

A Michael Morris Novel

ANSWERS

The Earth Game Explained!

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By John Reizer

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ISBN 9798385660797

Published by Win-Can Publishers

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Prologue

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Prologue

"Do you understand the consequences of your actions?" Michael asked me.

I hesitated momentarily before replying, "I think I do."

"Your hesitancy to accept the priorly agreed upon avatar," Michael continued, "created consequences for the parents of the aborted child and other players involved in the sequence.

"It's important to understand that you are not judged one way or another for not accepting the avatar. What is important is for you to have a thorough understanding of what possibilities were precluded from coming to fruition because of your decision. There are no right or wrong choices in these matters, but all decisions have definite consequences that must be thoroughly examined, reviewed, and reflected upon."

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We'd reviewed the possibilities that would never manifest from that life and all the different tangents removed from the equation. The Matrix is a complex yet straightforward game. You choose an avatar, decide on a life course filled with different experiences that will ultimately give you the education your soul requires, and then get permission from your guides to proceed.

I'd been to the simulation hundreds of times (in different incarnations) and had accepted male and female biological avatars. The thing that is hard for people living in the Matrix to comprehend is that although events transpiring in the game do so in sequential order, the rules of time only apply within the parameters of the simulation construct. So, when I write that I had prior incarnations, that's not an entirely accurate statement. That statement speaks of time, an illusion that does not exist outside the game.

In reality, the souls looking to enter the Earth game can do so at any given point in Earth time. I know that is a tricky concept for humans to comprehend, so I will cover it here and use language throughout this book that respects the space-time continuum that affects all players living inside the Matrix.

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The Earth game simulation is a cumbersome (dense) platform, and the light beings that choose to incarnate into the simulation must already possess a particular set of skills even to be considered for a download assignment.

When a person dies on Earth, its soul goes through a review process, and after some reflection, it can reincarnate or download again into a new body (avatar). The new life can be in the future or the past regarding the reviewed lifetime.

My guide, Michael, was a great light being that volunteered to help other souls get to where they needed to go. Michael Morris had lived on Earth many times and had garnered the experiential knowledge necessary to become a very advanced soul.

Now, it's essential to understand that many simulations are taking place. The Earth Matrix is not the only show where souls can go. Sometimes souls want a relaxing existence and choose a less dense venue (not as much physicality). Others lobby hard to get into denser simulations. You won't find a much denser platform than the Earth game. Those souls who choose to come to Earth have rewarding but challenging experiences.

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What people on Earth call a hard or unfortunate life are often the conditions coveted by souls on the outside looking to re-enter the game. The perspectives of a good or bad life differ depending on whether your soul is ready to download into an avatar or has already engaged with a living biological unit.

In my last assignment, I hesitated to accept the avatar I had chosen, and it caused the baby to abort. The baby girl was not born because I had decided to refuse the assignment. It entered the world soulless and stillborn. As a result of my actions, I had to review that lifetime that never transpired and the collateral issues the aborted avatar caused for the parents and other family members.

After completing a thorough review, remapping a life plan, and picking the same parents who had lost the little girl, I am ready to take on another assignment in the simulation. The only difference is that I will download or reincarnate into a male avatar.

"Are you sure you are ready?" Michael asked once more.

"I am," I replied.

"No second thoughts this time?"

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"No, it's a go this time," I assured him. "I do have a couple of unusual requests, however."

"Oh, what are they?" Michael asked.

"There are a lot of problems with the simulation on Earth, and I wanted to know if I could retain some memories about them.

"Why would you want to do that?" Michael inquired.

"Well, to be perfectly honest, I believe the problems are rather disruptive to the game's purpose and a nuisance to other avatars trying to acquire experiential knowledge."

"Okay, that request can be arranged," Michael replied.

"There's one other thing," I continued, "I would like to be somewhat intelligent and a good communicator to other avatars during this assignment. Such a skill set would help me accomplish many agreed-upon goals during this incarnation."

"Okay, we can arrange that as well. I will personally assist you in bringing the truth to other avatars during your incarnation. Are there any other special requests?"

"No, I think that about covers it," I replied.

"Very well," Michael said before pushing me forward.

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Suddenly, I was falling through space and time, and as I did so, I could feel that all-too-familiar heaviness that becomes present every time a soul enters the Matrix. I was coming back to the big show! The descent continued, and the sensation of falling I was experiencing began to pick up more and more speed until it stopped without warning. Everything was still, dark, and motionless. I was back inside a tiny avatar, completely helpless and dependent on the other human avatars surrounding me. I immediately began to cry!

My name is John Reizer, and what I am about to reveal in this book will cause plenty of people to scratch their heads and possibly question the things they believe they understand about the world. Although most of this "novel" will be labeled a work of fiction, the information presented will challenge the parameters of what most people consider conventional thinking.

In late August of 2021, I was diagnosed with COVID-19 and began to deteriorate at an alarming rate physically. After two weeks, my oxygen saturation level began to decline to the point where I was forced to visit a hospital in North Carolina.

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At the time, there were so many people with COVID-19 diagnoses in my community that I couldn't even get checked into the local hospital.

After spending five days in the North Carolina hospital, the medical staff caring for me put me on a ventilator to save my life. I remained on life support for eighteen days before being awakened from a medically induced coma.

Once I was semi-cognizant of what had transpired, I was informed that the treatments introduced to maintain my life had caused internal hemorrhaging in my intestines. I would require seven surgical procedures in the weeks ahead and spend 95 days in hospital beds.

I had to relearn how to walk and regain the use of my hands because I had spent so much time off my feet, and most of my muscles had become weakened from a lack of physical activity.

Although my battle with what was diagnosed as a COVID-19 infection would make for a fascinating story, it is not the drama that makes up the content of this story.

The material dedicated to this story concerns everything that happened during the 18 days I remained

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on life support. It has everything to do with Michael Morris and not much with me.

MICHAEL MORRIS

Michael Morris is not a new character in my life. He appeared in my mind's eye in 1973 when I was ten. At different points in my life, I believed that Michael was probably nothing more than a construct of my active imagination, but as my life progressed, I dismissed those beliefs. I must warn readers ahead of time; Michael is an influential personality that will likely blow most people's minds once they begin to read his writings.

Michael claims to exist in an alternate dimension of existence. As readers of this story, people need to remain firmly rooted. Read what Michael writes carefully and decide about the information he lays out.

Michael Morris will try to convince everybody that he is honest. He will also make the case that I did not imagine him 50 years ago and that his conversations with me for five decades are genuine, and the information he has delivered is authentic and not based on fiction.

Before I ever publish any of the writings coming from Michael Morris, I usually think long and hard about doing

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so. Over the years, I have written many articles containing information directly from Michael. Before writing this book, I thought long and hard about bringing his words to life again.

What put me over the edge and made me decide to write this material was that Michael's words were the only vivid memories in my mind while I remained on a ventilator. For that reason alone, it was essential to get Michael's writings published and in front of as big an audience as possible.

A FEW WORDS OF CAUTION!

We should always be cautious about what we grab hold of in life. Sometimes, without realizing that we're putting ourselves and loved ones at serious risk, we become too consumed with potentially damaging things to our health.

When you peruse the various chapters of this book, be sure to insulate yourself from potential harm. A lot of the content Michael has written about is quite heavy. Having written that, it's still essential to be aware of what is happening in our world and the machinations constantly taking place.

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Remember to insulate yourself properly as you read this book, so you are not harmed. Michael is not intentionally trying to promote fear and negativity. Unfortunately, a lot of negative stuff is happening worldwide, and it's essential to know the truth and be informed about this information. Understand the world you live in, but also take the time to protect yourself and your loved ones.

--John Reizer

The Nightmare Begins

It was September 12, 2021, and I was lying supine in a hospital bed with a CPAP breathing apparatus and oxygen mask strapped to my face. In the upper right corner of the room, a television was playing Sunday Night Football, a contest between the Chicago Bears and the Los Angeles Rams.

Doctors and nurses prepared to insert a ventilator into my airway and place me in a medically induced coma as I struggled to breathe air and oxygenate my body. I wasn't fully aware of everything that was transpiring around me, but I was later told by my wife and daughter that I had been given only a one percent chance of surviving the illness I was battling.

The diagnoses assigned to me by the medical staff were Covid-19 pneumonia, acute hypoxemic respiratory failure, atrial fibrillation, secondary bacterial pneumonia,

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septic shock, transaminitis, and bacteremia. It didn't look too good for me.

When I entered the hospital five days earlier, I had a significant argument with one of the emergency room doctors. For some reason, the physician ran my name through an Internet search engine and learned that I had written many articles describing Covid-19 as a fake virus. I have written nearly four hundred such articles and published them on my blog, www.nofakenews.net.

Right out of the gate, I was not only fighting for my life but was exchanging verbal blows with the guy who was supposed to be trying to save my life.

“You're probably going to die,” the medical doctor proclaimed. “You've been writing a lot of lies and misinforming people about a virus that's killing millions.”

I looked over at this doctor wearing a white coat who was staring back at me and said, “I am not the one writing and telling lies. Covid is the lie, and I have been poisoned, moron!”

My memories of that hospital stay are not good. My wife and daughter said I had written some things for my blog and had conversed with them through text messaging for several days before going on the ventilator. Still, my

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recollection of those conversations was lost in my mind due to the lack of oxygen in my brain at the time. The next thing I remembered was...

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An Introduction

Hello, my name is Michael Morris. Please feel free to think of me in any way that your mind's eye will permit. What I represent is essential to understand and needs to be adequately addressed.

I am the dominant soul mate of the author of this book. We share a common higher realm. I am not currently living in your world, but I can broadcast information to John and have done so throughout his life. By the end of this book, the previously written statement should mean something to readers.

Many people reading this “novel” will think that this is simply a work of fiction created out of thin air by your author. This understanding is not the case by any stretch of the imagination. John Reizer knows that I am real and have transmitted information to him throughout his life.

Of course, John will tell you that I am a creation of his active imagination because it is a safer way for him to

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operate in a world that is not accepting of ideas that suggest there are more things in existence besides what is picked up by the eyes and other sensory organs that allow humans to perceive a limited reality construct.

In the Earth year 1973, I began sharing information about your world with John, and he has been doing his best to deliver the data broadly. Although time is nonexistent in other dimensional constructs, it is very much a reality for people living on Earth -- playing in the game. I will explain the game later in this book.

Since time is running out for those sentient beings vibrating in a third-dimensional frequency, I needed to “step up the pace” so that your author could pass along some vitally important information to the rest of humanity.

From my vantage point, things appear different than where John and the other human avatars hang out. Since your brains and basic genetic coding have been hard-wired to perceive information in a narrow frequency range, you cannot see many things in other dimensional vibrations.

Nonetheless, human beings are still powerful avatars, and you all possess tremendous abilities that many of the

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avatars currently manipulating you fail to have. Unlike the controlling powers in the Earth game, humans enjoy a connection to a higher realm!

