1. Do not call yourself stupid or incapable
   1. Believe in your potential
   2. “I can’t…” should become “how could I…”
2. Choose to spend your time on activities with long term compounding positive effects
   1. Then they can synergies
      1. There is no way to predict synergy
         1. Accomplishment or success is emergent
   2. Some activities are low ROI and some are low ROI \*for you but not others\* and it’s those that you may want to pay others to do
3. What game of life are you playing? What is the win condition?

Hero version of 4 contemplations

The Four Things Preventing You From Being a Hero

Misunderstandings of:

1. Sacredness of human birth
   1. Look at the human experience
      1. We are born, we are children, we are teens, we are young adults, adults, middle aged, elderly, and dying
   2. Look at how many wonderful joys we can have
   3. Look at how we can have spiritual experiences, mystical experiences, we can experience scientific wonder and discovery and learn about ourselves in such amazing ways
2. Reality of Death
   1. And we die. Our time as this experiencer is limited
   2. Death experience
      1. Good
      2. Bad
      3. Wisdom
3. Reality of Benefit and Harm
   1. And however we act will have lasting effects on the people of the future
   2. Some of those effects are beneficial
      1. Everyone has a right to self sovereignty
4. Insidious Reality of Self-torture
   1. And some of those effects are harmful because they are self torturous to everyone.

Hero version of 4 immeasurables

Likewise there are also Four Thoughts to Generate Heroism

For the sake of all,

1. I accept responsibility for the impact of my life
2. I accept responsibility for the elimination of negativity
3. I accept responsibility for creating a better world in each moment
4. I accept responsibility for cultivating an open mind without which one cannot accept the realities of being a hero

Hero version of offering

Experience Offering

1. From now on and without end, I offer my experience that I may transfer my unhelpful ways to heroic ways, for the sake of helping all beings in discovering their own wisdom experience.

Hero version of cultivation

Understand this as the central contemplation for practice:

I am going to die.

Until then, unless I cultivate my experience,

I am going to experience confusion.

If I experience confusion, I will harm others.

If I harm others, I will always be unfulfilled because whenever I seem to accomplish some kind of other-related-wholeness in my experience, as my fault of harming others is revealed little by little to them through my actions, I will harm them more and more until they leave.

Regardless of if it’s now, later, or after I’m dead, those I harmed will suffer from it and those I benefitted will suffer by knowing I benefitted them while harming others.

Therefore, if I want to have any beneficial impact, I have to spend my life doing good.

*Since it is the fact that I put forth my own ignorance as the basis of my solutions to all problems I attempt to solve as myself (and not identitylessness) that perpetuates negativity, I will rest in identitylessness, relaxed in my own experience, like a Lion overseeing the plain.*

That way, whatever happens, I will put forth my own cultivation of wisdom experience as the basis of solutions to all problems, which will simply have the appearance of being from me and being mine. In this state, I will not accumulate the negative habits related to pride and so on because I will have nothing to be proud about, etc.

*When the cubs go hungry there is hunting to be done.*

This opportunity can be filled by a wicked villain, who hunts for his own power; a neutral leader who can hunt for his own sake and incidentally helps others; or as the universal hero, who creates the causes to appear as a lion and therefore when lion cubs go hungry, hunts for the sake of others. It is the universal hero who appears as many different wonderful things to those who benefit - be it a good lion, a good child, a good parent, a good worker, a good leader, or a good stranger.

*For the sake of all, I will become the lion of identitylessness and fearlessly accomplish whatever helps us overcome the experience of self-torture.*

To cultivate identityless wisdom, we engage in the practice of experientially cultivating the Identityless experience through the Identityless aspect of our consciousness. This is usually called meditation but we will call it cultivation to distance the concepts in our own minds. What do we cultivate? Through remaining in the experience of being identitylessness while simultaneously observing the habits of “my” experience as “myself”, we cultivate joining identitylessness of consciousness with identitylessness of experience. Interestingly and somewhat paradoxically, this is done without losing any of the richness of the experience we call “my life as a lion” or “my life as Alice” or whoever you think you are.

How do we practice cultivation?

Remain knowing Identityless without suppressing anything

Formal cultivation

This is practice that occurs within a session, whether lying down, sitting, or standing.

