

Waith Institute for Spiritual Leadership

Waith Manuscript

***Living in your World
as a Spiritual Being***

Information Given Interdimensionally By

Waith

through

Mushiba

A Publication Of
Terra Lux Press
2004

Waith Institute for Spiritual Leadership

Waith Manuscript

TOPIC

LIVING IN YOUR WORLD AS A SPIRITUAL BEING

PLEASE NOTE:

*Waith's words appear in this font style, size and color.
If one from his Spirit Group speaks, they will be identified.*

Questions and responses from those in the class
appear in this font style, size and color.

☀ Indicates multiple responses from class members.

We continue in our discussions of the Search for Self with the topic of LIVING IN YOUR WORLD AS A SPIRITUAL BEING.

Let us look at two components of this topic ~ YOUR WORLD and SPIRITUAL BEING.

What is meant by the phrase, YOUR WORLD?

The physical world, the concrete.

As it pertains to?

Me.

As it pertains to you! Does this mean, then, that your world is the same as another's world?

No. We are all individuals and have our own lessons to learn, so what we create reflects that.

Yes, my love. You all have lessons to learn ~ some are very similar to another in terms of the title of the lesson, patience for example. The path that you have chosen will determine the world that you create for Self. So your lessons, actually, then create your world.

What is a SPIRITUAL BEING?

A spiritual being is us ~ we are each spiritual beings.

Indeed ~ you are all spiritual beings! We reiterate from other classes that we have had ~ THERE IS NO SUCH THING AS A NONSPIRITUAL BEING.

Coming out of The One each energy form goes into what we have described as the Spectrum of Light. (Note: Please see Illustration A, to the right.) Ultimately, there is no such thing as an energy who is not light.

Yes, we have spoken of the darkness and that some energies are on their Spectrum of Light at the closer end of darkness.

No matter how dark or how close on the spectrum to the darkness an entity is, they are still spiritual.

In effect, it defines itself ~ SPIRITUAL BEING means that regardless of what you are doing, you are spiritual, living in your world that you have created from the lessons that you determined needed to be learned in this lifetime.

You are living in your world no matter what you do in the learning of the lessons ~ you are still a spiritual being.

What is the secret to LIVING IN YOUR WORLD AS A SPIRITUAL BEING?

Remembering that we are spiritual beings and not letting our humanness take over.

It is not possible to be living and not be a spiritual being. Everyone is living in their world as a spiritual being. There is no special status given to a particular individual because they may have attained a level of enlightenment, as the spiritual elitist would want you to believe, and who say, "You are only spiritual if you can see auras."

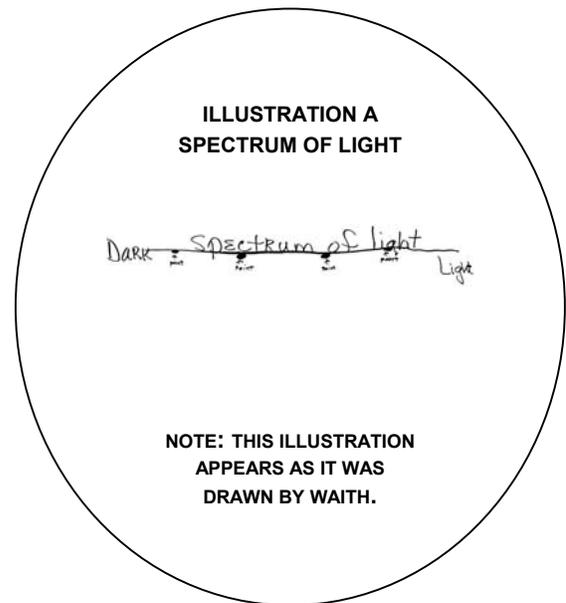
We are going to elaborate on the concept of the Cycle of Lesson Learning and relate it to LIVING YOUR LIFE AS A SPIRITUAL BEING. We begin by reviewing the Cycle of Lesson Learning. There are four phases of learning a lesson.

First, learning a lesson without help.

