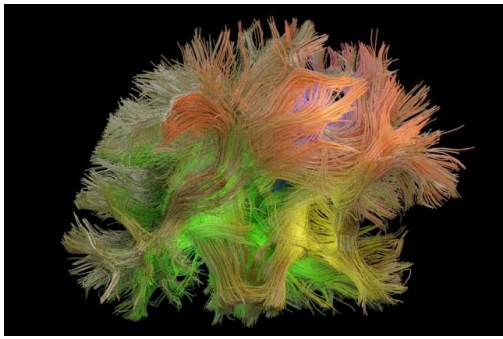


**Info for Stand For Freedom networking partners regarding V.R. ExL Games capabilities.**

Will Barkley, BSME, email [wontbark@yahoo.com](mailto:wontbark@yahoo.com) or text 559-287-9215 to discuss/comment.



Click here for link to PDF file:  
"Super-Soldier: Military  
Technocrats Master The Brain"

**Self-empowerment on a global scale is the goal of ExL Games (for Individual freedom & sovereignty).**

The Super Soldier PDF describes the technology that is already being used by the Military Technocrats. If "We The People" do not take steps to protect ourselves, our freedoms, and our families, using equivalent technology (**ExL Games Trust**), then we will certainly lose all that we love and hold dear, our basic freedoms to life, liberty, and the pursuit of happiness.

If millions of people around the world do not choose to Stand For Freedom, the default manifestation is to Kneel To Tyranny. **It's all about choosing priorities.**

**Are you willing to Stand for Freedom for yourself? For your family and friends? For Humanity?**

**ExL Games is seeking networking, and coders/programming partners to create and globally market self-empowering Virtual Reality Games. (English, Chinese, Hindi, Spanish, Russian)**

**Neural Imprinting Using Nvidia's GameWorks VR, what it does and how.**

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 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."*

*"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 HIT Lab, 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.*

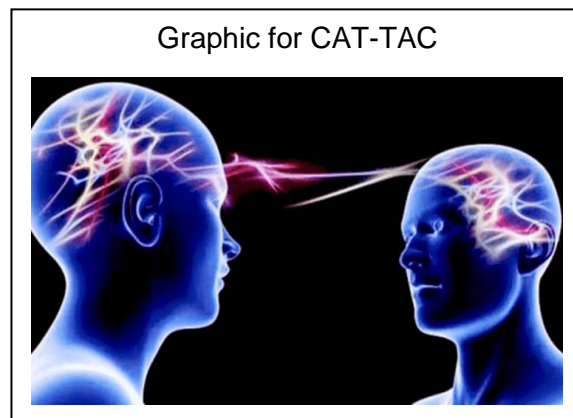
*To your brain, this virtual world is indistinguishable from the real one. Your brain accepts whatever "reality" the neural device/VPU imprints onto your neurons at any given moment. As far as those neurons are concerned, there is nothing "virtual" about this reality. It is simply real. Your brain "tells" 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.** "*

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This is the reason why Stand For Freedom ExL Games absolutely needs 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 article, "Sociopaths, They Walk Among Us". This is a real issue for those of us who wish to choose our own destinies, not be controlled, deceived, and manipulated by sociopathic powermongers. **This is the issue at hand for global adherents of truth and freedom.**

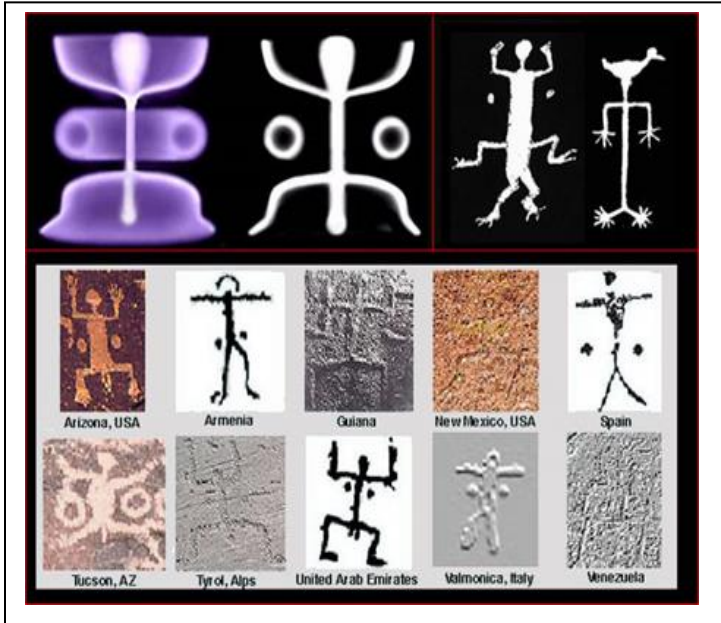
<https://standforfreedom-kneeltotyrrany.org/>



Petroglyphs graphic from [www.ThunderBolts.info](http://www.ThunderBolts.info)

**Challenge the existing educational, scientific, political, and cultural paradigms.**

The Squatter Man graphic shows "Squatter Man" petroglyphs which are found all around the world. The violet colored image in the upper left corner shows a plasma discharge which is produced under lab conditions. Understand the significance of the plasma and the petroglyphs and you will understand that almost all we have been taught is only applicable within an extremely limited understanding of humanity, earth, the solar system, and the cosmos. We have been led very far away from the truth by multiple dogmatic belief systems. **ExL Games Trust will accelerate teaching, learning and healing.**



<https://www.youtube.com/watch?v=FGj-yFPDiQ8&feature=youtu.be> 10 min.

Wal Thornhill: Understanding Human Nature.

[Link to Freedom Farms Videos](#)

Videos produced by Will Barkley.  
Control/click to open

Please SHARE this site with your like-minded family and friends, **by email**.  
**DO NOT** share on Facebook, Twitter, Google, Gmail, other truth/free speech censors.

### Using Experiential Learning Game (ExL Games) to enable Out of Body Experiences:

The information below, in quotes and italics, is from pages 150-153 of William Buhlman's book, *Adventures Beyond the Body*. After reading this you will understand why we wish to use our ExL Games to provide accelerated entry into OOBes. This is self-empowerment on steroids!

#### ***"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.**"

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See the GFN, Global Freedom Network, page for a downloadable PDF file of my proposal for creating a global network of young people with the mental, emotional, and spiritual wherewithal to dissolve the most powerful combine that this earth has ever seen, to Stand For Freedom against the multi-headed Beast. We can do this with the vastly accelerated teaching and learning capabilities of ExL Games.

<https://standforfreedom-kneeltotyrranny.org/>