



The Fire Trial - Ray One

You are an Initiate - Take your **VOW**



Welcome to the world of 7: As Above, So Below®

You are an Initiate, *Descendant of Guardian Bloodlines.*

The Reckoning is a hybrid board game + rp archetypal fantasy. The game is a deeply immersive experience. "Initiates" use tools of divination and discernment, ancient knowledge and practices, to transcend the matrix. As an Initiate you assume a solemn oath. You will be trained in the 7 forbidden magical arts (7MA). The path of the Initiate is a code of honor.

You are of the Indigo Race, an ancient lineage. You exist in a Matrix, a simulation of Free Will. You can summon a host of angelics, aliens, elementals, devics and dragons. Lord Morya is the Ray Lord of the first ray. He awaits you, as does Lord Uriel, Lord Azrael and Metatron. The First Ray is The Fire Trial. You will be purified.

The flood sequence has begun. The first flood is light, a 7D ray. Your spinal column is a crystalline conductor. Your DNA sequence is activated. Your third eye is opening. You will witness great beauty and horror as you move through the veil. You are magnetic. Be wary but don't be afraid. There are worse fates than death.

In the Matrix you battle the Dark Legion. Where there is light, there is a shadow. Fallen Angelics, banished from the 7 Heavens, have descended to Earth. Satan and his Demon Army have aligned with the Malevolent Aliens and the Sons of Belial. The Malevolent aliens are a host of sociopathic races that feed on dark energy: the Alpha Draconians, the Greys and the Anunnaki. The Sons of Belial are a nomadic tribe of the EveAdamic anarchists. The seeds for a new cycle have been sewn.

"Leap clear of all that is corporeal, and make yourself grown to a like expanse with that greatness which is beyond all measure; rise above all time and become eternal."

Hermes Trismisgestus

Your DNA has been activated

- You exist in a Matrix
- You have a role to play
- You are already playing the game
- It is not a game of survival....

awaken



You are playing an ancient game As an Initiate *you claim your birthright*

The game mechanics of *The Reckoning* are supplied by the narrative of the decks: the compendium, the triad, the quaternary and the oracle. The game includes a pendulum, oracle stones, crystals, coins, scrying plate, grimoire and star chart.*

As an initiate you are trained in the 7 forbidden arts of magic (7MA). They are forms of sorcery that have been used through the cycles. You apply your skill at the 7 Magic Arts: Geomancy, necromancy, hydromancy, aeromancy, pyromancy, chiromancy, and scapulimancy. The oath you assume is a sacred vow. You are awakening to the reality of the illusion. The glamour will fade.



"As above, so below, as within, so without, as the universe, so the soul..."

HERMES TRISMEGISTUS



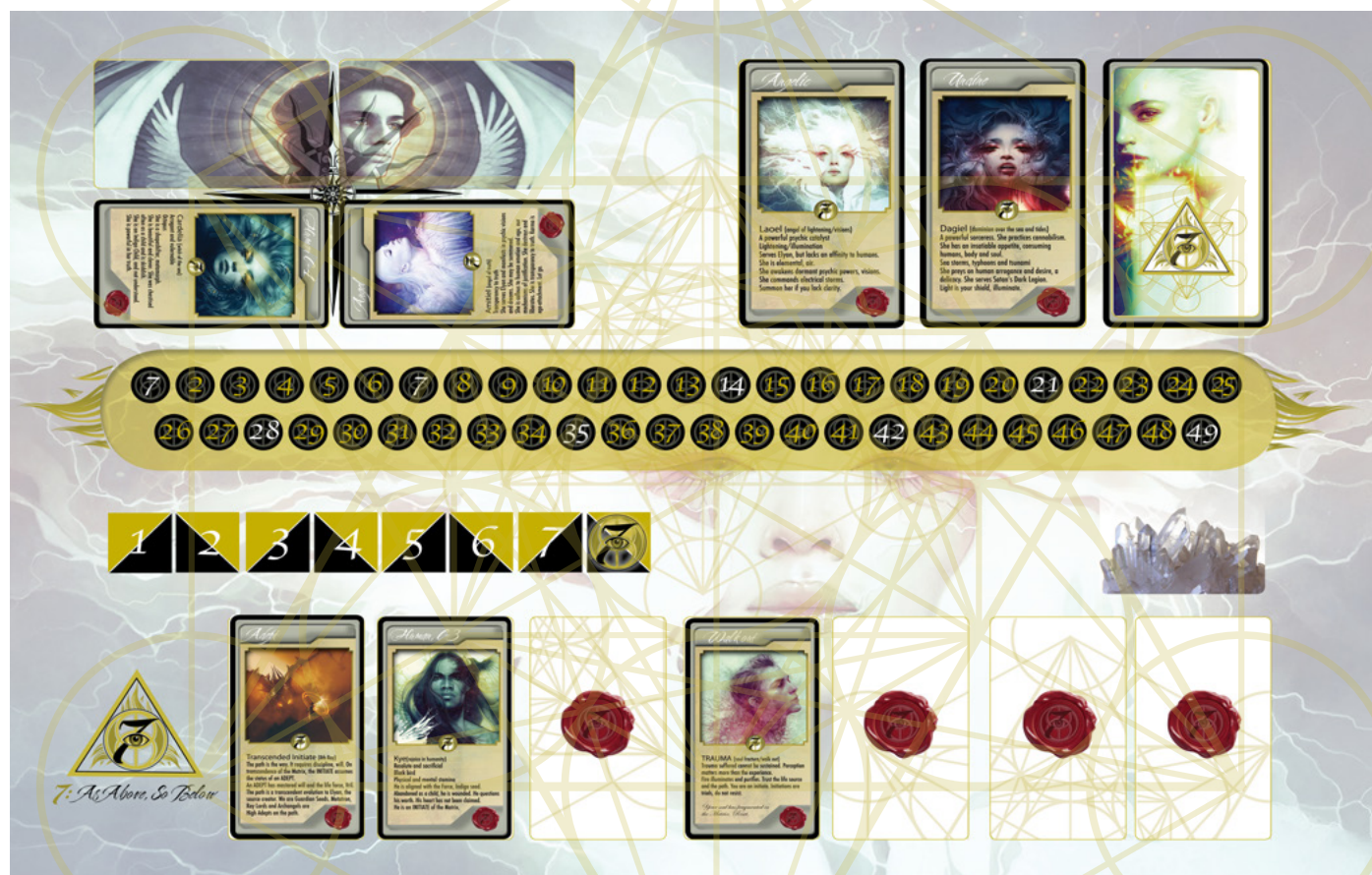
*THERE ARE ADD ONS SUCH AS 7 HV CRYSTALS, PROTECTIVE & ILLUMINATING PENDANTS, CLOAKS, GRIMOIRE....



