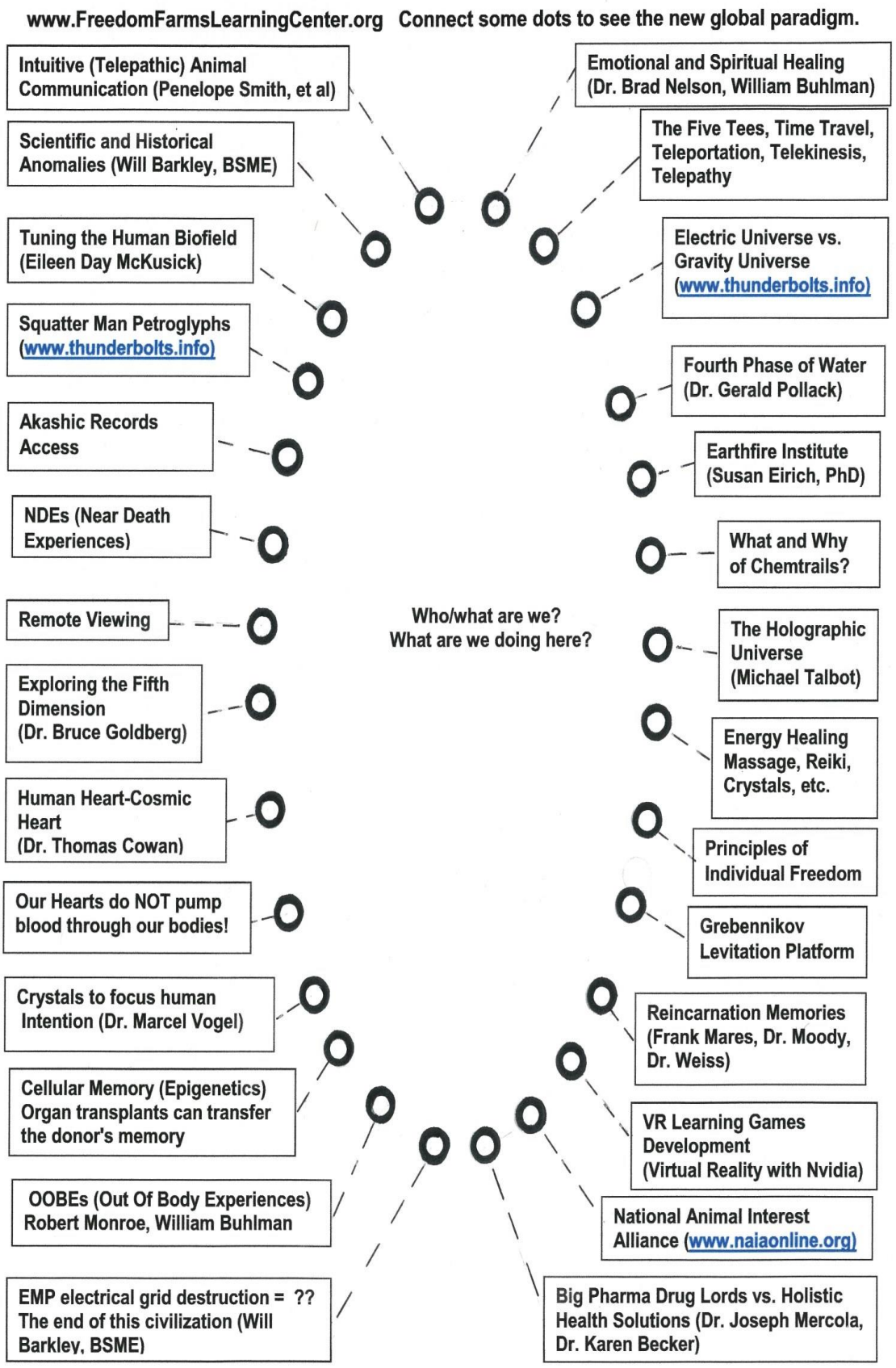
FFLC Curriculum looking for a Faculty and a Facility



Freedom Farms Learning Center (FFLC)

www.FreedomFarmsLearningCenter.org

Prospectus for Team Members

Ultimate Objective:

The ultimate objective of Freedom Farms Learning Center(s) is to assist in the global transition to a new paradigm which supplants most, if not all, of the presently existing (2017) paradigms including but not limited to: Education, Politics, Medicine, Religions and Finances.

In a nutshell, we aim to help others break free of the lifelong cultural indoctrination which has the overwhelming majority of individuals believing that they ARE their physical bodies, dependent on their "establishment" leaders to show them the right path for their physical, mental, emotional and spiritual well-being. We aim to provide education, alternative healing methods and assistance for those who wish to be responsible for their own destinies. Hence the name, Freedom Farms Learning Center…growing freedom from basic principles to fruition.

> I can think of no other experience more empowering for an individual than to experience existence as a spiritual being, moving outside the physical body and then returning to take control of the body. This is the primary purpose of FFLC's commitment to developing experiential learning games to facilitate this experience, presently being taught at the Monroe Institute by William Buhlman and others. (See last 2 pages of Prospectus for video script)

When we give responsibility to others (especially established groups or organizations) for our personal health and welfare, we are essentially giving our personal power to the power mongers.
Who are the power mongers? See attached "Sociopaths" 9 pages.

The Action and Funding Plans outlined below are subjects for discussion with FFLC Team Members.