Much of the information I will write about here through John will be extremely difficult for most people to believe. Cognitive dissonance will preclude, in many instances, your human-programmed brains from accepting a more genuine and much more precise revelation of the universe and its associated realities.

I am not alien to your planet because I have often lived as a human avatar in a third-dimensional state. On the other hand, I have also experienced other worlds/platforms. Some incarnations have been on platforms like Earth, while others have been attached to life forms that humans could not comprehend.

You must understand that much of the information you are force-fed on Earth is nonsense – outright lies!

The information I transmit through John will confuse you, and it might make you mad. Most of what you believe that makes up your reality construct is based on misinformation that regularly comes from what I like to refer to as a global elite management team which itself is being directed and controlled by an extraterrestrial

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presence that exists in a frequency range that you are currently unable to perceive. Unfortunately, humans have been manipulated by an alien presence for a long time.

The same companies own all the news media outlets such as television, newspapers, magazines, radio, and other products. Of course, they are all cleverly packaged to look like individual products competing against one another, but this is part of the grand illusion.

The illusions and manipulative practices directed at humans by extraterrestrial species have been taking place for a nearly incomprehensible period. Remember, time is illusionary and only a component of the Earth game Matrix. I will cover these concepts in detail as we progress through this material. Within the simulation, time exists, and I am talking about over a hundred thousand years versus hundreds of years when referring to the parasitic extraterrestrials presently in control on Earth.

The manipulation of human beings by aliens is not bad or good but rather a big lesson or set of experiences your species choose to continue participating in. No punishment is given out by an all-judging deity for the good or bad deeds of avatars playing the game. That's not how the universe is set up, contrary to the popular

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teachings of most avatar-made religions. We are here to live and experience physicality in the grand scheme.

Everything experienced is recorded and utilized as an opportunity to garner experiential knowledge. Lessons are used in future or historical incarnations. Future incarnations are lifetimes moving forward in linear time, and historical incarnations are moving backward in linear time compared to a current life's timeline. When reincarnating into a new life after a current incarnation has concluded, a soul can accept an avatar in the future or from the past. Once more, time is an illusion and nonexistent outside the construct of the game matrix.

Each incarnation (lifetime) is a chance to experience many physical experiences within a third-dimensional reality construct. The individual life forms you think of as human beings are little more than several incarnating soul groups tethered to one or more higher realms.

The higher realm is a collection of experiences tethered to even higher expressions of organization and subsets of intelligence. The complex structures I am describing are challenging to explain in written format and complicated for human minds to comprehend in a third-dimensional setting.

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One of the most difficult challenges readers might have is dealing with the shock to their nervous systems as traditional belief systems are torn apart. If you want to understand how things work in the universe, you must abandon the false teachings forced into your minds since your earliest days on Earth.

So here we go on a journey that will free both your mind and soul from a covert prison that has been placed around you. A tangled web of invisible fabric that ultimately prevents you from reaching your full potential is about to be torn apart.

The master manipulators who have enslaved the masses for countless years and wish to continue doing so far into the foreseeable future will not relinquish control easily. The few who control the many know that the only way they can maintain the continuity of their power far into the future is by controlling the information broadcast to most of the avatars playing the game.

A high level of covertness is tied to the extraterrestrial power structure that helps them maintain control over humanity.

An animal that does not believe it has been captured will never feel the need to try and escape. Most humans

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believe an extraterrestrial presence does not control them; therefore, they are unaware of the subjects I am addressing.

Suppose someday you successfully break free from the invisible shackles the controllers have placed around your ankles. In that case, you will immediately be able to reconnect with your personal higher realm and will begin to remember your true reason for existing on the planet you know and refer to as Earth!

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Your True History

The true origin of humanity is quite different from what scientists and formalized educational institutions have taught you. Most people believe that humans evolved into the intelligent species inhabiting Earth from single-cell organisms. Nothing could be further from the truth!

About 187,000 years ago, an extraterrestrial civilization came to Earth in search of precious metals necessary for survival. The metal they were most interested in was gold. The aliens, who were far advanced in scientific technology and medicine, genetically modified the mammals they discovered on Earth by combining their DNA with the DNA of the Earth mammals. According to some of your most brilliant scientists, the product was a new race of beings that almost magically appeared on Earth.

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Over the years, the extraterrestrial civilization made subtle changes to the new human prototype, and eventually, the more modern version of man was created.

The extraterrestrials (gods) that came from the heavens above created modern man in their image through very sophisticated genetic engineering. The reason the aliens made a new species on Earth was that they needed a slave race to help secure the gold and other precious metals that were buried deep within the bowels of the planet. Since their inception, human beings have always been a slave race under the management of an alien enterprise.

There is more to the story. The alien civilization that came to Earth 187,000 years ago was a brilliant and aggressive race of beings. These creatures had a genetic life span that was over three thousand years. When they made modern man, they modified their contributing DNA so that a human prototype would only live for less than a hundred Earth years.

There was no practical way, however, for the extraterrestrials to prevent the human population explosion from happening. The aliens knew from the onset that the human population would evolve into vast

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numbers, which could cause serious problems later. A shorter life span controlled human expansion to a certain extent. It only partially solved the problem.

Since the introduction of human beings to Earth was a modification of nature by the alien race, it was predetermined by the creators that careful management of the human population would always be something that would need to be revisited and dealt with through time.

A logical solution to this problem was to create a management team to govern the new slave race of humans. Once more, genetic engineering paved the way for creating yet another bloodline of avatar beings.

Humanity had been designed with a very watered-down genetic lineage of alien DNA. A human prototype had just enough alien genes to create the perfect enslaved person. The newer bloodline, however, was ingeniously manufactured to carry a higher percentage of alien genes and just enough original mammal genes to phenotypically appear human to the naked eye.

With their superior genetics, the newer bloodline would be given the right to rule and directly manage the genetically weaker slave species created earlier. The genetically superior race of beings would eventually

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become the members of society that would govern the masses and would be referred to by the weaker slave species as the ruling elite.

The modern-day kings and queens or members of royalty are the direct descendants of the managerial elites who were created by the original extraterrestrials that first came to Earth 187,000 years ago.

Many of the ruling bloodlines began to encounter physiological challenges. As the years passed, it became evident to the original extraterrestrials that their managerial elites suffered severe biological problems.

To adequately protect the superior race of managerial elites from losing their genetically superior DNA, the royal bloodlines needed to intermarry with one another. Incestuous relationships over time produced offspring that maintained the superior genes in the managerial elites. However, other physiological problems became a central theme within the elite bloodlines.

Prudent steps had to be taken throughout history to ensure adequate supplies of fresh human blood from commoners were available so that royal bloodlines could continue functioning as intended by the original extraterrestrials. In other words, the elites would, on some

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occasions, be forced to mate with members of the slave class to prevent severe health issues from becoming too prevalent in their genetic makeup that would potentially destroy all royal bloodlines.

Protection of the superior royal genes is vital to this day. While the continuous interbreeding with royal family members protects the integrity of the superior genes, it comes with a high price. The royals have figured out other ways to cope with these physiological challenges.

The ruling elite eventually devised a clever way to keep their genetics intact while getting what they needed to prevent many health problems. Their salvation came from the consumption of human blood. The plasma and hormones in human slave blood eliminated most of the elite's primary health issues. This practice is what started all the blood-drinking and human sacrifice rituals.

Satanic blood-drinking rituals are performed because the elites constantly need to consume the blood, plasma, and hormones of the genetically inferior.

The modern-day consumption of human blood by the royals and other ruling elite members is not so secretive at this point in the game. The preoccupation with blood

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drinking makes much more sense when you know and understand the true history of your origin on Earth.

Additionally, thousands of cattle mutilations regularly take place every year. Most of these cases go unsolved, or the authorities are paid off to look the other way. The animals are found with all their blood drained.

It is also important and worth mentioning that benevolent-looking organizations that collect blood for hospital corporations have other more nefarious plans for the products secured.

Without a constant supply of fresh mammalian blood, many leaders of modern governments would take on a much different physical appearance.

The Population Problem

As I wrote earlier, the alien scientists realized an inherent problem within the gene structure of the new prototype. When the extraterrestrials initially laid out their plans to create a human slave race of people, they knew from prior experiences on other planets/platforms that the new species would reproduce rapidly through time.

On one side of the coin, a prominent human population was what the aliens needed to be able to mine precious metals. On the flip side, too rapid of an expansion within the people would be disastrous to the entire project.

The modification of the human DNA that removed ten strands of materials and left only two strands in the shape of a double helix structure was the technique found most effective by these pseudo-gods to create the prototype they desired. By making these gene edits, the aliens weakened human beings dramatically. The genetic modifications reduced the human life span considerably,

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and the changes also attenuated and diminished the immune system capabilities of the new prototype.

Weakened human immunity meant that the new prototypes would succumb to microbes more quickly than before, and this would help combat the ever-increasing population numbers.

Another weakness intentionally introduced into humanity was blocking the human mind's ability to remember its connection to a higher realm. I will cover the significance of the higher realm in even greater detail in later chapters. For now, remember that this alien achievement was perhaps one of the most critical genetic alterations ever performed on human beings.

One of the biggest problems the extraterrestrials encountered when they first came upon the native mammalian species that occupied Earth was the natives' strong connection to a soul group (higher realm). The aliens almost decided against mining the Earth for precious metals because of the natives' strong soul connections.

Many other planetary locations on which the aliens had previously set up operations throughout the universe

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did not present the same challenges they encountered with the primitive beings discovered on Earth.

The alien civilization almost threw in the towel and considered leaving Earth. Ultimately, they decided against that drastic action because of the richness and abundance of gold and other precious assets that could be mined there.

After many attempts to modify the genes of the natives failed to disrupt their strong soul connection, it was concluded that no matter how watered down the native genes became, they still produced a human species connected to a higher realm.

A decision was ultimately made to build an artificial fabric of amnesia around the Earth that would attempt to effectively “block out” the strong soul connections between the natives and a Vast Intelligence.

The primitive beings of Earth understood that they never died. They were mindful that they lived many different lifetimes on Earth and in other venues. Reincarnation was not a secret to them, and the strong soul connections they possessed to a higher realm allowed the Earth natives the opportunity to remember various incarnations.

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The extraterrestrial race aimed to prevent the human species from remembering their past lives and relearning about this unique ability in the future. The aliens did not want humans to know that they never died and that the Earth was only a stage where they attempted to master valuable fast-paced learning experiences.

Creating Amnesia

The alien race initially faced the problem of keeping the human prototype “in the dark” about its connection to a higher realm. To successfully install a sense of amnesia in the new species on Earth, the aliens needed to teach humans that various false gods created them. They also needed to deceive and convince the new species over time that they only lived a single lifetime and that after their lives were finished, they would be judged and sentenced to a pleasant afterlife as a reward for their compliance with certain teachings they followed while living on Earth. Of course, they were also taught that they would be sent to a miserable afterlife experience for their noncompliance with said teachings. This misunderstanding of reality marked the beginning of the formalized religions that are observed on Earth in the present day.

