

Do We Want Real Life? Or Live in the Delusion of a Dystopian Future: Virtual Beauty”, “Virtual Freedom”, “Virtual Love”... Is the WEF’s “All-Digital Metaverse Reality” Our Future?

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When is the last time you were outside in the morning to experience a glorious dawn? Or sat watching the sun set across the ocean horizon?

How do you feel when you touch the skin of someone you love? A grandparent, parent, lover or child?

Have you ever seen a spider’s web full of morning dew, or after the rain, when the sun is shining through the droplets in the web to reveal the flashing diamonds, sapphires, rubies and emeralds hidden within?

Have you ever stood in a natural environment – a beach, desert, rainforest... – far from a city and noticed that strange and subtle feeling of freedom tremor through your body?

Have you ever marveled at the breathe of wind that cools your face on a hot Summer’s day? Or been intoxicated by the smell of blossom in Spring?

Have you gaped in wonder at the birth of new life: a chick pecking out of its shell, a seed germinating or a baby being born?

Or paused to ponder the sheer magic of being alive yourself?

Or do you find life in the real physical world too constricting, painful, frightening and demanding: something from which you seek to escape, with some distraction or another (work, television, sport, a novel, a drug...), as often as you can?

Well, very soon now, we are promised, you will be able to escape reality far more effectively than those primitive means of distraction made possible previously. And far more effectively than even the outcomes promised in those dystopian novels.

So the fundamental questions we must ask ourselves are simple:

- Do you want real life, with all of the pains, sorrows, fear and fury that go along with beauty, freedom and love?
- Or do you believe what they tell us and want everything unpleasant to go away? Permanently. And to live in delusion thereafter, given synthetic versions of all of the pleasant feelings and experiences described above?

Remember the dialogue between the Savage and Mustapha Mond during the closing stages of Aldous Huxley's dystopian novel *Brave New World*?

'But I don't want comfort. I want God, I want poetry, I want real danger, I want freedom, I want goodness. I want sin.'

'In fact,' said Mustapha Mond, 'you're claiming the right to be unhappy.'

'All right then,' said the Savage defiantly, 'I'm claiming the right to be unhappy.'

'Not to mention the right to grow old and ugly and impotent; the right to have syphilis and cancer; the right to have too little to eat; the right to be lousy; the right to live in constant apprehension of what may happen to-morrow; the right to catch typhoid; the right to be tortured by unspeakable pains of every kind.'

There was a long silence.

'I claim them all,' said the Savage at last.

Well, after nearly one hundred years, the dystopian future described by Huxley is almost upon us and, if we are to defeat it, we need a lot more 'savages' willing to forego the promised 'comforts'.

Because if those who see themselves as our global masters get their way, we are about to enter a virtual world that will become more complete by the day and from which there will be no escape.

The Metaverse



Based on many years of effort, the World Economic Forum (WEF) has recently launched its plan to create our new all-digital world, called the 'metaverse'. See ['Defining and Building the Metaverse'](#).

So if you find natural phenomena - ranging from rainforests, beaches and weather variations to ill-health, danger and unhappiness - annoying, you will soon be able to escape them, compliments of the metaverse. Or so we are promised. And you won't be troubled by anything resembling what might be called 'free will' either. You will be content to do as you are told, even more than you are content to do already.

See ['Terrified of Freedom: Why Most Human Beings are Embracing the Global Elite's Technocracy'](#).

After all, your mind will no longer be your own.

And while the usual descriptions, written by elite agents, fail to mention it, a quick flash of metaverse-induced fear will make sure that you comply, whatever you are required to do.

The point is this: You won't be escaping all of those unpleasant feelings after all. They can just be used to control you more directly, to fulfill an elite-determined purpose. But that is a fact they are not advertising.

In their iconic hit song ['In the Year 2525'](#), written in 1964 by Rick Evans and later recorded by he and Denny Zager to become a No.1. hit around the world in 1969, Evans captured key elements of what is already upon us somewhat ahead of the schedule mapped out in the song.

[Chorus 2]

In the year 3535
Ain't gonna need to tell the truth, tell no lies
Everything you think, do, and say
Is in the pills you took today

[Chorus 3]

In the year 4545
Ain't gonna need your teeth, won't need your eyes
You won't find a thing to chew
Nobody's gonna look at you

[Chorus 4]

In the year 5555
Your arms are hanging limp at your sides

Your legs got nothing to do
Some machine's doing that for you

[Chorus 5]

In the year 6565
Ain't gonna need no husband, won't need no wife
You'll pick your sons, pick your daughters too
From the bottom of a long glass tube
Whoa-oh-oh

So what is the Metaverse?