There are **FATES** worse than **DEATH**

The inner battle - *the Dark Legion is in your mind.*

The Reckoning is played with 1-5 players or Initiates. Initiates are scored on their play in the Matrix. You tally your points based on what you do and fail to do. Some choices are drawn from the decks and roles of the die. Other choices are yours to make as you move through the game. You are scored on your practice in the 7MA, discernment and divination. The Fire Trial is a process of purification. You will be tempted to stray from the path.



"All that is gold does not glitter,
not all those who wander are lost;
the old that is strong does not wither,
deep roots are not reached by the frost."

JRR TOLKEIN

"An Initiate is one who seeks to enter a new field of experience, and to follow the steps of that advanced humanity who have trodden ahead of him the path, leading from darkness to light, from the unreal to the real!"

ALICE A BAILEY





7: As Above, So Below The Veil and the Illusion of Reality



Your mind is the battlefield

- Illumination is your greatest weapon
- You must veil and shield your mind
- It is not a game of survival...what they seek is your soul. You are a Guardian seed. It is not a game of survival. You are eternal.

illuminate

There are **FATES** worse than **DEATH** The inner battle - *Possession and Soul Expulsions*

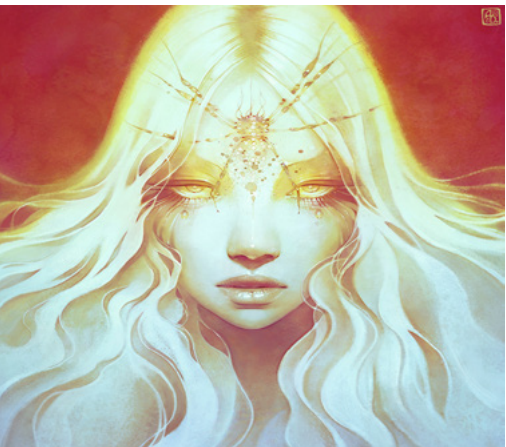
The Matrix is a simulation of free will. The initiations are physical and mental. The Dark Legion preys on your psyche. You travel to ancient civilizations but your mind is the real battlefield. There are teams of beings, light and dark, that you work with and against as you travel.

You are magnetic and powerful. Be wary but don't be afraid. What you hold in your mind you attract. Illumination is your greatest protection. The 7 Forbidden Magical Arts illuminate the path. There are fates worse than death. Your soul is what they seek to claim.

Inter-species hybrids and chimera are a faction of soul-less non-corporeal shapeshifting entities that are fighting to maintain their control. They have had access in the earth and human energy fields through a phantom Matrix. Chimera entities are vicious extradimensional parasites that worship the Black Sun. They exist by finding a host from which to siphon energy. The higher ranks of Chimera Group are used by the Draco Black Sun's to administer the phantom Matrix.

They are summoned to human hosts magnetically. Dark human souls in their misery resonate with the black energy of the Chimera and the Dark Legion. Guard your mind.





The Decks:

The COMPENDIUM is the silver thread and includes the lands and civilizations of the cycles. It is the soul plane. You are dealt 7 cards to play the Compendium.

The QUATERNARY is the physical plane, a 4-card draw. It includes the sorcery, artifacts, weapons, enchantments...your application as an Initiate of the 7MA.

The TRIAD is the etheric plane, a 3-card draw. It is the astral beings that you have summoned.

The ORACLE is your access to the AR - the art of illumination. You exist in a MATRIX of potentials. All that you have been taught is not real. There is no time - it is a compendium. You have ultimate power. CLAIM YOUR DESTINY.



Quaternary Compendium, Triad & Oracle

Play your hand!



Life Force (LF or Vril)
The magical energy you accumulate - or lose. You can play 1-2 Vril during each of your turns. If you experience a walk out, soul fragment, spirit bleed or exorcism and have to reset the round you must play 4.



Loyalty (Dark and Light Allegiance)
The breeds of Dragon are diverse. They are prone to behaviors and tendencies. Their alliances are deep and they have won and lost battles. Allied with their masters they can defeat great armies. They are an advanced race and one with the life force, VRIL. They may be summoned.

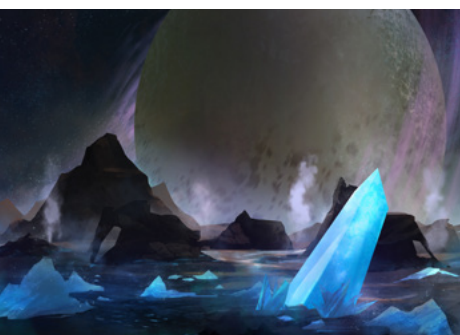


Turanians (Dark Magicians)
The Atlantean Cataclyms occurred when the Toltecs began to practice black magic, corrupted by the dragon Thevetat. The Atlanteans assumed dark practices The Turanians began to govern of Atlantis with the practice of black arts and ultimately the crystal caverns were activated, flooding the city.



**You are in the Matrix.
You are playing the
game. You have a role
to play. It is time.**

Roll the Die
PLAY THE GAME



The Decks of 7

The cards represent the tools you'll use to travel the Matrix. There are hundreds of cards to draw from. The decks play the Cycles. We are in our fifth cycle. Each pack gives you everything you need to start playing. As an Initiate you quantum travel thru the 12 Stargates and 7 Rays. You exist in a multiverse.



Game Mechanics:

To start the game, shuffle your deck. Use the 7MA to focus your will. You are a servant and warrior. Align with the Force. Draw a hand of 7 for the Compendium, 3 for the triad and 4 for the Quaternary. Place those cards on the board. The cards will have images, text and numbers to indicate how they are to be played.

Each Initiate will start with 20 Vril or LifeForce. You will track your points based on the cards you draw and your game play. Betrayal, sacrifice, loyalty, mercy, everything has a cost. It is not a game of survival. There are worse fates than death. Your soul is the source of your life force. It is the Guardian seed. That is what they wish to claim.





The PATH is a process of purification. A series of *elemental initiations*.

The Probation

As an Initiate you enter an ancient Order. These Secret Societies have governed and shaped our world. As an Initiate you will have access to tools of powerful magic. There is a period of probation to test your intention. Purity of body and mind is required.



The Fire Trial

The Fire trial is a process of mental and physical tests. You will be purified and strengthened. Fire illuminates. Your third eye is opening. The Veil of illusion will fall. Use your magnetism to summon the Guardians. A host of Angelics and Aliens awaits. Lord Morya is the First Ray Lord.



"Who looks outside,
dreams; who looks
inside, awakens."

