



SPIRITUAL SCIENCE

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Spiritual Science

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PART II: Spiritual Science

Let's Build A Universe

Let's play a game. Actually, let's design a game. Our objective is to design a universe. We are literally going to play god, or as we would say in modern terms, we are designing a Sims computer game. We will do as the Sims game does and we will try to create a universe comparable to the one we are living in. However, unlike the Sims game, we want to create the universe from scratch as a god would do. We are not only designing the Sims software, we are also designing the hardware it is running on. We will be designing space and time and matter, mind and emotions. We want to consider every aspect of the universe we live in, not just our material side.

Even though we will use discoveries that science has given us, we want to take a slightly different approach from current science. We want to think about how things like individuality, emotions, mind or imagination would work if we consider the spiritual heritage on Earth. We want to explore mechanisms to create a spiritual universe, where consciousness is as important as matter; and we want to explore theories that explain our mental and emotional faculties, and not accept that such important areas of our lives are just some aftereffect of the brain. By going through the exercise of creating a universe from scratch, we will have the opportunity of thinking about how our universe may have been created, which is what we are really going after.

Like every game, we need to set the rules. The rules are extremely important for this exercise because they are the assumptions we are making about how the real universe works. If we get the rules wrong, the entire exercise becomes meaningless. These rules must be all-encompassing, so they can be applied to every area of the universe, from the cosmos to our ordinary lives, from matter to spirit, from mind to emotions, from time to space, or from math to poetry. We must comply with the game's rules on everything we do, and always have them in mind.

THERE IS ONLY ENERGY

The first rule of our game is that the only building material we have to create our universe is energy. We'll call it source energy. Our objective is to figure out ways to transform this source energy in order to create everything. We need to create space and matter and time. We need to provide mechanisms to allow individuals to interact with the environment. We need to allow those individuals to learn and live life as we know it. We need to devise ingenious ways to create the universe that we live in, the whole universe, using only source energy.

When we talk about energy, we all have an intuitive idea of what we are referring to. Energy is the counterpart of matter. Matter creates the machine and energy is the immaterial substance that is exchanged among the parts as the machine functions. Energy is light, an electromagnetic wave, gravity, organic energy, nuclear energy or electricity. Energy is what fuels a system, what is exchanged between the parties in a chemical reaction, what lovers share with each other, what we use when we make an

effort, or what we feel when we look at the sun. But it is also what fuels the human body, what allows us to concentrate our minds, or what makes intuitions and feelings happen. In our case we are going to take a more mystical use of the word energy. However, we are going to assume that source energy can be, as science tells us, both a wave and a particle. We shall use energy's both wavelike and quantum natures to explain our universe.

The energy that makes our real universe may actually be finite or infinite, destructible or indestructible, variable or stable. For our exercise this is not so important. We are going to use energy in the most intelligent way we can think of, no matter what its real nature is. Using energy intelligently is what this game is about. The better we use it, the better players we are, the longer our universe lasts.

The more important aspect of how we use source energy is that it has to be logical. Everything we do must be explainable according to today's scientific criteria, and when our science cannot help us, the solution we offer must at least be logical. The reason why science may not be able to help us with everything we do is because we are going to attempt to design parts of the universe that science is not currently interested in, so there is no scientific background. When possible, we will relate our solution to today's scientific terms and when we cannot, we will explain the logic behind our solution. Our use of source energy must be, in a word, rational.

We all know that the best way to use energy efficiently is by designing the simplest possible solution. It is not only that simple solutions work best, use less effort to accomplish more, or are more beautiful to admire, we are also cognizant that nature prefers them. Since we are trying to create this universe, it should be a good approach to follow. Simplicity will also help us create a universe that will endure. Complicated setups are not stable. We need our universe to hang around for a long time since we want to explore it. We want to not only see but experience every intricacy of it. For that, we need it to last. A soap bubble may be beautiful but we can only do so much with it. A planet on the other hand... now that we can do something with.