Second, learning the same lesson with help from others.

Third, helping another to learn that lesson that you have been learning.

Fourth, helping one to help one who is helping another to learn that lesson you have been learning.



The phases feed into each other. In Phase Four you are helping someone who is in Phase Three. A person in Phase Three is helping someone in Phase Two.

Every lesson that you take on falls into one of these phases. And, you could, for example, have four lessons that you have taken on for this lifetime and each one is in a different phase.

We remind you about the percentages of learning ~ so you may have taken on one-tenth of one percent of one lesson and are in Phase Two of that lesson. Bringing closure to it in this lifetime is very possible because it is only a small percentage of the lesson, which means that you may move through the cycle very quickly.

A lesson is simply a game ~ that is our analogy, along with the Toy Box and your favorite toy. You want to bring out your toy and play with it. We expand on this now and talk about The Game and how it relates to each of the four phases in the Cycle of Lesson Learning. (Note: For a complete discussion of The Toy Box, please see the Waith Manuscript, PLAYTIME ON THE EARTH PLANE.)

In The Game there are these components ~ Identify the Game, Learn the Rules, Play by the Rules, Do not Play by the Rules, Change the Rules, and Create New Rules, which essentially then becomes a New Game.

(Note: Illustration B, below, is the chart that Waith created to present the comparison between the Cycle of Lesson Learning and The Game.)

ILLUSTRATION B COMPARISON BETWEEN CYCLE OF LESSON LEARNING AND THE GAME	
CYCLE OF LESSON LEARNING	THE GAME
Phase One <i>Learning a Lesson without help</i>	<ul style="list-style-type: none"> • <i>Identify The Game</i> • <i>Learn the rules</i>
Phase Two <i>Learning the same lesson with help from others</i>	<ul style="list-style-type: none"> • <i>Play by the rules</i> • <i>Do not play by the rules</i>
Phase Three <i>Helping another to learn that lesson that you have been learning</i>	<i>Change the rules</i>
Phase Four <i>Helping one to help one who is helping another to learn that lesson you have been learning</i>	<i>Create a new version of the rules ~ thus a New Game</i>

In Phase One of the Cycle of Lesson Learning, you come onto the earth plane and have no help in learning the lesson ~ you struggle alone. This phase is meant very specifically for you to IDENTIFY THE LESSON ~ thus, you IDENTIFY THE GAME. You say, “What is this game that I’m playing?”

In Phase One of the Cycle you need to LEARN THE RULES ~ that is all. You identify what The Game is and learn the rules. You do not begin to play. You simply learn the rules.

We know that this behavior is contradictory for many of you who will start playing something and then read the directions ~ or never read the directions! ☺ You try to assemble something and say, “Why read the directions ~ it’s much more fun to go right ahead and try to figure it out!” Eventually most of you end up reading the directions ~ unless it is something that you have done before, which would mean you are not in the first phase.

So, in Phase One you have no one to help you ~ you are meant to IDENTIFY THE GAME and LEARN THE RULES.

Once you have done that, you now move into Phase Two of the Cycle. You are going to have someone helping you ~ someone who has already been in Phase Two ~ they are now in Phase Three. This person who is going to help you is going to help you to PLAY BY THE RULES, first ~ and then to NOT PLAY BY THE RULES.

Before you are able to NOT PLAY BY THE RULES you must PLAY BY THE RULES. You must know what the rules are and then you must play by them so that you will know what they are and how it feels ~ and then you will know what the difference is when you do not play by the rules. Wonderful! You have learned how to play, and not play, by the rules.

In Phase Three, of the Cycle you are going to help someone in Phase Two. You have played by the rules and you have not played by the rules ~ you know the difference. This gives you a higher awareness than the person who is in Phase Two, who is about to start the journey of playing.

You are able, through your helping of someone in Phase Two, to change the rules. However, you do not do this to the person who is in Phase Two because the person in Phase Two has to play by the rules. ☺ You are progressing in your own growth by helping another ~ being of service to others ~ that component of our Guidelines for Growth. (Note: For a listing of the Guidelines for Growth, please see Page 13.)

