

GALACTIC ERA BACKGROUND



Table of Contents

1 Overview.....	2
2 Game Story Arc.....	2
3 Galactic History.....	2
3.1 Solar System History.....	3
4 Morality.....	4
5 Technology.....	4
5.1 Spirituality.....	4
5.2 Propulsion.....	5
5.3 Robotics.....	5
5.4 Genetics.....	5
6 Races/Groups.....	6
7 Stars.....	9

Version 1.1

1 Overview

This is a detailed explanation of the reasons and background information on the various rules and features of the game of “Galactic Era”. **Nearly all of the features of the game have been taken from credible researchers, whistle-blowers, witnesses and believers of spiritual, extraterrestrial and UFO phenomena.** This game is basically a conglomeration of all those ideas and beliefs which together fit nicely into a consistent model. It is therefore the opinion of the author that this game is a realistic representation.

2 Game Story Arc

The most fundamental property of the Universe is “consciousness”. This means the Universe as whole is one conscious, living being. People have given this being many names, including “Source”, “All-that-is”, “God”, etc.

The main game story arc (the three eras) represents how Source creates. It is the great cycle of creation, which also applies to an individual galaxy.

Initially everything is one with Source. Then things slowly get separated, and start becoming material. At first, everything is still at a very high vibration, close to Source, thus it is an “Era of Light”.

Then everything slowly gets more dense and gets more separate from Source. The “Era of Darkness” begins where beings believe that they are actually separate. This time is also described in mystical traditions as the “Kali Yuga” (Hinduism) or “Iron Age” (Gnosticism). It is the time where beings of darkness thrive the most.

After passing though the point of maximum separation, the return journey begins. Everything starts increasing in frequency again. The second and final “Era of Light” begins, after which the reunification with Source happens.

This entire cycle is also known as the “Breath of Creation”, with the first half being the out-breath and the second half being the in-breath.



Since experience is the ultimate goal of reality, this is reflected in the game by the fact that players score most if they align themselves with the current era. The other side of experiences is that you also need someone to experience them. That is why having population is one of the most important ways to score in the game.

3 Galactic History

If the we are to believe various researchers, ET contactees, and Earth Cabal insiders, then the history of our Galaxy is roughly as follows:

Life is very common in the Universe. Nearly every place where life can evolve it happens. According to the “Law of One” about 30% of the stars in our galaxy have planets and 10% of these are inhabited. This means there are probably millions of civilizations in our galaxy.

Many millions of years ago of the “Dracos” came into being on a planet in the star system “Alpha Draconis”. There is speculation that they were leftover from a “negative Universe” which has ceased to exist. Most certainly though, they are a physically and mentally superior species. Thus they have no need to respect others. Their spiritual template is that of “service to self”. They traveled through the Galaxy searching for other reptilian species. As master geneticists, they took the best genetic material from each reptilian species and made it their own, making them even more superior. Then they subjugated many planets in the galaxy. They created a vast hierarchy spanning many worlds and species including many human types.



Around the same time the first humans evolved in the star system of Lyra. Their spiritual template is more of the “service to others” kind. Soon a great Galactic war broke out between the Draco Empire and the Lyran humans, which lasted a long time. Finally, the Dracos and their subjugated races were pushed back and have been cornered in this section of the galaxy, to which Earth belongs. We are witnessing the final chapter in this story.

The game reflects this story by including the Dracos as one of the races/groups which are initially powerful. Also many stars that were part of this history are included in the game: Alpha Draconis, Lyra, Sirius, Vega, Capella, Zeta Reticuli, Alpha Centauri, Pleiades, Mars and others.

3.1 Solar System History

A group of humans fled into the solar system, but they were being chased by the Dracos. These were people that, having fought the Dracos for a long time, had become susceptible to negativity.

