

MATRIX V: The Gold Edition
Quest of the Spirit – The Ultimate Frontier

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Bonus: Special Post-Production Segment

The First Experiential Loop - Part II

[Part I of this segment is on page 357. This post-production segment will be particularly important to those who have the Gold Edition since this builds on the original segment. This segment has also been posted in the observations section of the M5G website.]

After a Higher Self tires of what Bob Monroe referred to as his original "home", the Higher Self breaks the experiential loop concerning the original "home" experience and looks for something more. This can involve considerable wandering and searching. Remember that all decisions are made solely by each Higher Self. No one tells them what they have to do. A young Higher Self will eventually encounter the 3rd density Game scenarios played in various galaxies. More about this is contained in M5 Gold. The Higher Self can examine all the various forms of the 3rd density Game and, if so desiring, will choose one that shim would like to 'play' in. Without exception, the Game is started on the sequential path. This is where the Higher Self can gain basic experiences in 3rd density. The sequential Higher Selves cluster together in huge groups depending on which piece they play in the Game. The reptilian Higher Selves are hanging together, for example. They are so close together that, if you were to look at these Higher Selves, they would look like a huge sheet of small bubble wrap laid out flat. Remember that each sequential incarnation has one Higher Self. That's a LOT of Higher Selves.

They chose one of the sequential groups because the group hanging together is similar to the group activities of Monroe's original "home". The reptilians are the green pieces on the Game board. The Pleadians are the yellow pieces. The Sirians are the brown pieces and so on. These are only tags I am giving them for this segment to illustrate the differences in sequential participants. Due to the single incarnation at a time and the grouping together, they progress extremely slowly as a unit. This illustrates that groups slow you down when you limit your progression to theirs. This goes on for billions of years. Then, just as with the original "home" scenario that Monroe described, certain Higher Selves became bored with the routine and tediously slow experiential loops of the sequential path. 'There HAS to be something more', they think. This is when several of the group Higher Selves break off from their groups and this includes ALL sequential groups. These Higher Selves search for *more*. This is when they discover the simultaneous path.

When the simultaneous path was opened in the Game, it coincided with the Orion/Sirian genetic scientists' experiments on Earth and the splitting of Ancient Earthers into two genders. This was the opening for the simultaneous experience. Refer to M5 Gold for more information on this. More restless Higher Selves left the overly crowded sequential clusters and moved to the simultaneous area. These became a new piece in the Game, the gold piece, for example, however their numbers are extremely small compared to the astronomically high numbers of sequential Higher Selves.

Those Higher Selves who choose to remain in the slow, sequential path know about the simultaneous path but have not yet overcome their fears of operating independently and breaking the experiential loops of the sequential path. Safety in numbers is their motto. We will get there on our own time. This is a valid approach *for them*. For Higher Selves who want more, they move to the simultaneous path. The move from sequential to simultaneous is permanent, but it doesn't keep the occasional sequential from attempting to try an influence a former 'team' member to try and return even though it is impossible. This usually occurs with contactees and their alien visitors telling them how they were once one of them. This does not enhance the contactee but rather adds a new experiential loop to their simultaneous experiences. Misery loves company applies to these Higher Selves acting to derail a former team member. Instead of encouraging them to Advance, they attempt to slow them down. This is also another factor in the Game.