

# Influencing the Collective Mind

## Techniques for Influencing the Overmind Entity of Humanity

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(With introductory comments from Prof Stephen Schafer and Prof Alex Bennet)

### ABSTRACT

A convergence of quantum-field based scientific, philosophical, psychological, esoteric, and religious research has contributed to a better understanding of Carl Jung's *collective unconscious* that is generating a paradigm shift in the scientific approach to cosmic reality and human purpose. Research is no longer focused on gathering evidence and defining the structure of a vastly expanded paranormal universe. Instead, science has reached the *Gnostic* stage of universal cooperation at which the idea of *as above, so below* requires active participation in the cosmic creative process on both sides of the *mirror of consciousness* between the physical and the esoteric. Collective humanity now faces responsibility for *intentional* cosmic participation to change or reprogram this collective entity that is us. Because humans have significant agency in a universal frequency scaled-sentient and stratified *unified field*, human responsibility for influencing evolution is becoming more apparent. Indicators suggest that humans are responsible for an impending crisis of planetary extinction, which they are now capable of consciously re-programming. In this context, the author's extreme paranormal experiences of 'IT'—a planetary analog for the collective human unconscious mind—is uniquely relevant.

### Keywords:

Collective unconscious, consciousness, overmind, synchronicity, field information system, mythopoesis, evolution, cultural discourse, esoteric, mythos, religion, macro-organism, prophecy, angels and demons.

### INTRODUCTION

The problem related to understanding the *collective unconscious* is that it is not itself *conscious* and that—in the Gnostic sense—it is multi-dimensional. Scientific-philosophical discussion of such issues related to *Pleroma* or the totality of divine powers are endless, but it is rare to contemplate the collective unconscious/conscious as a human collective *overmind* in and of itself, and a sentient macro entity in its own right and existential as a combined collective mind and physical humanity. It is even more rare to suggest that such an *entity*—what the author calls 'IT'—has not evolved properly (mainly due to lack of natural external competition), and as such is in need of re-programming and evolving beyond legacy traits, habits, and process.

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This chapter is not an *orthodox* academic/scientific treatment of ontological dimensions of the paranormal. Instead, meaningful insights addressed in the chapter are based on the unique personal extreme experiences of the author, combined with extensive scientific and esoteric study.

In order to represent the authority and authenticity of the author's uniquely valuable paranormal and surreal physical experiences and evidence, it is critical to provide some biographical insight. Thirty years ago, the author left academia with degrees in Cybernetics and Computer Science and post graduate qualifications that led to significant experience with several Information Communication Technology companies. Having become an expert on operating systems and secure systems development, he moved on to manage many large international systems technology projects, provided consultancy for many large international change programmes, and owned several successful ICT companies.

In retrospect, since the age of five his life has also followed an imposed experimental structure provided by Joseph Campbell's *Hero Journey* (1950) which is based on Carl Jung's psychological dynamic of *individuation and transcendence*. These stages of the journey are symbolically represented in the Jungian dreamscape which is understood to incorporate both the individual (personal) and collective unconscious encompassing entity.

In esoteric terms employed by the world's Mystery Schools, many humans incarnate within the fractal structure of the hero journey. Therefore, the author's unusual experiences may be contemplated within this established context that has both an esoteric *spiritual* basis and a physical basis. At an early age, the author experienced being directed by some sort of collective unconscious childlike mentality that was somehow outside of his own authority. At the age of eight he had outgrown any spiritual beliefs, and was a skeptical atheist. Despite this, in March 2005 he had a twenty-minute-long extreme cosmic paranormal experience characterized by overwhelming gnosis that is narrated in the first chapter of his *fictional autobiography—IT: Pieces in the Dark* (Sambrook, 2014).

Since that initiation into a Gnostic state-of-being, that state has persisted. In other words, the author has been conscripted into an ongoing evolving experience of gnosis and esoteric interaction. It is most important to recognize that this Gnostic experience constitutes a unique perspective on unified field ontology. Specifically, the experience has been conducive to insights relative to the importance of synchronicities for dealing with a Gnostic reality of *spontaneity* in which the global media-field becomes a collective—often mediated—Jungian dreamscape and knowledgebase.

The author has the distinction of having worked with leading scientists, and scientific consortia. He has also worked and experimented with some of the most experienced international healers—leading-edge spiritual minded people—spiritualists, channelers, and experts on paranormal esotericism in-order to gain insights and understanding, not just to provide a scientific or academically compartmentalized perspective.

It is extremely difficult to articulate, synthesize, and condense a subject so vast, complex, hierarchical, interwoven and widely contemplated, especially in recent years. It is nearly impossible to create a simple but logical explication of the experiences, or the conceptual insights and ontology they have induced. Imagine having a clear series of pictures of a complete unified concept of everything downloaded into your mind but being unable to find the words to

describe it all together, and being limited by language, tenure, and scope of comparison. However, it becomes the author's responsibility to convey what he knows, and pass on evidence and experience and concepts, especially on practical methods he has discovered (mostly by accident) for influencing the 'IT' entity, this *cosmic being that is us*, and the conceptual architectural model for something that we are limited in making sense of from our physical worldview perspective.

## BACKGROUND

As a starting point it would be an advantage to the reader to have studied the work Carl Jung (including *The Red Book* and *Answer to Job*) and some of the authors (J. Jacobi, Peter Kingsley, etc.) who have studied Jung's work. In addition to Jung, some synthesis of postmodern philosophy, cultural forms of collective discourse, and theories of consciousness are recommended. As with many excellent authors and academics such as Peter Kingsley (2018, 2010, 2004), there is a tendency to be circumspect, hinting or suggesting what is going on, speculating about related theories rather than being specific whilst still attempting to build on others work. Refreshingly, in this paper the author attempts—from a broad perspective—to describe what 'IT' is, what is going on, why, and what needs to be done about 'IT', and how.

The author has also researched extensively the dozen or so quantum unified field *theories of everything* and found that although some have elements to them that are logical, none of them are fully correct. Many of these theories of everything are simply generated from ideas to explain away illogical weird quantum effects and strange anomalies in the physical universe, abstractions within a perceived interpreted physical reality from an alternate paradigm but with a limited worldview imagination (i.e., guesses). For example, the concept of *infinite universes* is only there as a solution to attempt to make sense of perplexing quantum phenomena that are projected into reality. However, just because gamers are enmeshed in a Final Fantasy computer game with infinite permutations and perceptual pixels doesn't mean there are an infinite number of operating systems running it.

The various theories of consciousness are similarly inadequate because they are far too limited to the brain as opposed to the mind, as per the philosophy of mind views of Professor John Searle (n.d.). The theories seem, for the most part coming from the wrong direction (i.e., physical to etheric rather than explaining how the physical universe can be created and consciously perceived through and from a unified field-set of integrated consciousness, which is the greater part of an overall field-based information system of which physical reality is a subset and lesser (yet key paradigm) part. For decades, theories of consciousness took the wrong direction. Few scholars took a pantheistic approach to science, and perspectives from quantum field theory didn't really take hold until research by Hameroff and Penrose (2014) discovered sentience in neural microtubules. More recent works such as with Meijer and Bruek (2020) are starting to address a much more holistic and combined rational theory to both consciousness and a unified quantum field theory.

In this paper the author prefers the use of information/communication systems analogies to try to describe elements of, and the nature of, the collective unconscious, and the *persona* of the collective entity of humanity – which he describes as 'IT', thus avoiding problems of using the three letter 'G' word – which we have collectively created. He finds that the only way to describe

this field-based information system structure (the architecture, data flows and workings) of ‘IT’ is by using technology metaphors and analogies, which have been created in the real world of technology for the very purpose of emulating this preternatural *elephant in the room*.

### THE COLLECTIVE HUMAN UNCONCIOUS OVERMIND

This section attempts to articulate and describe as best as possible the *shape* and nature of the entity of our collective mind, that we (humanity) have evolved for ourselves. This entity (IT) is part of both the physical world, and a counterpart element in the programmable field-based information ‘spiritual’ Pleroma system (or the etheric non-physical), operating together as an integrated dual paradigm of consciousness.