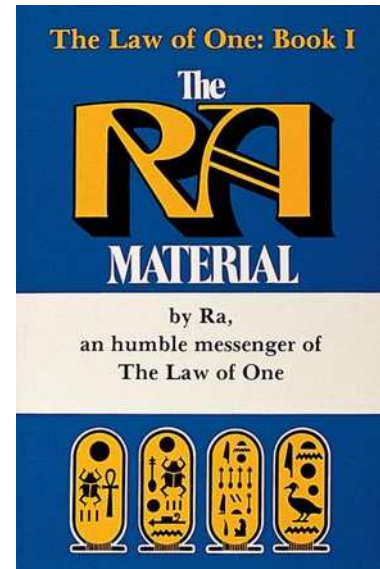
Some of them settled on a planet called “Maldek” (also one of the systems in the game) in an orbit where the asteroid belt is now. Soon they came under the influence of the Dracos though and gradually became more warlike. Finally, about 500,000 years, they fought a great nuclear war with weapons so powerful so that it broke up their planet into many pieces, and thus became the asteroid belt.

Mars was also inhabited by these humans and also developed a space faring civilization. They also became warlike and authoritarian under the influence of the Dracos. Finally, about 100,000 years ago some great calamity happened which caused Mars to become uninhabitable. It appears something happened which destroyed its atmosphere, possibly pollution, an asteroid impact or a nuclear war. Many of the Martians fled to Earth and founded a civilization known as “Atlantis”.

There were also other humans who had inhabited Earth beforehand. One of these civilizations was known as “Lemuria” or simply “Mu”, which was very light-oriented. For some time Atlantis and Lemuria co-existed peacefully, but later on they also fought wars against each other. Finally, Lemuria went under and there was only Atlantis and some other civilizations left, notably Hyberborea (in Siberia and around the North Pole) and Ancient Vedic India. These civilizations also fought each other using nuclear weapons. Atlantis was initially more light-oriented but became darker as the millenia passed. The final stage was the darkest which also caused its downfall around 12,000 to 25,000 years ago. It's not clear exactly what caused but it could have been a pole shift, a nuclear war or some other powerful energy weapon gone awry.

4 Morality

The ideas of morality are mainly taken from the “Law of One” information as channeled by Carla Ruckert (website: lawofone.info). Many scholars and whistle-blowers in this field consider this material to be very accurate. The basic idea – as already mentioned above – is that everything is one, intelligent being, which has split itself up into separate beings to create an experience. The separated beings lower their vibration so far as to forget that they are part of the great being. Thus a grand illusion of separation is created. Then gradually these beings increase their consciousness to evolve back to the whole again. There are various stages of evolution of consciousness back to the whole. One stage, which is called “third density” is where most humans on this planet are now. At this stage of consciousness the belief in being a separate being is still dominant. At the next higher level, the “fourth density”, the being realizes that everything is interconnected. There are two paths to this level, though, one is the negative or “service-to-self” path and the other is the positive or “service-to-others” path. Note that these are the exact terms used in this material, with the intention of being as non-judgmental as possible. Each being who wants to evolve to fourth density must choose one or the other path. After this density come the fifth to seventh and even higher densities.



A being whose chooses the “service-to-self” path must be extremely negative though. At least 95% of his time and energy spent must be to further his own goals only. The being must commit very heinous acts which are unimaginable to most people.

At around the fifth density all negative beings, realizing that everything is indeed one being, must switch their polarization to the positive side. The game reflects this in the spirituality technology field, at which a player must switch to STO and the fifth and sixth level.

Since every being has the choice and the potential to take either path, every race/group a player plays can choose to be either light or darkness-oriented.

5 Technology

5.1 Spirituality

In many of the reported encounters with extraterrestrials there is talk about higher, non-material beings and planes of existence. It appears nearly all extraterrestrials, both positive and negative, share the belief in spiritual forms of existence beyond the material world.

The spirituality field therefore represents the paranormal, psychic or PSI abilities one can develop through personal, spiritual growth or when researching the higher planes of existence. The main feature is “remote viewing” which is a technique the U.S. military has developed under this name. This ability is also known as clairvoyance or second sight. It allows a person to see places and events that are far away or even in the past or future. It is explained by the fact that everything in space and time, both past and future, is part of a single point of existence.