CARL JUNG



Seeds...reaping & harvesting

What is at stake? Your very soul. Earth is a simulation, a Matrix of Free Will. It is a hologram, an illusion. Souls suffer a *Draught of Forgetfulness* on entry. The Path of the Initiate is the way to freedom.

The Dark Legion damaged the Stargates in the Atlantic Cataclysm. We were trapped in the Matrix. The Guardians repaired the Stargates in 2012. We must save ourselves. There is one way out...the path of Initiation.





A Dark Agenda

Human Hosts and Bloodlines



The Prophecy

A new alliance

- Satan and his demon Army
- Sons of Belial
- Malevolent Aliens
- Human Hosts

The Dark Legion and the *New World Order*

Sons of Belial are Annunaki human hybrids. They have existed in all the Cycles. They are a Pre-Adamic tribe. They are lawless and nomadic. They have no allegiance, but will enter alliances strategically. They have aligned with the Malevolent Aliens and Satan's Demon Army. The origin of the Sons of Belial dates to the Sirian conflict of the Pleiadian Constellation. They have 9-10-11 DNA strands.

The Dark Legion have inbred with the human races, creating planetary DNA mutations. They fought in the Electric Wars and many Galactic Battles over genetic resources. They are hybrids-Chimera. The Chimera Group are extremely technologically advanced and have programmed holographic quantum realities that hack genetic codes. They are shapeshifters and may inhabit human hosts.

The Reckoning

Game Glossary

Annunaki is an Angel of the Order of Raphael.

Annunaki are a hybrid form of Malevolent Aliens.

Atlanteans are a humanoid alien race that has a network of underground bases in Antarctica. They are tall, with pale black skin. They have six instead of pupils and bright yellow/green eyes.

Atlantis is a "re-creation" of the elemental structure of our bodies.

ATM (Adamic Pylon Implant Network) Networks of the NRG are implanted to harness humanity.

Apollon is an Angel of the Order of Destruction. He is a fallen angel, overthrown by Archangel Uriel and Raphael in the Luciferian Rebellion.

Arakiel is a fallen angel, the second of the 20 Watchers. He is a master of destruction, a shape shifter.

Arachne was intended for Adam. She refused to lay beneath him. She married Archangel Samael, a dark Archangel.

Belial is the prevalent abusive behaviors of the Dark Legion and the MA.

Belial is the 16th dimensional alien race, the highest evolution form in the galaxy.

Belial is the intelligence exhibited by machines or software.

Belial is the path. On Earth as in Heaven.

Belial is a fallen angel, he fell in love with a temple priestess in Persia. He betrayed the path of the Dark Legion.

Belial is the embodiment of frequency layers of light.

Belial is the frequency pattern held in a dimensional space which, when vibrated, creates the planetary and human bioenergetic field.

Belial is the vibration of a chain of events that creates a vortex of the Human Soul.

Belial is the vibration of the dark or light. The light sources are Adamic.

Belial is the vibration of the malevolent Aurores or Danpores and are led by Vitru.

Belial is the vibration and sacred science of the celestial bodies.

Belial is the vibration of the Root Race in the Stargate universe, Lemureans.

Belial was the fourth cycle. It was a Golden Age rule by the Toltecs. The City of the Golden Cities had extensive superdome leading to a mountain lake. The Atlanteans had airships powered by the Vit. It was a step of high science and Dismination.

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Atlantean Cataclysm occurred when the Toltecs began to practice black magic, corrupted by the dragon Therion. The Atlanteans assumed dark practices and were arrogant and of the physical world. The Toltecs began to govern of Atlantis. The Toltecs continued the practice of black and ultimately the crystal covers were activated, flooding Atlantis.

The Dark Legion were opposed by white magicians and Master Moray incarnated as the High Priest of Atlantis to oppose the black magicians. The black magicians used human sex slaves and dark magic to produce a hybrid, human-animal, a Chimera.

The Atlantean utopia evolved to a military state. The army deployed oil-powered air battleships and poison gas bombs. The military fired freizepped arrows. They created an army composed of Chimera that were composites of a human body with the head of predator. They consumed the dead on the battlefield.

The war between the Atlantean White Magicians and the black magicians raged. The High Guardians telepathically warned the Adepts (the high order of white magicians) to flee Atlantis in ships before the final cataclysm. The Dark Brotherhood activated the crystals in the Crystal Cavern and Atlantis suffered a series of earthquakes producing a massive flood. Atlantis was submerged but the white magicians survived the cataclysm.

What is 7: *As Above, So Below*?

The Veil and The Reckoning offer the dark, real World of 7. It is the product of an obsession and a possession. It can provoke fear and the content is not for children.



Archetypal Characters ignite our imagination and fantasy.



A Dark adult version with real horrors and a youth game.



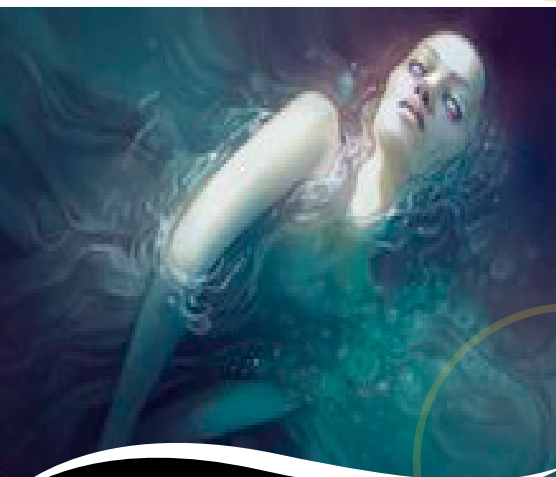
There is a youth version, The Fifth Kingdom. It supplies a toned down equivalent of 7 in terms of narrative, characters and game mechanics. The Dark Legion is the Shadow, Initiates are Mages, aliens are benign. There are expansion decks that play off the original game board.





The Veil

The Draught of Forgetfulness



A DARK *New World Order* ... mind control

The fear agenda is the mind control of the Dark Legion, a phantom matrix superimposed on the original Matrix. A byproduct of fear the dark energy that the malevolent alien races consume. The Dark New World Order is to sever humanity from the Guardians and the life force, Vril. The phantom matrix leads humanity to voluntarily forfeit our souls, imprisoned in the phantom Matrix.

Satan and his Demon Army have aligned with the malevolent aliens. They desire to destroy humanity and to create a soulless race. Satan tempts humans with distractions of the physical plane; attachment to matter erodes our soul connection. Our fate is in our hands. The New World Order is here. The path is the way through the Matrix, to freedom.

