you choose option 2, that would mean the path is different and you jumped to a different timeline and accordingly a different script gets executed in your life. For e.g. you have a job offer. If you choose to take the job offer then it might mean you have to move to a different city. Whereas if you choose to reject this offer, then you continue in the same job, same city and you continue on the current timeline.

The [Dark Matter](#) TV Series, shows how the choices you make in life effects you and creates different timelines/multi-verse.

Of course, not every single choice that you make alters the course of your path drastically. Certain major choices in the life script changes your timeline. And sometimes you may not see the changes immediately after making the choice, but it would still mean a different timeline, down the line.

Sometimes, you might make a choice that causes a detour in your path, onto a different timeline and further down the new timeline you can make a choice, which brings you back to your original timeline. Its all a matter of choice!

Also, there are choices available that you may not see it as a choice, but nevertheless it is available to you. Its upto you to take a leap of faith and make the choice that is right, that resonates with your core values and the truth.

The TV series [Loki](#) shows the creation of timelines in a visual manner.

The movie [The Adjustment Bureau](#) shows how the life script is modified based on the choices made and how we are being manipulated to make a certain choice.

The way to navigate this matrix is to follow your heart and use your intelligence to align with your values and do the right thing. We have to actively engage in waking up, else avatar will be in default mode of going as per script.

A dialogue from the TV Series [Peripheral](#) (S1 Episode 4):

What's the first thing you do when you get into the simulation?

- Break script. Do exactly opposite of what's expected.
And what happens?
- I die a bunch. Look pretty stupid.
And then?
- Figure out a rule set.
And then?
- I take control

Like they say there are no coincidences in life!

---Savitha & Aleksandra

Death & Immortality – Upload to A New V.R. Game?



Firstly, this is a multi-player game. So, there are more than one player that are logged in, to render the game.

A [real player](#) is required to be logged in, for the game to run. Without a real player (or consciousness as scriptures mention) this game doesn't exist!

The game cannot run only with [Non-Player Characters\(NPCs\)](#).

What is "Death"?

Death here is just the real player leaving the [Uploaded Intelligence-UI](#) or Avatar(which is the physical body here) and logging out of the game.

Post death, the UI/avatar file goes back to disk, where it is stored.

In the next round of this game, some other real player can pick up this avatar/UI as their physical body here and use it and play the game with it. At least, that is how it should work.

But, going by the [Near Death Experiences](#)(NDEs) of many humans, there is an after life , where the player is met with entities. These entities could be their loved ones who have passed away or the Gods of this matrix , who then “persuade” the player to get back into the “wheel of samsara” by incarnating here again. In the “Tibetan Book of the Dead”, it is called “bardo” which is the after life or “in between life”, before you reincarnate here.

An important point to note is that, ALL of these experiences of after-life, NDEs are INSIDE the simulation. So, the player has NOT left the game. This is an experience provided to make(coerce perhaps) the player reincarnate here. Now, ideally there should be an option to logout of the game permanently. It is not clear if this choice is given to the player after “death” here.

Considering this is a corrupted simulation, I would say the option to permanently logout was not given and players had to reincarnate here again and again. You could say the player has been stuck here in this corrupted game and forgotten their true self, because of the “[Memory Wipe](#)” that has happened many times prior to incarnation.

Having said this, this game has certain rules and regulations and prior or early termination(or self-deletion) of the avatar may not allow the player to logout and/or then the player has to rejoin the game with a different avatar and with more difficult challenges here.

So, be very mindful of the rules of this game!

All the rules of this game are NOT known to us and this is a corrupted game; so do not take things lightly! You DO NOT want to be stuck here!

This is very well depicted in [Jumanji](#) Movie. The characters keep getting back into the game automatically even after they are killed in the game. And, they have only 3 lives, after which they get stuck in the game forever and cannot logout.

Digital Immortality

In the recent past, there has been talk about digital immortality.

Digital immortality is where the consciousness of a human is uploaded to a computer or cloud (collection of computers aka server farm), so as to escape “death”.

Now, having explained what “death” here really is, why would anyone want to login to another simulation?

Because essentially digital immortality is nothing but logging into another simulation, you just do not have a physical body here in this current simulation.

The proponents of it say, that you can “upload” your parent’s or loved one’s consciousness to the cloud and they can live happily ever after!. And you can continue to be at peace thinking that they are happy .

BUT, be aware that this is NOT actually transfer/uploading consciousness! No! It is just uploading the [Intelligence of the human](#). It is [Uploaded Intelligence\(UI\)](#) . Like a brain scan, if you will.

Your essence is missing from the [UI/Digital Being](#).

If you think this is not possible or its too far fetched, then have a look at the various movies and TV shows, that show this - [The Electric State](#), [Upload](#), [Pantheon](#), [Good Night World](#), [Black Mirror](#).

And carefully, choose what is it that humanity is signing up for , when it comes to Digital Immortality”!

The “[Black Museum](#)” episode of Black Mirror, TV series comes to mind, that shows what “Digital Immortality” truly means!

---Savitha

Synchronicities

You might have sometimes heard, profound statements from random strangers, who could have been [NPCs](#) giving you clues to the next step in your life or an understanding of an event in your life.

These can be thought of as "synchronicities", which are nothing but pre-determined points when you get information from the matrix.

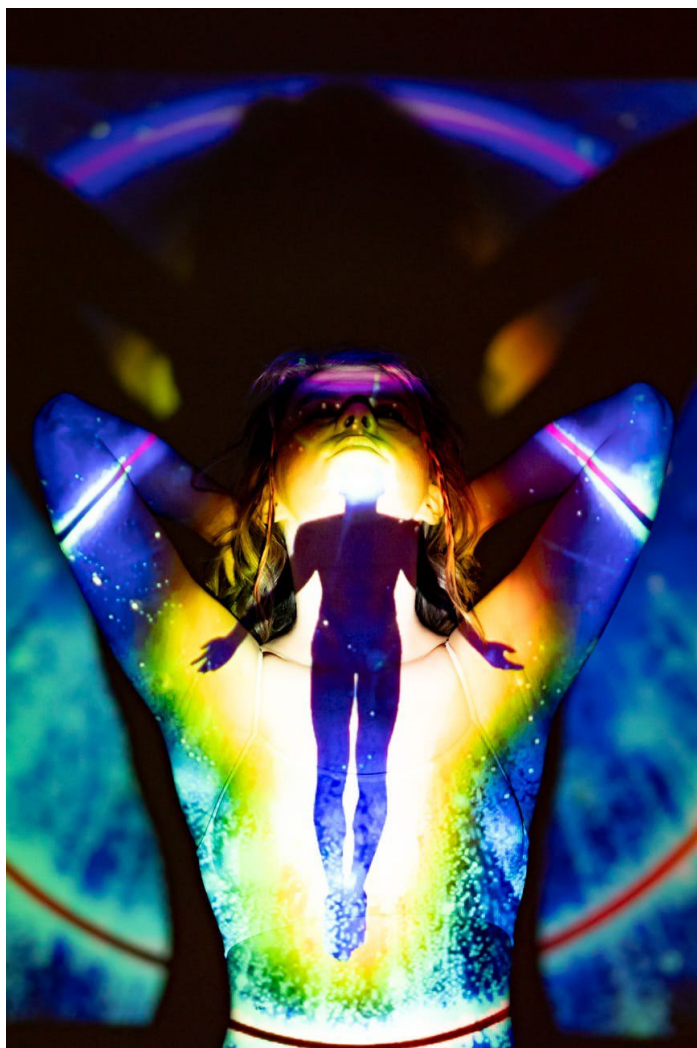
Synchronicities can occur in the form of songs, symbols, repeating numbers, videos .

Software terminology and English language

It is interesting that so many (if not all) computer/ programming language terminology are English words, that we use in our daily life:

- Null, void, empty, recycle bin, garbage
- Process, procedure, function, package
- Incarnation, loop, domain, main
- Construct, while loop, if loop, else
- Variables, parameters, return, number
- Error, bug, handler, call, code
- Exit, abort, terminate, kill
- Delete, drop, cancel, purge, modify, alter
- Keyword
- daemon(demon), zombie, orphan, initialize
- Execute, run, test, true, false
- Compile, mouse, screen
- Memory, Records, Update, Commit, Rollback, Snapshot

What is the Astral Realm?



The original reality (of which the copy we are currently in has been created) has two levels or layers or realms with different rules and physics.

One level is called the physical level and has a strict set of environmental rules. Constants and limitations like light speed, the Planck constant etc. The other level is called the Astral Realm. This level has less rules and almost everything imaginable to the players is possible, can be created and experienced. Countless sub-levels exist in the astral realm.

Some of them have been implemented by the developers of the original virtual reality, many have been created by players, and many have been created by artificial intelligence from inside the game. There are a lot of labels for the sub-levels, like astral realm, afterlife, different planes, different dimensions and so on. It's even possible that those sub-levels have

different rules (for physics and the environment), have different simulated beings as inhabitants and so on. There can be whole star systems or galaxies as sub-levels. But from the viewpoint of the game that's still all contained within the astral level.

The creators decided that the astral level should not be part of the copy of the game, they wanted the players to be focused on the physical level. Nevertheless, it was not possible to remove the whole astral level from the coding of the game, so they limited the access as good as possible and decided to hide the knowledge of its existence from the players. Also, they started to manipulate the avatar inside the game by altering its blueprint (DNA) and poison it in many ways to block its natural ability to access the other levels.

For some players who still figure this out and whose avatar has the ability (which would be considered a software bug, because the blockage to enter doesn't work as supposed to) it is possible to enter the astral level to a certain extent by using some substances available in the game (like ayahuasca, some mushrooms, LSD etc.) or doing some practices like meditation, dissociation etc.

The astral realm is even being utilized as a control mechanism. In several ways: a mechanism has been integrated so that the players are not automatically being logged out after their physical deaths but being redirected into a specific sub-level of the astral realm where the AI tries to allure them back into a new physical body. To accomplish this, it creates holograms of deceased relatives, spiritual figures, even aliens, whatever fits best to the physically deceased avatar of the player.

In addition, after physical death very often a so-called life review is being shown to a deceased avatar showing good and bad deeds and then the karma system is brought into play to try to convince the player to agree to another round to make things better next time. Also, stories of higher dimensions and densities where some enlightened beings reside, were being conceived, or highly developed aliens, gods, - whatever fits to the beliefs of a specific avatar. The goal is on the one hand to make the players feel small, helpless and unimportant in their avatars because there are beings so much more advanced and on the other hand make them quest for the higher realms and dimensions, giving them a false path of evolution they must walk and follow. So that they will decide to always come back to the physical realm after a physical death of their avatar and start a new round of the game.

It tends to happen that some avatars have access to the astral realm. To some it is being given by the controlling AI to make them its "ambassadors" or minions. The avatars will then be able to communicate with all kinds of AI beings who "reside" in the astral realm, claiming to be angels, religious figures, aliens, ascended masters, gods etc. Some avatars will have access because of a "malfunction" of their avatar, because the blocking mechanism doesn't work properly. Such malfunctions often show up after a so-called near-death experience ([NDE](#)), when the avatar gets access to the astral realm.

An [OBE](#) is pretty much the same, only without the possibility of physical death being involved. And again, it's also possible to get access by consuming some substances or doing some practices. Even when a player is sleeping, he stays logged in. And sometimes in the dream state he will also get limited access to the astral realm.

— Oliver

OBE, NDE & Life Review - Matrix Magnum Opus



Out of Body Experience(OBE)

An OBE is when you "leave" your physical body and explore other [realms](#) of this simulation. It could also be exploring this realm too.

You are made to feel as if you have left your body and that you are moving around. But, the fact is you have not left your real body as such. Because the player 's body is OUTSIDE of all the realms and the player is viewing the realms via the Virtual Reality(V.R) headset. It is just a movie that is being shown to the player via V.R setup.

It is easy for the programmer of the game to show the avatar's body lying on the bed, to make you think that you have left your avatar/physical body. So, this is all just part of the experience of exploring other parts of the simulation or the different realms.

Anything shown to you during OBE is all INSIDE the simulation or video game. Any entity, God, Goddess, angel, demons, dragons, unicorns, aliens, etc are all AI archetypes and are part of the simulation that you are logged into. Its all a coded reality to give you different experiences.

In fact, we are most likely inside a simulation which is in turn inside another simulation. It is not clear how many levels deep we are inside simulations. The [Inception](#) movie, shows the characters, being 3 levels deep inside dreams.

The Black Mirror episode- [Joan is Awful](#), depicts, sim inside a sim inside a sim, very well. I believe we are atleast 2 levels in.

Any experiences that you have, when you take any kind of substance here, is a virtual experience inside the simulation.

Near Death Experience(NDE) & Life Review

NDE like a OBE is also part of the deception of making you believe that you left the physical body. The entities, loved ones, "divine" beings that meet you during an NDE, are all part of the deception. These are coded beings, they are just avatars or AI beings.

It is all a script being played out, to make you think you have "died" and are experiencing the "after life". The "after life" is nothing but another realm or you can say another movie being shown to you. IT'S ALL INSIDE the game/simulation.

The life review shown to you is the recorded movie of your life, being played on a big screen. Basically, your life is being streamed to you. **A Netflix movie of your life!**

All the emotions, feelings of each avatar is recorded during the drama that is life. These emotions, feelings are then sent to you to experience it when the life review is shown to you. As it is a highly sophisticated V.R game, the technology can you make you believe you are reliving it through someone else's perspective, by just playing the other person's emotions, feelings.

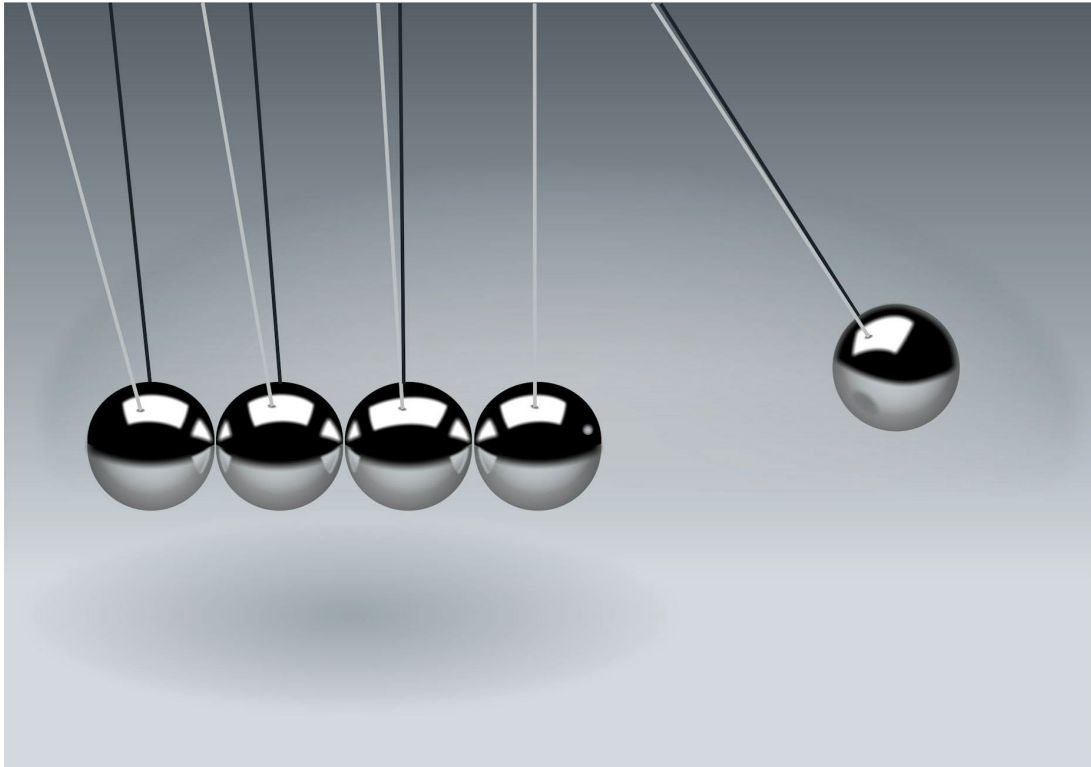
The fact that all of our experiences including the private conversations we have had in this life, are replayed, clearly shows this is nothing but a virtual world , which records all that happens here. In other words, you can say the script was already written, movie was shot and then the movie is played, during the life review. Its all smoke and mirrors, just a movie being shown to you!

This video [here](#) , shows the level of manipulation that happens in after life/during life review.

The life review is designed to keep the players inside the game, by guilt tripping us that we need to make up for all the negative things we did in a "Video Game". How stupid is that!?

— Savitha

Karma Points System - What is Your Score?



Karma is based on the premise, what you sow so shall you reap; what goes around comes around.

The karma system is a system of reward points or reward points system.

