

PART FOUR – The Holographic Universe Workshops

Welcome to the Holographic Universe.

This is Part 4 of a 5-part workshop series designed to examine how quantum physics and recent scientific experiments are radically changing our understanding of life, our reality, and our spirituality.

In Part Three we started building a “Consciousness Model” that says it is your “Infinite I” - not you - that is choosing specific wave frequencies from the Field to create each and every one of your holographic experiences, down to the smallest detail, and then downloading them to your brain which collapses the wave function into a holographic 3D total immersion movie, and then projects that movie “out there” for you to perceive and react and respond to.

So let’s explore the model of this “Infinite I” a little more, and talk about the relationship between it and you - the “Finite I.”

But first let’s come up with another name to use instead of “Finite I” that could better represent who and what we are, our relationship to our Infinite I, and why we are here living in a Holographic Universe.

I said before that one of the best clues, or hints, about how our Holographic Universe works is our kids’ video games. If you’ve never played one of these games, I recommend going - for free - to Disney’s Pirates of the Caribbean online...

What’s the first thing you do when you want to play almost any video game? You create a Player to play the game for you. And Disney has very amazing technology - at least it’s amazing to me - that let’s you design your Player in great detail - down to the shape of its nose.

Your first choice, of course, is what gender you want your Player to be... male...

... or female.

Then you can choose the shape of the body from five different appearances....

and then the height, from short....

... to tall.

You can even choose the color of their skin, ranging all the way from pale white, to red, to brown.

Then it’s time to focus on the face, ranging anywhere from thin...

... to filled out.

... and then the width of the face

...and the height of the forehead...

and the roundness.

Now it's time for the jaw

the width...

the length...

the angle of the chin

and the size of the chin

and then the width and the thickness of the lips

and we finish up on the face with the cheeks, from fat

to thin.

You have your choice of eye color, the shape of the eyebrows, and even the spacing of the eyes...

Next it's the size, angle, and position of the ears

the length of the hair

and 8 different shades of hair color

Then you can choose all different styles and colors of the shirt, vest, belt, pants and shoes

And now that you've decided what you want your Player to look like, you can give it a name

I know that most parents think they choose the name for their child, but I also know in my case that wasn't true. My parents wanted to name me Craig, but it was changed at the last minute to Stephen. And I've heard other stories like that as well.

That's basically how I can imagine I was created as a Player as well - my Infinite I, with its unlimited desire to play and express itself creatively, created me to play a game and designed how I look down to the smallest detail, including the shape of my nose and my name.

But the point is, instead of calling us the “Finite I,” I prefer to call us Players for our Infinite I.

William Shakespeare may have had it right some 400 years ago when he said,

“All the world’s a stage, and all the men and women merely players.”

We’ve tried thinking of ourselves a lot of different ways over the years – such as lost souls, fallen angels, sinners that need to be saved, immortal spirits on a quest for perfection, apprentices in training to be gods, kindergarteners in the school of life, flesh-and-blood bodies and nothing else...

... and most of those ideas haven’t worked so well for many of us in terms of bringing lasting peace and joy and satisfaction to our lives.

Perhaps we can at least consider the idea that we might be Players for our Infinite Is and see where that gets us.

At this point the question often comes up, do I have my own personal Infinite I for whom I am its Player?

There is no way to answer that question with any certainty, because there is no way for any of us on this side of the Field to know what’s going on on the other side of the Field.

Karl Pribram said our brain was a holographic receiver and translator, and that’s all. And Bashar said our “Personality Constructs” are simply not designed to do anything except receive wave frequencies and translate them into holograms, and then perceive and react and respond to those experiences.

In other words, every experience we have is a holographic experience, no matter what kind of experience it is; and whatever goes on on the other side of the Field outside our Holographic Universe is totally unknowable to us, regardless of what the New Age would like us to think about altered states of consciousness.

But still, it’s an interesting question to speculate about... do I have my own personal Infinite I?

Let’s look at the two extreme answers. First, there is only one Infinite I for all the Players that exist. This is essentially what God is to most people. And maybe that’s true.

The other extreme is that every Player has its own personal Infinite I, meaning that there are as many Infinite I’s “over there” – on the other side of the Field – as there are Players “here” on this side of the Field.

There's no question our egos would like us to think we're very special – each one of us – and that we must each have an *Infinite I* that created us and looks after us, and only us. And maybe **that's** true.

But in between these two extremes is what makes more sense to me, and is supported by another metaphysical source, Seth, channeled by Jane Roberts. In her *Oversoul 7* Trilogy, Jane explores the idea that one Infinite I can have a number of Players representing it in the Game, even different Players living at different “Earth times,” and maybe even Players on different planets or in different universes - called Parallel Universes by the quantum physicists...