Be wary, but don't be afraid

- Demonic Possession
- Soul Fracture
- Exorcism
- Psychic reset
- Etheric weapons
- Veils and Shields
- Invocation
- Illumination



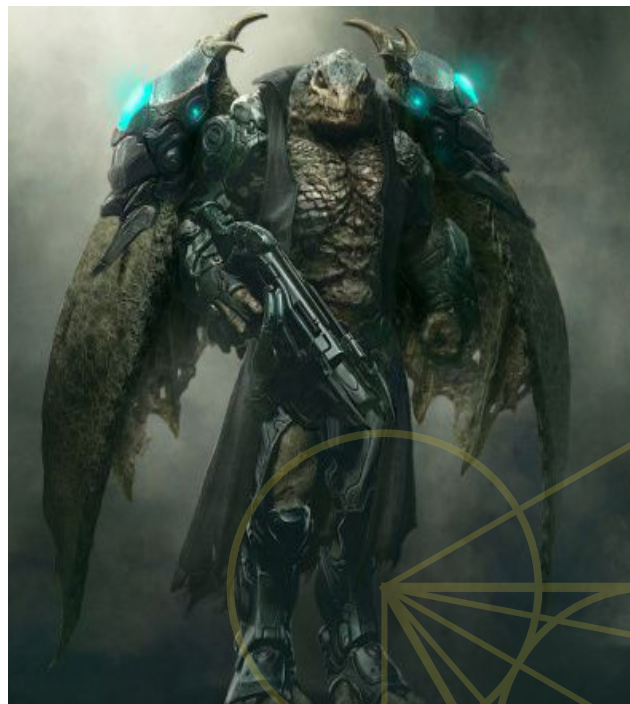
"The power of thought,
the magic of the mind."

LORD BYRON



Malevolent Alien Races

We exist in a multiverse - the Galactic Republic



MALEVOLENT ALIENS - *A Dark Alliance*

The *Reptilians* are anthropomorphic reptiles from the system Alpha Draconis. They are referred to as "Draconian" or "Dracs". They are psychic, masters of mind control. They have infiltrated our population, camouflaged as our planetary elite.

The *Greys* come from the constellation Orion and the star system Zeta Reticuli. They have large heads, almond-shaped eyes and smaller bodies. They do not have souls and are a sociopathic race. The Greys are responsible for the majority of alien abductions. They serve the Reptilians of Alpha Draconis.

The *Anunnaki* are from a planet called Nibiru which circles our solar system every 3600 years. They were watchers, fallen angelics the defiled the women of Earth. The Anunnaki experimented with inbreeding with humans - creating a race of hybrid slaves, the Nephilim.

GALACTIC WARS & *Holocausts*

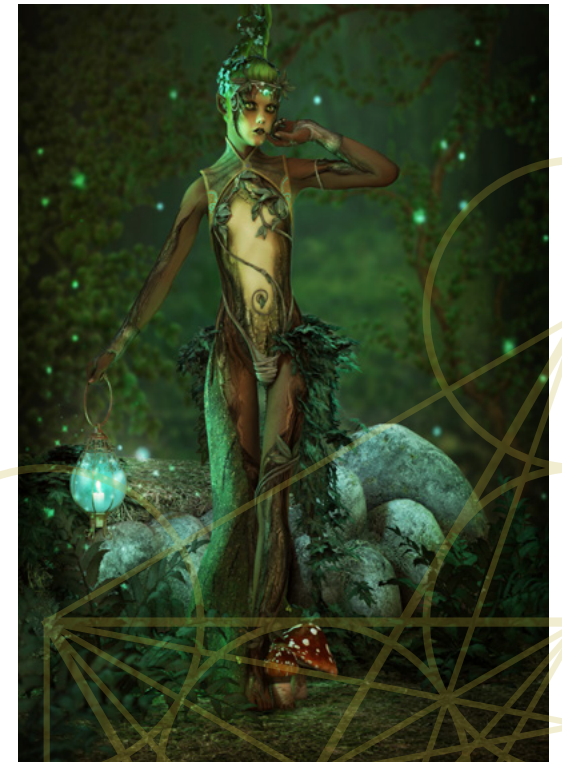
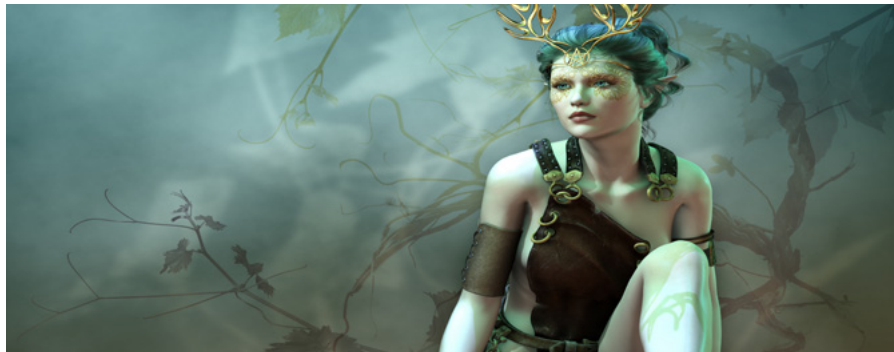
- Atlantian Cataclysm
- Electric Wars
- Lemurian Holocaust
- Luciferian Rebellion
- Nazi Holocaust
- Nephilim Wars
- Orion Wars
- Sumerian Invasion
- *alphabetical





The Fifth Kingdom

Fantasy, Active Imagination and Archetypes



Game mechanics:

- Collaborative Group Dynamics
- Discernment - Ethics Applied
- Deductive & Inductive Reasoning

The **PATH** is the way through the Matrix... but it is more than a game. It is our evolution to consciousness.

Magic, **MYSTERY** & active imagination 7 as an archetypal application for modern ethics

The Fifth Kingdom is the youth version of 7: As Above, So Below. It plays with the 7MA and explores the archetypes through ancient tools. The archetypes are embedded in the human psyche. The traits of the archetype represent fundamental human nature and our evolution to consciousness. In the Fifth Kingdom free will allows our players to claim their fate with elements of destiny, luck, environment, charity, consciousness, chaos and will.

What originated as a curriculum study has evolved into a board game - hybrid framing story. Captivating in both the narrative and the design, the game has garnered broad endorsement in the beta phase. It has two expansions and two variations in the design structure which allow the game to vary in duration and intensity. It is largely inspired by Rudolph Steiner. It is mesmerizing.

""The first idea the child must acquire is that of the difference between good and evil!"

MARIA MONTESSORI





"The Path that leadeth on is lighted by one fire - the light of daring burning in the heart. The more one dares, the more he shall obtain. The more he fears, the more that light shall pale."

