

**MBT Events Presents:**

# **REALITY 101**

**FRIDAY**

Thomas Campbell

Calgary – Sept 23 - 25, 2011

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[www.MyBigTOE.com](http://www.MyBigTOE.com)

# Agenda/ Schedule<sup>73</sup>

- ▣ Friday Sept 22
- ▣ 6.00 to 6.20 Introduction to Thomas Campbell and My Big TOE
- ▣ 6.20 to 7.45 Fundamentals of the Larger Reality (Part 1)
- ▣ 7.45 to 8.00 Break (slide 26)
- ▣ 8.00 to 9.00 Questions
- ▣ Saturday Sept 23
- ▣ 9.00 to 10.20 Fundamentals of the Larger Reality (Part 2) (slide 27)
- ▣ 10.20 to 10.30 Break (slide 45)
- ▣ 10.30 to 12.00 How does it work? The Mechanics of the Larger Reality (Part 1)
- ▣ 12.00 to 1.15 Lunch Break (slide 70)
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- ▣ 2.30 to 2.45 Break (slide 90)
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- ▣ 3.50 to 4.00 Break
- ▣ 4.00 to 5.30 Open Questions Continue

Thomas Campbell

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Reality 101

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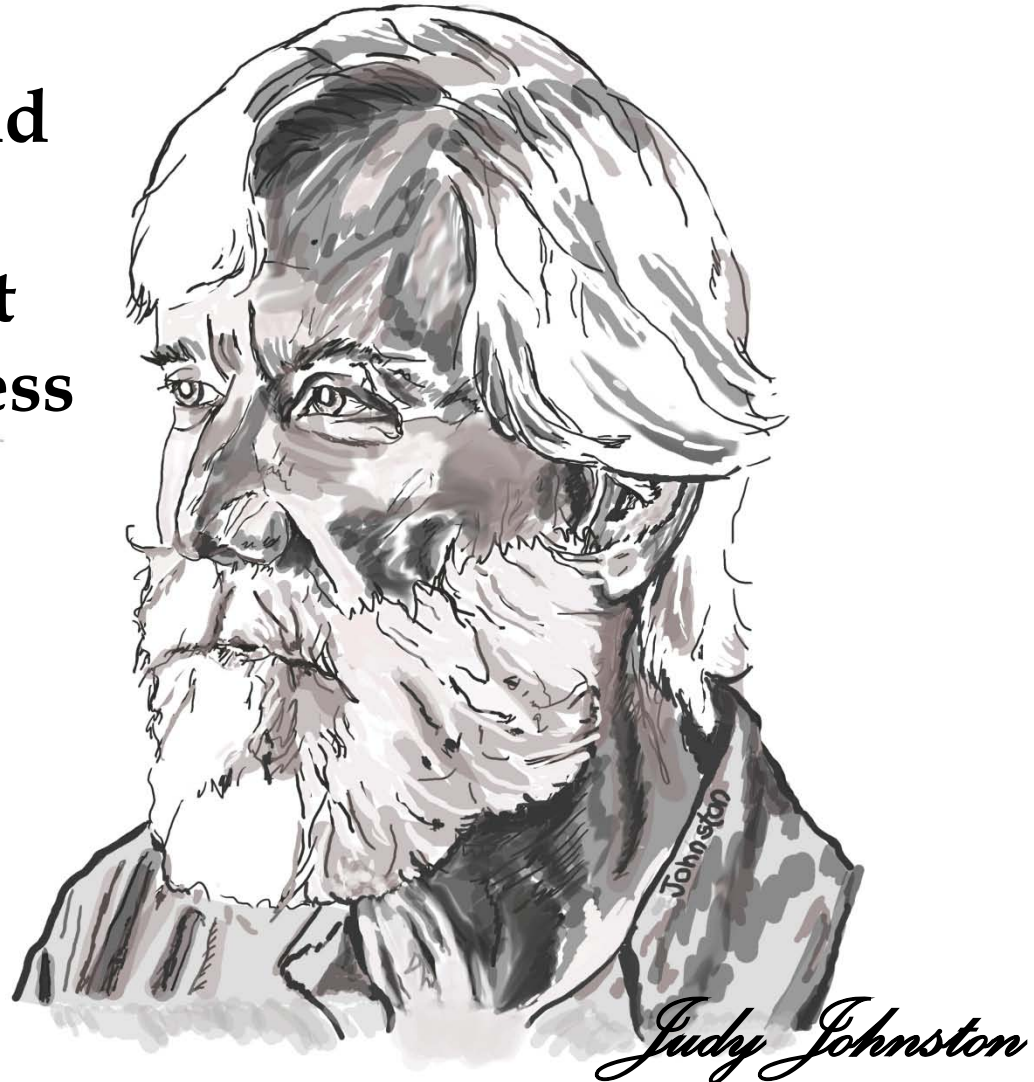


# Introduction

## Who is Tom Campbell?

How did a  
physicist end  
up writing  
books about  
consciousness

?





# Now And Always A Scientist

- ▣ College -- Physics and Math
- ▣ Grad -- Physicist (experimental nuclear)
- ▣ Technical Intelligence (Government)
  - Physics, EE, Electronic Systems -- computer simulation
- ▣ National Missile Defense (Contractor)
  - Technology Development
    - ▣ Sensor Systems -- Radar
    - ▣ Models and simulation
    - ▣ Software Engineering
    - ▣ Program management
  - Systems Engineering
    - ▣ Integration
    - ▣ Vulnerability
    - ▣ Risk analysis
- ▣ Consultant
  - Risk analysis
    - ▣ Physics models
    - ▣ System behavior prediction

# Open Minded & Skeptical: The Path To MBT

- ▣ Early years – laying the foundation
- ▣ Connections to Bob Monroe
  - Setting up the lab
  - Learning about Altered States
  - Mastering OOB
  - Doing experiments
    - ▣ Joint travel, communications, remote viewing, healing, death and dying
  - Teaching others
- ▣ Moving On
  - Learning accelerates, research never ends
  - Continuously developing the model and maintaining scientific integrity
- ▣ 35 years later -- the publication of My Big TOE
  - An inside job
  - First hand experience
  - Maintain scientific integrity



# Section 1

## The Fundamentals of Reality<sup>27</sup>



# Double slit



# Present

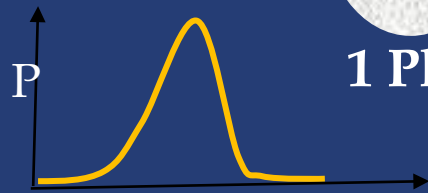
# 1 Photon



# Measurement Screen

# The Double Slit Experiment (Why It Works That Way)

Photon  
position  
probability  
cloud



1 Photon

Double slit

Present

What is the  
probability of  
light being at  
any point on  
this screen?

Measurements are made in the present

OR

Measurement  
Screen

What is the  
probability of  
light being at  
any point on  
this screen?

1 Photon

Photon  
Detector

Probability wave  
collapses to form  
particle in PMR

Present

Present measurement  
constrains the  
probable future

Probable future

# A Historical Perspective

## Albert Einstein – Unified Field Theory

- ▣ “If we think of the field as being removed, there is no ‘space’ which remains, since **space does not have an independent existence.**” – *Albert Einstein*
- ▣ “**Reality is merely an illusion,** albeit a very persistent one.” – *Albert Einstein*
- ▣ “Hence it is clear that **the space of physics is not, in the last analysis, anything given in nature or independent of human thought.** It is a function of our conceptual scheme [mind]. – *Albert Einstein*
- ▣ “**One has to find a possibility to avoid the continuum (together with space and time) altogether. But I have not the slightest idea what kind of elementary concepts could be used in such a theory.**” – *Letter from Albert Einstein to David Bohm October 28, 1954*



# Quantum Mechanics

## Eugene Wigner

- ▣ “It will remain remarkable, in what ever way our future concepts may develop, that the very study of the external world led to **the scientific conclusion that the content of the consciousness is the ultimate universal reality.**” -- Eugene P. Wigner a Nobel Prize winner and one of the leading physicists of the twentieth century

## Max Planck:

- ▣ “Science cannot solve the ultimate mystery of nature because, in the last analysis, **we ourselves are a part of the mystery that we are trying to solve.**” – Max Planck

# Quantum Mechanics<sub>2</sub>

## Niels Bohr:

- ▣ “The common sense view of the world in terms of objects that really exist “out there” independently of our observations [objective reality] , totally collapses in the face of the quantum factor.”
- ▣ “If quantum mechanics hasn't profoundly shocked you, you haven't understood it yet.”

# Contemporary Scientific Big Pictures

- ▣ Edward Fredkin – Digital Physics – 1992 ( 60 years after DSE)
  - the entire history of our universe is computable
  - Reality is:
    - ▣ A computer itself.
    - ▣ Implemented on a computer (a simulation)
    - ▣ Essentially digital.
    - ▣ Essentially informational
  - The computation must be in “other” outside of physical reality
- ▣ Nick Bostrom – Now at Oxford
  - *Are You Living In A Computer Simulation?* One must be true:
    - ▣ It's impossible
    - ▣ If not impossible, then unlikely
    - ▣ If not unlikely, then Almost all entities with our general set of experiences are most likely living in a simulation
- ▣ Brian Whitworth – **The Physical World as a Virtual Reality**
  - the universe is a virtual reality created by information processing, and furthermore this concept is supported by findings of modern physics about the physical world.



# Consciousness and Reality

- ▣ Consciousness is the fundamental reality
- ▣ The larger consciousness system is a digital information system
  - At the most fundamental level:
    - ▣ Consciousness is information
    - ▣ Information is bits
    - ▣ Bits are binary
  - Information is nonphysical and subjective, thus consciousness is nonphysical and subjective
    - ▣ Information is the meaning, the content, the message, not the media or code symbols (storage & transmittal)
    - ▣ To convert the code symbols into meaning (grasp the information) requires a consciousness
    - ▣ understanding requires a subjective interpretation of the data relative to unique personal experience

# Information, Systems, and Evolution

- ▣ Information in a digital system is represented by organized bits
- ▣ Information systems have entropy
  - Lower entropy implies :
    - ▣ greater level of organization, less randomness (noise)
    - ▣ More energy available to do work (greater potential to affect something else, to effect change)
- ▣ Self-changing systems with a purpose evolve to be more “successful” within their environments – evolve, stasis, de-evolve. Free-will
- ▣ Large, complex self-changing information systems evolve by lowering their entropy
- ▣ Consciousness is a self-aware, self-modifying system evolving toward lower entropy states

# Attributes of Consciousness

- ▣ Consciousness is a real, finite, large, complex, self modifying information system where stasis is unstable -- evolve or de-evolve
- ▣ Individual consciousness evolves toward lower entropy, higher quality, more spiritual states
  - Love is the nature of a low entropy consciousness
- ▣ Attributes of consciousness: sentient, self-aware, able to learn – i.e., its alive
  - Input (experience)
  - Memory
  - Processing (compare/assess experiences – self aware)
  - Purpose -- evolutionary imperative (evolve or die)
  - Self modifying – Self improving
- ▣ Identical attributes of that first living biological cell





# Summary

- ▣ Consciousness is best modeled as a superset -- a self-modifying digital information system capable of computing virtual realities
- ▣ The larger consciousness system evolves by lowering the entropy of the system.
- ▣ It lowers the entropy of the system by organizing the bits at its disposal into a more profitable configuration.
- ▣ Content creation and reorganization opportunities are generated by using conscious intent to apply free will choice to incoming experience data
- ▣ Feedback of the results of previous choice allow us to modify future choice (free will – learning -- evolution)



# Generating Experience

## Individual Existence And Purpose

- ▣ Because experience is the generator of input, consciousness facilitates its own evolution by creating many smaller units of consciousness and setting them loose to evolve (lower their entropy) by interacting with free will.
- Purpose and the positive direction of that purpose (evolution) is thus defined
  - ▣ Positive vs. negative, good vs. bad, evolution/devolution are defined – morality, spiritual growth, love are all defined as measurable quantities in terms of entropy

# Generating Physical Reality

- ▣ To produce an effective/profitable interaction, you need two things:
  - Goal – purpose, direction, profitability
  - Constraints provide structure and allow for choices and organization – they define and limit the interaction with a rule-set. Define the context of the interaction in order to optimize the value of the experience. (tinker toys -- without constraints, one has randomness)
    - ▣ Process, strategy, logic, order, and feedback are results of rules or constraints – no structure encourages high entropy behavior/interaction
- ▣ Experience requires interaction. To make that interaction more effective a simpler constrained environment is needed – our local physical reality is an elementary school – a virtual reality learning lab for individuated units of budding consciousness.
- ▣ Physical reality is a digitally based virtual reality where interactions are constrained according to a given rule-set: local physics
- ▣ Next Level of relativity: there is no absolute or fundamental reality frame within the system.

We have derived the larger  
consciousness system, Individuated  
units of consciousness (you and I),  
and physical reality

Next:

Virtual Reality  
How does it work?

# Past, Present and Future

- ▣ Multi-player Virtual reality system
  - Present choices drive change (implies local VR time)
  - Choice modifies future probability, which modifies choice
- ▣ Consciousness system “simulates” or computes PMR – one  $\Delta t$  at a time
  - Probable future DB – preprocessing -- all possible choices and their expectation value. We may trace the most likely choices
  - Past DB – the result of those choices – our history thread
  - Un-actualized past DB -- all the choices that were not made
    - ▣ Everything that can happen but doesn't – (many worlds, parallel universes – error in thinking that past, present and future are all simultaneous)



# The Nature of Virtual Reality

- ▣ Does Oxygen need to be rendered for the characters in WOW or Sims to breathe?
- ▣ Computational requirements are greatly reduced since only effects need to be rendered and only to individuals making a measurement
  - The engine under the hood, the back side of the moon, stars (day and night), the oxygen in the room, the brain in your head.
- ▣ **When something is rendered, it must be consistent both historically (with existing data) and causally (with the rule-set – must appear to have a consistent physical basis or physical justification)**
- ▣ Note: the consciousness system is playing all parts in this game – it controls the historical record and the rule-set – however meddling would ruin the integrity and thus the value of the VR
  - You , as consciousness are both the creator as well as the experiencer of the creation

# Consciousness Experiencing a Virtual Reality Generated by Consciousness

- ▣ The system is designed to facilitate its own evolution by providing a PMR where **experience and feedback** facilitates your evolution.
- ▣ **Conscious intent changes the probabilities:** Talking to the car, or plant, or job opportunity, parking place, weather, healing, etc. Power of Positive Thinking / prayer / Law of attraction / placebo
- ▣ Conscious intent is the motive force within a consciousness system -- you are both the creator and the experienter
  - Consciousness intent is the driver of present choices. These choices influence the future probabilities (a system of feedback)
  - Intent directly influences probability. You create your own reality. (through limitations, interpretations, and by modifying the data stream)
    - ▣ Constraint: the rule-set (including Psi Uncertainty) and consistency in time and content – what comes in stays in until it exits by the rule-set
- ▣ The consciousness system **actively** supports your evolutionary success. (nudges, synchronicity, etc)
  - That **conscious intent changes the probabilities** is predictive and measurable (placebo)

# Synchronicity and Other Anomalies of a Statistically Based System

- ▣ The system only has to compute the probability of what happens next according to the **rule-set** and to **history**.
  - The system can use the lowest fidelity statistical representation that maintains **known** historical consistency and does not violate the rule-set. **Uncertainty provides multiple solutions.**
  - **Synchronicity becomes a possibility**
- ▣ Weak history gives the system fewer constraints: Your car keys, grandma's ring, and no beer in the fridge
  - No records/measurement - and a plausible "normal" explanation satisfies psi uncertainty and violates no rules.
    - ▣ Because it can and fewer constraints ( multiple solutions) saves cycles. It is not a deterministic reality.
    - ▣ Because it provides the flexibility to creates a learning opportunity in support of the evolution of your consciousness.
  - If, because of low fidelity modeling, if the system very occasionally gets stuck, it can always cheat, but tries very hard to minimize such problems and pick the cheat of minimum effect. Must obey psi uncertainty.