* Posture
* Eyes
* Observe thoughts as they arise
  + And just watch with delight as they dissolve themselves like scenes of a movie
    - You should watch this movie like a grandmother taking a child to a movie. What’s important is the experience of the whole circumstance, not the quality of the movie

Informal cultivation

This is practice that occurs outside a session, whether during your day at home, at work, or at play. No matter what kind of ordeal you meet on your heroic journey, it is informal cultivation if you experience it *as* identitylessness. Not only that but you do so without making a big deal about *“being”* identityless (you can’t make a big deal about it because you can’t say anything about it).

Identityless Experience, itself

* Openness
* Lucidity
* Ecstasy

Wisdom of Superlogical Identitylessness

* This is how you know it’s Wisdom
* When you try to express it
* If you don’t express it exactly as it needs to be expressed according to that exact momentary context
* It doesn’t make sense
* This is because you keep cutting off recognition of it, which occurs in a momentary context, and trying to express it from past experiential recognition, which is ignorant non-recognition in the now. Instead, it must be expressed from lucid, openness which doesn’t fear how it sounds or appears, or about pretenses put forth by egoistic individuals about its own capabilities. So, that’s also why it is impossible to remain in cultivation with pride. We may think we do remain, but when informal cultivation opportunities are at hand our capacities are lacking, and with pride in the way of our sight, we are blinded and in our blindness we mistake the light behind our own eyelids for the sign of the overwhelming illumination of our own Identityless nature.
* This is because ultimately, in order for anything to reveal the full richness of its display, it must be observed from the views of confusion, awakening (aka journey or search or path), and Identityless non-contradiction which is love.
  + This aspect of experience’s continual revelation of its own inherent qualities is called infinite perfection.
    - And the fact that non-contradiction is realized through identitylessness is called wisdom.
      * In this sense, non-contradiction is realized by identitylessness and identitylessness is called (in common reference because referring to the Identityless aspects and their infinite perfection takes too long for humans to do in most contexts) wisdom. The ultimate wisdom is the knowledge of identitylessness’ non-contradiction derived from direct experience.

Play

Informal cultivation will always take the form of playfulness. Why? Because in the heroic experience of identitylessness, there is also incredible love. On account of developing this heroic love, the experience of what others would call “you” (ie all the pains and joys of this life) will begin to dissolve themselves as “my” experiences and well up as ways to communicate effectively with others. Therefore, interacting with others as informal cultivation will always be playful. Likewise, the Identityless experience sees its own mind and its own conscious experience as a flow of perspective shifts between self-torturous habits of ignorance and the illuminating phenomena of heroism, (including all of the aspects of the phenomenal world that help us realize the Universal Hero [Wisdom Maverick] within our experience). When this dynamic is recognized from the heroic view, its self-torturous phenomena and illuminating phenomena all dissolve into identitylessness itself, and this is why it is called play.

The Rules of the Heroic Game Called “Play”

Like children at a playground, we must be mindful of the container in which the game we are playing occurs and how we play with others, even if we have our own game that we play by ourselves.

* Play occurs in the container of your own experience.
* Play occurs for others in the container of their own experience.
* Therefore, play is actually extremely secret because it must be discovered by oneself.

Likewise, when we first discover it, since it is a game that “I” only just discovered how to explain to “myself”, we must keep it to ourselves as we play and progress through its stages. If we try to let others play our own game, it will confuse the way we believe ourselves to understand the rules of our game (because adding another player makes it speed up significantly). Because we are talking about identification here, this resultant confusion can subsequently lead to mental health problems. This may seem hopeless. What’s the point of discovering an infinitely fun game within myself if I’m the only one who can play it? Won’t that just make me seem like a crazy person? No, actually it is precisely believing that others need to play YOUR game that creates the insanity and the insanity will be inside of your own mind, masquerading as Identityless wisdom. Why? Because if we must realize how to play Identitylessness’ game of identityless play in the context of the experience of being “me”, then others must also realize how to play identitylessness’ game of identityless play in the context of the experience of being “me”. If I try to get them to play MY game of identityless play, I am fooling myself and them, and even worse, I am trying to make them fool themselves, which is the opposite of play, while claiming that this that I am playing is indeed the secret game of play.