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Religion and robust formalized belief systems that initially served the interests of the aliens and their managerial elites were always an essential part of the plan to control humanity. The same belief systems are still in play in your modern world and are still helping to maintain an amnesia effect over most of the human population.

Most of the aggressions, conflicts, and wars that have taken place on Earth, causing tremendous loss of human lives, are rooted in religious beliefs.

The ruling elite continues to have a managerial responsibility of keeping the human population numbers at an acceptable level. They do this to maintain order and proper control over the Earth game's business.

The constant need to trim down the population numbers is why there are always wars and other conflicts. War is a great way to kill off massive amounts of the population. War and other external conflicts also allow the ruling elite to profit tremendously. Many elite families have financed wars in the past and present. They usually fund the war efforts for both sides in a conflict and then watch as the carnage takes place. After the dust settles, the elites lend money to countries to rebuild their infrastructures. The rebuilt countries are then in debt to the

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elite families, who have the power and influence to control their national policies, which affect the lives of their citizens.

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Modern Medicine

Your modern-day representation of medicine is broken. Modern medicine is another alien attempt to manage the population problem identified and discussed earlier. It is a profession that makes healthy people sick, and sick people die.

Medicine has been designed to create more diseases and to manage the various symptoms and signs associated with said maladies.

Symptoms and signs associated with diseases are adaptive physiological responses created by the human immune system in response to conditions challenging the overall continued well-being of the avatar. Medicine, by design, seeks to inhibit the presence of signs and symptoms through the application and administration of pharmaceutical products that slowly and steadily poison the public over many years.

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Global elite bloodlines secretly own all the pharmaceutical research organizations and affiliated companies. These business ties between the companies and bloodline families are often difficult to identify due to the sophisticated structuring of corporations, sub-corporations, and other business models.

Most people don't know that medical lab tests are rigged in favor of big pharma. It's like walking into a casino and believing you will come out on top. It is not going to happen! The house (casino) is going to win most of the time.

When John Reizer was going to school decades ago, many of the normal lab values were higher than today. For example, let's examine cholesterol, blood sugar, and blood pressure:

The 1980s – 90s

Normal cholesterol: 250-300.

Normal glucose: 80-120

The 1970s:

Normal blood pressure was considered 100+ your age over 80-90.

In today's medical narrative, normal cholesterol is a reading of below 200.

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In today's medical narrative, a normal glucose level is between 70-100.

In today's medical narrative, high blood pressure begins at 120/80. For example, **a blood pressure of 119/79 is within the normal range**, but a blood pressure of 135/85 is stage 1 (mild) hypertension.

How have so many normal value ranges for labs and medical tests changed?

The normal value ranges for labs and medical tests have been purposely changed over the past four decades to sell more drugs. It's as simple as that!

Blood pressure norms are achieved by taking the blood pressure readings of millions of people in hospitals. Those readings are then used to create a statistical average.

Hospital patients will not have high blood pressure readings because most patients are on high blood pressure medications. Because of this fact, the statistical average of blood pressure readings worldwide has become lower and lower over time.

The same can be said for blood sugar and cholesterol levels. Millions of people who contributed to these lab categories' statistical averages were medicated to lower

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their readings. Therefore, national and international normal ranges have been artificially lowered.

All these lower normal lab value ranges found in today's medical world have been achieved by drugging patients and using them in studies to get more people on prescription drugs.

Organized medicine and big pharma are criminal enterprises that have been over-medicating human avatars for a long time.

Vaccines

The recommended and mandatory vaccination schedules published and promoted by modern medicine and their regulatory bodies are also in place to manage and control the population numbers on Earth.

The only thing vaccines prevent is the good health of the general population. Vaccines are designed to introduce new diseases into avatars and to alter the genetic coding of the biological space suits.

Vaccines kill! The time for death varies from a few months to many decades. A plethora of long-term health challenges can and often result from administering vaccines to the general population. Humans become dependent on dangerous and expensive drugs to manage

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health conditions that are regularly occurring due to receiving vaccines.

Later in this book, I will thoroughly discuss the new mRNA vaccines and their real purpose related to the simulation humans are experiencing.

To a large extent, bloodline-owned big pharma companies are protected from liability for introducing their products into the public domain. Government laws have been established worldwide to ensure vaccine makers' and distributors' legal protection.

Nonstop propaganda and disinformation are broadcast worldwide by the medical monopoly machine. I have downloaded plenty of information about the ongoing medical machinations to John and others participating in the simulation.

Many alternative and natural forms of healthcare are beneficial and can be used to treat human ailments. Unfortunately, these procedures are, for the most part, blocked by the controlling powers on Earth.

Water Fluoridation

Another significant way the controlling powers sicken society members is by poisoning the world's water supply systems.

The fluoridation of the world's drinking water is another scam that robs humanity of its health. Sodium fluoride is intentionally placed in your drinking water and most toothpaste brands. Your public health experts claim fluoride protects human teeth from getting cavities. The claims are false as fluoride is a toxin (rat poison) that weakens human immunity and predisposes people to sickness and chronic diseases.

Additionally, regular fluoride consumption causes permanent changes in the human brain. It makes people complacent and more likely to follow instructions coming from authority figures.

The Fear Factor

An essential strategy is the controllers' ability to create and spread propaganda that generates a constant sense of fear in the public domain. Using media companies owned by bloodline families, misinformation can be continually broadcast to the general population. While the elites do this for many reasons, they primarily spread misinformation to create unending fear in human minds.

Those behind the scenes never stop creating storylines that promote fear in the eyes of the public. They do this for a few different reasons. One reason is that fear causes a state of paralysis in people. When humans are afraid of something, they can no longer think rationally and often become unable to complete even simple tasks.

Another reason the elites covet the emotion of fear in the human mind is that the alien race that oversees and

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runs the simulation gets an adrenaline rush when humans are afraid. Negative emotions, especially fear, are akin to a food source for the extraterrestrials. The alien species occupying Earth are an interdimensional group existing in frequency ranges imperceptible by humans. When large groups of human minds are plagued with negative emotions and especially the emotion of fear, the extraterrestrials can get a high from those human feelings. When there are emotions of negativity and fear present in the world, it's almost as if the aliens are under the influence of a drug like cocaine. They become addicted to the feelings and crave more negativity in the human population.

The constant need to have human beings afraid or to think negatively is why most of the mainstream news programming has been designed to broadcast stories about doom and gloom or stories that scare people about murders, financial forecasts, diseases, and anything else the powers that be can come up with during each news cycle.

Confusing the human slave race is vital to the few who control the many. One of the easiest ways to keep people disconnected from the truth is to provide a

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continual source of misinformation about the past and present. By delivering the slave race a disingenuous history, it is much easier to manipulate and guide society in predetermined future directions.

All governments on Earth regularly use these strategies to manage their sovereign territories' populations.

Careful monitoring and analysis of statistical data compiled by the global elite occur daily. When propaganda campaigns are initiated and placed in specific geographic locations, extensive data collections are analyzed to determine the reaction characteristics of the general population within those experimental zones.

An example of how this works would be a new health threat publicly announced across a specific region by the mainstream media, followed by the careful analysis of the population's reaction to the news by the powers that be.

After the propaganda had been thoroughly broadcast, the public's shopping tendencies would be carefully monitored so that every product purchased would be tracked and recorded in real-time.

Supercomputers are used to track and categorize the public's shopping habits. Those in control have so well

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researched the anxiety of citizens in response to certain news events that nearly all public reactions to different psyops are known in advance. This kind of monitoring has been going on for many years.

The different government agencies worldwide know what products and how many will be purchased or in demand before a news story is generated and made public. Nothing is left to chance.

The fear factor campaigns are crucial to the ruling elite and the extraterrestrials; the operations are accurately carried out worldwide.

All humans have been programmed to crave negative content and fear-based storylines. Movie studios create one motion picture after another depicting the same negative plots that will keep members of society in a state of mind that is most beneficial to the extraterrestrials running the show.

You must understand that all major movie production companies are owned and operated by the ruling elite. For a movie to have a chance at getting into production, it must support the hidden agendas and objectives of the few who control the many.

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Much of what I am writing through John will be difficult for you to swallow. It is the truth, however, and does not require your belief or disbelief to be considered credible information.

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Why You Are Here

Many soul fragments of Vast Intelligence are lobbying for permission to incarnate or download into the simulation because they need to work on specific experience scenarios and cannot accomplish the requirements in other third-density platforms.

Unfortunately, not every soul fragment gets a ticket into the Earth game. For the most part, if you are in the game, you have the first shot at coming back in other incarnations or lifetimes. You have the right of first refusal to a new admission in the simulation and get special preference to reincarnate over outsiders trying to gain initial entry to the show.

It's like trying to get into a nightclub that limits the number of patrons entering the building. People on the outside aren't getting an admission ticket until someone on the inside decides to exit the premises.

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As a soul fragment, you are immortal, and there is no such thing as death! Birth and death are artificial illusions that exist only within the parameters of the game matrix.

The Earth game is a classroom with many assignments for each downloaded soul fragment. With each new incarnation comes a new avatar (biological suit) that downloads will use for their entire incarnation within the game matrix.

The Earth game presents unique challenges not possible in other game venues. In each incarnation, an avatar and its soul fragment set out to accomplish pre-determined goals while living through many experiences. Little obstacles like greed and envy are often provided to make things interesting.

Before agreeing to a new incarnation, every soul fragment must calculate a specific birth or download date and a particular avatar suit that can provide a reasonable chance to accomplish the agreed-upon goals during a specific incarnation.

Contrary to popular human opinions, the avatars on Earth get to pick their parents and the different relationships they will have during an incarnation.

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In addition, the soul fragment must choose its time and style of death in the simulation before entering the matrix. Once the new incarnation plan has been formulated, reviewed, and approved by a Council of Incarnations, the soul fragment is granted permission to download into a third density simulation.

Once a soul fragment has been reincarnated and assumes a new avatar, it retains all its memories of historical and future lifetimes. This scenario is not usually the case in the Earth Game simulation because of an extraterrestrial fabric of amnesia interwoven into the matrix's game codes. The amnesia effect that blocks human avatars from remembering their higher realm connections makes the Earth Game challenging and valuable to its players. This situation is also why there is a long waiting line to get an admission ticket to the Earth simulation.

Earth avatars do not remember historical or future incarnations. They incorrectly believe that life on Earth is a one-and-done experience.

When you are born on Earth, figuring out how to adapt to your new surroundings is quite a chore. The first several months of Earth time can be frustrating for new

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avatars. Many neurological connections in a human baby do not fully develop until six or seven months after download. Because of this, the new baby avatar will spend many hours in a partial sleep state so that the biological suit can have adequate time to complete its neurological circuitry.