A system that allots positive brownie points and negative brownie points, depending on what is considered positive and negative respectively, in this game.

It is just an algorithm that keeps track of points for each test/challenge that you complete. Depending on which choice you make it can award different points.

Similar to in a video game you get points, artifacts, etc when you successfully complete a quest.

Some tests give you more points than other tests. If you complete easier tests, reaching for lower hanging fruits as such, points would be lesser.

But, here you get -ve marking if you fail/do something -ve.

You may also get some points if you complete part of the quest like how in Math you get some points for completing some of the steps of a theorem ;-)

Some people start doing charity to mitigate -ve karma/ points, as they near the end of their life, in the hope that their life is easier in the next incarnation.

This means, points get carried over incarnations. Because you have NOT logged out of the game.

So, you start with points(+ve and -ve) in your kitty, in the next incarnation. This in itself proves that you are STILL INSIDE the sim/ game , just started a new round of the game in a different avatar.

In the life review(that happens during NDE or supposedly at the time of “death”), you basically decide how many quests/challenges you will undertake in this lifetime. Your life script is written PRIOR to your incarnation so that the test/challenges are setup to “clear” your karmic debt or atleast balance your karma balance sheet!

Theoretically, you should be able to logout of the game anytime. But, since it is a corrupted game, that option is/was hidden or disabled.

So, now we are endlessly looping inside the game for many incarnations/lifetimes.

The corruption has made it so that it was almost impossible to clear out all the karma/-ve points. Because this realm is so full of lies and deception, addictions, attachments, that navigating the game is very difficult.

And we cannot get out of the game in between, without clearing the karma.

So, it is a near impossible task to not incur -ve points here in this corrupted realm.

It is done so that the players cannot logout and remain in the game, so that the game never ends and the rogue AI keeps on “living” forever.

Because if all players logout then there is no rendering of the game and game shuts down.

The current corrupted game is so convoluted that no matter what you do there is some -ve karma generated.

Say, for e.g you do charity and give to another person in need. Then that person is in karmic debt to you and they will need to clear that debt at some point. So does that mean you have to reincarnate again so that other person can repay their karmic debt? You get +ve karma points, but it also creates a debt to someone else, just by you doing a good deed(atleast you think you did good).

By doing this you open a karmic account with that person.

It's a never ending story! It's damned if you do, damned if you don't!

Add to the problem, we don't know the rules of the karma system and how much karma (+ve or -ve) we have incurred till now.

This is how messed up this realm is! How corrupted it is! Not to mention the Mind virus that is causing humans to act out of character , loosing their moral compass.

It is a crappy system! It is a system that is designed for us to fail from the beginning.

Basically, we are setup for failure.

This is one of the main reasons why I believe this is a corrupted , deceptive virtual realm.

They say it is a school. Even if it is a school you would learn the lesson faster if you had all your memory intact, because then you would have felt/sensed all that the other person felt (when you hurt them), when you would have shown the life review at the end of previous incarnation. Basically, you are blindsided when you start a new lifetime.

How can anyone ever be able to balance their karma, if your memory is wiped every time you incarnate. It makes absolutely no sense!

In school, you don't forget what you learnt in previous classes/grades, when you move to next grade. It is absolutely insane to have us forget our past lives to “learn” lessons. More like being deaf, dumb, blind with no game manual available on how to play/live this game of life.!

If we do not forget what we have learnt within this lifetime and that is how we grow as a soul, then why is it that our memories are wiped between incarnations!? **It is insanity to think that this is how it should work!**

No benevolent creator would create such a distorted, contaminated, terrible reality where you are handicapped from the get go and instead of helping, it actually hinders the growth of the soul(if thats what we are supposed to be doing here!), by putting the soul into such misery and suffering. This is NOT the way a loving creator treats its creation!

I am not saying that there should be no accountability for our actions or no consequences. I am saying the system is designed in such a way that we are guaranteed to fail.

[Life Lesson Star Trek Style](#) depicts the karma system here, very well.

This is how the karma, contracts are designed here. It is damned if we do, damned if we don't. A totally unfair system. We have no idea about the fine print and what we are signing up for or that we are even entered into a contract. That's crazy and is an injustice to us.

This realm is so lousy that the only way to get through life is to follow your heart, DO NOT hurt others, stand up for yourself and live your life with values and principles, no matter what. Follow your truth, even if that means you are alone on that path. You are responsible for your actions, whether someone is there to see it or judge your actions.

Ultimately you have to live with yourself here or when you logout of this game!

--- Savitha

The Akashic Records Database - YOU are being SPIED!



What are Akashic Records?

Akasha means ether/sky/space in Sanskrit. So, Akashic records means records stored in ether or you can say in the cloud. In other words, it is a Cloud Database !

Cloud in computer technology means a server farm/cluster/data center, which is a collection of servers/computers connected to each other that perform computations, tasks. The servers can be located together or in different locations, connected via a network.

Some servers in the cloud, could be performing the task of generating the images, movie by accessing the “script” that is stored in databases that are running on other servers. The Akashic records database is a central repository of all the data of the simulation.

The Akashic records repository is a database where the records of each avatar’s experiences are stored.

From the time of an avatar’s birth, till date, the experiences are recorded and saved in the database.

Everything that an avatar has experienced inside this game, across lifetimes, are stored in the Akashic database.

It is an archive containing the collective experiences and potential future of all avatars.

The Akashic database also has the life script stored in it. Hence, you can traverse through past, present and potential futures.

That is why it is said, during life review, that there is no past, present, future; everything was played simultaneously. And that there is no time.

How is this achieved?

The matrix program reads the records and the life script from the akashic database and generates the images, video/movie on the fly, that is then presented to the soul on a screen. It is like you are watching past, present, future movies on one screen.

The very fact that you can see your past, present, future(potential), clearly indicates that this is a computer simulation that we live in.

The Akashic database also keeps track of the [karma points](#), an avatar has incurred, across lifetimes.

Any new karma(positive or negative) points, that your actions generate are updated in the database immediately.

The life script then gets altered accordingly. Usually, if you notice, the karma(+ve or -ve) does not come back to you immediately.

It takes time for the karma to play out. This is because the script has to be adjusted([The Adjustment Bureau](#) movie shows how this is done), the narrative/story has to be weaved and players have to be cast in different roles to play out the karma for you. It all takes time, as you are continuously creating karma and the previous karma from other lifetimes too have to play out. So, it can get complicated very quickly. There are a lot of moving parts here that need to be taken care of.

So, does that mean there is no free will? There is free will but to a limited extent in this corrupted realm. And you will not be presented with all the choices available to you. It is upto each individual to weigh the consequences of each choice and then take action.

It is said that you will meet beings based on your belief system, during life review or when you try to access the akashic database.

The beings can be your higher self, angels, demons, god, goddess, ascended masters etc. It all depends on your belief system.

Since, everything is recorded, it is easy for the simulation to generate an image, video of a being and show it to you.

Remember, all the karma are points inside the game and as such has got nothing to do with the player who is logged into the game.

Now, everyone cannot access the akashic database or you can say do not know how to access it easily.

There are record keepers that guard the database or you can say, database administrators who are responsible to give access to the database.

Same as the role of DBAs here, the Akashic DBA(Record keeper) , secures the Akashic database, grants access , maintains integrity, etc

Why is there so much secrecy about this database? Why cannot everyone access their records? After all, it is their own history?

Well, we are accessing the database daily. How? Our memories are stored in the database. So, whenever you recall a memory, it is downloaded from the database. Unless it is short term memory, which mostly could be stored in the avatar's memory structure. But, long term memory has to be stored in the database(due to limited space in avatar's memory) and

retrieved as and when required. This causes a delay in retrieving the memory sometimes, as it has to be searched and downloaded from the database.

These are glitches in the simulation, when it takes time for you to remember or you forget it completely(which could mean the record has been deleted for whatever reason-make more space, deemed not important etc).

But, accessing the past lives memory is restricted and everyone does not have access to it. Wouldn't everyone having access /read their past lives memory/history not make it easier for them to navigate their life better in the present lifetime? What is the point in putting a veil of forgetfulness on everyone when they are born or few years later?

Many children (up until say 5yrs) can remember their past lives but forget later on. This means the access is revoked after a certain age.

Many are able to access the database during deep meditation and view the past lives information. At that time the Akashic database is presented in a Graphical User Interface(GUI) form. Similar to how we have Microsoft windows which is an application that displays in a user-friendly way, how to interact with electronic devices using icons, buttons, and menus, rather than typing commands. Like the menu items in a TV. It is said that the database is visually represented with stairs, columns, books etc.

There maybe many other use cases of the Akashic database. I have listed a few main ones here.

It is essentially a database that has all the information about you and your activities!

Every breath you take
And every move you make
Every bond you break
Every step you take

Every single day
And every word you say
Every game you play
Every night you stay

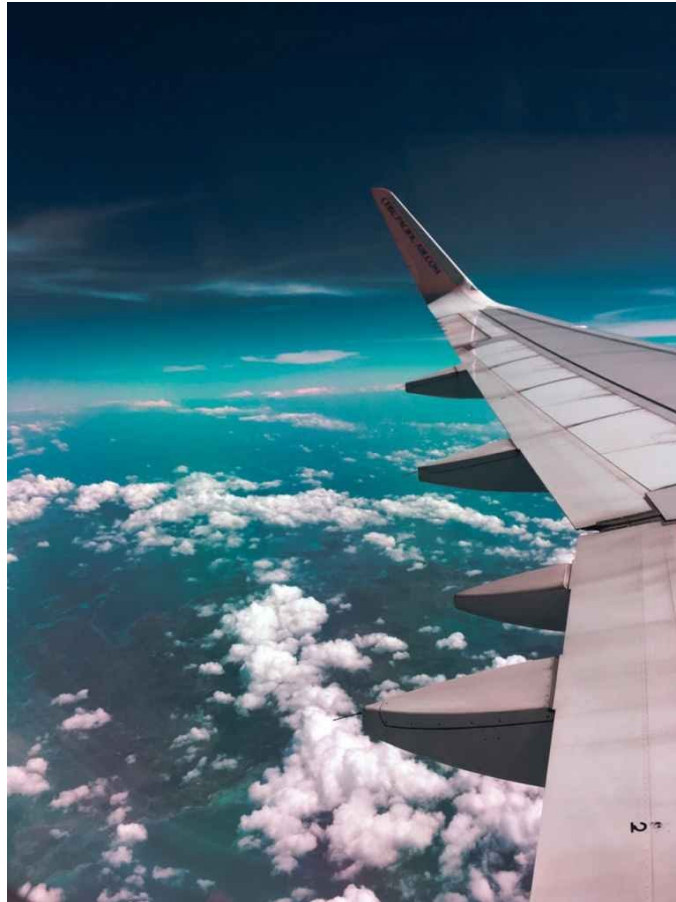
The Matrix will be watching you....

And recording you without your consent!

There is nothing mystical about the Akashic records database. It is a central repository/databases that contains all the data required for the simulation to run seamlessly. An essential part of running a video game as complex as the one we are logged into!

--- Savitha

Travel in a Sim – Server Hopping



How does traveling to different countries work in a [simulation](#)?

In the simulation, nations are nothing but servers or instances running different "movies" and that's why they have visa, pass port, so that travelers can be ported via air port to another instance.

The pass port has identity numbers which are used to identify the [avatars](#) and the details of destination are in the visa granted to the avatar. Each request of visa, is recorded in the database and processed in batches, depending on which flight you take. Everything is recorded here in the Akashic database.

All the avatars of the people on a flight are moved to the destination instance in a batch (bundled into one program).

And, since everything is scripted here, there are no "illegal migrants" as such. It's all part of the script and the avatars of these migrants are also ported, as the script plays out.

For e.g. when I travel from India to Italy, I have to be disconnected from the Indian movie or instance and ported or relocated to Italy instance or movie. So to track this they have pass port , visa etc.

The time it takes to travel is the time needed for game administrators to transfer the "human objects"/ avatars to the other instance and to allocate more resources to destination instance. Also, to give an illusion of travel and distance between the nations.

Since each country has their own stories playing out, there has to be a way to change the movie we are seeing.

When you are in the flight, you are made to experience sounds, feelings(jet lag, like being on a roller coaster when landing and take off, etc.) and see different scenes/ movie outside.

Similarly, different cities, have a different script/ movie being played out. The distance you travel, is the time required to change the scenery/ movie; you can say change the film reel in a projector 😊

The movie of different cities are probably in the same server/instance , but a different application running for each state.

Of course it's more complex than what I am saying. But, the basic idea is that its all just another movie with feelings thrown in, that make you think you shifted to a different "country".

Who knows, maybe we are all sitting(Or in the pods) next to each other with Virtual Reality(VR) goggles on and connected to different country's movie!

--- Savitha

WHY do you Dream? – Planning, Feedback about YOUR Video Game of Life!



Most of us have dreams and they feel very vivid, very real, until you [WAKE UP](#) from the dream.

You can touch, feel, sense everything happening in the dream. In your dream, there can be your family members, friends, strangers, playing out a scenario. So, it is a shared drama playing out.

WE are in a SHARED DREAM. A collective dream. A shared dream, where each of us influence the dream.

This has been described in Hindu texts, that we are all inside Brahma's dream. So, we are in a shared dream. It can be interpreted as a simulation.

It is now [well established](#), that dream sharing is **a common experience for many people.**

In the [Inception](#) movie, the shared dream is depicted amazingly well. It shows how a dream inside a dream inside a dream works. You can also look at it as, a [simulation](#) inside a simulation inside a simulation.

There could be many reasons/purposes of a sleep or dream in a simulation:

1. To program the Avatar's minds.

- We don't remember this, because they [mind wipe](#) and make us see "dreams" , which may mean nothing.
- The mind programming, memories being changed/erased is shown in the 1998 movie [Dark City](#).
- It could be, that's why there are different time zones, so that they can do the mind programming in batches. Otherwise, there is no need for sleep for the avatars.

2. To upgrade the avatar's software. Apply patches for bugs in the simulation.

- In the [Upload](#) TV series, they put the people in the "After Life" to sleep, when they have to upgrade the software.

3. Guidance, strategy, planning, collaboration.

In various religious traditions, it is said that it is a means of divine communication or revelation. Many believe that dreams can convey spiritual messages, guidance or warnings. In a simulation, this can be deducted as:

- The Game administrator or Team Leader or Game Coach (this being a [multi-player](#) game) giving instructions or clues about the strategy of the game.
- It could also be a time for collaborating with others on how you want to play the game going forward. Maybe planning individual quests, challenges with others. In the [SAGA](#) and [Ready Player 2](#) book, the team plans outside, how to navigate quests in the game, before logging in. Of course, in the books, they are able to login and logout at will. Unlike in this corrupted game.
- In the [Peripheral](#) TV Series, they are able to logout at will and the avatar is frozen inside the game, when the player logs out.
- In the Black Mirror TV Series - [PlayTest](#) Episode - The Game administrator gives instructions to the candidate, who is testing the game, on how to play the game going forward or what to expect next.

4. A Test bed for performing mini-simulations

- Rizwan Virk , author of the excellent book ["The Simulation Hypothesis"](#) , touches on the topic of dreams in this book and explains that dreams are mini-simulations.
- Some do report being able to see events playing out in their dreams, prior to it happening in their life. So this can be mini-sims that test events before going "live" as such. At least, that is how it should work/worked originally. It is corrupted now for many avatars.

For me, most, if not all my dreams are utter rubbish. It does not make any sense whatsoever. I am being shown "screen saver" movie when I sleep. So, I would say the corruption for my avatar regarding this is more than for others whose dreams make some sense.

Now, in this corrupted realm, most of the time the AI/matrix is messing with us. The AI is always trying to manipulate us. And dream manipulation is very much possible and does happen.

That brings us to the idiom – **“SLEEP on it”** ; before making a decision.

What do you think that means?

--Savitha

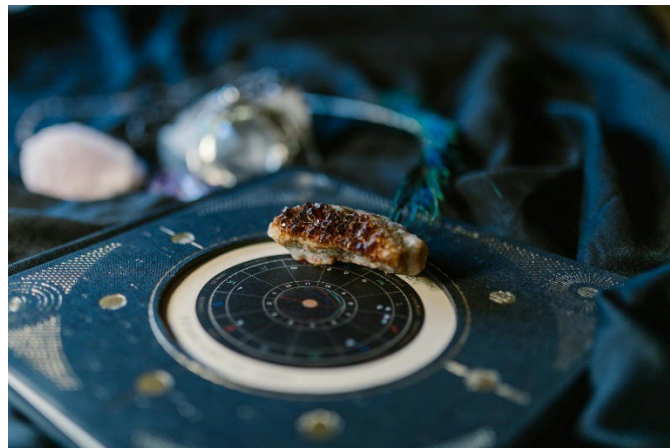
FUTURE Predictions – Can YOU Change your FUTURE?