A clever and efficient use of energy begs for balance as well. We don't want to make the assumption that we have an unlimited amount of source energy and that we can screw up as much as we like. To make the game more fun and force us to learn more, we want to act as if energy is a limited resource and we have to use it sensibly. We don't want surprises that may destroy our universe prematurely. We want to maintain a balance and a natural order so energy is not wasted.

Our goal, our challenge, is to use pure source energy to create the world as we know it. It's like trying to create the entire cosmos using only electricity. We need to explain how it could be possible to create solid matter using just energy. We need to create stars and planets, mountains and rivers, animals and people. Then we need to figure out how the human body can be conscious. And finally, we need to explain how we as individual entities interact with the environment. This is our goal.

ATTRACTION AND REPULSION

The second rule of the game has to do with the nature of source energy. The second rule is that source energy can contract and expand. This is not a big stretch to accept since we see this behavior everywhere. Actually, almost every process in the universe can be explained in terms of attraction and repulsion events. When source energy contracts there is an act of attraction, union, reduction, concentration, and combination. When source energy expands there is an act of repulsion, division, propagation, dissipation and multiplication.

We are neither going to try to explain how source energy can do this, nor where source energy comes from. We know there is energy in the universe so we are going to use it, and we know that energy can contract and expand, so we are going to use these behaviors which we know exist. Since we cannot really explain how they occur, we will make them rules, axioms, and we will keep going.

And this is the end of the rules. We are not going to need more than these two. Our goal is now better defined. We are going to try to design an entire universe using solely source energy and its capabilities of contraction and expansion. There are a couple of hypotheses we will use, but those will come up as our design progresses.

THE CHEAT BOOK

Now that we know our rules, we need a cheat book. We should accept from the very beginning that we are not going to be great at this game so we will need help. Luckily for us, this is not against the rules. In order to cheat we need to find someone that has thought about this already, ideally someone who has played the game before. At this point in the history of our world, our best chance is to look at the realms of philosophy and religion. We will look at the philosophical facet of religion, the part that talks about how the universe works, not about the different ceremonies.

Using philosophy as a resource is not a crazy idea. All scientists use it when they hit a wall. Once we have exhausted all the logical conclusions, we unavoidably move into the realm of philosophy. In science we call this a hypothesis. It is like being a doctor and having a patient that we cannot heal. We have performed a bunch of tests but the results are inconclusive. We have tried some treatments but unfortunately the patient remains ill. Our only resort is to start guessing based on the limited data we have. We need to create theories of what may affect the patient. Our hypothesis must explain all the symptoms while keeping in mind the test results we already have. Our new theories will offer alternatives that we have not tested. The right hypothesis will lead us to the appropriate treatment and our patient shall get better.

As we play our game we are going to be making up our own philosophy of the universe. We will make up our own theories about the cosmos and life. We want to find hypotheses that do not contradict our scientific findings while at the same time provide explanations for spiritual matters. Our theories will be aimed at reconciling both sides, the scientific and the spiritual, and we'll quickly see there are abundant opportunities to do that. Let's look at an example to get an idea. Think about the evolution of the species theories we have today. One extreme says that animals evolve over time becoming more

complex organisms, and the other side says that god created all creatures. Our reconciliatory hypothesis in this case could be as simple as saying that god uses evolution to create the animal kingdom.

During this book, we are mostly going to be doing this. We are going to re-contextualize the subject. We are going to look at the situation from a different perspective while trying to reconcile the scientific and spiritual views into one single theory. Basically, we are going to piss both sides off. One side will say that there is no god causing animals to evolve, and the other side will say that god does not need to use evolution or any other tricks to carry out 'his' plan. Our position is simple: we are ok with pissing them both off.