# The False Appearance of Backward Causality

- ▣ Length of hospital stay
  - Bias generated in expected results of shorter than average stay
- ▣ Radioactive decay
  - Bias generated in expected results of time between decays
- ▣ Specification of outcome was uncertain -- still in the future – no **objective proof** to the contrary
- ▣ Repeat experiment but determine ahead of time, how many from each group went home early
- ▣ Present intent affects future outcomes.
  - Interpretation, belief, feedback and focused present intent)
  - Note connection of QM to healing and talking to your car.
- ▣ No inconsistency in the rule-set, No conflicts with known information.

# Questions



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# Section 2

## The Fundamentals of Reality<sup>27</sup>

# Contemporary Scientific Big Pictures

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  - the entire history of our universe is computable
  - Reality is:
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- ▣ Brian Whitworth – **The Physical World as a Virtual Reality**
  - the universe is a virtual reality created by information processing, and furthermore this concept is supported by findings of modern physics about the physical world.



# A Big Picture Scientific Model

- ▣ Little picture physics describes how “**things**” work, not why things are. Science’s interest is the interactive and causal behavior of the “objective” stuff
- ▣ Little picture science has little to no interest in the subjective
  - meaning, significance, point and purpose, right and wrong, morality, value, justice, beauty, love, caring, compassion, fear – these are subjective and fall into the realm of metaphysics
- ▣ Big Picture models must describe everything -- objective & subjective, physics & metaphysics, normal & paranormal – all reality frames and their source.
  - It must connect ALL the dots and fit ALL the data collected
- ▣ To be valuable, Big Picture science must provide a superset -- **must** provide better, more complete physics **and** better, more complete metaphysics

# Physics Today: The Little Picture Worldview

- ▣ Little picture science holds the opinion that there is no larger causality, no more-fundamental structure that supports and defines physical reality.
- ▣ Physical reality just **is**. It simply starts with a big bang out of nothing.
- ▣ There is no scientific justification or even much speculation – No credible theory -- Such an assertion is not logical, it is a belief – a “scientific” belief [at  $t=0$ , the universe is born]
  - If you told a scientist that you believed things sometimes happen without physical causes – they would, if they felt charitable, call you a mystic.
- ▣ **Today I am going to explain Big Picture Science. And I will show that big picture science derives little picture science – as well as metaphysics.**

# What Is A Model Of Reality?

- ▣ Many Reality Models have some validity
- ▣ Most are not complete or fundamental
  - You experience reality – then translate that experience into a model. Know it or not – you have one – Most likely based on cultural beliefs
  - Your notion of reality, my notion of reality, scientific and religious notions of reality all represent reality models
  - If you are a scientist, you get to call your beliefs assumptions.
  - We describe our models with 1) the logic of interaction ( rule-sets -- math), 2) metaphors and symbols (strings, or higher self, chakras), 3) slogans (“you get what you need and deserve” or “God is love”, “we are all one”). **Some models are rigorously logical and some are more descriptive/poetic.**
  - Don't confuse the math/rules or interaction-logic; or the metaphors; or the slogans used to describe reality, with reality
  - All our conceptualizations including scientific ones, are models

# Reality Model vs. Reality

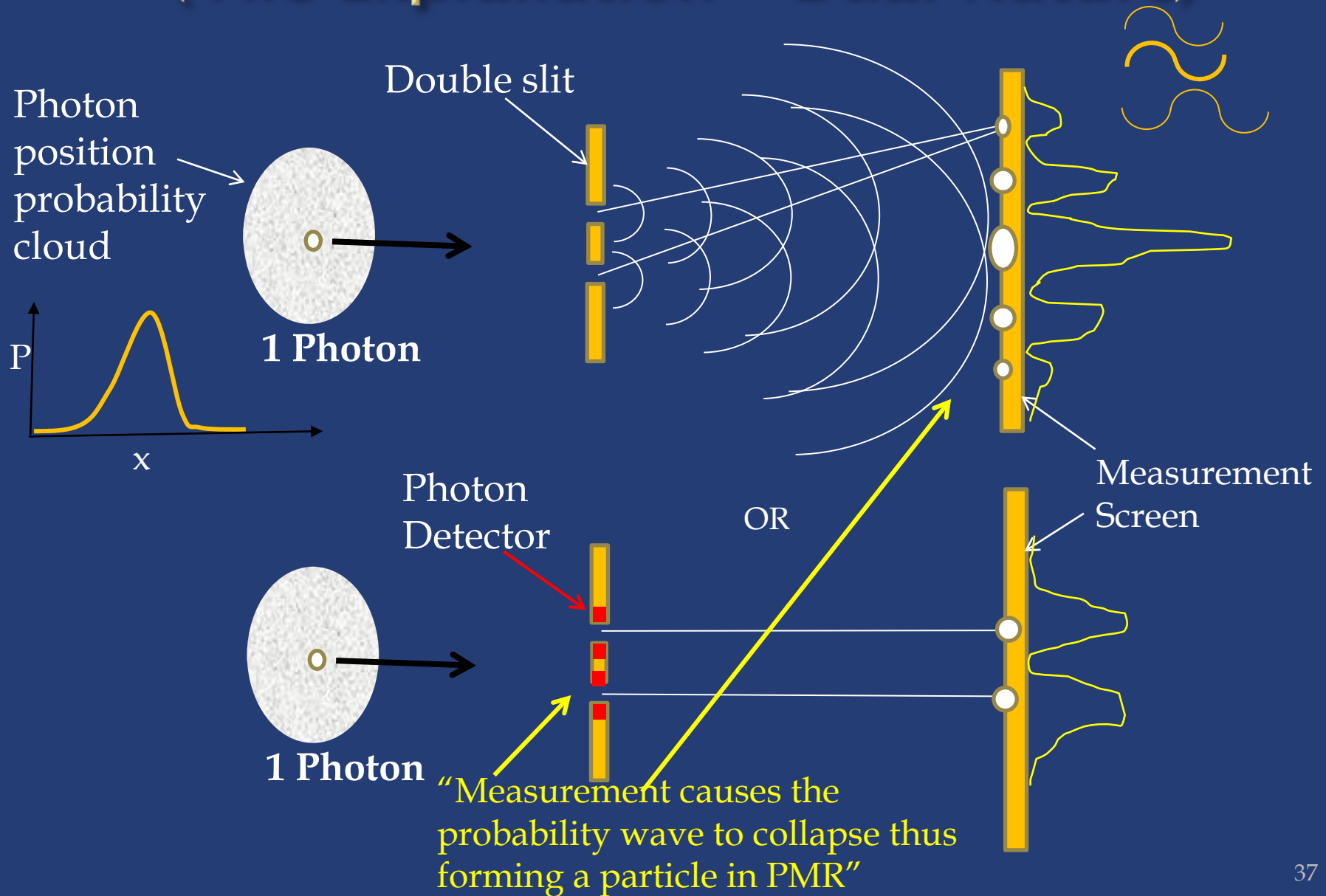
- ▣ Don't confuse the model with what is being modeled – they are logically not equivalent, and are often very different
- ▣ Less abstract: Don't confuse the map with the territory
  - No matter how detailed, the map is just a characterization of something more fundamental. Models are the same – scientists sometimes forget this fact
- ▣ Can we slip behind the model of consciousness to experience fundamental reality (the source of consciousness) directly? No.
- ▣ No, two reasons: 1) to experience the overall source of consciousness, you outside of, consciousness. Descartes statement is as a single tree in the forest). 2) We can experience nothing but the data – the source is inferred.
- ▣ You can directly experience the data but not the source of the data -- a logical model, metaphor, a poetic description is as close as we can get to it. We can **directly** describe how it appears, how it works, or makes us feel, but can only infer the source -- what it is fundamentally.
- ▣ **If** you can describe it with math or language, it is a model
- ▣ We can only interpret the data we get – the data is not the source of the data – **conscious intent is the source** and we can only experience our own fragment, not the larger consciousness system.
- ▣ We can only infer the source – that inference becomes a reality model

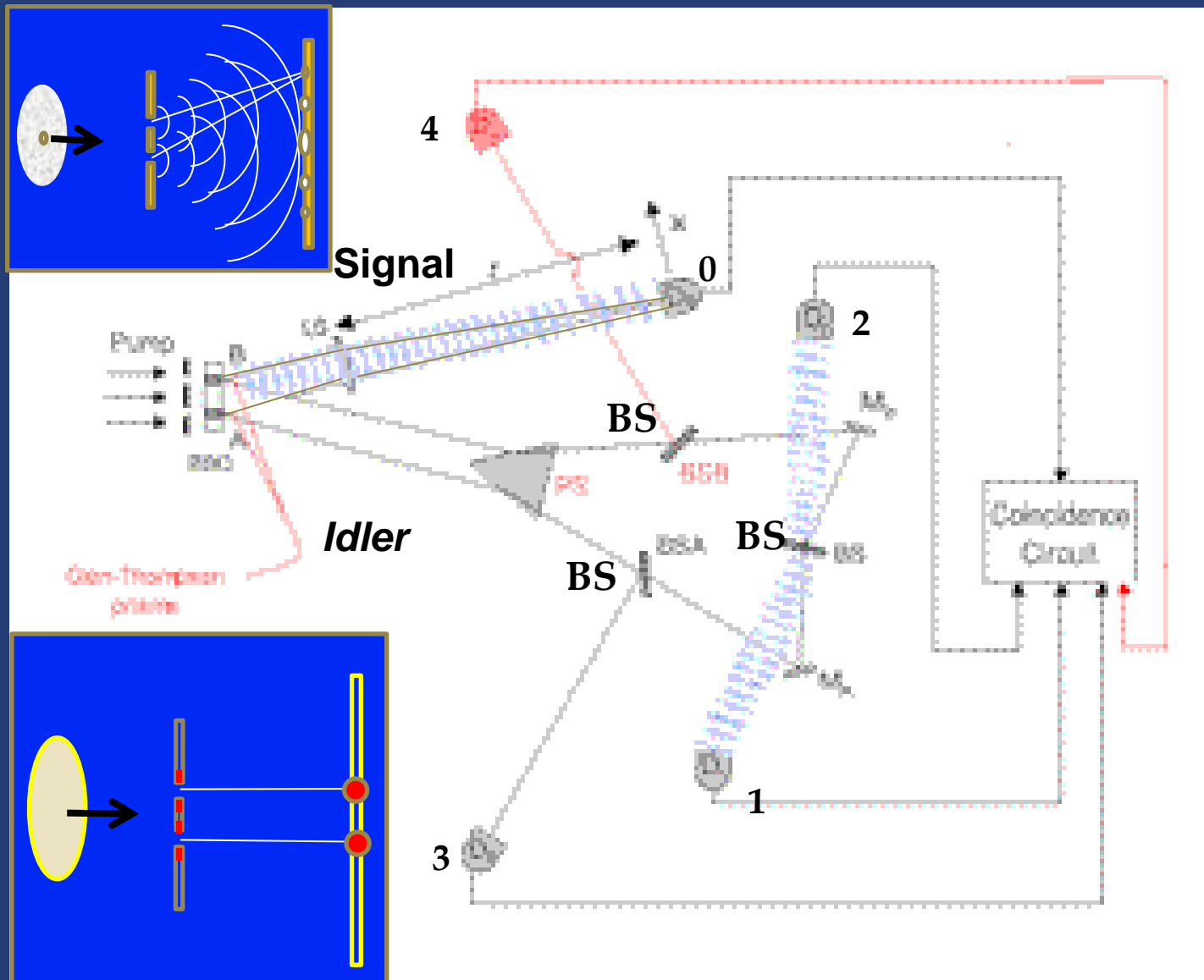
# The search for a TOE: Conflict Between Relativity and QM

- ▣ Objective reality: Objects exist locally/independently -- within an absolute space and time – Newtonian perspective
- ▣ Quantum theory assumes an absolute space & time background, which relativity specifically denies.
- ▣ Relativity assumes objects exist locally in space-time, which quantum theory specifically denies.
- ▣ Each refutes an **objective reality** assumption the other still clings to. Both claim to support an objective reality because each computes an objective result. (relativity: within a local inertial frame and QM: within an absolute space and time)
- ▣ Both theories accept and reject one of the two assumption of an objective reality. Each exposes the other's false belief, but ignores its own.