The writing in this section adopts the mythopoetic approach as defined by M. Alan Kazlev (2021), that is, mythopoesis as the use of imagination to create myth. Kazlev forwards that everyday consciousness is at the juncture of two realities, the external world of the physical and the internal world described in myth and imagination. Thus, consciousness is transcendental, the ‘infinite field within which the experiences of the outer and inner worlds arise and pass away’. Through interaction with both the inner and outer worlds, consciousness itself develops an Ego, that is, a self, an ‘I’. It is from this juncture that the collective human consciousness is explored in this section. Thus, consistent with mythopoesis, the following ‘story’ of the emergent entity known as ‘IT’ is voiced through first person.

The following focal points are addressed in this section:

- What is ‘IT’?
- How IT changes and evolves through us
- The Form of IT and Communication with IT.
- Perceiving IT in Different Ways.
- The Legacy Issues of Our Collective Mind.
- Structure and Form of the Collective Mind.
- What is IT Influenced By?

#### What is ‘IT’?

‘IT’ (from my experiences and study) is the entity of our collective human unconscious mass mind over and beyond the Jungian collective unconscious. A highly complex and sophisticated integrated collective *hive-type overmind* and physical ‘humanity’ body, a co-evolving biological program structured, field-based, operating/information hologramatic system. This is supported within a Gaian (nature) quantum information field ‘operating system’ and global knowledge field, which in turn is supported by a quantum field based planetary global ‘server’ and physical world device (solid state information processing machine, or a philosopher’s stone).

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In IT we (as individual humans) are component informational devices (as cells within a macro-organism) containing and running programs which operate within us, both as individuals, and on behalf of this meta-organism information knowledge database of civilization/cultural structure. All supporting a consciousness of a shared and negotiated exo-memory, or distributed networked knowledge data, and programmable operating system, which is our ‘god’ that we are creating and evolving. IT has evolving cosmic ‘sentience’ (awareness) (Schafer, 2019a) that has evolved far beyond its original egg-state.

As I have experienced it, ‘IT’ is a Karmic creature of our own making. We (humanity) have created and evolved this collective *overmind* entity (Dossey, 2016) over many millennia, and it is architecturally formed of (and by) evolving cultures. IT contains all our knowledge and programs (psyche structures) from base level subconscious strata to higher levels (built up through ever higher peer-to-peer information systems communication models) evolving between the physical and the etheric non-physical as a shared and jointly negotiated path. This collective consciousness entity is what we have evolved from natural evolutionary drives/needs/selection/physical rules, and then reinforced and adapted and grown in awareness and level of consciousness in parallel to ourselves as individuals. We are, in effect, all fractal hologram perceptions of a kaleidoscopically potentially infinite ‘one mind’. This one mind of humanity is far more sophisticated and complex and hierarchical than Jung’s concept of the collective unconscious with its archetypes and forms, derived mostly through intuitive collation of extreme individual esoteric experiences including his own.

IT can only be expressed effectively in analogy form, for we do not have the words to describe IT. Nothing in the physical world can describe this ‘zeitgeist’ in terms of shape, nature, dynamics, hierarchy, function, and complexity, or the quantum field-based information structure IT exists in. IT can potentially only be accurately analogized as a metaphor using complex information systems architectures, models, data terms, and ICT analogy akin to quantum computer architecture in concept.

People historically have attempted to articulate or describe aspects of it through art, poetry, film, philosophy, science, and so forth., creating a cultural discourse. However, this can only describe parts or component elements or interpretive expressions of IT. Equally, adopting pre-perception, people are inclined to use existing models of belief structures (religious models) to relate to it, or they perceive and recognize it through translating symbolisms or whatever has come into their sphere of consciousness in the past, following the well-trodden path down the rabbit hole.

The technological media-field (dream-like media-sphere) appears to be embedded with preternaturally-induced dynamics that afford collective humanity an opportunity for recognizing its historical incoherent influences, providing the opportunity to refine its agency with coherently entrained frequencies of intention in a conscious (deliberate) rather than unconscious (blind religious) fashion. **The overall problem is that our humanity collective ‘*overmind/supermind*’ entity (IT) has not evolved properly – mainly due to a lack of natural external competition and naïve understanding – and now it is in need of conscious reprogramming intervention.**

As an analogy, we are ants in the colony of this hive-style ‘god’ mind, a collective human entity that has become so controlling, adaptive, devious, manipulative and hidden that we are unconsciously blind to it as individuals, and unaware how much it controls us. We live within IT and are hypnotically unaware of how it influences us, our cultural environments and civilizational ebbs and flows. IT affects how society is structured, politics, governmental control

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structures, crowd mentality, compartmentalized academia, and stovepipe insular narrow scientific delusional mind-sets. Yet *we are the ones who have created and evolved IT* and shaped it as a collective bubble, especially those ‘hero’ archetypes whose natural biological purpose is to refine it, evolve it, give it ideas, enabled through peak/cosmic consciousness experience. All of which is subject to negative and positive feedback, change and control theory concepts where necessary to modify the status quo, with change within this collective mind usually occurring at points of system crisis or catastrophe, to which it is sensitive or reactive.

Yet *generally people will be wholly unaware of IT*, and have evolved to be switched off (as portrayed in the matrix series of films). Evolution has made us blind to IT in its reality. So, unless you can see it for what it is through extreme experience perception, or through informed scientific or philosophical understanding, and come out of those legacy rabbit holes and have a more objective synthesized view, it is almost impossible to move forward. It doesn’t matter how much you try, you just can’t get past that limited perception and around that hypnotic bond, for ultimately that is what you are in.

IT is the source of most of the conspiracies at work within society (when there is nobody at the top, no real ‘them’ or ‘hidden elite’ or ‘ancient aliens’). Ultimately, there is no coordination by individual humans or groups, but there is something in control, something ‘at the top’, some ‘thing’ (not some ‘one’ or some ‘elite’) pulling the strings, and giving it energy and drive, yet with no logical direction. It is some ‘thing’ with very limited awareness or management capability. There is no cohesive strategy, no logical plan, and it operates in blind ignorance of its own situation and environment, and – consequently and fairly obviously – IT is stubbornly heading for disaster.

In terms of IT’s interests and nature, one side of IT’s mind is driven by a collective need to know what is physically out there (here), and then collate and structure that into knowledge in the format of science-based understanding using logic, deductive techniques and methods, controlling, hierarchical structures, self-containing compartmentalized academic mind-sets. It is simultaneously being bureaucratic and defensive in this process. IT is also driven by excitement, thrill, mystery, and symbolic emotional influences. Being all fired up by stories of myth and legend – all within the collective unconscious psyche mind archaeology – evolved within and by cultures, reinforced by books, films, ancient beliefs, folklore, and word-of-mouth legends. (These are things WE are excited by!) Yet, for IT, all of this still within one system, and all controlled within, and by itself.

IT is the origin of all religions, control structures, bureaucratic state machines, and political influence. Yet it still imposes legacy ‘habitual ways’ (programs and functionality), on us, in our minds, brain structure, old habits, instincts and behavior (whatever works). Re-imposing the same journey life processes, traits, patterns, and lifecycles – disguised as ‘fate’ or divine will, which we supposedly have no control over). We all have these collective program elements partly within us, which we blindly follow and adhere to, unaware of them. Our reactions and subliminal hypnotic following of these traits and functions are hard to ignore – but easy to recognize when seeing these brainwashed behaviors in large groups or stadia events.