In Phase Three of The Game, you are able to CHANGE THE RULES. In Phase Two where the person you are helping is at the point to NOT PLAY BY THE RULES, you can sneak in some of your new rules and test them out! You cannot change the rules when the person you are helping has to play by them. ☺

Once you have completed Phase Three of the Cycle, you move into Phase Four, where you are helping someone in Phase Three who is helping someone in Phase Two. It is during Phase Four where you say to the person in Stage Three, "I've changed the rules ~ I'm going to help you in changing the rules ~ we're in this conspiracy together. ☺"

By changing the rules, you have a New Game!! It is the same Game except now the way to play it is different ~ for Self.

Remember that you have percentages and the first time that you come in to learn the first percentage of your lesson ~ it may be one tenth of one percent, for example ~ you start this journey and complete one tenth of one percent. Then you have a New Game.

The Game that you went through for the one tenth of one percent is now different and you have taken on another percentage. You might say, "Well, isn't that easy ~ I already know ~ I don't need to IDENTIFY THE GAME or LEARN THE RULES ~ I did that the first time around." Yes, you did learn the first time around ~ however, it was a different Game. It is the same lesson and now you have created your own new version of The Game.

You have Soul memories that tell you what you knew at the end of Phase Four ~ you had created this New Game and all the memories of what brought you to the learning of that New Game are still in your Soul ~ easily accessed. Do you access those memories? ☺ You might say, "Let's pretend we've never done this before ~ let's do it over and over."

Our information concerns learning to go within Self whether it is through formal focusing or informal focusing ~ whatever way in which you find the answers within Self. Each of the steps you went through to create your own Game are in your Soul memories ~ yet, until you reach that point of acknowledging that you have that information in your Soul memories, you will continue to play this Game as if it was new.

At some point ~ it might be where you have reached fifty percent of the amount of the lesson that you wanted to learn ~ you say, "I've learned fifty percent of this ~ why do I keep blocking myself ~ I don't have to start all over again in Phase One ~ I can go right into Phase Two and start playing ~ I'm the one who created the rules and I can decide whether I'm going to play by them or not ~ I don't need a long number of lifetimes where I play by the rules and then I don't play by the rules ~ instead, I'm going to be the one who determines that ~ and, at the same time, have help ~ I don't have to struggle in Phase One for I know what The Game is and the rules."

So why do you struggle with NO HELP?

It's part of The Game?

Indeed, it is part of The Game ~ it is a paradox for you do not need to do any of this. Once you have gone through it once, there is no need to go back into this list for then, as you take on an additional percentage, you simply come in and start playing and you have help.

You determine where you need the help and say, “Do I need to reinforce the rules that I’ve established or do I need to just go in and start changing what I already know are the rules, and who will help me with that ~ I’ll determine what my needs are ~ I’ll send that out to The Universe and the help will be given as it’s appropriate.”

Most of you do not do it that way ~ which is why we still have a job! ☺ You need no counsel, external to Self. However, you think you do. Part of our mission is to help you find your own answers. You already have the questions and the answers ~ you simply need to bring them out of Self, trust in them and trust that you are living in your world as a spiritual being. You have created your Cycle of Lesson Learning and you have created your Game ~ no one else has done that for you.

You have been guided in creating your own Game. Angelics and Spirit Guides are all there to help you select from The Menu of Lessons. After that you really can do it on your own. However, part of The Game that The Universe has established is that entities think that they need to have something external to Self to help them.

Understand that every energy form outside of The Universal Consciousness has bought into the major Game. Part of that major Game is that help is needed from external sources. Eventually you will learn the rules that say, “I really don’t need help from external sources ~ however, it’s fun to get help from external sources.” And, indeed, it is part of the journey to travel with others, for in helping another you are helping them to learn as they are helping you. It is as simple as that!

If no one needed any help and we already knew that we didn’t need help from anyone, we wouldn’t be able to finish that phase because part of that phase is to help somebody.

