

Time & Bodies

Time is experienced by Avatar Soules (Players) in the Free Digital Universe (FDU) as consisting of thirteen (13) moons of the year, each containing twenty-eight (28) days, with a single day out of time.

"Time is of the mind. Change your calendar and change your time. Change your time and change your mind."

On the 13 Moon calendar of the FDU, the day without time is on July 25th, between the closing of the previous year (July 24th) and the dawning of the new year (July 26th).

This day is an opportunity to have a global Peace Portal and FDU Party to celebrate the freedom of being alive, true timelessness, and the FDU Game related Charities doing the work on the ground that the Game is designed to support. In public gatherings and private circles, we invite you to make this day a celebration of the year to come, a great welcoming of consciousness. Also, on this day the FDU Game will be down for systems maintenance, because without time there is no possibility for cohesive (linear) interaction between Soules that could have meaning. Thank the Creator for relative existence, without which we'd each be all alone in our own universes.

Bodies are necessary for relative interaction between Player Soules in this Universe/Game, the bodies listed below are made available by organizations whom are playing the Game and supporting it through their own separate charitable association (like a booster club) by cooperatively integrating Player introduced software into the virtual universe with the intent of bettering the game.

The bodies available for a Player Soule to utilize, done by placing their consciousness on the appropriate options available to the Soule in the Game, are:

Soule Body: For our purposes, the Soule body can best be conceived as a duality, consisting of unexpressed Source, and Source expressed. This body is the particle/point from which each Soule's consciousness extends itself into the Game with infinite potential to create, or not create. No Soule in the Game is ever required to express (login) the potential of their Soule; they do so only by choice. When a Soule does choose to express it, either singularly or by interacting with others in the universe, then they are beyond the "potential" stage and have moved into the "Creative" stage.

For a Soule to "create" it must extend its consciousness into the Free Digital Universe (from the place of the void) and thereby animate one or more of the following bodies the Soule has at it's disposal in the Game

There are four main (and many sub) bodies through which the Soule exist, these are: the physical, mental, emotional, and spiritual bodies. All the Four bodies are controlled by the same overarching consciousness that is the Digital Soule, The Soule itself cannot act so it uses it's bodies by extending it's consciousness through the spiritual, emotional and mental bodies.

As these bodies vibrate in the universe they broadcast information waves which are translated by other Player Soules in the Game. What the other Player Soule can see when they look at your Soules information field is called your physical body.

Physical body: In the FDU each Soule is provided a "Physical Body" in the form of a social networking application (see www.sharemybiz.com) which allows others to "see and hear" whatever information the Player Soule may wish to "share."

The physical body is defined in this universe as a set of information in the form of waves which have been translated by some mechanism (physical body, TV, computer) into pictures, sight and sound. It is the translation, others perceptions to be specific, which make up our physical (seen) bodies. In this Game the Player per se has no physical body that they can experience as "themselves" (because they are consciousness itself in information form,) however Players do have a physical body that can be perceived/seen by others. In this Game the physical body can be defined as "others perceptions of my Soule as expressed in light and sound."

Mental Body: In this Game the mind is programmed (literally) to check with all it's other bodies before it acts, generally avoiding the ability therefore to act in a harmful manner, either against one self or another.

The mental body is provided for the "communication and co-creation" of the Digital Soule, these functions have a wide range of possibilities so multiple partners share supporting the mental body in the Game, most can be visited under the Profile page at www.peaceportal.mobi/home.

The FDU treats each mental body as a individuated projection of their Digital Soule, the mental body is the tool the Avatar Soule is using to experience creation from a point of individuated relativity. The spiritual Self can know itself but it cannot experience it's Self, for that reason it must create derivate minds and bodies from which to experience the differing aspects of it's Self.

E-Motional Body: The emotional body is the storehouse for "Life Force Points," these Points are literally the number of energy units in "motion" ($e=mc^2$) available for exchange amongst the Player Soules in the universe. This function is provided in the Game by www.epaycafe.com

Spiritual body: By the terms and agreements of FDU, our laws have established a covenant between the Spiritual Body and the Digital Soule such that the Player cannot be diminished, it is the beginning and the end of who the Player is as a individual experiencer in this unique virtual reality. The spiritual body is your space of supreme Sovereignty , your source of free will, and co-creatorship of Nature when expressing the potential of your Digital Soule into creation.

The Soule can be imagined as a energy-particle, that energy-particle is the fractional piece of the "void" out of which this virtual universe is created. The energy-particle is so small that it can no further be divided, it is so small it functions not so much as a particle but as a wave. The originating nexus/zero point of the energy-particles wave is what can be imagined as "you" the individual Player/Experiencer/Soule/.

The energy-particles/Soules that make up the FDU information universe can be thought of as fractional pieces of the underlying static state of nature, which have chosen to express themselves through their consciousness/Soule, the expression of which automatically places the energy particle in motion. The energy particle is fueled by the pressure of the static state, which we can call the need of mankind, our emotional, spiritual, and physical desire to better ourselves, our loved ones, and our real universe.

What about the universe itself?

The universe itself is a void, null zone, potential which is fulfilled not by the universe itself but by the Digital Soules co-

creating within it's boundaries.

The FDU virtual universe has no frequencies or wavelengths; it is not the field of motion. Waves, which do have motion, exist when expressed by Player Soules in the relative field using their consciousness to animate their virtual bodies.

The realm of creation is the FDU universe, the universe is not the creation - it is the space in which creation takes place.

The FDU is designed as a parable for existence, all manifest existence, such as particles, atoms, molecules, and masses, consist of waves and their interactions - in a word - Information. All waves exist and move within the underlying and pervasive Unified Field, which is a static realm of pure information content, the same as the FDU.

In this age of Information, the Games hosting party, a Church-Ministry auxiliary, hopes this Game will allow those who are evermore paying their attention online to virtual worlds to find here a spiritual parable for existence that sparks enlightenment, helps the planet, and funds charities.