According to the WEF:

'The metaverse is a future persistent and interconnected virtual environment where social and economic elements mirror reality. Users can interact with it and each other simultaneously across devices and immersive technologies while engaging with digital assets and property.' See ['Defining and Building the Metaverse'](#).

Moreover, 'if technologists are right that 2022 will separate thinkers from builders, then last years' technical advances will produce this year's first steps towards making the metaverse a reality....

'But from the perspective of the human experience, one development stands out above all others: extended reality (XR) technologies. These include virtual reality (VR), augmented reality (AR), and brain-computer interfaces (BCI), which together position themselves as the next computing platforms in their own right.'

Nevertheless, it is clear that a precise definition of the term 'metaverse' (for a start: is it a product, service, place or moment in time?), upon which there is broad agreement even among those who routinely use the term, is yet to emerge. See ['3 technologies that will shape the future of the metaverse - and the human experience'](#).

Having written that, here is one definition elaborated in the article above that reveals just how far some of those heavily involved in this work have become disconnected from any sense of themselves and, hence, reality: 'Specifically, the metaverse is the moment at which our digital lives - our online identities, experiences, relationships, and assets - become more meaningful to us than our physical lives.' The original quotation can be read here:

['Spheres of Self: Performativity and Parasociality in the Metaverse'](#).

And, as Cathy Li describes it, the metaverse is 'most useful as a lens through which to view ongoing digital transformation. The belief is that virtual worlds, incorporating connected devices, blockchain and other tech, will be so commonplace that the metaverse will become an extension of reality itself.' See ['Who will govern the metaverse?'](#)

Let me reiterate two points from the paragraphs immediately above: 'our digital lives... become more meaningful to us than our physical lives.' And 'the metaverse will become an extension of reality itself.'

Really?

While statements such as these reveal the breathtaking level of insanity that underpins this entire enterprise – see [‘The Global Elite is Insane Revisited’](#) – it does not mean that we are not under enormous threat. Just as vast arsenals of nuclear weapons, by some insane ‘logic’, are supposed to provide us with ‘security’ while actually threatening the existence of all life on Earth, the metaverse is part of a substantial package of measures that will reduce human life to one not worth living.

Why? Well, as noted by authors such as Tom Valovic: The metaverse is one element in the path to implementing technocratic governance over all of humanity.

‘As Planet Earth and our physical world continue to experience massive biospheric degradation and disruption, the elites that are now in many cases pulling the strings of governance at the country level are heading for the exit doors. Elon Musk and Jeff Bezos are exploring the realm of space and Musk has a Mars mission planned. Globally oriented elites... looked out for themselves which is what they do best....

‘Paralleling the notion of space flight as a form of existential escapism is the metaverse. So what if our cities are crumbling, infrastructures falling apart, and the biosphere is seriously degrading? So what if our wasteful consumer-driven lifestyle has created unprecedented levels of pollution so extensive that it’s now the number one cause of health problems globally? No problem... we’ll just kick back and don our Meta headsets (or worse get a brain implant) and escape into an artificially fabricated world that lets us turn our back on the massive ecological and environmental problems we now face.’ See [‘Why We Should Reject Mark Zuckerberg’s Dehumanizing Vision of a “Metaverse”’](#).

‘Education’ in the Metaverse

Of course, the metaverse is deeply interwoven with other components of their plan, such as those in relation to what they call ‘education’, which is more accurately described as the process by which young transhuman slaves are programmed to perform their function in the technocratic economy that is being imposed upon us. Of course, ‘education’ sounds better than ‘virtual programming of young transhuman slaves’ so, in the interests of not raising obvious concerns, the word ‘education’ has been used.

As noted by Dr. Michael Nevradakis, discussions on this subject at the recent gathering of the World Economic Forum emphasized the importance of virtual reality (VR) and artificial intelligence (AI) technologies with participants touting the purported educational and economic benefits that would derive from use of these technologies in the classroom by helping, according to Dr. Ali Saeed Bin Harmal Al Dhaheri & Dr. Mohamad Ali Hamade, to ‘increase accessibility, enhance quality and improve the affordability of education globally’.

See [‘Experiential learning and VR will reshape the future of education’](#).

However, as Nevradakis also noted, these discussions had ‘little to say about the need to protect children’s data or digital identities – or, for that matter, providing the types of early-life experiences children require as part of their socialization.’

See [‘Future of Education? WEF’s Vision – Heavy on Virtual Reality and AI Technologies, Light on Privacy Concerns’](#).