At first, the experience can feel quite claustrophobic for some avatars. As an avatar in the simulation matures, the person becomes more and more accustomed to life in a third-density world. The memories of a spiritual existence filled with unlimited possibilities are gradually replaced with the perceived realities of existing in a world inside a human body.

As a person on Earth, your avatar suit is directly and indirectly subjected to alien manipulations and mind control technologies never present in the spirit realm. In the higher realm of existence, alien manipulations and covert mind control technologies are nonexistent.

As a human living in the Earth game, you think of yourself as an intelligent being and most likely believe that many of the life decisions you make are calculated based on different types of information you come across.

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Inside the Earth game matrix, your avatar suit is programmable and subject to genetic manipulations beyond comprehension. Such edits are uploaded through administering medicines, and vaccines pushed upon all avatars gaining an admission ticket to Earth.

Because of these genetic edits and modifications, most humans cannot remember their connections to a higher realm of existence, which is the only reason avatars choose to come to Earth in the first place.

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How It All Works

Vast Intelligence (The Universal Creative Force of Everything Spiritual and Physical) continuously searches for ways to broaden and improve its creative properties. Vast Intelligence is not a being and should not be personified as such by sentient beings that can manifest themselves as spiritual or physical entities within the parameters of frequency platforms. Vast Intelligence is not a God; it never judges anything or anyone. It merely collects experiences and seeks to expand its knowledge base!

In very simplistic terms, you and I are both integral parts of Vast Intelligence. We both represent different expressions of Vast Intelligence within different dimensions of universal existence.

From a human perspective, where time and space properties are factors that undoubtedly affect and influence perceptions of reality, Vast Intelligence decided

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long ago to create infinite opportunities to garner knowledge. It made frequency signatures that could be converted into different densities or dimensions of existence. The individual dimensions were designed to help Vast Intelligence expand its knowledge base.

Within the incredible frameworks of Vast Intelligence's different dimensions, countless expressions of Vast Intelligence are being realized. The dimensional expressions are unlimited and unending. They are represented by sentient beings that collectively exist in varying degrees of solidness, depending on how universal subatomic particles vibrate.

To maximize the process of increasing its creative knowledge base, Vast Intelligence quarantined the different dimensions of existence from one another. In other words, what was a reality in one dimension was not in another. Individual expressions of Vast Intelligence (Higher Realms) were designed to act as data banks and holding containers for soul groups regarding the collection and development of knowledge theories. Vast Intelligence has and continues to desire to increase its knowledge by developing countless classrooms (worlds) in which smaller expressions of Vast Intelligence (Soul Groups

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attached to a specific Higher Realm) are born into various frequencies or dimensional platforms.

A group of souls, attached to a uniquely assigned Higher Realm, will incarnate in a particular plane. In many cases, soul groups will choose unique frequency platforms. These worlds are like physically constructed planes designed to host entities born into a dimensional existence but lack physical bodies. When souls are born into any dimensional platform, they automatically choose a biological vessel with the unique DNA capacity to accomplish the specific goals prescribed by Vast Intelligence for a given lifetime.

In most situations, there's one soul attached to a unique Higher Realm. In some scenarios, many souls are connected to a unique Higher Realm. There are different types of soul contracts and interactions. The primary ones are dominant, recessive, major, minor, and mate agreements. In these arrangements, the soul fragments are linked together during incarnations to experience and gather knowledge to benefit their specific Higher Realms and Vast Intelligence.

A unique phenomenon occurs on Earth and on some other nearby planes within the third-dimensional

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construct. The Higher Realms of another quarantined dimension have redirected certain soul groups. As a result of this situation, there are, presently, many interdimensional interactions occurring on Earth that Vast Intelligence never prescribed.

In the most simplistic explanation possible, I will write that the humans living on Earth are being influenced by a group of souls that are not supposed to be in your dimension of existence. These entities are the elite bloodlines and extraterrestrial species that control the major governments in your world. They are, by definition, interdimensional souls that have inappropriately incarnated into biological vessels and are addicted to the experiences and expressions offered on Earth and some other third-dimensional platforms.

The interdimensional souls that have taken up residence on your expression of Earth have greatly influenced the platform's governance. This scenario is very complicated and not easily understood by most people. This explanation is not a jab at human intellect. It accurately depicts the current situation and is a direct byproduct of human in-house genetic wiring.

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Interdimensional entities have genetically modified people on Earth, so they cannot accurately sense the absolute reality surrounding them. Because of genetic modifications within the human DNA, people have limited life spans, limited immune systems, and minimal awareness of the third-dimensional construct where they exist.

Many of the soul groupings in your world have been hijacked by interdimensional Higher Realms, which are siphoning energy and other properties from prohibited soul fragments. As previously explained, when humans die (the physical death of the biological vessel), they are not supposed to reincarnate into another avatar until they undergo a proper review process. In other words, more soul fragments are being recycled back into newer avatars without good and proper reviews because of these unauthorized interdimensional interactions. Many human avatars attached to soul fragments are trapped inside a recurring loop. They have been intentionally prevented from ascending the natural dimensional ladder designed and prescribed by Vast Intelligence.

What Vast Intelligence represents beyond the descriptions I have written about in this book is difficult

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to describe with mere words. Vast Intelligence is a subset of other forms of order/intelligence. There are different expressions/universes, and they all have intelligent designs attached to them. Of course, that is an entirely different story.

The Secret Knowledge

Any information that sheds light on humanity's true origin and the original alien hierarchy is closely guarded by the few who control the many. Throughout Earth's history, a vast amount of secret knowledge has been passed from one generation of ruling elites to the next. Thousands of years ago, the ruling bloodlines began teaching their offspring the secret knowledge I referenced in this book. The few at the top of the hierarchy of knowledge have always had access to the secret teachings, and they have always known about how to reincarnate into new avatars when it was appropriate for them to do so.

Unlike the full-blooded aliens, who entered the Earth game from a different doorway and could not reincarnate like the managers they created, the ruling elites have always been in the simulation for the long haul.

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As the sequential nature of time passed on Earth, the full-bloods became less and less involved in Earth's business. The ruling managers left behind by the aliens inherited the job of managing the planet's business and have been in the driver's seat ever since.

Reincarnation is a natural process within the Earth game matrix. The phenomenon is as natural as the cyclical nature of trees dropping their leaves each autumn and budding new ones the following spring. The game's program is predicated on recycling things – especially living avatars.

The elites have perfected the reincarnation process by routinely reinserting themselves into the same bloodlines. The information about reincarnation has been hidden from most other avatars playing in the game.

The secret societies in your world have essential connections to the mystery schools of ancient cultures. These institutions were primarily responsible for passing secret knowledge to bloodline family members.

The secret societies and affiliated organizations are very compartmentalized in their designs. Most secret societies have many different levels, and only a few at the top of the hierarchy of knowledge have the most

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transparent picture of what is happening at any given time. Protection of the ancient esoteric knowledge happens even amongst the elites, with only a select few knowing the truth about the reality of the game matrix.

Secret societies are found everywhere and are often confused by those avatars outside the rings of secret knowledge as benevolent-looking groups. It must be understood that the ancient hidden wisdom contains essential information about how the laws of the Earth game matrix operate. Third-dimensional beings possessing this kind of data will have a rather significant advantage over those players not having access to such information.

In the Earth year 1982, this book's author began fulfilling one of the objectives of his current incarnation. His decision to embark on a career as a chiropractor was not an act of random chance.

The practice of chiropractic has been practiced on Earth for thousands of years. The philosophy associated with this healing art is also a part of the secret knowledge. Chiropractic's professional goal of correcting misaligned spinal bones to allow a maximum expression of neural function in human avatars is congruent with other natural

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expressions routinely found within the Earth game's program.

Like much of the secret information I am writing about, the practice of adjusting misaligned spinal bones was kept under lock and key and out of the reach of the general population.

In the late 1800s, some high-ranking initiates within a specific secret society successfully copied and delivered this closely guarded health information to Daniel David Palmer in Davenport, Iowa. He later called the profession – chiropractic.

The elite managers were angered over the public release and dissemination of chiropractic information. The last thing the ruling bloodlines wanted out in the public domain was a natural approach to human health that worked without exchanging pharmaceutical products.

Almost immediately, the bloodline families developed a plan to destroy the credibility of the chiropractic profession as well as the credibility of the Palmer family.

The elites' allopathic medical profession launched a carefully designed campaign to portray the practice of

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chiropractic as pseudoscience. That battle between the medical and chiropractic professions rages on today.

John Reizer, as a developing doctor, realized early in his career that chiropractic was logical. His understanding of chiropractic principles fed his appetite to learn more about actual science and the other oddities associated with the Earth game matrix.

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Unveiling the Covert Prison

The ability of the elite bloodlines to keep most humans under planetary arrest indefinitely has been no small chore. Many components have been sewn together to form the giant covert prison surrounding the Earth game matrix. To the average human avatar, this cell block existence is not perceptible.

Most third-density avatars in the game believe they can do as they please. This misunderstanding is a rather significant error in human judgment. It is a grand illusion, one of many in the matrix the elites painstakingly developed through time.

I will write a brief commentary on each of these components that make up the Earth prison and explain how these props have been utilized continually throughout the progression of the game matrix.

Currencies

The original alien rulers ingeniously developed the regular use of a currency system on Earth thousands of years ago. Currency (money) is a mathematical system of deception that helps to keep most human avatars as enslaved people without them knowing any better.

Currency is a powerful medium, and many human avatars have become so obsessed with accumulating money that virtually nothing else in the game is vital to them. Using currency has been instrumental in keeping most avatars living in the third dimension disconnected from their higher realms.

The earliest monetary systems the original alien culture devised were based on the precious metals vital to the extraterrestrial civilization's survival. Gold was especially crucial to the health of the extraterrestrials. When the first currency systems were introduced and implemented on Earth very long ago, they were utilized primarily to track the mining assignments human enslaved people were performing.

Throughout time, most of the ruling bloodlines accumulated vast quantities of gold and other precious metals mined by human enslaved people. The families

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passed on these riches to their bloodline children, and their children did the same thing. The practice has continued through the eons of time. The bloodlines have also been able to reincarnate or download back into the same genetic family lines continually. Because of such abilities, the elite family bloodlines could stockpile most of the world's gold supplies for themselves.

As the concept of time, within the parameters of the simulation, continued on Earth, the cumbersome nature of gold prompted the ruling class members to create and issue certificates of currency (paper money) which were backed by the more valuable precious metals being kept under lock and key by the bloodline families.

Throughout time, the categories of human slave labor changed significantly. In the present world, people do not think of jobs as a form of slavery because society has desensitized the average human avatar. It does not recognize the slavery components associated with specific occupational chores or careers.

Later in the simulation's history, the ruling elite decided that to keep human avatars content, they would pay them a slave labor wage in the form of currency certificates.

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The ruling elite was also pleased with this new arrangement because the precious metals always stayed in secured locations in sturdy vaults. Instead of giving the enslaved people actual precious metals, the elite rulers paid the slave workforce with paper currency. With this system firmly in place, the humans no longer viewed themselves as enslaved because they knew they were being paid for their work services.