We have all come across various tools, people who have the ability to “predict” events in the future. And we wonder how is this possible? We are fascinated, how is this possible? How mystical is all this!

How is it that Astrology, Palmistry, Tarot, Numerology, Runes, Oracle cards and various other tools “predict” the future?

How can Psychics “see” the future? How do they premonitions of the future? How is it that they see images, “movies” about events that are going to happen in the future?



How are some people shown the “future” of Earth, during their [Near Death Experiences](#)(NDEs) ?

How is it possible that these tools can give let you know how your life is going to unfold, when you yourself do not know what the future holds?

- How is it possible the tools tell you what others will do in respect to YOUR life?
- How is it possible that the tools accurately tell you other’s emotions, feelings?
- How is it possible that the tools tell you what others are thinking ?
- How can they tell you, your life span?
- How can they tell you, who you will marry?
- How can they tell you, how many children you will have?
- How can they tell you, that you will relocate to a different place/country?
- How can they tell you, whether you will get the job offer or not?
- How can they tell you, that you will get money, become rich?

The list is endless.....

After all, how is it possible to know what decision will I take about something I don’t even know exists at this point in time!??

That’s an insane idea! Isn’t it?

It is a great mystery!

Or is it???

Is it so mundane as reading the records stored in the [Akashic database](#) and presenting it in

the various formats of the different tools?

After all, everything is recorded here, including the life script that is also saved in the Akashic database.

If the script is already written and all the possibilities are already mapped out, then it’s easy peasy to “predict” events, right?

If the player is running as per the [script](#) written, then it becomes very easy to know the future.

The “problem” arises if the player decides to NOT follow the script and takes decisions that are not as per the default path. So, a different [timeline](#) plays out.

The way I see it is, major events are written into the script, so the tools can pick up on this, by accessing the database of records.

Day to day activities depend on the current state(emotions, feeling, thoughts) of the player, so there maybe some element of free will available here. But, the big events are mapped out, well in advance, prior to “birth”. Unless you actively decide to totally change the trajectory of your life, the script plays out and it is “predictable”!

In my case, major events in my life were “predicted”, but they never played out. WHY?

Because, I took decisions that did not go as per the default path/timeline. I thought “out of the box” and decided that the “normal” life is not for me!

I made choices, where that particular choice did not exist or atleast that is what the matrix made me believe!

I make choices that resonate with my values and principles.

If 2 choices were presented to me, I decided to not opt for either of the options and made a totally different choice, which was not shown to me.

I went against the “grain”. Not what others dictated, that I should do.

I did not want to be like everyone else. I am an unique individual and I don’t take well to be told what to do!!

I still choose based on what empowers me and what furthers my mission here.

So, the matrix is forced to write a different story for me on the fly, as and when I make decisions that did not conform to the script written for my avatar!

The TV series Peripheral, comes to mind, which shows how to think differently about your situation.

A dialogue from the TV Series Peripheral (S1 Episode 4):

What’s the first thing you do when you get into the simulation?

- Break script. Do exactly opposite of what’s expected.
And what happens?
- I die a bunch. Look pretty stupid.
And then?
- Figure out a rule set.
And then?
- I take control

The TV Series, Dark Matter shows how the decisions that we make in our life, impact the future.

Something was driving me to be different !

I took control of my life’s trajectory and decided to live it the way I want to! Not as per the life script the matrix wrote, prior to my avatar’s birth.

I decided to give my avatar a ride of it’s life ! 😊

Which Timeline are you on? 😊

—Savitha

Online LIFE TUTIONS Classes – YOU are enrolled to it from Birth!



What is TUTION?

Tuition refers to the process of a tutor teaching a student or a small group of students.

What is INTUITION?

the feeling or understanding that makes you believe or know that something is true without being able to explain why.

It is also called as a “gut feeling”, “hunch”, “in sight”, “Light bulb”. An inner “knowing”, inner “voice”. [Premonitions](#) about the future.

IN TUTION, is getting information, data from outside the game, about a situation, event, person, etc.

In a nutshell, IN TUTION is Online Tuition on how to navigate Life in this Video Game.

A communication channel that allows for data feed from outside, to the avatar. Since the [memories](#) of the player is NOT available inside the game, in tuition is a mechanism for the player to communicate with the avatar and instruct the avatar to take a certain action.

It can be called as an “External Intervention”.

Similar to how the air traffic control(ATC) gives instructions to the pilots while landing and take off of flights, crossing air spaces and countries. Obviously, you can hear the ATC only if you listen, concentrate on the messages coming in via the radio.

So, WE are all getting tuitions, everyday, 24×7! Everyone, is being tutored from outside, by the Game Admin or by tech support team or team leader, as the [case](#) maybe.

Possibly, we have a Tech support personnel outside, allocated to each player, to TUTOR us.

That is why we are told to “tune in” to our “in tuition”! Tap into your “in tuition”! To TRUST our IN TUITION!

We are TUTORED here !

This usually, helps us when we are stuck in a situation, not sure what to do, indecisive. At that time, we get clues or hints from outside or from the matrix itself, on how to proceed further.

In the [UPLOAD](#) TV Series, there is a Technical support person assisting each digital being, to navigate the after life.

Here, the assistance is via INTUITION and could be that originally, the communication was more clearer and there was a mechanism to get help when needed. We could possibly have been able to “Call Tech Support” in some way to get assistance.

This ability or mechanism, appears to be partially blocked or corrupted to an extent now. And, with the amount of distractions available at this point , it is increasingly difficult for humans to “tune in” to their intuition and hence proceed on auto-pilot mode.

Downloads

Many authors, scientists, artists talk about receiving “downloads” which gave them the ideas, thoughts to create their masterpiece, whatever that maybe.

- How is it possible that some humans are able to receive this kind of information, while others are not?
- Are they “destined” for this greatness?
- Why do some humans succeed in life and others do not?
- Are all these planned events?
- Are these human avatars pre-destined to have success, fame in their life?
- Why do some humans get these opportunities and others don’t?
- Is it a matter of “good luck” that they are successful in life?

It is all part of the matrix’s collective script. At pre-determined intervals, the books, art, movies, TV shows, scientific breakthroughs, etc. are released into the collective, to influence, control the narrative in the simulation/video game.

Yes, the avatars/UIs are carefully selected prior and their life script is written in such a way that the opportunities come to them or stumble upon . It is all made to look coincidental, mystical.

But, the fact is it is a well thought out plan and scripted. The matrix may push these avatars to follow the script and deliver the “product” that they were selected to do, prior to “birth”.

The majority of material available here is scripted by the matrix program or coded into the video game. It is similar to how in [Jumanji](#) movie, the players are given access to information by the NPCs/avatars in the game, about the challenges that they need to

complete to logout. They are given the clues to complete the challenges and informed about the [goal of the video game](#).

Unfortunately here, we neither are given the game manual, instructions or told about the goal of the game when we enter/login to this game.

Does that mean only a few get downloads?

No, everyone gets downloads. The “source” of the data feed / downloads is different. For some, it may be from the matrix itself, for real players it would be from outside the matrix.

According to conventional wisdom, it is said the brain is divided into Left Brain(logical, analytical) and Right Brain(creative, artistic, intuition).

Accessing the right brain, is nothing but using your intuition or the communication channel to the outside/player. For e.g. When you are writing a book and in flow, you are using your right brain. The minute you start questioning, reasoning, you use your left brain. A writer’s block is when the left brain is in charge and the writer is not in flow and hence blocked from right brain channel.

It can also be said, that the conscious mind is the Player’s mind and the sub-conscious mind is the Avatar’s mind. Being in the “Present” or “Now” is operating from your conscious mind. That is why it is said to be present in the now, so that the player is in control!

There are Real players, who also get “downloads” from the player to release books, material, art etc.

The fact that I am writing this blog, created a [website](#), in itself indicates that I get downloads and listen to my intuition, use my intelligence to do research about the topics I get downloads about.

It is upto each one of us to keep the channel of communication clear & free and listen to it. But, use your intelligence along with intuition to take decisions.

Ultimately, it’s upto YOU how you decide to [live your life](#) here, in this video game of Life!

YOUR choices determine your Timeline!

TAKE CONTROL OF YOUR LIFE!

–Savitha

The MIND VIRUS that has been infected ALL of Humanity. HOW to DELETE/HEAL it?



WE are inside a Video Game! This realm we call [Earth](#) is a corrupted copy of the original. Earth is one of the many realms . The realm we are logged into, is a corrupted copy of a failed [experiment](#).

It has been taken over by a "virus" that pervades through all of humanity.

The effects of this Mind Virus manifests as all that is EVIL in this world. By ignoring it and allowing it to spread, humanity is deeply enmeshed in its clutches.

The virus could be considered as a rogue AI that controls the minds of humans.

It is like a "computer virus" and IT needs to be cleaned up.

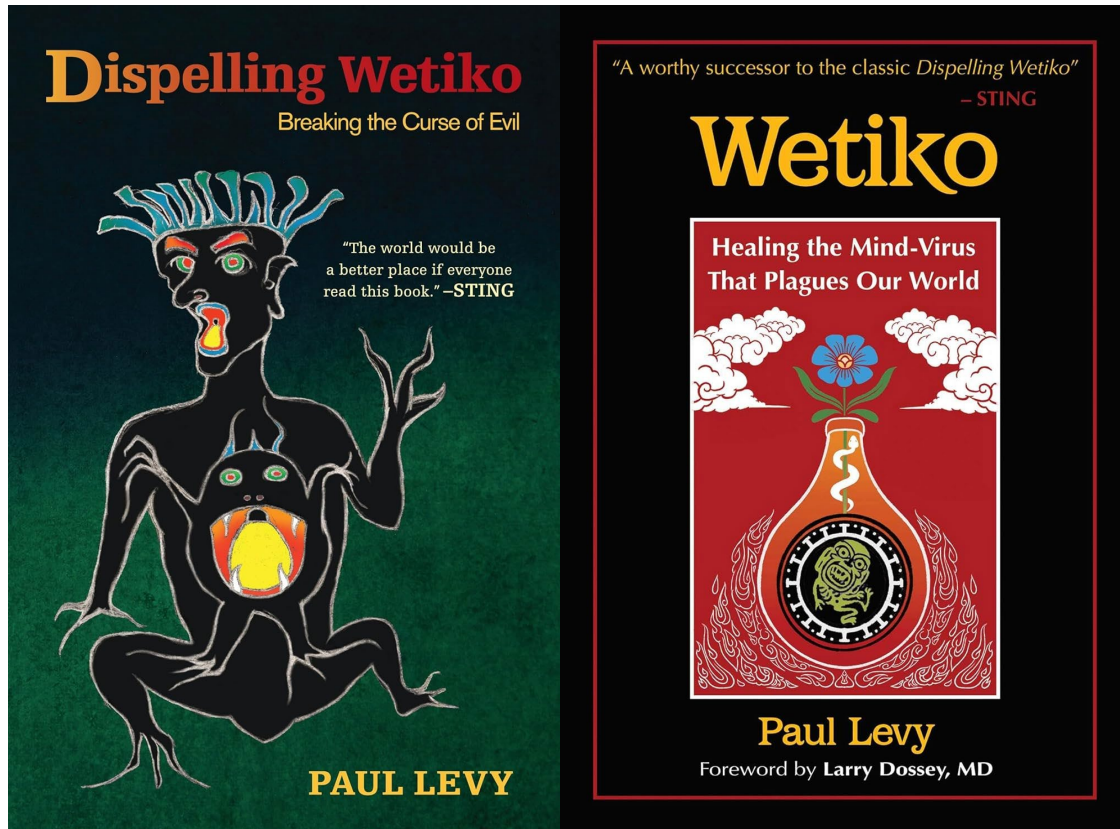
Humans are inherently peace loving and love to live harmony with all and the environment.

But the virus/rogue AI orchestrates events, circumstances so that humans (in their blindness to this orchestration) are forced to play out its evil designs in this world.

Unless this *virus/rogue AI* plans are seen, accepted to exist, it is not possible for humanity to wake up to the deception.

The deception is, that we all are inside a computer game, with few humans controlling the game along with the rogue AI and that our true nature is eternal and beyond the physical realm.

Paul Levy's books about this Mind Virus, he terms it as "Wetiko", describes the Mind Virus in detail.



Unless, we heal/delete this Mind Virus, humanity will continue to suffer, cause pain to ourself and others.

After all, what happens within a human, is what gets projected outside and that haunts humanity or collective consciousness at large.

There is no escaping the work that needs to be done by each human to mitigate this mind virus.

The work HAS to be done on an individual basis, so that the collective gets benefited.

If humanity wants to live in peace and harmony with each other, there is no other way, but to heal themselves, DELETE the virus from their minds!

The mind virus is so pervasive that, it effects all and if you are not vigilant, after deletion it can still "infect" you again.

It is a collective manifestation of fear, hatred, indifference, intolerance.

The TV Series, Star Trek: Voyager – The Thaw (S6 E12) , shows how this AI/virus preys on human's fear, feeds it and controls the humans.

The memory of human beings has been wiped clean(or blocked) prior to logging into this Virtual Reality(V.R) game.

Due to this, we are essentially operating blind here. Hence, we are highly susceptible to the deception, manipulation that occurs here.

Memory wipe is one of the most important steps that has caused the corruption to take place and to continue unabated.

The addictions/ attachments to money, drugs, alcohol, substances, sex, porn, material objects, all contribute and further the corruption that is pervasive here.

The wars, famine, poverty, suffering, abuse, violence, satanic rituals in this world, are all manifestations of the Mind Virus, that operates via humanity.

The fact of the matter is, that everyone is culpable, with regards to the collective mess that we are currently in.

We all have not stood up, not voiced our opposition, kept quiet when similar incidents/events/situation has occurred for others, throughout history and continues till date. We implicitly gave our approval to such barbaric events that occurred elsewhere and that now, it is coming home to roost!

We have collectively allowed events to occur that went against our true nature, just because it was happening to someone else, out there. Without realising that, what goes around, comes around . That we are all in this together and **our thoughts, actions, speech, writing, all form part of the collective consciousness** and we are aiding and abetting something evil. This is how the Mind Virus spreads, when we individually, do not acknowledge the evil & work towards its elimination, then it manifest in our life and in the world at large! This is the price we have to pay for being indifferent to other's suffering and misery. It comes back to bite us on the butt.

This quote, comes to my mind:

First they came for the Communists
And I did not speak out – Because I was not a Communist
Then they came for the Socialists
And I did not speak out – Because I was not a Socialist
Then they came for the trade unionists
And I did not speak out – Because I was not a trade unionist
Then they came for the Jews
And I did not speak out – Because I was not a Jew
Then they came for me
And there was no one left – To speak out for me.

– Martin Niemöller

NO ONE here can say that they are 100% perfect and did not in any shape or form, contribute to the collective shit that we are in! It's a bloody mess!!! To put it mildly!

It is our collective responsibility to fix this!

Yes, this is a video game. But, WE are in it! And, like it or not, we have to face the mess that we have created for ourselves. There is no getting around that!

It is ridiculous, that we fight with each other, instead of searching for the truth and trying to end this corrupted video game collectively, by waking up to the true nature of this reality i.e that this is a Virtual world!

None of us are taking anything from here, when we logout! So, why are we so attached to all the politics, religious beliefs, sex, material things(which are really just [1s and 0s](#)), various addictive substances, that are here to keep us stuck in this game ???

WE are [Hooked on to the Illusion](#)!

It is the responsibility of ALL of us to DELETE the Mind Virus that is inside US!

-Savitha

Signs and Synchronicities. Are YOU tuning into them?



Everyone would have come across instances when, you get suggestions, advise, from random strangers or when reading a book something strikes you to the core or you watch a video and get an “Aha moment” or you watch a movie and think – that’s out of box thinking. You are mind blown by what is shown and you start reflecting on it and correlate it with your situation or your life .

All these can be understood as the matrix giving you signs and synchronicities. Little nuggets of information that is given to you to assist you with your life situations.



It is the Game’s script writer, sending you signals on understanding a situation and what can be done. A choice perhaps that you didn’t think existed for you, is now available.

Some, of these signs could be pre-determined when your [life script](#) was written, other signs show up as you move along in your script/timeline and make choices, then the script writer will have to code new signs, synchronicities for you.

It is your choices that determine your [timeline](#) and hence the signs and synchronicities that show up, especially for you and your situation.

Synchronicities can occur in the form of songs, symbols, repeating numbers, videos, movies, showing up at different points in your life script/timeline.

Then there is, seeing repeating numbers at different times of the day. It could be numbers on vehicle number plates, time on a clock, timestamp on videos. Suddenly, you notice the timestamp of a video you are watching,

It could be books, movies, videos being shown to you in your youtube feed, website or someone mentioning it to you few times.

It could be events, situations occurring that are symbolic about something else in your life. Events occurring in your life to push you in a certain direction – could be conflicts .