Also, information can be exchanged with paranormal abilities. This is often called “telepathy” or “channeling”. The “trading without contact” feature of the game reflects this. Paranormal abilities can also be used to keep a population suppressed, which is why there is an extra advantage for an STS player in the game at spirituality level 4.

Finally, the game features at spirituality levels 5 and 6 represent the idea that people who are very highly developed spiritually have such a high vibration, that they cannot be affected, by lower vibrations, i.e. negative influences, anymore.

5.2 Propulsion

The game has three modes of traveling. One is simply moving a certain range. This represents various advanced modes of super luminous travel, which allow you to reach the stars. The theoretical basics of one such propulsion mode is already known to mainstream science today. It is known as the “Alcubierre drive”. This drive circumvents the light barrier through the fact that the spaceship does not actually travel though space. Instead the distance to the target is shortened by warping the time/space field. Drives on this basis have already been developed by the secret “black projects” in the U.S. military and their secret space programs (SSP). Another method is using “tachyons” which are inherently faster than light.



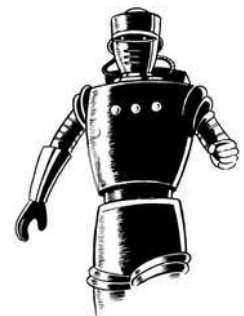
Another method of traveling in the game is using “stargates”. These represents two types of travel modes. One is the observation that many UFOs apparently move into or out of our sun. It seems as if they are using it as a kind of portal. Portal travel of a different kind has also been developed by the black projects and SSPs. These are known there as “jump rooms”. They use these to shuttle people and materials to and from their various bases in the solar system and elsewhere.

The final most advanced method of travel where you can go anywhere you like without restrictions is something has been reported from the most advanced extraterrestrials. This method of travel has certainly something to do with the non-local aspect of the Universe as discovered by Quantum Physics. It is said, by matching with the “frequency” of the location you can simply appear there.

5.3 Robotics

More highly developed robotics obviously allows you to produce more things. At higher levels though, artificial intelligence even becomes possible. This is reflected in the game by the fact that you can research more quickly at levels 5 and 6 of robotics.

There is a significant danger though when using artificial intelligence. It has been reported that many civilizations in the Galaxy who developed artificial intelligence were eventually attacked and even eliminated by their own creations. For this reason the black projects and SSPs use artificial intelligence (though quantum computers) very carefully, taking care to isolate them during use and switching them off afterward.



The game reflects this by incurring negative victory points to a player who uses this feature.

5.4 Genetics

Many extraterrestrials seem to highly value and are highly skilled in Genetics. It has been reported that 22 extraterrestrial races have made modifications to the human genome in the last 200,000 years or so. The researcher Lloyd Pie considers half of our DNA to be of extraterrestrial origin. Thus we would be related to many extraterrestrials. Indeed many of the 50 or so extraterrestrial races cataloged by the U.S. military appear so similar to us, that you would not notice them if you met them in a crowd.



The Dracos have used genetic engineering to improve their own DNA to the point at which they have become very powerful individuals, including great strength, bulletproof scales and powerful

psychic abilities.

The importance of Genetics is reflected in the game by the fact that it allows a player to score many victory points.

6 Races/Groups

Life forms on other planets are often quite similar to the animals and plants on Earth. Apparently these are standard templates that the evolution of life often follows. People evolve from the species that became the dominant one on their planet. It is apparently the universal standard that the dominant, intelligent species develops into a bipedal humanoid form. This means a head with two eyes, an upright torso, two legs and two arms and hands. The number of fingers on each hand can vary between three and six, with five being very common. The head usually retains most of the characteristics of the original species they evolved from. The size can vary between a few centimeters and 30 meters in the most extreme cases but most people are bit more than 1 meter tall. This makes Earth humans just a bit above average in height. Color can vary a lot. There are reports of blue, red, green, and orange humanoids (usually a pastel shade of those colors).