Of course, there is no need for concern about the ‘early-life experiences’ of those young transhumans who are being programmed for decades of servitude prior to being terminated

when they are no longer functional.

Beyond claimed educational and economic benefits, however, some authors argue that digitalizing education can play a role in easing pressures on the environment and climate. How so? Nevradakis again: 'Indeed, the WEF said the use of "textbooks, notebooks and pencils as critical learning tools" is on the way out, due to "environmental pressures and COP26 goals (from the 2021 United Nations Climate Change Conference)," which "will drive the digitalizing of education streams."'

See ['Future of Education? WEF's Vision - Heavy on Virtual Reality and AI Technologies, Light on Privacy Concerns'](#).

But it is clearly delusional to suggest that the use of textbooks, notebooks and pencils has greater adverse impact on the environment and climate than the environmental cost and climate impact of producing sophisticated technology for each student. And despite claims of 'improved affordability' it is equally delusional to ignore the economic and social cost, for example, to the child 'laborers' in the Congo working in appalling conditions to extract strategic minerals to produce this technology.

See ['Humanity's "Dirty Little Secret": Starving, Enslaving, Raping, Torturing and Killing our Children'](#).

Besides, as touched on below, education is already a monstrous experience, destroying the Selfhood of the child so that they become submissively obedient. Removing the bulk of education's remaining social component by technologizing it can only make it even worse.

Babies in the Metaverse

Then again, maybe 'children' will no longer be put through school. It simply won't be necessary because children, for transhuman slaves at least, will no longer exist.

By 2070, the metaverse will offer you virtual babies, 'environmentally-friendly digital children', according to UK artificial intelligence (AI) expert Catriona Campbell. 'Parents will see and interact with their offspring through next-generation AR [augmented reality] glasses and haptic gloves.' The latter devices enable users to experience 'a realistic sense of touch when handling virtual or holographic objects'. As a bonus, these children take up no space, cost nothing to feed and remain healthy, if that is what you want, for as long as they are programmed to 'live'. A subscription might cost as little as \$25 each month.

And if this seems like a monumental leap out of reality to you, Campbell also believes that 'within 50 years technology will have advanced to such an extent that babies which exist in the metaverse are indistinct from those in the real world.... As the metaverse evolves, I can see virtual children becoming an accepted and fully embraced part of society in much of the developed world.'

See ["'Virtual babies" who grow up in real time will be commonplace by 2070, expert predicts'](#).

That's right, Campbell is claiming that 'within 50 years... babies which exist in the metaverse are indistinct from those in the real world'! Pause a moment. How does that sound to you?

Just in case you cannot wait, you are welcome to start using early versions now. See, for example, [Virtual Baby](#), [Adopt a Virtual Baby](#) and [My Virtual Child](#).

Oh, and by the way, you won't be having sex either, whether for reproductive purposes or otherwise. You will prefer virtual sex.

See [‘Sex And Pornography Aim To Strike Gold In The Metaverse’](#).

Critiquing the Metaverse

Beyond the criticisms already noted above, there are a great many other criticisms of the metaverse and the role it will play in the overall elite program being implemented under what the WEF calls its 'Great Reset'. This comprehensive program will transform human society and human life for those people left alive after the eugenics component has been fully implemented.

See [‘The Final Battle for Humanity: It is “Now or Never” in the Long War Against Homo Sapiens’](#).

If you like, you can read a little more about what the masters of this metaverse intend for us, as well as critiques of it, by authors such as these.

Derrick Broze: While some people ‘

may not intend for The Metaverse to become an all encompassing reality that supersedes physical reality, for the Zuckerbergs, Microsofts, and WEFs of the world, that is exactly what they intend for The Metaverse.... For the billionaire class and their puppet organizations, such as the WEF and the United Nations, the Metaverse offers up the potential to commandeer all life into digital prisons where the people can be charged for services and products in the digital realm.... With the people of the world safely tucked into their digital beds, the Technocrats could complete their total takeover of natural resources, the economy, and humanity itself.’ See [‘The Great Narrative And The Metaverse, Part 2: Will The Metaverse End Human Freedom?’](#)

Dr. Michael Nevradakis:

‘Who will govern the ‘metaverse’?... According to the WEF, “real-world governance models” represent one possible option for metaverse governance. However, far from referring to constitutionally defined institutions of governance, with checks and balances, the WEF cites Facebook’s “Oversight Board” as an example of such a “real-world governance model.”’ See [‘WEF Launches “Metaverse” Initiative, Predicts Digital Lives Will Become “More Meaningful to Us Than Our Physical Lives”’](#).