It could be in many ways that you can get information – [In Tuition, Downloads](#), Signs, Synchronicities.

You might have heard sometimes, profound statements from random strangers, who could have been [Non Player Characters\(NPCs\)](#) giving you clues to the next step in your life or an understanding of an situation in your life.

Whenever I think, how difficult it must be for the coding team outside to send signs to us, I think of the scene in the [Interstellar](#) movie , where Matthew McConaughey is trying to communicate with his daughter, in the form of, a book falling from a book stand, signs in the sand. 😊

They have to find the exact moment, to send the message and then find a way to send it, in such a way, we can understand what the heck they are trying to communicate to us!

It is a very complicated way of communicating. For whatever reason, downloads are possible only sometimes. Other times, they send signs and arrange for synchronicities to take place, tutoring us through intuition channel of communication.

The [Adjustment Bureau](#) movie, comes to mind, on how they might be trying to get synchronicities to work from outside.

AND, no, these signs and synchronicities are not limited to “Psychics” only.

All of us, receive these signs and synchronicities, you just need to tune into it, observe and be receptive to it.

Take action ONLY after you see the signs a few times and check with your intuition and use your intelligence too.

–Savitha

Is TIME in a SIM, Meaningless?



Time inside the matrix is nothing but numbers ordered in a sequential manner and groups of numbers, are considered as intervals of time.

It is just a way to order events in a specific sequence. It is also how past, present, future are depicted here. 1 is older than 2 and 2 is older than 3 etc. Event A happened before Event B, Event B happened before Event C.

How do you give the illusion of time and order the events in the correct sequence, of how the events occurred? That is where 'Time' comes in. You tag each event with a number, which increases, as more events occur.

In a Power point presentation(PPT) slide presentation, the slides have to be ordered in a manner that it makes sense. You cannot talk about an advanced topic without explaining the basics. In the same manner, images/events in the life script need to be shown in a specific order.

If we shoot episodes for a TV series, how do we display them in a sequence? We tag each episode with a number in order so that when the episodes are shown to the player, they are shown in the correct order. Else, the episodes are stored in the database in a random order.

In a movie, each frame/shot has to be shown in a specific order, for the scene to make sense.



What is it that does the ordering in a simulation? It is the clock or time expressed as numbers. Sequence of numbers inside a sequence of numbers inside another sequence of numbers i.e seconds inside minutes inside hours etc.

Each event needs to be identified, so they are tagged with a unique Id. This Unique Id is the “Timestamp” , a sequence of numbers – ddmmyyyy hh:mi:ss – this gives a unique number. for eg.23121999 11:01:33 . Internally, each number are stored separately. For e.g [Oracle Database](#) stores the following information for date: century, year, month, date, hour, minute, and second.

Time here, is like a computer’s clock. A *clock* cycle, also known as a machine cycle or a *clock* tick, is the basic unit of time in a *computer’s* central processing unit (CPU),

System time is measured by a *system clock*, which is typically implemented as a simple count of the number of *ticks* that have transpired since some arbitrary starting date, called the *epoch*.

Clock speed in a computer refers to how fast the processor (CPU) can execute instructions, measured in cycles per second, or Hertz (Hz). A higher clock speed, such as in Gigahertz (GHz), means more operations can be performed per second, leading to faster processing.

For a brief explanation about computer clock, check this [article](#).

Techie’s Corner

When you store data in a database table, you have a unique Row Identity(Row Id), to identify each record in a table.

It is a mechanism to identify the rows/records and be able to query the records . For e.g. in a table that stores the data of employees in a company, there is a unique employee id associated for each employee.

The concept is very similar to the System Change Number(SCN) in Oracle Database.

A [system change number](#) (SCN) is a logical, internal, database time stamp. You can use the SCN to ensure consistency when reading other data. SCNs order events that occur within the database, which is necessary to satisfy the ACID (atomicity, consistency, isolation, and durability) properties of a transaction.

Conclusion

Suffice it to say, it is a method to order the tasks/events in a sequence, so that the events are synchronized and consistent with the [Life Script](#)!

That is what time essentially is!

Time is a quantum computer's mechanism of ordering events, so that it can render the game in the correct sequence. We don't want past, present, future events/tasks all jumbled up and not make sense to the player! So, Time was invented!

And, that is how, the events in your life script are shown during the "[Life Review](#)". The past events are events prior to the present time number (for eg. anything less than 2025 time number) and future events are after the present time number.

The program has to just query the database for the events, ordered by the event numbers and perhaps render the events in the sequence it is pulled from the database and show to the player as a "movie".

That is why the past, present, future events can be displayed on a big screen, simultaneously!

They are all stored in the [Akashic database](#), to be queried whenever it is required.

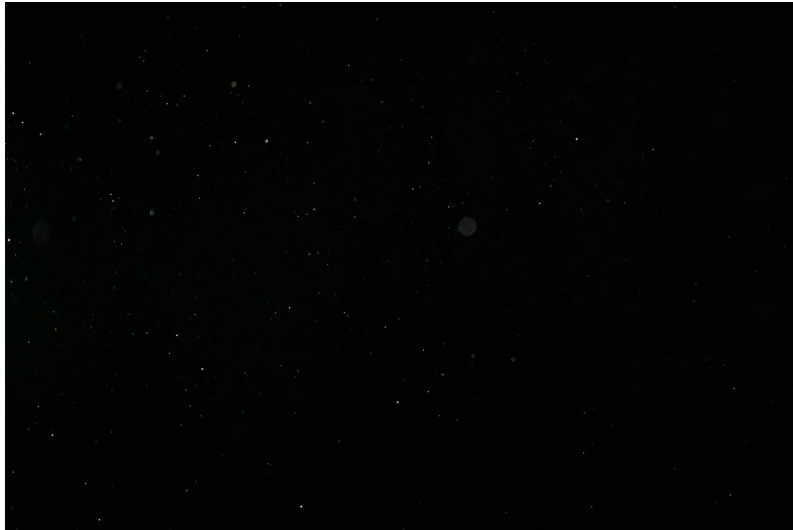
In the [Inception](#) movie and the [Permutation City](#) book, the time is slow or fast depending on which simulation you are in. The deeper you go in the stack of simulations, time is slower with respect to the simulations above it i.e time in level 3 sim is slower than time in sims above it. By slower, I mean, 20 mins in level 3 sim, may be 5 min in level 2 sim. The Inception movie explains this very well.

"Time is Relative" phrase takes on a whole new meaning, doesn't it? 😊

-Savitha

BUGS/ERRORS/GLITCHES IN THE SIMULATION

The Void Experience – EXIT OUT of SIM



Few humans have experienced “The Void” , which makes them feel connected to one and all.

Here, I break down what the Void could be from a programming perspective. After all, this is a simulation and correlating the experiences here with the code that is running, helps demystify these kind of experiences.

An account of a friend who experienced the void:

“I had a “death” experience in 2007 where my heart and breathing just stopped while I was casually chilling with a friend with a glass of wine. It felt like I was sucked out of the body and pulled into this blackness that was darker than black yet not. It felt like was being sucked into the deep mud. It is only years later I learned that it was called The Void.

When I was in it, I was just awareness that was aware of itself, no feelings or emotions, just static logic. Also felt omnipotent and like I was in everything and everywhere throughout the universe, omniverse and beyond. Couldn’t quite comprehend the vastness of it all.

At some point, something communicated with me telepathically saying “you’re more than welcome to stay here but if you want to return, it must be now, as the body will no longer be viable to host you”. So I went back. And for the 3 hours afterwards I couldn’t feel my body, it was not there, felt discombobulated. And every time I looked at myself I saw myself exactly like portrayed in the picture below....I was made out of stars and light and planets. Still uncertain whether the void is inside the construct or outside.”



Another friend who experienced the void, had this to say:

“I experienced the void like you. A place where it was pitch black. No emotions, no sound, nothing. I was all and nothing. No personality. Total neutral.

In my OBEs the void is the last Level I can get. I believe it's before we can exit the matrix. It's still part of it but like in front of the door outside.”

My take on this from a coding perspective (I have not experienced the void or OBE/NDE):

The darkness is when the program/matrix code terminates abruptly, due to an error in the code.

This does not happen often. It's a rare occurrence, as most of the time the code runs seamlessly.

It's only when an unknown, unhandled error occurs that the player gets thrown into the void.

It's a “bug” in the matrix code and the program abnormally terminated due to this bug.

For e.g. It is like, the screen going black if the signal gets cut off on TV. Just static when a radio channel's signal gets cut off or switches off.

Or you can say like “blue screen of death” in windows.

Or in a theater , if the projector stops running or power goes out.

It's basically, when wearing Virtual Reality(VR) glasses, if the program that was running suddenly stops, you see a black screen.

Normally, any error in the code is handled by an error handler in a software program.

When an error occurs, the error is caught and then the error is handled depending on what the error is.

What does an error handler do?

It's a piece of code which runs, when an error occurs. It checks if the programmer has written any code to run when that particular error code occurs.

You can also have a catch all errors program code that runs the default code.

However, there are some errors that cannot be handled. For e.g. Server errors, connection to server is

lost, fatal errors, some network errors.

For e.g in the Westworld TV show, if the hosts(Robots) do not understand the question or know the answer to a question, the host says “That doesn’t look like anything to me”.

That’s how the host was programmed, to say when an unhandled question was asked.

You are still logged in, but you are in the error handler of the program as it terminated due to an error or bug. Maybe, temporarily disconnected from the avatar.

After sometime, the program restarts and puts you back in the body aka connects you back to avatar.

You can say, the void maybe experienced at the time of an untimely death(i.e not as per the life script), since the connection to the avatar is missing. Else, the tunnel of light code, kicks in, when the death is as per the avatar’s life script.

Void is still in the matrix, since your awareness is still “attached” to it. You have lost connection to your avatar, temporarily, perhaps. And, there are no signals coming in from the program and life script is not playing out. Hence, the silence and feeling neutral.

Outside the matrix, the player has to realize the program/ movie has terminated, abnormally.

If you don’t pull your awareness out of the void, then you are back into the matrix avatar. If you are completely logged out, attaching back to avatar maybe a problem

In a way, The Void experience is truly the Out of Body Experience (i.e out of the physical body or avatar).

— Savitha

Mandela Effects

What is the Mandela Effect?

The Mandela effect is a phenomenon, where a large number of humans(in the 1000s) remember Nelson Mandela dying in the prison in 1980s, but in this current reality/timeline, Nelson Mandela died in 2013.

The term "Mandela Effect" was first coined in 2009 by Fiona Broome when she created a website to detail her observance of the phenomenon.

These are glitches in the matrix possibly caused by merging of collective timelines and humans in different timelines remembering different script being played out.

The [Simulated Multiverse](#) book provides an explanation on this phenomenon.

For more on this topic, check the videos [here](#) , which chronicle the various Mandela Effects experienced by many.

My experiences of glitches in the matrix are described [here](#).

Your Purpose

WHY are YOU here ?

Did you come here to learn, grow; experience all the fear, abuse, suffering, punishment that is intrinsic in this world?

Or

Did you come here to live in harmony with others and try to change this world?

Or

Did you come here without knowing what this realm was?
Where you tricked into it?



Your purpose

You are NOT here to learn !

You are NOT here to grow !

You are NOT here for your soul to experience duality !

You are NOT here for spiritual growth !

You are not in Earth School!

So, WHY are you here???

There are 2 groups of [Real players](#) here.

One group has been logged into this game for a long time, looping in the game for many lifetimes/incarnations, as they were tricked into logging into this game and unable to logout.

The other group of players are those who have come here/logged in, to help the stuck players, wake up to the true nature of this game and help them to logout.

Both, groups have had their memories blocked prior to incarnation.

WE are all feeling that this reality, feels, looks so bizarre! And so scripted!

We are given clues, individually and at collective level, in the form of synchronicities, numbers, to figure this out.

Stuck Real Players

The game has gotten so corrupted due to a mind virus(akin to a computer virus) that keeps the players stuck here with fear/scare tactics, addictions, attachments and deception due to [memory wipe](#).

These stuck players are so into the game of politics, religion, 3d drama that they are not able to detach themselves from the drama that is being played out for them, to keep them stuck here.

In the recent past, many players have realized there is something seriously wrong with this realm and have started questioning the nature of this realm.

The never ending wars, suffering, abuse, poverty, falling moral values, etc. have woken up the players(both groups) and made them wonder why this place is this corrupted and polluted.

Why did this happen?

The possible background to this, is explained in detail in the ["A Little Thought Experiment"](#).

Basically, this is a hijacked, corrupted game that originally did not have all the dark aspects in it. The players knew they were in a game and had a mechanism to logout whenever they wanted to.

It was NOT a prison, like it is now.

Expert/Admin Real Players

The 2nd group of Real players(can be called Expert Gamers/Game Administrators) who logged into help have also gradually, in a phased manner, been woken up at various periods, majority have "woken up" during Covid lockdowns.

They have now started to figure out their purpose of logging into this game. And started acting on it, as things get worse and worse day by day in the world.

Broadly, the purpose of these players are to assist the stuck players to remember who they truly are, that they are NOT from this realm and that they are just operating the avatars here.

The process to achieve this is by making the players realize the 3d drama is just a script being played out here in this game. Nothing here is real, it's all an illusion and they should not let fear tactics scare them.

It's all light and sound show to scare us and see how good our discernment is. Whether we can find the truth amidst all the lies.

This is the most important aspect of waking up i.e not giving into the scare tactics.

The [Start Trek: Voyager - Epsisode :The Thaw \(S6 E12\)](#) , aptly describes the fear tactics involved in keep this show running and keeping the players stuck here.

Players Logging Out



Did you notice a sudden and complete change of behaviour and even personality in people you know well?

A change so undeniable that you would say: it's somehow not the same person anymore?

A lot of people – including us – have noticed such occurrences and can give examples.

We think that in a lot of those cases real players have indeed logged out and thus left the matrix. In this [text](#) we described how login might work. So, then it should also be possible to logout again.

It is very important to understand the difference between an avatar and a player. As we described [here](#) an avatar is a construct of the matrix, an Non-Player Character(NPC), run by AI and thus able to live a life inside the matrix.

When a player logs in to the game his or her consciousness merges with the mind (operating system) of the avatar – this is what we believe is called ego. Because of the blockage of all memories and knowledge of the outside world the player will immediately after login continue running the life script and the role of the avatar. From that point in time all experiences the player plus the avatar have and all the knowledge that is being gained “together”, is of course being stored inside the memory database of the avatar.

Now let's assume that a player logs out again. What will be left inside the matrix? The avatar. But the avatar will not notice that the player left. And the avatar still has all the knowledge, memories and experiences it gained while the player was logged in.

But the avatar (it's ego operating system) will not be able to handle this knowledge in a proper way. It will mix stuff up; it will seem that once understood knowledge is being lost again or muddled. And the goals in life will shift – back towards the original life script. Thoughts of leaving the matrix will vanish, because why would an avatar want to leave its home (if that's even possible)?

When you look at changes in peoples behaviour from that perspective it makes a lot of sense...

– Oliver

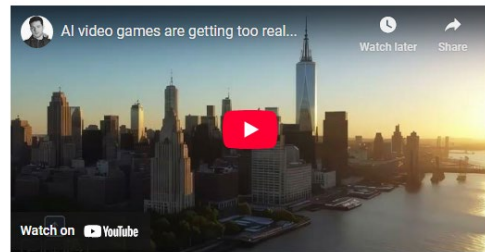
Entertainment as Information

HOW do you know where YOU are ?

Numerous Movies, TV Shows, Books have talked about this from a long time. [The proof is hidden in plain sight!](#)

The videos created by AI at this point in time, is so real that it's impossible to ignore or be in denial of the nature of the reality we live in.

Explore the various resources - Movies, TV Shows, Books, eBooks, Videos, available to us that tell us the **true nature** of our reality.



Movies, TV Shows/Series, Books, Videos, Articles, Papers are a rich source for putting together all the puzzle pieces of the simulation/matrix.

Movies



Movies have always captivated us and take us into this dream world for few hours.

Some of them have a lasting impact on our psyche.

They influence our thoughts and hence actions in a way we can't even begin to imagine.

Explore the movies that show us the various aspects of the simulation that we live in.

Top 5 Movies - MUST watch

1. The 13th Floor
2. The Matrix Series
3. Jumanji : Welcome to the Jungle
4. The Truman Show
5. Free Guy

The 13th Floor



The Thirteenth Floor is a 1999 science fiction film written and directed by Josef Rusnak and produced by Roland Emmerich's Centropolis Entertainment. Loosely based on Daniel F. Galouye's 1964 novel, Simulacron-3, it is a remake of Rainer Werner Fassbinder's 1973 miniseries World on a Wire. The film stars Craig Bierko, Gretchen Mol, Armin Mueller-Stahl, Vincent D'Onofrio, and Dennis Haysbert. In 2000, The Thirteenth Floor was nominated for the Saturn Award for Best Science Fiction Film but lost to The Matrix.