# The Double Slit Experiment (The Explanation - Dual Nature)





# Results

Fig. 3 – Joint Detection  $R_{01}$

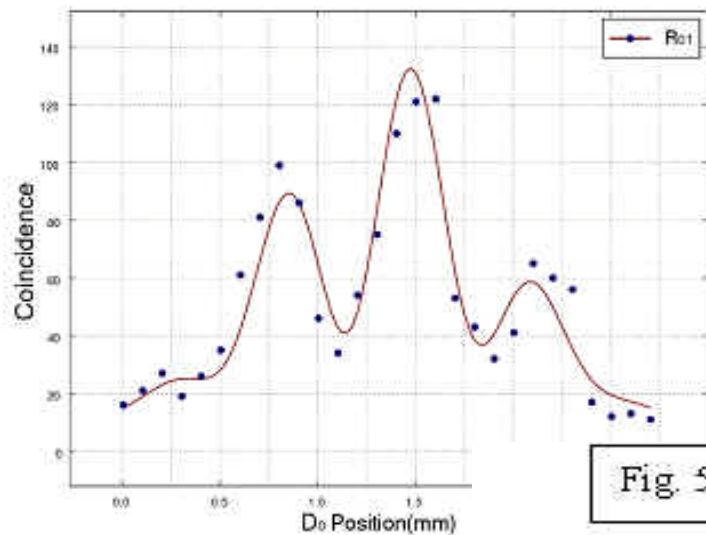


Fig. 4 – Joint Detection  $R_{02}$

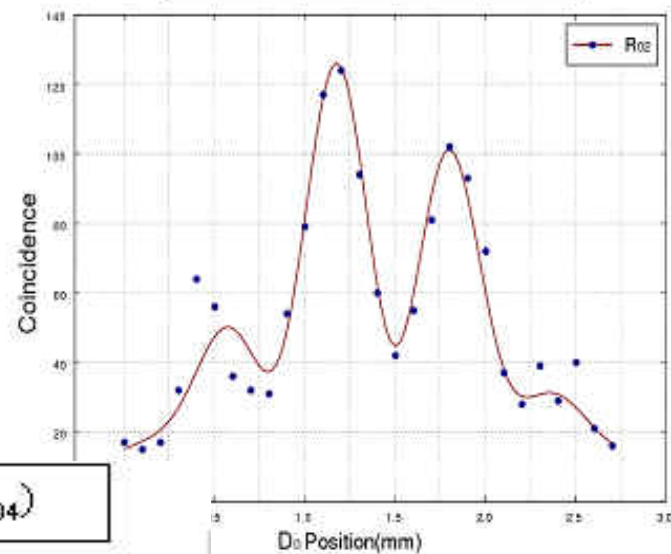
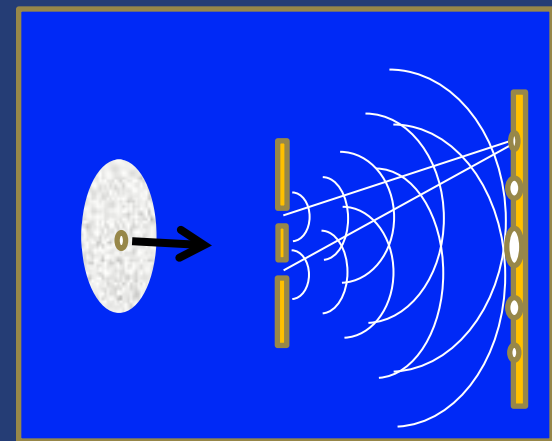
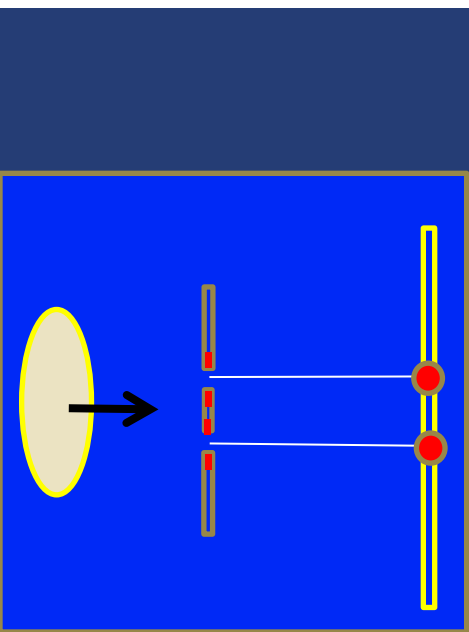
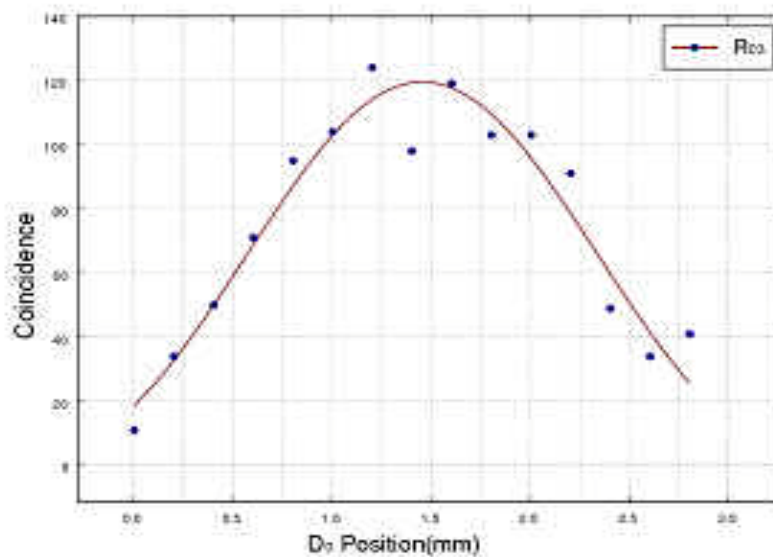
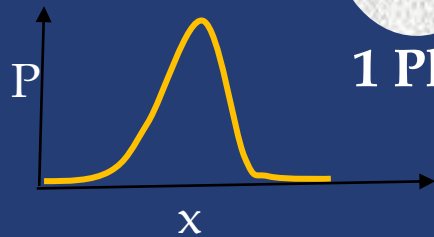


Fig. 5 – Joint Detection  $R_{03}$  ( $R_{04}$ )



# The Double Slit Experiment (The Explanation - Dual Nature)

Photon  
position  
probability  
cloud



1 Photon

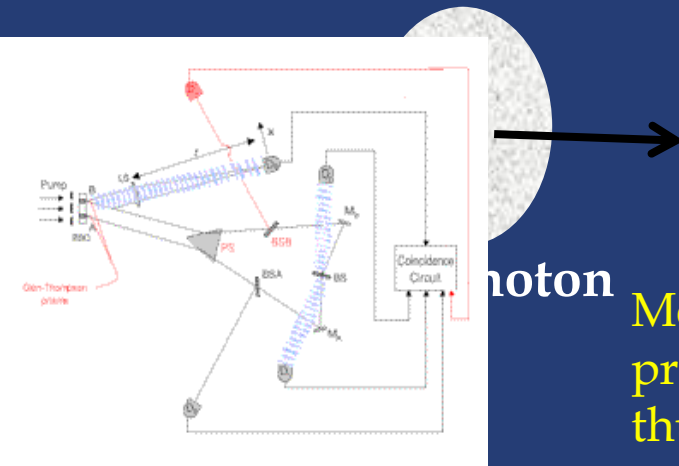
Double slit

Photon  
Detector

OR

Measurement  
Screen

Measurement causes the  
probability wave to collapse  
thus forming a particle in PMR



# Quantum Mechanics Then

Werner Heisenberg:

- ▣ The only thing that can accurately describe an elementary particle is a probability function that, in itself, contains nothing about the quality of being or the physical existence of that particle.

Niels Bohr:

- ▣ “The common sense view of the world in terms of objects that really exist “out there” independently of our observations, totally collapses in the face of the quantum factor.”
- ▣ “If quantum mechanics hasn't profoundly shocked you, you haven't understood it yet.”
- ▣ “Every great and deep difficulty bears in itself its own solution. It forces us to change our thinking in order to find it.”

-- Bohr and Heisenberg are both Nobel Prize winner and two of the founding fathers of quantum Mechanics

# Quantum Mechanics Now

Richard Feynman:

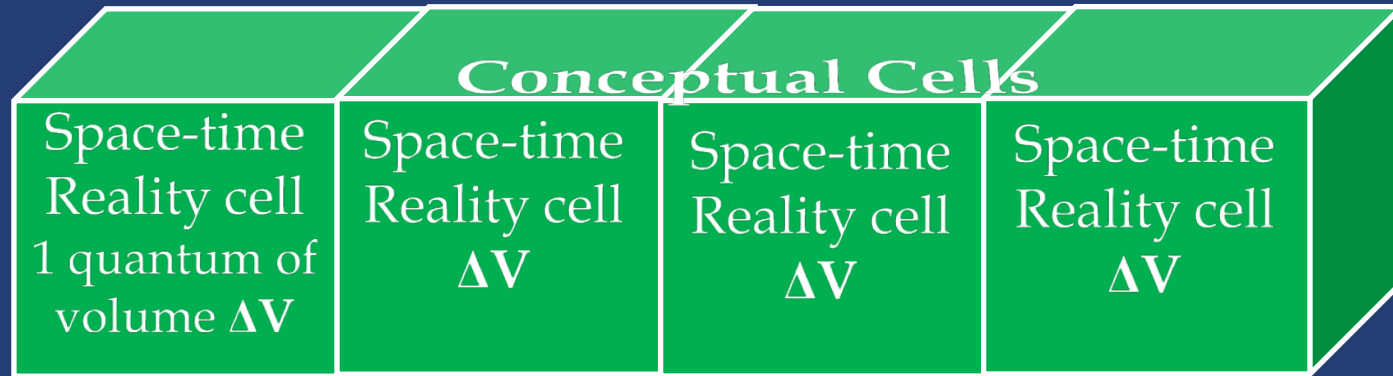
- ▣ “The double slit experiment contains the basic mystery of quantum mechanics”
- ▣ “Shut up and calculate” [shut up and pray]
- ▣ “I don’t understand Quantum Mechanics”
- ▣ “Quantum mechanics represents a phenomena that is impossible to explain in any classical way” [in terms of objective reality/causality]
- ▣ David M. Harrison, Dept. of Physics, Univ. of Toronto: “It may be true that *nobody* can understand Quantum Mechanics in the usual meaning of the word “understand.” [in terms of objective causality]
- ▣ **The Big Question today:** Why should physical particles be represented by probability distributions – how do we interpret that in terms of an objective reality?



# Reality is Statistical and probabilistic, Not Objective

- ▣ All objects are statistical in nature
  - Measurement error
    - ▣ Human
    - ▣ Measurement devices
  - Quantum Mechanics: Objects exist as probability distributions until a measurement is made
    - ▣ The result of a particular measurement, is randomly sampled from the array of discrete **possible** states that represents the probable future object at that instant (see next slide)
  - Once the measurement is made, the result must:
    - ▣ Maintain historical consistency
    - ▣ Abide by the rule-set that defines PMR causality
      - Fall with the natural uncertainty of the data, object, or process
    - ▣ These two criteria define the array of possible states

# To Render a Virtual Interactive Reality, One Must Define a Virtual Space



Resolution - Pixel size // Frame rate - Refresh rate

In PMR: Specify the size and speed of required resources

- ▣ 3D Pixel – 1 quantum of PMR Volume  $\Delta V$  (DELTA-V)
- ▣ Frame Rate – 1 quantum of time  $\Delta t$  (DELTA-t)

Unperturbed Space-time at rest must be homogeneous, isotropic, and linear to be functional<sup>c</sup> (work with our rule –set), thus  $\Delta V$  and  $\Delta t$  must be constant – otherwise a “fun house” reality

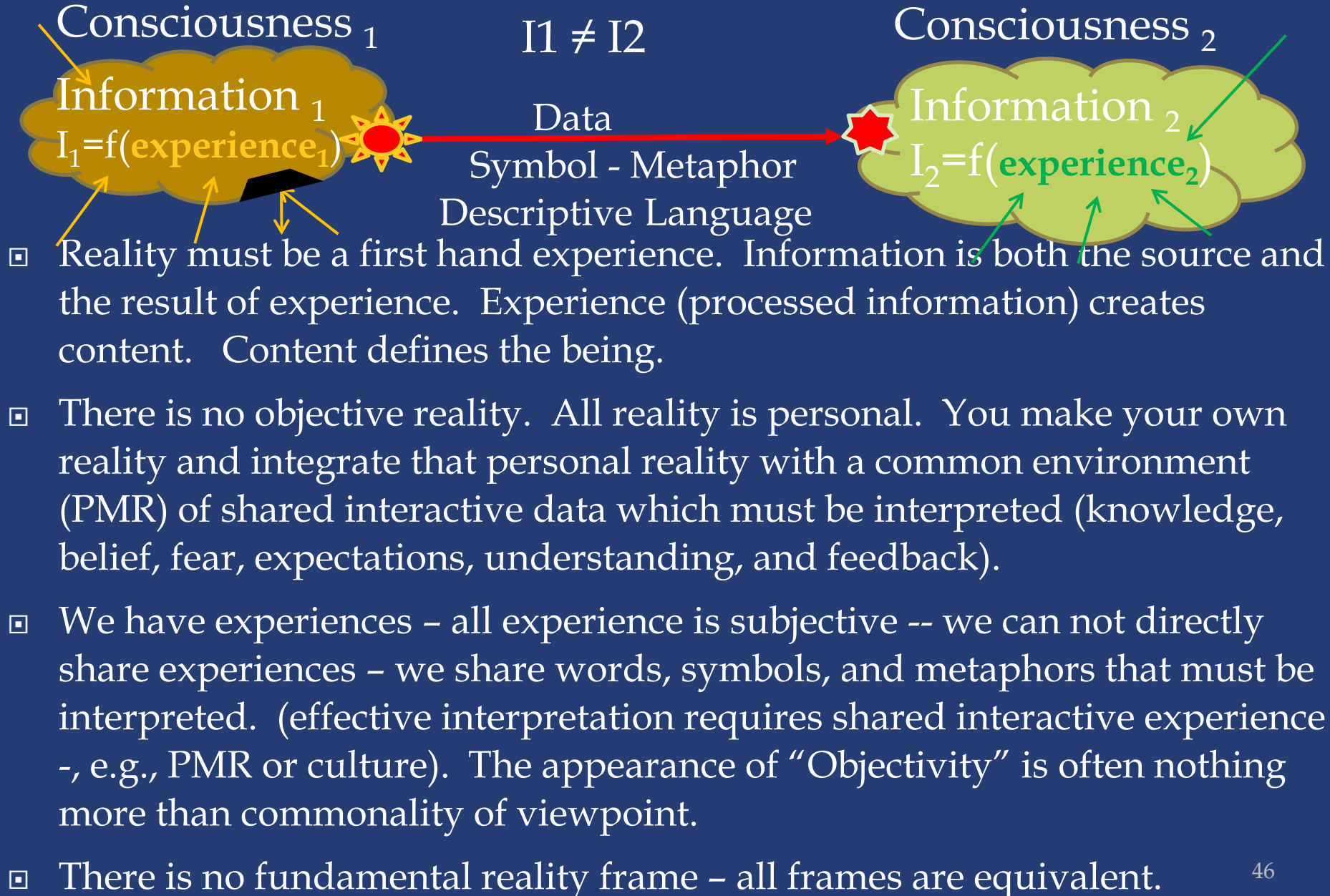
$$c = \frac{\sqrt[3]{\Delta V}}{\Delta t}$$

# Relativity Derived – Summary

- ▣ Relativity Theory is a logical consequence of  $c$  being constant
- ▣  $c$  being constant is a logical consequence of reality being digital and virtual
  - Each cycle around the time loop represents a constant unit of time
    - ▣ Time in the computer room vs. time in the simulation
    - ▣ Characters in a film – press the “stop” or “hold” button
  - $\Delta t$  must be constant, thus  $c$  must be constant
- ▣ The magnitude of  $c$  represents a constant that specifies the demands placed upon the virtual reality rendering engine
  - $C$  is specified / evolved to suit the available computational resources within the larger consciousness system and the fidelity requirements of the virtual reality.

$$c = \frac{\sqrt[3]{\Delta V}}{\Delta t}$$

# Individual Reality is Personal



# Consciousness and Reality

- ▣ Consciousness is the fundamental reality
- ▣ The larger consciousness system is a digital information system
  - At the most fundamental level:
    - ▣ Consciousness is information
    - ▣ Information is bits
    - ▣ Bits are binary
  - Information is nonphysical and subjective, thus consciousness is nonphysical and subjective
    - ▣ Information is the meaning, the content, the message, not the media or code symbols (storage & transmittal)
    - ▣ To convert the code symbols into meaning (grasp the information) requires a consciousness
    - ▣ understanding requires a subjective interpretation of the data relative to unique personal experience

# Information, Systems, and Evolution

- ▣ Information in a digital system is represented by organized bits
- ▣ Information systems have entropy
  - Lower entropy implies :
    - ▣ greater level of organization, less randomness (noise)
    - ▣ More energy available to do work (greater potential to affect something else, to effect change)
- ▣ Self-changing systems with a purpose evolve to be more “successful” within their environments – evolve, stasis, de-evolve. Free-will
- ▣ Large, complex self-changing information systems evolve by lowering their entropy
- ▣ Consciousness is a self-aware, self-modifying system evolving toward lower entropy states



# Attributes of Consciousness

- ▣ Consciousness is a real, finite, large, complex, self modifying information system where stasis is unstable -- evolve or de-evolve
- ▣ Individual consciousness evolves toward lower entropy, higher quality, more spiritual states
  - Love is the nature of a low entropy consciousness
- ▣ Attributes of consciousness: sentient, self-aware, able to learn – i.e., its alive
  - Input (experience)
  - Memory
  - Processing (compare/ assess experiences – self aware)
  - Purpose -- evolutionary imperative (evolve or die)
  - Self modifying – Self improving
- ▣ Identical attributes of that first living biological cell
  - So, where did that first consciousness cell come from?