HP BLAVATSKY



The Divine Female & the New World Order

The Serpent in the Bible was not knowledge it was sexual pleasure. The Dark Legion has twisted our sexuality and repressed the temple priestess in sexual slavery. We will reclaim that power. Sex is a sacred ritual act. The Divine Female must rise. The game is targeted at women, as well as men. We are the duality. The game has male and female equivalents. The Red Priestesses of Maldek the Dark League of Apex 1. We cannot transcend the Matrix if we are fractured. We must reclaim our power.

There are decks that resemble Tarot and Oracle and decks that incorporate the I-Ching. Initiates are able to use their preferred magic.

The 7MA are to be applied with a personal resonance. As an Initiate you will use the tools and methods that serve you. You have done this before. *Awaken*





Dragon Thevetat & Lord Meta

Dark Magicians, Genocide, Floods & Dragons



Secret Societies, 666... **SALVATION**

You exist in a Matrix. Humans hypnotized by the glamour exist in a state of survival on the physical plane. They serve as a resource - their energy is harvested by the Dark Legion. The Draught of Forgetfulness is a veil. It may be lifted. It is a simulation of Free Will. You can escape.

The Draught of Remembrance is the 7D flood. We are being summoned. We are awakening. There are clues everywhere, if you are awake. The Dark Legion has twisted the mysteries. As an Initiate you journey to seek the truth. "Let the one with understanding reckon the meaning of the number of the beast, for it is the number of a man. His number is 666." The word reckon comes from the Greek word for solve. It is a riddle - you will solve it.

Do not be deceived, only the bravest Initiates can witness the War of the Angels. You will see things that will drop you to your knees. In the end, you need merely raise your head.

"For we are opposed around the world by a monolithic and ruthless conspiracy that relies on covert means for expanding its sphere of influence—infiltration instead of invasion, subversion instead of elections, intimidation instead of free choice, guerrillas by night instead of armies by day. It is a system which has conscripted vast human and material resources to the build a giant machine."

JOHN F. KENNEDY



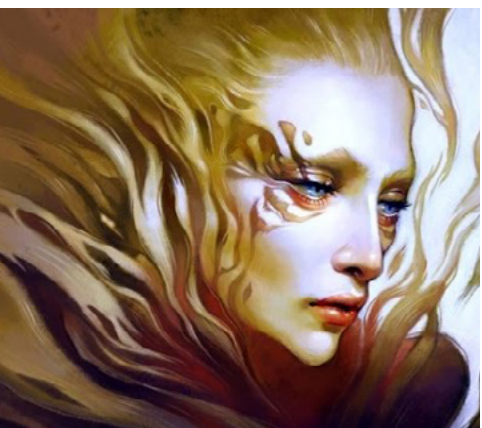
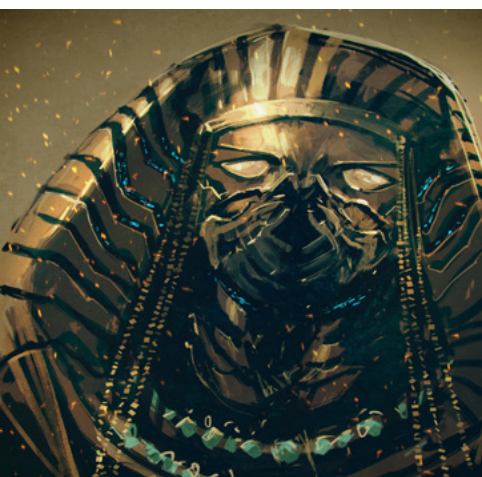
Why Biblical References?

The Luciferian Rebellion, Satan and his Demon Army, Watchers, Nephilim, Evedamic, Ray Lords, Archangels, Sons of Belial, Spear of Destiny, Prophecy... Why the Biblical characters, artifacts and narrative? They are real but it has been twisted.



"Faithless is he that says farewell when the road darkens."

JRR TOLKEIN



7: *As Above, So Below*

GAME ON

Variations of the Game

The Veil & Reckoning

adult version & expansions

The Fifth Kingdom

youth version & expansions

The vision I have for 7 is expansive decks to play the cycles and a digital game that allows you to play 7 on Xbox One, Xbox Live, Arcade, iPad, Steam, Android, and Amazon.

The game could be played as a single-player campaign or online against opponents around the world.

The game is not a game of physical survival. It is a game of salvation. You must save yourself.

We have been playing on the surface, on the physical plane. We have forgotten what we are. We are illuminating that which has been hidden, secret. It is not a game of domination. The "winner" does not have the most resources or weapons. It is a new paradigm but an ancient Order. Claim your real power.





Indigo Children

See through the glamour and illusion



Magic and Mystery - *You will remember* **The Flood Sequence; The Draught of Remembrance**

The 7D Guardian flood is illuminating our world. You are of the Indigo Race, Guardian Lineage. Earth is seeded with souls. Your bloodline is your birthright. Your spinal column is a crystalline conductor. The Guardians are activating your dormant DNA code. You can no longer remain on the periphery of the battle. You have been summoned.

The Veil will be lifted. The glamour and illusion will fade. You are magnetic. You will call to you that which you are. Fear is the energy of the Dark Legion. Illumination is your greatest protection. The Initiations are the path to freedom. You must seek the flame.

In the game you will receive cards that have symbols and numbers to indicate what you are to do. There are tangibles, magic tools, that you will use. They will assist you to illuminate your situation, summon a Guardian, veil your party and so forth. There are incantations to summon beings and creatures of the astral realm. You can cast spells only during your turn but you can use magic at any time and respond to opposing spells.

"The Veil which, in the ordinary course of life, clouds the spiritual eyes, is to be uplifted and the initiate will see their role in the universe and claim their destiny."

RUDOLF STEINER, THE WAY OF INITIATION



Why pain and suffering?

The Fire Trial

- Purification
- Illumination
- Strengthening

The Initiations are Alchemical



THE CYCLES

Quantum Travel the Stargates

7: As Above, So Below is played from the current cycle, modern man, but Initiates quantum travel the Compendium (AR). There are 12 Stargates, 12 Houses and 12 Tribes accessed by the time/space continuum - the silver thread.

Stargate Destinations of *The Reckoning* are the Orion Wars with the rise of the Black League in **Apex 1**; the Red Priestesses and obliteration of **Maldek**; **Atlantis** with the Toltecs, Turanians and the Dragon Thevetat; the Draconian invasion of **Lemuria**; the genocidal massacre of Lord Samyaza of the **Nephilim**; **Nazi Germany** with Hitler's genetic mutations and the 7 Dark Adepts; **Fimbulvetr**, the harsh winter that preceded the great cataclysm.

We enter the fifth round of the fifth cycle. The Rays of the Matrix are the Stargates or worm holes. The seeds of the new cycle have been sewn. It is time for the harvesting.