In this example, we are telling those defending the evolution view that there has to be a driving intelligence behind the cosmos for evolution to unfold the way it does. It is just too effective. If the universe was totally random, the chances of the cosmos having the structure it has today should be basically close to zero. The universe is suspiciously intricate, well designed and it makes too few mistakes. This level of proficiency cannot be chance. If it were, each time nature tried something new, there should be one million mistakes for each success, something we know is not true. Nature is ruthlessly precise and it does not make mistakes. Saying that the universe is a result of chance is like saying that the reason a casino customer hits a jackpot every night is also chance. If it truly was, there could be years between customers winning anything. We all know that the house orchestrates the customer's wins to entice other people to spend money. We are just proposing that there has to be intelligence beyond what we perceive as a personal intelligence. We are saying that the reason why nature's processes are so perfect and continue to be so perfect is because they are not random. During our game, we will be looking for a conscious side to the current materialistic scientific views of the universe.

Regarding the other guys on the evolutionary example, the ones defending god's plan, we will be challenging them by proposing that evolution is the way that god uses to create stuff. No miracles, no seven days, no obscure ways that cannot be logically explained. It took the universe millions of years to get where we are today, and that is the way it should be. Spirituality nowadays sounds like a stage magician: 'poof, and something magically appears'. We need to stop explaining things by expecting a miraculous and unknown process to do the work. Spiritual progress must be rational, logical, gradual and repeatable. It must work according to scientific theories for the simple reason that science is part of creation.

Our main cheat book is going to be the Sanskrit literature of India, their religion's texts. We are going to be using concepts from the Vedanta, Sankhya and Yoga philosophies as a starting point, but mainly we will be using Sri Yukteswar's book, "The Holy Science." Schools like Nyaya or Buddhism are based on comparable principles so their ideas are close. When we bring Christian philosophy into the conversation, we will have to re-contextualize some concepts. The Christian message explains the universe through metaphors so if we used it as our cheat book we would have to decipher the metaphors first and then use the deciphered idea in our game. The reason we will use Sanskrit philosophy as our starting point is because India has been able to keep their allegories closer to the real thing than any other culture or religion in the world. If we read the Bible as an allegory to the structure

of the universe, we will see how it is on the exact same page as the Indian Sanskrit philosophy. In order to save time we will use the philosophy with the least amount of metaphors, and that is the Indian version of the cosmos. Our choice is purely practical. We are taking the philosophy that requires least translation so we have to work less. Something we will see as we play this game of ours is that all religions and philosophies in the world say the same thing and the disagreement is just cosmetic. Creation is vast and hard to explain in one book or set of stories, so each culture focused on a different aspect. We ended up fighting because one religion described the front of the house while another described the view from the gardens.

Another important benefit with using Indian philosophy is that Indian philosophers are obsessed with our game, so there is quite a bit of reference. The cosmological aspects of creation are cornerstone to the Indian philosophy so they like to explain how the cosmos works or how the cosmos affects our personal lives. Either way, we can get lots of information from their books. Indian tradition has the concept of Dharma, which could be translated as universal order (among other connotations). This is what we are looking for. A universal order is basically a set of rules that explains how the universe works. As we mentioned before, although we are using religious concepts, we will run away from the dogmatic or ceremonial aspect of religion. We want to steal their ideas and use them for our game, without necessarily buying into any of the religious implementations that are on the planet.

Our game is going to combine what we know today from science and philosophy, bringing together disagreeing opinions into a single explanation that reconcile both sides. Our rules, hypotheses and findings must withstand the test of logic and every statement should be open for discussion. As Buddha said, "do not believe a word I say." The goal is not so much to be successful at designing a theory of the universe or to convince anybody of anything. Our intention is to offer ourselves the opportunity to think, analyze and understand this place a bit more than we do today.

OUR APPROACH

We are going to follow an approach comparable to the methodology of a project in the real world. We have just defined the requirements of the project and we have identified our source material. First we will define the overall solution at a high level, then we will dive into the design details, and finally we will describe what has to happen in order to implement our blueprint. Although we may not divide our phases so clearly, we will follow a top down approach, talking about the general solution first and outlining the details afterwards.

We will break our design into two distinct areas: environmental and individual. First we will describe how to create the setting. This includes space, time, matter and energy as we know them in the material world. And second, we will describe the interaction mechanism that an individual follows while living life. In terms of our Sims game, first we are going to design the landscape, the computer controlled characters, the scenario with all its details and how all the parts move without our interaction. Secondly we are going to define the user character, the controls and the possibilities that the character has to interact with the environment defined in the first part.