Action Plan:

+ Create FFLC website. Done but could be improved!
+ Locate team members. Refer to the "Help Wanted" page of the FFLC website (attached).
  This is where we are in the second half of 2018. Individuals who understand and agree with the FFLC vision will form the Crowdfunding Team, Faculty and staff to manifest a Freedom Farms Learning Center in Paradise, California.
+ Create promotional/educational videos for unloading to YouTube, Vimeo and Social Sites.
  Use CMAC facilities, equipment and volunteers (Community Media Access Collaborative)
+ Long term: duplicate the CMAC video production equipment and facility at the Paradise FFLC to augment the production of our Virtual Reality Learning Games
+ Consider asking local tribal casinos to build an FFLC facility on their reservation(s).

Create Funding Sources:

+ **Use videos for crowdfunding campaign(s) on Indiegogo and Kickstarter.**
  Need pre-launch team and 500 -1,000 donors waiting for launch.
+ Locate licensing/manufacturing/marketing partners for patent application: Atmospheric Water Condenser (Barkley A2W)
+ Use income to fund the establishment of the first FFLC facility in Paradise, CA.
  See attached photos of "Model for FFLC property, Raylene Ct. Grass Valley". To have credibility with our target demographic our properties must make the statement as shown in the photos.

+ Use Lockheed Scholarships page from website as part of crowdfunding campaign to convince donors to participate in an online petition to the Lockheed-Martin Board of Directors to award $20 million to Will Barkley and FFLC for scholarships and funding for Virtual Reality learning games. First page of Lockheed Scholarships script attached.

+ However the funding eventually manifests, the VR learning games are essential for the success of a global network of Freedom Farms Learning Centers. **See the attached description of the first FFLC learning game to enable Out of Body Experiences.** Suggested reading: Robert Monroe: Journeys Out of the Body and William Buhlman: Adventures Beyond the Body. Other learning games will be created from the Scientific and Historical Anomalies discussed on the FFLC website.

+ Long term, a primary source of income for FFLCs will be the sale of VR Learning Games to the public and our use of them as an essential learning experience. See the attached information on ‘Neural Imprinting Using Nvidia’s GameWorks VR”.

Freedom Farms Learning Center
Help Wanted (Partial List)
Must be volunteers at this point in time.

Communications Mgr.
- **Marketing and Public Relations**
- **Social Media and Email**
- **Contacts Data Base mgmt.**
- **Information Technology (I.T.)**

Movie/TV Series Mgr. (Pumps!!)
- Potential Producers Search
- Writers for additional chapters

Chief Executive Officer (CEO)
- Multi-state Org. Mgmt.
- Extraordinary People/Animal Skills (love)

Learning Games Development
- **Software engineer with experience in developing games:**
- Nvidia has launched a new software development kit,
- **GameWorks VR**. With the platform, developers will be able to build VR games and other
- Neural Imprinting experiences using Nvidia's GeForce VPUs.

Seminars and Training Coordinator
- Manage normal B&B functions
- Liaison with guest teachers, trainers, speakers.

Chief Financial Officer (CFO)
Legal Counsel
Animal Care Mgr.
Facilities Mgr.
Holistic vet like Dr. Karen Becker

FFLC is presently a sole proprietorship. After funding is received, Will Barkley will form a trust, (Unincorporated Business Organization, UBO) and as <u>trustor</u>, assign all assets to the trust for management by the <u>trustees</u> for the benefit of the <u>beneficiaries.</u>

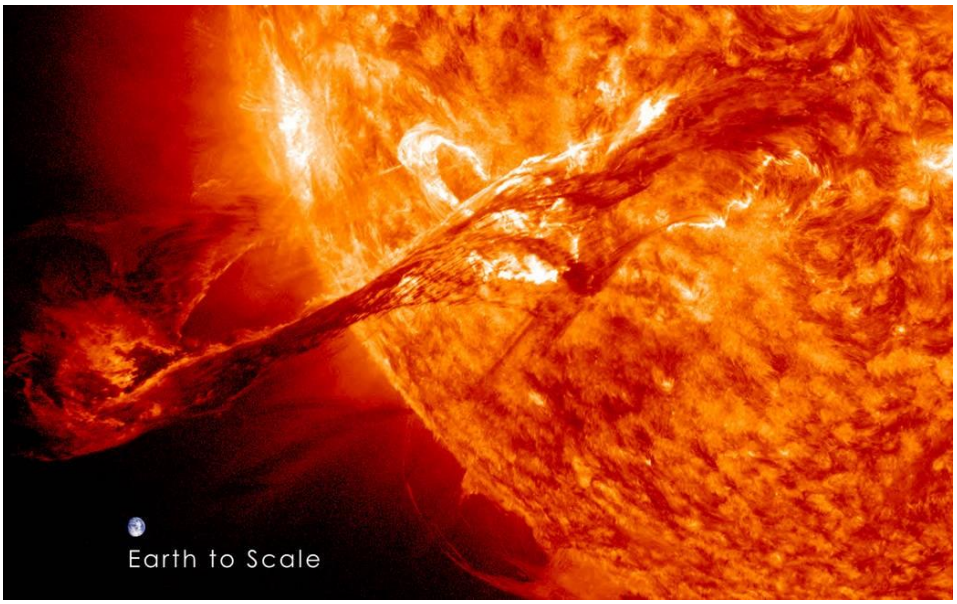
Trustees, 3 - 5. Chad Barkley, Diana Montijo, TBD_____, TBD_____, TBD_____.

