

## MILKY WAY GALAXY GAME OUTLINE

-Thanks to PS for creating this summary. [My contributions in brackets](#)  
(Based on the article As Above So Below: Earth and Galactic Humans)

### **GALAXY CREATOR(S):**

- Design the 'Game' - elements, paths, dynamics, size, extent, origin-point, end-point
- Establish / enforce all game rules & guidelines
- Initiate creation of the game in 3<sup>rd</sup> & 4<sup>th</sup> density (creation of Milky Way galaxy, incl energetic (light, electro-magnetic, etheric, gravitic, etc.) relationships between various star systems, stars, planets, clusters, clouds, etc.

### **GUARDIANS** (established by Game Creators)

Create / Maintain / support beings on both primary paths

Celestial: energetic  
Solar : energetic / semi-physical  
Planetary: energetic / semi-physical / physical

#### **Guardian:** (Archetypes?) [\[Non-physical, Spirit Beings\]](#)

Avian (Aku): electromagnetic principle / balance

Feline (Jha): electricity / masculine principle

Dolphin: magnetism / feminine principle (?) [\[All are androgynous\]](#)

Cetacean?

Reptilian?

Canine?

Insectoid?

[\[And a few more\]](#)

Guardians first create an energetic matrix, archetypal proto-form, in higher densities, which organizes 3<sup>rd</sup>/4<sup>th</sup> density material reality into various life forms inhabiting stars & planets. The humanoid form (head, body, 2 arms, 2 legs) is very widespread in this galaxy for Higher Self incarnational vehicles. Humanoid forms can be human-like, reptilian, canine-reptilian, human-avian, human-dolphin, and so forth - depending on the environmental constraints on particular star system planets. Guardian beings directly influence the T-1 cultures and recede to become remnants/memories/symbols in the T-2 cultures.(?) [\[Guardian beings like referees\]](#)

### **EXPERIENTIAL PATH OPTIONS:**

#### **Nature-Spirit Path:**

Hierarchies: Solar / Planetary

Planetary: earth, mineral, water & life system hierarchies

**Graduating:** - assigned as a simultaneous planet

- part of star system containing a simultaneous planet
- who knows?

#### **Higher-Self Path:**

Sequential path: starting point, limited diversity (planetary only) eons of incarnations until 'decision point' (or maybe never elect simultaneous path)

Simultaneous path:

**Non-Graduating:** - experiences on 2 or more simultaneous planets

**Graduating:** - experiences on current (last) simultaneous planet

## **EARTH HUMAN CULTURES / TYPES: [SIMULTANEOUS EARTH GAME PIECES]**

### **European:**

#### **Lyra / Vega origins**

Antares: Greece, Portugal, Spain, Turkey  
Aldebaran: Germany, Holland, Scandinavian  
Arcturian: Italian peninsula  
Sirians: Britain, Germany, Greece, Italy, Portugal  
Tau Ceti: Russia, Eastern Europe, Serbia, the Slavs  
[& quite a few more]

### **America-Australia-Canada:** [Linked to Britian / Crown / Sirians?]

#### **Lyran origins located in -** [Sirians and Reptilians]

Pleiades (Pleiadian Star League?) ["Renegade" Pleiadians]  
Alpha Centuri  
Beta Centuri

### **Chinese-Japanese-Korean:**

#### **Lyra / Vega origins located in:**

Rigel  
Orion? [Orion, although also some links to Draco Constellation]

T-1 & T-2 cultures: Burma, Cambodia, Indonesia, Laos, Malaysia, Thailand, Vietnam

T-1 cultures: (Tibeto-Burmese) Myanmar, Tibet, North Thailand, Vietnam, Laos, Northern Nepal, North-east Bangladesh, Bhutan, Skkim, Assam, Ladakh, etc.

### **Tibet:**

#### **Andromedian / Centurian origins**

T-1 & T-2 mixtures

Andromedian T-1 & T-2 influence: **Taoism**

Centurian T-2 influence: **Buddhism**

"Orion Black League" - T-2 humans from Orion system (originally Lyra/Vega)

Similar to "Jedi Knights" - Chinese, Indians, Tibetan influence

[key: Asian 'Thunder & Lightning' internal meditation mtds; Buddhist & Taoist]

### **India-Pakistan-Bangladesh & the "Stans":**

#### **Pleadian / Centaurian origins**

T-1 & T-2 cultures

Brahmins (priest caste)

Sirian-Reptilian origin

T-2 culture

Kyatriyas (warrior caste)

Dravidians ? [Dravidians and indigenous, some were in Lemuria]

### **The "Stans" [Afganistan, Kazakhstan, Kyrgystan, Pakistan, Tajikstan, Uzbekistan]**

#### **Centurian / Sirian-Reptilian origins**

Lyran / Vegan humans settled in Centurian system

T-1 typical origins from Centurian system

Islam is strong in these countries - Sirian, Pleadian & Andromedian influences

### **The Middle East:**

#### **Lyran / Sirian / Orion-Draco (reptilian)**

Arabs - T-1 & T-2 cultures

Berbers - T-1 culture

Turkish - T-1 culture w/ Centurian-Lyrian influence

Lyrian/Dolphin people?? [That, mixed with Sirian native]

### **Indigenous Europe:**

#### **Lyran / Antarean origins**

Greeks [later Spain & Portugal] strongly influenced by Antarians

Much of Europe is "Lyrian current", not T-2 ??? [Lyran current]

[\*Eastern, Mediterranean & Southern Europe have more T1/T2 inf]

Eastern Europe is strongly T-1 culture, w/ some T-2 in places

Parts of Hungary, Austria, Romania & Germany have reptilian presence

Celts (T-1 & T-2) influenced much of Europe - Antarean origins

### **Africans, Native Americans, Malayo-Polynesians, Melanesians:**

#### **Procyon / Sirian / Lyran** [Mostly Pleiadian, Sirian; also Proc, Centau]

T-1 Cultures (pre-modern era): Sub-Saharan Africa; North & South America, Australian / African hunter-gatherer cultures; Polynesian islanders;

T-1 & T-2 Cultures (Sirian-Reptilian influence): Ethiopian-Eritrean; Aztecs; Incas; Egyptian-Nubian

T-1 & T-2 Cultures (Procyon/Lyran influence): South, Central and North native Americans; Hawaiian; Samoa; Polynesia; New Guinea; Maori

### **Inuit; Siberian; Tungusic; Uralic:**

#### **Lyra/Vega; Altair/Aquila; Haydes; Pleiades**

Primarily T-1 cultures stretching from Alaska/Canada, Greenland, Scandinavia, Russia, North America

Avian influence: use of crow/raven & eagle as totems [& others]

### **Alien Colonization of Indigenous Planets:**

America-Australia-Canada mimic Pleiadian-Centaurian-Reptilian influences

American secret government has colonized Altair system, which have T-1 cultures

It's possible that untainted T-1 cultures have developed a 'spiritual technology' that is effective in warding off T-2 cultural invasion/influence?? [That would be cool]

### **Dark & Light Polarities:**

Lyran/Humans represent one polarity - light side

Orion/Sirian Reptilians represent one polarity - dark side

Dolphin & reptilian archetypes represent the oldest cultures/forms used to set up this galaxy game

Guardian humans in pure T-1 form represent balance expression of light / dark but can move into T-2 cultures as well.