Compassion

If we don’t let others in on it, it’s not like they will never get to play with us, rather they will discover it for themselves and let themselves into the playground, so-to-speak. But just so people don’t think this is completely ridiculous, to start spelling it out slowly, the game identitylessness plays is trying to get players who believe themselves to have an identity other than identitylessness to reveal the exact game they, themselves, are playing and trying to get others to play (ie their inner identities). Being prideful, they’ll try to share their game with you and subsequently become confused as they contact identitylessness. They will tell you the rules of their game. While doing so, the appearance of you will collapse as they tell you a facsimile of the deep belief they hold about their own identity that they also, upon sharing, deeply believe they should’ve kept secret since they want to perpetuate their identity, and they will see a mirror of themselves in you. At this point, you will be able to help them immensely by giving them some kind of help in the form of a method for alignment between their rules of their own game called “Demonic Possession by the Villain” and the actual rules of the game called “Play”. This method of alignment can take the form of words or actions, and its effect is that the person identifying as the villain will eventually use it on their hero’s journey. This is why the game is played by heroic individuals.

Play always occurs first and foremost by being yourself. That is because the nature of your experience is identitylessness and the expression of identitylessness is loving, lucid, and ecstatic (even if we only experience facsimiles of that right now). That means YOUR nature is loving, clearly expressive, and blissful, as long as YOU obstruct it. Play is always loving, because it occurs by displaying the source to others through yourself (what others call their experience of your appearance in their consciousness). For this reason, play can occur between villains and heroes without the villain being directly villainous towards the hero during playtime. Oftentimes, heroes don’t associate with other heroes because they’re all surrounded by villains all the time. That’s because this type of interaction naturally connects any phenomenon with its true, identityless source, which includes letting it evolve all of its naturally self-emergent stages or transformations of association with the source to varying degrees, and progressively increasing that degree until it is the same and no identity remains. Fully grown heroes often have very little to do with each other, apart from creating networks of benefit to help demons and innocents. What is the difference between a demon and an innocent and why are they both villains? A demon is a villain who wants you to play their game and an innocent is a villain who wants to play your game. Neither of them will ever get what they want. They can only ever be Identityless heroes or self-identified villains.

This whole process is called Timeless Webbed Infinitude of Infinite Perfection. This is quite complicated and you must experience it for yourself, which is why it is only ever communicated through asking you to discover it within yourself. In fact, it’s so mindblowingly complicated that it is actually the definitive meaning of TWI, and all the different TWIs, including The Wisdom Intent, are pure manifestations of it. Do you understand?

*Experiencing*

*You, yourself*

*Becoming a*

*Universal hero*

*Reveals the meaning*

*Of TWI*

*And infinite perfection*

*Because “this” experience of “that”*

*“Is” Timeless Webbed Infinitude*

*TWI TWI*

TWI’s goal is to have as much fun as we can with everyone while introducing them to the game of universal heroism. As everyone plays, we all have fun, and everyone eventually finds working for themselves at TWI so much fun that they stop working for other people.

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Explanation of meditative experiences and how to handle them

How to understand absorption and synchronicity

Absorption is your worldview. You have beliefs within which you have absorbed your basis of experience inside of, and your basis cannot realize anything outside the self-imposed boundary of this absorption due to the false appearances, which means everything you mentally construct or conceptualize by subsequent absorption on account of synchronicity is automatically wrong yet appears correct to you and will be added to your worldview and defended to the death (and maybe even after). That is, once absorbed in a belief, anything that coincidentally happens to seem related will be taken as an auspicious cosmic sign confirming your thoughts about your own thoughts of your own experience. Although mostly we are wrong whenever we do conceptualize anything, this feeling of noticing the quality of some kind of infinite perfection within the relationship between ourselves and what is sometimes called “the universe.” This specific feeling or intuition is part of the infinite perfection of Timeless Webbed Infinitude. That is also why it’s so easy to take it and turn it into something that is “mine, because I think blah blah blah about the universe and this proves my ultimate, absolute view of the ultimate, absolute truth - don’t do that. If you don’t do that and instead you are a Universal Hero, remaining in identityless Timeless Webbed Infinitude of Infinite Perfection, you will eventually emerge as the Wisdom Maverick as everything collapses into a single Identityless absorption of infinite synchronicity. This is beyond and completely different from normal absorption and normal synchronicity. Know that so you don’t fool yourself.