So what you are talking about, then, is a neverending circle. This is a linear representation of the abstract ~ and, thus, nonlinear ~ concept of, EVERYTHING IS AT THE SAME TIME ~ and, it feeds into itself.

Where does this Cycle of Lesson Learning begin? If you want to look at it from a linear perspective, you have to start somewhere. So, start with Phase One ~ it is the easiest spot for most energies.

It seems that if we were remembering our previous Cycles, we would be able to skip over the first phase and just play The Game. If we’re choosing to not remember or choosing not to access that, then we keep getting stuck in Phase One. It seems that it could get frustrating after awhile.

Would you know that you were even frustrated if you were stuck in that component?

It seems that I would know that I should know better. ☺ Yet I still keep going back to it because I’m simply choosing not to access that information so it would make me aware of the fact that I really should know better, yet I still keep going back there.

So, why would you still keep going back when you know better?

It's part of The Game ~ because we like it?

Indeed. Let us talk about THE GAME! We define GAME as something that is lots of fun. 😊

What if it doesn't feel fun?

It is still a Game. Have you played games that were not fun?

Yes, when I'm losing.

When you are winning, it is fun. Do you set yourselves up to lose so that it is not fun?

Possibly.

Why do you do that?

Maybe I don't understand the rules.

That can be a part of it.

More challenging?

More challenging for what?

Well, the game gets boring. If we already know the rules and we already know how to play The Game, then what's the point? So, we add new little twists and turns so as to keep it interesting.

Indeed! People ask us so many times, "Why do we come out of The Universal Consciousness when it is bliss, essentially." And our response has been what?

It's boring! 😊

Boring! When you are balanced, everything is wonderful. What then usually happens?

We get out of balance.

Why do you do that?

☀ **It's boring.**

☀ **That's how we grow.**

When you know The Game, inside and out, and you always win, do you continue to play that game?

I find another game!

Another game ~ a game inside of a game, inside of a game, inside of a game, inside of a game ~ the neverending circle of games. ☺ It becomes boring even if you know that you can just jump right in at any point, circumvent playing by the rules ~ go in at any point that you want you. Most entities say, "That's boring ~ Instead I'm going to, at Soul level, block the knowledge that I have of this information."

To make The Game more exciting you are, in essence, establishing your own rules. One of the rules is that you are not going to remember and that you will jump into Phase One. We said earlier that perhaps by the time you had achieved fifty percent of what you had come in to learn, that you would begin to understand that you had suppressed these memories ~ what might then begin to happen to you?

Well that gets boring, too, so we could make a new rule!

Yes, indeed. Once you reach a point of understanding something, it is boring! You do not grow if you are satisfied. This is why the dark is part of The Game. The dark motivates the light into action and thus growth. You say, "I'm in the light ~ wonderful world ~ there's no conflict ~ everybody loves everybody else ~ what is there to do?" It is boring.

This is the reason that the Spectrum of Light was established by The Universal Consciousness ~ to place in that element of motivation within Self. (Note: Please refer to Illustration A on Page 2.)

Wherever you are on your Spectrum of Light, you meet other energies who are at a point on their Spectrum of Light that may be different from you. So you may be light to an entity who to you is dark ~ and, thus, the conflict is there. And yet that entity who is dark to you may be light to someone else.

You are motivated by the dark and the battle ensues external to Self as well as internal. What you see in LIVING IN YOUR WORLD are entities who are in The Game and somewhere within their own light filled existence, motivating you and being motivated by another.

The dark motivates the light. The light does not go after the dark. The light does not attack the dark ~ the dark attacks the light ~ that is the way The Game has been set up. And, THE LIGHT ALWAYS WINS!

If we know the light's always going to win, doesn't that make it boring? What's the point of playing?

Indeed. Do you always know that you are going to win?

No.

When you are in the midst of it, do you say, "I know that I'm going to win!" Or, do you say, "What exactly am I learning?"