“But ever since the 1920's, physicists have been trying to make sense of an uncomfortable discovery. When they tried to pinpoint the exact location of atomic particles, like electrons, they found it was utterly impossible. They had no single location.

“When one studied the property of atoms, one found that the reality is far stranger than anybody would have invented in the form of fiction. Particles really do have the possibility of in some sense being in more than one place at one time.

“The only explanation which anyone would come up with is that the particles don't just exist in our universe. They flit into existence in other universes, too. And there are an infinite number of these parallel universes. All of them slight different. In effect, there's a parallel universe in which Napoleon won the Battle of Waterloo. In another, the British Empire held on to its American colony. In one, you were never born. Essentially, anything that can happen, does happen in one of the alternatives, which means that superimposed on top of the universe that we know of, is an alternative universe where Al Gore is President and Elvis Presley is still alive.”

Physicist Fred Alan Wolf wrote a book called *Parallel Universes: The Search for Other Worlds*... In that book he said...

“What is a parallel universe? Like an everyday universe it is a region of space and time containing matter, galaxies, stars, planets and living beings. In other words, a parallel universe is similar and possibly even a duplicate of our own universe....

...Not only in a parallel universe must there be other human beings, but these may be human beings who are exact duplicates of ourselves and who are connected to ourselves through mechanisms only explainable using quantum physics concepts....

.... The possibility exists that parallel universes may be extremely close to us, perhaps only atomic dimensions away but perhaps in a higher dimension of space – an extension into what physicists call superspace....

There is also a theory in quantum physics called the “Many-Worlds Interpretation (MWI).” The Wikipedia explains it this way....

“Many-worlds claims to resolve all the paradoxes of quantum theory since every possible outcome to every event defines or exists in its own ‘history’ or ‘world.’ In layman's terms, this means that there is a very large, perhaps infinite, number of universes and that everything that could possibly happen in our universe (but doesn't) does happen in some other universe(s)....

“...Prior to ‘many worlds,’ this [universe] had been viewed as a single ‘world-line.’ Many-worlds rather views it as a many-branched tree where every possible branch of history is realized.”

In short, the “many-worlds interpretation” says that all possibilities occur, in one universe or another. Think of it this way... when you turn right in **your** holographic universe, another Player from your Infinite I turns left in a parallel universe. That way your Infinite I has the chance to experience all possibilities.

So there is speculation among very prominent and respected quantum physicists that other worlds might exist simultaneously with our world, and that we might have a connection to them.

It would make sense to me that one Infinite I would want to take advantage of all these possibilities to play and express itself creatively, and have many Players in many lives and in many worlds.

This also presents an interesting new twist to Past Lives, for example. Since we know that space/time is only a function of the hologram and doesn't really exist, perhaps Past Lives are simply “Present Lives” being lived simultaneously by another Player from the same Infinite I, and since we share the same Infinite I, we have a connection to that other Player - which we are mistakenly calling a “memory” - through our mutual Infinite I. At least I found that to be true for me.

Personally, I have no problem with the idea that my Infinite I might have other Players than just me, as brothers and sisters are normally not bothered that their parents have other children.

But if you want to think about your Infinite I as your “own,” that's fine. It really doesn't matter. The possibility that you might “share” an *Infinite I* with another Player has no relevance or bearing on how you play the Human Game.

But why would an Infinite I create a Player like me, or many Players, in the first place? What's our purpose?

Frankly, I can't imagine an Infinite I needing a “reason” to create a Player, other than its unlimited desire to play and express itself creatively. Do you need a reason to write a song, or paint a picture, or play a sport? No, you just do it for the fun of it. It would make sense to me that my Infinite I created me for the same reason - for the sheer joy and

excitement of it - the same reason we build bigger and better rollercoasters and Ferris wheels and DisneyWorlds and sports teams.

In other words, this Human Game on Earth may be to our Infinite Is what a great rollercoaster or Ferris wheel is to us – a fantastic, interesting, exciting ride in an amusement park.

And apparently I'm not alone in thinking this!

Here's comedian Bill Hicks...

“The world is like a ride in an amusement park; and when you choose to go on it you think it's real, because that's how powerful our minds are... and the ride goes up and down and round and round. It has thrills and chills, and it's very brightly colored; and it's very loud. And it's fun - for a while. Some people have been on the ride for a long time, and they begin to question, 'Is this real, or is this just a ride?' And other people have remembered, and they come back to us and they say, 'Hey, don't worry. Don't be afraid, ever, because this is just a ride. And we kill those people! 'Shut him up! We have a lot invested in this ride. Shut him up! Look at my furrows of worry. Look at my big bank account, and my family. This has to be real.' It's just a ride. But we always kill those good guys who try to tell us that. You ever notice that? And let the demons run amok. But it doesn't matter, because it's just a ride.”

