

EDENSYNC

SIMULATION REPORT



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EdenSync

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Some Definitions Before We Begin

Parallel Awareness: *The ability to see non-duality and duality at once. The term comes from the Tessera (below) Method works and allows the user a gain a heightened sense of self, actions, and consciousness.*

Tessera: *is a non-physical (psychogenic) world, in which the inspiration for the Tesserean* (see definition below) stories and lessons come from. Tessera shows us perspectives to see the world from two places at once, i.e. Parallel Awareness. The Tessera Method is a system of lessons and perspectives (EdenSync is a piece of this system), which shows us profound ways for living a more fulfilled, resourceful, and meaningful life.*

Memory Point: *is the moment of a breakthrough, epiphany, or realization recorded in time via Tesserean story or lesson. This is the focal point of an EdenSync module/experience and, is most helpful through personal projection.*

Tesserean: *is referred to a person who has engaged and adopted lessons from the Tessera Method work. The name is a term for supporting an intellectually (and emotionally) adaptation of the results of a Tessera Method lesson, simulation, experience, or revelation. The term Tesserean isn't meant to separate oneself from others, but to help those who have experienced Tessera come together in a common bond. The Tesserean work is NOT meant to be (or substitute) any medical, psychological, or religious definition. Tessereans around the world are from all ages, walks of life, and hale from all religious and spiritual doctrines.*

Tesserean Explorers Guide: *is a (digital pdf) guidebook that shares all stories, lessons, and instructions, for how to use and explore the EdenSync modules and Tesserean landscapes.*

The Perspective is the Point

The characters in the Tesserean stories all knew that by experiencing Tessera's lessons and perspectives, they were changing the physical makeup of their psychogenic (psychological) expressions. It's like absorbing the traits of your favorite superhero as a child. You watched the movies, you read the comics, and it changed you. You walked differently, talked differently and, you acted the way your own creative self chose how to act.

In other words, you changed your physical world through the projection of psychogenic expression. When we experience something (physical or non-physical) deeply enough, that thing comes to life within us, and *as* us. This is why so many people like myself are familiar with the famous Anais Nin phrase;

"We don't see the world as it is, we see the world as we are."

Something amazing to consider about the EdenSync work. What you're doing (outside of reading and experiencing profound stories and/or lessons), is stepping into an intention, i.e. lesson, and/or, a *character's memories* (by projecting your own senses) during the simulations.

Character memories are built around their breakthroughs, epiphanies, or transformative experiences which, offer you the opportunity to experience those memories (as simulations), as if the memories were your own. This is, in all sense of the term, is creating a new world through your own projections.

The Equation

If EdenSync were a mathematical equation it would look something like this.

C (character) + MP (memory point) + S (simulation) + P (projection) = New Perspective (world i.e. Tessera) through Parallel Awareness.

- A **Character** shares an experience via a profound story or lesson.
- A simulation is created around a specific **memory point**.
- You experience the memory point in the form of **simulation**.
- A *new* memory is created from the **projection** of your own mind's emotions, past experiences, and imagination, as you take ownership of the simulation experience.
- The new memory stays with you forever in the form of a **new perspective** through **Parallel Awareness**. *Your Tesserean world now grows.*

Finally, the new perspectives that we share, learn, and experience together, form an overall awareness I call *Parallel Awareness*. Again, Parallel Awareness simply means the ability to be in two places (mind and/or body), at once, allowing ourselves an extremely high sense of clarity, freedom, and heightened awareness.

By allowing the EdenSync experiences to move us emotionally, in return, we are *becoming* them. This is why experiencing a simple auditory simulation can create a memory that (quite literally) forms a new world (Tessera) in which you may live and experience. Furthermore, this allows us to bring new perspectives back into our physical lives, so that our physical experiences may be enriched and transformed into a new world of our choosing. This explains why I talk about the hidden world of Tessera as a non-physical world. It's not meant to be something you faithfully (or ignorantly) believe

in, it's meant to be something you *bring back* into your waking life that is a very real part of your reality. This is what is referred to as "Building your Tessera."