Remember, we are going to create all this using energy alone.

Consciousness

Consciousness is a difficult concept for us. We know it is there, we know we have it but we have unsuccessfully tried to explain it, so at the end of the day we don't really know what to think of it. Unfortunately for our game, this is where we need to start. If we created an entire material universe and then tried to make consciousness pop out of somewhere, we would be setting ourselves up for the same disappointment current science has encountered. As our cheat book tells us, consciousness comes first, so let's do that and see where we go. As long as we can create the material universe later, designing consciousness first and matter second should be allowed.

Let's look at our cheat books for clues. The Holy Science by Sri Yukteswar tells us that the omniscient feeling, Chit, is behind making this world conscious (sutra 1.2). The statement seems a bit cryptic, as sutras usually are, but we should be able to do something with this. Following Sri Yukteswar's explanation we can make the first major hypothesis of our game: consciousness is a byproduct of feeling. I can feel it so I can be aware of it, I can be conscious of it. My awareness of myself is a direct result of feeling that I exist.

As we can see, Indian philosophy does not seem to agree with Descartes but we should be expecting that kind of thing to happen in this book. We are living in a world that admires the body and the mind. We love to stay young and admire the intellect. The more intelligence, the bigger the reward in our society. The mind we admire has to do with concrete problem solving since that is the kind of mind that most of us experience. Interestingly enough, those that are highly intelligent do not describe their intellectual process as a set number of steps that lead to a solution. When faced with a really difficult problem, their mental process is abstract. There is a connection to something else, moments of silence waiting for responses to come, an exchange of information with our subconscious side and an acknowledgement of the role of intuition. Funny enough, all these aspects of high intelligence are very related to our emotional side, and the identification of the appropriate path of resolution is not experienced as a mental process.

EXPERIENCE

Sri Yukteswar also calls Chit very appropriately 'Universal Knowledge.' As we know, the only way to gain knowledge is through experience. Reading about it is not enough; thinking about it is not enough. We can read a whole book about how wine tastes, or we can take a sip from the glass. In order to learn, we need to be there and feel what it means to be there. While we are having the experience we are not thinking about what is happening, we are watching and feeling. The thinking comes later when we try to analyze or classify what we experienced.

The process of understanding usually starts as a mental activity. We analyze, dissect and classify but eventually we become one with the subject. There comes a point when we don't have to analyze our opinion. We can say what makes sense to us and know it is correct. By then, we have connected with

the subject and there is no further need to second guess ourselves. That connection is not mental, but emotional. It is the connection of the masters with their craft. At the peak of their skill, they embody the most sublime expression of their ability. This kind of relationship can only be described as “being,” and the mental process does not play a role. This sense of being is connected to feeling, not thought.

The omniscient feeling that gives source energy the sense of being is more primitive, more raw, than the sophistication of the senses. It is like a humming behind the scenes. What Sri Yukteswar is telling us is that our sense of self, our consciousness, is produced by feeling. Our connection to life is emotional, and the way to gain ultimate knowledge about any subject is by being connected with it. At a universal level, the omniscient feeling, Chit, allows the universe to be aware of itself by allowing the universe to feel.

Our culture, our language, points to this realization as well. While we have a mind to think, there is no apparatus that does the feeling. We just feel. That’s what we do, who we are, and feeling is natural to us. Feeling runs deeper than thought or the senses, and it is more than just the sense of touch. We can be touched by a nice word just as much as we can be touched by physical means. When we think of who we are, all we consider is feeling. If we define ourselves as doctors and say we are doctors, that is because we feel as doctors. Our identification with our profession is not mental but emotional. Our emotions are telling us who we are. We feel like a doctor so we are a doctor. We are aware of ourselves as doctors and we are conscious of ourselves as such.