Model for FFLC Paradise property (Grass Valley)

Proposed video script for Lockheed Scholarships to Freedom Farms

Camera 1 follows Will. Camera 2 focuses on the graphics.

If this photo of our sun, with the earth shown to proper scale, is as interesting to you as it is to me, perhaps you will be interested in the Freedom Farms Learning Center crowdfunding campaign. It's got a unique twist to it, so please bear with me.



If you are old enough to remember the Navy's Stealth Ship, named the Sea Shadow, your interest level should go up a notch.

It was a central part of the1997 James Bond 007 movie, Tomorrow Never Dies.

Questions? Please text Will: cell 559-287-9215

First FFLC Experiential Learning Game to enable Out of Body Experiences

The information below, in quotes, is from pages 150-153 of William Buhlman's book Adventures Beyond the Body.

After reading this you will understand why we choose to have our first Virtual Reality learning game provide accelerated entry into OOBEs.

"Physical Conditioning and Indoctrination

Since birth each of us has received the most extensive conditioning that our society and culture can muster. We have been conditioned to accept the assumption that we are physical creatures—mammals with a mind.

This physical indoctrination is largely the result of a single undisputed conclusion passed down generation after generation: since we experience and observe ourselves as physical beings, it's only natural to conclude that we are our bodies. Based on physical perceptions, this appears to be a rational conclusion. What else could it be?

As we grow, we are repeatedly told that we are physical creatures. Every day of our lives this conclusion is reinforced by family, friends, the mass media, and society in general. Eventually we are taught a few non-physical concepts, usually in the form of religious beliefs. These non-physical concepts are normally passed to us in a very ambiguous manner. Most religions teach that we possess a soul or spirit of some kind—an invisible, indescribable form of energy. We are told to believe this mysterious concept without question, but are offered nothing as evidence—no facts, no logic. We are told to have faith, for the answers are in God's hands. Many religious leaders would have us believe that we are practically powerless to obtain the answers to the mysteries of our existence and of life.

The end result is a massive, double indoctrination. First, we are taught that we are mammals with a mind; then we are taught that we are powerless creatures of God, unable to obtain the answers for ourselves.

There's only one problem with these conclusions—they're built entirely upon the limited range of our physical senses. As any physicist will tell you, we see only a tiny fraction of the energy around us. Basing our entire concept of reality on physical perceptions alone is a formula destined to create incomplete conclusions, not only about ourselves but about everything around us. A classic example is the early perception that the earth was the center of the universe. For thousands of years it was obvious to everyone that the sun revolved around the earth. In more recent times, we were taught in science that the atom was constructed of tiny particles spinning in harmony around a solid, stable nucleus. Today, according to quantum mechanics, this neat, orderly picture of subatomic reality is inaccurate and incomplete.

One of the current universal conclusions taught in schools around the world is the scientific assumption that the biological brain is the origin of consciousness. Medical science concluded long ago that the brain is the obvious source of all consciousness. What else could it be? Yet today, tens of millions of out-of-body and near-death

experiences provide clear evidence that our state of consciousness continues even when we are separated from our physical body.

The first step in breaking free from our physical conditioning is to recognize its existence. From now on, begin to pay attention to the many assumptions and conclusions that make up your life. Notice all the subtle things that are built into our society and everyday life. For example, listen for all the statements referring to you and those around as physical creatures: my hair, my skin, his arms, her legs. This may sound trivial, but we hear these kinds of statements countless times every day. Each statement referring to us as a physical body acts to condition us to this self-concept. In hypnosis this is called a suggestion. It is proven that when suggestions are repeated daily over a period of time, they will generate an extremely effective conditioning of our minds.

Every year, millions of people are conditioned by hypnotic suggestions to alter their daily habits or behavior patterns—often in one or two sessions. For decades, suggestions have been used successfully to stop smoking or alter eating habits. If the human mind can be conditioned in one hour to change a lifelong habit such as smoking or overeating, just imagine how powerful a lifetime of social conditioning can be.

In effect, the constant reference to us as physical creatures molds our self-image to accept this assumption as reality. This is especially powerful when modern scientific and medical experts repeatedly reinforce the same assumptions. The result is clear: we accept the self-image that we are indeed physical creatures. This is without a doubt the greatest single falsehood dominating our species. In truth, the physical body is simply a temporary biological vehicle that we are using for expression in a dense environment. This is the primary reason that millions of people who have had near-death and out-of-body experiences are so profoundly changed by their experience. Often for the first time, they personally discover (not believe or hope) that they are a spiritual being inhabiting a temporary physical vehicle. This is a powerful, life-changing realization that is difficult to convey with words alone. Just think for a moment of your entire self-concept being radically and instantaneously changed forever. Most people don't talk about such experiences at all because they simply go far beyond current physical concepts of reality.

I believe that the underlying purpose of near-death and out-of-body experiences is to give each of us a personal glimpse into our spiritual nature. Only by experiencing our nonphysical-spiritual self can we completely overcome the restrictive influence of our physical and social indoctrination. Only by stepping free from our dense, physical limits can we know the truth of ourselves and our universe.