We know everything we absorb via high emotional impact changes us. Science (and experience) has proven this. The brain is plastic, not static. What we believe in strongly enough becomes real in one sense or another.

Some Hurdles and Some Solutions

Most people will think they can't fully experience EdenSync's simulations because they're comparing them to meditation, visualization, or brain entrainment.

Let me show you a few reasons why this kind of doubt, or judgement, should be removed.

1. There's no need to *clear your mind*, as the simulations and stories allow your mind to fill in the blanks. This is done through emotional engagement. A simple song is usually enough, but now you're about to step into a world filled with lore, purpose, and intention. These all support an overwhelmed mind by offering something most other programs don't. *An experience.*
2. If you can't "go silent" because of your environment (or have tinnitus aka, *ringing in the ears* like myself), that's okay because each simulation is filled with layers of atmospheric sounds, effects, and music, which will cover (most if not all) of that up. You will quite literally be stepping into environments that constantly shift and change, so a little background noise in your own environment can (at times) enhance this kind of auditory expression.

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3. Mind chatter is *helpful* with EdenSync. When listening to the simulations, the mind will show you things the stories (or lessons) can't. This is the most beautiful part, because it's our current (and ever-changing) life-situations which, project new things each time we experience an EdenSync module. The point to all of the Tesserean work, is to evolve and transform. That's what we all want (trust me I know). We want to continue to live through an inspired life that changes, evolves, and feels like a creative success each, and every day.

For example: When you experience the EdenSync module *Lavender* (which involves the Atlantis Ring that allows you to see a parallel underwater world), you may witness a deep sense of stillness and novelty, or a solution to a past problem, or a current dilemma. And, when you listen to it again in a year from now, it may show you something completely different as you won't be the same person. So yes, it's YOU that is the most integral part of the EdenSync process.

4. The ability to visualize is NOT paramount. That's right, you may instantly think that when listening to an audio you must have some kind of supernatural ability to visualize. This is NOT what the work is about. Yes, it can help, but there's a problem that must be addressed. You see, when we imagine the way something in the future *should* be, it produces a false sense of assumption. How many times have you said, "it's not what I thought it would be?" Well, you're only fooling yourself if this is the result. Visualization comes in many forms and, not all include the vision we only know with the eyes. So no, we don't need to be visualization masters to experience the results of our own projections. Our projections may come in the form of epiphanies, future recognitions (ah-ha moments while observing past, or present experiences), or simple emotional reactions (chills, tears, etc.) during the simulations and accompanied audios.

There is never a need to “see” something that may not yet be there. This is how we fool ourselves. False projection (assuming a future outcome), will hinder ANY kind of breakthrough you intend to have. In fact, waiting for a breakthrough *itself*, can hinder the ability to have a breakthrough. I wrote the following to support this.

“Change does not happen in the familiar.”

We must step outside of ourselves to *see* ourselves. We must walk away from the world we know, so that we may build a world we have not yet experienced. And, to believe we need a specific talent to do so, is to literally blind the self from the possibility of gaining a new vision we don’t currently have.

The EdenSync experiences are made to unravel the distance between self, and true self. As with all the adventures that await you, the stories and lessons lead to tools that are here to support your personal exploration into the vast etheric states of each character’s perspectives. Once a module is explored, a new tool will help you realize a new heightened state of awareness.

Make no mistake about it, when I say *heightened state of awareness*, I’m literally talking about transforming the physical (and non-physical) makeup of the self. Just like in school, what you learned became an extension of you, and you, an extension of it. The more emotional the lesson, the greater its impact.

Each time we return from our EdenSync experiences, we bring that energy back into our physical lives. The more visits into the modules (worlds of Tessera), the more strongly the effects of those visits are experienced in daily life. At times (once again) you may hear me refer to this as “Building your Tessera.”

Example (Keep in mind the following is a work of fiction)

Imagine you are sitting in a movie theater and it's pitch black. The movie hasn't started yet, and all you can see are the dim runway lights, as they illuminate the red, velvet carpet, of the aisles. Sitting quietly, you hear something several rows behind you that reminds you of radio static, like the kind you'd hear from an old radio that's stuck between two channels. Continuing to listen, you make out what you believe is a voice hidden within the static. Adjusting your head towards the sound, you think you hear the voice of a young girl.