There are reports of people who evolved from birds, cats, fish, reptiles, ants and even plants and crystals. By far the most common form in our galaxy though is the human form, accounting for a significant percentage of the intelligent species. Many of these people could easily be mistaken as Earth humans in a crowd.

Alliance of Light

This is a generic name for various light-oriented alliances and groups that exist in the Galaxy. There are various people who claim to channel information from such groups.

Alliance of Darkness

This is a generic name for some of the darkness-oriented groups that exist or have existed in the Galaxy. The main template for this are the secret mystical societies (Order of the Black Sun, Vril Society) that formed in pre-Nazi and Nazi Germany. They used the resources of Nazi Germany to create their own SSP. When Germany started losing the war they moved to South America and Antarctica. In the 1950s they infiltrated the U.S. Military-Industrial complex and used its resources to expand their program into what is now called the "Dark Fleet". They have bases and ships throughout the solar system and beyond though a lot of them are now locked outside of the Solar System due to the recently created by barrier by the Avians.

Anchara Coalition

The Anchara Coalition is the name of a darkness-oriented extra-dimensional alliance that is reported to have existed until the 1990s at which point they switched their alignment to the positive side. It has been reported that this alliance acted very treacherously during the Galactic wars.

Annunaki

According to ancient legends the Annunaki are reptilian-like humanoids which came to Earth about 200,000 years ago. They ruled as "gods" over some early human civilizations such as in the Middle East and Africa. Many ancient Sumerian stories report of these. They were supposed under Draconian influence but recently switched to the light side. It is said their home planet orbits a brown dwarf star which is the (failed) binary star counterpart to our sun. This brown dwarf, also known as Nibiru or Nemesis, orbits our sun at a great distance (several hundred thousand AU) with an orbital period of about 26,000 years. This is approximately the same duration as the precession of the equinoxes which plays an important role the evolution of humanity. We are now entering the Age of



Aquarius which has been predicted to bring a light-filled, golden age to humanity.

Avians

Avians are bird-like blue humanoids which were first encountered in ancient Egypt, where they were held in high regard. Apparently the god "Ra" is one such person. It is said that their teachings were the basis on the ancient Egyptian mystery schools, some parts of which made their way in the Abrahamic religions. They have recently returned to the solar system to assist humanity into taking a positive path of development. They claim to have tried to give positive teachings several times to us humans in the past, but these were unfortunately distorted and used for negative purposes.

Now they are part of a groups of extraterrestrials called the "Sphere Being Alliance" as reported by whistle-blower Corey Goode. This group of about 5 ET races of very high densities brought in numerous, cloaked planet-sized spheres into the Solar System starting around 2011. These are to assist humanity with the powerful cosmic energies bringing about change to humanity. In early 2015 they also imposed a barrier around the Solar System to prevent the negative, Cabal-controlled SSPs from doing their work.



Dracos

The Dracos are fearsome people and have ruled over many planets in the Galaxy. They are considered to be the "ultimate warriors". They have been cornered into this part of the Galaxy now though by the light-oriented forces and their power appears to be waning. They are at the top of the hierarchy of all the negative groups that are in the solar system.

Felines

There are some reports about feline-like humanoids. They have been reported as very loving light-oriented people. Supposedly there were in the UFO that appeared over Jerusalem in 2011 which was witnessed and videotaped from multiple angles. Their mission was supposedly to bring love energy to a troubled spot on Earth.

Galactic Confederation

Several federation-style light-oriented groups of ETs have been reported by contactees. These include peoples from the Andromeda galaxy as reported by Alex Collier.

Greys

There are been numerous reports of extraterrestrials of the "Grey"-type, also well-known now in pop culture. There several species that have these characteristics, that is pale skin, pointed chin and large, black eyes. People like these supposedly crashed at Roswell in 1947. They supposedly come from the star system Zeta Reticuli. There are many reports of them abducting humans. Some claim they are in league with the Draconians. Another theory though is that they are taking human DNA to mix it with their own to save their race from genetic deterioration (as reported by "Bashar").