We will then be working under the assumption that we can gain awareness thanks to feeling. The same way, source energy can become conscious due to Chit, the omniscient feeling. Notice that the feeling identified as the provider of consciousness, is omniscient; literally, a feeling that knows everything. We are going to make another assumption and say that the only way for this feeling to know everything is by being everywhere. It sounds straightforward enough. Since all source energy will be affected by the omniscient feeling, the entire universe will be conscious.

THE COSMIC SERPENT

Now that we have determined that a universal feeling can grant consciousness to source energy, we need to devise a mechanism to generate this feeling. In order to do this, we are going to make source energy move constantly; it can never be at rest. In order to make this happen we are going to use the quantum nature of source energy as well as its contracting and expanding capabilities. By the energy quanta attracting and repelling each other, we can keep source energy in constant movement. If we consider that source energy is a very large set of independent energy particles, those particles would attract and repel one another cyclically to create continuous movement. From outside it would look like a cloud of particles vibrating from side to side and floating in the air. In reality, the particles would not be really vibrating but would be coming closer to and further away from the particles around them. The attraction to and repulsion from the neighboring particles would make each particle look as if it was vibrating. If particles moved in unison, they would create waves inside of source energy, like waves on the sea. The attraction and repulsion would affect groups of particles instead of each particle individually. This is also the same principle that snakes use. By coordinating micro contraction and

expansion movements on their entire skin, snakes can move across the surface of the earth as if floating. But the main question remains, why are we doing this? Why are we making energy move continuously?

Think of an electric cable. Unless there are electrons moving through the cable, a laboratory machine cannot detect any activity and a light bulb cannot be lit. The cable is dead. In order to bring the cable to life, we must connect it to an electric current. Only after electrons start moving through the cable can we measure electrical activity. Think about the human body. We can explain its activities as electrical currents as well. If we get touched, grabbed, or hit, there is an electric current that takes place via the nervous system and the brain interprets the information. It is the movement of electrons through the nervous system that allows us to feel sensations. We are using the same principle on source energy. By keeping it moving all the time we will be creating the most basic feeling, the feeling of being, therefore creating consciousness and the sense of existing. By making source energy move nonstop, we have created the universal feeling, and as a result of this continuous movement, we can be aware of ourselves and the entire universe is capable of being aware of itself.

To summarize where we are, there is only source energy and this source energy is in constant movement. The movement produces a feeling and this feeling produces the sense of being, an awareness of existing, a sense of self, a consciousness. What we have is a pool of energy aware of itself and conscious of itself. This is our prima materia, the only material available to create the entire universe.

Time

Imagine we are seeing the world through a video camera and we can only see the screen. We cannot see what the camera is pointing towards. This is a bit how our experience of the world works. We don't see how the physical world really is, we only see what our brains present to us. The brain is like the video camera that takes the world, translates it and displays it. We cannot tell the level of translation that the brains are really doing. All we know is that this mechanism works, so we use it. In reality, we don't know how reality looks. We only see what the camera presents.

This video camera could be set up in one of two ways. We could make it just show the images, not recording anything, or we could have it record what it displays. If it is recording, then there is a tape or a memory card that is storing what we are seeing through the screen. If it is not recording, what we see on the screen only exists for a moment and then it is gone. Translating these two modes to the real world, we would say that if the video camera is not recording, then there is only the present moment. Once a moment happens, it is displayed on the video screen but we can never get it back. However, if the camera is recording, then there is a proof of the past. At any time, we could go back on the recording and see the past again by replaying the video. Of these two modes, the second has more advantages since it at least registers the past, but both have a really big shortcoming. If we mess up, our universe could disappear. In both cases there is only one timeline that is either recorded or not.

In order to make our universe last, we want to design the flow of time like a river. When we are at a certain point in the river, up river is the past and down is the future. If we get on a boat and go down the river, we follow the flow, experiencing each position as the current moment. However, at any point in our trip, the river we have already traveled is still there. The past is not gone, it has been recorded. In the same fashion, the future also exists, represented by the river not traveled yet. The timeline where we are living our lives has events that we already saw so we call those the past, and upcoming events stretch forward into what we call the future.