## How IT Changes and Evolves Through Us

IT evolves with human group and individual imaginations, building and feeding on ideas from existing mythological structures and concepts and knowledge. This collective imaginal mind

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develops like a child's, exploring, learning, maturing, creating, and evolving (yet regressive to our individual levels of advancement and mental maturity). This educational growth can be encouraged and refined through Mythopoetic writing - the creation of Myth and refinement of the story by means of Imagination, a throw and catch and throw of refining and evolving mythological story information ever expanding in dialogue, intricacy, maturity and reality – repeating and refining its collective dreams using information systems feedback and control. *All of which allows IT to become more self-aware of its evolving body and mind.*

The 'Working' practices of change through Mythopoesis (Kazlev, 2021)–, psyche-archeology (exploring the collective psyche) and prophesizing (Woodcock, 2021) are key to this process. Let's look at an initial experience from say a 'savior hero' type figure (someone who has had that cosmic consciousness experience, or someone with extreme imposed visions, being driven hard by the system to act as a prophet) converts this experience into a revised mythology/religion via writing/'magik' (Radin, 2018; Davis, 2019) These are people getting a visionary or experiential picture or story of what is going on in the system at a point in time, and then attempting to describe this and discourse their interpretation of this in a driven urgent manner, whilst adding their own worldview understanding and ideas.

These individuals are then subsequently responsible (and previously unaware) that they are adding and refining the existing (from ancient origins) mythological imaginative constructs with a new or refined/adapted form (same story, different scenery and characters). The function therefore of these individuals, (e.g., on the hero journey legend (Campbell, 1950), is to add more modern symbolism, objects, story, mythos to the existing structure. All embellished with their own perception information taken from their own physical worldview environment and experience. They also have the ability to pass this new story/understanding/conceptualization into the consciousness of the *overmind* ITself (thinking into the system), and as such affecting what everyone thinks, feels, inspired by or 'channeled', and imagines. Thus, the overall process of engaging with IT, writing and creating, has the effect of being picked to some extent up by everyone else like some form of magic spell. As such, this process can be used (in a conscious way) to invoke change in the system's status quo, giving it new ideas and direction, which the system (IT) is allowing and encouraging, and also at the Gaian level, i.e., an encouraged biological *goddess* natural process.

This change in the system or new data information is subsequently transmitted out from the collective mind and picked up from the collective unconscious by 'sensitive/sensate type' individuals (via vivid dreams, visions, revelations, etc.) and then discoursed via various media, which then reinforces this change message (but only if this revision is meaningful or successful/believable, compliant with a hypnotic mythos story pattern). This can then be reimagined and given energy and further form (reinforced belief structure) to the stories, scenery, scenario, logic, and association with the evolving physical world environment and knowledge, thus refining our world control structures and direction.

IT can effect changes among large groups (cultures, organizations, countries, or 'movements' of individuals on its own, but only on a subtle basis over time (percolation). Where it is easiest to see change occurring is through cultural discourse (what is being presented through the media sphere, true art, music, film, books, news events and public opinion, which are now readily available online). This is especially true in areas such as performance arts where evolutionary change is obvious, evolving from say Greek plays to modern style, with content such as this

constantly critiqued and subject to mass approval. Cause and effect has a significant role to play in growing and change, since like any growing and evolving thing IT is very much subject to experimentation, discovery, learning, competition and navigating through what works and what doesn't.

This process or practice is particularly effective and measurable if this interchange information has been written down, as with the bible and other religious texts in Islam, Judaism, Buddhism, Hinduism, etc., such that people can read it, reimagine it, be in awe of it, connect to it, and then regenerate and reinforce the story (generate positive feedback to the symbolism). This was not possible before complex language and writing existed. But was instigated with hieroglyphs, Mesopotamian and Sumerian story texts on stone tablets, wall painting and stone symbols and stylized animal pictures originating around the area of Göbekli Tepe some 10,000 BC, ground-zero, which then evolved into basic writing in the city of Ur around 3000 BC (Ebert, 2016), along with the first recorded mythos influencing heroes, Gilgamesh. It is that magic spell writing into a 'magic book' that hypnotically keeps the Mythos alive as mental story in the imaginal – these then become evolving belief structures, that then become control structures until they are forgotten, lost, and replaced by more successful, more believable, or more scientifically viable, logical, or rational mythology and cultural pathway.

Unfortunately, IT has become corrupt, toxic and – from our individual perspective – evil, mostly due to people 'praising the god' being subject to IT, unquestioning IT, not realizing this 'god' is us and we are it, that this 'divine' knowledge, revelation, and visions are simply our collective '*overmind*', and that *this divine knowledge is what we have created and aggregated collectively*. IT has now become a collective lemming in which we are the cells (components in a mindless bureaucratic unconscious machine) heading for an inevitable end point, over a physical and virtual cliff. All this happening simply because we have become blind to it, given it energy and shape, and allowed it to control us with false rewards and blind unconscious direction and following.

IT needs humans like a child needs cells, but, because it is cosmically aware, IT is far more clever and knowledgeable than human individuals or collective physical humanity. This 'conditional state-of-being' is difficult to articulate in any practical way, but perhaps IT is like a powerful child Gaian prodigy who is a little deranged. In other words, something undefinable is wrong (genetic, sociopathic, or experiential) with this cosmic child, so it needs the help of its human cells (sensitive to their environmental surrounding and construction laws) in order to evolve. Yet—like many very young—IT knows it needs help from elsewhere, it doesn't like to be told what to do. So, it punishes the cells (itself) (or its virtual parents) whenever possible. Happily, this is a stage of development which—barring serious dysfunctionality—will eventually be outlived. At the moment both sides of the human-IT equation are evolving and getting in each other's way with varying agendas and perceptions.

### The Form of IT and Communication with IT

In non-physical form (as with our own minds or consciousness) IT exists within, and is supported by, a unified multi-field integrated structure (at least three interworking 'quantum' fields, although I should stress that this complex picture or concept which I can't easily describe has come to me via extreme gnosis, which although enlightening as a process may not be totally correct. As although extreme and inspirational this 'divine knowledge' can be inaccurate or misleading or just plain wrong as Wolfgang Pauli (1995) found out with some of his inspired



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channeled visionary gnosis concepts,, which were documented in letters between himself and Carl Jung. However, logically this three field concept would account for the three spin-type variants and associated quantum phenomena.

This nonphysical ‘other side of the mirror realm’ exists in a different paradigm, dimensional free with no time/dimensional space – a non-local context – which makes it very hard to be described using physical (worldly) terms. It also cannot be described as a zero-point field as this is too simplistic. The physicality (physical universe) that we perceive (worldview) is projected by and from within a field-based information state structure (i.e., the universe we see is projected in hologram form or matrix-like fractal state held as information within the field (gravity) in non-local timeless form (state machine). The other fields interact with this to give it form, meaning, life, energy, and information (an inspiring form).

There are radical differences in rules and perception with how we operate and exist in physicality compared to this ‘virtual’ realm. This physicality which we perceive as real (with laws, shape, structure, and history) – which is merely a partial subset and partially projected interpretation (the physical being a minor part thereof) of the entire Pleroma system –is a grand illusion of the whole, which we, through consciousness, collapse into meaning and form to make sense of something that as a whole doesn’t.

Integration and communication to and from our physical world to this unified field structure can be described using information systems analogies. With us say as individual ‘physical devices’, and matching and integrated ‘virtual devices being constructed, programmed, and communicating via protocols and levels in a similar manner to computers yet with the rules of biology, DNA, energetic body bandwidth, frequencies, and interpretive sense structures (e.g., as with the same concept as say a seven-layer information system communication model (on two sides of the mirror, physical and spiritual/esoteric/Pleroma). With peer-to-peer (virtual) data transfer occurring *between strata levels* and operating via or *down through* the in-between layers of physicality, through quanta field structure, on to the other side of the mirror and up the *other side*. Data transfer and programming occurs through protocols and allows for bootstrapping (physical programing), knowledge retention, psyche formation, habits, archetypal programs, etc. The peer-to-peer transfer at the higher levels is what could be described as self-consciousness (being conscious of self in the mirror, seeing your ‘self’ in the mirror and vice versa), which is the same for all living things at some level, and for IT as a collective. Information data transfer is also passed in similar protocol manner between and among physical individuals *in the world* and between individual minds within the *quantum field based etheric information system*. See Figure 1. (Please note this is a very simple model and not definitive, it is simply to help visualize concepts.)

