

## The Rules of the Game

As given to Reniyah by Metatron in 2009

- 1) There are two teams playing the game: The White Team, the force of Evolution and the Black Team, the force of Challenge. Each team may have players both inside the experiential construct (the material world) and outside of it, in the higher and lower vertical planes.
- 2) The objective of the White Team is to promote evolution of life within the experiential construct. The objective of the Black Team is to present challenges which will impede that evolution.
- 3) Each team is given a cyclical “advantage” as the experiential construct moves through periods where the light prevails and periods where the darkness prevails.
- 4) The “playing field” of the experiential construct exists in a free will universe. Each human inside the experiential construct is given absolute free will choice, which may not be directly interfered with by those players outside of the experiential construct, on either team. Players on either team, either outside or inside of the experiential construct, who violate free will are subject to the law of karma.
- 5) Those from outside the experiential construct who choose to embody inside the experiential construct to play the game must be “veiled.” They are not allowed to bring conscious knowledge of purposes and plans, or super-human abilities from the vertical plane into the experiential construct. This “levels the playing field” on behalf of mass humanity.
- 6) The players outside the experiential construct may not directly intervene in any affairs inside the experiential construct. “Human consciousness must be changed by humans inside the Earth plane.”
- 7) Players outside the experiential construct may seek to influence the choices of humans in any way whatsoever as long as they do not directly intervene. Essentially, the team who can get the most humans to “see things its way” and implement it inside the experiential construct will win the game. Either team may seek out those with open psychic centers, with whom they can communicate directly and hope to influence. Players outside the experiential construct may seek to “merge energies” with vibrationally compatible humans, which gives them opportunity



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to orchestrate events and influence human consciousness from directly inside the experiential construct.

- 8) Each player, both inside and outside of the experiential construct is known by his/her/its “name,” or signature vibrational resonance. This may or may not be the same as a human “given name” or human name for a divine presence. Players from outside the experiential construct may not conceal their name when directly asked by one inside the experiential construct. They do not have to reveal their name if they are not asked. There is no rule which prohibits them from using an alias or name of another player when identifying themselves if they are not directly asked.
- 9) Not all beings, either inside or outside of the experiential construct, are active players on either the White or the Black team. Some are simply observers or disinterested parties, although they will be affected, directly or indirectly by the outcome, as all creation is connected. It is also permissible for “neutral parties” outside the experiential construct to seek interaction with humans. Within the parameters of the rules, it is permissible and possible for players on both teams outside the experiential construct to seek to influence the same human at the same time.

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