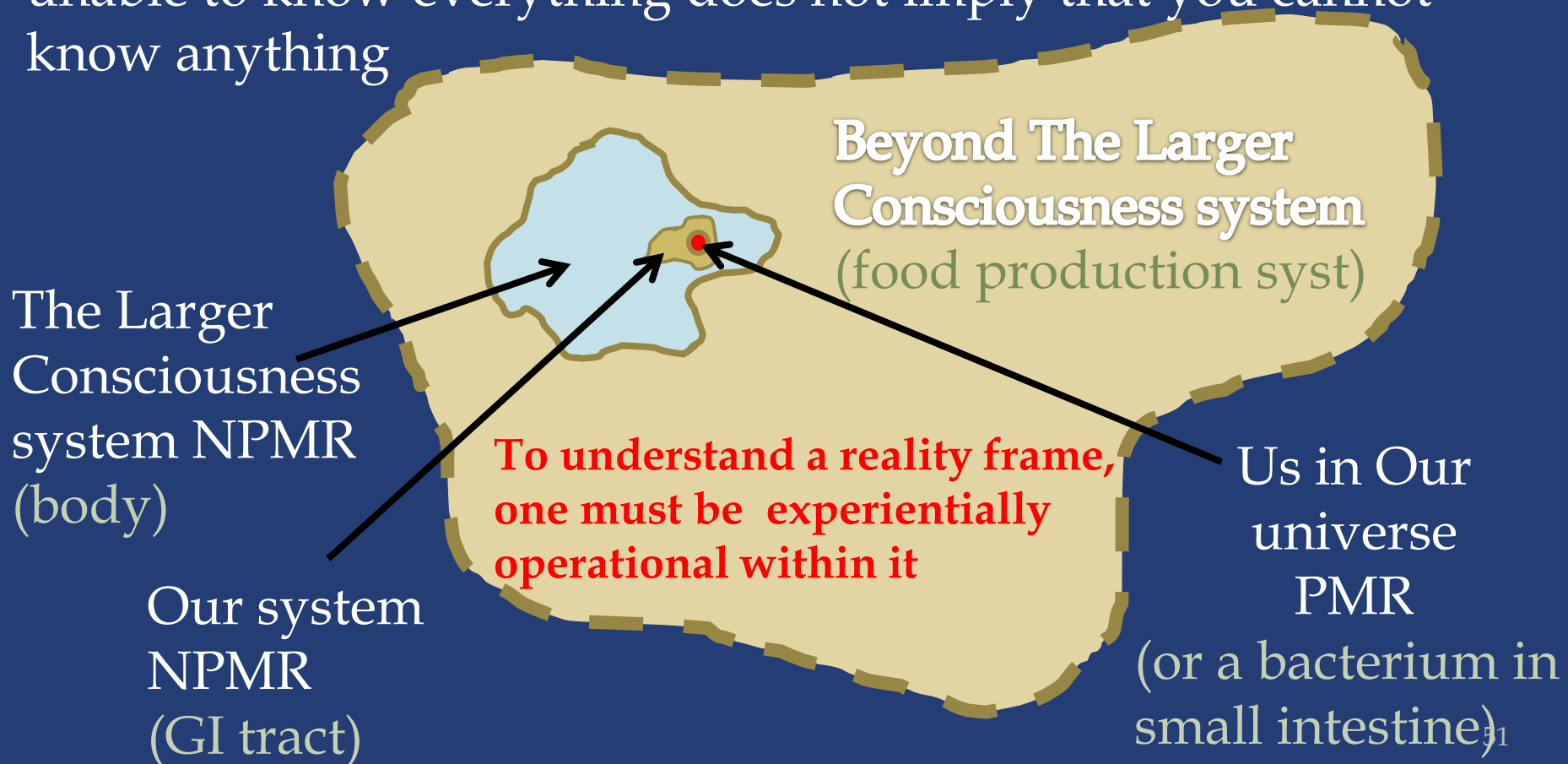
# The Origins of Consciousness

- ▣ Assumption 1: A form of “nonphysical” potential energy capable of crude (non-intellectual) self-awareness and of changing itself (evolution – assumption 2).
- ▣ Random mutation eventually leads to purposeful evolution
  - Discovered this vs. that (first reality cell - bit)
  - Self modification
  - Duplicated this vs. that (patterns of this and that)
  - Discovers synergy – e.g., fractal implementations
  - Pattern - patterns of patterns (information content)
  - Sequence of patterns (time)
  - Discovers interactive content. Divides portions of its self-modifying content into multiple units to create interaction (us)
    - Experience, improved learning, and entropy reduction
    - Individuals, free-will, virtual realities
- ▣ So, where did that potential energy come from?
- ▣ Many unanswerable questions – the limits of Knowledge

# The Limits of Knowledge

The causal chain of existence – systems within systems within systems

The chain is not infinite: Nothing real is infinite. Being unable to know everything does not imply that you cannot know anything



# Two Assumptions

- ▣ To describe a super-system, a subsystem logically needs at least one assumption that falls beyond (outside of) its own causality – that is assumption 1

Assumption 1: A potential energy form (call it “primordial consciousness”) exists – a medium capable of self-modification **[the potential for consciousness exists]**

Assumption 2: In systems with many complex potential outcomes, evolution directs and encourages change toward more profitable states of being. **[Evolution exists]**

- These are the only two major assumptions made in MBT

# Summary

- ❑ Consciousness is best modeled as a superset -- a self-modifying digital information system capable of computing virtual realities
- ❑ The larger consciousness system evolves by lowering the entropy of the system
- ❑ It lowers the entropy of the system by organizing the bits at its disposal into a more profitable configuration
- ❑ Content creation and reorganization opportunities are generated by using conscious intent to apply free will choice to incoming experience data
- ❑ Feedback of the results of previous choice allow us to modify future choice (free will)





# Generating Experience

## Individual Existence And Purpose

- ▣ Because experience is the generator of input, consciousness facilitates its own evolution by creating many smaller units of consciousness and setting them loose to evolve (lower their entropy) by interacting with free will.
- Purpose and the positive direction of that purpose (evolution) is thus defined
  - ▣ Positive vs. negative, good vs. bad, evolution/devolution are defined – morality, spiritual growth, love are all defined as measurable quantities in terms of entropy

# Generating Physical Reality

- ▣ To produce an effective/profitable interaction, you need two things:
  - Goal – purpose, direction, profitability
  - Constraints provide structure and allow for choices and organization – they define and limit the interaction with a rule-set. Define the context of the interaction in order to optimize the value of the experience. (tinker toys –without constraints, one has randomness)
    - ▣ Process, strategy, logic, order, and feedback are results of rules or constraints – no structure encourages high entropy behavior/interaction
- ▣ Experience requires interaction. To make that interaction more effective a simpler constrained environment is needed – our local physical reality is an elementary school – a virtual reality learning lab for individuated units of budding consciousness.
- ▣ Physical reality is a digitally based virtual reality where interactions are constrained according to a given rule-set: local physics. **The big digital bang derives those constraints.**
- ▣ Next Level of relativity: there is no absolute or fundamental reality frame within the system.

# Multiple Virtual Realities

- Multiple data streams, multiple VRs
  - More constrained
  - Dream reality frame
  - Less constrained
  - There is no fundamental reality frame – one may assume everything is physical, or equivalently, everything is nonphysical – a matter of perspective
- Switching data streams -- hacking the system
  - A matter of awareness, focus, and intent

# Virtual Reality

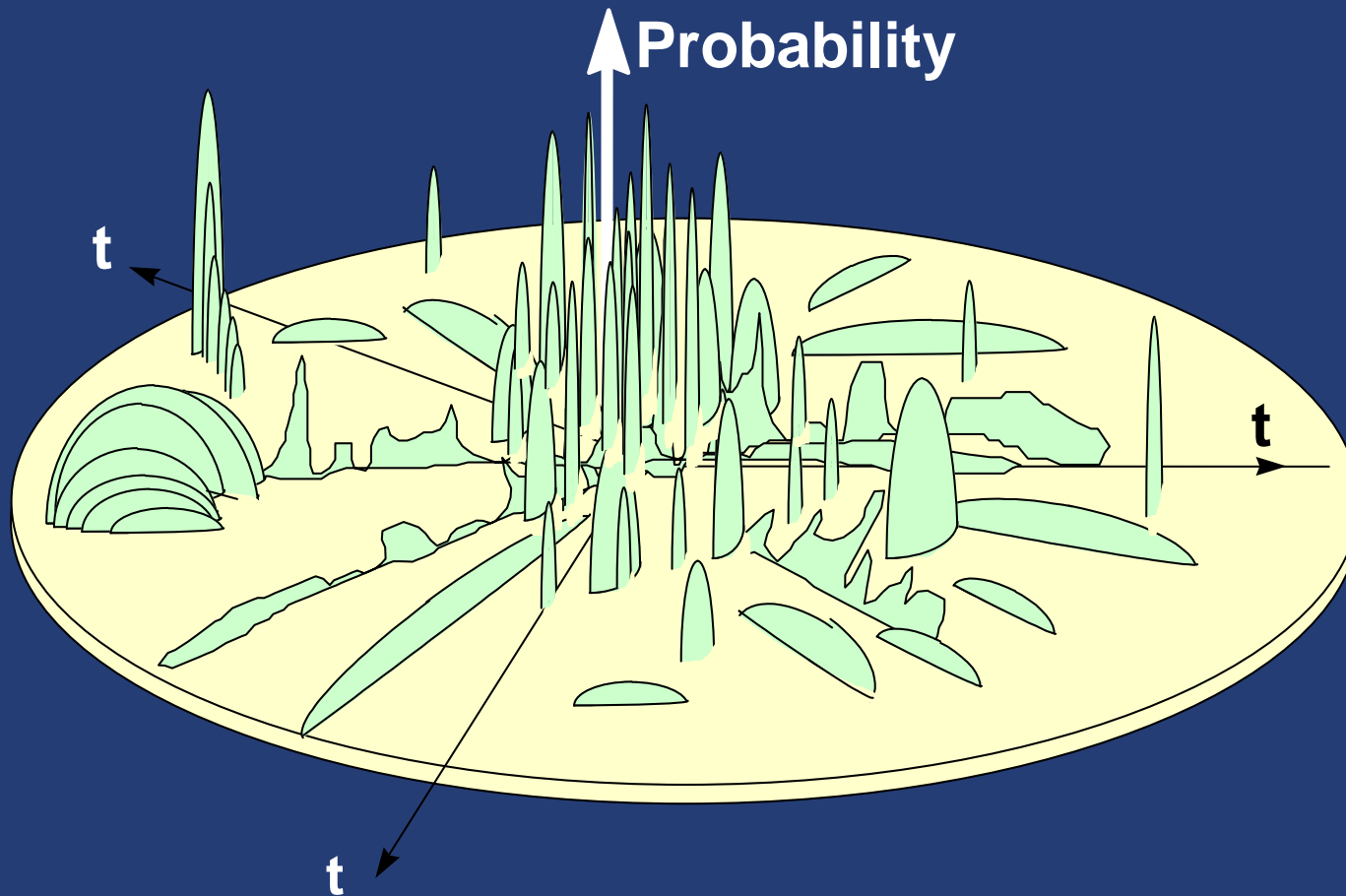
- Data stream **to each** participating **consciousness**
- Multi player computer games – **WOW, SIMS**
  - **The characters and the game setting** – your character and your character's objective reality displayed on your local computer.  
**You, the body and your environment**
  - **The server** – generates the set and enforces the rule-set defining characters, interactions, and set. Also serves as the interface between characters and players – **the larger consciousness system**
    - **Local computer** Stores character's content and experience and self modifications (unlike WOW, no cheat and no bandwidth issues) – **(FWAU what you associate with brain function)**
  - **The players** – provide intent and free will – higher self/intuition/guidance/direction -- **you, the FWAU, the individuated local PMR consciousness**

# Past, Present and Future

- ▣ Multi-player Virtual reality system
  - Present choices drive change (implies local VR time)
  - The server records everything - historical database (DB)
- ▣ Consciousness system “simulates” or computes PMR
  - One  $\Delta t$  at a time
    - Probable future DB – preprocessing -- all possible choices and their expectation value. We may trace the most likely choices
    - Past DB – the result of those choices – our history thread
    - Un-actualized past DB -- all the choices that were not made
      - ▣ Everything that can happen but doesn't – (many worlds, parallel universes – error in thinking that past, present and future are all simultaneous)



# Future Probability Surface



# Section 3



**How Does It  
Work?**

**The  
Mechanics  
of the  
Larger  
Reality<sup>15</sup>**

# The Rendering of Virtual Realities

- ▣ Conservation of computer resources
  - Multi-player virtual reality games
    - ▣ Setting is rendered as required uniquely to each player
      - Trees and mountains pop up in the background as characters move into an area
  - Consciousness System
    - ▣ Setting (stage, props, bodies) evolve from the PMR rule set and the big digital bang simulation
    - ▣ Future exists in probability and remains that way (un-rendered) until required by game play – some player requires the data i.e., makes a measurement
    - ▣ The Larger consciousness system knows (in terms of probability) what is possible, likely, and important (you and the set)
    - ▣ The set of possibilities are represented statistically
    - ▣ Time update increment  $\Delta t$  is very small relative to our sense of time, so generally not noticed.  $\delta t$  is smaller yet

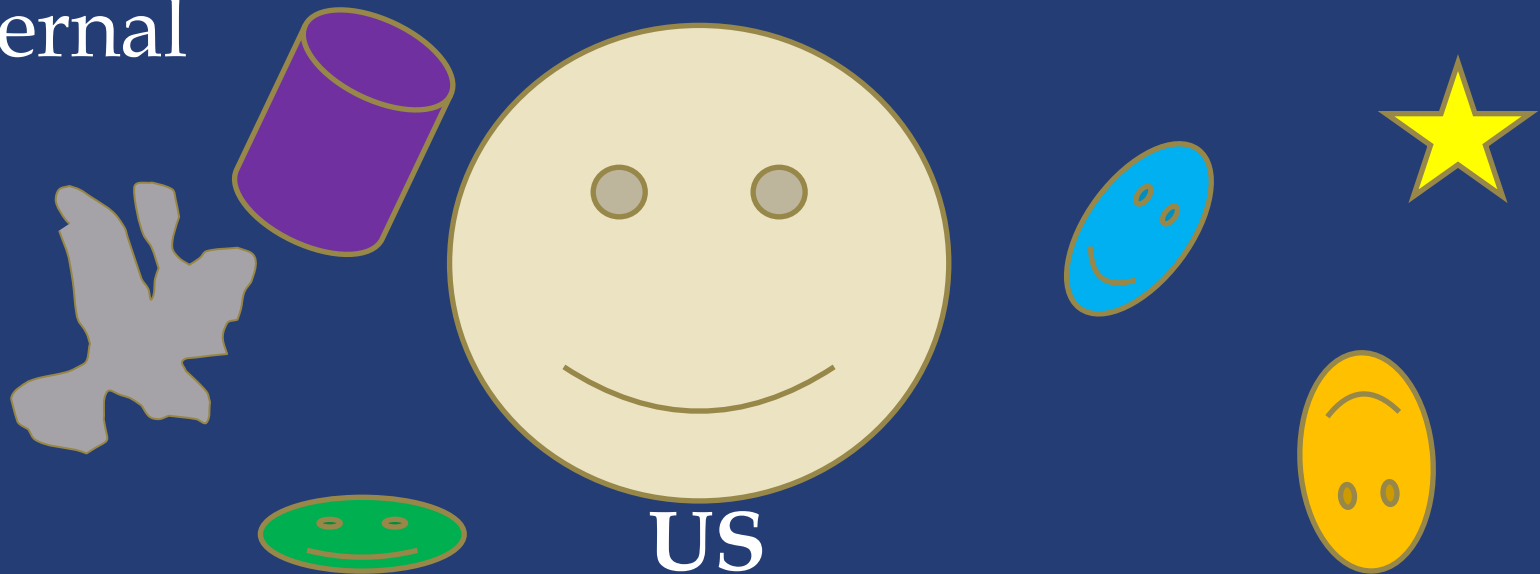
# The Nature of Virtual Reality

- ▣ Does Oxygen need to be rendered for the characters in WOW or Sims to breathe?
- ▣ Computational requirements are greatly reduced since only effects need to be rendered and only to individuals making a measurement
  - The engine under the hood, the back side of the moon, stars (day and night), the oxygen in the room, the brain in your head
- ▣ **When something is rendered, it must be: 1) consistent both historically (with existing data) and 2) consistent causally with the rule-set – (must appear to have a consistent physical basis or physical justification). These criteria are specific to the situation.**
  - These two constraints define the natural uncertainty of the data, object, or process.
- ▣ Note: the consciousness system is playing all parts in this game – it controls the historical record and the rule-set – however meddling would ruin the integrity and thus the value of the VR
  - You , as consciousness are both the creator as well as the experiencer of the creation

