

An Autist's Guide to the Social Matrix

Introduction

This guide is probably not for the normals, but rather a guide to those who, due to the accidental nature of their development, suffered the 'neglect' and benefit of not being conditioned into the social matrix that rules society today.

This social matrix is a collective and personal trance-hypnosis that contains a vast range of rules and codes designed to enable survival and procreation in a world ruled by fear.

By way of example, why is it conventional to walk by another person left-side to left-side? The reason is that in medieval times the other person could kill you with a single blow of a sword or knife, and right-handedness was the order of the day. So, by passing left-to-left, the power of both parties was acknowledged and respected. All social rules are based upon the implicit power of those involved to cause harm to each other unless the codes are followed to ensure: respect, 'face', 'hierarchy', "order", and 'stability'.

It is like this because the world is ruled by sociopaths, who have been conditioned for generations by parents not knowing any better themselves. Gradually the situation has become more and more refined, but actually harder to escape. The name of this game is "Crime and Punishment", or "Offense and Vengeance", or "Tit for Tat", "Eye for Eye, Tooth for Tooth".

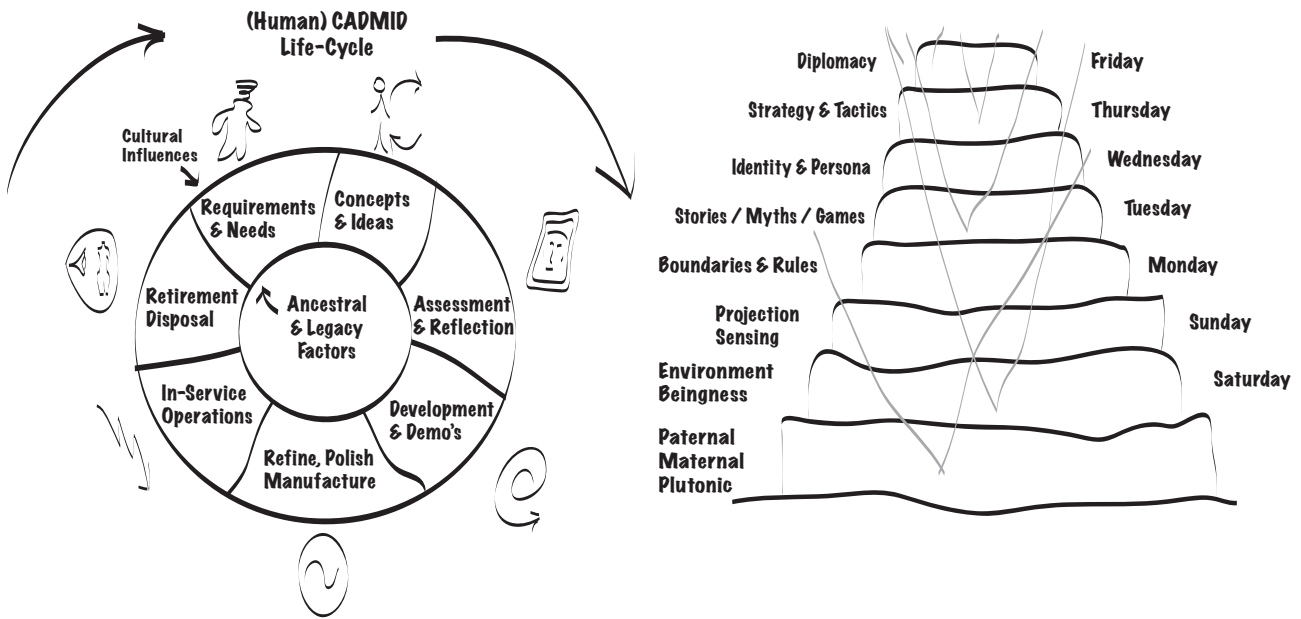
In this matrix, every action is assumed to be deliberate, and pure beingness is an offense deserving of the most severe punishment. This is because the person who is just being is not considering their words or behaviour's effect on their neighbours, they just are. However, the neighbours assume that the offending being is deliberately choosing to be rude, and is thus deserving of punishment.

Almost no-one is immune from this game - except, of course, the worthy Tibetans, who have proclaimed non-judgement as their central ethos. As they do nothing to cause offense, they avoid the punishment. Even this rule of theirs though, did not save them from reaping serious punishment when they were seen to have offended by being 'lazy' or 'economically unproductive' by the invading Chinese - for the crime of appearing to be doing nothing while meditating to awaken society.

The Science of the Matrix

The structure of the Matrix is bound to a life-cycle and a pyramid model, and knowing this model is the beginning of understanding it. The life-cycle reveals the phases and patterns of anything, in a fractal sense. The pyramid model is how to understand the structuring and layering of the aspects of the matrix.

The physics of the matrix is based upon the effects of projection and measurement. Every time a measurement happens, new structures are made, or old ones reinforced or refined. After thousands of measurements a person's structures a nicely confined and constrained to the narrow ranges of behaviour required for social survival. Moving outside of these is only permitted in special circumstances: magic shows, comedy and satire, the effect of alcohol (Japan) and so on.