(Ironically, Bill Hicks died two years later, in 1994, from pancreatic cancer. He was 32 years old.)

If I were as good at playing tennis as Rafael Nadal, for example, just for fun I might tie one hand behind my back and see how well I played. Then I might even put on a blindfold. In other words, I'd actually create limitations and restrictions just to explore the possibilities and see what I could do.

In the same way, an Infinite I might have created a game of finite limitations and restrictions - what is called the Human Game - and then created us as Players to play that game, since as an infinite being, it couldn't play the game itself.

But the truth is that we don't know, and will never know as long as we are in the Holographic Universe, exactly WHY an Infinite I created us. And frankly, it's pointless to ask Why, since the answer wouldn't change anything about how we react or respond to our experiences.

All we know for sure is that we are in a holographic 3D total immersions movie of finite limitations and restrictions. And please note that I did NOT say we are in a movie of pain and suffering. Your Infinite I is not a sadist, or some kind of ogre. It does not create experiences to watch you suffer. All pain and suffering are a choice WE as Players make to the experiences because of our beliefs, judgments, and resistance. We'll talk more about that in Part Five of this workshop series.

This Human Game model, however, clearly does not view the Holographic Universe as a “school”, or as a “training ground,” or as a kindergarten that we should all graduate from and become something else. In fact, the Human Game model says that we, as Players, are perfect exactly as we are, and doing the job exactly as the Infinite I wants us to by freely reacting and responding to each and every experience it creates for us.

Which, by the way, means that no reaction or response we have can ever be “wrong,” since the Infinite I values each and every reaction and response equally.

It is only we, as Players, who judge ourselves and our reactions and responses to the experiences we have.

There are a number of analogies I use to try to explain this more clearly, that might help to understand the nature of our relationship as a Player to our Infinite I.

One of those analogies is called “The Big Toe,” and it goes like this...

My Infinite I, in its unlimited desire to play and express itself creatively, created an ocean and then decided it wanted to go swimming. But it wanted to test the temperature of the water first before diving in. So it created me as its Big Toe, and stuck me in the water. My job was to have the feelings in reaction and response to the temperature of the water, and that’s all.

And no reaction or response I could have would have been “wrong.” If the water was cold and I shivered, that’s what the Infinite I wanted to know. It was only I who judged my shivering to be wrong.

If the water was hot and I pulled back, that’s what the Infinite I wanted to know. It was only I who judged my reaction to be wrong.

As its Big Toe, I was fully connected to my Infinite I all the time (whether I was aware of it or not), and the feelings I had were transmitted back to my Infinite through that connection. But as the Big Toe, I did not think I “really was” the Infinite I. I was simply an aspect of the Infinite I created to test the waters. I did not try to be my Infinite I, or think that I “should” be. I did not focus on what I wasn’t, but totally enjoyed being what I was - a Big Toe. And I had a lot of fun being that, by the way, as long as I didn’t judge or resist my job or try to become something I wasn’t.

Sometimes I like to think of myself as an astronaut sent by NASA to explore what the moon is like. NASA determines all my experiences, and my job is to react and respond to what I encounter and then send my findings back to Houston.

My job is not to tell NASA what experiences I think I should be having, or that the experiences it is creating for me are not the “best” ones or the “right” ones or the ones I want.

If I tried to do that, they'd probably bring me home and I wouldn't be an astronaut any more!

My only job is to have the experiences NASA creates for me without resistance or judgment, and send the results back.

Now, there is a possibility that I might have a reaction or response that is unexpected or unusually interesting, and NASA might decide to change my experiences to explore that possibility even further.

But they don't have to, and they might not for their own reasons.

I could also put in a request for a particular experience...

... as long as I only sent the request once, and didn't keep bugging NASA if I didn't get my request fulfilled, as if they didn't hear me the first time!

But again, NASA doesn't have to fulfill my request. In fact, they may have very good reasons why they don't want me to do that - reasons **they** understand from their perspective, but I don't from mine. It's only my arrogance that would think they should give me what I'm asking for, which might, in fact, interfere with something "better" they had planned for me.

I could go on with other analogies, but I hope you get the point.

I also want to take this opportunity to make a few comments about the "feedback loop" between a Player and its Infinite I.

