

Master Training Level 1

by Ioel

The Keys to Reality and the Basic Principles of Realm and Reality

"Everything you know or thought you knew will change. This was true for me and for everyone I worked with. We all thought we knew, but it seems that it wasn't. We can all confirm this fact to you.

Most of the information and knowledge left at people's fingertips is upside down or altered in one way or another.

This reality and the programs that make it work is not wrong. She is as she is. The problem is that programs do their job, but most of the time they don't work in our favor because we don't know them, we don't know how to use our senses (what we feel), and we don't know the rules." – IOEL

Synopsis Level 1

Agreement/commitment

Disclaimer

The 64 Laws of the Realm – The Unwritten Laws and Their Explanation

The user manual of our reality in which we live. The story of the stories.

The entry, interaction and exit from this reality.

The basic principles of reality and the integration of polarization into the game of life.

Meta principles.

Decoding the main mental and emotional programs – DeCode project.

Location and death

Navigating this reality.

The basic pillars of navigation:

- (1) Temperance,
- (2) Discipline,
- (3) Patience,
- (4) Choosing the right time.
- (5) The will and
- (6) The little tyrant.

Location and death

The main pitfalls and limitations of the realm.

The main advantages of the realm.

Limits of integrity and navigation with the help of the emotional map.

Energy and other explanations related to the integration of physics and quantum physics into everyday life

Interaction with other players, NPCs, and advanced beings/gods.

The connection with the Soul/Hive and the internal rules.

Practical tools for navigating the world of manipulation, illusion and lies

The predatory world and the food chain

The middle way and the keys to maintaining balance in the game of polarizations

The principles of Kibalion applied in the game. Not just theory.

The materials require living transmission from the morphogenetic field to the morphogenetic field. The transmission is informational and at the level of consciousness. The integration of this information is often shocking and requires processing and integration time.

Master Training Level 2

by Ioel

The energy creates and manifests the keys to reality in practice.

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Synopsis Level 2

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Day 1

What is the source of your power?
What is the meaning of every man's life?
Holographic and fractal principles
The predatory universe and the food chain
What to eat?
Using sensors
Life – death. Nothing escapes this cycle
Flow

Day 2

Know yourself
Love is nothing of what we think love is
The Validation Game and the Pitfalls

Day 3

You paid for the ticket too
With love on the hunt
Corruption and insecurity
What is love?
What are the opportunities to awaken and reconnect to life?

Day 4

Transparency, intimacy and illusion
Search
Original stupidity – for for me there is no original sin

Day 5

That story that no one knows anymore
What is the meaning of life?
The Book of Life
Where is the god?
Freedom

Day 6

The predatory world - extenso

Day 7

The courage to be or divine impudence

Day 8

From larva to pupa
What does maturation look like?
Engagement/Survival Tactics

Day 9

The illusion of reality

Day 10

What is loneliness?
What does an elegant predator feed on?
How does an elegant predator give?
People and multiplication

Day 11

About love - extenso
Love is blind
The predator and love

Day 12

Predator Condition and Attitude
Nap

Day 13

Manifestation in practice – men and women

What does a man want from a woman and a woman from a man?

Species mixing and visions of the future

Table of the Gods

The materials require living transmission from the morphogenetic field to the morphogenetic field. The transmission is informational and at the level of consciousness. The integration of this information is often shocking and requires processing and integration time.

Reality check keys

Master Training Level 3

by IOEL

Game, Time and Consciousness - The Middle Way.

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Synopsis Level 3

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Quest 1

Reminder:

The game is not about the prize, the game is not about finishing it.
The important thing is the road and the company.
Without this, there is nothing but madness.

The game or the way

What's the first thing you do when you come here?

Integrating the game into a new, more comprehensive perspective

The story with **and** about vampires

Quest 2

Reminder:

"Whoever can escapes from life." (Bralgei Shackry)

Game theory

The first rule of the game

The second rule of the game

The Third Rule of the Game

The Fourth Rule of the Game

5th Rule of the Game

Feel the key to navigation in a game you don't know **and** fear

Entry into the game

Reminder:

"If someone teaches you the game, never play against him"

Play the game

The Traps

Main theme

The price we pay to be seen

Getting out of the hamster wheel and taking on the game

Trauma, another moron trap

Whose game is it?

Adapting to the program or when the program adapts to you

The zero-sum game in the relationship between a man and a woman

Stopping the loss of essence

The Middle Way

Getting out of the game

I can't get out of the game if...

Vertical polarity

Quest 3

Reminder:

The power is never yours.

Laws of power and IOEL's interpretations

Here we have the basic laws. Their explanation is a significant part of this material and you will find it in the annexes. Going through these laws takes time and, inevitably, more than a day. The integration of these laws is a matter of time, which can take a lifetime.

How to use this material?

Read the material, but pay attention to the conclusions written by me/IOEL. These laws are not always used as such. Be careful!! Most of the time, or most of the time, we do exactly the opposite of what many of these laws say in order to be undetectable and shrouded in an aura of mystery.

We use them, however, when they are in our best interest and in the most subtle way possible. It is clear that most of those who have reached the top of the pyramid have read or learned these laws. So we start from the conclusion that our playing partners are already educated in this direction and we do not underestimate them. I prefer to be underestimated, rather than the other way around.

The conclusions we have written are a guide adapted to the way of thinking of this Master Training module.

Quest 4

Reminder:

Live your dream. It's all you have now and here.

The dreamer's dream or the endless present

A voice speaksto me and says:

- *Now wake up and write down what you saw. Write like and when your life depends on it.*

And that's what I did.

The eternal question "Why?" Why live in the present? Why now and here? Why is everything happening here and why is this continuous present the key to creation?

Quest 5

Reminder

It is in vain to look outside for the source. Life flows from within.

Create or play the 3

The creation is the game in 3, because only in 3 everything is balanced.

Quest 6

Reminder:

Enjoy the fucking game!

Goal of the game

Quest 7

Reminder:

There is no time. There is a continuous flow.

Time

What is time? An invention.

When you look at a phenomenon or energy and look at it very carefully, it doesn't seem to start somewhere and end somewhere. There is a continuous flow between polarizations or states.

Well, so where is the time in the equation?

Quest 8

Reminder:

There is no one outside the game.

The main forms of contention and integration into the big game

"The Little Game" and "The Big Game"

HUMANITY AND THE ORGANIC FORM OF CONSCIOUSNESS

SHADOWS AND THE AN-ORGANIC FORM OF CONSCIOUSNESS

A.I. AND THE INORGANIC FORM OF CONSCIOUSNESS

Quest 9

Reminder:

The evolution never ends, so it's good to choose your company carefully.

Freedom and evolution

The Evolution Trap

APPENDICES