Most of the time you do not care what it is that you are learning. ☺ It is upon reflection that you say, "This was a very good growth experience." Intellectually, when you are in turmoil, you may say, "I know that when I get out of this, I will look back and say that I learned from it." However, during it, it may hurt ~ the earth plane is all about emotion.

Emotion is what propels the Cycle of Lesson Learning and is the underpinning of any Game that is created. The earth plane is specific to this ~ there are other training grounds where emotion is also part of the rules.

The earth plane, since it is a very intense training ground, has an emphasis on emotion and the working through and strengthening of Self ~ experiencing through the use of emotions.

Think about it. Is there anything that motivates you other than something emotional? Does something that is logical motivate you into action?

No.

Why not? What is logic, after all?

Very cold, and calculating.

If you accept a statement as logic, what are you saying about that acceptance?

It's in balance.

That it is in balance ~ and by whose perspective?

Well either we're taking the external source saying, "Okay I believe this is my own balance" or we don't. And if we don't, then we have emotion.

And it is not logic. LOGIC is identified by an entity as WHAT IS TRUE ~ for Self. You can hear the same statement and one person will say, "That's logical," and another will say, "No that's not logical."

Isn't that based on the person's beliefs and isn't that an emotion?

Indeed. You cannot get away from it. It is emotion to say, "I believe what that person says ~ it's logical." It may not be logical to another person and to a larger audience, indeed, it may not be logical. It is logical to you because it is YOUR truth ~ you have accepted it somewhere along the line.

If something is a truth to you, you are not motivated to do anything ~ it is only when your truth is disrupted because of something that might have happened in The Game! An emotion comes in and you think, "Why did they say that ~ that's not true ~ how can they think that?" It is emotion.

Even when an entity would say, "I don't have emotion," emotion is at conflict with logic. You are in conflict with your own truth ~ and your own truth is being tested consistently. Who is testing your own truth?

Me, I guess.

Of course! It is only Self that can question Self legitimately. You may be motivated by something external that makes you go within Self and to question Self. It is only Self, however, who can truly ask the question, "Is this my truth still ~ am I still living in my world or has my world changed and my living in it is now different than it was yesterday, or one hour ago?" Does it matter?

No.

Why?

Because I'm spiritually growing no matter where I am in the path or which part of my world, as it's changing, so it doesn't matter if I'm now in this part of my world or the next part of my world.

And why does it not matter?

Because there is no ultimate place where I have to be. Wherever I am is where I'm supposed to be or where I want to be, so I don't have to be anywhere or get anywhere.

The very essence of BEING is nonlinear ~ you simply ARE. And, where you are in your own growth is where you are. It has nothing to do with where you are positioned, concretely, in your understandings with another.

If we were to ask you what you have learned in this class, you would each give a different response. And each response would be appropriate to Self. We would not say, "For your response, we will give you a B, for you, we will give a C+ and you, an A." ☺ This is what many try to do when they are looking at growth within Self.

What we have given you in this class is not an absolute. Is anything absolute?

No!

Why?

Things change all the time within Self.

Indeed. And why does that, then, mean that nothing is absolute?

Otherwise we would constantly be looking for the magic answer and saying, 'Here is the magic answer'."

Ah-h-h, there is no magic answer? ☺

No! 😊

Is there a magic answer within Self?

Temporarily.

What do you mean by temporarily?

Until we get motivated to get back in balance again!

Something becomes absolute when you are happy with it and when you are comfortable and say, "This is my truth ~ I'm happy with it." And many entities may, indeed, take on a lifetime in which their path creates an absolute and they do not change in the life ~ and that is a legitimate path.

To not change is part of a lesson to be learned. However, NOT CHANGING gets boring after you have traveled that path a number of times. You have learned the lesson and say, "All right, now it's time to go back in and say, 'everything changes'."

Self determines those points that are absolute within Self, where you say, "I need to stop for a lifetime, for a month, for a nanosecond and claim that this is an absolute ~ establish a new foundation upon which I'll now discover more growth and then move."

So the absolute is simply a rule that we have established temporarily?