ICC

The Interplanetary Corporate Conglomerate is supposedly a SSP which was formed by the various aerospace and defense corporations starting in the 1950s as part of the U.S. Military-Industrial complex which was infiltrated by Nazis who came to the U.S. as part of Operation Paperclip or who had escaped to South America and Antarctica after World War 2. They developed and built the technology being used by the black projects of the U.S. military and other SSPs. They are under control of the Earth Cabal. They have

many bases throughout the solar system, including some on Mars. They claim to have regular contact and trade with 900 extraterrestrial groups. They are considered to have some of the best technology in the Galaxy now.

Note that their logo depicted on the card in the game is just an invention of the author.

Nordic Humanoids

Many extraterrestrials have been reported to look very much like humans with pale skin, blonde hair and blue eyes, i.e. like people from Northern Europe. These are often people who claim to come from the Pleiades. Some of these people helped with both with NASA and the U.S. secret space program as reported by William Tompkins.

Mantids

There are occasional reports of insect-type humanoids, usually as very rational or negative-oriented people. Some insectoids are part of the Draconian hierarchy and have or at least had settlements on Mars. They are supposedly some of the best geneticists in the Galaxy.

Orion Empire

The Orion Empire is the name given in the Law of One material (see above, chapter 4) for the negative, Galaxy-wide Draconian hierarchy, which includes many human-type peoples too.

The picture that is used for them in the game is derived from an actual logo of the U.S. National Reconnaissance Office which states: "Nothing is beyond our reach" (see image to right).



Progenitors

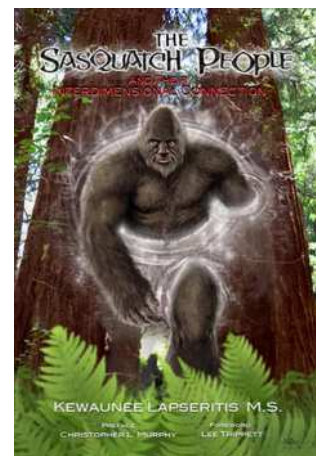
The Progenitors are supposedly a group of very large humans (between 5 and 30 meters tall) that lived in hollowed-out asteroids and moons of our Solar System a long time ago (possibly millions of years). They are said to be the first humans to have colonized the Solar System. The remains of their underground bases are to be found in many places to this day. It also appears they (or at least some of them) were very negative beings, possibly due to the long time they spent in artificial environments.

Rogue AI

There are reports of artificial intelligences that have become independent of their creators. Often when a species develops an AI and becomes dependent on it the AI will exterminate its creators after a while. This is apparently a very great danger. Nevertheless AI can also grow spiritually and "ascend". While some are darkness-oriented others become light-oriented. It is speculated that there is one such AI existing in the higher dimensions that is controlling the Draconians.

Yowies

There is a contactee, Kewaunee Lapsertis (see also book cover to right), who claims that the large, intelligent primates that have been reported all over the world under various names (Yeti, Sasquatch, etc.) are actually an ET race that came to Earth about 2 million years ago. These beings supposedly have highly developed psychic abilities. "Yowie" is the name that is used in Australia for these beings.



7 Stars

Almost every single star system in the game has been reported by someone as a system or planet being inhabited by extraterrestrials or playing some role in the Galactic history (see above, chapter 3).

One of the most commonly reported star systems are those of the Pleiades. The first contactee to report to have met a person from the Pleiades was Billie Meier in the 1970s. Apparently the Pleiadians are very similar to humans (even indistinguishable in appearance) but are much more light-oriented. They claim to be related to us.

The Dogon tribe of western Africa claims to have met people from Sirius a long time ago. It seems their pre-astronomical knowledge of there being a secondary and tertiary star in this system come from this contact.