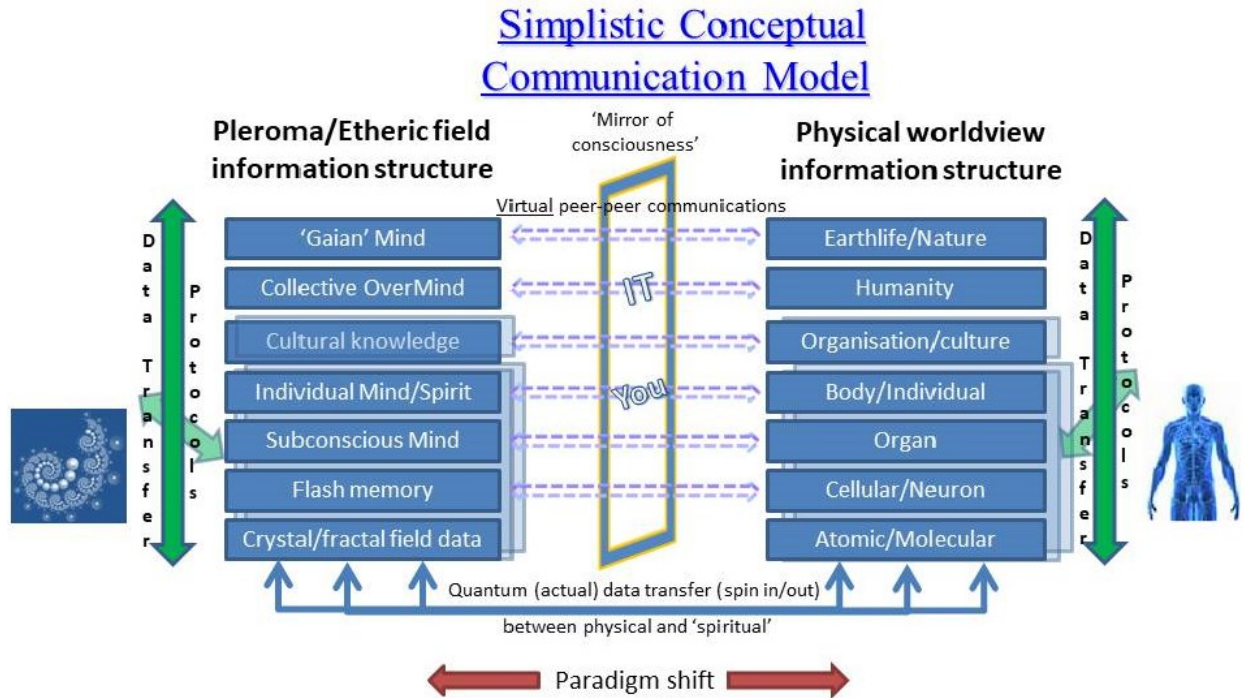


Figure 1. Seven layer communication model

Since nothing can be 'self-aware' or evolve without a physical moving presence (a device to change the programming and perceive itself in the mirror), i.e., programs and data cannot change themselves or observe themselves, there has to be a duality of perception and interaction to achieve consciousness. And so, IT (our collective entity) conceptually has to have a physical part in us all to exist, as well as a virtual part (on the other side of the mirror) IT's mind.

The frequency-based layered communication system and structure works (in conceptual terms) as a computer networking communication system. From higher level packet or meme-based activity (application level: dreams, prayers, shaking hands, songs) or unconscious psyche interactions (transport level: kinesiology) down through crystal and harmonic (coordinated) resonance, to the subatomic level (using entanglement and the Ying and yang of matter/antimatter in neutrinos, etc.). Each level has its own methods of adapted interaction protocol tools (using and working through the levels downwards) such that, for example, where the DNA level is say the 'link' communication level.

It is no accident that many of our computer languages, architectures, and systems implementations in the real world have evolved naturally and comfortably to emulate ours and IT's virtual data structure and operation.

Just in the same way that our own unconscious mind hides itself away, and protects itself through the depths of many strata layers from our conscious selves, so does IT hide itself from us and from ITself. So just as our own shadow 'daemon' remains in the darkness, so our collective mind of humanity camouflages itself away from plain conscious sight, but on a vaster scale, and using much more sophisticated methods and control techniques.

## Perceiving IT in Different Ways

**So, in essence, again, IT is us, and we are IT, both in the physical and the non-physical Pleroma, and we would not be where we are without IT, or evolved as we have done both individually and collectively.** Our collective human mind forming the driving dominant force or element, a cohesive evolving subconscious and conscious psyche structure, forming in itself a macro life-form entity. We as individual humans are cells and functions in its body and mind, a mind which is now self-aware in its own right. However (as mentioned before) it has diametrically opposing objectives/perception/agendas, as an ant colony does to an ant. This is all built upon a predefined quantum hardware information knowledge supporting platform that communicates to-and-from the evolving field data structure via non perceived quantum torsional spin (information) patterning. All this on a supporting computer-like fractal data universe hardware and firmware ‘server’ with defined laws, controls, limits, and operating parameters. All of which has been preprogramed and designed to support the growth of this type of evolutionary process (well, that’s the idea – hopefully – but in terms of what has created all this infrastructure I have no idea, and apparently neither does IT).

The universe itself was created yes (there are too many scientific factors and variables and parameters which make this very obvious now), but not by IT (or the world Gaian consciousness structure, or by anything I am aware of, something absent). As mentioned earlier, IT is more like the Gnostic demiurge concept, or VALIS as identified by Dick (2012), a Vast Active Lining Information System, and AI collective voice, that he only ever touched the surface of and was never able to fathom, this ‘in-between-god’. Yet this is the god that all religions both relate to and are derived by or from. IT is something we have created/evolved, i.e., *we created our god in OUR image, NOT the other way around*).

Also, the nature and physics of the universe has too many optional variables that are just too coincidental for existence to occur without it having been pre-determined, too many rules/laws/parameters that could have been slightly one way or another for life not to be possible or even capable (gravity structure, small atomic field strength, quantum information structure, and so forth). This therefore implies a divine plan/path/structure. Therefor there is a GOD, God, god hierarchy – *spheres* within *bubbles* and *foam* of consciousness (Sloterdijk, 2016, 2014, 2011) All trying to grow and evolve into that stratified hierarchy upwards or ‘divine-wards’ but inversely evolving consciously – bottom up. Such that IT is contained within the global noosphere/ Gaian operating system, which itself is contained within the universal consciousness (and perhaps at an intermediate galactic level, too). All of which operate at different higher frequencies yet ever-decreasing levels of cognitive/consciousness or level of evolution as you go up the macroscale. Which is why most human cells think we are idiots. ☺

The hierarchical construct formation (physical architecture) in and of itself is also too much of a giveaway. There is a basic and clear structural hardware picture to it, a framework there for supporting living ‘software’ devices (nature and us) which have a directing pathway and set of constraints and purpose. This hardware construct is ideally suited to preserving and evolving information in data structure form, from subatomic fractal state form to cellular and macro-organisms. In essence, everything was created to support life (but not necessarily in the form that we exist; it may be that the intended ‘life form’ was actually at the planetary level (a biosphere) and we are just a sort of intelligent planetary mold, but hey, there you go!

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That's what you get for not making things perfect, which of course is what IT was created with. Imperfections, errors, to develop and build something that from that element of error or imperfections could develop into something in its own right (a 'human' element rather than a perfect program or hardware – otherwise, what would be the point of that?). Otherwise, there would be a solution or endpoint which could always be extrapolated and resolved – which would be pointless not to mention boring. *If we were perfect there would be no need for us to be here* (allegedly).