An Infinite I creates an experience, and the Player reacts and responds to that experience. The **feelings** the Player has are "transmitted" back to the Infinite I.

Those feelings, that reaction and response, **MIGHT** have an influence on the next experiences the Infinite I chooses for its Player. But they don't have to.

An Infinite I is always free to choose any experience it wants its Player to have, regardless of any feedback from the Player.

This, of course, would be true as well for any requests the Player makes to its Infinite I. Those requests will all be "heard," but do not in any way have any power to decide the next experiences.

So please don't get confused thinking there is some "co-creation" going on. There isn't. A Player's reaction and response **MAY** influence an Infinite I, and it may not.

An Infinite I downloads an experience. The Player “uploads” the feelings it has in reaction or response to that experience. That’s it. That’s the “feedback loop,” according to this model.

Bottom line is that the Human Game Model suggests we, as Players, were created to be aspects, or representatives, of our Infinite I to do a specific job - in this case to experience the limitations and restrictions of the Holographic Universe and have the FEELINGS associated with our reactions and responses to those experiences.

That’s our purpose as Players.

It is the **feelings** we have as Players that the Infinite I is interested in – not our thoughts – and all those feelings are transmitted back to the Infinite I through our constant connection.

But we can only have those feelings if we have total free will to react and respond in any way we choose to each and every experience. No, we have no choice of what hologram we will experience - that is determined by the Infinite I. But we have total choice over how we want to react and respond to it.

There’s one last question to address before we can talk in depth about the Human Game model.

What about other people in my hologram? Are they real, or am I creating them, too?

First, you have to remember that *nothing* in your hologram is “real” – not the people, not the movie you’re watching, and not even your body. It’s all a hologram; and by definition, a hologram isn’t real – at least not in the way we have always thought about things as being “real.”

“But surprising new clues are emerging that everything - you and I, and even space itself - may actually be a kind of hologram. That is, everything we see and experience - everything we call our familiar three-dimensional reality - may be a projection of information that’s stored on a thin, distant two-dimensional surface, sort of the way the information for this hologram is stored on this thin piece of plastic.”

“Is the three-dimensional world an illusion in the same sense that a hologram is an illusion? Perhaps. I think...I’m inclined to think Yes, that the three-dimensional world is a kind of illusion, and that the ultimate precise reality is the two-dimensional reality at the surface of the universe.”

“When we look at some of the modern scientific views of reality that have tried to get down, down, down to the nitty-gritty, we see that at its ultimate level, say in M-theory or String theory, that reality is not solid - it’s mostly empty space - and whatever solidity it has seems more to resemble a hologram picture rather than material, harsh, solid reality.”

So let's change the question a little...

“Do the other people I see in my hologram exist as separate individuals? Are they Players as I am, with their own Infinite I's? Or are they just created by my own Infinite I for my personal hologram and have no independent life of their own?”

Even among those of us who are actively testing this model, there is no real agreement on the answer to this question. Let me give you both sides...

One side says that your Infinite I is creating everything in your hologram, including the other people you see. And to a large extent, that's true. Nothing can appear in your hologram that your Infinite I did not create for you. If, or when, you start to test this model in your own life, that is the best and easiest approach to take. Otherwise you have the tendency to give power to someone or something “out there” in your hologram and fall back into the same traps you've always been in.

So there's no harm in taking the approach that you create everything in your hologram, including the other people.

But this idea also smacks, to me, of “solipsism” - the philosophy that you are the only thing that really exists in this Universe. So once you have gotten very comfortable with no longer giving any power “out there” to any person, place, or thing, you might consider another answer to this question. And that is that certain other people you have interactions with might be Players in their own right, acting out **their** own holographic 3D total immersion movie, that some how miraculously can merge with **your** own holographic 3D total immersion movie....

...like two virtual image experiences interacting...

Let's explore that possibility a little more, using me for example...

If a hologram is like a total immersion movie, someone has to write the script for everything that happens in my hologram. According to the Consciousness Model, that “someone” is my Infinite I.

And let's say my Infinite I wants me to experience a car accident, for whatever reason (which is exactly what my own Infinite I did). My Infinite I can create a hologram where I have that car accident by myself, with no one else involved in the accident (which is what happened to me); and that's fine.

But let's say there are reasons why my Infinite I would prefer me to experience a car accident that involved other people, rather than just me alone....

My Infinite I could send out an email across InfiniteLand asking if there is any other Infinite I who wants to have their Player be part of this car accident.

Maybe my Infinite I gets some positive responses from other Infinite I's, and together these Infinite I's work out the details and write a joint script for this accident "movie." But there is one catch....