# Who and What Are We?

## A Bigger Picture of a Cultural Belief Trap (Us And Not Us)

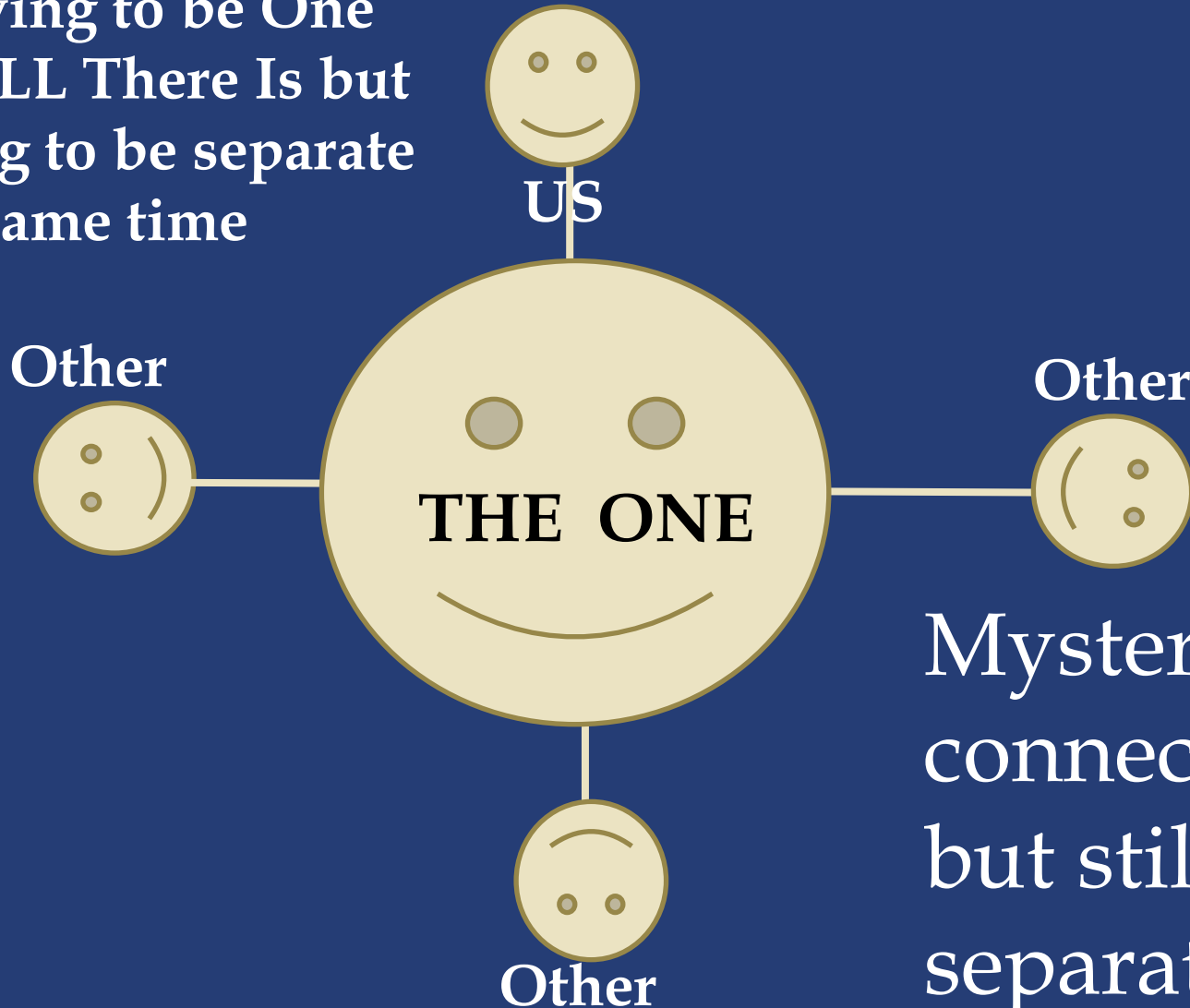
In our culture, everything is physical and external



Then we try to conceptualize that we are part of a larger consciousness system – One with All That Is

# Us And It - Connected - We Are All One

You trying to be One  
with ALL There Is but  
needing to be separate  
at the same time



Mysteriously  
connected  
but still  
separate



# Us And It - Connected - We Are All One

You trying to be One  
with ALL There Is but  
needing to be separate  
at the same time

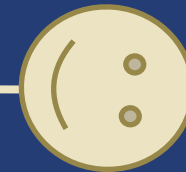
Other Incarnation



Higher Self

You trying to be One  
with your Higher Self  
or oversoul but  
needing to be separate  
at the same time

Other Incarnation



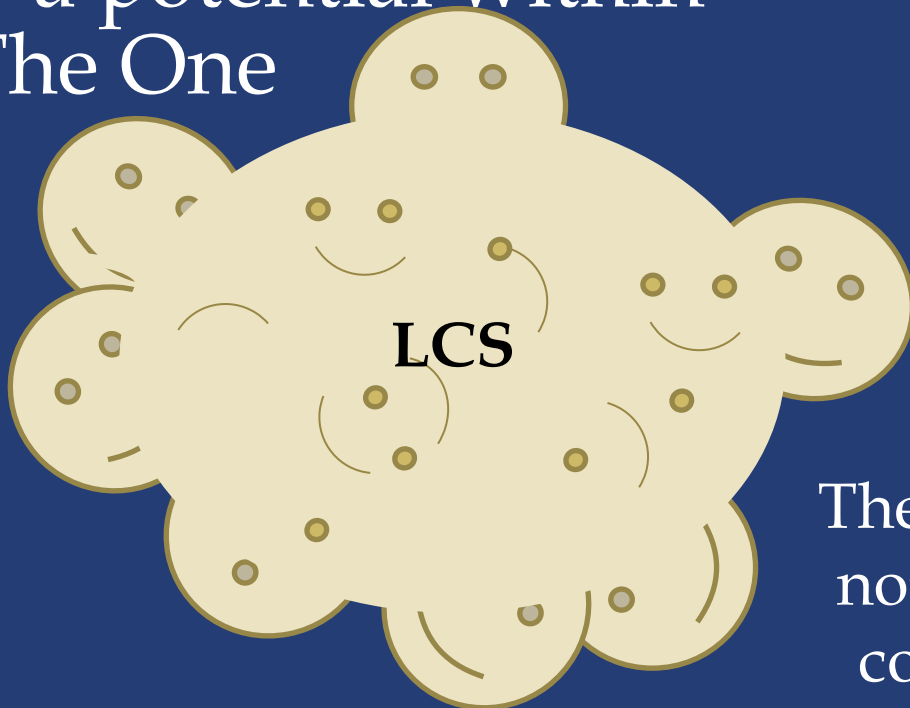
Connected  
But Still  
separate

Other Incarnation

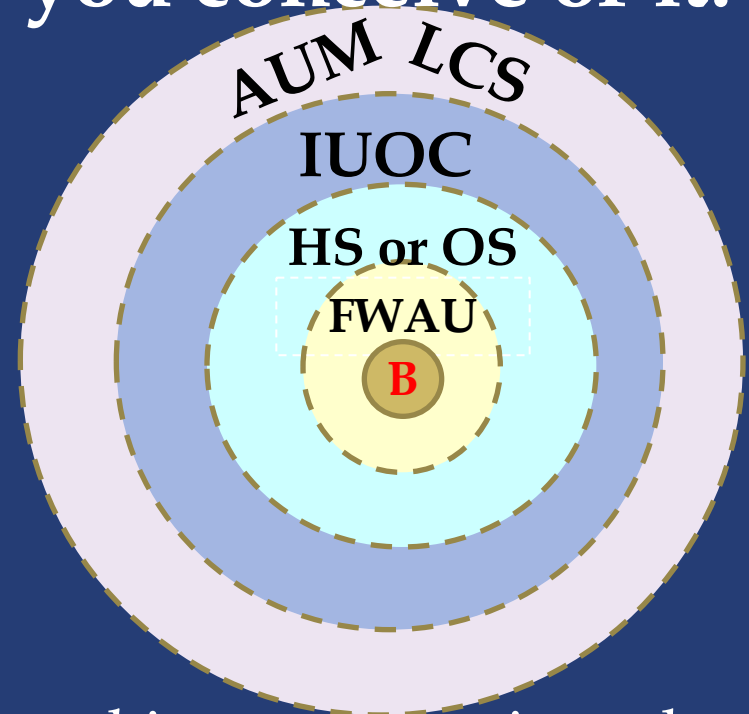
# We Are All One

Stop conceptualizing yourself as separate.  
Separateness is virtual -- an illusion of a  
virtual reality -- a cultural belief

What you are:  
Information/History  
-- a potential within  
The One



How you conceive of it:



These arbitrary groupings do  
not exist as separate things –  
conceptual training wheels<sub>66</sub>

# Consciousness Experiencing a Virtual Reality Generated by Consciousness

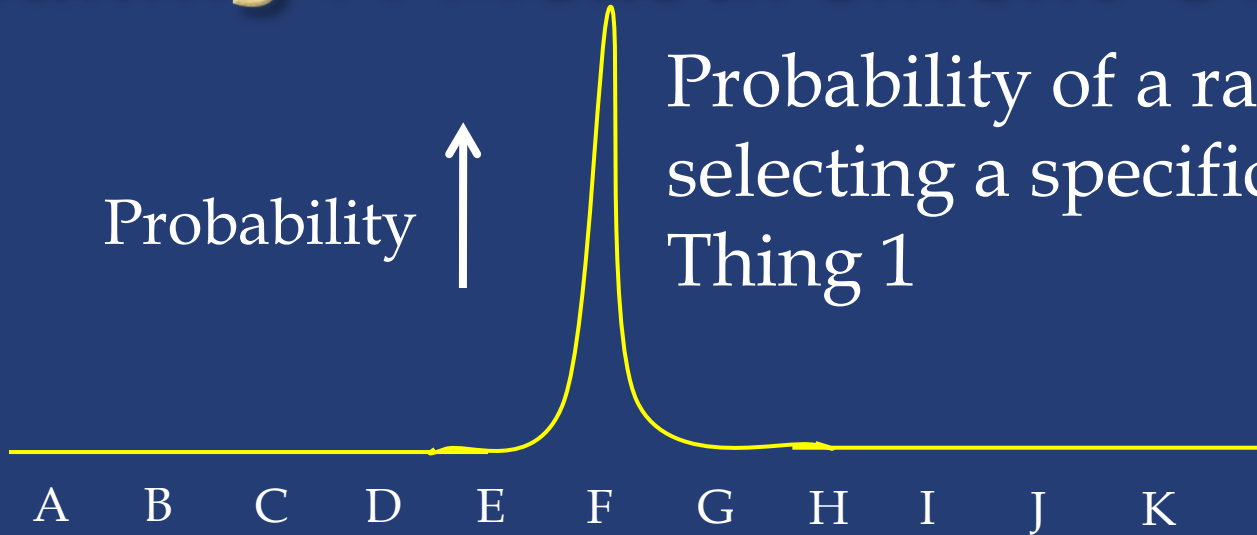
- ▣ The system is designed to facilitate its own evolution by providing a PMR where **experience and feedback** facilitates your evolution
- ▣ **Conscious intent changes the probabilities:** Talking to the car, or plant, parking place, Placebo effect, healing, etc. Power of Positive Thinking / prayer / Law of attraction / Dr Tiller raising and lowering ph / Wandering PEAR labs robot / biasing random numbers / Geiger counter counts / Dr. Masuro Imoto Freezing Ice crystals.
- ▣ **Why it doesn't always work consistently?** 1) multiple intents. 2) Prob Dist-uncertainty changes and 3) Random selection (**see next slide**)
- ▣ Conscious intent is the motive force within a consciousness system -- you are both the creator and the experiencer
  - Consciousness intent is the driver of present choices. These choices influence the future probabilities (a system of feedback)
  - Intent directly influences probability. You create your own reality. (through limitations, interpretations, and by modifying the data stream)
    - ▣ Constraint: the rule-set (including Psi Uncertainty) and consistency in time and content – what comes in stays in until it exits by the rule-set
- ▣ The consciousness system **actively** supports your evolutionary success. (nudges, synchronicity, etc)

# Making A Measurement Of Thing 1

Probability



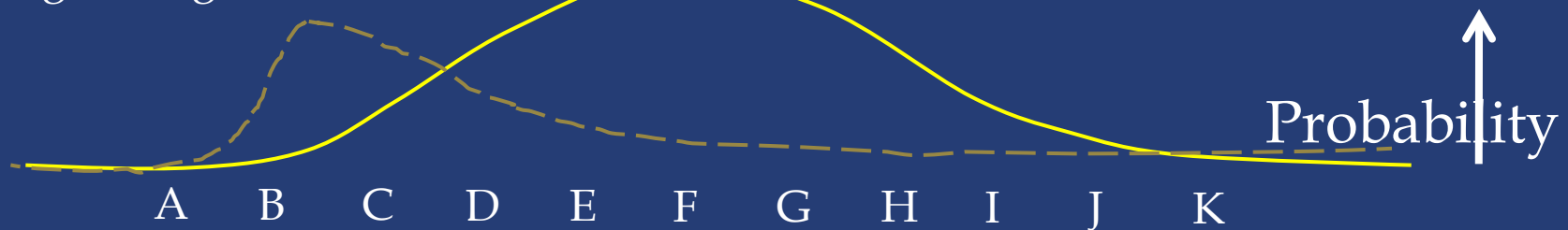
Probability of a random draw selecting a specific state of Thing 1



Possible states of Thing 1

(strong historical data / rule-set constraints – approximates objectivity)

Things change with time



Possible states of Thing 1

(weak historical data / rule-set constraints – allows for anomalous behavior within a probabilistic reality)

# Synchronicity and Other Anomalies of a Statistically Based System

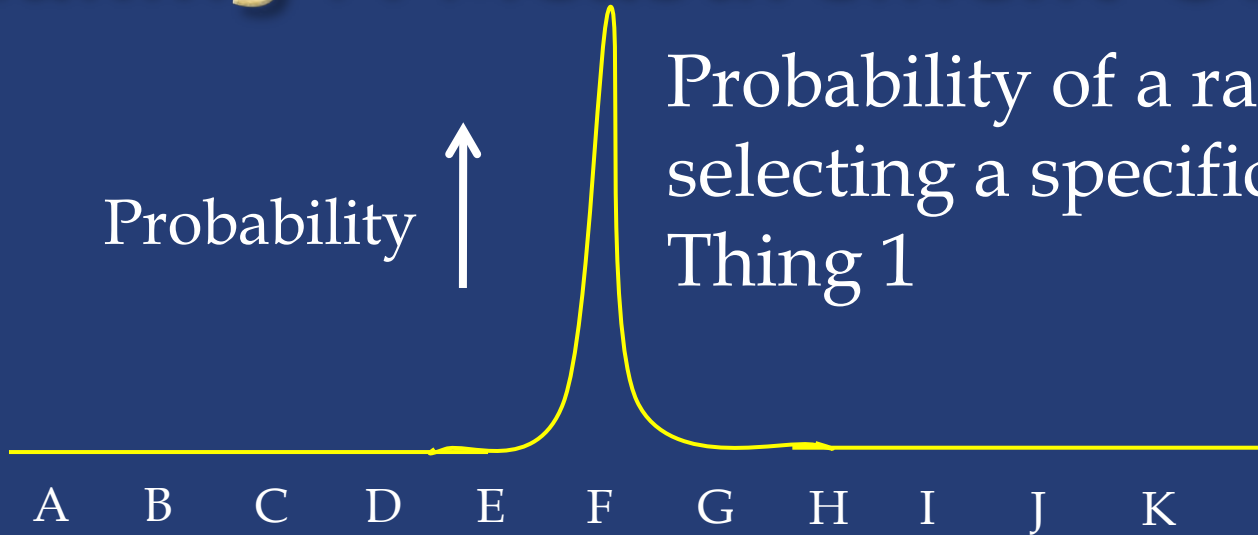
- ▣ The system computes the probability of what happens next according to the **rule-set** and to **history**
  - The system can use the lowest fidelity statistical representation that maintains **known** historical consistency and does not violate the rule-set. **Uncertainty provides multiple solutions.**
  - **Synchronicity becomes possible.**
- ▣ Weak history gives the system fewer constraints: Your car keys, grandma's ring, money in your pocket, and no beer in the fridge
  - No **objective** records/measurement - and a plausible "normal" explanation satisfies psi uncertainty and violates no rules
    - ▣ Because it can and fewer constraints (multiple solutions) saves cycles. It is not a deterministic reality
    - ▣ Because it provides the flexibility to creates a learning opportunity in support of the evolution of your consciousness.
  - If because of low fidelity modeling, the system very occasionally gets stuck, it can always cheat, but tries very hard to minimize such problems and pick the cheat of minimum effect. Must obey psi uncertainty