That said, if something from your meditative experience is valuable then it will simply manifest as skill in benefiting others. The Wisdom Maverick is a Universal Hero who is infinitely skillful within the experience of their own ignorance, hopes and fears. That is to say they are completely fearless and as a result are always fully cognizant of Identityless Timeless Webbed Infinitude of Infinite Perfection. As a result of fearlessly abiding in Identityless timeless webbed infinitude of infinite perfection, implicitly they experience infinite love and power in creating sparks by means of skill in dealing with self-torture. Explicitly, they are a very powerful Universal Hero. Apart from becoming a universal hero and progressing to awakening as the Wisdom Maverick, it doesn’t matter at all what fantastic things you experience and you should not rely on any methods to lead you there other than directly identifying identitylessness in all its superlogical non-contradictoriness within your own experience (during cultivation). If this happens you will also naturally and automatically realize the full extent of identitylessness’ superlogical non-contradictory philosophical implications for the benefit of others (ontological, epistemological, phenomenological, ethical, and logical). Then nothing will be confusing and everything will be infinitely perfect, just as it is.

— or

12 week model of talks that completes the outer introduction to the secret gathering cycle

* Each module
  + Guided meditations
  + Overall weekly talk
    - Smaller talks on aspects of the larger topic
      * Encouraging individual exploration in post-meditation
        + For a day or two or three or four, and then on to the next

FREE COURSE – just an intro talk that you get access to for a limited time and have to “wait” for the next one

* Basically it’s a level 1 talk
  + What does Sanctuary feel like?
    - Like pure space
      * A womb

12 Week course available after - Sanctuary and the Wasteland

1. Inner Sanctuary
   1. The Wisdom Intent (talk 1)
      1. Victory-Promise (talk 2)
   2. Sanctuary World State (talk 3)
2. The Wasteland
   1. Wandering (talk 4)
      1. Demons (talk 5)
3. The Wisdom Maverick
   1. Oliver Powers (talk 6)
      1. Alignment of activity
   2. Olive R Love (talk 7)
      1. Alignment of Identityless love
   3. Water Dragon (talk 8)
      1. Joining the two lovers
         1. Happens at any point, but is the energy
   4. The Wisdom of Identitylessness (talk 9)
      1. Infinite Armed Liberatress
      2. Faceless Whirling Flames of the Mirror Mask
4. The Wisdom Maverick (Talk 10)
   1. Sanctuary Network State
      1. The World Incorporated
         1. Glacial Lake
            1. Secret Gathering Cycle (Talk 11, initiation)

Community

Outer Sanctuary as the Ruins of the Garden of Verdant Overgrowth

The Divine Tree of Olivus

1. Integration period
   1. Ask questions
   2. Revisit topics
   3. Develop relationship with community

Instantly Awakening in the Sanctuary

12 week course: Each lesson has a daily session that can be repeated

* + 1. Establish foundations (ACT 1)
       1. Tonglen/Shamatha (Week 1)
       2. Tonglen/vipassana (Week 2)
       3. Peasant contemplation (bodhichitta) (Week 3)
       4. Lion contemplation (four thoughts) (Week 4)
    2. Establish Daily Practice (ACT 2A) (Week 5)
       1. Lion contemplation
       2. Peasant contemplation
          1. Experience offering

Shamatha version

* + 1. Introduce gradual levels of investigation, practices done on top of the basic daily practice (ACT 2B)
       1. Peasant Contemplation - Tonglen (Week 6)
          1. Going through very extensively

Bodhichitta objects

* + - 1. Shamatha
         1. Going through very extensively

Placements

Introduce 3rd placement (Week 7)

Introduce 4th placement (Week 8)

* + - 1. Shamatha/vipassana (Week 9)
         1. Signless shamatha that results in vipassana
      2. Tonglen/Vipassana (Week 10)
         1. Continuity of the experience offering off the cushion/non-meditation
      3. At this point, people may start to get discouraged, thinking this is too complex, there’s too much, etc. That’s why we have a reintegration period where they can find what works for them. All the levels of practice access the same essential wisdom. Practices are only beneficial if they are effective. Therefore, you should practice what you want in this system, as long as you follow the basic daily cultivation routine.
    1. Communal Basic Daily Cultivation Routine (ACT 3) (Weeks 11 & 12)
       1. For the last two or so weeks of the course, we concentrate on being genuine and relaxing into this new life
       2. We discuss obstacles
       3. And people can ask questions about their practice
       4. It is a time of return, where people will need to start their daily practice for real, encounter obstacles, ask questions, improvise, and overcome them, then return to the real world

Secret Gathering Cycle