

# **LIFE WITHIN A SIMULATION AND BEYOND**

**A FUTURE WITH A TASKFORCE?**



**OKTAY A.**

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# Simulation

Life within a Simulation and beyond.

What this means is that after we die, we return to our original selves. The current environment we live in is made from energy, everything is energy. The current Simulation we live in is mended as a life extender. In this way, we can live our lives more often than a single life. It's not free to enter the simulation, there is a price to be paid for entering. And this results in creating a personage (a personage is a life form you are connected to), a personage with your essence, and it's placed within the Simulation. Next to this, you can enhance attributes of your personage through Basis Life points. You distribute your available life points into attributes and talents of the personage you are creating. Next phase is Karma points, if it's your first personage this phase is not available. But if it's your second personage, your previous life will be taken into account.

Every time life in the entire universe stops, every time when lifeforms are no longer available. Then the simulation version comes to an end. This is done by the GM's (Administrators / Supervisors of the Simulation). They have the power to start a new simulation version and every time a new simulation version starts, everyone has a chance to further develop their personage. When the universe starts from the beginning, it holds the lifeline that's been created in the previous version. This makes it difficult to make changes. The timeline is fixed outside the simulation, but it can be changed through actions within the simulation. This means that the previous version is replayed with minimal changes. Most of the choices you make are determined by pre-simulation.

With a new version, you are supposed to learn from your past life and try to improve your life. But it's all very difficult because of a lifeline that functions as a timeline within the universe. To implement these changes, you need to know exactly when you can make a difference. This is the fixed part of a simulation. Whenever a new simulation version starts, the previous version becomes the new timeline in the new version. It's hard to make changes, and the simulation repeats itself with minimal changes.

Outside the simulation, we are more evolved than the current timeline we live in. This is due to the evolution and implementation of new technologies such as a simulation for example. The simulation is intended as a life extender in life, to extend your lifeline within a system. So that you can evolve as a personage, so it is possible to live as a human, animal or another life form on another planet. It all looks the same, but it's actually not. Within the simulation we, personages, live as energy vortexes, complete energy sources that are all different from each other. What this means, I will explain further in the E-book.

# Reincarnation

Every time when life stops in the universe, a new version of the universe will be created afterward. Until then, there are reincarnation possibilities on a home planet. For us, it's the Earth, when the Earth stops existing or the life opportunities are unavailable (Because of an instable planet or environment problems) it won't be possible anymore to reincarnate on the home planet. Everybody starts with a first personage on a planet, after his or her death it will be possible to reincarnate on that planet. Before the reincarnation starts, basic life points will be awarded to your second life. The second phase is that it will add or deduct positive or negative karma points to your second life. (I will explain more of this in this E-Book).

After the death of a personage, it is possible to achieve a better life, with the previous life points gained, in the next version. A personage and all other life forms gain a set or base life points. You can spread this over the attributes and properties of a personage. Then the life karma points are added. With this, you will have more or less life points available for your personage. It is possible to assign life points to the properties of a personage you create. Think of height, intelligence, strength, life force, etc. See Life point distribution Personage (Universal) for more information on this subject.