For our universe, we don't want just one river, we want many. Actually we want all. Instead of having just one timeline, we should create every single possibility that could happen. Then our chances of making the universe last longer increase exponentially. This is what we want, to design a universe that lasts as long as possible. If we can figure out how to have simultaneous timelines, we can protect our creation in case one of the timelines causes our universe to disappear. If the universe disappears in one timeline, we still have others to work with. Then, the universe will last as long as the longest timeline we can devise. This is clearly a much better design.

THE TIME-WEB

If all possible timelines do exist, time would not be so much like a single river but more like a multitude of rivers that split and reconnect like a complicated net. The future would exist as possible paths that consciousness could follow. By consciousness traveling down a particular river, it would make that river

actuality. By us being conscious of an event in that river, we would make that event “occur”. In reality all possibilities have occurred to some extent because all would have been created as possible timelines. However, only the one that we decide to travel and decide to become aware of can actually be called the present. By making a certain time path the present, we have made that timeline happen.

So time is not happening as we live it. Time is already there, existing just like the river exists, waiting for us to take that time path. When we choose which path to follow, then the events in that timeline become conscious and by becoming aware of those events, the present moment is created. However, all possible alternatives we could have taken in any given moment exist. Time is a multitude of paths that we can choose to visit. The one we visit becomes the present and the options we don't take become pasts that could have happened but we decided not to experience.

In this web of rivers of time, some rivers would be wider and some narrower. The wider paths would represent futures that are more likely to occur and the narrow rivers those that are more improbable, but they would all have to be there to give consciousness the opportunity to take them depending on the decisions we make in the present. Our present decisions determine which future time path we take, but all timelines are already there, waiting for us to visit them.

Our plan then is to create a net of timelines, a web of time flows, each timeline containing events that we could experience. This web of timelines should contain every combination of every possibility that every entity could ever perform in the universe. It would be consciousness who decides which path becomes the present by the decisions it makes. By making every possibility available we can know which path would make our universe last longer. This same concept is used in chess playing software. At any point in the game, the machine evaluates the current state of the board and plays out as many scenarios as possible into the future. What would happen if I move this piece first, then this one and then this other one? Then it does this future projection for as many possibilities as it can within the allotted time and picks the future that gives it the most probability of winning.

We would be using the same concept, playing out every possible future scenario. The difference is that we will be pre-recording these future scenarios and storing them. All the possible futures already exist in our solution. They would all exist as possibilities that consciousness could decide to take and experience. Like the chess game, we would calculate every possible future, but unlike the chess game, we will store these futures as possibilities. We shall create a time-web of possible timelines that start with the big bang and finish with the end of the universe.

THE FOURTH DIMENSION

In order to design the time-web using source energy, we are going to use Indian philosophy once more. From the interpretation of the Yoga Sutras of Patanjali by the author, we can read the following:

“Before something is in the “now”, it is in a state of “about to happen.” The moment right after “now” contains the future, in an “about to happen” state. Reality is a sequence of independent events that consciousness sees as continuous.” Yoga Sutras 3.14, 3.15

The Yoga Sutras describe time as a succession of independent events. They point towards our experience of time following the same principle as our experience of a movie. Each moment in a timeline is recorded as a separate frame, like in a movie, and playing those frames fast enough, consciousness experiences time as continuous. Movies have video frames and each frame is a two dimensional (2D) picture of every instant in that movie. Displaying one video frame at a time at enough speed, our brains interpret the independent frames as continuous and we get to see a movie. In the movie there is no uninterrupted flow though, there are only a high number of independent video frames, and our brains interpret the fast display of those frames as continuous movement.

Think of the same mechanism applied to three dimensions (3D). Every moment of our lives, every instant, is a snapshot, a three dimensional reality frame; each reality frame represents a single present moment where real life is played out just for a very short instant. It would be like experiencing a three dimensional movie from inside the movie. With enough reality frames in a second, our consciousness could experience time as a continuous flow. If each nanosecond (one billionth of a second) had an independent snapshot of the entire universe, by consciousness traveling through the independent snapshots it could experience reality as a continuous event. If the movie of reality played at 1,000,000,000 (1 billion) frames per second, our brains would probably experience time as a continuous flow. This is the design we are going for.