Currency certificates were eventually traded amongst human avatars. Because humans believed the certificates were valuable, the money was accepted for use in regular systems of labor and compensation in human societies. The ruling bloodlines had suddenly achieved a newer type of covert control over humanity.

Not only did the elite rulers have the slave population working for worthless certificates, but they had them doing so without supervising the activities like in prior times.

With the newer system in place, the humans would self-manage the slave labor activities unattended, and the bloodline rulers could focus their attention and energies on other vital projects.

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In more modern eras, the currency scam has been raised to an even higher level of deception. Precious metals no longer back the paper certificates of all countries and provinces in the simulation like they once did but are instead backed by a promise from different governments worldwide.

The government-issued currencies of today are nothing more than promissory notes printed on demand or exchanged as electronic credits on a computer system. The money used today by avatars in the simulation is not worth the paper it is printed on.

The fiat currency systems employed by the world's elite are distributed by the few who control the many so that the human enslaved people can exchange the certificates amongst themselves, so they are motivated to partake in careers, pay interest to bloodline-owned banks, and pay taxes to the governments overseeing and managing the simulation's business.

Belief Systems

The belief systems (formalized religions) that are in place and practiced by living avatars in the simulation were carefully developed by the original alien rulers over

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many thousands of years. Although these different appearing concepts of faith may seem dissimilar on the surface to the average human, they are the same basic themes repackaged repeatedly. They were purposely designed to instill strong mind control safeguards within the psyche of all human avatars.

The fantastic abilities of the rulers to furnish a plethora of different belief systems, which require the followers of these systems of indoctrination to genuflect to a monotheistic deity, has been the primary component preventing humanity from experiencing its genuine spiritual connection to a Vast Intelligence.

As I have written and mentioned before, the truest sense of spirituality for human avatars living in the matrix is the forgotten connection it maintains with its higher realm.

The formalized religions of the world are a trap that the covert rulers of the simulation have ingeniously engineered. That trap keeps all avatars tuned to a frequency range that prevents enlightenment and spiritual satisfaction.

Belief systems of 2023 continue to have a stranglehold on human avatars living within the

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parameters of the game matrix. Most followers of formalized religions have very little knowledge, if any, about the philosophical disciplines they are regularly practicing.

Avatars do not necessarily choose a belief construct. Most people download into a geographic location which directly determines the religious indoctrination they will be exposed to in each incarnation.

Once avatars are born into a particular belief system, it is only a matter of time before such principles become the basic rules they follow for their entire lives.

A False History

The ruling elite heavily controls the indoctrination of the masses, which occurs in educational institutions worldwide. Formalized education institutions have paved the way for a successful, false history campaign to be unleashed on children's minds.

Such campaigns are projected in the direction of all young, enslaved people. People living in the matrix are subjected to a designer education that prevents any knowledge of the planet's true history from ever surfacing. Most avatars in the simulation believe the history lessons

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they are taught in schools. Likewise, society also accepts all the information presented in mainstream media productions.

Trying to Escape from the Matrix

The matrix is not penetrable for human avatars. Once you download into the simulation, you are stuck there until the conclusion of your incarnation. The walls of containment are not perceptible to humans. Even the elite rulers running the Earth show are stuck here for the duration of their assignments.

Many people living on Earth believe the fabricated stories created by various governments about humans achieving successful admission into outer space. The stories of astronauts visiting and walking on the Moon are laughable.

The Apollo program, which NASA undertook in the 1960s and 1970s, never landed a human avatar on the Moon.

During the very early stages of the Apollo space program, it was discovered by the scientists involved with the space agency that it was impossible to penetrate the

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deeper aspects of the Earth's atmosphere. A somewhat intimidating obstacle surrounds the planet that is quite capable of destroying anything living that it encounters. The barrier I write about is now well-known to all the high-level players in the game. If you live in the Earth matrix, there's no way to exit the simulation in a spacecraft.

The Apollo missions were faked, and the spaceships involved in the programs merely pretended to go into outer space and to the Moon.

The images of astronauts allegedly walking on the lunar surface were filmed in studios on Earth. The Apollo program ended in the early 1970s because the fraud was becoming more and more challenging to fake. Instead, the mainstream media created and distributed stories about the lack of funding and nothing of interest to discover on the Moon.

The most recent space missions featuring the Artemis spacecraft are also entirely fake. It's important to understand that it is impossible to get to a destination that is part of a simulation.

In the matrix, the program's computer codes allow avatars to look at celestial objects that appear to be far

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from Earth. The destinations are unapproachable. The farther people investigate the cosmos, the more the matrix creates space and celestial objects. The computer codes of the game written by Vast Intelligence have designed the experience to be perceived by human senses precisely this way.

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Poisoning the Human Avatars

You must understand fully the following information I will present through your author. The ruling elite and the large consortium of corporate assets they have acquired over time are continually working diligently to damage the growth and integrity of all human avatars.

The simultaneous poisoning of the human mind and body has been taking place in the simulation for a lengthy period. The efforts have been stepped up more recently, and the pace of the assault will no doubt grow swifter in the months and years upcoming.

You must understand that a scripted calendar of events is rigidly structured and on a non-negotiable schedule within the parameters of your third-dimensional world. I will explain this calendar's significance and its tremendous impact on the elites later in this book.

The Poisons of the Mind

One of the most potent toxins the ruling elite uses against the human mind is the continuous production and distribution of disinformation disguised as mainstream news reporting.

The regular consumption by avatars of negative propaganda via elite-owned media companies is damaging and counterproductive to the human psyche.

The general design and delivery of news transmissions create the maximum toxic mental overload to the targeted population. Everything has been thoroughly researched by the controlling powers, right down to the color of the graphic pictures presented on televisions and other viewing mediums.

Network Programming

Television sitcoms (network programming) are instrumental in shifting people's focus away from important events in the simulation. Avatars that regularly follow the plots and scripted dramas of fantasy shows often disconnect from reality.

Many people living on Earth become so consumed with the nonsense transmitted on television shows that they lose interest in important events.

Professional Sports

Professional sports, scheduled around the calendar, with virtually no downtime for the viewing public, are also essential distractions and part of the plan to poison the human mind. Getting humanity to disconnect from critical world events taking place all the time is extremely important to the ruling elites.

Sports events help create the necessary distractions for society's members during an entire year to allow the elites' objectives to be accomplished without any interference from the public.

In the rare scenario that professional sports schedules are interrupted due to weather-related happenings or "labor strikes," the world's governments ensure such issues are resolved, and the entertainment can continue as planned.

During the world pandemic in 2020, the sports and entertainment venues were canceled, and the hypnosis was halted. To get people to understand the significance of the planned psyop, the powers that be broke the hypnotic trance of the public so that they could be brainwashed more directly with COVID-19 propaganda.

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This scenario was why sports and other entertainment venues were canceled or postponed.

Religion

Religion or belief systems, which I have previously discussed in this book, are a big part of the daily poisoning of the human mind. Most human avatars are attached to a particular belief system and spend a good portion of their lives contemplating how they can better serve a monotheistic deity. Many of the critical life decisions people make are predicated on their beliefs.

Everything on Earth is one hundred and eighty degrees in opposition to what most avatars have been led to believe. Many monotonous chants repeatedly stated during religious ceremonies are carefully scripted to help brainwash the human mind.

Many of the world's most prominent pedophiles, sex offenders, and rapists take cover in the shadows of religious institutions.

Raising the Concerns about War and Terrorism

The elite bloodlines wish to keep the human avatars in constant fear and apprehension. As I have written previously, humans experiencing such feelings provide

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the interdimensional, extraterrestrial aliens with a beneficial source of nutrition.

The major governments worldwide like to provide disinformation about the climate of war and terrorism. The threat of hostile activities at home and abroad also helps government agencies slowly remove citizens' civil liberties and rights under the guise of protecting humanity from dangerous scenarios.

The Atomic Weapons Hoax

For many years human avatars have been led to believe various superpower countries have stockpiled nuclear weapons. Your society has been exposed to the paradigm that promotes the idea that atomic weapons have made the world much safer, even though such horrific devices could theoretically wipe out millions of lives in a few seconds.

Avatars have also been told nuclear weapons are a deterrent to other potentially dangerous enemies of the superpower countries and their allies. Humans have been taught about this subject based solely on establishment lies. The elite bloodlines figured out long ago that if they created an imaginary weapon and gave that fake technology to a select number of countries, those countries

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could be used to make it easier to control all political systems within the entire simulation.

After the nuclear bomb was allegedly developed, it was dropped on Japan twice in the 1940s. The bombs reportedly brought a quick end to World War II. The technology was never used again in any war, although the threat of nuclear weapons being used against humanity and the planet has been publicized continuously. The only other evidence of atomic weapons ever being used in history has come in the form of highly secretive government tests. All these tests have had limited government witnesses, and many have been conducted underground or underwater. All these tests have been performed with the use of conventional bombs. TNT and other traditional explosives were used to fabricate all atomic bomb tests.

Conventional explosives produce the same classic mushroom cloud formation that we have become hypnotized into believing is an exclusive feature of nuclear weapon detonations.

The continuous threat of atomic weapons being detonated by terrorists has been so overplayed in Hollywood movie productions that people are now

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programmed to believe it's only a matter of time before one of these devices will be used against a highly populated city. Yet, there have been no such nuclear explosion incidents committed by terrorists anywhere in the world.

The cities of Hiroshima and Nagasaki were destroyed by conventional fire bombings and not by atomic weapons, as reported in official historical records. The remnants of buildings left intact, and the lack of radiation found in the two Japanese cities prove that no atomic bombs were ever detonated during World War II.

Nuclear weapons do not exist! No world leaders of the so-called superpower countries walk around with nuclear suitcases and corresponding launch codes! The atomic weapons lie spawned incredible fear in the lives of human avatars. It has created an industry predicated on two alleged bomb strikes in the waning days of the Second World War and some secretive underground detonations by different governments.

Most avatars in the world will never question officialdom on any level, and the powers that be have realized this fact from the very inception of their reign of control.

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Think of all the military spending that's taking place because of alleged nuclear weapons programs. And don't forget about the money allocated and budgeted by many countries to protect their infrastructures from the inherent threats associated with nuclear weapons.

The idea of a world without nuclear weapons is almost incomprehensible to nearly everybody living in the simulation, even though there's no credible evidence to support atomic bomb technology.

Cognitive dissonance precludes the human mind from embracing the idea that the significant superpowers are in this giant conspiratorial lie together. It's hard to instantly dismiss a well-publicized technology that people have been told was real since their earliest memories.

The atomic weapons hoax is an international agenda designed and implemented by a power construct that far surpasses regular sovereign powers' scope. Multiple countries are participating in this theatre of deceit and are all the collective beneficiaries of a grand conspiracy. In scams and psyops of this magnitude, it's essential to compartmentalize information about technology. Compartmentalized information ensures the deception is protected and the lie continues far into the future.