First FFLC Experiential Learning Game to enable Out of Body Experiences

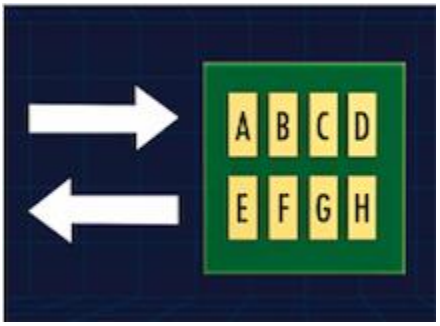
The information above is from pages 150-153 of William Buhlman's book Adventures Beyond the Body. Re-read the last paragraph above and you will understand why we choose to have our first Virtual Reality learning game provide accelerated entry into OOBEs. Your support and involvement are needed to manifest this objective and establish a Freedom Farms Learning Center in Paradise.

Neural Imprinting Using Nvidia’s GameWorks VR

At the heart of Neural Imprinting is a device known as the **virtual processing unit (VPU)**, or sometimes as a graphics processing unit (GPU).

By any name, this component is 100% indispensable to the new trillion-dollar Neural Imprinting field.

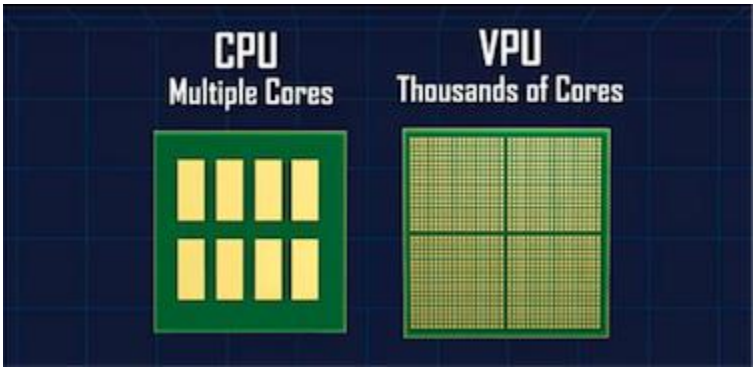
Here's how it works.



When you look at your computer or smartphone, everything appearing on your screen is generated by what's called a **central processing unit**, or **CPU**. A signal comes in from the internet, and the CPU processes it bit by bit. That's what creates every image you see on your screen.

Now, if you have a high-speed connection and a newer computer, all of this happens quickly. But there are limitations.

The VPU works in an entirely different way.



First, instead of the eight to 10 cores on a typical CPU, a VPU holds thousands of cores containing as many as *8 billion* microscopic processor transistors.

That means that instead of processing a few software instructions at one time, a VPU can process thousands.

Nvidia has launched a new software development kit, **GameWorks VR**. With the platform, developers will be able to build VR games and other Neural Imprinting experiences using Nvidia's GeForce VPUs.

The technology behind the VPU is already causing what doctors at the **Walter Reed National Military Medical Center** are calling a "paradigm shift in the field of medicine."

For example, with Neural Imprinting (and the VPUs powering it) burn victims can receive lifesaving treatments without experiencing excruciating pain.

This miracle was made possible by a team of researchers at the **University of Washington** and the **Harborview Burn Center** in Seattle.

The researchers, led by **Prof. Hunter Hoffman**, **Prof. David Patterson**, and **Dr. Sam Sharar**, created something that, on the surface, looks like little more than a video game.

But because of the VPU that makes it possible, this is far from an ordinary game.

In SnowWorld, VPU-powered Neural Imprinting blocks pain even morphine can't touch.

It's called **SnowWorld**. The player (in this case a burn patient undergoing a painful procedure) dons a Neural Imprinting headset and "enters" a virtual reality of ice caverns, penguins, woolly mammoths, and snowmen.

The player scores points by chucking snowballs at the snowmen.

The game continues until the painful procedure is over with and the patient ready to relax.

According to the HITLab, it works because…

"The same incoming pain signal can be interpreted as painful or not, depending on what the patient is thinking. Pain requires conscious attention. Conscious attention is like a spotlight. Usually it is focused on the pain and wound care. We are luring that spotlight into the virtual world."

According to a report in **Firsthand Technology**, "Patients… often become so engaged, they don't realize their procedure is already over!"

One version of the game even uses a waterproof headset, which allows patients to receive hydroponic treatment while partially submerged in water.

What makes SnowWorld so remarkable is that it can block pain better than even the strongest opiates.

What makes SnowWorld so revolutionary is something experts call "immersion."

That's a fancy way of saying that, to the person "in" SnowWorld – or more precisely: *to the brain of the person in SnowWorld* – those caverns and penguins and snowmen are just as real as his burned arms and hospital bed.

In fact, they are *more* real.

To your brain, this virtual world is indistinguishable from the real one. Your brain accepts whatever "reality" the neural device/VPU imprints onto your neurons at any given moment.

As far as those neurons are concerned, there is nothing "virtual" about this reality. It is simply real.

Your brain "tells" you that the sensation it's getting from your hand isn't from a burn, but from the chill of holding a snowball.

Burn victims who have played SnowWorld report that their pain decreases so much that once-painful procedures become more like small annoyances.

To "render" a virtual world, you need a device that draws upon the fastest and most advanced computing and processing technology in existence.

In other words, you need VPUs, like the kind made by Nvidia, with their massive parallel processing and 8 billion transistors.

With that level of immersion available, almost no kind of pain can stand up to Neural Imprinting.