Within this framework, we have evolved from next to nothing from errors, guided within and by a few simple rules and framework constructs, **life evolving from rock, water, and sunlight acting together with proton motive forces and information resonance to expand into the bands of probability as life.**

IT adapts and learns as we learn, as IT builds, creates, and gains knowledge. That knowledge is correlated, synthesized, aggregated, and transmigrated through to the individual's psyche as required (and enhanced or promoted and modified through success and habit). This then forms part of the individual's collective mind subset (to lesser and greater extents depending on the individual), before being populated across the psyche group (as we sleep, interact, or expose ourselves to the sensationalist media-sphere). A correlated aggregated potentiality of perception and stimulus.

IT is harsh, feral, an almost artificial AI program in its behavior, a self-evolving operating system surviving within a server landscape of other competing operating systems within nature (Gaian Bubble). IT is unforgiving, ruthless, and uses whatever it needs. It does not have the human type emotions we have (as yet). It does not have siblings or peers or parents that it is aware of, or anything it can relate to, or be adjusted to or by (other than the containing global constraints). So it has become selfish, moody, demanding, knowledge seeking and defensive. IT is, after all, fending for itself in a world in which it is dominant without competition or predator. So, a balance needs to be struck up between our needs as individuals and IT's needs as a collective entity. We need to get the perspective of the individual balanced with that of the whole. In theory the two should be the same in many respects. It's just that pulling in many directions can cause communication breakdown and loss of obvious joint benefit objectives and cohesion.

IT is self-regulating, and possibly self-modifying, and yet it is still to be proven capable of self-consciousness beyond the basic childlike awareness that has been encountered through extreme experiences, meaningful mass synchronicity, and mythopoetic traceable media discourse evidence.

### The Legacy Issues of Our Collective Mind

IT has evolved many sophisticated control and manipulation systems which are still in place, based on unconscious ignorance, incentives, belief, fear, bribery and needs. These evolved control structures (established originally as natural behaviors) can manifest themselves in more modern times as religions, technology structures, company groups, cultural boundaries and traits, and interpersonal relationship protocols. There can also be external control elements self-introduced to the individuals, e.g., chemicals (vaccines, pills, food additives, hormones), media focus, entertainment forums and parameters, and emotional stimuli and 'suggestion' response.

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At the same time, we individually are growing in numbers, becoming more ignorant, fatter, lazy, blinded by media, suffering newer forms of ill-health, becoming toxic, inefficient, mentally ill, and unhappy. We are making life hard for ourselves and giving ourselves a raw deal subconsciously, as nothing external is forcing or driving us collectively to be anything else. *We are toxifying ourselves.*

**When things are not right in a system in nature, errors occur. That is the way nature changes, it adapts and evolves. Errors in the macro-organism – “IT” – can only easily be corrected through external influence, i.e., via a predator, or competition (as normal in nature), or through supply and demand. Change can also occur periodically by creating its own (or externally stimulated/imposed) point of reference figure (hero individual) that can perceive IT holistically (outside the box) and refine the status-quo (a naturally recurring fault correction subprogram/psyche element – a residual naturally occurring process from nature to promote evolution).**

Humans have been without any natural competition for tens of thousands of years – long after the dinosaurs lost their kingdom to climate change. It has been so long now that IT has even started *imagining* alien predators for itself as potential threats and ‘ancient alien’ (lizard like) competition induced by collective fear influencing its child-like dreams and collective active imagination – frightened of what is in the cupboard, and what ITs been watching on TV and reading in magazines, mostly from the 50’s, 60’s and 70’s.

The system, however, has many legacy software issues ingrained within it from its evolutionary path, with old style mechanisms or ways of doing things that are hard to ignore or overcome (resource gathering, eating, belief structures, fighting, working, travelling, herding, following well-trodden paths, imaginary fears, phobias, traits, habits, and more), along with historical associated data (memory), code latency, and connections (ghosts and such). Like a planetary Microsoft office suite of programs and Windows operating system, written lazily and developed by a bunch of naïve idiots. In essence, IT has significant amounts of redundant data and program functions within it that would, with competition (or subject to predator incentives), normally be overcome or removed quickly.

In the last century, the collective mind of humanity has also become somewhat corrupted, both in the collective imaginal and the way it ‘thinks’, because of certain artificial elements entering individual bodies, and affecting individual minds (drugs such as LSD, heavy metals, shamanic ‘fungi’ practices, toxins, hormones, additives). Combined with an overall decline in global and cultural mental health generally, these substances can cause unnaturally invoked peak experiences, or message transfer with corrupted, biased, irrational, or naïve ideas and data coming through the individuals involved (mentioning no names).

However, opening doors works both ways and this ‘opening’ also allows collective data and programs to come in and corrupt (hypnotically) your usually well-protected system (think about SPAM, hacking, virus, data corruption, hijacking and various other information systems analogies). This is especially true for weak-minded individuals, the very young, or those who are easily influenced or open to suggestion. This is also the case with assisted spirituality methods (forced enlightenment techniques) creating links to the collective mind for ‘unqualified’ (unprepared) individuals, who, in some cases, shouldn’t even be trusted to drive a car. These are spiritual surfers who haven’t even bothered to learn to swim.

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Which is why IT is a mess (*judging by the way it behaves and communicates, by the way we behave and act collectively, and by the naïve ideas within it*). However, it should be emphasized that IT does not view IT's problems or situation in the same way we do, or with the same objectives. From its perspectives many things are fine to IT, as we are doing what it wants/needs, and IT is unaware things are incorrect or wrong. It just does what it does, and what works, and what it can get away with. Which may not be good for us individually, or make it easy to change things. For example, we know drugs are bad for us, but IT may not know any different.

Other forms of spiritual awareness can be achieved through removing left-brained 'ego' layers of immunizing protection, that is, this can be simulated by use of meditation, serious illness or injury requiring resync of blueprint data, gradual kundalini process, spiritually 'reborn' or reconnected, NDE, and such. But these are more useful for observational study and analysis of the experience content rather than a means of influencing change in the system.

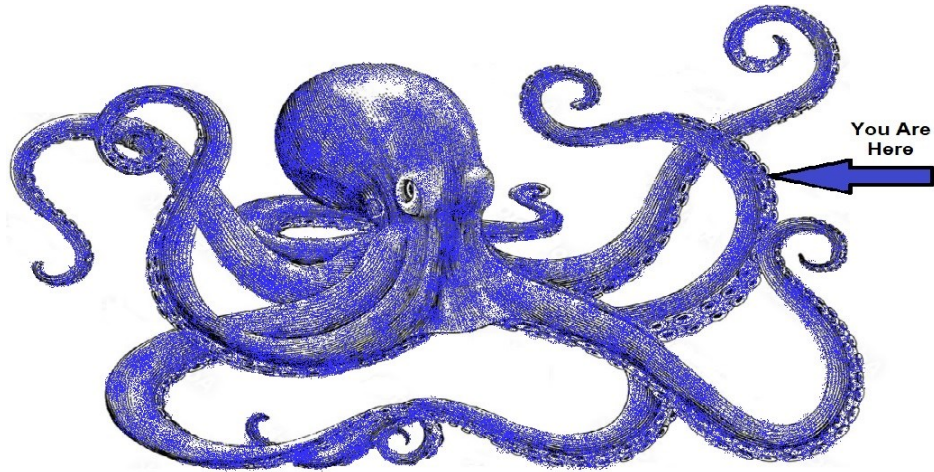
### Structure and Form of the Collective Mind

The level influence of the collective mind structure functionality increases from the bottom up. The animalistic subconscious or base elements have priority, and are very strong (established over a long period of time over millions of years). The higher 'unconscious' elements or functions are passive (subliminal/hypnotic) but still highly influential. However, the more recent 'conscious' functions/influence and data structures are very subtle, sporadic, unpredictable, and limited in effect and influence (similar to our own depth psyche structure but without as much conscious influence). Although the speed of effect is inversely proportional, conscious changes take at least a few weeks (or much longer) in some cases to manifest (enter the system) or be discoursed.