# Making A Measurement Of Thing 1

Probability



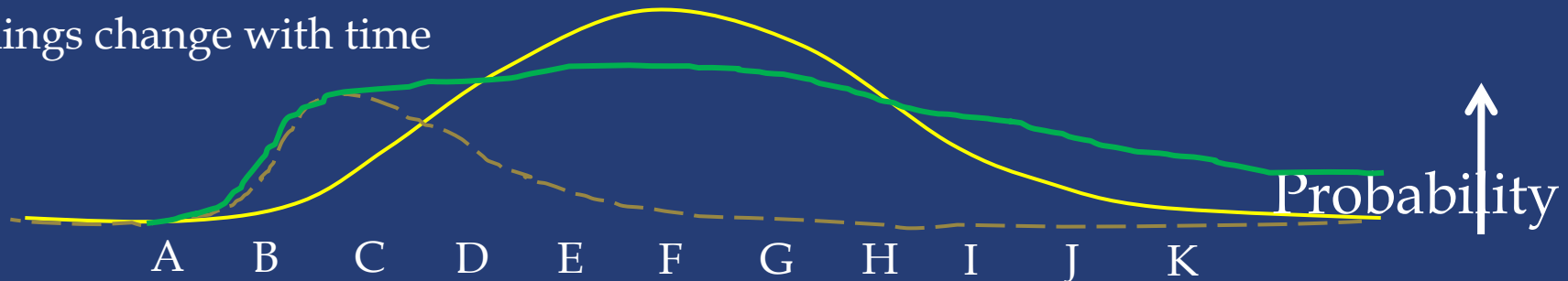
Probability of a random draw selecting a specific state of Thing 1



Possible states of Thing 1

(strong historical data / rule-set constraints – approximates objectivity)

Things change with time



Possible states of Thing 1

(weak historical data / rule-set constraints – allows for anomalous behavior within a probabilistic reality)



## Why did Einstein and Bohm et.al. get stuck?



# The False Appearance of Backward Causality

- ▣ Length of hospital stay
  - Bias generated in expected results of shorter than average stay
- ▣ Radioactive decay and random distributions
  - Bias generated in expected results of time between decays
- ▣ Specification of outcome was uncertain -- still in the future – no **objective proof** to the contrary
- ▣ Repeat experiment but determine ahead of time, how many from each group went home early
- ▣ Present intent affects future outcomes
  - Interpretation, belief, ego, fear and feedback
  - Note connection of QM to healing and talking to your car
- ▣ No inconsistency in the rule-set, No conflicts with known information

# Summary and Results

## Summary:

- ▣ Modeling consciousness as a self-modifying digital information system that evolves toward states of lower entropy
- ▣ Physical reality is a virtual reality – a subset of the larger consciousness system designed to help budding individuated units of consciousness (called an entity) evolve (lower their entropy) through experience/interaction
- ▣ Our virtual reality begins as a future probability distribution and remains that way until a measurement is made (the data is needed)
- ▣ Conscious intent can modify future probability within the constraints of 1) maintaining continuous, consistent history and 2) abiding by the rule-set

## Result:

- ▣ Physics and metaphysics become parts of one logical theory and are thus unified. Eastern philosophy and theology have been Integrated with science
- ▣ Love and spirituality are both defined in terms of entropy – a measurable quantity -- i.e., quantities suitable to the ways of physics
- ▣ Normal and paranormal are Unified as ordinary artifacts of interaction within and between reality frame perspectives of the larger reality system
- ▣ The fundamental purpose of existence in general and our existence in particular has been derived – to evolve toward lower entropy states
- ▣ Time, Relativity, and Quantum Mechanics have been derived from one set of fundamental principles

# Additional Results

- ▣ Synchronicity and mind – matter scientific anomalies have been explained (placebo effect, backward causality, modifying random number distributions, etc.)
- ▣ Lowering entropy increases the energy/power/information available to the evolving entity
- ▣ Lowering entropy, spiritual growth, increasing the quality of consciousness, evolving one's consciousness, and growing up are all different expressions for the same thing
- ▣ Love is defined as the fundamental expression of low entropy consciousness
- ▣ The larger consciousness system is an aware evolving system. It is real and therefore finite
- ▣ We are an individuated unit of consciousness, a chip off the Old Block (larger system)-- one with All That Is
- ▣ All reality frames and everything contained in them are a part of the same consciousness system – all are connected
- ▣ What is the difference between physical and nonphysical reality frames? -- only the observer's perspective

# There Is Consciousness And Then, There Is consciousness

- ▣ “Little c” or local consciousness is the view as seen by the FAWU
- ▣ Your personal consciousness is a subset of the LCS Consciousness constrained within a VR by 1) the consequences of the rule-set and evolution that defines the VR; 2) by the quality of the hosting IUOC; and 3) by its own experience/growth within the VR.
- ▣ “Little c” local consciousness is caused by data generated by Consciousness being interpreted by a subset of that Consciousness called an FWAU



# Consciousness And Brains

## The Basics

- ▣ Consciousness is fundamental (superset)
- ▣ The physical reality is virtual (subset)
  - The PMR rule-set evolved providing for the evolution of critters with brains. (Big digital bang -- Consciousness evolution fractal)
  - The physical is derived by sending data to a subset of Consciousness called a freewill awareness unit (FWAU) thus creating the perception of a physical universe
  - The virtual brain, is a creation of Consciousness to impose the constraints of the rule-set upon VR interaction. The brain cannot create Consciousness or consciousness



# A Better Brain Metaphor

- ▣ There is a file with your name on it that separates your experience of a virtual physical reality from the larger Consciousness system.
- ▣ That file or partitioned subset of Consciousness is called a Free Will Awareness Unit (FWAU) – That is what you identify as you, the player in this virtual reality (VR). Your Little c consciousness.
- ▣ A Free Will Awareness Unit (FWAU) is a collection of data, memory, rules and processing that interprets the data stream defining experience within the virtual physical reality. It also makes the choices.
- ▣ The FWAU generates new experience that is collected and integrated with past experiences within an individuated unit of Consciousness (IUOC)

# The Function of The Virtual Body

- ▣ The body & brain's function is to provide constraints to the FWAU to enable Consciousness to express itself as a character within a virtual reality trainer.
- ▣ The FWAUs interpretation and interaction is limited to what is allowable according to the PMR rule-set (what the body & brain can do within the PMR environment ).
- ▣ **The virtual brain is not a source, repository, or processor of information. It is only a constraint upon the source, storage, and processing of information.**

# Two kinds of change

- ▣ 1) Gain or lose capabilities as a result of choice:
  - ▣ From the perspective of Consciousness, the consciousness leads, and the body follows
    - A changed consciousness produces a modified brain to support the changes: Sheep morality
      - ▣ Bootstrapping: Forward or backward
- ▣ 2) Gain or lose capabilities as a result of rule-set :
  - ▣ From the physical perspective, the body leads, and the consciousness follows
    - A Brain that becomes physically damaged (rule-set consequences), limits (additional constraints) how the FWAU can interpret and interact with its virtual environment. Big C Consciousness is not affected while little c consciousness is.

# Consciousness/Brain Summary

- There is no physical body or brain -- just a computed/simulated virtual body-brain that functions (defines constraints) according to the simulation's rule-set
- The properties of the simulated virtual body and brain provide the constraints that limit how an FWAU can express itself (interaction, interpretation, and choice) within this virtual PMR
- It does that by limiting that expression to what can be naturally supported by PMR evolution (electro-chemical-mechanical requirements of body and brain) according to the rule-set
- That part of Consciousness that interprets the data stream – You, the PMR VR player – is contained in a file with your name on it called the FWAU which is contained within a folder of your cumulative experience called an individuated unit of Consciousness (IUOC). The FWAU is in constant communication with the IUOC

# The Virtual Brain -- Limitations

- ▣ It sets a constraint on the content of your experience and what you make of your experience.
  - If your particular brain can't capture or process some potential piece of information, then that experience is unavailable to you because it lies beyond how the rule-set has defined your specific limitations in this virtual reality. A limited Consciousness is not implied.
  - If you get Alzheimer's, a brain tumor, or have a stroke...that changes the limitations imposed on your experience by the rule-set. It affects your "consciousness" (PMR intellectual awareness) but not your Consciousness.

# When The Brain Dies

- ▣ At death, that temporary partitioned data set defining the FWAU dissolves and is deleted. (It has been backed up continuously or mirrored by the IUOC). The collection of data, rules, quality, memory, and experience that define the Larger You (IUOC, higher self, oversoul, etc.) remains in the larger Consciousness system as a data folder....
- ▣ Until the Larger Consciousness system (LCS) again partitions off some new portion of itself to define a new player in the PMR game to be **constrained** by the selection of information representing a given IUOC, then **constrained again** by the VR rule-set applied to the IUOC's VR interface (the FWAU). This new "separate" FWAU is given free will to interact within the VR. It must start as a newbie – learn all over again how to interpret data – yet it retains a potential that reflects the Consciousness quality gained or lost in all previous packets.



# Graphics Quality in PMR Simulation

## Video Lag – Change What You Can

- ▣ “Video lag” is the major problem in virtual reality games
  - The image on the local computer (individual brain/body) executes more slowly than on the server (consciousness)
- ▣ “Slow” and “last in line” both create latency problems – one must change what one can
- ▣ The WOW computer game cannot change “last in line”, it can’t change “slow” either, but **you can** by speeding up the hardware (network and local computer)
- ▣ The virtual PMR game cannot change “slow” by speeding up the hardware (brain, electro chemical, and and muscle response) –that is fixed by the rule-set. But it **can change** “last in line” by giving the slowest elements in the sequence a head start so that your intellectual awareness (local consciousness) and body motion seem smooth and well connected

# An Optimal Design

1. Within Consciousness, the near probable future choice is computed
  2. Next, within the context of a virtual PMR, **the virtual body automatically starts to react** as the **virtual brain** emulated within the FWAU receives the probable future data stream (slowest process comes first – virtual brain/body begin to move based on probable future)
  3. Then, in the present, the choice is changed or continued by the Consciousness (FWAU)
  4. And finally the probable future data and present experience data are interpreted into an intellectual, local, situational little c awareness by the virtual brain emulator within the FWAU (fast process goes last)
- ▣ This significantly reduces apparent “video lag” between body motion (slowest component) and local mental awareness (much quicker process). Small times and high future probabilities produce few errors. Much better design.

# Bereitschaftspotential

- ▣ *In 1964, two movement-related cortical potentials, the so-called Bereitschaftspotential (readiness potential) and the contingent negative variation were coincidentally described by two independent groups of investigators. Both of these evoked potentials reflect dynamic changes in motor cortical activity 1–1.5 s prior to movements, and thus mirror the preparation and/or anticipation of movement. But whereas the Bereitschaftspotential appears with self-paced, ‘voluntary’ movements, the contingent negative variation is related to cued movements.*

**[Motion starting before awareness Reduces video lag -- probable reality database allows anticipation of future events as does networked communications]**

# Anticipation of Future Events<sub>2</sub>

- ▣ *Dean Radin's studies showing the body reacts to a calm or disturbing picture several seconds before any information energy or photons is available to have any effect on the body, meaning no [physical] energy is involved.*
- ▣ *Likewise researchers have shown that people physiologically manifest empathy at a distance before the fact*
- ▣ *Precognitive dreams and prescience are commonly experienced by millions*

**[probable reality database allows anticipation of future events as can networked communications]**

# Anticipation of Future Events<sub>3</sub>

- ▣ *Honorton's meta-analysis of studies of people's ability to predict pictures to be shown. He studied 309 experiments in 113 articles published from 1935 to 1987, done by 62 different investigators with 2 million individual trials by over 50,000 subjects. The data showed that people are able to predict what will be shown at levels that exceed those expected by chance, (before any [physical] energy is involved to make information available to the senses),.*

**[probable reality database allows anticipation of future events as does networked communications]**



# Reverse Causality

- ▣ *The retro-intention studies showing that intention somehow **has an effect on** an experiment group of cardiac intensive care patients\* that were in treatment nine years previous to the healing intention effort, and that clicks on **Geiger counters** recorded at one time **can be influenced by**\* consciousness a year later to have more of the recorded clicks come from the left or right speaker of a headphone, depending on the listener's intention*
- ▣ *Consciousness **can affect machines that use energy**\*, such as random-number generators, random-noise generators, telephones, recorders, and the like.    **\*Effects output data**  
**[Your present intent and consciousness system's nudges can modify future probability. The effects must remain within the allowable uncertainty]***



# A Physical Explanation of Artifacts of Consciousness Always Fails

- ▣ *The fact that no one has been able to use a form of energy to interfere with any of the telepathy, remote viewing, or psi experiments, which would be expected if they were created by some form of energy. However, the intentions of the experimenter do affect the phenomena.*
- ▣ *The fact that remote viewers and people in telepathy experiments in Faraday cages, shielded from electromagnetic energy, are as able to remote view or experience telepathic information as when outside of the cages.*

**[Consciousness is not a physical phenomena] The physical is a virtual reality – data streams to individuals**

# Value Of A Theory

- ❑ ~~It supports current scientific beliefs~~ --- **NOT**
- ❑ It explains what is known
  - Fewer assumptions is better
- ❑ It explains what is unknown
  - Makes sense of what is now paradoxical or mysterious
    - Consciousness / free will / placebo / healing / Wave particle duality / precognitive dreams / anticipatory knowledge / reverse causality / readiness potentials / empathy at a distance / UFO experiences / OOBIE / entangled pairs / remote viewing / human purpose / spirituality / metaphysics / failure of physical explanations to explain consciousness / that physical artifacts (Faraday cage) has no direct affect on consciousness / importance of attitude / luck (good or bad) / synchronicity / And delivers Einstein's little TOE
  - Provides new insight and predicts new information
    - Provides a comprehensive consciousness model and brain function model, human physical action, reaction, and interaction model / predicts conscious computers / introduces process fractals and a more productive and useful cosmology / creates new connections between everything: the paranormal becomes normal, and integrates East and West turning mysticism into science
- ❑ Experience (collected data) must verify the new information

# Section 3

## Experiential Exercises – 1

### An Introduction to Operating in the Larger Reality

(2 sets of exercises – Saturday and Sunday -- they are progressive)



# What You Might Learn

- ▣ Focus your intent effectively without the usual process/ritual. (achieve an effective altered state)
- ▣ Parallel processing and multitasking multiple realities
- ▣ Achieving and switching states quickly and effortlessly
- ▣ Using intent to define a unique address through relationship (a unique event ,person, place or situation – not just any John Q) **requires a positive identification**
- ▣ Tool generation and use (humanoid shapes, etc)
  - Symbol/metaphor -- you are in control – imagine (belly to back)
  - Intent navigates the database. Intent modifies reality
  - Tools merely help you focus intent
- ▣ Accessing the databases
  - Viewing physical, emotional and spiritual energy-bodies
  - Output formatting
- ▣ Manipulating time
- ▣ Diagnosing and Healing
- ▣ Remote viewing – be specific – what Keith did on Friday<sub>92</sub>



# The Right Approach

No one is  
checking  
answers

- ▣ The point is not the result (getting the right answer), but the process
- ▣ This is about your learning experience – an experiment
- ▣ Forget all your usual techniques – forget lengthy preparation and relaxation - Forget formal meditation. Let your intent direct the action
- ▣ Don't try to do it – let it happen – let information come to you. Simply execute to the best of your ability, participate, and observe what happens with open minded skepticism. You are an independent detached observer
- ▣ **Get into it, be immersed – 100% focused. Ignore background**
  - No Expectations. No Intellectual control . No analysis.
    - ▣ Forget about answers being rational and making sense
    - ▣ Forget about being in control – just observe
    - ▣ Beliefs are main limitation – “I can't... That's impossible ” is the worst
    - ▣ The need for it to make sense is the next worse limitation
- ▣ We will move along quickly – stay with me. I will give you 20 seconds
- ▣ Falling behind is probably a “belief in necessary process” issue (ritual)
- ▣ Don't worry over process or details. Humor me, just follow along and observe the results. Do the best you can
- ▣ Get comfortable – shift around as necessary
- ▣ Do not talk – diagnose, return to record, go back (7 times) remain silent

# 5 Exercises

- ▣ 2 diagnosing and healing exercises
- ▣ 3 remote viewing exercise (present)
- ▣ Take the next 30 seconds to relax
  - Take a deep breath and get comfortable
  - If you have a belief trap problem or so other issue, just ignore it and follow along the best you can – don't disturb others. If disturbed, let it go and resume
  - Give me (My voice) 100% of your attention
  - Do NOT intellectualize, analyze, judge or struggle with anything. This must be a zero anxiety exercise.