This is the reason why Freedom Farms Learning Center(s) absolutely need to use this technology for our VR Learning Games. We need to get ahead of the curve of acceptance and development by the existing political, military and educational paradigms! The “Leaders” of these paradigms are described in the following article, which is included in this prospectus so that you know how absolutely serious this issue is for those of us who wish to choose our own destinies, not be controlled, deceived and manipulated by sociopathic powermongers.

Thanks to Paul Rosenburg for the following article entitled "Sociopaths, They Walk Among Us

Sociopaths, They Walk Among Us

Dear Reader,

Welcome to my first issue as editor of The Room. As you'll soon learn, I take it as my job to write about things that are both interesting and important. I prefer not to write about politics and similar subjects du jour.

But most of all, I want to help uncover and build a path to a better future. Short term, I see a lot to be pessimistic about. But if we can make it through the next decade or two, we have wonderful times standing in front of us. I want to get busy with that world, which, after all, won't come into existence by magic. You and I will have to build it, stick by stick and brick by brick.

So, let's get started!

A **FREE-MAN**'s TAKE with Paul Rosenberg | July 24, 2014

They Walk Among Us

By Paul Rosenberg

Here's the bad news: Predators walk among us, and they are indistinguishable from normal people. These differently wired humans have a predatory advantage, and they use it. This is not a plot from a scary movie; this is real.

I am deadly serious about this, though by the end of this column, I will also explain why there is also good news.

These predators are called sociopaths (psychopaths in the clinical literature). They rather seldom damage our bodies, but they make careers out of bleeding our souls.

I'm not trying to be dramatic, by the way. I was holding this subject for the next issue of my subscription newsletter, but the more I worked on it, the more I was convinced that I should publish some key points ahead of schedule. This is important.

So, before we go any further, I'd like to give you two essential facts that will allow you to protect yourself from sociopaths. If you can remember these, you'll avoid a lot of pain:

1 in 50 people are predators.

At least 2% of the overall populace are sociopaths, and some estimates are double that. Perhaps 75% of them are male, though no one knows why. That means that at least every thirty-third man is a sociopath, and every hundredth woman.

Most of us have a feeling that everyone has some goodness in them. This is generally a useful feeling, but it's only true for 49 out of 50 humans. That last one is a predator without a conscience.

I don't like the sound of that any better than you do, but it has been proven over and over and over. We need to face the facts, and we cannot treat these people like we do everyone else.

You must pay attention to inauthentic emotions.

Sociopaths have a "tell" that gives them away: Emotions that are not quite right. They don't have much in the way of positive emotions themselves, so they fake them. But they can never fake them completely.

Authentic expressions of emotions are very complex, involving dozens of muscles, increased or decreased blood flow and pressure, pulse rate, posture, tone of voice, and more. Normal people are deeply familiar with these complicated arrangements and innately understand their patterns.

The sociopath, on the other hand, doesn't feel them and can't grasp their patterns. He or she must mimic them. But because of the great complexity involved, the sociopath can never mimic them terribly well.

So, you must notice inauthentic emotions, remember them, and not ignore them in an effort to be nice.

The How and the Why

There are a lot of things to understand about sociopaths, and we can't cover them all in one column, but I will give you the basics, which are these:

- Sociopaths have a profound lack of empathy for the feelings of others. They lack the internal feedback system by which normal people monitor themselves. (Most people call this “conscience,” which is probably as useful a term as any.) Sociopaths do not have this and don’t feel bad about abusing other people. It’s not that they feel bad and ignore it—they don’t feel it at all.

- Sociopaths understand that they are different from normal people and learn to mimic normal behavior. This mimicry has a purpose: It gets the sociopath what he or she wants.

- The sociopath hides his or her difference. After letting it show a time or two—and probably being punished by a parent as a result—the sociopath covers up the truth and keeps it covered. But the reason for hiding it is not embarrassment (the sociopath doesn’t feel embarrassment), but because it hinders him from getting what he wants.

- Since sociopaths have no empathy for others, making use of normal people feels just fine to them. Likewise, they feel no remorse.

- Empathy, as viewed by the sociopath, is a weakness, and he considers himself superior, because he isn’t burdened by it.

- Because they lack an internal feedback system, sociopaths are excellent liars. For example, they can often pass lie detector tests, since those tests register the effects of our internal feedback system, which they don’t have.

- A sociopath is likely to maintain a group of people who believe whole-heartedly that he is a good, kind, honest person. He’ll work in calculated ways to create and maintain that opinion in them.

Here is what Hervey Cleckley wrote about sociopaths in his classic text on the subject, The Mask of Sanity:

> Beauty and ugliness, except in a very superficial sense; goodness, evil, love, horror and humor have no actual meaning, no power to move him.

Now we come to the question of why sociopaths are this way, and we do have some answers.

Recent brain scans indicate that sociopaths have unusually small amygdalae (the part of the brain associated with emotional reactions, decision making, and memory processing). A region

of the brain's frontal cortex, called the orbitofrontal cortex, seems problematic as well. This region, which communicates with the amygdala, is also involved with decision making.

So, the cause of sociopathy is almost certainly organic. Someday it should be curable with genetic engineering, but for now, there is no cure at all. That means that you have zero chance of talking a sociopath into behaving well.

Trying to repair a sociopath tells him that you're a ripe sucker, and nothing more. He'll play along, tell you what you want to hear, fake the emotions he thinks you'll respond to, and bleed you dry, emotionally and physically. And he'll never feel a moment's remorse as you finally contemplate suicide.

Yes, I know this is dark stuff, but it's better to be forewarned than to learn through harsh experience.

