

GLACTIC LAW

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DIRECTIVE ONE

Directive One is the only law that the Creator imposes on its children. Without directive one, it would not be possible for the creation to fulfill its intended objective. The objective of the creation is the education of young (baby) Souls so that they will develop to the level of sophistication which will eventually allow them to return to the Creator.

Basically, Directive One states that Souls are permitted to do anything they want, travel to any part of the creation within their ability, form any society they please and adopt any lifestyle they choose *provided that whatever they do does not deliberately interfere with the Spiritual progress of another Soul*. If it does, then they are in violation of Directive One.

ANAMI

Anami is the source of all that exists. Anami is a zone of zero density that has always existed. It has no beginning or end and has existed forever. Anami is the home of your Creator. The children of the Creator are Souls - nothing else. As part of their development, Souls interface with various forms. However, forms come into existence by an evolutionary process not related to the creation of Souls.

The Creator has no name. Actually, "Anami" translates to "no name". However, in areas where names are used, the Creator is referred to as "SO-0".

UNDERSTANDING THE NEED FOR THE CREATION

"Baby" Souls are not prepared to function in Anami. To prepare them for their destiny in Anami, they need to have experiences. Experiences are not possible in Anami since matter, space and time do not exist there. These things must be created. It is also not possible to teach a young Soul certain intangible qualities such as wisdom and maturity. The only way a Soul can acquire these qualities is through experience. Consequently, the so called "lower worlds" are created to provide the opportunity for the necessary experiences.

There are five lower density zones. The zones are (1) the Physical Zone - color code green - highest density; (2) The Astral Zone - sky color red/pink - ambient sounds bell and conch - lower density; (3) The Causal Zone - sky color orange - source of the energy needed to create and maintain the Physical and Astral Zones; (4) The Mental Zone - color code blue - lower density; (5) The Etheric Zone - color code violet - lowest density. However, since the Mental and Etheric zones "blend", many mystics count only 4 zones.

The opposite of violet is yellow which is the color of the first Spiritual world. Mystics generally agree that there are seven. However, unlike the created worlds, the Spiritual worlds have no distinguishing characteristics. The difference between these worlds is density. Souls must gradually adjust from the high density of the created worlds to the density of their destination. As you move up, the yellow light of the first Spiritual world gradually transitions to the "clear light" of Anami. When you see the clear light, you are home and you will return to the Creator. However, now you will be a mature Soul with the sum total of your experiences in the lower worlds and the wisdom those experiences have provided.

FUNCTION OF THE "LOWER WORLDS"

The lower worlds exist because young Souls need to acquire qualities that would not be possible otherwise. "Basic training" occurs in the Physical and Astral zones. These two zones are essentially "boot camp" for young Souls.

Each zone contains "plains". You would not describe balls on a pool table as plains. Plains implies a flat surface and that is exactly what plains are. However, once you "pierce the surface" of a plain, it appears to be a three dimensional space. People now understand that, through the science of quantum mechanics, the observer is a factor in determining position. This, briefly, is how plains work.

In the Astral zone, there are only seven plains. However, in the Physical zone, there are over one hundred plains. Advanced civilizations know how to travel to other plains.

Planes are managed by a "Plain Lord". The Plain Lord has absolute power within his space. The Plain Lord for both the Physical and Astral zones is "Kal" and, since the concept of male and female exists in both Plains, Kal has a mate and her name is Kali. The concept of sex only exists in these two zones.

All Plains are marked for identification on the outside. Also, all Plains are also marked on the outside with cartesian coordinates - like a sheet of graph paper. So, you can specify a location by saying, for example, Plain 75, coordinates 25 x 37. The created worlds are designed to be very user friendly for those who know how to navigate within the system.

Briefly, Kal, like anyone else in administration, must comply with Directive One. Therefore, people who somehow believe that Kal is holding them prisoner simply do not understand Kal's duties. Kal creates opportunities for experiences which are necessary for a Soul's development. However, the Soul always has free choice to accept or reject opportunities. Since these opportunities only exist in Kal's domain, if you become "addicted" to anything in Kal's domain then you cannot leave. However it is your desire which is holding you - nothing else. If you give up your desire, you are free to leave. However, if you cling to your desire(s), then you must stay. It is up to you.

Also, you live in duality which means, in this case, that there are about as many "good guys" as "bad guys". Black Magicians will hold susceptible Souls prisoner. One of the things you need to learn to survive in freedom is how to detect evil and how to protect yourself from psychic attacks and possible imprisonment by black magicians. Learning this survival skill is absolutely necessary.

People who claim to be "worshiping satan" are not worshiping Kal but, rather, some cult of black magicians who generally believe their evil skills make them more powerful than the Creator. Obviously, this is not possible but they believe it and if you "fall under their spell" you could have some very bad times. So, be aware!

It is also very important to understand the "Right Hand" and "Left Hand" paths. Rather than explaining these here, it is recommended that you read the book "TIBET'S GREAT YOGI MILAREPA" by W.Y. Evans-Wentz published in 1928.

NATURAL LIFE FORMS

Natural life forms come into existence through an evolutionary process. At each step, they need to develop competence in managing whatever form they are using. Then, they can progress to the next form. The simplest natural form is plants. There are five qualities - called "elements" which are the precursors to matter. These are Earth, Air, Fire, Water and Ether. Plants only have the Water element. Higher forms have more. However,

before you can even consider leaving the created worlds, you must have all five. Actually, the Ether element is the key.