No Player can ever say or do anything in any other Player's hologram that their own Infinite I has not approved.

In other words, no one can ever be a victim of anything that is said or done in any hologram they experience, because their own Infinite I has either written the script itself or had 100% script approval prior to the hologram being downloaded to any Player.

In short, there are no victims or perpetrators.

Every experience is a gift from your Infinite I exactly the way it happens, and it can happen only in the way your Infinite I has chosen for you.

So, the Players get in their car accident. Each Player can, and probably will, experience that accident slightly differently than any other player, since each Player has its own individual hologram as its reality. In fact, two Players will often disagree – honestly and sincerely – about what actually happened in that accident. We already know that virtually everyone who witnesses a car accident will have a different version of the crash.

But the Player that I got into a car accident with, more than likely, will be another Player representing its Infinite I. So while my Infinite I "created" that person in my hologram, they actually do "exist" as a separate Player with their own "beingness" and their own Infinite I.

This might be true for all the "other people" who have an impact on our lives. I would guess that almost anyone who has a "speaking part" in your holographic total immersion movie might be another Player, whose Infinite I has agreed for them to read the script your own Infinite I wrote for the experience it wanted you to have.

But be careful... if you start giving power "out there" to "other people" you see in your hologram, just because they might be another Player, you can end up in a lot of trouble.

Robert Scheinfeld – the one who got me started in this model – says that "other people" serve three main purposes in your holographic experience:

1. To reflect something you think or feel about yourself
2. To give you the gift of information or insight
3. To set something in motion to support you

I'm going to add a fourth reason to that list, because what about all the "other people" that you see that you don't really interact with, that don't have "speaking parts" in your holographic 3D total immersion movie? Are they Players as well?

Maybe. But if we look at a Hollywood movie, there are a lot of “extras” whose job is simply to fill up the movie to make it look more real, who have little or no impact on your life. If there were not thousands of people walking the streets of New York, your movie would look pretty strange... (Video plays)

So the fourth reason I want to add to what Scheinfeld says is that most “other people” are there simply to make your total immersion movie look more real, to make the world conform to your beliefs about how it “should” look.

These “extras” play an important role in our holograms; but, like in Hollywood, these “extras” can be computer generated — a product of special effects — and do not necessarily have a life of their own.

There was a famous HBO TV series called *John Adams*, and then another program explaining how the series was made. Take a look at how they created a crowd of thousands using just 15 people....

“Historical research played an incredibly important part in preparing the effects for John Adams. You see us dressed up today because we are creating a group of spectators for the launch of the first manned space flight and about 15 of us will be multiplied to be 10,000.”

So in general, the “other people” that you “see” in your hologram are Players whose Infinite I’s have volunteered to play a role for you and to read the script your Infinite I has written, or they are “extras” created by your Infinite I to fill up your “reality.”

But keep this in mind always. As far as your hologram is concerned, everyone you see in it is an actor playing a part, reading the script **your** Infinite I wrote **for you**.

Remember The Truman Show? Everyone Truman met every day was an actor, without exception. No one could do or say anything in Truman’s life that was not scripted by Ed Harris.

Now, when the actor is finished reading his script in Truman’s life, that actor may leave the movie set and have a life of his own to go to. But as long as he is in The Truman Show, he is an actor, not a Player. According to the Human Game model, this is true in your holographic 3D total immersion movie as well.

The same thing holds for the movie, The Game. Everyone was an actor playing a role, reading a script in Michael Douglas’s life, even his brother.

"All the world's a stage,
And all the men and women merely players;
They have their exits and their entrances;
And one man in his time plays many parts."

- William Shakespeare

All right. It's time to look more closely at how this Human Game Model works...

Let's start with a very short description... The Human Game is a series of outer experiences in the Holographic Universe that the Player reacts and responds to in order to produce inner experiences, in order to share those feelings with its Infinite I through the connection between the two.

We do this all the time in our Holographic Universe. We go to a movie, we play a sport, we watch a sunset or go to a music concert in order to have an inner experience from the outer experience - in order to have the feelings associated with that experience.

We even voluntarily choose to go to a horror movie, or through a Haunted House on Halloween, or participate in extreme sports - crazy, scary, even dangerous stuff - just to have the inner sensation. So we should have no problem understanding that our Infinite I would create a game like this for us to play.

And like most games, the Human Game is divided into two parts....

The First Part of the Game is designed for the Player to experience as much limitation as possible, like going into a cave to the deepest, darkest place on a treasure hunt.

Once the Player has discovered the treasure, it has to find its way out of the cave again and bring the treasure home. That's the Second Part of the Game.