Why This Is Actually Good News

Considering that sociopaths make up 2% of the total population and considering that a sociopath is responsible for several times more damage than the average person (I'd guess at least five to ten times as much), then… training people to recognize and avoid sociopaths would eliminate a serious percentage of human suffering.

And it gets better. Aside from natural causes like diseases, the number-one source of pain on Earth is political systems. For today I'll pass up the argument of whether states are necessary or not; instead, I'd like to make a simpler point: Governments, like all hierarchies, are havens for sociopaths. And governments have, over the last century, killed approximately 260 million people. (See Death by Government, by R.J. Rummel.)

So, what would happen if millions of people, because they were able to recognize sociopaths, stopped empowering and obeying them?

I'm trying to think of any single thing that would eliminate human suffering better than sociopath recognition, and I'm not coming up with much. Furthermore, it would be easy: websites, billboards, tiny radio and TV ads, flyers, handouts, and just about anything else could be used. The concepts are simple and potent, and the motivation to avoid pain is inherent in human nature.

For far less than corporate charities spend, something like this would change the world… more, better, and faster.

Something to think about.

> A Free-Man's Take is written by adventure capitalist, author, and freedom advocate Paul Rosenberg. You can get much more from Paul in his unique monthly newsletter, Free-Man's Perspective.

No Matter Who Wins, a Sociopath Is Elected

Doug French, Contributing Editor

The midterm election season is upon us, and it's a tossup whether the Republicans will win the Senate, or if President Obama, seemingly oblivious as conflict flares up around the world, will, through his continuous campaigning, keep Harry Reid in his majority leader seat.

The only thing we know for sure is that sociopaths will be elected.

The electorate must by now recognize they are electing incompetents at best, and at worst, crooks, but the constant, naïve, pro-democracy mantra is, "We just need to elect the right people."

But, the "right people" aren't (and won't be) running for office. Instead, we will continue to have "the average American legislator [who] is not only an ass," as H.L. Mencken wrote, "but also an oblique, sinister, depraved, and knavish fellow."

The Sage of Baltimore had it correct that to be elected and stay elected in American politics to any full-time position requires the suspension of any ethics or good sense a person may possess. Even those who begin political careers with the best intentions and have measurable abilities that would make them successful in any field soon realize that the skills required to succeed in politics are not those required outside politics.

Lew Rockwell explains that, while competition in the marketplace improves quality, competition in politics does just the opposite:

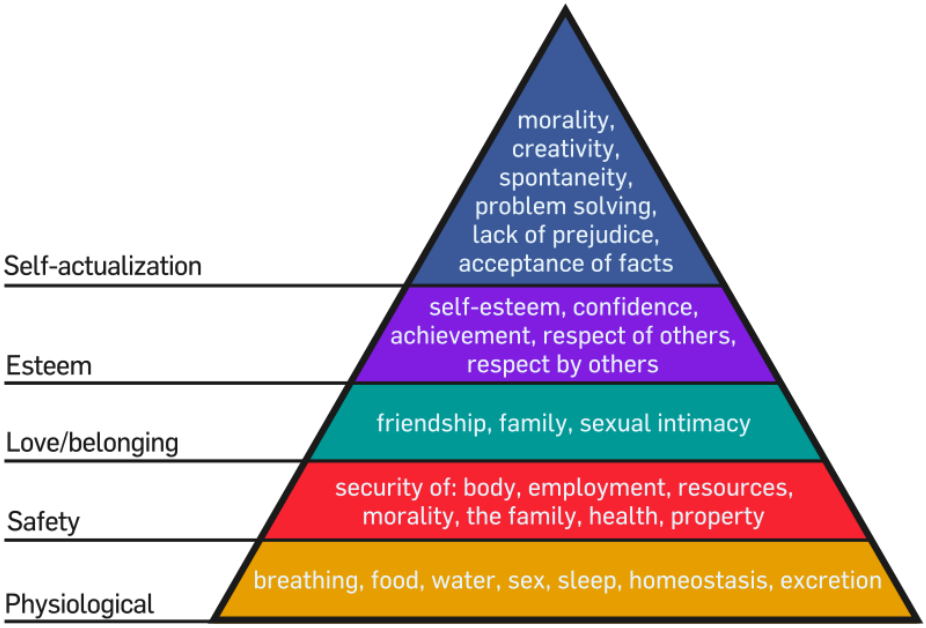
> The only improvements take place in the process of doing bad things: lying, cheating, manipulating, stealing, and killing. The price of political services is constantly increasing,

whether in tax dollars paid or in the bribes owed for protection (also known as campaign contributions). There is no obsolescence, planned or otherwise.

Politicians clearly don't seek office for the money. Most are already wealthy by most people's standards. The Center for Responsive Politics reports that more than half of Congress people are millionaires; the median net worth of House members is just short of $900,000, and for Senators, it's $2.5 million.

What makes the wealthy and successful want to hold office? Is it, as Charles Derber describes in The Pursuit of Attention: Power and Ego in Everyday Life, that politicians since "Caesar and Napoleon have been driven by overweening egos and an insatiable hunger for public adulation"?

The work of psychologist Abraham Maslow provides an understanding as to why people seek public office. Maslow is famous for the "hierarchy of needs" theory you learned in your college psychology, management, or marketing class. The theory is generally presented visually as a pyramid, with the lowest or most basic human needs—physiological needs—shown as a layer along the base of the pyramid.