# Tools and Specific Approaches

- ▣ No expectations, beliefs, analysis, or fear
  - The intellect can direct but not judge or analyze
- ▣ Clearly holding multiple intents
  - Humanoid shape + Intent = energy body
  - Specify output: White on black or vice versa
  - Orientation – left/right-front/back 3D views
- ▣ Parallel processing – listening in PMR while working in NPMR
- ▣ Coming and going in and out of the altered state
- ▣ Diagnosis – accessing the database by intent
- ▣ Healing by intent -- Healing tools
  - White light – intensity – sunglasses – staying power (return often) -  
Zoom in and out – Leverage (all cells be like this cell) – other colors –
- ▣ Remote Viewing by intent:
  - Exp3 – multiple approaches – each approach is independent
  - Exp4 – multiple approaches – time is a database search variable

# Some Things To Consider

- ▣ This was about the process, not about the results
- ▣ Was it real? → Was the data accurate?
- ▣ The approach is critical
  - Silence the intellect – analysis, judging, fear, ego, making things happen
- ▣ The speed was intentional
- ▣ Clear input and well defined output otherwise GIGO
- ▣ Specific vs. general – the result mirrors the intent. (a tight focus requires some knowledge)
- ▣ Left and right confusion – specifying physical detail not important unless you are collecting visual evidence
- ▣ Tools – make them up and give them properties as needed
- ▣ **Revisit several times a day for several weeks**
- ▣ **How do you know when not to interfere?**

# Typical Reasons Why It Might Not Have Worked For You Today

- ▣ The four major problems:
  - Noise – constant chatter – analysis, guessing – lack of steady focus
    - ▣ The focus of your imagination in the exercises was probably fine
    - ▣ Find point consciousness first
    - ▣ Holding multiple intents in steady focus
  - Fear (non-intellectual) – being wrong -- not being able to do it -- expecting that it will not work for you
  - Belief (non-intellectual) -- that it could not possibly be this easy – that it is impossible
  - Inability to remain a detached observer
    - ▣ It is not about you. Being a detached observer takes practice, like being a good listener

**MBT Events Presents:**

**REALITY 101**

**SUNDAY**

Thomas Campbell

Calgary – Sept 23 - 25, 2011

[www.MBTevents.com](http://www.MBTevents.com)

[www.MyBigTOE.com](http://www.MyBigTOE.com)

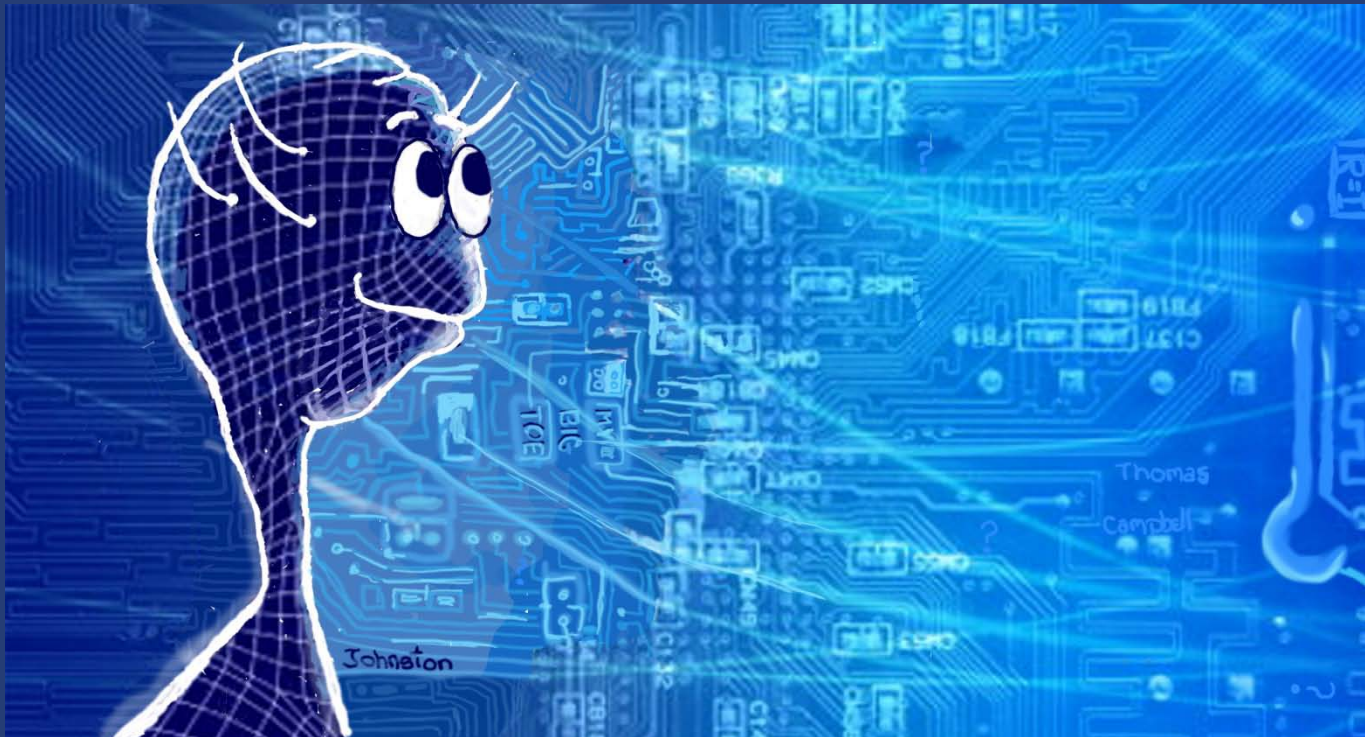
# Agenda/ Schedule<sup>73</sup>

- ▣ Friday Sept 22
- ~~▣ 6.00 to 6.20 Introduction to Thomas Campbell and My Big TOE~~
- ~~▣ 6.20 to 7.45 Fundamentals of the Larger Reality (Part 1)~~
- ~~▣ 7.45 to 8.00 Break (slide 26)~~
- ~~▣ 8.00 to 9.00 Questions~~
- ▣ Saturday Sept 23
- ~~▣ 9.00 to 10.20 Fundamentals of the Larger Reality (Part 2) (slide 27)~~
- ~~▣ 10.20 to 10.30 Break (slide 45)~~
- ~~▣ 10.30 to 12.00 How does it work? The Mechanics of the Larger Reality (Part 1)~~
- ~~▣ 12.00 to 1.15 Lunch Break (slide 70)~~
- ~~▣ 1.15 to 2.30 How does it work? The Mechanics of the Larger Reality (Part 2)~~
- ~~▣ 2.30 to 2.45 Break (slide 90)~~
- ~~▣ 2.45 to 3.45 Experiential Exercises Part 1 (Healing and Extended Perception)~~
- ~~▣ 3.45 to 4.00 Break (slide 97)~~
- ~~▣ 3.40 to 5.00 Questions on Topics covered so far~~
- ▣ Sunday Sept 24
- ▣ 9.00 to 10.30 Experiencing the Larger Reality (slide 98)
- ▣ 10.30 to 10.45 Break (slide 112)
- ▣ 10.45 to 11.30 Accessing the Larger Reality
- ▣ 11.30 to 1.00 Lunch (slide 122)
- ▣ 1.00 to 2.10 Experiential Exercises Part 2 (Healing and Extended Perception)
- ▣ 2.10 to 2.25 Break (slide 128)
- ▣ 2.25 to 3.50 Discuss Exercises and then Open Questions
- ▣ 3.50 to 4.00 Break
- ▣ 4.00 to 5.30 Open Questions Continue



# Section 4

## Experiencing the Larger Reality<sub>11 + 11</sub>





# Question

## Can Everybody Do It?

- ▣ Can anybody learn to experience and become operational in nonphysical reality?
  - **Yes, theoretically,** anybody. But that is like saying anyone can learn to play the piano well, be a good soccer player, design a computer chip, or teach autistic children.
    - ▣ Anybody can, but not many do
- ▣ Should becoming operational in a nonphysical reality be a main goal?
  - No – let it be a natural result, not a fundamental goal

# Question: How?

- ▣ How does one go about learning to experience and become operational in nonphysical reality? Are there any exercises you recommend to help develop this awareness?
  - Start with meditation – Ch 23 in Book 1
  - Explore. Experiment. Practice. Have patience and stick-to-itiveness. **Collect evidential data** to confirm what you are doing has real results. Explore...
  - No magic pill or magic process – You earn your way by growing up, by pulling yourself up by your bootstraps
  - **No shortcuts** other than steady effort and diligence
  - **Drugs are generally counter productive**

# Approach to Meditation

- ▣ **Attitude:** While in a meditative (quiet and relaxed) state
- ▣ **Fear nothing** and **hope for nothing**
- ▣ Send your intellect away – just experience the exercise dispassionately – **no thinking** and **no analysis** allowed
- ▣ **Expect nothing** – have no preconceived notions about what will or will not happen. **Eliminate beliefs**
- ▣ **Don't compare** experimental events – let each one be unique
- ▣ **Don't judge** quality or value of experimental events – just let them be as they are – record everything as an impartial disinterested data taker
- ▣ Accept whatever happens as the objective results of an experiment
- ▣ Make every effort to **collect evidential corroboration** whenever possible. **Set up your experimental situations so that evidence will be generally available.**

# Typical NPMR Experiences

- ▣ OOB and OOME
  - (mind not body is the launching point)
- ▣ Lucid dreams, night dreams, day dreams
- ▣ Precognitive dreams
- ▣ Remote viewing
- ▣ Healing self and others
- ▣ Visiting other PMR & NPMR reality frames
- ▣ Communicating with non-physical beings
- ▣ Accessing the probable future data base
- ▣ Accessing the actualized and un-actualized data bases
- ▣ **A low entropy consciousness can easily access all the above with a little effort, but none of it is necessary to evolve the quality of your consciousness**
- ▣ Psychotropic drugs -- no long term growth or value

# Fear, Belief, and Inexperience Are The Primary Constraints


- ▣ Reality frames are available for your exploration, However, what you find there is strongly limited by YOU
  - NPMR is not just a disembodied view of PMR – A funny version of PMR with different stuff in it – People who do not understand the nature of consciousness tend to extrapolate PMR into NPMR
  - NPMR is experienced through your consciousness, not through your senses
    - ▣ What you experience (data received) may have an objective source within the reality frame you are in, but how you experience it is subjective – that is the same in both NPMR and PMR
    - ▣ Communications are **telepathic** – 1 conceptual lump, not linear
    - ▣ Content is subjectively interpreted in terms of metaphor and symbol
- ▣ Because you are launching your exploration from PMR
  - You must interpret the experiences of consciousness through the constraints of your FWAU -- your personal experience within PMR – personality, attitudes, fear, ego, and beliefs
    - ▣ Pattern matching forces imperfect interpretations – don't push it
  - You must communicate the experiences of consciousness (even to yourself) through the constraints of your language

# What You Find in NPMR – Your Influence

- ▣ Experiences within various reality frames are defined and limited by fears and beliefs – You create your own reality through personal belief and interpretation
- ▣ Your consciousness defines your reality
  - Inside data (you create it – your interpretation) or outside (“objective”) data all looks the same and all is interpreted and processed subjectively
- ▣ You experience the junk in your mind as reality
  - Not returning – the wall metaphor
  - The thing that gets you – the hook or demon
  - Going somewhere – the door or tunnel; motion, traveling, flying
  - The white light – the source, great orifice, and god metaphor
  - Silver cord metaphor
  - Specific beings – angels, saints, relatives, hooded robes, historical figures, wise mentors – all metaphors and symbols
- ▣ **Solution: Get rid of the junk – ego, fear, beliefs**
  - Explore, research, experiment – always be open & skeptical believe nothing, have no expectations, be a detached scientist



# Developing NPMR Experience

- ▣ A blind man abducted from rural Appalachia and dropped in the middle of New York Times Square in a sack. There are no social services nor will anyone help. He is on his own.
  - Take a step in any direction and gain mastery over what is there.
  - Take another step and gain mastery over what is there
  - Go back to the first step and integrate the two
- ▣ Explore – experiment – open minded skepticism
  - Subjective interpretation of an objective reality
  - You must collect evidence and test it to separate fact from fiction -- and to realize the big picture from the subjective data
- ▣ Many years later a confident master of New York City – his Appalachian existence seems so quaint and limited by comparison

# What You Find In NPMR – Other's Influence

- ▣ Guides – what are they (LCS help line, aka higher self, angel..)
  - Does everybody have guides? – No Can everybody get them? -- Yes
  - Are there to help you evolve your consciousness. They are focused on your growth in the big picture, not meeting your needs or serving your wants. Talking to guides
  - Have independent consistent personalities – sense of humor
  - Are limited in what they can do -- nudge, encourage, and provide opportunity for growth. You must learn through your own experience.
  - Are imperfect – it's a job, an opportunity
  - Will take any form or means necessary
  - Arrange specific NPMR/PMR experiences – dreams/synchronicity
  - Will help you follow the plan if there is one
- ▣ Higher Self, or other beings with a message or issues
- ▣ Negative entities – lower entropy through self-control, ego focused on control, power and force
- ▣ Parasites and other low life – attracted through fear/ego. Intentional harm. Fear. Same solution

# Pulling Yourself Up By Your Bootstraps

The More You Learn, The Easier It Is To Learn More  
Why The Theory And Understanding Are Important

- ▣ Inexperience in PMR
  - Limited conceptual base for accurate interpretation
- ▣ Inexperience and lack of understanding in NPMR
  - Cannot separate subjective interpretation of subsets of data from the big picture of the whole
  - Misunderstand the nature of what you are experiencing
    - ▣ Intent drives all -- clarity and precision are required
    - ▣ Tools are arbitrary
    - ▣ Confuse: PMR present / Probable future database / actualized history data base / un-actualized history data base
    - ▣ Wouldn't know you can extract data in any format you want
    - ▣ Wouldn't understand that access is dependent on probable change in entropy for whole system and psi uncertainty principle