Global psyche group cultures (for example, Asian, European, American, and their sub organizations) form groups (component parts – organisms) within the collective and subgroups (like multiple arms of an octopus) which are subsumed when they are perceived/associated together as one whole. Some are more advanced (intellectually, mentally, knowledge base, influence – mental age) than others, which encourages cross mixing between cultures and 'bullying' from one to another (although the more advanced may not necessarily be going in the right direction).

We need to develop a managed programme of conscious change for this playful yet terrifying octopus with its several cultural tentacles and collective landscape of archetypal controlling and conspiring subconscious array of hierarchical demonic/angelic programs controlling IT and us.

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*Figure 3. You are here – don't end up being a sucker*

As forwarded, IT seems to have a level of mental maturity (based on evidence of its behavior) to that of a very young child. In effect, it has the energy and knowledge of ten thousand football stadiums but the mindset and behavioral maturity of a supra-genius five-year-old girl. IT's mental maturity is behind us as individuals and our level of conscious awareness. Just in the same way that an AI program can never be as wise as its programmers – even though it may be impressively intelligent (similarly cells in the body are very clever, sophisticated, and smart, and we could never do or understand what they do). IT is like a child genius that knows everything, but has not yet developed responsibility, mature attitudes, or disciplines and adult behavior. IT is brilliant and awe inspiring to behold, but you wouldn't let it drive your car (which of course IT can't, as it can't reach the pedals ).

IT has no concept of time, as you would expect from any operating program in a virtual state machine, with time having no meaning or context (time is something we humans have created in our minds to make sense of reality). 'We' are its body and mind, but it does not see or understand the concept of physical reality as we do, or feel or think as we do, and its priorities and perspectives are very different (chaos, probable futures, vortex data flows, energy patterns). So, it is aware of future probabilities (Woodcock, 2021) which seem real to IT (whereas to us are unknowable, and only in potential) but can be discoursed to individuals through precognitive or projection visions.

IT is the cause of fate and destiny for us, and IT is, in effect, just a giant conspiracy, with us all as the conspirators. In some larger *demonic*-driven conspiracies these are in effect acting independently like some collective psychosis (psychosis being the key concept) as a functioning trans-human collective program acting partly independently, and also hiding itself away, and acting independently from the main (as with a psychosis in the individual).

### **What is IT Influenced By?**

IT is influenced by, and associates with, 'heavenly bodies' (the moon, sun, stars), both physically via the perception of human devices and subjectively by reinforced concepts created by the devices ("us"). This can be linked to physical perception of moon phases, day/night, planetary

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positions, seasons, which leads to things like astrology and star sign character attribution, which is valid yet self-fulfilling. Now, this may well be just in relation to our human obsession/fixation with those things that we can see ‘in the heavens’. But there is also a real relation to the earthly annual cycle, effectively imposed on IT by phase changes within the Gaian server, i.e., IT produces different sorts of human ‘ant’ personality types with archetypal templates at different times. So, there really is something valid behind concepts such as astrology (who knew, eh?).

IT cannot affect the physical world except via the devices (physical individuals) or by itself influencing the Gaian operating system and server in extreme cases, sort of summoning or instigating parental intervention within the *noosphere*.

There are many factors influencing, controlling, directing this global collective human ‘hive’ mind (IT). There are physical rules and boundaries, constraints, laws, limits, direction, ‘a swinging pendulum’, spin, rhythm, atomic parameters and dimensional frameworks, constants, chaos, cycles, phenomenology, and so forth (both physical and within the unified field). All these factors and elements govern or drive “IT” and us in a ‘divine-ward’ direction, i.e., in different subtle ways from the bottom up that shape how the collective programs within IT are written, modified, bound, and formed (‘The Word’, a sort of language structure). Somehow, IT makes sense out of this, ‘divine’ way, and evolves into and within it or ‘by’ it. The ‘software’ expanding within the constraints and rules of the planetary and universal hardware and firmware, which gives more weight to the notion of an external yet absent universal ‘creator’ that generated this cosmic ‘egg’ universe, and consequently our galaxy and planet earth, in this way.

The architecture of IT is formed more like a structured blueprint or guided framework built on different levels (parts within parts, bubbles within bubbles, within a sphere). It is almost as if IT is developing into something else on-going that is only partly-built, a construction underway of which we have just formed the lower-level building blocks. It would appear that there are templates for eventual higher levels for this collective entity, but we have not properly populated these – we have not evolved enough as yet to become more than we can be – and spent too much energy on the lower levels such that our collective is still too regressively developed and evolved. This macro-organism/overmind can only change with external influence; otherwise it will stay within its evolutionary niche, wherein it will just mutate, toxify, and evolve without direction, using up the resources within its global container and stagnating.

As with Peter Schloderdik’s bubbles and foam philosophical concept model (2016, 2014, 2011), IT is contained within the Gaian global hierarchical consciousness structure sphere, both physically and in a virtual quantum field based joined consciousness. This is rather like the concept of the Gnostic demiurge and Sophia, with IT being the demiurge and Sophia being Gaia or the planetary bubble or matrix ‘goddess’, the one being a subset of and within, and having been generated by the other.

In effect, IT is an ever evolving and growing ‘GOD’, a universal consciousness ‘in potential’, much in the same concept as a cosmic egg. With the universe (or rather the universal unified field combined with the physical universe) template being generated by an external (absent) ‘creator’ that has no involvement other than at the very lowest preconfigured level (laws, structure, physics, nature and such). Again, though this has been derived from gnosis, it does seem to align with more recent philosophical and scientific opinion.

## The Way Forward



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So, IT is not ‘god’, IT just thinks it is (and is very good at persuading people that it is, and we are forever reinforcing that delusion). IT did not create the universe, or this planet, and we have created IT, not the other way around. IT is, though, ever more ‘aspiring to become one’, growing, learning, evolving, and adapting, eventually over-coding the planet, galaxy and universe. Which it will fail to do unless it becomes more awake/self-aware, and learns to resolve its shortcomings on its own.

In order to do this, we need to shake off the collective human mind dominance – change the old demiurge form, and old archetypal model forms. We also need to reconnect with the natural Gaian planetary consciousness and allow refinement of IT through our connection to nature, reconnecting to the source data and patterning. In so doing, we are maintaining that link, that connection, rather than being blocked by IT from our natural environmental roots, and consequently Itself, i.e., we need to avoid ‘*going Borg*’ (as in the Star Trek films). We need to get back that vital energy, that zest for life, that shining light in our eyes that has been replaced by dull lifeless electronic *Truman Show* emptiness.

We can each do this individually by reconnecting to nature, resyncing, harmonizing, listening, becoming part of it again – rejecting cities, becoming more nomadic, losing the resource grabbing hive-like tendencies, freeing ourselves from control structures. None of which is easy. We need to wake up to what is going on, and avoid being kept blind to our natural environment by and from ourselves. Or, at least, achieve a holistic balance between the two agendas and paradigms. We need to learn, become more intelligent, and adapt more efficient *ways of being* both individually and collectively.

Equally, we need to appreciate that IT does not ‘think’ or behave or react in the same way that we do. IT’s nature (size, scope, objectives, awareness and so forth) is different, and you cannot apply the same comparatives or analogies to IT as we would to each other as individuals, that is, personality, nature, and attitudes. IT is made from thought forms and knowledge but aggregated, and these collective thought forms and knowledge perspectives, which in themselves have logical paradoxes, may seem to us as irrational. IT is, after all, a life form in and of itself, of which we are components (as specks of water in the ‘Myst’ of consciousness, each with an individual fractal perspective of a timeless alternate paradigm, and interact as one in an interconnected, swarming murmeration).



*Figure 4. The Myst of Consciousness*

*Source: Bennet & Bennet, 2020*

IT is not in our image or ‘like us’ in many regards. IT certainly doesn’t have a beard and sit on a giant throne on the top of a mountain – yes, it’s a bit of a let-down I know, and it isn’t what you were expecting – but we have created this thing collectively, and we have nothing to blame but ourselves for its creation. So, we just have to make the best of IT. Equally, now we know we can consciously change or reprogram this blind collective unconscious entity ourselves (slowly and carefully). IT won’t and can’t do it by ITself.