Each frame would be a logical progression of the previous frame as things move around according to their possibilities. When we move our hand, it's not a hand moving. It is a succession of reality frames, each containing the hand in a slightly different location. As the reality frames advance, we experience the hand moving. All possible movements of the hands need to be recorded in time as possible futures, and our decision of how we move the hand makes us experience one future or another.

In order to create a universe, each reality frame must contain that entire universe. Each reality frame would contain the entire cosmos, in one of the possible states of every situation that everyone could live, each scene broken down to one snapshot each nanosecond. Think about the implications of this. Imagine how many reality frames of the entire universe are needed. We are talking about every possibility conceivable in the entire universe broken down to the nanosecond level. The Bhagavatam Purana (one of our cheat books from the Indian philosophy) tells us that we can count the grains of sands on Earth but we cannot count the number of universes in this creation. Now we start to understand why.

Our time-web would contain streams to cover every possible scenario that could ever happen in our entire universe. All the combinations of all the possible decisions every being could make. Not only in this planet, but in every planet. The time streams should play every possible scenario. Not just every probable or conceivable event, but any possibility. The streams in the time-web would be composed of a

large number of independent reality frames, at a rate of 1 billion snapshots per second. Then consciousness travels down the time stream and experiences the events contained in that timeline.

We are going to design reality as the rapid succession of independent reality frames, each frame played one nanosecond apart from the next. Time would be a progression of reality frames. When these reality frames are played fast enough, consciousness gets to experience them as continuous. By consciousness moving sequentially through the reality frames, we get to experience time. Unless our brain was capable of distinguishing the differences between one nanosecond and the next, we would interpret reality as continuous. Consciousness would only be aware of the frame it is on, unaware of the past and future frames. By having consciousness be aware of only one frame at a time, we get the present.

So each river of time in the time-web would be a sequence of reality frames. Consciousness would travel down the river, experiencing those reality frames in sequential order. From the outside, consciousness is traveling down the river of reality frames but from the point of view of consciousness, the reality frames are happening in front of us, giving us the sensation of time. It is exactly the same as traveling in a car and looking out the window. From outside we see the car driving down the road but from inside we see the landscape changing in front of our eyes. When we are inside the car we feel like we are not moving and that the landscape is, when in reality it is the car that is moving. The same way, although we think that time is passing in front of our eyes, it is our consciousness that is moving down the river of time experiencing reality.

This time flow of reality frames is what we call the fourth dimension. The first three dimensions are spatial dimensions. In these spatial dimensions things are separate from each other. These first three dimensions make up each reality frame. The fourth dimension is a temporal dimension, so each of the reality frames overlap each other. Since consciousness is only aware of one of the frames at a time, we don't get confused.

The concept of a time dimension where reality frames overlap each other is hard for us to grasp, but that is because we think that this material universe is solid. If each reality frame was solid, then one instant would interfere with the next. Our design requires that each reality frame contains enough information for each individual consciousness to experience a reality through its brain, but not so much densification that it would interfere with other reality frames. This solution is comparable to how the internet is set up. The server has the page stored as an html document. When the client requests the page, the small html page is served via the wire and it is the job of the client web browser to translate the html instructions into the final page we see. In the same fashion, the reality frame has enough information to know that a table is a table, but the final shape, color or solidity, is a function of the consciousness observing the environment.

So the 3D reality frames that make up the fourth dimension in our design are not solid. Each frame contains just enough information for an individual consciousness to translate it into a 3D scenario. This final scenario is what we get to experience through our senses with the help of our brains. Our objective is to create a reality frame using source energy. This reality frame should contain enough information to tell our consciousness what is happening; to tell us that there is a table here and a chair there. However,

the reality frame should contain neither the table nor the chair. A reality frame does not contain coarse matter that would interfere with other reality frames. It just contains information of where stuff is.

END OF PART II SAMPLE