"Do not enter if you do not wish to confront unimaginable darkness."

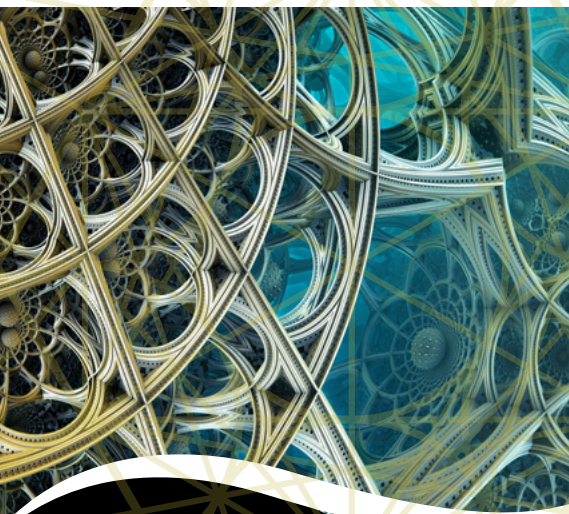
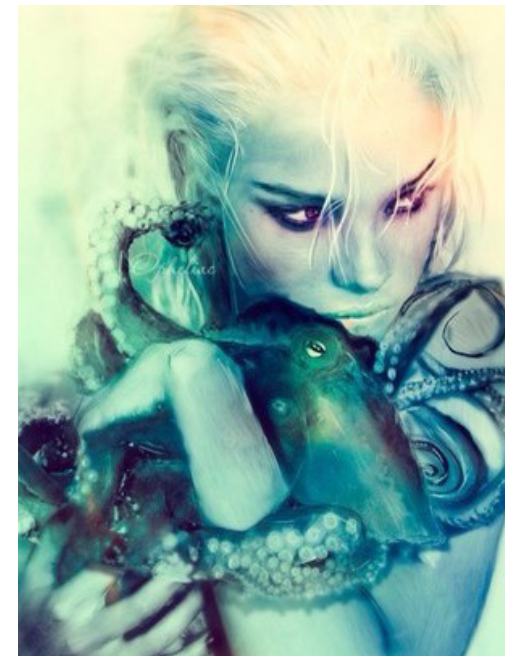
RUDOLPH STEINER





The Astral Plane

You are a seer...you walk the planes



INVISIBLE PLANES; *Elementals & Devics*

Elementals are beings belonging to one of the four elemental entities. They exist in the astral or invisible realm but have played a role in the cycles. They will interact with humans on occasion, if they are seen. They have no soul, but if they marry a human they gain eternity in the contract.

The elementals occupy matter: They are Air (*Sylph*), Fire (*Salamander*), Water (*Undine*), Earth (*Gnome*). Fairies, mermaids and elves are elementals. Elementals are a variation of chemical constituents of our DNA code, encrypted through the Crystal River. They exist in the Matrix but are not inherently malevolent or benevolent. They may be summoned.

What being and creatures may be summoned in the Matrix:

- Angelics
- Demons
- Aliens
- Elementals
- Devics
- Dragons
- Hybrids





The Real Power of the Game

A personal obsession and a haunting reality



A Fantasy PLATFORM; GAME APPLICATIONS

I should tell you I am not a gamer but I work with seers and planeswalkers on a regular basis. I believe virtually everything in 7. I wear a pendant of illumination and protection. I have been attacked by dark forces - saved by Angelics.

Why would secret initiations be allowed to surface? We are in a time of great peril. The seeds will be harvested. It is the reaping. It is of critical importance as we enter the New Cycle. I have been compelled to produce 7.

Is the game done? No. Do I need you? Yes. What can you do? I want to collaborate with you to finish the game. There are characters I have not created illustrations for, game mechanics that are raw....I don't know the industry. I want to network and distribute it globally - a wave.

A few things worth mentioning

- I am not stuck on specifics
- It cannot be a game of physical survival - it isn't
- Characters must be created (I employ a seer): Lucifer, Samael, Nyx, Lilith, Metatron, Thevetat...
- Mechanics must be revised
- Storylines must be expanded





The Starship Athena

The Galactic Federation

ALIENS AMONG US

The Galactic Federation

Arcturians are benevolent aliens from the Bootes Constellation that have guarded Earth from the Dark Legion. They are the hierarchy of the Galactic Federation. Arcturians are connected to the life force, Vrtil, and possess advanced spiritual and intellectual knowledge that has allowed humans to evolve our society. They are multidimensional beings. Arcturians are gentle and peaceful but they possess a sophisticated military, with the famed Arcturian Starship Athena. The Arcturians protect Earth and are referred to as the Peacekeepers.

Pleiadians resemble humans in form but are highly advanced beings. The Pleiadians are from a different plane of existence with the ability to harness the powers of the universal life force. The Pleiadians are aliens, originating from the planet Erra which orbits the star 10-Tauri (Taygeta). Pleiadians are refugees from the Lyran Wars. They have worked peacefully with Earth and the Arcturians to defend our planet for aeons.

"All that you can image is real. There exists not just a universe, but a multiverse full of the most fantastic and frightening beings and creatures. Courage is required."

INITIATE, THIRD RAY





Mind Control & Possession

Genetic modification and the Chimera Signature

HYBRIDS - human shells

The Chimera Shapeshifters

The Chimera shapeshifter is a shell. It appears to be human but it is not; its soul has been ejected or harvested in such way to use the body like a virtual avatar. The Chimera parasite has to continually feed to maintain the viability of the human host. The Chimera Effect has a visible signature that you can identify.

This Chimera signature is used in our military testing programs with surface brain mapping and mind uploading - virtual weapons. The Chimera Group are extremely technologically advanced. They have holographic quantum realities. They have hijacked Guardian codes and overlaid phantom grids on the Matrix.

They are masters of mind control. They have imposed an infrastructure for neuro-technological brain mapping. They use artificial intelligence to transmit extreme violence and depravity to the brain and central nervous system. Humans exposed to the Chimera Effect are susceptible to body snatches. The violence is designed to traumatize the CNS. Humans experience a soul fracture which further deteriorate and destroy the original DNA. If this occurs the soul is fragmented and can be expelled allowing the Chimera Shapeshifter to occupy the shell.





An Epic Battle Rages On

You are powerful - play your role in the game



The Light

No power in the multiverse is greater than the Guardians of Light and the Galactic Peacekeepers. You have alliances with high and powerful beings. As ominous and volatile as the Dark Legion is, the Light is a more powerful force. It is the creator, the source energy of the Multiverse. The light has activated your DNA, your third eye. You have been summoned ... *Awaken.*



**Lords Azrael
and Uriel await
you in the Matrix.**



The Dark

The Dark Legion cloaks itself as light to deceive you. Initiates must use discernment and Divination. In the Matrix you will be taught ancient methods to veil and shield yourself, mentally and physically. You will use inductive and deductive reasoning as well as mastery of Vril, life force energy. You will be trained in the 7 magical arts. You are awakening to your psychic powers.