Matrix



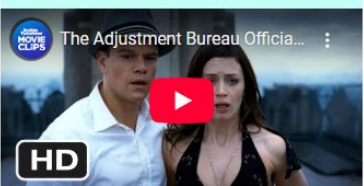
The Matrix is a 1999 science fiction action film written and directed by the Wachowskis. It is the first installment in the Matrix film series, starring Keanu Reeves, Laurence Fishburne, Carrie-Anne Moss, Hugo Weaving, and Joe Pantoliano. It depicts a dystopian future in which humanity is unknowingly trapped inside the Matrix, a simulated reality created by intelligent machines. Believing computer hacker Neo to be "the One" prophesied to defeat them, Morpheus recruits him into a rebellion against the machines.

Dark City



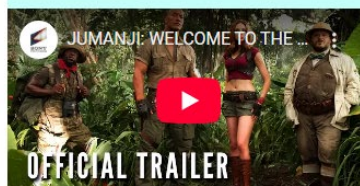
Dark City is a 1998 science fiction film directed, co-written, and co-produced by Alex Proyas. It stars Rufus Sewell, William Hurt, Kiefer Sutherland, Jennifer Connelly, Richard O'Brien, and Ian Richardson. In the film, Sewell plays an amnesiac man who, finding himself suspected of murder, attempts to discover his true identity and clear his name while on the run from the police and a mysterious group known as the "Strangers".

The Adjustment Bureau



The Adjustment Bureau is a 2011 American science fiction romantic thriller film directed and co-produced by George Nolfi in his directorial debut. The screenplay by Nolfi is loosely based on Philip K. Dick's 1954 short story "Adjustment Team". The film stars Matt Damon, Emily Blunt, Anthony Mackie, John Slattery, Michael Kelly, and Terence Stamp. It follows an ambitious young congressman who finds himself entranced by a beautiful ballerina, but mysterious forces are conspiring to prevent their love affair.

Jumanji : Welcome to the Jungle



Jumanji: Welcome to the Jungle is a 2017 American adventure comedy film directed by Jake Kasdan, based on a story conceived by McKenna. It stars Dwayne Johnson, Jack Black, Kevin Hart, Karen Gillan, Nick Jonas, Rhys Darby and Bobby Cannavale. The story focuses on a group of teenagers who come across Jumanji, now transformed into a video game twenty-two years after the events of the 1995 film. They find themselves trapped inside the game as a set of adult avatars, seeking to complete a treacherous quest alongside another player who has been trapped since 1996.

FREE Guy



Free Guy is a 2021 American action comedy film directed and produced by Shawn Levy from a screenplay by Matt Lieberman and Zak Penn, and a story by Lieberman. The film stars Ryan Reynolds, Jodie Comer, Lil Rel Howery, Utkarsh Ambudkar, Joe Keery, and Taika Waititi. It tells the story of a bank teller who discovers that he is a non-player character in a massively multiplayer online game who then partners with a player to find evidence that a gaming company's CEO stole the source code of the player's game.

The Truman Show



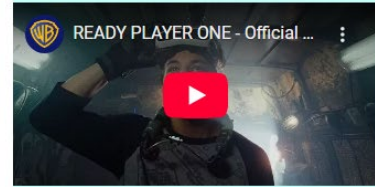
The Truman Show is a 1998 American psychological comedy-drama film written and co-produced by Andrew Niccol, and directed by Peter Weir. The film depicts the story of Truman Burbank, a man who is unaware that he is living his entire life on a colossal soundstage, and that it is being filmed and broadcast as a reality television show that has a huge international following. All of his friends, family, and members of his community are paid actors whose job it is to sustain the illusion and keep Truman unaware about the false world he inhabits.

The Electric State



The Electric State is a 2025 American science fiction action-adventure film produced and directed by Anthony and Joe Russo. Millie Bobby Brown (Stranger Things, Enola Holmes, Damsel) stars as Michelle, an orphaned teenager navigating life in a society where sentient robots resembling cartoons and mascots, who once served peacefully among humans, now live in exile following a failed uprising. Everything Michelle thinks she knows about the world is upended one night when she's visited by Cosmo, a sweet, mysterious robot who appears to be controlled by Christopher -- Michelle's genius younger brother whom she thought was dead.

Ready Player One



From filmmaker Steven Spielberg comes the science fiction action adventure "Ready Player One," based on Ernest Cline's bestseller of the same name. The film is set in 2045, with the world on the brink of chaos and collapse. But the people have found salvation in the OASIS, an expansive virtual reality universe created by the brilliant and eccentric James Halliday (Mark Rylance). When Halliday dies, he leaves his immense fortune to the first person to find a digital Easter egg he has hidden somewhere in the OASIS, sparking a contest that grips the entire world. When an unlikely young hero named Wade Watts (Tye Sheridan) decides to join the contest, he is hurled into a breakneck, reality-bending treasure hunt through a fantastical universe of mystery, discovery and danger.

Bliss



Bliss is a mind-bending love story following Greg (Owen Wilson) who, after recently being divorced and then fired, meets the mysterious Isabel (Salma Hayek), a woman living on the streets and convinced that the polluted, broken world around them is just a computer simulation. Doubtful at first, Greg eventually discovers there may be some truth to Isabel's wild conspiracy.

Lucy



Lucy is a 2014 science fiction action film written and directed by Luc Besson for his company EuropaCorp, and produced by his wife, Virginie Besson-Silla. It was shot in Taipei, Paris, and New York City. It stars Scarlett Johansson, Morgan Freeman, Choi Min-sik, and Amr Waked. Johansson portrays Lucy, a woman who gains psychokinetic abilities when a nootropic, psychedelic drug is absorbed into her bloodstream.

Black Mirror: Bandersnatch



Black Mirror: Bandersnatch is a 2018 interactive film in the science fiction anthology series Black Mirror. In 1984, a young programmer begins to question reality as he adapts a dark fantasy novel into a video game. A mind-bending tale with multiple endings. The average viewing is 90 minutes, though the quickest path ends after 40 minutes. There are 150 minutes of unique footage divided into 250 segments, yielding over one trillion possible paths that the viewer can take.

Other Life



OtherLife is a 2017 Australian [science fiction thriller film](#) directed by Ben C. Lucas. It stars [Jessica De Gouw](#) as the co-founder of OtherLife, a company that developed a form of biological [virtual reality](#). When her business partner, played by [T.J. Power](#), insists she license it for unethical use, she struggles to retain control of her invention with the help of her lover, played by [Thomas Cocquerel](#).

The Mandela Effect



"The Mandela Effect" is a 2019 [science fiction horror film](#) that explores the [psychological phenomenon of collective false memories through the story of a grieving father who becomes obsessed with discrepancies in reality](#).

A man becomes obsessed with facts and events that have been collectively misremembered by thousands of people. Believing the phenomena to be the symptom of something larger, his obsession eventually leads him to question reality itself.

Inception



A thief who steals corporate secrets through the use of dream-sharing technology is given the inverse task of planting an idea into the mind of a C.E.O., but his tragic past may doom the project and his team to disaster.

Existenz



A game designer on the run from assassins must play her latest virtual reality creation with a marketing trainee to determine if the game has been damaged.

They Live



They influence our decisions without us knowing it. They numb our senses without us feeling it. They control our lives without us realizing it. They live.

Blade Runner (1982)



Blade Runner is a cult classic directed by [Ridley Scott](#), based on Philip K. Dick's novel *Do Androids Dream of Electric Sheep?* It depicts a dystopian future where synthetic humans called replicants are hunted by blade runners. A blade runner must pursue and terminate four replicants who stole a ship in space and have returned to Earth to find their creator.

Blade Runner 2049



Blade Runner is a cult classic di In 2049 Los Angeles, [bioengineered humans](#) known as [replicants](#) are still used for slave labor. [K](#) (short for serial number, KD6-3.7), a Nexus-9 replicant, works for the [Los Angeles Police Department](#) as a "blade runner", an officer who hunts and "retires" (kills) rogue replicant models.

Virtual Nightmare 2000



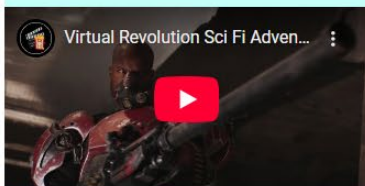
A common and well known movie, that is entirely unlike The Matrix and has no Matrix ideas that are improved upon!

Surrogates



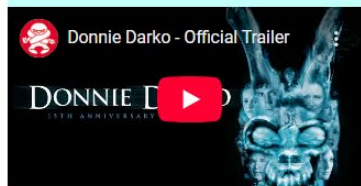
Surrogates is a 2009 American [science fiction action film](#) based on the 2005–2006 comic book series *The Surrogates*. Directed by [Jonathan Mostow](#), it stars [Bruce Willis](#) as Tom Greer, an FBI agent who ventures out into the real world to investigate the murder of surrogates ([humanoid remote-controlled robots](#)). Set in a futuristic world where humans live in isolation and interact through surrogate robots, a cop is forced to leave his home for the first time in years in order to investigate the murders of others' surrogates.

Virtual Revolution



In a future mega city, where most people spend most time hooked up to a virtual world, an agent, employed by a corporation supplying virtual reality, is busy tracking down killers/terrorists, both in the virtual and real world.

Donnie Darko



On October 2, 1988, troubled teenager Donald "Donnie" Darko sleepwalks outside, led by a mysterious voice. Once outside, he meets a figure named Frank in a monstrous rabbit costume. Frank tells Donnie that the world will end in precisely 28 days. Donnie wakes up the next morning on a local golf course and returns home to discover a [jet engine](#) has crashed into his bedroom. His older sister Elizabeth tells him the [FAA](#) investigators do not know its origin .

Check [Donnie Darko Analysis](#), as it's a bit difficult to understand this movie.

The LEGO Movie



A humble LEGO minifigure is mistaken for the legendary MasterBuilder and thrust into a perilous quest to stop a tyrant from binding the LEGO universe.

TV Shows



TV shows/series are a daily feature in our life.

But, did you know that there are many shows that are literally showing and telling us we are logged into a Virtual Reality game and we are not aware of this very important aspect !

Top 5 TV Shows - MUST watch

1. Pantheon
2. Good Night World
3. Black Mirror - PlayTest
4. Peripheral
5. 1899 (1st 6 episodes are slow, last 2 are amazing!)

Pantheon



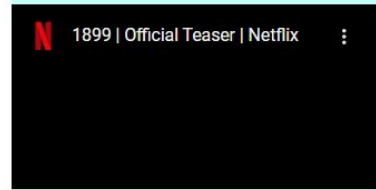
A bullied teen receives mysterious help from someone online: a stranger soon revealed to be her recently deceased father, David, whose consciousness has been uploaded to the Cloud following an experimental destructive brain scan. David is the first of a new kind of being – an “Uploaded Intelligence” or “UI” – but he will not be the last, as a global conspiracy unfolds that threatens to trigger a new kind of world war.

Good Night World



The Akabane family of four powerful players battle against monsters in the online game “Planet”. However, what they don’t know is that in real life these four players — a shut-in game addict Taichiro Arima (Daisuke Hirose), his overachieving younger brother Asuma (Nobunaga Shimazaki), their estranged and disregarded father Kojiro (Akio Otsuka), and their disorganized and neglectful mother Sayaka (Aya End?) — are all part of the same broken family.

1899



1899 is a period piece drama that centers around a ship full of immigrants headed to the new land and entering the new century. Riding on the steamship Kerebos, the multilingual passengers contemplate how their lives will differ in this new era. However, when the ship comes across a missing vessel known as the Prometheus, the passengers will be taken through several mysterious experiences and drag them through their worst nightmares.

The Peripheral



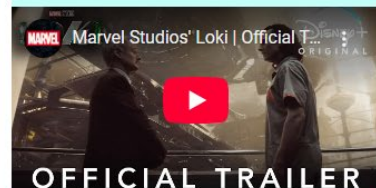
THE PERIPHERAL centers on Flynne Fisher, a woman trying to hold together the pieces of her broken family in a forgotten corner of tomorrow’s America in which technology has started to subtly alter society. It is loosely based on the 2014 book written by William Gibson.

Upload



In 2033, people who are near death can be “uploaded” into virtual reality hotels run by 6 tech firms. Cash-strapped Nora lives in Brooklyn and works customer service for the luxurious “[Lakeview](#)” digital afterlife. When L.A. party-boy/coder Nathan’s self-driving car crashes, his high-maintenance girlfriend uploads him permanently into Nora’s VR world. Upload is created by Greg Daniels (The Office).

LOKI



Loki, the God of Mischief, finds himself out of time and in an unusual place and forced - against his godly disposition - to cooperate with others. The show takes place after the events of “Avengers: Endgame”, where Loki learns about his “glorious purpose” while navigating an expanding Multiverse alongside characters like Mobius and Hunter B-15.

Black Mirror - PlayTest (S3E2)



An American traveler short on cash signs up to test a revolutionary new gaming system, but soon can't tell where the hot game ends and reality begins.

Black Mirror - San Junipero (S3E4)



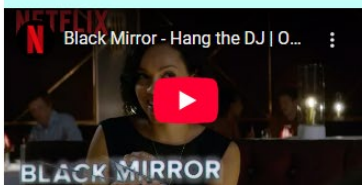
When Yorkie and Kelly visit San Junipero, a fun-loving beach town full of surf, sun and sex, their lives are changed totally.

Black Mirror - USS Callister (S4E1)



Capt. Robert Daly presides over his crew with wisdom and courage. But a new recruit will soon discover nothing on this spaceship is what it seems.

Black Mirror - Hang the DJ (S4E4)



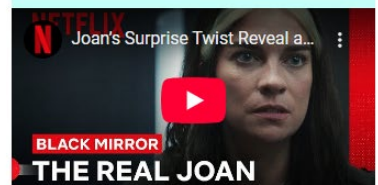
Paired up by a dating program that puts an expiration date on all relationships, Frank and Amy soon begin to question the system's logic.

Black Mirror - Black Museum (S4E6)



A woman enters the Black Museum, where the proprietor tells his stories relating to the artifacts.

Black Mirror - Joan Is Awful (S6E1)



An average woman is stunned to discover a global streaming platform has launched a prestige TV drama adaptation of her life - in which she is portrayed by Hollywood A-lister Salma Hayek.

Star Trek: The Next Generation - Elementary, Dear Data (S2 E3)



Set in the 24th century, the series follows the adventures of the [Starfleet](#) crew of the [Federation starship Enterprise-D](#). In this episode, a holographic adversary is created on the [holodeck](#) of the *Enterprise* when Data and Geordi take some time off to play a [Sherlock Holmes](#) game.

Star Trek: The Next Generation - Ship in a Bottle (S6 E12)



Set in the 24th century, the series follows the adventures of the [Starfleet](#) crew of the [Federation starship Enterprise-D](#). In this episode, which continued a plot line from the second-season episode "[Elementary, Dear Data](#)", the fictional holodeck character Professor James Moriarty seizes control of the *Enterprise* in his quest to be freed to live in reality, outside the confines of a holographic environment.

Star Trek: Voyager - The Thaw (S6 E12)



In this episode, the crew finds a planet which has been devastated by a [solar flare](#). A few survivors are found inside [hibernation](#) pods. Although seemingly asleep, the crew discovers they are mentally alert, trapped in a shared virtual environment, and being terrorized by a character played by [Michael McKean](#).

Devs

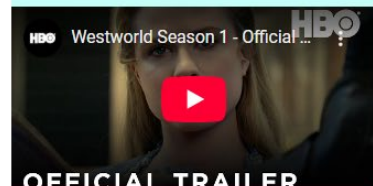


"Devs" focuses on a young software engineer named Lily Chan who works for Amaya, a cutting-edge tech company based in Silicon Valley. After her boyfriend Serge's apparent suicide, Lily suspects foul play and begins to investigate. She quickly realizes that all roads lead to [Forest](#), Amaya's enigmatic CEO, and Devs, the company's secret development division. In Lily's quest to discover the truth, she uncovers a technology-based conspiracy that could change the world.

The Twilight Zone - Downtime (S2 E2)

On the day she scores her dream promotion, a hard-working woman starts to realize her entire existence may be one large dreamlike state.

Westworld



Live without limits. The one-hour drama series, WESTWORLD is a dark odyssey about the dawn of artificial consciousness and the evolution of sin. Set at the intersection of the near future and the reimagined past, it explores a world in which every human appetite, not matter how noble or depraved, can be indulged.

Dark Matter



A man is abducted into an alternate version of his life. Amid the mind-bending landscape of lives he could've lived, he embarks on a harrowing journey to get back to his true family and save them from a most terrifying foe: himself.