Maslow's Hierarchy of Human Needs

Maslow's view was that the basic human needs—thirst, hunger, breathing—must be satisfied before humans can accomplish or worry about anything else. The next tranche within the pyramid, shown on top of the physiological need, is the safety need. After satisfying thirst and hunger, humans are

concerned about their continued survival. If a man is constantly worried about being eaten by a tiger, he doesn't concern himself with much else.

The next layer presented within Maslow's pyramid is the belonging need, which lies just above safety need. After the satisfaction of the two lower needs—physiological and safety—a person seeks love, friendships, companionship, and community. Once these needs are satisfied, according to Maslow, humans seek the esteem need.

These first four needs were considered "deficit" needs. If a person is lacking, there is a motivation to fill that need. Once the particular need is filled, the motivation abates. This makes these needs different than the need at the top of Maslow's pyramid, the need for self-actualization. The need for self-actualization is never satisfied, and Maslow referred to it as a "being" need, or the need to be all you can be.

Thus, humans continually strive to satisfy their needs, and as the more basic needs are satisfied, humans move up the pyramid, if you will, to satisfy higher-level needs. Of course, different humans achieve different levels, and it was Maslow's view that only 2% of humans become self-actualizing.

Maslow studied some famous people along with a dozen not-so-famous folks and developed a list of personality traits that were consistent with people he judged to be self-actualizing. Besides being creative and inventive, self-actualizers have strong ethics, a self-deprecating sense of humor, humility and respect for others, resistance to enculturation, enjoyment of autonomy, and solitude instead of shallow relationships with many people. They believe the ends don't necessarily justify the means and that the means can be ends in themselves.

One quickly notices Maslow's self-actualizers have nothing in common with politicians in a democracy. But a step down from the top of the hierarchy of needs pyramid is the need for esteem. Maslow described two types of esteem needs, according to Maslow expert Dr. C. George Boeree, a lower esteem need and a higher one. And while the higher form of esteem calls for healthy attributes such as freedom, independence, confidence, and achievement, the lower form "is the need for the respect of others, the need for status, fame, glory, recognition, attention, reputation, appreciation, dignity, even dominance."

"The negative version of these needs is low self-esteem and inferiority complexes," Dr. Boeree writes. "Maslow felt that Adler was really on to something when he proposed that these were at the roots of many, if not most, of our psychological problems."

Today we see these qualities displayed by virtually all politicians in democracy: the constant need for status and recognition. The ends—compensating for an inferiority complex—justify whatever the Machiavellian means.

Because democracy is open to any and all who can get themselves elected, either through connections, personality, or personal wealth, it's a social system where leadership positions become a hotbed for sociopaths. Maslow's self-actualizing man won't have an interest in politics. In contrast, those stuck on the need for esteem are drawn to it like flies to you-know-what.

What Doug Casey calls the "moral rot" in Washington, DC, and every statehouse around the country is due to, as Casey writes, "a certain class of people—sociopaths—[being] fully in control of major American institutions. Their beliefs and attitudes are insinuated throughout the economic, political, intellectual, and psychological/spiritual fabric of the US."

Religious philosopher Saint Augustine was pessimistic of human nature, believing men weren't inclined toward righteousness, but instead had a tendency toward doing evil "as the result of Adam's fall, pride, vanity, and libido domini—the lust for domination—entice men towards waging wars and committing all manner of violence," explains John Mark Mattox in Saint Augustine and the Theory of Just War.

Fox News' Judge Andrew Napolitano has made the point many times that libido domini is the thing in human nature that attracts people into government, in order that they may dominate their fellow man—that the same men who founded the United States government wrote laws as repugnant as the Alien and Sedition Acts.

Those wishing to get elected and stay elected must be prepared to break every moral rule they have ever known, if the end justifies it. Economist Frank Knight noted that those in authority "would have to do these things whether they wanted to or not: and the probability of the people in power being individuals who would dislike the possession and exercise of power is on a level with the probability that an extremely tender-hearted person would get the job of whipping master in a slave plantation."

And so, this election season, remember that it's become "a psychic impossibility for a gentleman to hold office under the Federal Union," as Mencken wrote. Democracy makes it possible for the demagogue to inflame the childish imagination of the masses, "by virtue of his talent for nonsense."

Friday Funnies

To close an issue on sociopaths, I'd like to go a bit beyond funny, to uplifting. There really is a lot of goodness in the world. This goodness is not compelled; it is organic. It arises, not from obligation, but from individuals whose empathy, will, and goodness are working together freely.

If you feel like crying, go ahead and cry. It's good for you. God help you if you don't feel.

That's It for This Week

Have a great weekend and remember that there **is** goodness in the world. Look for it.

Paul Rosenberg
Editor, A Free-Man's Take

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Crowdfunding Video Script for Experiential Learning Games

Shoot video with quad-copter drone?
Will dressed as Wizard with "lightning ball" walking stick.

Hello good hearted people. Great grandpa Will here with some revolutionary information to share with those who understand we are on the launching pad of a new global paradigm in learning, teaching and healing.

What if…by using Quantum Reality…we are able to time travel into the past or the future to experience a different understanding or perspective on a specific event or process?

What if the 5 Tees, Time Travel, Telekinesis, Telepathy and Teleportation, are the emerging technologies?

What if we could acquire a new skill-set or ability by the simple process of "remembering" the past or future lifetime when we already possess that skill-set or ability?