The Physiological Poisoning of the Avatars

The continuous assault on human physiology accomplished by introducing various poisons within the Earth's atmosphere is another part of the plan to affect avatars playing in the simulation. Again, readers will need to comprehend what I am writing about and then apply the information to their lives if there is any chance for humanity to survive and thrive in a future within the game matrix.

Chemtrails

Chemtrails are continually sprayed into the atmosphere by aircraft from different governments. The spraying releases toxins, sedatives, and stimulants designed to affect the health and well-being of human avatars.

Manipulation of the Food Supply

The elite bloodlines own many different corporations. Some of these assets include businesses that are major producers and distributors of food. Many food products have been intentionally over-processed and stripped of all beneficial nutritional qualities by said companies. Human consumption of attenuated commercial food sources is a

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big reason why many countries have large sections of their population suffering from various health disorders.

The human consumption of soft drinks containing artificial sweeteners is another calculated strategy put forth by the elites to weaken human physiology and cause sterility in many people.

The intake of artificial sweeteners and other excitotoxins can also cause other physiological problems that lead to diabetes and obesity.

Fast-Foods

The fast-food industry is owned and operated by bloodline families. Fast foods are priced inexpensively and designed to create obesity in the population. Obesity is the designer plague that was a well-thought-out concept by the few who control the many.

The idea is to get people overweight, which will overload and stress out avatar physiology. Diabetes, cancers, heart disease, and other disorders soon follow.

The fast-food industry has created a recipe for poor health for human beings. All developed countries now have these establishments, and much of the world's population faces a weight-related crisis.

Electronic Smartphone Technology

Most people have heard horror stories about a particular person getting addicted to cocaine or heroin. Those two drugs, as well as many others, are hazardous substances.

Although most users begin taking addictive drugs voluntarily, it doesn't take long before they become full-blown addicts. Chemical drug dependency is a severe problem on Earth that takes many months and, in some cases, many years to conquer successfully.

The human nervous system is wired so that when avatars participate in pleasurable activities, certain chemicals are released inside the brain that causes people to want to continue the pleasant experiences. One of those chemicals is called dopamine. The neurotransmitter dopamine allows avatars to feel happy, and the more the chemical is released in the brain, the happier avatars will feel. Most avatars cannot kick a chemical drug habit without the help of a fully trained medical staff.

Taking certain drugs like heroin and cocaine causes a lot of dopamine to be dumped into the brain and causes a euphoric state that drug users often report experiencing.

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With continued drug use, the brain eventually reduces the dopamine it receives. More of the drug is required in each encounter to reach the same state of euphoria, and the cycle continues. Because of this physiological reaction, it becomes more difficult for an avatar to experience the same level of pleasure.

People can understand how chemical modalities, like heroin and cocaine, could cause a person to become hopelessly addicted. But it's not so easy for many people to know how the exact mechanisms causing people to become drug addicts can also force them to become addicted to computers and smartphones.

Electronic addiction is real, and billions of avatars are becoming electronic addicts. If you believe this is all taking place because of some unfortunate accident – think again! The Bloodline-owned telecommunication corporations know their products are habit-forming. They have understood from the onset of this industry's creation that customers would first begin purchasing smaller data packages that larger ones would later replace. Like nicotine junkies increase the number of cigarettes they smoke yearly, smartphone users will also increase the data they require over time.

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The dopamine in human brains makes this a certainty, and telecommunication companies had prior knowledge before launching the technology that the human population would become addicted to electronic devices.

Various research studies were conducted concerning chemical drug addiction. Like chemically addicted drug users, smartphone users repeatedly stimulate neural pathways inside the human brain that cause the release of dopamine which rewards the user with a pleasurable experience. This scenario recurs constantly, and eventually, more electronic stimulation is required to reach the same level of pleasure that was present initially. In this situation, the modality that triggers the dopamine release is electronic, not a chemical product. Chemical modality or electronic modality, it doesn't matter; the same addictive result is accomplished.

Smartphone users have become so addicted to their devices that they cannot go without checking text messages, emails, Facebook, Instagram, and other social media applications for more than a few minutes.

There's no doubt that a significant problem exists. When a smartphone user picks up their electronic device, it's like a nicotine addict picking up a cigarette and

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puffing. How often do you touch your smartphone in a day? Look around you and take notice of the people you encounter in public. Undeniably, most people walking around are glued to their phones, tablets, or computers. People aren't paying attention while driving or walking in a public park. They have their eyes transfixed on an electronic device before them and are oblivious to their surroundings. None of what I am explaining has happened by accident.

Whenever you see something like smartphone technology prevalent throughout society, it's almost certain that the phenomenon was planned by some formal think-tank.

The most disturbing information related to this problem is that electromagnetic radiation generated by smartphones and Wi-Fi networks damages human physiology. Once more, some studies prove that concentrated exposure to Wi-Fi networks negatively affects blood glucose stability. Some researchers now suspect specific electronic technologies are a causal factor for diabetes within the human population.

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Because of the addictive nature of the modalities that are tied to the smartphone industry, it's not likely wireless technology will be leaving the simulation anytime soon.

There are very few times during a given day that Wi-Fi networks and their associated frequencies are not bombarding most avatars. When you travel to a school, a shopping mall, or a public place, your body is inundated by these frequencies. Even if you're one of the few people that don't have Wi-Fi in your home, your neighbors and the communities surrounding you have networks affecting your physiology. There's never been a period in human history other than right now where avatars have been exposed to this much electromagnetic radiation.

mRNA Vaccines

Have you ever read one of those books that tackle a complex subject for readers and break it down into something easier to understand? There exists an entire series of these publications. I remember John Reizer reading one such book on organic chemistry when he studied a pre-medical curriculum.

There should be one of those books titled, *How to Depopulate Humanity (Made Incredibly Simple)*. I think we can agree there never will be one published under that

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title, but if there was ever such a book — here's how some of the content might read:

Depopulating people's entire civilization is a complex endeavor attempted a few times on this platform called Earth. The mechanisms and tools required to reach the intended objective must be well-thought-out and repeatedly rehearsed until the recipe for success is ironed out and deemed foolproof by the few who control the many.

In our little booklet, the authors have outlined the complexities of exercising this diabolical practice in easy-to-understand language. Even the most unconscious individuals can understand how they are about to be eliminated from the simulation.

Our blueprint begins by developing the instruments to euthanize the intended targets — human beings. With years of promoting society's utterly distorted understanding of microbiology and infectious diseases already in the books, it would be prudent to develop the secret scheme by creating a medicinal concoction disguised as a vaccine to mitigate a fake yet plausible-sounding infectious agent.

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The infecting agent should be advertised and marketed as something common enough to be perceived as a legitimate threat that can broadly involve the entire world's population. We suggest — a coronavirus (the common cold).

Next, the medicinal concoction is developed and stored away until needed at a future time. We suggest an mRNA gene rewiring product capable of reconfiguring human immunity. A triggering agent can be introduced later to initiate a cytokine storm, leading to broad sepsis in the targets and later death.

The beauty of this type of product is the perceived delay by other targets concerning the time the fuse is lit and when the storm detonates. The delay in time will remove most suspicion that the product being administered is the result's causal factor.

The next step is creating the infecting agent. Since the viral pathogen doesn't exist, a computer-generated signature of the made-up villain must be made ahead of time. The final product must be published and agreed upon by a close circle of credentialed scientists and physicians under the direct employ of the few who control the many.

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The diagnostic lab test instrument is an integral part of the fakery. Once the fake viral pathogen is in place, an equally fake diagnostic tool must be created so that the disease can grow legs on paper and can be perceived by the masses to have spread throughout the world. Without this tool, which will create false-positive case numbers, the words outbreak, epidemic, and pandemic cannot be used by the world's health regulatory agencies.

The terminology referenced above must be used to allow for Emergency Use Authorizations (EUAs) to be filed broadly so that the euthanasia agents in storage (the vaccines in waiting) can be administered without direct approval from specific regulatory bodies.

We suggest using different vaccine product recipes depending on the number of exterminations desired. Product (A) to cull the population, product (B) to sterilize other targets, and product (C) could be engineered to surveil others through already existing operating systems.

During the actual running of the operation — the three recipes could be administered in different disbursement waves. The rationale for doing so could be explained through the mainstream media by blaming

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other groups' risk factors and sensitivities to the fake infecting agent.

We suggest a rollout where the targets desired for extermination are labeled as the category of people with the highest risk of contracting the disease. In this way, different vaccine product recipes could be doled out at other times without calling attention to the fact that multiple recipes are being used.

We suggest running a final dress rehearsal of the entire operation before launching the actual event. The dress rehearsal should be filmed and available online for everybody's access. The dress rehearsal serves to announce to the world the direct intentions of the few who control the many. The dress rehearsal also creates enough doubts in the general public's minds about any conspiracy theories that might come about due to the operation. Most people will not believe that the architects behind the plandemic would be foolish enough to publicly release their intentions in videos before committing the crime in real life.

Microwave Ovens

The microwave oven is another technology handed down to human avatars for less than benevolent reasons.

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Nearly every home in the world is equipped with such a cooking device.

Many foods can have their genetic structures altered by microwave cooking. When people consume food cooked in a microwave oven, their bodies recognize the consumables as poisons. Avatar physiology cannot recognize microwaved food products as something beneficial and instruct the physiology in a person to begin an autoimmune response.

Mind-Altering Drugs

All medical schools have their curricula written by global elite-owned pharmaceutical corporations. Allopathic physicians are quick to prescribe dangerous mind-altering drugs to patients. Many of these drugs marketed as anti-depressants can change the frequencies the human brain processes. People taking such products can be influenced unnaturally simply because they have consumed drugs that alter brain physiology.

Electromagnetic pulse technologies originating from fusion centers worldwide can target individuals medicated with mind-altering pharmaceuticals more quickly than those not under the influence of such drugs.

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Over the past two decades, more and more physicians have been diagnosing children with emotional and mental disorders and routinely prescribing these patients mind-altering pharmaceutical products. The global elite's desire to control the minds of every living avatar on the planet is a big reason why such medical practices have been ramped up worldwide.

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Surveillance and Mind Control

The elite-controlled military agencies worldwide have implemented a very sophisticated human surveillance program. This technology is currently being utilized by both the full-bloods and their ruling managers to keep a watchful eye on events taking place on third-density Earth.

The full-blood aliens live, for the most part, in the fourth dimension, which is also the location where I am currently downloading information to your author. It would be best to understand that reality in the fourth dimension of existence is quite different in appearance than your perceived reality.