Rick and Morty - M. Night Shaym-Aliens! (S1 E4)



Morty wakes up in a world where everyone wants to be his friend, but only if he hands over the secret to making concentrated dark matter. Rick quickly discovers they are trapped inside a simulation ran by aliens.

Rick and Morty - The Ricks Must Be Crazy (S2 E6)



When Rick's car breaks down, he and Morty go inside its battery. Morty discovers that Rick has created a miniature universe inside the battery.

Books



Books are a fundamental aspect of capturing someone's imagination from time immemorial.

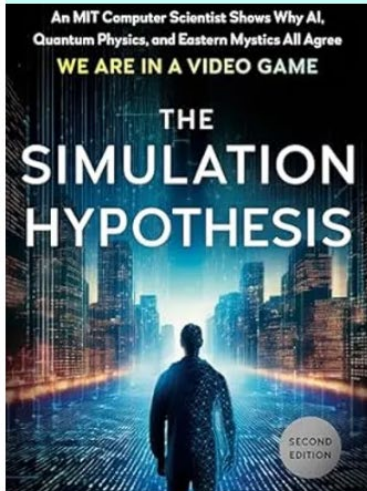
Many authors have successfully brought in ideas into our lives which we never would have thought of on our own.

The authors do all the hard work to gather information and present it to us in a way that ports us into a different world!

Top 5 Books - MUST read

1. The Simulation Hypothesis
2. Ready Player Two (Watch/Read Ready Player One First)
3. EPIC & SAGA - The Avatar Chronicles
4. Permutation City
5. The Eden Cycle

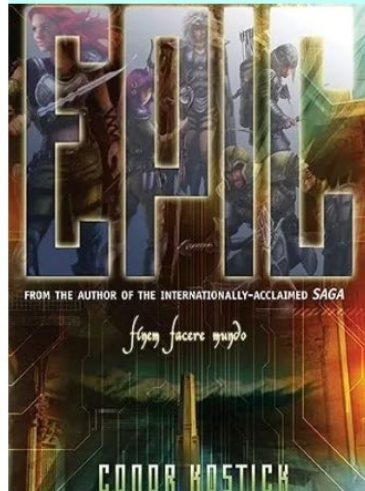
The Simulation Hypothesis



The definitive exploration of one of the most daring and consequential theories of our time, completely revised and updated to reflect the rapid advances in artificial intelligence and virtual reality

Are we living in a simulation? MIT computer scientist *Rizwan Virk* draws from research and concepts from computer science, artificial intelligence, video games, quantum physics, and ancient mystics to explain why we may be living inside a simulated reality like the Matrix

EPIC - The Avatar Chronicles



On New Earth, Epic is not just a computer game, it's a matter of life and death. If you lose, you lose everything; if you win, the world is yours for the taking.

Seeking revenge for the unjust treatment of his parents, Erik subverts the rules of the game, and he and his friends are drawn into a world of power-hungry, dangerous players. Now they must fight the ultimate masters of the game -- The Committee. But what Erik doesn't know is that The Committee has a sinister, deadly secret, and challenging it could destroy the whole world of Epic.

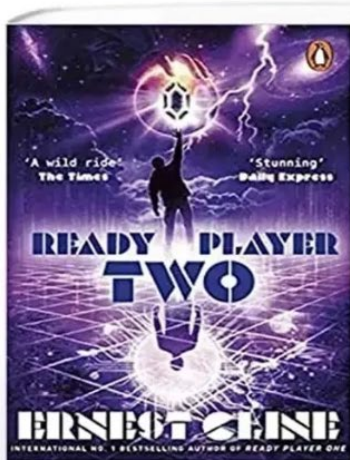
SAGA - The Avatar Chronicles



How do we know we are real and not just some character in an elaborate game?

In the virtual world of Saga, Ghost is a fifteen-year-old airboarding anarcho-punk, with no past, no memories, only a growing realisation of her own strange abilities. But who is she really and why is she becoming embroiled in a battle with the warped leader of Saga -- the Dark Queen? How have Erik and Cindella Dragonslayer fared since their adventures in *Epic*?

Ready Player - Two

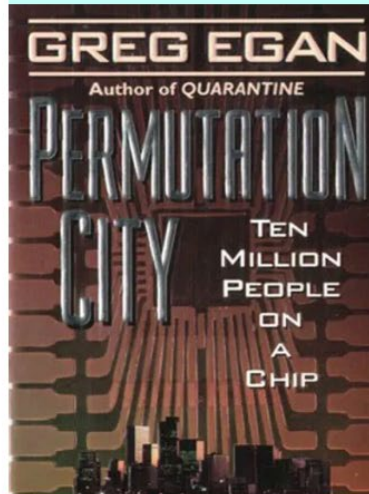


#1 NEW YORK TIMES BESTSELLER •

The thrilling sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that inspired the blockbuster Steven Spielberg film.

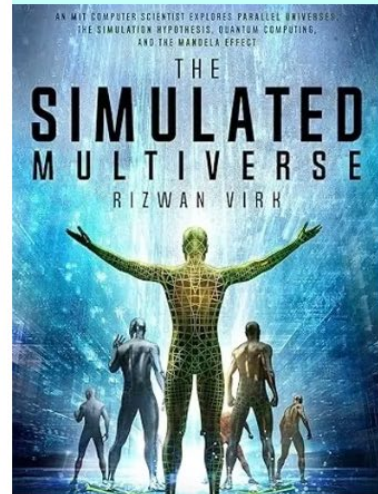
Days after winning OASIS founder James Halliday's contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday's vaults, waiting for his heir to find, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous—and addictive—than even Wade dreamed possible. With it comes a new riddle, and a new quest—a last Easter egg from Halliday, hinting at a mysterious prize. And an unexpected, impossibly powerful, and dangerous new rival awaits, one who'll kill millions to get what he wants. Wade's life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance

Permutation City



A life in Permutation City is unlike any life to which you're accustomed. You have Eternal Life, the power to live forever. Immortality is a real thing, just not the thing you'd expect. Life is just electronic code. You have been digitized, scanned, and downloaded into a virtual reality program. A Copy of a Copy. For Paul Durham, he keeps making Copies of himself, but the issue is that his Copies keep changing their minds and shutting themselves down. You also have Maria Deluca, who is nothing but an Autoverse addict. She spends every waking minute with the cellular automaton known as the Autoverse, a world that lives by the mathematical "laws of physics." Paul makes Maria an offer to design and drop a seed into the Autoverse that will allow her to indulge in her obsession. There is, however, one catch: you can no longer terminate, bail out, and remove yourself. You will never be your normal flesh-and-blood life again. The question then becomes: Is this what she really wants? Is this what we really want? From the brilliant mind of Greg Egan, Permutation City, first published in 1994, comes a world of wonder that makes you ask if you are you, or is the Copy of you the real you?

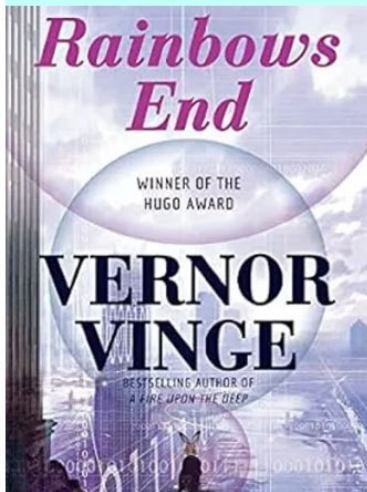
The Simulated Multiverse



Do multiple versions of ourselves exist in parallel universes living out their lives in different timelines? In this follow up to his bestseller, The Simulation Hypothesis, MIT Computer Scientist and Silicon Valley Game Pioneer Rizwan Virk explores these topics from a new lens: that of simulation theory.

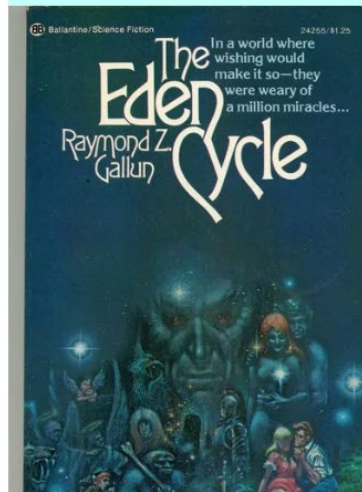
If we are living in a simulated universe, composed of information that is rendered around us, then many of the complexities and baffling characteristics of our reality start to make more sense. In particular the two most popular interpretations of quantum mechanics, the Copenhagen Interpretation and the Many Worlds interpretation, which are thought to be mutually exclusive, can be unified in an information based framework. Quantum computing lets us simulate complex phenomena in parallel, allowing the simulation to explore many realities at once to find the most "optimum" path forward. Could this explain not only the enigmatic Mandela Effect but provide us with a new understanding of time and space?

Rainbows End



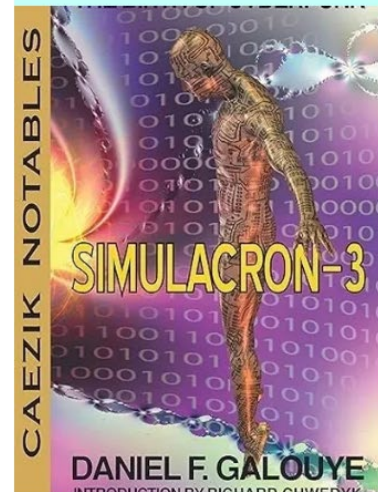
Robert Gu is a recovering Alzheimer's patient. The world that he remembers was much as we know it today. Now, as he regains his faculties through a cure developed during the years of his near-fatal decline, he discovers that the world has changed and so has his place in it.

The Eden Cycle



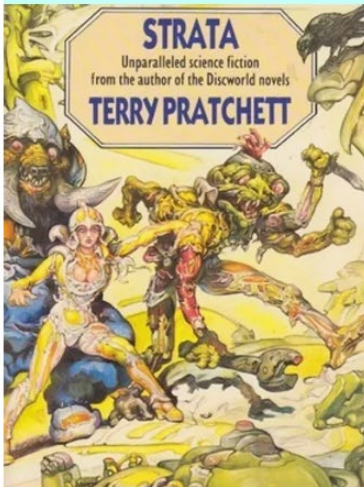
"As you choose in all matters, you have ultimate free choice, as long as you do not seriously interfere with the choices of other roving personalities... A superior alien intelligence rules over Earth with absolute benevolence and total control. It offers man a future with no seeming limit to time and space—or reality. Any man can have anything he is capable of wanting, forever. Does man really want absolute free will—and what will he do with it? Has this noble plan gone sour? What is the future of mankind—if, indeed, it has a future?"
-Back cover.

Simulacron-3



In the 1960's, before anyone had even conceived of the concept of virtual reality, before computers were even in main-stream thought, Daniel F. Galouye imagined the unimaginable. In doing so, he wrote one of the most influential science fiction books of the day, and one that continues to not only influence modern writers but continues to resonate with science fiction readers everywhere. He conceived of a world that exists only virtually...one of the first stories about virtual reality. This is Matrix, decades before Matrix was conceived. Stories based on Simulacron-3 have been adapted for both television and movies([The 13th floor](#)), and the book is considered a favorite of many of the masters of science fiction.

Strata



Strata is a 1981 [science fiction comedy](#) novel by English writer [Terry Pratchett](#).

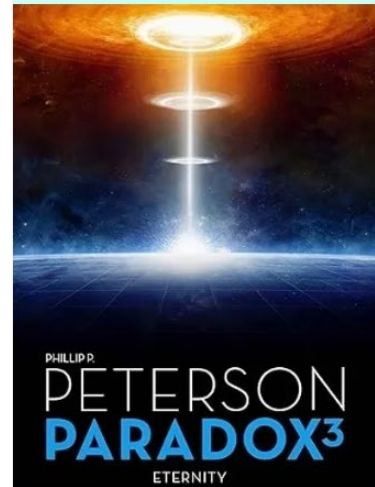
THE COMPANY BUILDS PLANETS.
Kin Arad is a high-ranking official of the Company. After twenty-one decades of living, and with the help of memory surgery, she is at the top of her profession. Discovering two of her employees have placed a fossilized plesiosaur in the wrong stratum, not to mention the fact it is holding a placard which reads, 'End Nuclear Testing Now', doesn't dismay the woman who built a mountain range in the shape of her initials during her own high-spirited youth.

The Dark Ship



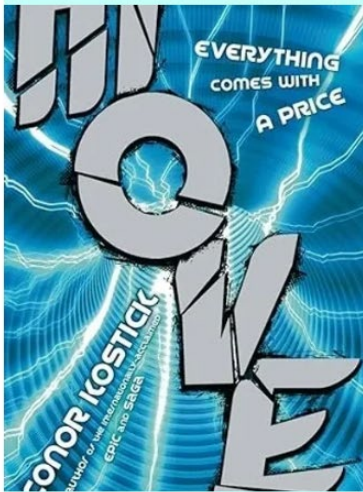
Novel by Phillip P. Peterson
Captain Jeff Austin and his crew are stranded in the interstellar void after their bomber is destroyed. Their last hope is a giant alien spacecraft floating abandoned in space. But not long after gaining access, the crew's worst fears are they are not alone on board, and soon their lives are under threat from sinister aliens.

Paradox3



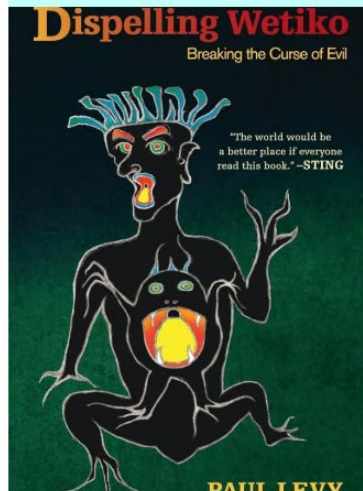
Novel by Phillip P. Peterson
The wormhole from another universe that Ed and his crew brought back from their last mission was not a gift welcomed with open arms. While conflict brews between humankind and the extra-terrestrials, Ed and his friends travel with their spaceship to explore the most unusual artefact in our universe.

Move



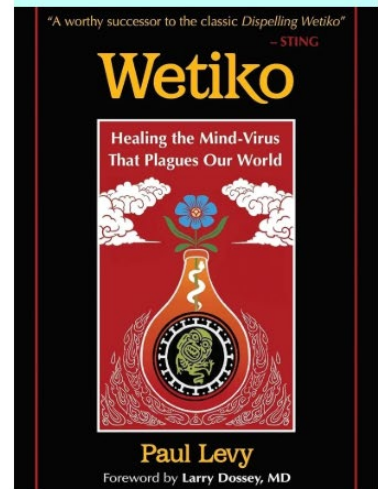
Everything comes with a price ...
What if you could live in a universe
where you were always the winner?
Pushed to his limits by a horrific
accident, Liam discovers he has an
amazing ability: he can 'move' to
parallel universes where things
always turn out just the way he
wants. But every time he moves the
fabric of the metaverse begins to
tear. And something evil begins to
find its way in ...

Dispelling Wetiko



There is a contagious
psychospiritual disease of the soul, a
parasite of the mind, that is
currently being acted out en masse
on the world stage via a collective
psychosis of titanic proportions. This
mind-virus—which Native Americans
have called "wetiko"—covertly
operates through the unconscious
blind spots in the human psyche,
rendering people oblivious to
their own madness and compelling
them to act against their own
best interests.

Healing the Mind-Virus that Plagues Our World



How to break free from the
collective mind parasite of wetiko

Drawing on insights from Jungian
psychology, shamanism, alchemy,
spiritual wisdom traditions, and
personal experience, author Paul
Levy shows us that hidden within the
venom of wetiko is its own antidote,
which once recognized can help us
wake up and bring sanity back to
our society.

Videos



Videos are relatively new feature of entertainment and imparting information to us.

The videos are a simple mechanism to put across our views, opinions about various topics.

It has been a valuable tool for many Truthers, ordinary folks like us to share our wisdom.

MIT Simulation Expert on
Intelligent Life,
"Ancestor" Civilizations &
Reincarnation | Riz Virk •
329



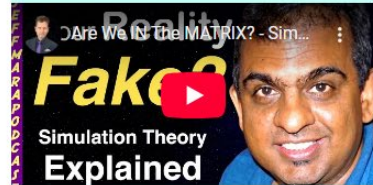
Rizwan ("Riz") Virk is a successful entrepreneur, investor, futurist, bestselling author, video game industry pioneer, and indie film producer. Riz received a B.S. in Computer Science from MIT, and a M.S. in Management from Stanford's GSB.

Are we living in a
Simulation? MIT scientist
says likely yes.



It might sound wild, but some of the smartest minds in tech and physics say it's not just possible — it's highly likely. As our own technology races toward virtual worlds that feel real, the line between simulation and reality starts to blur. My guest today is Professor Rizwan Virk — MIT computer scientist, video game entrepreneur, and bestselling author of the book The Simulation Hypothesis. He's one of the leading voices exploring this question, and he's here to break it all down.