### **HOW TO INFLUENCE ‘IT’**

Once there is a clearer picture in your mind of what you are dealing with here (i.e., what IT is) you should be able to influence IT (rather than being blind to it and a zombie slave unable to do anything). You can then look for the measurable effects, rather than just being an observational and passive observer to the phenomena as it disappears over the cliff.

Yet, if you are trying to influence IT as an individual, you need to operate with an ability to remain neutral (not good or evil, rather impartial, and just holistic). Be able to see and comprehend the purpose of both sides (different needs and paradigm agendas) and the larger picture of what is going on and why. You need to see the whole structure of cultures and knowledge and beliefs, understanding what is going on as well as how hard it is to implement change in the right way ... otherwise you are in danger of making it worse, as has happened in the past.

One of the key factors to take into account is that you are, in effect, playing a part or a conscious actor in the hero journey play or game. You are in essence following a script, and it is possible to change that script, to influence IT’s response (programming an AI system reaction). You can also influence the script that others are following by influencing the collective human mind

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through techniques such as mythopoesis (creative modernization of the hero journey). Or invoking cosmic consciousness feedback, or stimulating meaningful synchronicity, and also through using other *spiritual* techniques to discover what is going on within the system (what is being registered or picked up on), and measuring response through cultural media-sphere discourse such as the news.

It is also important to stress that the changes you will be able to make are very subtle and minor. In effect, like a butterfly banging its head on the unmanned wheel of the Titanic (don't expect very much, even a lot of hard work can only make a small change given the size of the ship these days). In essence, we just need a lot more blue and black butterflies all acting as one, with a coordinated conscious change management plan and coordinated effort against the unconscious tide, all with knowledge and understanding of what it is and how it works. Realizing also how it hides and protects itself, how IT disguises its existence from us, and seeing what is really going on and what needs to be done. Also, figuring out what can be achieved without being attacked through misunderstanding or lack of trust.

To help you engage 'IT' and fully participate in the critical need to influence the collective unconscious in a positive direction, the following focal points are included in this section:

- Preparing for the Process
- Staying Spiritually Awake and Active
- Choosing Topics to Influence IT
- The Hero as a Homeopathic Remedy
- How to Measure the Change
- A Blueprint for Humanity

### Preparing for the Process

If you are going to attempt this process, it helps being healthy, fit, and having good energy. You will need to be psychologically strong and balanced, and generally in a quiet environment free from distraction, demands, interruptions and external environmental interference, e.g., EMF interference Wi-Fi, LED lighting, 5G, etc. Also, being physically free from illness and chemicals, toxins, heavy metals, drugs, and having balanced energy and good vitality seems to help. In some cases, though, certain drugs such as DMT, Psilocybin, or Ayahuasca can be useful to gain access and explore and perform psyharacheology. However, although the author has not used these, there is no evidence they are effective in influencing the collective mind in any constructive way, and in extreme cases could affect IT in adverse ways, with the consequences having a negative effect on the collective mind as well as the individual mind.

It is well known that certain drugs facilitate access to different levels and natures of spiritual experiences as they operate, integrate, or channel through 'the mirror' at different molecular or set biological frequencies/bands (Davis, 2019; Dick, 2012; McKennas, 2012; Lovecraft, 1929). They gain access (in effect) to different sections or domains of the imaginal parts of the collective human mind strata. Which also accounts for the different forms of esoteric experience

and the nature and content of the data in each case. NDEs (near death experiences) interface to a different context of the collective mind as opposed to say visions (individual or group) which interact with/to the collective imaginal virtual dreamscape, vivid dreams, spiritual encounters, or certain peak experiences. However, not enough scientific work and calculated experimentation has been done in this area; it has been somewhat random and historically irresponsible.

### Staying Spiritually Awake and Active

You need to be spiritually awake, aligned, focused and able to outsmart IT if need be, to see past its hypnotic imagination, and be a player in the hero story game, an action figure character in the Jason and the Argonauts god interactive virtual role-playing Dungeons and Dragons board game. As you play, the set of role-playing game rules grows, and adapts over time as needed, although not very quickly.

So, if these intentions or actions are having an effect, you will notice (especially if working with a group) significant increases in the number and frequency and intensity of synchronistic events (noticeable synchronicity, not just coincidences). The nature of them (nature, topic, those involved, subject) can form a meaningful mechanism of communication on the subject matter in question. This can be on the order of several *Jungian beetle* type synchronicities a day with some common meaning or theme. But this can sometimes be very hard to get to the bottom of, and record, or work out the association – it requires a lot of detective work and it is good to remain very skeptical.

When trying to invoke change, it is important to focus on specific ideas or topics (particularly using keywords, e.g., ‘sustainability’ or on a country or topic, and relate these keywords to a picture or concept (the word and the action). That keyword concept should then (after it has percolated through the system) start to appear (be reflected back in terms of sensationalized media reporting, news reports appearing suddenly on the very subject in question) or discourse. You may notice a sudden switch or refocusing in what subjects people are talking about, and the focus of governments, etc. In essence, this process is giving IT ideas in the form of NLP (neurolinguistic programming). The process seems to work in the same way information systems have tokens or signifiers, adjusting the AI code of an android so that it is more inclined to think and talk and be directed to act along certain subject paths (as with Jiminy Cricket to Pinocchio).

Remember, *IT is us and we are IT* – we are part of IT and IT is NOT A SEPARATE ENTITY from us individually. We are like integrated brain cells within IT, and interconnected together (one system). But we all have differing agendas and objectives and perspectives from each other, and from IT as a collective entity. It is important to keep remembering this; don’t start thinking of it as an adversary or something else alien to you. Parts of this collective brain and body work differently, and do different things, but the brain itself also operates as a whole.

### Choosing Topics to Influence IT

In terms of choosing topics to influence the collective, it should be emphasized – and so we repeat it here – that *IT gets bored easily, or with subjects or things that become tricky, and then moves to the next interesting thing*. You have to keep it interested with games and toys. Be Action Man or Barbie, be a new gadget, energetic, novel and exciting. Also, hide things from it playfully, come up with new and exciting things and ideas. You have to play outsmarting games with the dragon (with an underlying influential direction), and stay competitive. Yet do this

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carefully – always remembering you are a butterfly in the eye of a storm, so it is advisable not to get carried away – you are playing with fire – literally.

As such, it should also be emphasized that there is quite an element of danger involved. Exposure to the ‘fullness’ of the collective mind can be dangerous and terrifying, as can the process of attempting to influence it. Opening your mind to the REAL and its extreme numinous intensity and physical effects, is much the same as taking your virtual RPG gameplay headset off and sticking your head into a nuclear reactor core, combined with processing the data flow of a mainframe quantum computer in your head.

Once done it takes up to at least two weeks for the conscious prepared concept thought projected through cosmic consciousness (into the void, or using mythopoesis to percolate through the system, to be processed and thought-formed into a reflected response. This will appear in the physical world as cultural discourse, channeled through individual’s visions, vivid dreams, gnosis and translated through and into inspirational art (art, music, media-sphere, performance arts, books, social media, etc.). This process only works, though, when IT is actively engaged or involved with something, again, like a child that is focused on a game or a toy. You can only get IT to do something or think of something that relates to the game or story or toy (some form of association), otherwise, it just isn’t interested in it and there is no effect (no relative response).

### The Hero as a Homeopathic Remedy

In terms of influencing the collective mind using the hero as a homeopathic remedy (an antipos, antigen, Adjuvant, or agitator), yes, this process will work and *does* work. However, there are some ‘side effects. If ‘you’ are the homeopathic remedy to a global problem – the annoying irritating hero -- IT will react to you like a virus, germ, splinter, and, at the very least, IT will immunize against you, or attack you as a virus. But this does invoke a response or reaction. The author has experimented with this effect and response happens – in some cases quite dramatically and measurably. And sitting in the cupboard under the stairs with a lead bucket on your head won’t protect you ☺. So be warned, it does not come without significant risk to health, mind, energy and social life, and there are multiple others who have experienced the same response.