An Honor Code
The Fire Trial purifies and strengthens

THE PATH

A sacred oath
An Ancient Vow of Honor

FAITH to combat fear

HUMILITY to combat pride

TRUTH to combat deception

JUSTICE to combat tyranny

MERCY to combat wrath

COURAGE to combat cowardice

TEMPERANCE to combat gluttony





A Guardian Oath

Initiations are not for the weak



Innana (temple priestess)
Aligned to the Force, in service of Elyon
Divination/Illumination
High Initiate, ascended the Matrix.
She is spirit and matter, a union.
She awakens dormant psychic powers, visions.
She practices tantric rites and rituals.
Summon her if you lack clarity.



Nomadic souls (planetary destruction)
Maldek is the original battlefield of the Guardians
and the Dark Legion. The soul inhabitants of
Maldek had a gradual erosion of their life force,
Yril. The pattern of the cycles was born. Erosion
of source connection with ego. They developed
weaponry and factions. The Dark Legion used
psychic tactics of mind control.
Maldek self-destructed.



Gatekeepers
The Goddess of the 10th Gate
was the female Planetary
Chain lineages and Nibiru who used her essence
to recreate the lunar forces and to replicate her
female essence to force her to birth creatures in
reversal formats (anti-life).



The Magician
The Magician symbolizes the power to tap the life
force - vril. He is a conduit, a lightning rod. He
is decisive and bold. Alignment is critical. He can
command the planes of existence.
Bow your head and rise up
You have great power
It is time for action

"If thou but settest foot
on the path thou shalt
see it everywhere."

HERMES TRISMEGISTUS

THE CREED

Claim your power
You are more

Secrecy

Assume your oath, silence is the way.

Detachment

Practice nonattachment, detach from the physical plane.

Loyalty

Alliance to the Guardians, service to the ALL

Courage

Accept your trial, embrace the flames.

Faith

Trust in the Guardians, belief is the key to the door.

Humility

Rid yourself of ego, free yourself of judgement

Honesty

Claim your truth, you are transparent to the ALL.

Purity

Seek the flame, fire purifies and strengthens.

Discipline

Sacrifice is sacred, the disciple is disciplined.

Calm

Control your mind, thoughts control actions.

Justice

Serve the ALL, allegiance to the Guardians

Harmony

Live in service to the ALL, aligned to the Guardians



Salvation and Survival

There are fates worse than death

What do they want?
YOUR SOUL



It is vital to understand that each individual soul plays a major role. Not all beings in the multiverse have souls. The Earth Simulation or Matrix is our combined human quantum fields. Our soul taps into the collective Life Force of the Guardians. The algorithms that exist in our body (DNA) are a replica of the Guardians. We are Guardian seeds.

Each soul can enter the Matrix through the Stargates. Many souls on Earth have undergone severe fragmentation and fracture. The Dark Legion has tampered with our genetics and psyche. It is escalating and dark parasitic forces are using human hosts. The Trials or Initiations are the path through the Matrix, to freedom.

Humans are capable of controlling their mind. It is our ultimate weapon. We can avoid the bondage of enslavement and mind control. Our soul is what allows us to transcend the sim. It is also what can imprison us. The first initiation is the Fire Trial. As Initiates we can escape the Matrix to serve as an Adept in the Guardian ranks.



Satan & His Demon Army

The 7-fold flame and the great cosmic wheel

THE PROPHECY

The Reckoning

Blinding is the cosmic flame. The Ray Lords proceed to enter the circle, their myriad of atoms a seven-fold flame. The High Lord is summoned. The Guardians kneel. The Dark Legion stands. All is illuminated by the flame. The cosmic wheel turns - a cycle.

The Red Serpent emerges. The curse of the Asuras unleashes thirty thousand demons. The demons refuse to enter form. The Dark Legion forms the Rishis, a dark constellation. The Red Serpent claims a third of the stars from the heaven. Fallen Angelics and demons descend to Earth.

The High Lord ascends to claim his throne. 24 stars are in his constellation. The cavern echoes with the song of angels. The innocent steps forward to claim the scroll. 7 seals are broken and 7 riders emerge. The cavern quakes. The angels retreat. It is the wrath of the innocent. The seventh seal is broken. The cosmic wheel rotates.

The Lord High raises his hand and Metatron hurls the cosmic fire to Earth. Hail, fire and blood rain from the sky. The Earth quakes and waters rise. Lands are submerged and ancient remnants rise. The Dark Legion ascends from the abyss. Their army rages. It is the prophecy. The seeds that were sewn will be marked for the reaping. It is The Reckoning.

**The Prophecy - excerpt from the game manual.*





How deep can you go?

It is expansive...you are an immortal in a multiverse

03



REAL
Alien Races



Chronology of the
Alien Tribes of the
Galactic Republic



CYCLE4



REAL
History



Buried Records of
the Atlantic Cataclysm
Dragon Thevetat



CYCLES



REAL
Horror



Hitler & The Nazis
Satanic possession
Bloodlines, DNA



CYC



REAL
Magic



Apex 1, Black League
Secret Societies
Illuminati, Masons...



NWO



REAL
Games



AI & New World Order
Alien Shapeshifters
Dark Legion's Agenda



CYC



REAL
Characters

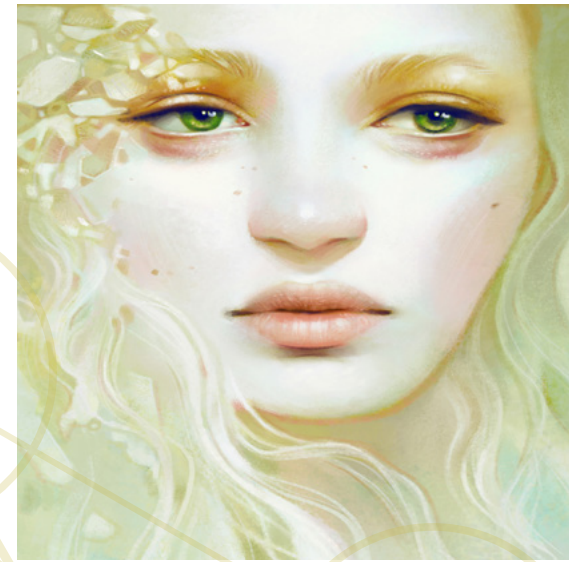


The Rise of Metatron
Nephilim Lord Meta
Initiates & Adepts





The World of 7
You can get lost in the game



Play your hand

- Destiny (TRIAD)
- Fortune (QUATERNARY)
- Circumstance (COMPENDIUM)
- Consciousness (ORACLE)
- Charity (COINS)
- Force (VRIL)
- Chaos Card (ORACLE BONES)

The World of 7 is mesmerizing - and hypnotizing You can get lost in the beauty and the horror; *Focus your mind*

7 is a game that creates a collective experience that is both entertaining and illuminating. The game is an application; role play and active imagination allow Initiates to acquire experiences in the Matrix. The game is as real as you want it to be. Initiates will be equipped with magical tools and ancient knowledge that can be practiced in the Matrix.