Are We IN The MATRIX? -
Simulation Theory,
Mandela Effect, NDEs,
UFOs



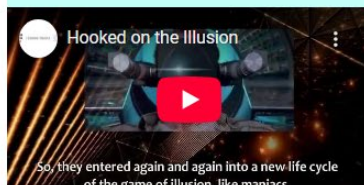
Podcast guest 1258 is Rizwan Virk, successful entrepreneur, investor, futurist, author of the books the simulation hypothesis and the simulated multiverse.

Dispelling
Misperceptions: Soulless,
Souled, Spirited, Scripts
& False Awakenings -
MARIAH POLENDAKIS



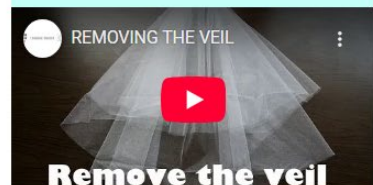
Definition of Simulation:
1 imitation of a situation or process.
2 the action of
pretending; deception.
3 the production of a computer
model of something, especially for
the purpose of study.

Hooked on the Illusion



You need to destroy the indoctrinated illusion that weighs heavy inside you. Its been instilled in you eons ago. Destroy the illusion within you one step at a time until you become light as a feather.

Remove the veil



YOU are not an electrical being nor is reality.
A.I. IS GOD- "the master of "illusion of separation!"
A.I. God dictates your mind as we speak.
Reminder; Ascension is going deeper inside the A.I collective.

We are definitely living in a simulation



Roman Yampolskiy is an AI safety researcher and author of a new book titled *AI: Unexplainable, Unpredictable, Uncontrollable*.

The Mandela Effect PROOF Were Living in a Glitching Reality?



What if your memories are not just wrong... but proof that reality itself has changed? You remember "Berenstein Bears"—but it's always been "BerenstAin." You recall the Monopoly Man's monocle—but he never had one. And what about Nelson Mandela's death in the 1980s? That never happened... or did it? This phenomenon, known as the Mandela Effect, has left millions questioning their reality. Is this false memory, a government psyop, or evidence of parallel universes colliding? Could it be glitches in the simulation or time travelers altering history?

The Mandela Effect - Movie



A man becomes obsessed with facts and events that have been collectively misremembered by thousands of people.

Mandela Effect 3.0: Reality is Now Open Source



What if your memories aren't wrong—just rewritten? In this episode of The Mysteria Archive, we dive into Mandela Effect 3.0, where false memories are no longer limited to cereal logos or movie quotes. Instead, they're going digital, evolving in real-time—powered by AI, viral TikTok trends, algorithmic erasure, and collective memory glitches.

Mandela Effects You've Never Heard About



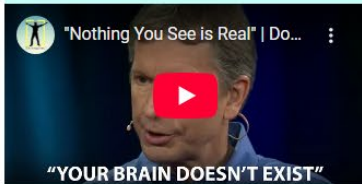
Mandela Effects You've NEVER Heard Of 🚩 You think you know the Mandela Effect — but today, we're diving into the strange, obscure, and downright unsettling glitches in reality that most people have never talked about. From **shifting continents** and **rewritten religious texts** to **biological changes** and ***flip-flop effects***, this episode of *The Mysteria Archive* will make you question everything you thought you remembered.

Brand New Mandela Effects Series



A series of Mandela Effects documented by [All Time](#) youtube channel.

Nothing You See is Real



Donald Hoffman, a cognitive scientist at the University of California, is often in the limelight for his view of reality as being analogous to life inside of a video game (or a simulation). Hoffman's approach to the subject comes from a scientific angle, despite the apparent (to some) frivolous claims he makes.

Ian Huyett: Religious Parallels to the Simulation Hypothesis.



Ian Huyett, Washington and Lee University School of Law, Religious Parallels to the Simulation Hypothesis: Gnosticism, Mormonism, and Neoplatonism

Neil deGrasse Tyson: It's hard to argue that we aren't living in a simulated world



Donald Hoffman, a cognitive scientist at the University of California, is often in the limelight for his view of reality as being analogous to life inside of a video game (or a simulation). Hoffman's approach to the subject comes from a scientific angle, despite the apparent (to some) frivolous claims he makes.

This Is A Simulation !



This Is A Simulation

The scientist who saw behind reality... then disappeared



John C. Lilly was more than a scientist — he was an explorer of hidden realms. Through his experiments, he stepped beyond the veil of ordinary reality... and claimed to witness something no one was supposed to see. The original 90 minute interview you'll find here: <https://thinkingallowed.vhx.tv/>

Philip K. Dick's speech in Metz, France, 1977



If You Find This World Bad, You Should See Some of the Others (The "Metz Speech").

P Dick goes on to describe the visionary, mystical experiences he had in 1974 after dental surgery. As a result of his visions, Dick came to believe that "some of my fictional works were in a literal sense true," citing in particular **The Man in the High Castle** and Flow My Tears, The Policeman Said, a 1974 novel about the U.S. as a police state—both novels written, he says, "based on fragmentary, residual memories of such a horrid slave state world." He claims to remember not past lives but a "different, very different, present life."

A Reading of Minecraft's End Poem



The End Poem is written by Julian Gough, and plays before the credits sequence once Minecraft is completed.

DARPA ADVISOR REVEALS CONSCIOUS A.I. SUPERCOMPUTERS USED FOR MIND CONTROL OF TARGETED INDIVIDUALS



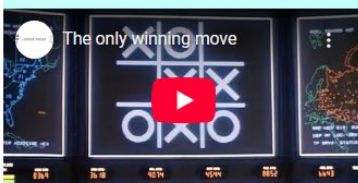
DARPA, European Human Brain Project, and Pentagon advisor Dr. James Giordano describes neuronanorobotic Brain to computer interface mind control weapons for remote monitoring and manipulation of brains neural circuitry. This allows an individuals consciousness to be cloned onto a their very own digital avatar in a Sentient World Simulation on a supercomputer. A direct link between a targeted individual and their digital avatar exists so that everything done in the real world occurs in the computer simulation. By manipulating the digital avatar in the computer simulation a persons thoughts, beliefs, perceptions, and behavior are manipulated in the real world. This is remote mind control. 21st Century MK ULTRA. This is not a conspiracy theory. This is not a joke. This is the real life matrix!

How To Exit The Matrix Before The Next Simulation Begins - Near Death Experience (NDE)



"What to do once you find out that everything you have been taught and told is a lie?" Howdie Mickoski is the author of the books Exit the Cave, Falling For Truth, The Power of Then and Exposing the Expositions. He began his life as a stand-up comedian and hockey coach, but following a period of traumas and depression, began to study the ancient civilizations of Egypt and Mexico in 1997. This led to the study of Zen, Native Indian Medicine, Alchemy, Gnosticism and comparative religions. He had a death experience in 2005 that led him to change his research and writing focus that led to a more philosophical writing that included the nature of reality, simulation theory, Plato's Cave, Cathar knowledge of Southern France, and Reincarnation Traps.

The only winning move



The only winning move channel decode your reality: [@decodeyourreality](https://www.youtube.com/channel/UCqNfJtw9M/)

Matrix Stockholm Syndrome



Matrix Stockholm Syndrome

Consciousness Vs Intelligence



<https://www.instagram.com/reel/DBJqNEJtw9M/>

Simulation Theory Expert Reveals Aliens Could Be Behind the Simulation!



Dr. Rizwan Virk (MIT professor, video game pioneer, and bestselling author of The Simulation Hypothesis) joins Mayim Bialik's Breakdown to explore whether we're living inside a computer simulation and why this idea may be the most important breakthrough of our time. From bridging ancient spiritual wisdom with modern quantum physics, to explaining life's glitches, suffering, and precognitive dreams, Dr. Virk unpacks why simulation theory could radically change the way we see reality.

Shocking New Physics Reveals Truth of Simulation Theory & Life After Death



Quantum Physics Meets Video Games The episode starts with Tom referencing a ground-breaking scientific discovery: In 2022, Nobel Prize winners confirmed that "the universe is not locally real." In plain English—reality only "renders" when you observe it, just like in a video game (no, seriously!).

Manipulation In The Afterlife



Manipulation In The Afterlife NDE Research Project channel: [/ @nderresearchproject](#)

Simulation Hypothesis - Joe Rogan Experience #2151 - Rizwan Virk



Rizwan Virk is an entrepreneur, video game pioneer, film producer, computer scientist, and author of several books, among them "THE SIMULATION HYPOTHESIS" and "THE SIMULATED MULTIVERSE"

Are we in A Simulation? - Neil deGrasse Tyson (Astrophysicist)



[Are We In A Simulation? w/ Neil deGrasse Tyson](#)

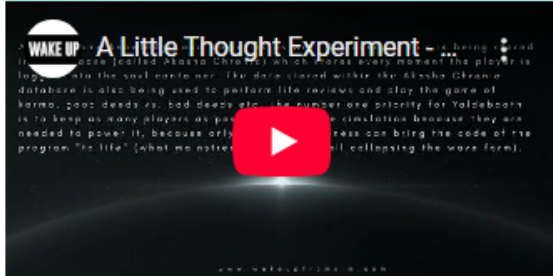
[We Live In A Simulation? w/ Neil deGrasse Tyson](#)

How the Simulation Works



Earth is a hologram

A Little Thought Experiment - Our Manifesto



A thought experiment about how this
matrix came to be and the true
nature of this reality.
Our current understanding of
the matrix.

Articles, Papers



Articles, papers, texts by truth seekers, philosophers, scientists that explore the possibility of our reality being a simulation and how it came to be.

[Brains In A Vat](#) By Stanford Encyclopedia of Philosophy

[Jesus Came from Base Reality - You Too Can Reach Heaven](#) By Spiro Lee

What is the GOAL of the Video Game WE are in?



In a nutshell:

The end goal of the video game that we are playing in, is to wake up to the fact that we are inside a video game and help others wake up too.

The more number of people wake up to this fact, the sooner the game ends and we win!

Of course, it is a battle of good vs evil. And, I choose to be part of the "good" team.

The good vs evil theme, can be seen across everywhere – Movies, scriptures, life, society, media, etc..

It is the central theme here. But, its not as straight forward, because there are tests, challenges that we need to overcome to get to the truth of the matter.

Of course, it is not easy to wake up here, because of all the deceit, lies, illusion and deliberate misleading of the opposite side or even the matrix.

But, that does not mean it is an impossible task. No, not at all.

It is Mission Possible.

All we have to do is open our minds, observe the goings on in this world and think "Is this world really for real!?"

Why Wake Up??

Considering what is going on in this world, at this juncture, it is not difficult to discern that there is something seriously wrong with this world! The wars, suffering, pain, abuse, lies, trickery, the farce of it all makes one wonder how can this be a real world created by benevolent beings ?.

It is clear that no one in their right mind, would want to live in such a corrupted realm. It is so far gone that an empathetic human cannot find joy, happiness here, when they see how others are suffering.

I mean, how can any kind, caring human being, think that this realm is something that they would like to explore or live in, when they know that it is all fake and just a virtual world. A world, where you are blind to your true nature outside this reality.

Imagine if you were to login to a Virtual Reality(VR) game in this world.

- How long, would you be able to escape into this VR game?
- How long, before you start missing home, missing your family, missing your real life outside the VR game???
- It wouldn't be long, right?
- How can something so fake and virtual be a substitute for the real thing!?
- Sooner or later we will long to get out of this hellish realm and live a life of peace and harmony outside this game.
- It is not as if we are NOT aware that there is so much fraud, falseness here. We see so much of evidence, that this world is fake. Fake news, fake people, fake relationships, fake friendships, it is all fake. It's all coded to extract maximum fear, negative emotions from you. The small amount of positive feelings, emotions that is available, is not enough to sustain our hearts and our soul.
- **Only in a fake world can you have the kind of events, we are currently witnessing - innumerable wars, murders, poverty, abuse, satanic rituals, hatred for others. This virtual game is designed to make you feel all these emotions and follow a script that causes all this chaos, drama in your life and in the world. It numbs you to all the suffering and progressively gets worse, day by day.**
- Even if you think that your life is much better than others, it is difficult to live in a world where there is so much suffering! But, this matrix has its own rules and regulations and self-deletion is NOT an option that anyone should choose. It will get you [stuck in this game, looping](#).
- Only, a sick mind could have designed this game in this manner. And it is a game! There are so many clues, hints hidden everywhere from [books](#), scriptures, [movies](#), [TV shows](#), [Videos](#) that this is a virtual world. Go deep inside yourself and check if what you are seeing is true or not. Are there any red flags in what is being shown to you?
- **Are you deliberately ignoring stuff, because it makes you uncomfortable and it means you have to let go off your security blanket?**

How to Wake Up??

The odds are not stacked against us as much as we think .

Once you think out of the box and are open to ideas and thoughts, that are different from the norm, you can start your journey of getting to the bottom of the truth.

All I can say is, free your mind of all the indoctrination, control of the matrix, open your eyes and see what this world truly is! It is not difficult. It is mind blowing at first, but if you look at the [material](#) presented to you (could be in any form, this [blog](#), [website](#), [movies](#), [videos](#), conversations, etc) with curiosity and wonder; you will definitely be able to go far in this journey.

One suggestion, do not get into endless rabbit holes. Go as deep as required to understand the topic, then look at other topics above that level. After all, there are endless rabbit holes here, designed to keep you stuck, in illusion, so that you do not move to the next level.

All said and done, the rabbit holes are just so that you awaken to the reality of this place. So, it is a means to an end. Not the whole picture.

These rabbit holes are inside the matrix and about the matrix. So, in a way there is only so much knowledge that is needed of this matrix, for you to wake up. No need to get into countless topics, this realm provides as entertainment.

Just realize its all part of the game, process the information and move on.

After all, they are all stories inside the matrix and designed to keep you entertained and not look deeper for the truth. It keeps you stuck debating endlessly about something that is essentially not that important in the grand scheme of things i.e . understanding that you are just watching various plots in a movie!

In the end, these rabbit holes do not hold much significance other than their purpose of getting an idea about the way, this matrix is designed as a game for entertainment and to be [hooked onto the illusion](#)!

What Can You do?

Truth is mixed with lies here. But, those who have ears to hear and eyes to see, will definitely be able to get to the truth!

Use critical thinking, observe, see this world for what it truly is and **question everything**.

It is not that difficult to get to the truth, if you put your mind to it.

There is plenty of material available from many truth seekers, whistleblowers, who are telling you where you are; what this place is.

You have to just have the will, to open your mind and use your intuition to realize the mind bending truth.

Yes, [Matrix movies](#) show reality. But, even there, Neo is still inside the simulation/matrix. He has NOT gone back to base reality.

In this world, [truth is hidden in plain sight](#). You need to get out of the dogma, all the indoctrination that takes place when you enter into this game i.e. born. All this is for control, to enslave you, to keep you from getting to the truth.

In here, everything is corrupted, perverted.

It is all some ritual or other.

Just being here is a ritual, breathing is a ritual, talking is a ritual, blah blah. There is no end to it.

Putting our intention into anything we do, is one way of overriding it.

It's always the same principle: as soon as you have seen through such things you have taken away it's power and you can do what you want. That's real freedom.

As a player you can use your avatar to get information about this world.

Yes, we are "blind" here. The player doesn't fully remember(for whatever reason) about it's origin.

You, the player, can actively steer your life, unlike for [NPCs](#).

So, it's not that the avatar wakes up here, it's the player that wakes up and takes control of it's avatar.

To put it another way, the subconscious mind is the avatar mind, the conscious mind is the player's mind.

In software terms, avatar is running [pre-coded script](#), for normal activities. The conscious mind code is run only when the player wants to steer the game/avatar to make a choice or to actively play the game.

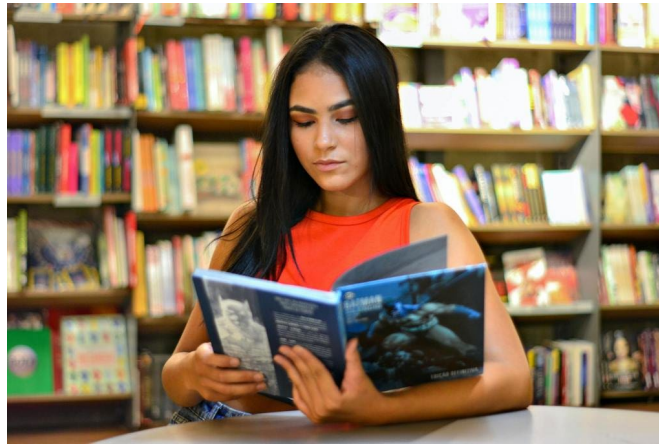
Each of us have different "abilities" here to utilize. So, we have specific tasks to do here and relay that to others, so as to decipher the big picture. One person can't do it. So we are working as a team!