What's the treasure in this case?

Well, instead of gold or jewels, there's a little note inside the treasure chest that says, "It isn't real! It's all a game!"

That's the treasure that can radically change your life – much more so than gold or jewels!

According to this model, these are the Rules for the First Part of the Human Game:

See if you recognize any of these rules applying in your own life.

Rule 1. The Players must forget who they really are (a Player) and believe they are something else instead – at the extremes, for example, that they are their body, or that they are their *Infinite I*.

Rule 2. The Players must believe their holographic experiences are real and what they perceive with their senses is actually happening "out there," in some objective and independent reality.

Rule 3. The Players must believe what they encounter “out there” has power over them and the power to affect their lives.

Rule 4. The Players must believe in the judgments of “good and bad,” “right and wrong,” “better and worse,” “good and evil.”

Rule 5. The Players must believe there is something “wrong” with the reality they see “out there” that needs to be changed or fixed or improved.

Rule 6. The Players must believe they have the power to create a different reality than what they are experiencing and therefore feel defective and deficient (more limited) when they fail.

Rule 7. The Players must believe they can think their way out of the Human Game by using their mind, or love their way out of it by using their heart.

Rule 8. The Players must believe they can “make something happen,” and when they fail, blame themselves for not being smarter or better or working harder.

Rule 9. The Players must believe there are goals to be reached or agendas to be satisfied or lessons to be learned.

Rule 10. The Players must believe they, and they alone, are responsible for meeting their own needs and wants, which they have to fight for.

Rule 11. Fear and resistance are the foundations of the First Part of the Human Game, and judgments and their resulting beliefs are the glue that keeps the illusions together.

Rule 12. These illusions must never break down or the Players would see through the Game and it would be over.

To put it briefly, the First Part of the Human Game was designed to experience limitation and restriction — in all shapes and sizes — and all these rules lead to that.

So if you have been following the rules (and you literally could not do anything else), you have most likely experienced a great deal of limitation in your life. You just didn’t know why until now, because you weren’t supposed to.

I understand that you probably didn’t like the limitation of the First Part of the Human Game, that it didn’t feel “good,” that it didn’t feel “right,” and that you think you have been doing something “wrong.” But you haven’t, and neither have I. We’ve been playing the Game exactly as we should, exactly as our Infinite I’s created us and wanted us to.

Even the judgment and the resistance haven't been "wrong," since they led to more limitation, which is what the Infinite I wanted to experience. In other words, we've been doing a fantastic job as the Players we were created to be.

But since the First Part of the Human Game is intentionally the opposite of the natural state of an Infinite I, it takes an enormous amount of power to create it and keep it going.

I really like the analogy of a rollercoaster in an amusement park....

I don't know what goes on in your mind, but I often hear myself saying, "Why the hell did I agree to do this? Am I crazy? Let me off of this thing! I'm going to die today. This is nuts. I'm getting sick! Who designed this crazy ride? I'm going to kill them when I get off, **if** I get off!" Yes, I resist that first hill with everything I have. I don't like it; it doesn't feel good; and I question my sanity for getting on in the first place.

Likewise, going as much as possible into human limitation produces the same reactions. It's supposed to; that's the Game.

But another reason I like the rollercoaster analogy is that we can never experience or appreciate the ride to come if we don't first go up the big hill.

Like the Human Game, a rollercoaster has two "parts" — you go up the hill in the First Part, and down the hill in the Second Part. If looked at objectively, the First Part is no "better" or "worse" than the Second Part, even if it might feel that way to the people on it. In fact, the Second Part of the rollercoaster could not exist without the First Part. So there can be no "judgment" that one part is better than the other.

That's also true for the Human Game.

Someone riding on the Second Part of the rollercoaster is no more "enlightened" or "better" or "more advanced" or "ascended" than someone going up the first hill. They're just at a different point on the ride, that's all.

The last reason I like this analogy is that it reverses how we normally think about limitation. Rather than going "down" into limitation, or "down" into the depths, the First Part of the rollercoaster is "up."

So instead of saying that we reach the "bottom" in our lives, it's better in my mind to say that we reach the pinnacle, or the peak, or the apex of limitation, when it's then time to start playing the Second Part of the Human Game. For me this also helps take away the judgment.

So let's use me as an example to make this more "real"...

I was about to turn 60 years old, January of 2008, sitting in my apartment in Greenville, South Carolina, and I realized....