ADVANCED CIVILIZATIONS

Civilizations in the lower worlds fall into three main categories, namely N6, N3 and N0. N6 is the lowest level of development. N3 is the medium level. N0 civilizations are Spiritual. You will not find these civilizations because these beings have no need for technology or any other physical aids. They are totally self sufficient.

N3 civilizations use some technology to further their growth. However, no spoken language exists in either N0 or N3 civilizations. All communications are telepathic. It is simply not possible to convey an accurate message using language because any written language, especially over time, can be misinterpreted so that the intended meaning is distorted or completely lost. Telepathy, however, conveys absolutely accurate messages.

N6 civilizations are almost totally dependent upon technology for survival. They are simply too immature to develop and use the natural qualities they already possess but are dormant.

ORPHAN LIFE FORMS

An Orphan Life Form is anything that is alive but does not have a Soul. Orphan life forms do not occur naturally. They must be manufactured. Galactic Law allows capable civilizations to manufacture orphan life forms for use as slaves. However, the law requires that orphan life forms be destroyed when they no longer needed. Galactic Law is very specific on this requirement. Specifically, the law states "Unsupervised Orphan Life Forms must be destroyed wherever they are found". There are no exceptions.

ANOMALOUS SOCIAL SYSTEMS

Basically, these are mixed systems where unsupervised orphan life forms exist and natural life forms also exist. Generally, both groups exist in separate areas and may never meet. However, should they become aware of the other group's existence, the most likely result

would be some type of attack by the orphan life forms against the natural life forms. This is because orphan life forms have no link to nature and therefore cannot understand nature, natural life forms or anything else that exists naturally. Since they are incapable of understanding any of this because they have no Soul, they believe that nature is "out to get them" somehow and so they must defend themselves against nature and try to force nature to obey their beliefs - which could pretty much be anything since they have no natural guidance.

ENFORCEMENT SYSTEMS

Enforcement of Galactic Law is the responsibility of IGC - the Intergalactic Council. Most of the work done by IGC is in Kal's territory, however IGC operates under the direct authority of the Creator. There is no appeal against decisions made by IGC.

There are many divisions of IGC dealing with various aspects of the created worlds. The enforcement division is the Galactic Police. This division has subdivisions dealing with different aspects of enforcement. For example, the division assigned to track and capture fully developed black magicians is perhaps the most challenging. Black magicians are generally sentenced to banishment from the Creation. This is the most serious penalty allowed. The challenge is to capture them. First, you need to figure out where they are in time because they know how to travel in time. Then, you must locate the specific universe where they are hiding. Then, what form they are using because they can "shape shift". Finally, you have to apprehend them. Of course, they know what is awaiting them if captured so they will do anything to evade capture. Once captured, they are sent to a special subdivision of the creation from which they cannot escape. They will stay there for quite a while - but not forever.

IGC generally does not get involved with the internal affairs of civilizations unless specifically requested by the civilization. However, if a civilization engages in some activity which affects another stable civilization, then the Galactic Police will take whatever steps are required to rectify the situation, including, if necessary the total obliteration of the offending civilization.

PSYCHOLOGY OF NATURAL LIFE FORMS

Natural evolution is the key to competence. Advanced civilizations who developed

naturally have the maturity to competently use any skills or technology they developed along the way. They will not abuse these things because they know it is wrong. They understand the Creation and the Will of the Creator as well as the need for Directive One. No one is "standing over them with a whip or something" in case they misbehave. They do not misbehave because they understand right from wrong. It's as simple as that.

It is a totally different matter when a civilization somehow obtains technology that they are not competent to use correctly.

PSYCHOLOGY OF ORPHAN LIFE FORMS

Orphan life forms do not evolve naturally. They are manufactured. They do not have Souls and are not recognized by the Creator. Orphan life forms have no rights at all - zero! Orphan life forms depend upon their "creator" (the genetic engineers who made them) for guidance. Since they do not have Souls, they have no link to nature like natural life forms do. Normally, they are destroyed as the law requires when they are no longer needed. However, there are exceptions.

For example, some orphan life forms may wander away from the group and be left behind when the aliens return to their home planet. Of course, since they can reproduce, you can end up with a society of orphan life forms. Of course, since the manufacturers are no longer available to provide leadership, they will invent any belief system to provide guidance. This system could be pretty much anything. They could decide, for example, that some large meteorite is "god" because it came from the sky - or most any other whacky idea. There is really no limit to the possibilities.

DEALING WITH DEFIANT CIVILIZATIONS

Although rare, there are cases of civilizations whose members have developed the belief that they are somehow "exceptional" and can overpower the Creator, conquer and enslave civilizations on other planets and eventually possess and control the entire physical universe. Although these are impressive goals, they will never be achieved because the Galactic Police will not allow it. This is one of the main reasons we have the Galactic Police - to prevent civilizations led by a collection of psychopaths, sociopaths and black magicians from achieving such ridiculous goals.

The Galactic Police do not normally have the authority to destroy an inhabited planet. This requires a special authorization (Authorization to Obliterate) which must be approved by the Galactic Council.

However, once such an authorization is approved, the local Galactic Police commander is free to destroy the offending planet if he feels this action is necessary.

However, first, every possible means will be used to avoid this and convince the leaders of the defiant planet to give up their insane desires and learn to live in peace with other civilizations.

If all efforts fail, the Galactic Police will destroy the planet.

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