The Life-Cycle and Pyramid

How did it come into into being?

The origins of the social matrix begin with a cosmic accident and joke about 3200 years ago when the Gods made a miscalculation and mostly got caught inside the belly of the snake Apophis (later known as the Devil). With only one other God left standing (Seth), a duality came into being, with a kind of Mexican stand-off, and we entered an extended period of "The Lord of the Flies", whereby humanity, without its parent gods to keep them on track has progressively fallen into the path of accidental evil.

From these small roots, including the introduction of angelic-order entities that I call demons, or goblins, to help those in power rule, slowly a society grew that had very little moral conscience. The only conscience came from fear, relating to afterlives and karma. As these fears lessened these last 100 years, things have become much worse, and the fragmenting deeper and greater in scope.

Why is it like the way it is?

In the absence of a living-God Pharaoh ruling for the benefit of all the people, the law of power has applied. With the hearts of Pharaohs turned to stone, the age of the wolf in sheep's clothing was born, and ever since then, more and more refined rules and codes have been brought into place to compensate for the psychopathic tendencies and enable some form of harmonious or ordered society to function. Progress UP this hierarchy can therefore be called "survival of the fittest psychopath".

Now, however, is a time of change. The Gods have escaped, the one god is retired, and the hearts of Pharaohs now have to feel again, being flesh and blood once more. Therefore, with the tacit support of the Gods, it is safe now to reveal the psychopaths and their nature; and even to offer them healing for their wounds and demonic possessors to be released back whence they came.

What are Signals?

From the personal collectives, from egg and sperm unto to death, every phase of life, every incident leaves subtle markers, that I call signals. Each person having been fragmented at each defining moment, has a massive collective of aspects. These aspects are in communication with each other and with the aspects of other people, even though the present self-consciousness of a person might be largely unaware of the signalling. Signals are coded by layers of the pyramid and phases of the life-cycle, fractally, and horribly interwoven. But, with patience, insight and feeling, the signals reveal themselves - most particularly easily through the clothing, roles, postures, games and stories being played out, literally in front of our eyes.

How to recognise the stories, games and roles being played by the sociopaths?

If a person is in a position of power, you can assume they are some kind of sociopath, most commonly the wolf disguised as shepherd or in sheep's clothing. You can see "the three little piggies" playing with the wolf - under his/her spell. In a kind of role-reversal, it the autist who may appear to be the wolf, and the hunter the hero. The reality is however, that the hunter is the psycho, and the wolf is just being himself, in the wrong place at the wrong time.

The basic game, being played all the time is "crime and punishment", albeit mostly social punishment for social crimes - 'disrespect' and so on. Then there are the little boys games on top: poker being played as speculators gamble our futures on stock exchanges.

Like the myths say, dragons hoard gold and are always on the lookout to hoard more. In the world of business, you can assume pirates are the norm, but beware the sharks and crocodiles who abound in the waters of legal and financial affairs.

So, how to recognise them: simple, in their faces, clothing, jobs, cars, houses, style, turns of phrase, all is revealed.

How to create your own role in the games and stories?

If you are going to mix with pirates, then learn to speak, act and dress pirate, and the same goes with dragons, goblins, crocodiles and sharks. To first learn, recognise the normal stories of the everyday people, and to discern these. Then recognising the deceptive, hiding goblins is easy - they do not fit the stories of the sheep, even if they wear the right clothes.

How to play and change their games?

As the playing field is severely not level due to financial disparities, one has to find advantage where no goblin or dragon will dare go. The answer is one-mind teams, partnerships and cooperatives where everyone is motivated and clear, like a colony of ants or bees. And the way to create this is through the Holigral Method. Then, by trading fairly with other such entities, a positive flow must finally emerge.

The Effect of joining in without becoming stuck inside the games is that you can change the rules at any time; something the goblins hate with a vengeance, but your advantage nonetheless.

The Frame of Autist's Advantage in the Coming Age

With the Gods returned, with the Holigral Method available to all who wish to form cooperative teams of one-mind, we can dream a new game, where the rules are broken but nothing happens as a result, because no law is broken. But the secret is to do this in groups; of businesses, schools, areas, regions, cultures and so on. As G.I.Gurdjieff said; you can only escape the matrix in teams.

The ways are simple: ignore the old currencies, and create your own; trading credits or whichever. Refuse to be bound by the agreements of goblin governments made on your behalf. Insist on anyone in power be put through a psychopath test - that we can provide.

The easiest signal of the presence of a psychopath is feeling "confused", or "disoriented", or "lost", or "manipulated", or "uncomfortable". Look at how babies react to being held by them - a big signal.

The only problem is that now most of the sheep are also infected with the dream-hypnotic state of being, and are also semi-turned into the world of the wolves, applying crime and punishment unconsciously. "Hey ho, hey ho, and off to work we go ..."

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