Earth, as viewed by observers in the fourth dimension, is very barren looking compared to what is observed by humans in the year 2023 in the third dimension. Many regions on the planet that feature

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developed countries and cities in the third dimension are filled with desert-type landscapes in the fourth dimension. The surroundings in the fourth dimension are devoid of human and animal avatars that choose not to live on the surface of Earth. Although human avatars from the third dimension could exist on fourth-density Earth, many would find the conditions so deplorable that they would choose to live underground or would most likely relocate to a higher-density level where a physical avatar body would no longer be a necessity to gain knowledge and experience. Most life forms on fourth-dimensional Earth make their homes in deep underground shelters underneath the planet's deserts. Mostly, I am talking about robust and durable aliens.

Most souls that transition out of the third density only reside in the fourth dimension if they choose to experience an obscure lesson that cannot be achieved in other simulations.

Only some avatars outside the alien rulers make the fourth dimension their home. Human avatars living on fourth-density Earth are usually raised by aliens, transported there, and then relocated to underground prisons where they are used as food sources. Not the

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friendliest place to experience life, if you know what I mean. My preference for existence within the cosmos is located at the fifth density.

I am attached to the same higher realm as the third-density entity known as John Reizer. Because a fifth-density life form can't communicate directly with a third-density life form, I needed to materialize into a physical body within the fourth density. If I had appeared in third density, I would not have been able to communicate with your author because of the strong amnesia traps the aliens currently have in place on third-density Earth. In the third dimension, I would have immediately forgotten my strong connection to my higher realm. I would not have been able to communicate any of this information to John.

Inside the fourth dimension of existence, I can quickly transfer information to one of my parallel incarnations. So here I am, taking cover in this septic system of a reality located within the Earth's fourth dimension bringing you the innermost secrets of existence. At the same time, I avoid being the featured lunch item of the day.

One of the most unusual-looking features on the surface of fourth-dimensional Earth is the large number of electromagnetic pulsing devices and surveillance

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receptors that sprawl out in every direction. These magnificent pieces of technology are the guts of the foreign surveillance and mind control programs that penetrate directly into third-density Earth and imprison humanity.

When I look at the grid patterns formed from the machinery that litters the surface of fourth-dimensional Earth, it becomes easy to see how these patterns match up with the vital meridian lines on third-dimensional Earth. It is also easy to see why many buildings and monuments have been constructed in specific locations within the third density.

There is a good reason why the Great Pyramid was built in that particular location in Egypt. There is an equally good reason why the White House is located in Washington, D.C.

The key areas match other critical regions of an opposing dimension of existence. Everything in third-density Earth has been mapped out on a grid. To human avatars living on Earth, the meridian lines are invisible. In the fourth density, the grid lines are physical machinery that receives and sends electromagnetic frequencies. The towers of machinery within the fourth dimension on Earth

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can emit and receive frequency waves that penetrate the wall separating the third and fourth dimensions. The aliens are an intelligent species. Their abilities to manipulate third-density Earth and the human beings living there are unmatched throughout the simulation. The aliens can monitor their slave population and mind-control the masses from a completely different dimension. Many critical buildings utilized on third-density Earth to brainwash or mind-control human subjects are built on top of meridian lines directly controlled by the rulers from another dimension. These buildings would include churches, government buildings, educational facilities, secret society dens, places of satanic worship, and many other key locations that would advantageously serve the full-bloods. This is also why many churches have prominent steeples (antennae) pointing up toward the sky.

The steeple projection amplifies frequencies when placed over the top of a meridian line pulsing electromagnetic energy. It creates a great location to brainwash an entire congregation of people.

Mind control techniques are relatively easy for the aliens because they possess the knowledge, the technological equipment and have access to the avatars

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custom designed for this program. As I mentioned, products such as medicines, soft drinks, vaccinations, chemtrails, and others are dispensed to the masses. Once these compounds are physiologically absorbed by their human subjects, they can change the vibratory rates of neurological tissues inside the brain to slightly different frequencies. These frequencies are then synchronized and eventually matched by the alien technology from the fourth dimension, which is in the form of magnetic energies or key meridian lines that are generated and transferred to third-density Earth. As I have just mentioned, these key meridians are the strongest on third-density Earth in areas where churches, schools, secret societies, government buildings, and other brainwashing centers are utilized regularly. It would be best if you also noticed that many government buildings have antenna projections or tall obelisk monuments near them, which serve the same purpose as the steeple projections on top of churches.

Quite a few of the electronic pulsing campaigns transmitted to human subjects originate within your third dimension. Television and radio stations are notorious for sending these electronic bursts of energy through their

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regular network programming schedules. The ruling elite managers also contribute significantly to these mind control programs.

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Nowhere to Hide

The world's governments are tightening the leash regarding keeping track of the human avatar population. Much of society is oblivious to the existence of the ruling elite and the extraterrestrial alien civilization living in the fourth dimension. The majority of avatars are preoccupied with various material props made available through the years. Many of these gadgets help to make surveillance strategies used against avatars much easier to implement.

For example, the availability of bank cards has been instrumental in helping elite rulers keep track of people worldwide. All transactions accomplished with bank cards and electronic financial transfer tools leave permanent records that are sent to government processing centers where many different types of information are analyzed.

Vaccination programs allegedly implemented to protect the citizens of Earth against a never-ending

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inventory of microbial health threats are attempts by the powers that be to inject surveillance technology into the physical bodies of avatars.

Many of these microscopic machines can keep track of a person's location and biological functions. Tracking technology inserted through vaccination programs can also alter body physiology and reprogram genetic coding in avatars.

At this point in the narrative, I will describe what transpires on third-density Earth.

If you have made it this far and are still reading this book, you are awake and able to digest the main plot of this important story. I hope readers can comprehend the seriousness of what I am about to explain.

The Beginning of the End Game

We are all playing a part in a very complex game that has ultimately been designed by Vast Intelligence so that it can continuously acquire knowledge. Both novice and advanced players (Higher Realms) within the game have been assigned to Earth. There are also many other games, but humans are not participating players.

Novice Higher Realms usually have one incarnating avatar attached to them. When one incarnation ends (death of the human being), another one is reborn (reincarnated), and the Higher Realm continues to upload data from that avatar.

All humans on Earth have lived many lifetimes as males and females, attached to a specific Higher Realm. There is no such thing as death! And there is no such thing as society learning from its experiences. The same polarizing themes continue to be played out through the

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eons of perceived time (good versus evil). War and killing have been written into the game code (program) and will, therefore, continue indefinitely within the parameters of the Earth game or until the program is shut down.

As I wrote previously, within the Earth simulation, Vast Intelligence has created Higher Realms that collect the data and experiences gained from the organic avatars (human beings) living out various incarnations (lives) on Earth. Higher realms always have organic avatars tethered to them. The living avatars regularly upload the data and experiences realized on Earth to their respective Higher Realms.

In the case of advanced players (Higher Realms) within the game, hundreds of souls and avatars are often attached to a unique Higher Realm. They agreed by contract to incarnate into a world/platform to experience and gather knowledge to benefit their Higher Realm and Vast Intelligence. In this situation, the Higher Realm is uploading experiences from a multitude of incarnations at the same time. This description is referred to as fast-paced learning within the Earth game. Earth is one of the platforms where fast-paced learning is permitted. It is

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what has made the venue such a valuable classroom and an asset desired by some darker, sinister groups.

Vast Intelligence regularly broadcasts universal Frequency Codes. DNA can convert said frequencies into solidness through a process I refer to as solidification.

It is vital to comprehend the following facts that pertain to Earth and the reality construct that exists here:

Life on Earth is a holographic experience derived from a frequency-generated blueprint.

A human being's perception of reality is far removed from absolute reality.

Time does not exist outside the parameters of the holographic experience being realized by sentient beings.

Everything and anything appearing to be solid is a frequency signature.

When solid subatomic particles revert to Universal Frequency Codes, time cannot exist. In the absence of solid particles, physicality is nonexistent, and there are no physical objects capable of passing through space, which requires the passage of time.

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When Universal Frequency Codes are transformed through solidification into solid subatomic particles, time exists because solid particles can pass through space, which requires the passage of time.

When a piece of steel is heated inside a furnace at the appropriate temperature, the subatomic particles within the metal that Vast Intelligence has intelligently arranged in the form of Universal Frequency Codes are affected to the point that the metal will melt into a liquid. This happening is common scientific knowledge that demonstrates how frequencies can alter the solidity of our perceived reality within the construct of the Earth game.

When Universal Frequency Codes encounter human/animal/plant DNA, the DNA's basic structure will solidify said frequencies into subatomic particles. Depending on the code's particular arrangement, a holographic or solid appearing reality is created for humans and other sentient beings interacting within the parameters of the simulated Earth game. A specific light/frequency introduced to the DNA template can modify its structure and affect/limit a human being's

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ability to perceive one holographic expression of reality from another.

This is how and why different dimensional constructs can exist simultaneously. Other dimensional parameters of existence containing expressive life forms are abundant. However, humans can only perceive a limited number of Universal Frequency Codes because the tuning mechanism they are bound to (DNA) has been strategically designed to filter out other-dimensional platforms.

From a third-dimensional perspective, what is presently happening on Earth is known as the beginning of the end game.

Life on Earth is a simulated game. Although it feels natural to the participants experiencing the simulated environment within the game, I assure readers that everything they are currently going through is an illusion written and directed by Vast Intelligence.

The Universal frequency codes are written very precisely. In simple terms, this means that anything that is intelligently designed within the universe is initially written in frequency codes first. As I explained, the frequency codes are converted through solidification into

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subatomic particles. Then the subatomic particles are intelligently arranged into a particular aspect of third-dimensional reality.

Think about the fantastic designs of various biological vessels occupying Earth and other platforms within the third-dimensional construct. The anatomical and physiological models of these biological entities, as impressive as they are, are not real. They are the third-dimensional products that have been yielded from the solidification of universal frequency codes.

The game has been set up so that soul fragments of Vast Intelligence can experience physicality in a third-dimensional environment. Vast Intelligence seeks to expand and broaden its knowledge base continually. One of the ways it can achieve this goal is to experience different dimensional venues. Vast Intelligence creates and gathers experiences from some locations and inside platforms that human beings cannot understand. However, the human comprehension of other-dimensional venues is not a prerequisite to understanding what is transpiring on Earth.

Vast Intelligence has been operating the simulated Earth game for a long time. Of course, time is illusionary

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and does not exist from other perspectives of reality. To make things easier to understand, I am writing here in terms that apply to the simulated Earth game, as it exists in its third-dimensional setting.

Vast Intelligence's soul fragments have continuously reincarnated into biological vessels on Earth to learn essential lessons. The purpose of everything in existence is to develop knowledge to create future worlds and platforms to allow for additional games and expressions of simulated life.

The program's very specific quarantine of certain frequencies, which regularly protects the different dimensional perspectives, has been compromised. This breach in the security matrix of the game has allowed other avatars into your dimensional construct. This situation does not usually exist on different planes home to sentient beings also participating in a third-dimensional platform simulation.

The manipulative and parasitic nature of this interdimensional species created a unique opportunity for soul fragments to experience rapid learning on Earth for a period of third-dimensional time. However, in the big

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picture, it has also precluded further expansion of Vast Intelligence's knowledge base.