But an earlier World Economic Forum report from its Global Redesign Initiative was more blunt:

‘The report postulates that a globalized world is best managed by a coalition of multinational corporations, governments (including through the UN system) and select civil society organizations (CSOs).’ See [Sustainable Development Goals and Human Rights](#) p. 209, citing [‘Everybody’s Business: Strengthening International Cooperation in a More Interdependent World’](#).

So if you believe that you and I are destined to have a say in the metaverse that is unfolding, you would be wise to keep investigating. Elite proposals are invariably very distant from the type of governance models usually considered by 'ordinary' people in a multiplicity of contexts, where the emphasis is on facilitating widespread grassroots participation, not rule by technocrats.

You can read considerably more about what our technocratic overlords have in mind - including the existing trade in such things as virtual real estate, virtual clothing and virtual art - and what is wrong with it, in the articles on the metaverse published by Patrick Wood on 'Technocracy News & Trends': ['Metaverse'](#). And there is more in articles such as these:

['The Top 10 Creepiest and Most Dystopian Things Pushed by the World Economic Forum \(WEF\)'](#) and

['"How Our Lives Could Soon Look": The World Economic Forum Posts An Insane Dystopian Video'](#).

And here's another simple issue to ponder. Remember how I mentioned above that a quick flash of metaverse-induced fear would ensure that you complied with an elite-determined directive, how does the idea of eating bugs, processed sewage and human flesh appeal? Well, given that your mind will no longer be your own, what appeals now, or doesn't, will be irrelevant once the metaverse is determining how you perceive things.

See ['Canadian Company Pledges To Produce TWO BILLION BUGS Per Year For Human Consumption'](#) and ['Will You Eat Cultured Meat Grown From Human Cells?'](#)

You will eat 'Soylent Green' because that is what the program tells you.

So why are people embracing the Metaverse?

In a recent article in which he described taking his son to watch a film through 3D glasses, Charles Eisenstein noted 'The on-screen reality was so vivid, stimulating and intense that it made the real world seem boring by comparison.' See ['Transhumanism and the Metaverse'](#).

How can this happen?

Because we terrorize our children into submissive obedience, devoid of the unique and powerful individual Self they were gifted by evolution at birth. See ['Why Violence?'](#), ['Fearless Psychology and Fearful Psychology: Principles and Practice'](#) and ['Do We Want School or Education?'](#) Why? Essentially to keep them performing tasks that bore them senseless throughout their school and working life.

Fundamentally, this terrorization works because it compels our children into suppressing awareness of how they feel. As a result, only the most intense experiences register emotionally: The capacity to experience a subtle feeling has been lost. And without this capacity, they cannot develop into the powerful, courageous Self-willed individuals that evolution intended. They are human relics. Ready and willing to be turned into a transhuman slave in the unconscious hope they will be finally able to experience, in the metaverse, what was taken from them in the real world as a child.

But they won't get that experience, even in the metaverse. It is not what the elite has in mind for us.

Resisting the Metaverse

Of course, the metaverse is just one feature of the Global Elite agenda that is being imposed upon us. And it is not enough to resist individual features of the 'Great Reset' program. We must strategically resist its most fundamental elements so that the entire agenda is defeated.

If you are inclined to join those strategically resisting the 'Great Reset' and its related agendas, you are welcome to participate in the ['We Are Human, We Are Free'](#) campaign which identifies a list of 30 strategic goals for doing so.

In addition and more simply, you can download a one-page flyer that identifies a short series of crucial nonviolent actions that anyone can take. This flyer, now available in 16 languages (Czech, Danish, English, Finnish, French, German, Greek, Hebrew, Hungarian, Italian, Polish, Romanian, Russian, Serbian, Spanish & Slovak) with more languages in the pipeline, can be downloaded from here: ['The 7 Days Campaign to Resist the Great Reset'](#).

If *strategically resisting* the 'Great Reset' (and related agendas) appeals to you, consider joining the ['We Are Human, We Are Free' Telegram group](#) (with a link accessible from the website).

And if you want a child who is powerfully able to perceive the dysfunctional lure of the metaverse, and is able to join you in resisting it, consider making ['My Promise to Children'](#).

Conclusion

So, for just a little longer, the choice is yours.

You can live your life with all its challenges and problems, joys and achievements. Or you can live the virtual life that someone else programmed for you, including whatever comes with it that they didn't tell you about.

In short, like Neo in the film 'The Matrix', you have a choice. You can choose the Blue Pill and proceed to live in a synthesized, fictional, computer-generated world. Or you take the Red Pill and, in this case, join the fight with those of us determined to defend the real world and avert descent into the metaverse.

But you must make that choice while you still have free will.

So you must make that choice soon.

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