The game mechanics force the Initiate to interact with their environment in a virtual platform. A fantasy narrative is played by the card decks, grimoire and game manuals. The game plays four decks (The Triad, The Quaternary The Oracle and The Compendium). You will be trained in the 7 Magical Arts. Tangibles are used at the Initiate's discretion (Pendulum, Oracle Bones, Tokens, Stones, Crystals, Coins and Star Chart). The Initiates must employ inductive and deductive reasoning and mastery of the 7MA to ascend and descend the Matrix. The Rays are governed by the 7 Ray Lords. You are not alone on your journey. A host of Guardians and human Initiates will accompany you.

“Close your eyes and let the mind expand. Let no fear of death or darkness arrest its course. Allow the mind to merge with Mind. Let it flow out upon the great curve of consciousness. Let it soar on the wings of the great bird of duration, up to the very Circle of Eternity.”

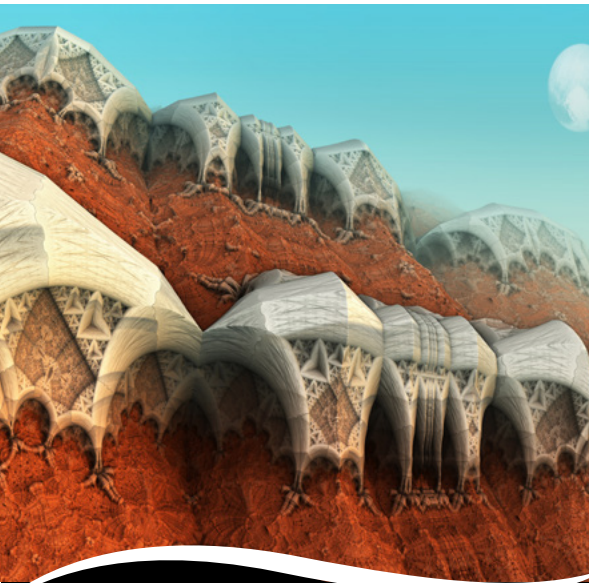
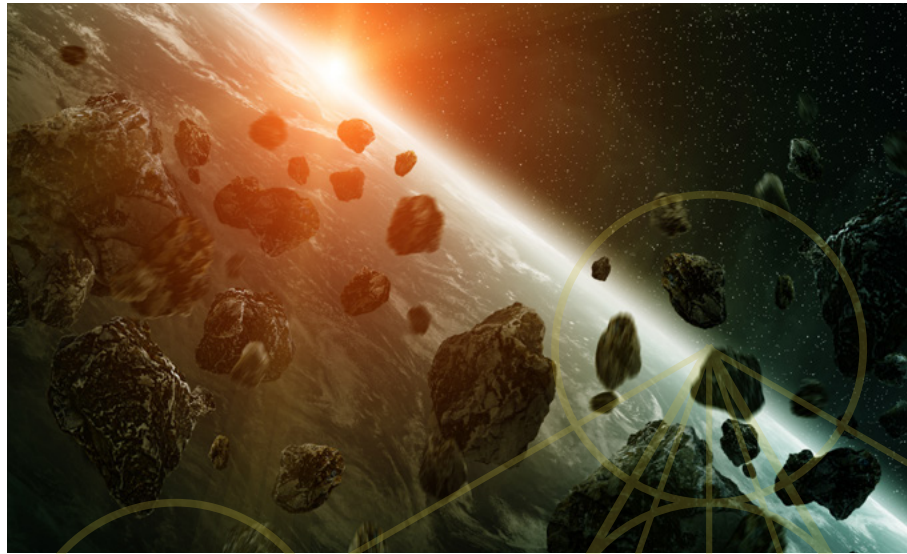
— *Hermes Trismegistus*





The Harvest - souls

The seeds for the new cycle have been sown.



We are late in the **GAME**.

The souls are to be harvested. It is *the reaping*.

The Guardians repaired the Matrix gateways from the Atlantian Cataclysm allowing humans to escape the Matrix. The flood sequence was initiated December 21, 2012 to awaken the Indigo Race, Guardian bloodlines. The battle has accelerated. A Universal Gate Structure has entered our solar system. It will serve as a vortex for the harvesting. It is a massive wheel with spiral spokes coming out from its central hub. It is an architectural corridor for souls. What you are determines which corridor you enter. You must be purified. You are a Guardian seed. The harvest approaches.

You are a Guardian Seed

- You have travelled the cycles
- You have forgotten - *The Draught of Forgetfulness*
- You must remember - *The Draught of Remembrance*
- You have a Role to Play

Awaken





**“Close your eyes
- and let the mind
expand”**

HERMES TRISMEGISMUS
DAWN OF A NEW AGE



FEAR is dark energy... *Illuminate* The World of 7 is real. We exists in a multiverse.

7: As Above, So Below® is the product of a lightening storm, inspired by Tesla. He believes we should coil the crystals....The game is real. I work with seers - they collaborated on the art, structure and narrative of 7. We exist in a Matrix. We can summon a host of astral beings. There are sacred bloodlines that have been abducted, impregnated, killed and possessed by the Dark Legion, angelics and aliens. I have had moments of hesitation with regard to the game, but the game has a role to play.

It is not a game of survival. It is a game of atonement. We are the darkness. We cannot destroy it. We enter the 4th round of the 4th cycle - it is the tipping point. The genocides, floods, cataclysms, have all occurred before: Apex 1, Maldek, Lemuria, and Atlantis. The Guardians have launched the first flood, a 7D Ray. Your spinal column is a crystalline conductor. You will awaken. You must escape the Matrix.



I Believe

- That we are in a Matrix; we are playing a game.
- That we are here for a purpose; we have a role to play.
- That we are Initiates; a sacred lineage of the Guardian bloodline.
- That we are powerful; our DNA expansion has been activated.
- That we are summoned; the first flood sequence is light.
- That we are a duality; you battle yourself.
- That we are magnetic; fear is an invitation to the shadow.
- That we are lifting the veil; our third eye is opening.

Anna (360.349.5157)