- I had no job.
- I had no car.
- I had no money.
- I had no relationship, no one to love.
- I had two marriages, each of which failed after about 15 years because of my own issues.
- Although I had a few close friends, none of them lived within a thousand miles of me.
- I had a wonderful family, including three fantastic grandchildren; but other than my daughter and her husband, I hardly got to see them.
- I had written two books that no one was buying and apparently no one wanted to read.
- I had no future plans, no idea how anything would change.

But the interesting thing was that I was not upset about any of it. No fear, no regret, no judgment, no panic, no feeling sorry for myself. I was completely neutral about it all, not resisting any of it, simply saying, “Oh, so that’s how it is,” and embracing my situation without needing it to change.

Two days later I went over the top of the first hill of the rollercoaster and moved into the Second Part of the Human Game, thanks to watching a DVD series from Robert Scheinfeld, who gave me the missing piece of the puzzle I had been working on for forty years.

Looking back later, I had the thought that since I was no longer judging or resisting my experiences, I had become virtually useless to my Infinite I in the First Part of the Human Game, and for me the First Part was over.

I had found the treasure at the bottom of the deep, dark cave, and now it was time to bring it back home. And so I started playing the Second Part of the Human Game.

The Second Part of the Human Game is the opposite of the First part....

1. The Player knows what it has been calling “reality” is not real at all, but a hologram created by its *Infinite I* to play the Human Game. This Game is being played by consciousness, in consciousness, and for consciousness; and in fact “there is no ‘out there’ out there,’ no independent objective reality.
2. The Player knows once it has moved into the Second Part, all holograms experienced by the Player will be totally in support of its metamorphosis into a butterfly, rather than toward more limitation and restriction.
3. The Player knows it can never and will never experience anything in any hologram its *Infinite I* has not created and wanted to experience, and that its *Infinite I* has written and approved the script being used by anyone else appearing in the Player’s hologram. No one in the Player’s hologram can ever do or say anything its *Infinite I* has not requested.

4. The Player knows its focus changes from thinking to feeling. In the Second Part there is nothing to analyze, dissect, or understand – never any reason to ask “why?” Thinking and studying are now only the result of an inner curiosity to expand one’s knowledge instead of being required to figure out the world or make a Player “better” or more “enlightened.”
5. The Player switches from assigning power “out there” to make a hologram real, to “taking its power back” from it. When holograms appear that cause any kind of discomfort, it is an opportunity to recognize the hologram was in fact not real at all and reclaim that power from it.
6. The Player leaves behind any and all judgment of anyone or anything in any hologram at any time, such as “good” and “bad,” or “right” and “wrong.” As Rudyard Kipling said in his poem, *If*: “If you can meet with Triumph and Disaster, and treat those two imposters just the same....”
7. The Player knows that since everything is created especially for it by its Infinite I, there is never anything that needs to be fixed or changed or improved in the holograms it experiences. The only thing a Player might want to do is change its own reaction or response to any experience.
8. The Player changes from being “proactive” to being “reactive.” There is nothing the Player ever again needs to “make happen.” Being “reactive” means that when a holographic illusion appearing “out there” seems to require a decision, a response, or an action, the Player takes it (as long as it does not include discomfort). Or, when the Player feels an internal motivation or impulse to act, it does. In other words, the Player follows its inner excitement as long as it is fun and brings total joy.
9. The Player lives from moment to moment, one day at a time. There are no goals, no planning, no targets, no objectives, and no agendas. There is no past and no future – just “now.”
10. The Player develops a deep love and sincere appreciation for its *Infinite I*, for itself as the Player, and for all the First Part holographic creations, even though at the time of the experience they may have seemed less than joyful. In fact, the Player marvels in awe at the beautiful, perfect, and miraculous job the Player did in the First Part to convince itself it was real, and that the holographic world it saw around it was real.
11. The Player has the “knowing” and the complete trust its *Infinite I* will take care of all its needs (including money), and there is no reason to worry about anything. The *Infinite I* would not create a hologram it wanted the Player to experience if it did not also give it everything it needs for that experience.
12. The Player wakes up each day looking forward with curious anticipation to the experiences its *Infinite I* will create for it that day; and the Player buckles up, relaxes, and enjoys the ride.

“The world is like a ride in an amusement park; and when you choose to go on it you think it’s real, because that’s how powerful our minds are... and the ride goes up and down and round and round. It has thrills and chills, and it’s very brightly colored; and it’s very loud. And it’s fun - for a while. Some people have been on the ride for a long time, and they begin to question, ‘Is this real, or is this just a ride?’ And other people have remembered, and they come back to us and they say, ‘Hey, don’t worry. Don’t be afraid, ever, because this is just a ride. And we kill those people! ‘Shut him up! We have a lot invested in this ride. Shut him up! Look at my furrows of worry. Look at my big bank account, and my family. This has to be real.’ It’s just a ride. But we always kill those good guys who try to tell us that. You ever notice that? And let the demons run amok. But it doesn’t matter, because it’s just a ride.”