"Is anyone there? I'm not sure where I am?" the voice says, barely audible.

Just then, the previews begin to flicker across the screen illuminating the theater, and with a jerk, you turn around. *But there is no one there.* In fact, the theater is completely empty other than yourself. Regardless, the voice seems to get louder, and louder, as the movie screen dances before you. Instinctively, you get up from your seat and head to the back of the theater towards the voice.

"If there's a little girl in trouble," you think to yourself. *"I want to help her."*

Now standing at the last row of seats, you can clearly hear the girl's voice, but still, there is no one there. As the screen casts shadows upon the seats, you notice a small stuffed animal sitting in one of the chairs. You reach down and pick up the raggedy teddy bear, *and the sounds stops.* Lifting the bear, you witness the lights glimmer across its black-button eyes. Staring directly into the dark eyes, a name enters your mind as if said out loud from inside your head.

Allison Mills

(Don't have chills yet? Well, let me give you some.)

The next morning you decide to google the girl's name. After a few minutes you find what you're looking for. It turns out there *was* a girl name Allison Mills who lived in your hometown. But it turns out she had gone missing almost forty years ago. Looking closer at your computer monitor, your heart begins to race as you zoom in on the girl's image. Looking at her right hand, you notice she's holding the exact same teddy bear you rescued from the theater the night before. Your eyes widen to the size of golf balls as you realize the house the girl is standing in front of.

It's yours....

Projection

What just happened? Did the hairs on the back of your neck stand up? Are you wondering what comes next? Can you see the teddy bear? The little girl? Could you hear the static of the old radio from behind you in the theater? Did you actually move to your computer and google Allison Mills? (don't bother, it's a work of fiction remember?)

Now, what if we created the same scenario *as a simulation*, then allowed you to experience it with all the sounds and information I just shared with you? Would it be clearer to you then? Yes, of course it would. It may even shake you up a bit, *as I did myself while writing it*. Regardless, what took place while reading the example is called *projection*. It's simply a reaction to the environment (in this case a mental one based on words alone), which offered an experience *projected* by your own memories, emotions, and maybe even a little visualization. In short, YOU created the experience in your mind, therefore making it feel real to some extent. The girl, the teddy bear, the theater, the shadows, the red velvet carpet, is, all, YOU. And, when an experience feels real, it leaves a *memory point* behind which, is a reflection of US.

Tread Carefully

This is the most important thing I can share with you. YOU, are the most IMPORTANT part of your personal explorations within the Tesserean work.

I came up with another saying a few months ago.

"There are two types of people in this world. Followers, and artists."

This isn't meant to upset you if you're not an artist. It's meant to prove a point. The point, is that too many of us follow others which, can be witnessed as a somber kind of enabling. We buy products and materials, only to trust those who have written and/or created them for our own breakthroughs. Then, when (if) we have a breakthrough, we all too often don't reward ourselves because it wasn't our experience that brought us to the breakthrough.

The Tesserean work REVERSES this.

As an artist, faith is placed upon the self, not someone else. Sure, we may be inspired by others, but it's still our creativity that produces the end result of our projections. This is why knowing it is US who project OURSELVES during an EdenSync simulation, it's easy to see that it's also US, who should take credit for any revelation and/or breakthrough that follows.

So, when you go through and EdenSync experience, no matter the reflection of your experience, YOU are the piece that is always missing. YOU are the wizard behind the screen. *AT ALL TIMES*. This is NOT about my work, my skills, or my talents, it's about YOU and how the power within you gets projected upon the walls or your own creative essence. I am here to simply help bring out what is already lying dormant within you.

Period.



Are you ready to create new memories and experience life in a whole new light? If the answer is yes, get ready to skip a couple meals at the local fast-food joint. *Because that's all it's going to cost you to begin your journey with EdenSync.*

To get the first EdenSync module and start building your Tessera, please visit:

<https://edensync.com>



Warmly,

Adam King

Creator of EdenSync and The Tessera Method