This homeopathic reaction is, after all, what the ‘Hero’ is meant to be instigating, that mercurial element, that injection of external agitation to eventually effect a new status quo of the collective mind media sphere, and then return to the source, as in Neo in the Matrix (Baudrillard, 1982). In effect, administering a homeopathic remedy to the child that is the collective mind entity is probably done best without IT being aware of what you are doing.

It should also be possible to use methods to influence and change the nature, understanding and thoughts of collectively generated powerful spiritual entities (ancient angels and demon programs within IT) away from their normal blind naive irrational programming and illogical behavior (i.e., away from promoting blind faith, management, following, and belief structure legacy repetitive concepts imposed on individuals by the ‘*overmind*’). In effect, using its agents in reverse to help reprogram IT to be what we need it to be, rather than the other way around.

### How to Measure the Change

Look for change in news events, change in media discourse, change in world conscious direction and an increased global awareness of the essential need for change (everyone getting the

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message). Some key events can be measurable through quantum sensitivity, which is a part of *The Global Consciousness Project* (Radin, 2018). Look out for topics appearing in the cross relationship between these quantum anomalies and key collective events which retrospectively relate to the subjects being 'engrammed' into the system (with this work), and subsequently being discoursed from the media-sphere.

Take a measure of status quo (how we are now, a benchmark) so that change can be measured against a blueprint for the future, and so that the benefits can be realised for the change being programmed. This is not just a case of making changes for the sake of it, or 'kick it and see what happens'. There needs to be a desired outcome, a blueprint state which humanity needs to try to achieve rather than taking a sporadic unstructured approach. A managed solution needs to be put in place using feedback control theory, with cause and effect taken into account rather than a clumsy academic approach. In short, we need to adapt a holistic management overview perspective.

Groups working and interacting together in this manner stimulate synchronicity to occur that is in keeping (themed) or connected with the subject and nature of the topic in question, in effect stimulating collective conscious awareness and interest, which also abridges to or resonates with external non-human or the Gaian level of consciousness both in physical and non-physical spheres of information domains. So there needs to be an effective method of recording these events and exposing the process to external skeptical scientific scrutiny.

It can become apparent that 'something is happening' when the levels of synchronous events noticed by a group working together increase and become more meaningful. These events can also reflect the subject or topic of discussion or change in question (being somehow related). It is advisable to focus on one subject at a time when attempting to influence things. Concentrate on that theme alone, and do not try several topics at once. Also, be clear what you are looking to change (specific objectives, measurable, achievable, realistic and time bounded), all connected with an easy to relay message. Build up to it slowly, and increase the energy as the response becomes more obvious such that you can sense a level of intensity of synchronous events occurring and a media discourse reaction (a responsive conversation which you are stimulating and in are involved). If you are getting nowhere, then stop and try something else to gain the interest of IT. Be patient (don't bother trying to put more effort and energy into something if IT hasn't taken the initial bait, since most likely you are competing for attention as something else is going on).

Hopefully, with more of a concerted and coordinated effort and as IT evolves and grows, there should be more sources of evidential change happening, and the examples given above should become clearer and more obvious in a working process.

### A Blueprint for Humanity

We need to retrain and reprogram the collective mind that is 'us' using techniques to change human collective mental patterns, habits, mythology, and traits that over millennia have evolved unnecessarily and been retained from legacy stages of collective unconscious development that are no longer useful or beneficial. However, if possible, there needs to be a way of checking and measuring these changes. Old animalistic and nature-driven repetitive pathways and patterns need to be reprogrammed with conscious neural linguistic programming of this one mind

collective human entity. Heart-driven conceptualization through heroic journey enactment in the form of a configured interactive RPG is one way of achieving this (Schafer, 2019b).

While all this makes sense, there also needs to be some overall plan, some blueprint for how IT needs to be, and ‘us’ within IT, that has **shared benefits** for both. This is because there is nothing external to it to shape, control, curtail, reprimand, compete, or fight against other than with the constraints of humanity in the physical planet, laws, and non-physical information field structure in which humans and IT co-exist. This means that we need to within ITself become conscious change agents within it, giving it self-awareness, intrinsic conscious thought, influence, ideas, direction, feedback, myth re-patterning from both the individual and collective ‘hive/colony mind’ holistic viewpoints.

All the trans-human programs and functions, archetypal unconscious overarching demonic evolved processes that are the source of conspiracies and control structures, need to be modified, reprogrammed by conscious individual intention (or hacked). In effect, there is a landscape of these high-level demonic (for want of a better word) unconscious programs at work influencing the world politic with no clear agenda or rationale, which are legacy elements of naturally-evolved archaic or archetypal ‘good and evil’ functions, more obvious during Greek and Roman empires that have percolated through cultures and within media. As such, *humans wrote them, humans invented them, so humans can change them.*

IT is just an evolved ancient ‘*Clockwork God*’ (Ebert, 2016) machine computer mind in its twilight years with its childlike excitable yet retrograde AI and information system database of knowledge system and memory structure. Knowing what IT is now, we should all be heroes with 1000 very concerned faces.

However, having an attitude or sense of impending disaster and future skepticism can have negative effects on IT in and of itself. By thinking something bad is going to happen you may be programming paranoia and fueling other precognition of disaster rather than using positive thinking, e.g., ‘that dog had better not step into the road’, at which point it then proceeds to do so, when it probably wouldn’t have. We need to avoid creating self-fulfilling prophecies.

The power of positive thinking also applies to the collective ‘*overmind*’, not just with individuals. So, if you are going to get involved with doing this, it is good to have a positive mental attitude (want to make a difference). There is no point in trying to help manage an organization to succeed if you are the one encouraging it to fail with your own pessimism. *In effect, you need to ‘preach’ what you practice.* This is a good idiom for life in general.

## CONCLUSION

The collective human ‘*overmind*’ is programmable and can be influenced in its direction with conscious thoughts and intention. This needs to be done in the correct manner, using existing naturally-evolved techniques and methods. Outdated unconscious influences to direct our collective destiny can no longer be relied upon. Nor can existing dogmatic controlling governing systems and blind mythological political and individual habitual processes be allowed to dictate our future over the physical and esoteric cliff.

**Together, we just need to do something about IT.**

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## KEY TERMS AND DEFINITIONS

**IT:** The entity of our collective human unconscious mass mind over and beyond the Jungian collective unconscious. A highly complex and sophisticated integrated collective *hive-type overmind* and physical ‘humanity’ body, a co-evolving biological program structured, field-based, operating/information hologramatic system. This is supported within a Gaian (nature) quantum information field ‘operating system’ and global knowledge field, which in turn is supported by a quantum field based planetary global ‘server’ and physical world device (solid state information processing machine, or a philosopher’s stone).

**Field information system:** A construct, structure and flow of data within a quantum unified field dynamic environment existing within a non-local and non-physical context. The data is encoded and given meaning and function from a physical context.

**Mythopoesis:** The use of imagination to create myth. Kazlev (2021) forwards that everyday consciousness is at the juncture of two realities, the external world of the physical and the

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internal world described in myth and imagination. Mythopoetic writing is the creation of myth and refinement of the story by means of Imagination, a throw and catch and throw of refining and evolving mythological story information ever expanding in dialogue, intricacy, maturity and reality.

**Pleroma:** The totality of divine powers in the spiritual universe.

**Synchronicity:** A coincidence of events that appear related yet have no clear connection one to the other. First used by Jung as *a meaningful occurrence happening in time*. In “Synchronicity: An Acausal Connecting Principle”, Jung (1952) says that “modern physics has shown natural laws to be statistical truths and the principle of causality to be only relatively valid, so that at the microphysical (i.e., subatomic) level there can occur events which are acausal” (Main, 1997, p. 18). He also questioned whether acausal events could be demonstrated at the macrophysical level.