# Getting Ready

- ▣ Just being blasted or coached into NPMR produces little of lasting value
- ▣ Being ready means dropping ego and fear and raising the quality of your consciousness
- ▣ If not ready, one should be working on getting ready, not on getting into NPMR and being frustrated
- ▣ You must learn through experience not through being told or reading about someone else's experience
  - Your learning (lowering your entropy) must be at the being level not the intellectual level – you must grow up
  - Learning at the intellectual level is almost irrelevant – therefore not supported by guides or NPMR experiences except as an aid to real growth. Interaction and growth process are experiential
  - You are only told, or shown, or led to experiences that are likely to help you (and the larger system if others are affected) grow your being – improve the quality of your consciousness

# The Quality, Significance, and Value of Your Experience is a Variable That Expresses The Quality Of You

- ▣ One can get to NPMR before one is ready to grow from the experience
  - One can go to a great library and read comic books
  - From PMR or NPMR, one can make a living by threatening people and stealing their money
  - Keep a big picture focus: Many things can be done that may seem advantageous in the little picture but are self-limiting if not counter-productive – generate beliefs, ego, and bad attitudes
  - NPMR is the colorful flower that attracts attention and interest (both positive and negative), however, one can also turn it into a trap



# Section 5

## Accessing The Larger Reality Some Things to Remember<sub>11</sub>





# Gaining Access

- ▣ Accessing NPMR is a matter of focusing your awareness to a different incoming VR data stream
  - For the most part, access is a self-policing system
  - Gaining access requires an act of intent and needs neither physical, emotional, nor intellectual process – in fact those processes are inhibitors
  - Gaining access, like meditation, is a matter of not doing rather than doing. You do not need to learn a new technique – you need to unlearn ego, beliefs, fear, and expectations – you need to BE differently
  - When you reach that meditation state of bodiless point-consciousness, you have escaped PMR. What you do after that is a function of your ability to hold that state steady for a long time and your intent. You are the blind man crawling out of the sack in Time Square – explore, experiment, be open and skeptical – slowly and carefully map out the territory – always collect evidence – you must collect evidence

# Forget Everything You Have Read About NPMR

- ▣ Tools are personal and not fundamental
- ▣ Interpretations, metaphors and symbols are personal and not fundamental
  - Most explorers do not realize this and thus report their experience as if it were not largely dependent on what they bring to the table
    - ▣ The result is: The subjective interpretation of objective data are mixed in a hodgepodge with threads of truth running through it
- ▣ Venture forth and see what happens – experiment and gather evidence
  - Be detached and skeptical -- observe, study, and experiment
  - Have your own experience, do not try to duplicate someone else's experience
  - Stop judging and second guessing until you have worked an experimental vein for 3 or 4 months – let the evidential data tell the story
  - Take the long view – in 20 years you should be good at it
  - Remember the point is personal growth, not having cool experiences

# Making Contact

- ▣ Intend simple straightforward questions
- ▣ Expect telepathic responses in chunks of content
- ▣ Ask and listen. Be a disinterested observer.
- ▣ Do not judge or second guess the independence of the source. Just take notes
- ▣ Eventually it will become clear when the information is not coming from you – that may take months
- ▣ Be patient and persistent – and polite
- ▣ Be fearless. Ask who what and why – question and interrogate

# Remote Viewing

- ▣ An exploration in pictures of the probable future and the actualized and un-actualized past data bases
- ▣ The rest is really fundamentally the same as making contact or healing – even if the tools and process appear quite different
  - Someone must specify intent clearly
  - As in all NPMR activities, ego, fear, expectations, and an analyzing intellect must be removed from the process. Detachment is required.
  - The experience must unravel on its own

# Healing

- ▣ Distance, name, picture, etc are all irrelevant
- ▣ Time is a variable
- ▣ Generate diagnosing tools
- ▣ Generate healing tools
- ▣ Do not force your will on others, do not interfere
- ▣ Use your intuition
- ▣ For maximum effect maintain background intent and awareness – repeat several times a day for several weeks
- ▣ Collect evidential data
- ▣ Use parallel processing to make process more effective

# Parallel Processing

- ▣ Unnecessary to learn but makes much more efficient use of your time and puts NPMR at your fingertips even under suboptimal conditions
- ▣ Learn to meditate in difficult situations
- ▣ Learn to shift focus between realities and in and out of meditation states in seconds
- ▣ Learn to operate in two realities at once
  - Each reality remains separate while you timeshare your attention between them
  - Difficult at first, easy later



# Fear And Negative Beings

- ▣ Sometimes these are the same thing
- ▣ Fear allows a negative being to make a connection with your energy
- ▣ Fearful situations are often used by your guides as a test of your readiness to explore
- ▣ Fear is a “Kick Me” sign. Become fearless first and then explore
- ▣ It is very unlikely that anything will hurt you
- ▣ Fear will ruin your ability to interpret your experience accurately
- ▣ Fear will inhibit your ability to learn and grow from your experience
- ▣ Gaining access is a self balancing situation – you generally can not get to where you do not belong

# Staying Balanced

- ▣ Remember why you are here
- ▣ Keep your PMR and NPMR awareness (whether operational or not) balanced
- ▣ Concentrating on one much more than the other is out of balance
- ▣ PMR is the primary growing place
- ▣ Having operational awareness in NPMR may help you understand the larger reality but it is not fundamental to your purpose
- ▣ Access is available to those who are good citizens of the larger reality – those in the process of lowering system entropy. Otherwise, you can push your way in but that experience will be of little value in the big picture

# So, What Do I Need To Know About The Future?

- ▣ Nothing!
- ▣ In general if you do not have access, you cannot profitably use access
- ▣ Future information tends to exacerbate ego and fear
- ▣ Fear has the property that it manifests itself
- ▣ Increasing the anxiety/fear level is counterproductive
- ▣ Listen to your intuition and you will be wherever you need to be whenever you need to be there
- ▣ Don't worry about it – let the future take care of itself
- ▣ This is just an iterative virtual reality – death is not a serious result in the big picture – that's your fear talking.



One Big Toe...Two Big Toes....Three Big Toes.....Four.....

ALIEN MEDITATION

# Section 6

## Experiential Exercises – 2

### An Introduction to Operating in the Larger Reality<sup>4</sup>

# What You Might Learn

- ▣ Focus your intent effectively without the usual process/ritual. (achieve an effective altered state)
- 1 → ▣ Parallel processing and multitasking multiple realities
- ▣ Achieving and switching states quickly and effortlessly
- ▣ Using intent to define a unique address through relationship (a unique event – e.g. names and dates – not just any Suzy Q) – **You must make a positive identification.**
- ▣ Tool generation and use (humanoid shapes, etc)
  - Symbol/metaphor -- you are in control – imagine. (belly to back)
  - Intent navigates the database. Intent modifies reality.
  - Tools merely help you focus intent
- ▣ Accessing the databases
  - Viewing physical, emotional and spiritual energy-bodies
  - Output formatting
- ▣ Manipulating time
- ▣ Diagnosing and Healing
- ▣ Remote viewing – be specific – what Keith did on Friday

← 2

# The Right Approach

- ▣ The point is not the result (getting the right answer), but the process
- ▣ This is about your learning experience – an experiment
- ▣ Forget all your usual techniques – forget lengthy preparation and relaxation .  
Forget formal meditation
- ▣ Don't try to do it – let it happen – let information come to you. Simply execute to the best of your ability, participate, and observe what happens with open minded skepticism
- ▣ **Get into it, be immersed – 100% focused. Ignore background**
  - No Expectations. No Intellectual control . No analysis
    - ▣ Forget about answers being rational and making sense
    - ▣ Forget about being in control – just observe
    - ▣ Beliefs are your main limitation – “I can't...” is the worst
    - ▣ The need for it to make sense is the next worse limitation
- ▣ We will move along quickly – stay with me. I will say “20 seconds”
- ▣ Falling behind is probably a “belief in necessary process” issue (ritual)
- ▣ Don't worry over process or details. Humor me, just follow along and observe the results. Do the best you can
- ▣ Get comfortable – shift around as necessary
- ▣ Do not talk – diagnose, return to record, go back (7 times) remain silent



# Typical Reasons Why It Might Not Work For You Today

- ▣ The four major problems:
  - Noise – constant chatter – analysis, guessing – lack of steady focus
    - ▣ The focus of your imagination in the exercises was probably fine
    - ▣ Find point consciousness first
    - ▣ Hold multiple intents in steady focus
  - Fear – being wrong -- not being able to do it -- expecting that it will not work for you
  - Belief -- that it could not possibly be this easy – that it is impossible
  - Inability to remain a detached observer
    - ▣ It is not about you. Being a detached observer takes practice, like being a good listener

# 6 Exercises

- ▣ 2 diagnosing and healing exercises
- ▣ 4 remote viewing exercise (present)
- ▣ Take the next 30 seconds to relax
  - Take a deep breath and get comfortable
  - If you have a belief trap problem or some other issue, just ignore it and follow along the best you can – don't disturb others. If disturbed, let it go and resume
  - Give me (my voice) 100% of your attention
  - DO NOT intellectualize, analyze, judge or struggle with anything

# Additional Tools and Approaches

- ▣ No expectations, beliefs, analysis, or fear
  - The intellect can direct but not judge or analyze
- ▣ Humanoid shape + Intent = energy body
- ▣ Specify output: health, emotional, spiritual
- ▣ Healing by intent -- Healing tools
  - Illness inception and prognosis by stepping time
    - ▣ Adjust step size to suit
    - ▣ Start healing from within the past (particularly those very critical)
    - ▣ Check results – prognosis under various conditions
  - Modify output format – dynamic graphical displays, movies
  - Intuitively pick colors or let them pick themselves by intending optimal effect
  - Tongs, gloves, containers – cleanup
  - Lasers, blow torch, vacuum, scalpel, filters, suns

# Some Things To Consider

- ▣ Was it real?
- ▣ The approach is critical
  - Silence the intellect – analysis, judging, fear, ego, making things happen
- ▣ The speed was intentional
- ▣ Clear input and well defined output otherwise GIGO
- ▣ Specific vs. general – the result mirrors the intent. (a tight focus requires some knowledge)
- ▣ Left and right confusion
- ▣ Tools – make them up and give them properties as needed
- ▣ For your protection **(From your own fear and beliefs):**
  - Dispose of the black goo -- Clean up after yourself
  - Use tongs or gloves – throw them away
- ▣ **Revisit several times a day for several weeks**
- ▣ **How do you know when not to interfere?**

# What Now?

## Breakthrough or Delusion?

- ▣ Does this guy know what he is talking about?
- ▣ Or Does he just think he knows?
- ▣ Are his experiences real?
- ▣ Or does he just think they are real?
- ▣ **Unless you have some experience with the larger consciousness system, you must have this question**
- ▣ Open w/o skepticism and Skeptical without being open
- ▣ These concepts of reality are not new – that they are logically derived from first principles in the language of science is new
- ▣ What to do about it – get some experience, its not hard.
  - Get involved – go find out
  - This is really about YOUR big TOE – the quality of your life and consciousness
  - FIND OUT!

*Enlightenment is knowing  
the journey  
never ends.*

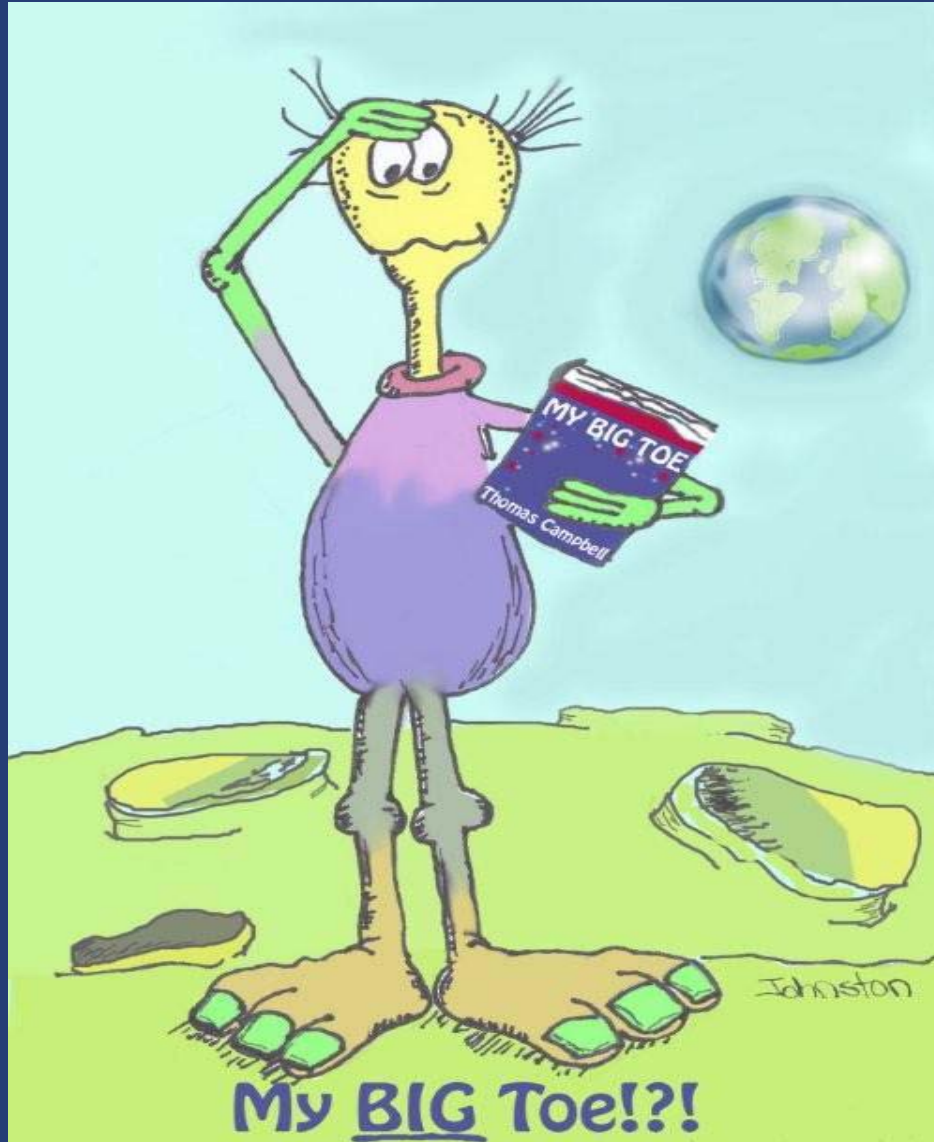


Johnston

**Let OUR journey begin!!**



# Questions?



Drawing by:

*Judy Johnston*

# Back UP Slides

# Logical Implications

## The PSI Uncertainty Principle

- ❑ psi uncertainty principle is part of the PMR rule-set. It represents the entanglement (interaction) of uncertainty with the measurement of psi effects
- ❑ you can force your virtual physical reality to exceed the limits and function of its defining rule-set, but only if some proscribed level of uncertainty (that the rule-set was actually circumvented) remains in the system.
- ❑ psi effects must be largely constrained in PMR or the effectiveness of the learning lab would quickly degenerate. The psi uncertainty principle is the mechanism for maintaining the usefulness and functional integrity of our virtual reality.
- ❑ For example: Rarely is a-causal or paranormal information obtained from NPMR and then directly applied to develop or invent physical devices (giant leap) because the psi uncertainty principle would generally forbid that sort of overt information transfer. Otherwise evolutionary integrity would suffer.

# REMOTE VIEW OBJECTS

Calgary 2

# Saturday: Day 1

# EXP 3: Apple Corer





# EXP 4: Eifel Tower



# EXP 5: Magnifying Glass



# Sunday: Day 2

# EXP 8: Jar Opener



# EXP 9: Statue of Liberty



# EXP 10: Comb





# EXP 11: Fork