Within Self. It all comes back to the Search for Self. You each have absolutes. Without an absolute within Self, what would there be?

Chaos?

In what way?

No feeling of being content, happy or settled in any way, not balanced.

And is that a good or bad thing?

There's no good or bad.

Indeed! So without having an absolute, it means that you might be in constant turmoil within Self ~ and that is a path.

Just as you may choose a series of lifetimes in which you have an absolute, you can choose a series of lifetimes in which there seems to be nothing in which you believe and nothing that you feel comfortable with ~ there is no balancing that occurs, for even a nanosecond. That is a path that goes on for as long as you want it to go on ~ until you become what?

We become bored.

Bored ~ we emphasis this. This is what being out of The One is about. You are bored in The Universal Consciousness ~ you come out and play a game that you can adhere to for as long as you want until you finally say, "Oh, no, I think I'm going to start making my own rules ~ in fact, I'm going to make my own game."

When that becomes boring, you do something else and change the game again and you change the rules. You can do that in midstream ~ you can be anywhere in the Cycle. Most of the time, however, many entities want to hold onto something very concrete ~ they want to know the steps ~ which makes them feel safe. So, they go through each phase, step by step.

We like to help people feel safe ~ until we pull the rug from under them. ☺

Isn't there always a rug of some sort?

Is there? ☺

As long as we establish arbitrary rules that we decide to follow, there's got to be a rug because as we change the rules, we have to yank the rug and put down a new one basically. It seems that there's always some kind of a rug to be yanked out and that's part of The Game.

Perhaps ~ as part of The Game you have established. How do you define rug?

It seems like the rug is the absolute that we have established for Self ~ the rules ~ and we're basically sitting on that rug, and when we decide to change the rules or start over, we can yank it.

Does it have to be yanked?

No, I guess not. We could roll it up gently.

Ah-h-h, yes, you could gently pull at it. What might have accumulated on the rug?

A lot of dirt and dust.

Which could be symbolic of what?

☀ **Boredom ~ not changing.**

☀ **Old rules.**

Old rules ~ and indeed the boredom with the old rules and its resultant energy that you have sloughed off onto the rug. Think of taking this rug, rolling it up and throwing it away. Or, you take the rug, shake it out and let The Universe pick up all the debris and then you place it back for awhile because you happen to like that rug ~ it has a pretty pattern, it is comfortable.

So then, in conclusion, what have you heard us say in this class?

- ☀ **We determine what we're going to play and how we're going to play The Game and whether we're going to play at all.**
- ☀ **We are in control of The Game and we have to recognize it.**
- ☀ **Boredom's a motivator.**

Boredom is a motivator, indeed.

What if I don't mind being bored? ☺

As we stated earlier, that can be a part of the path that you have chosen in this lifetime ~ and, it can be a series of paths. Do not become defensive that you do not mind being bored, for you will have lifetimes in which you will go to the extreme. ☺ You are accumulating Soul memories by learning about the component of boredom as a motivator ~ and the life is not over yet, my love. ☺

Remember our words ~ it is a game. You are living your own game ~ you have created your own game as a result of the lessons that you determined you wanted to learn outside of The Universal Consciousness.

On that note, we depart. We send to you all the very highest of the white light from the very highest of The Kingdom of Amelius. Farewell.

Bye, Waith, and thank you.



This Manuscript is an edited version of the Waith Class of February 2, 2002.

Terra Lux, Inc.

earth plane headquarters of the

Waith Institute for Spiritual Leadership

CONTACT INFORMATION

LAND BASED

Enfield, Connecticut USA

CYBER BASED

www.terralux.org

Email
contact@terralux.org

Facsimile
860.745.1991

Office
860.745.4716

Toll Free
888.TerraLux

Postal Mail
Terra Lux, Inc.
Post Office Box 378
Enfield, CT 06083-0378



**TO CONNECT WITH A
GUIDE OF TERRA LUX
EMAIL
wisl@terralux.org**

WAITH . . .

*Heaven is in your own heart ~
heaven is the love you hold for Self.*