What if we have a means, a technology if you will, that allows us to learn any skill, upgrade our belief system, increase our level of knowledge and awareness, our worldview or mindset…to actually raise our level of consciousness?

This is the future of **Experiential Learning Games**, where we learn by experiencing different aspects of Quantum Reality, where we leave behind the construct of Linear Time and enter the Quantum Physical paradigm of Infinite Past and Future existing simultaneously. Granted, we all have a difficult time wrapping out minds around that notion and others, such as the Akashic Records, but it is true. **You must experience it to believe it!**

Experiential Learning Games technology challenges ALL contemporary paradigms: educational, medical, political, and even religious. We can experience various scientific and historical anomalies that directly contradict these storylines of the Western Belief System.

This is a revolutionary method of teaching and learning any: skill, capability, viewpoint, belief system, perspective, or understanding. Perk #1: Donate $169 to help us develop these games and get a free past life regression session!

2.5 minutes Now is the hard part…finding graphics to match script.

Will Barkley cell 559-287-9215. Text please.

Website: www.FreedomFarmsLearningCenter.org

Vimeo site: https://vimeo.com/user49331171 (Videos produced in 2017)

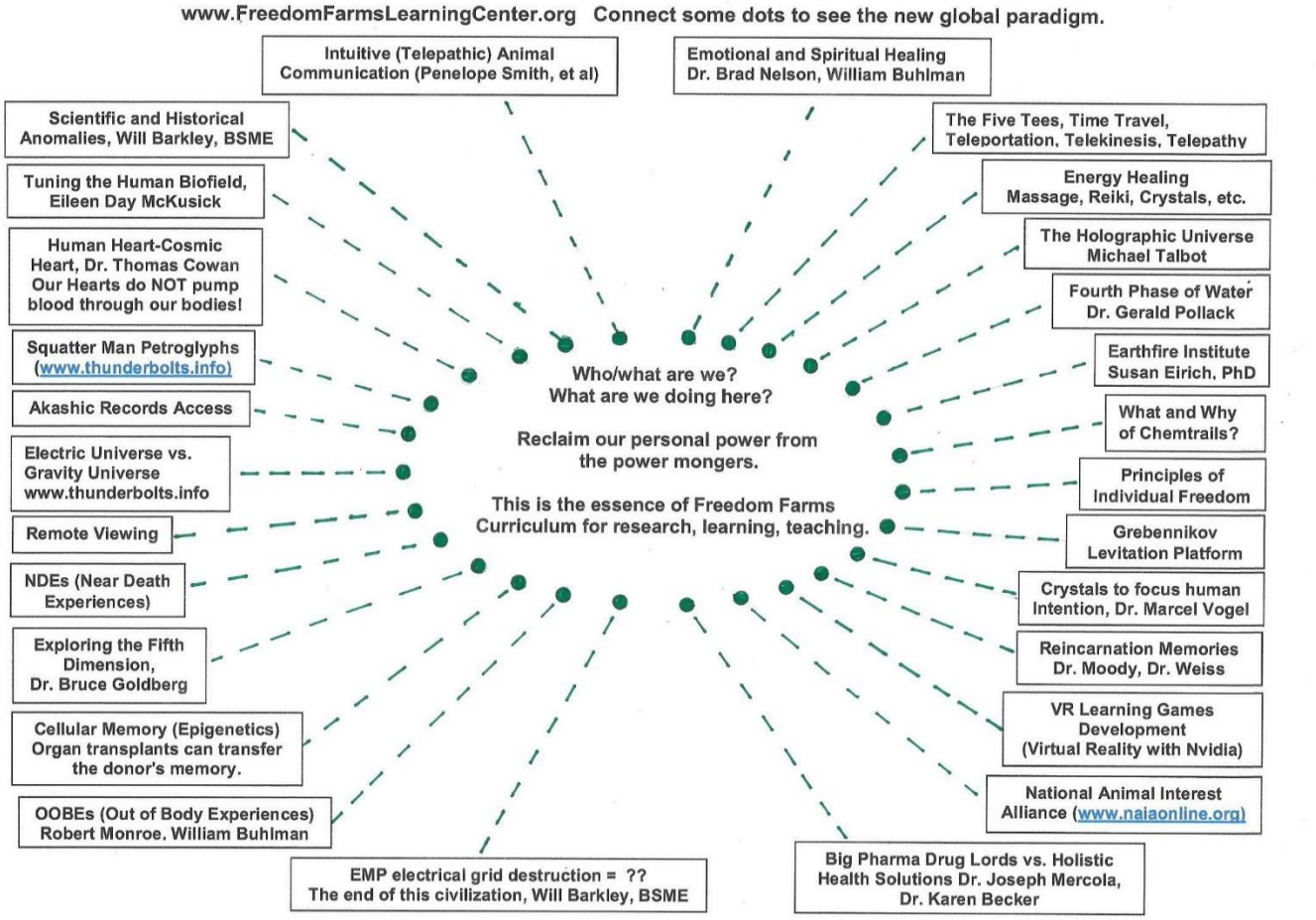
Email: grandpawill@gmail.com

Must view this TedTalks video

https://www.ted.com/talks/tan_le_a_headset_that_reads_your_brainwaves

2.5 million views on YouTube. 10:36 duration

Freedom Farms Learning Center

Curriculum looking for a Faculty and a Facility

Your support and involvement are needed to manifest this new global paradigm of higher spiritual awareness.