Let’s pull everything together that we’ve learn thus far in these workshops and talk about how Life apparently works in a Holographic Universe, according to these models....

1. Your Infinite I creates you as a Player to represent it in the Human Game.
2. Your Infinite I (not you!) decides on an experience it wants you (the Player) to have and writes the “script” for that experience by choosing the specific wave frequencies in the Field that will create this holographic 3D total immersion movie.
3. Your Infinite I downloads the wave frequencies in this script to your brain, along with everything you as the Player will need to have this experience, including the money and the support from other Players as appropriate. (We’ll talk more about this in Part 5 of the workshop.)
4. If there are other Players involved in your experience, their Infinite I’s download to their brains their own individual scripts and their parts to play in your movie that have been written or approved by your own Infinite I.
5. Each Player has its own unique and individual experience as everyone acts out this movie, reading their scripts. Each Player has total free will to react and respond to its own unique experience in any way it wants, and no reaction or response by any Player is “wrong” or “better” than any other reaction or response.
6. Whatever **feelings** the Player has in reaction or response to any experience is transmitted back to its Infinite I, which is why the Player was created in the first place - the whole point of the Human Game.
7. No Player can experience anything that their Infinite I did not create and want for them, and no other Player can say or do anything in your movie that your Infinite I did not agree to and approve. (There can be no victims or perpetrators.)
8. Nothing and no one “out there” has any power over you as a Player unless you give them that power by your beliefs. (There is no “out there” out there.)

9. Each holographic experience chosen and downloaded by your Infinite I is in the present moment. Any “memories” of the past and any references to the future are simply storylines in that present-moment holographic 3D total immersion movie.

So in conclusion, according to this Human Game model...

Who am I?

I am a Player, representing my Infinite I in the Human Game.

Why am I here? What’s my purpose?

I’m here to have outer holographic experiences created by my Infinite I to which I am free to react and respond with feelings so that my Infinite I can share in the inner experiences.

So there you have it. In the next workshop we will look at how these models - the Field Model, the Holographic Universe model, the Consciousness Model, and the Human Game model are specifically applied to life. And we’re going to use the example of money and how it works in this Holographic Universe.

But there’s one more short video I want you to watch before we end. It’s called Plato’s Cave, an allegory written, appropriately, by Plato...

“Imagine prisoners that have spent their entire lives chained deep inside a cave. They have been chained so that they cannot see behind themselves, and they are forced to stare endlessly at the cave wall in front of them.

“Behind them a fire is burning, and between the prisoners and the fire is a raised walkway. Now imagine that each day a menagerie of objects crosses the walkway - animals, people carrying their wares to market. Their shapes create an intricate shadow play on the wall in front of the prisoners. This is the only world that the prisoners have ever known - the shadows, and the echoes of unseen objects.

“Now, imagine that a prisoner is released. After some time adjusting to the blinding light, the freed prisoner will begin to experience the world outside of the cave for the very first time. And it is like nothing he could have ever imagined.

“With his new perception of the world, the man will of course want to return to his friends to share his incredible discoveries. But the prisoners cannot recognize their old friend. He appears as all things do. His voice is a distorted echo, and his body is a grotesque shadow.

“They cannot understand his fantastic stories of the world outside of the cave. To them, it will never exist.”

We've all been living in Plato's Cave for our entire lives. Some of us have been trying to understand and explain why living in the cave is so difficult, so futile, and yes, even so boring.

Your Infinite I is inviting you to see the cave for what it is – a game, a ride that isn't real – and leave the cave to start playing the Second Part of the Human Game.

I only know this because you wouldn't be watching these workshops and getting this information if your Infinite I were not ready - or close to ready - for you to find the door in the back of the cave and walk out.

Your “homework” – what I want you to do in preparation to watch Part Five of this workshop series – is...

1. Watch the movie called *Yes Man* (with Jim Carrey, 2008)

And...

2. Practice saying “YES!” to each and every experience you have, knowing that it was created especially for you by your Infinite I as a gift, down to the smallest detail.

Once you have done your homework, please visit

www.holographicuniverseworkshops.com

for more information about continuing with Part Five of this workshop series.

In the meantime you can download my free ebook, *Butterflies Are Free To Fly: A New and Radical Approach to Spiritual Evolution* by visiting <http://www.butterfliesfree.com>