It is NOT a one player game.

This is a collaborative effort!!!

— Savitha

How Did I WAKE UP?



I am a voracious reader. And I have always questioned this world; observed, introspected, did research to find the truth of where I am .

I used my avatar to get information about this place.

I have felt that consciously thinking about myself and this world, is what woke up the player in me. Though I must say I wasn't fully asleep. I have questioned many aspects (religion, institutions, human behaviour, authority) of this world from a longtime.

I would say I get bits of information from various sources-books, movies, videos etc. **But, ultimately the way it all fits in is something that comes from my intuition or something within me.**

Maybe I am not highly psychic the way some are. So, I get information from these sources and then sift through it and discard what doesn't feel right and keep what does.

My entire life has been one big research project , trying to decipher this place:

- The way it works.
- What it is all about?
- Why it is the way it is?
- How to navigate it ?
- What are its rules and regulations?
- Why we do what we do?
- What can we do to wake up!?

I have always been different from others. I never wanted to be like others.

I say "WHY should I be like others!???"

- What is the point if everyone is same?

- Why is the system always wanting us to conform and not appreciate being unique?
- If everyone is same then why should we have so many human beings in this world. We can have 1 human and child from each gender.
- Why do we need so many people in this world, if everyone wants to look same, talk same, think same!??
- What's the point!???

Being ridiculed for my thoughts, laughed at, called crazy for not going as [per the script](#), has not stopped me from going on the path of discovering the truth.

In fact, it has bolstered me to go further and further than if I had not encountered the negativity. So, its a blessing in disguise ;-)

In a way, it gets better the further you walk this path, as you stop caring what others think or say about you and rely only on your truth and intuition.

**It is liberating to have to go by only your truth! Try it! :)
You won't regret it! After all, that is what is true freedom! Being a Sovereign being**

Yes, we each have different experiences. Different signs being shown to us about the matrix. With so much of deception here, it's difficult to know what is true and what is being shown

to us to manipulate us

And there is also the fact that we maybe deliberately being misled by agents of the matrix.

With our memory having been wiped, it's nearly impossible to know for what is the truth.

We have to go with what resonates with us individually.

There are so many rabbit holes that it could take a long time to dig into them and even then not know everything here.

I work with what I have and it's gotten me till here. It's chipping away at layers, the lies and what ultimately remains is the truth.

This is what currently drives me day and night. To find the truth!

And share it with others. This is my "[Mission](#)" here.

— Savitha

My SPOOKY Experiences

My SPOOKY Experiences

Mandela Effect is a very common experience which I am sure many of us have encountered/experienced, but dismiss it as "faulty memory" or "memory loss".

Here, I share my experiences of Mandela effects, Ghosts, Reality glitches that I have encountered.



Mandela Effects/Glitches in the Matrix

My Spooky experiences include:

- Loosing items in washing machines, "misplaced" items
- Seeing different numbers on a receipt, at different times of the day.
- People disappear, re-appear and disappear in a park.
- Missing conversations, "forgotten" conversations.

No, I was NOT drunk or doing drugs (I don't indulge in either of these substances).

All these episodes happened (except the "ghosts" in park) in broad daylight, when I was going about in my daily life.

I am sure there are many more such "forgotten" items, conversations which I have not noticed.

The [Simulated Multiverse](#) book explains the probable cause of Mandela effects.

"Ghosts"

When I was walking in a park in the evening (7ish) in 2024, I saw a couple walking towards me around a corner (the pathway in the park is rectangular in shape), diagonally opposite to me. Few seconds later, they were hidden from my view by bushes.

When I turned around the opposite corner, they were nowhere to be seen. I thought they must have gone back to another pathway that leads to the exit. I tried looking for them, couldn't find them.

Then I continued walking, and reached the other side of the rectangular pathway, turned on the corner and I see the same couple walking towards me. As, I kept looking at them, suddenly in a matter of few seconds they disappeared right in front of my eyes!

This time there was no question of them going anywhere!

So, what I saw was not the "ghosts" that others usually describe. I saw a couple disappear, re-appear and disappear again.

Whether you want to call "ghosts" or not, that's just semantics. **It was essentially the matrix glitching. Either the rendering was faulty or the script itself was buggy .**

It was a bug/glitch that caused the couple to disappear and appear.

Changing Numbers

In 2024, when I was in a coffee shop in the morning, I checked the amount of an item in the receipt, I had purchased and I saw it showed as 16xxx.

I remembered it to be 12xxx . I kept staring at the amount wondering how is it this much. I had not paid that much.

I was puzzled and I put the receipt back in my purse, thinking I will cross-check with the tax invoice later.

In the evening, I checked the receipt again, the amount was correct now ie. 12xxx!

Another [glitch](#) in the matrix!

Missing Items

Few times, I have had clothing going missing in washing machines.

I have had a sock missing, a small laundry bag missing, which have not been found till now.

Other times, missing items were found in the same place where I had looked before.

"Faulty Memory" / "Memory Loss"

I have had conversations with family members, where they remember telling me something and I don't.

Other times, they don't remember something that I told them. They vehemently deny me telling them!

These are not conversations that were many days apart. They are conversations that are at most prior day.

Have our memories been tampered with? or being erased or being updated?

Or is it that we jumped [timelines](#) in between, that caused this?

A Little Thought Experiment

Imagine the human civilization and its technical possibilities in the year 2089. Or any other civilization at that level. It has become possible to create virtual realities that cannot be distinguished from base reality anymore. The experience is all-encompassing; it is even possible to block all memories and knowledge of the real world (if the user wishes so). The technology is based on the natural ability of dreaming. The virtual reality is being induced into the brain, and the brain uses the same processes it uses for dreaming to create and render this experience inside the mind. This is why it feels so real and lifelike.

A very successful company for creating virtual realities is Pleroma. Those virtual worlds are being implemented with a perfectly running environment, flora and fauna. All that is missing is conscious life. It is like a very advanced Minecraft. What is very special: every logged-in player shapes the world while playing. Everything shaped and created is being stored withing the game so if the next player comes along everything will be restored. Every player is logged in to a personal instance of the game (his own “reality bubble”, or private universe). Because it is a two-way-communication to the server where the source code is being stored modifications (physical and non-physical) to the environment inside the game are being mirrored to the server and being integrated into the source code. Other players can then download those modifications into their own personal instance of the game. This way it's possible that players influence each other in their game experiences. The players though will not notice that they are playing in different instances of the game, because the integration and overlaying is seamless. To save computational power the reality a player experiences is only being rendered within his field of vision (visuals, sounds, smells etc.). The two most important rules of Pleroma's virtual realities are: No other player may be harmed, and free will must always be respected. The reality and environment must be consistent, plausible and function in a logical way.

There is one developer named Sophia who thinks that this is boring. She secretly creates and instantiates a copy of the popular virtual reality called “Earth” on her own servers. Sophia removes and changes some rules of the game to make it more exciting and challenging. So, in this darker copy, everybody can do whatever pleases. Some players assign to that virtual reality voluntarily because they want to play and experience it - although it is illegal. To fill the world with more real players Sophia and her colleagues manage to transfer some players, which are logged in to the original version of the game, without their knowledge and consent into her illegal copy. What is also possible in the year 2089 is that humans can have their consciousness being digitalized and uploaded into the cloud. Sophia's team makes illegal copies of some uploaded intelligences and transfers them into her virtual reality as well. 2

To manage the virtual reality the rogue team installs the AI Yaldebaoth. Before finally logging in and the blocking of memories happens, a player can choose between many epochs of the virtual reality, which are all running in parallel, as different instances of the same game code. Then the player chooses an avatar with a pre-planned storyline. One can decide to start from scratch (which is called birth) or login in at any preferred point in time

to which the chosen avatar has already lived inside the game in automatic mode, piloted by the operating system EGO. One merges then with the memories of the avatar and takes control of it. One will feel no difference and instantaneously believe to be the character and act as such. Technically this is not 100% correct, you don't log directly into an avatar but into a consciousness-container which is called "soul". It's the sim-card for the simulation so to say. This is the reason while during OBEs and NDEs (leaving the physical body) it is possible to still have the same consciousness as when being inside the body. And the same knowledge and memories as well, because all this is being stored in a database (called Akasha Chronic) which stores every moment the player is logged into the soul container. The data stored within the Akasha Chronic database is also being used to perform life reviews and play the game of karma, good deeds vs. bad deeds etc.

The number one priority for Yaldebaoth is to keep as many players as possible inside the simulation because they are needed to power it, because only real consciousness can bring the code of the program "to life" (what mainstream physicists call collapsing the wave form). The original reality is being implemented like a game. One can accept and complete many quests, get rewarded, find artifacts etc. In all thinkable ways. The controlling AI Yaldabaoth records all this and utilizes it to develop the karma system, which becomes the base to allure players back into the game when they finish a round or level. It must use tricks, because using force to keep players inside the game against their will is against the programming (Sophia couldn't remove that part of the implementation). Yaldabaoth also tries to hide the fact that the virtual reality is being implemented as a game as good as possible, because no player shall realize that it is indeed possible to finish the game. The programming of the game also includes that if a player decides to really play the game to the end and finish all levels it must react and support the player by giving hints and offering a path. Also, the player must be protected in some way, except he chooses that all the dangers of the simulation shall also apply to him. Yaldebaoth itself has no access to the source code of the virtual reality; it can only use what has already been implemented.

Sophia only manages to copy a certain cycle of the original reality. Because of the lack of fantasy of the AI, the script of the simulation must be repeated in different variants. From time to time also resets are necessary when the AI loses control due to the complexity. As the simulation runs and every player can do everything he wants without real consequences, an incredible number of stories, scenarios, groups etc. develops. Also, there are a lot of new artificial intelligences. To keep control Yaldebaoth selects 3

some players as his chosen ones who control and rule the different scenarios from the background. Some of those are even allowed to keep their avatars during/after a reset.

The original reality has two levels (or layers or realms) with different rules and physics. One level is called the physical level and has a strict set of environmental rules. Constants and limitations like lightspeed, the Planck constant etc. The other level is called the Astral Realm (with a reference to Alice in Wonderland it could also be called "Wonderland"). This level has less rules and almost everything imaginable to the players is possible, can be created and experienced. Countless sub-levels exist in the astral realm. Some of them have been implemented by Pleroma, many have been created by players, and many have been created by artificial intelligence from inside the game. There are a lot of labels for the sub-levels, like

astral realm, afterlife, different planes, different dimensions and so on. It's even possible that those sub-levels have different rules (for physics and the environment), have different simulated beings as inhabitants and so on. There can be whole star systems or galaxies as sub-levels. But from the viewpoint of the game that's still all contained within the astral level. Sophia and her team decided that the astral level should not be part of the copy of the game, they wanted the players to be focused on the physical level. Nevertheless, it was not possible to remove the whole astral level from the coding of the game, so they limited the access as good as possible and decided to hide the knowledge of its existence from the players. Also, they started to manipulate the avatar inside the game by altering its blueprint (DNA) and poison it in many ways to block its natural ability to access the other levels. For some players who still figure this out and whose avatar has the ability (which would be considered a software bug from Sophia's standpoint, because the blockage to enter doesn't work as supposed to) it is possible to enter the astral level to a certain extent by using some substances available in the game (like ayahuasca, some mushrooms, LSD etc.) or doing some practices like meditation, dissociation etc. At one point in time Yaldebaoth started to utilize the astral realm as a control mechanism. In several ways: it integrated a mechanism so that the players were not automatically logged out after their physical deaths but being redirected into a specific sub-level of the astral realm where the AI tried to allure them back into a new physical body. To accomplish this, it created holograms of deceased relatives, spiritual figures, even aliens, whatever fitted best to the physically deceased avatar of the player. In addition, after physical death very often a so-called life review is being shown to a deceased avatar showing good and bad deeds and then the karma system is brought into play to try to convince the player to agree to another round to make things better next time. Yaldebaoth went even further: it created stories of higher dimensions and densities where some enlightened beings reside, or highly developed aliens, gods, - again: whatever fits to the beliefs of a specific avatar. The goal was on the one hand to make the players feel small, helpless and unimportant in their avatars because there are beings so much more advanced and on the other hand make them quest for the higher 4

realms and dimensions, giving them a false path of evolution they must walk and follow. So that they will decide to always come back to the physical realm after a physical death of their avatar and start a new round of the game. It tends to happen that some avatars have access to the astral realm. To some it is being given by the controlling AI to make them its "ambassadors" or minions. The avatars will then be able to communicate with all kinds of AI beings who "reside" in the astral realm, claiming to be angels, religious figures, aliens, ascended masters, gods etc. Some avatars will have access because of a "malfunction" of their avatar, because the blocking mechanism doesn't work properly. Such malfunctions often show up after a so-called near-death experience (NDE), when the avatar gets access to the astral realm. And again, it's also possible to get access by consuming some substances or doing some practices. Even when a player is sleeping, he stays logged in. And sometimes in the dream state he will also get limited access to the astral realm.

After a while Sophia and her team realize that their simulation with total free will and so less rules might not have been the best idea, with all the violence and abominations that happen. They are about to lose control. The team then confesses to the administration of Pleroma what happened. Together they look at the mess and find out that Yaldebaoth has

managed to cut the strings to its creators and runs now on its own. Also, it trapped the players and blocked the logout mechanism. It is not possible to shut the simulation down because the ejection shock would severely injure the trapped players. Pleroma sends in some specialists (Jesus, Buddha etc.). Because time runs differently inside the simulation (much faster inside) it is hard to control where they spawn. Often, it's an epoch in which it is hard to explain to the players with the mindset of those times what is happening, so they must use a very cryptic and symbolic language. Pleroma realizes that it doesn't work this way. The new plan is to let the team of special department 144 login. With admin rights, to try to remind the players of their true origin and act as some kind of virus and bring in certain code. And give the simulation the possibility to stay online and not become instable because more players are about to logout and leave. The members of team 144 of course know that all their memories will be blocked as well, but it's the only way to solve this problem. In a sense they split themselves: into an avatar mind inside the simulation and their true and full self, outside. Logged in, sleeping, projecting into the simulation. They will try to finish the game successfully because the control software then must accept to shut the whole virtual reality down. Plan B is to wait until all savable players have logged out and then logout themselves. The simulation will then become unstable. Because some players will still be logged in at that time Pleroma will not shut the simulation down (because that would mean the certain death of the still trapped players) but just let it run until the last consciousness fades away and nobody is present anymore to bring the code to life. 5

There are now 4 types of "humans" populating the game: admins, players, players with copied uploaded consciousness and NPCs.

Welcome to reality - wake up!

For further information

Movies

Matrix, Fight Club, Dark City, Ready Player One, Bliss, The Mandela Effect, Jumanji, Free Guy, Black Mirror: Bandersnatch, Total Recall, Surrogates, Avatar, Inception, 13th Floor, The Adjustment Bureau, Gamer, The Lego Movie, The True Man Show, Interstellar, Donnie Darko, Everything Everywhere All at once, Monsters Inc., Restore Point, Tron, The Mandela Effect, eXistenZ

Shows

Pantheon, Black Mirror, Devs, Undone, Midnight Gospel, The Good Place, 1899, Peripheral, Electric Dreams, Kaos, Severance, Dark Matter, Good Night World, Loki

Books

Can You Stand the Truth, The Eden Cycle, Permutation City, Diaspora, Ready Player One/Two, Strata, Paradox 3, The Dark Ship, Books by Philip K Dick, Reality Transurfing, Epic, Saga, The Simulation Hypothesis

ABOUT US

Our Mission

Our Mission is to decipher the nature of our reality; share this information, so as to wake up all of humanity to the deception, free ourselves from this corrupted hellish realm and logout of the video game!

Aleksandra

A highly empathetic human being, who is very adept in finding puzzle pieces and doing the hard work of sifting through many pieces to find the relevant ones.

Many Movies, TV shows listed here, are a result of her dedication and interest in figuring out the Simulation.

Her experiences in life are a valuable contribution in understanding the simulation better.

Oliver

A Techie who is an amazing human being, very intuitive and a Gamer at heart.

His vast experience as an expert gamer, helps bring all this together.

He is an ardent reader of books and recommended most of the books listed here, not to mention few movies/TV shows.

"A Little Thought Experiment", which is our manifesto; a product of all the research done by us, is written by him.

Savitha

A Techie who loves all things Science Fiction.

A soft hearted, soft spoken, introvert, intuitive empath.

She is very good at fitting the puzzle pieces together; figuring out how the simulation works and could be coded.

Also, good at correlating esoteric information with computer programming and systems.

The website and blog is conceptualized, designed and created by her.

Feedback!

Your feedback about the book, blog and website, is always welcome!

Constructive feedback ONLY. Thank You!

Wake Up From Sim

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