Because of the compromise within the computer program, some areas of the game have been scheduled for termination by Vast Intelligence. The End Game refers to prohibiting soul fragments from reincarnating inside a third-dimensional Earth platform.

The simulation is nearing its endpoint, and the avatars illegally operating in the game without the permission of Vast Intelligence are desperate to interrupt the kill switch instructions.

2015 marked the commencement of the endgame, with closing ceremonies to be fully implemented by 2115. Nothing can stop the end of the Earth game simulation!

A Significant Event

The illegal avatars in the Earth year 2020 executed a significant event. Their goal is to disrupt Vast Intelligence's termination instructions coming through in the way of universal frequency codes.

The significant event of 2020 was a major happening and affected every sovereign territory on the gameboard (Earth). A modification within the genetic code of human

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beings is underway through a mass vaccination effort. The plan has been in the works for decades. Time is illusionary outside of solidification, but I write about time as it applies to all avatars playing inside the game.

My Final Summary

In the Earth year 2115, the simulation, otherwise called the Earth Game or Earth Show, will terminate its operations. The simulation will no longer support the downloading of human avatars.

The decision of Vast Intelligence to shut down the game has significant consequences for the elite bloodlines that are heavily addicted to the matrix and its associated experiences.

Although the game will continue to function indefinitely for time sequences before 2115, downloads into the matrix after that date will be impossible. In a nutshell, this will make it nearly impossible for the few currently controlling the many to operate as they have been for long periods within the parameters of the simulation.

The elite avatars have decided to intervene and attempt to stop Vast Intelligence from ending the

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simulation. The elite avatars have implemented a plan to hijack the simulation from its creator by interfering with the genetic game codes of all living things.

By editing the genetic codes of human and animal avatars, the elites hope to block or inhibit the kill switch instructions that are calling for the end of the show; this is why the elites are trying to create mRNA vaccines and are trying to modify everything on the face of the platform genetically speaking.

The theory and plan of the elite bloodlines are predicated on changing the genotype of the avatars so that the new expression will be uninterrupted by the upcoming endgame mandate. The elites want to hijack and steal the simulation from Vast Intelligence.

The plan to hijack the game will not be successful, but the elite avatars will not go down without a fight. Therefore, readers must understand what is happening and how it will directly impact all avatars living in the simulation—the ruling elite plans to relentlessly attack avatars from mental and physiological perspectives.

An Opportunity for Humanity

The end game that began in the Earth year 2015 will provide humanity a rare opportunity to free itself from the alien prison system and its ruling bloodlines. It also offers future avatars a unique chance to reset the current matrix and convert it into a new classroom setting where the garnering of universal knowledge is uninhibited. Vast Intelligence can then continue its altruistic mission of expanding its knowledge base.

You most likely picked up this strange book because you have previously imprinted its significance in your higher realm. The aliens' powerful electromagnetic pulse technologies in the current matrix that constantly bombard your third-dimensional human brain have presented you with an environment filled with manufactured amnesia. Yet, despite being manipulated by an extraterrestrial form of electronic mind control, you have still managed to find

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your way here to read the words and wisdom of Michael Morris.

The reconnection to your unique higher realm is long overdue if you find this material intriguing. Many people have become so caught up in the third-density prison system set up by the controlling powers that they have entirely forgotten the only reason they decided to incarnate within the third dimension in the first place. That reason was to experience specific lessons that could provide essential experiences only attainable in a third-dimensional setting while housed in a physical avatar. The fact that Earth (the simulation) provided an environment under the manipulative control of a fourth-dimensional race of alien avatars has made your current incarnation more valuable and exciting.

The knowledge and experiences you have garnered while existing in the simulation undoubtedly gave you the necessary tools to move onward so you can reach even loftier goals.

Humans able to re-establish a connection with their higher realms can free themselves from the simulation's enslavement traps.

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My mission is to alert those human avatars awakened that your window of opportunity to ascend a necessary universal dimensional ladder has arrived.

This book has been published and listed as fiction. In this way, the story can be read by all and still function as a calling card to those unique individuals who will recognize its truth and value in passing on essential information about humanity.

Good luck!

--Michael Morris

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Epilogue

September 29, 2021

After I awakened from a medically induced coma in a North Carolina hospital, I was unaware of how close I had come to leaving my current incarnation as John Reizer. At that point, I still faced numerous health challenges, and although my chances of survival were much better than a few weeks prior, they were still not great.

But I knew I would survive the physical attack directed at my body by the controlling powers because the same voice that had been with me for so much of my life had assured me that my work in the simulation was not finished.

--John Reizer

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Questions and Answers

Michael Morris answers some of life's biggest and most important questions below.

1. Do we have free will during our lives?
2. What is Love?
3. Where do we find meaning in our life?
4. What is the goal of humanity?
5. What is right or wrong?
6. How did the universe begin?
7. What matters most in life?
8. Will humans become extinct?
9. Do animals have souls?
10. Is there heaven or hell?
11. Can world peace be achieved?
12. What happens after we die?
13. Do we choose our gender before birth?
14. Do extraterrestrial civilizations exist?

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15. What is the size and shape of Earth?

Do we have free will during our lives?

Souls pick and choose, with a guide, the goals and learning opportunities in each life before entering the Earth game. Souls also select a physical avatar to give them the best chance to accomplish specific goals. Human avatars have free will after downloading (incarnating) into the simulation.

The freedom to make decisions during a given lifetime is part of the game plan. Although an avatar's life goals are predetermined before birth, they always have free will when navigating through life. Free will exists within the parameters of the matrix.

What is love?

Love is an integral part of the Earth game. It is about intimacy, affection, attraction, passion, respect, interpersonal closeness, protectiveness, and commitment with other avatars in the simulation.

There are, of course, different types of love. Physical love between two avatars is both biochemical and soul connected. Its purpose is to propagate new avatars that

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new souls will utilize. Its purpose is also to create strong bonds between avatars that can last for many years as time is defined within the game matrix.

One of the most important lessons for many avatars is that love and respect are vital for soul enrichment. All souls are connected somehow in the grand scheme of things, so love is more important in universal order and creation than one might think.

Where do we find meaning/ happiness in our life?

The meaning of life is often misunderstood or not understood by avatars because of the strong amnesia traps put in place by the alien rulers.

Avatars can and do find meaning in their different lifetimes by following an innate desire that eventually leads them to rediscover and reconnect with their higher realm. Despite the strong amnesia mechanisms that influence the human brain during a given incarnation, all avatars can find hidden pathways to attain predetermined life goals that they might not be conscious of one hundred percent of the time. How happy we are in life is often directly proportionate to how close or far away an avatar is to that unique pathway.

What is the goal of humanity?

Humanity's goal is to collectively experience the Earth simulation while overseeing the successful journeys of all avatars participating in the game. The game's goal is to survive in the matrix for as long as possible while accumulating many experiences that are only possible via a third-dimensional state of existence.

What is right or wrong?

Outside the matrix, there are no such things as right, wrong, good, or bad. Avatars playing in the game are not judged for the lessons they experience or the decisions they make. I understand that this concept is difficult for most people to wrap their heads around.

Inside the matrix, right, wrong, good, evil, and dark versus light are genuine polarities judged by other players. There are real consequences for making choices in the game that are perceived as right or wrong in the eyes of society's members. The consequences I write about do not extend beyond the parameters of the simulation.

How or when did the universe begin?

There are many different universes or simulations taking place simultaneously. The Earth game is one of many venues where soul collectives learn valuable lessons while living out existences on frequency-generated platforms.

The Earth game began and ended when a Vast Intelligence created the gameboard and designed the avatars through a sophisticated computer program so complex that it would be pointless for me to attempt to describe the inner workings beyond the explanations I have already written.

As I have explained before, time, as it is perceived on Earth, does not exist outside the matrix. So, the question of how or when the universe began is a challenging one to answer.

What matters most in life?

The thing that matters most in life for all avatars is completing the predetermined goals that have been assigned in each incarnation. That is the purpose of living or participating in the experience.

Will humans become extinct?

The Earth game's end commenced in 2015 and will no longer accept downloads after 2115. However, the game will continue to exist indefinitely and receive downloads for Earth years 2115 and earlier.

Souls and soul groups wanting to download into a third-dimensional game matrix must pick a different venue after 2115.

Do animals have souls?

All avatars playing in the matrix have souls attached to them. Animal avatars are often chosen by souls that wish to experience specific lessons within the simulation that cannot be accomplished in a human form.

Is there heaven or hell?

There is no heaven or hell! No place has been set aside to reward or punish souls that have made decisions or choices while participating in any of the simulations overseen by Vast Intelligence.

After every incarnation, a soul's life is thoroughly reviewed and reflected upon by spiritual guides. All

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decisions made in that life are examined, including how those decisions affected the lives of other avatars playing the game.

Can world peace be achieved?

The Earth game simulation is a computer program designed to host avatars generally working on similar spiritual lessons. Earth is not a place by intentional design where world peace prevails. The specific construct of the game matrix is one where opposing polarities are always present, and various conflicts between good and evil remain intact.

What happens after we die?

After an incarnation ends on Earth, the soul of that avatar is reunited with its higher realm, and a thorough review of the last lifetime takes place. After that process, a new life plan is constructed, and a new download into another simulation begins.

Answers - The Earth Game Explained!

Do we choose our gender before birth?

All souls choose their gender before birth. All human beings on Earth have lived many different lifetimes as men and women. This fact is the reason why there are people on Earth that become confused about gender identity. Often, people remember or identify with a role they played in a prior incarnation as a male or female avatar.

Do extraterrestrial civilizations exist?

Extraterrestrial civilizations do exist within the parameters of the Earth game matrix. As discussed earlier, one of those civilizations has broadly affected life on Earth for long periods.

What is the size and shape of Earth?

If you reside in the Earth game matrix, you have agreed to do so of your own free will and are a soul fragment of a Vast Intelligence housed in a biological avatar. You are here to learn and record your life experiences!

The game matrix is much larger than people have been led to believe. Earth extends infinitely in all

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directions. It is unending. It is neither a spinning ball passing through space nor a flat, stationary platform with the heavens revolving around it. It is a computer-generated simulation.

As far as the human avatar's sensory organs can receive stimuli data, the game field exists. This fact is true of "outer space" as well, although the game codes preclude exploration of "outer space" within the space-time continuum.

If you look at a flat-Earth map and follow a path from the center of the diagram laterally, you will eventually reach the first ice wall that encircles the platform. There are four portals/gateways that allow passage from the Inner Earth to Middle Earth. Once you enter the middle Earth region, there are more landmasses and water that are surrounded by another ice wall that also has four gateways that lead to another area known as outer Earth. Outer Earth also contains land masses, oceans, and an encircling ice wall.

The game matrix is unending geographically, but access to certain areas is limited for most avatars due to their in-house genetic wiring.

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