KEY POINTS OF BUSTING LOOSE FROM THE BUSINESS GAME

Chapter 2

Key Point:
To make Phase 1 of the Human Game work, all Truth must be hidden, distorted, or skewed to keep you away from it—and away from your power, wisdom, abundance, and True Joy.

Key Point:
Part of the Phase 1 strategy involves teasing yourself into believing you can change things, fix things, improve things, get things running smoothly, get all your ducks in a row (and keep them there), get everything you want, become wealthy, successful and happy. By design, however, that can never happen while you’re playing in Phase 1 of The Human Game. This is why it never actually happens, despite illusions to the contrary and what all the business, self-help, success, personal growth, and spiritual gurus claim. This is a subtle but very important distinction to “get.”

Chapter 3

Key Point:
At their core, movies, The Human Game, and The Business Game are all about feelings, not thinking, logic, or intellect. Infinite beings are feeling Beings, not thinking Beings.

Chapter 4

Key Point:
The True purpose of childhood and “growing up” is to support pulling off The Phase 1 Miracle!
Chapter 5

**Key Point:**
Dive into anything in the physical world, and if you go deep enough, you end up at The Field.

**Key Point:**
If you are aware of it, you are creating it. As wild as this may seem, you’ll prove it to yourself through direct experience if you take this journey and bust loose.

**Key Point:**
Real = “Infiniteland” (the term I use to describe where you really come from) and you as an Infinite Being. *Everything else is an illusion.*

**Key Points:**
1. Consciousness creates everything you experience, down to the smallest detail (including money and every aspect of The Business Game).
2. You and your Expanded Self are Consciousness, so you are creating everything you experience, down to the smallest detail (including money and every aspect of The Business Game).
3. The Human Game is being played entirely in Consciousness, and every detail is custom-designed by your Expanded Self to support you in playing The Human Game and The Business Game the precise way you want to play it.

Chapter 6

**Key Point:**
You aren’t “watching” your Human Game hologram like you’d watch a movie, play, or sporting event. Your Expanded Self is simultaneously creating the hologram and popping you right smack into the middle of it as the Player of The Human Game.
Key Point:
If any detail in the holographic illusion misses the mark or appears fake, the illusion instantly collapses and The Human Game ends. That can't be allowed to happen, so tremendous effort is invested to make everything appear absolutely real and convincing.

Key Point:
Our ability to actually pull off the illusions of the playing field, the amusement park for The Human Game, and making everyone and everything appear absolutely real is an enormous accomplishment—one of the most amazing aspects of who we really are and how much power we really have.

Key Points:
• You + Your Expanded Self = Consciousness.
• You’re not just watching a hologram, you’re actually creating everything in it—including yourself.
• Nothing you experience is real.
• It’s all completely made up.
• It’s all a creation of your Consciousness.
• Your Expanded Self has direct access to The Field.
• Your Expanded Self designs the patterns.
• Your Expanded Self manages the application of power to the patterns.
• Your Expanded Self controls what pops into your holographic illusion as guided by the life purpose and mission you chose when you decided to play The Human Game.

Chapter 7

Key Point:
As hard as it may be to believe, when other Players appear in your hologram, they’re 100 percent your creation. No one has any power or independent decision-making authority in your hologram beyond what your Expanded Self gives them through the script details to support you in playing The Human Game.
Key Point:
If you are aware of it, you are creating it, down to the smallest detail. So, when playing the Phase 2 Game, you keep the focus on yourself and your hologram.

Key Point:
There’s no power outside of you in your hologram—not in anyone, not in anything. YOU have all the power in your hologram.

Chapter 8

Key Point:
There is no cause and effect within the hologram. Your Consciousness, your Expanded Self, is always the “cause” and the hologram is always the “effect.”

Key Point:
Everything that happens as you play The Business Game is coming from patterns in The Field, shaped and determined by your Expanded Self to support you in playing The Human Game the way you really want to—in Phase 1 and Phase 2.

Key Point:
Your Expanded Self writes the script for what happens in your business and for all the people, places, things, and events that appear to affect or influence it. You’re just an actor playing your part!

Chapter 9

Key Point:
Numbers were created specifically to give you an experience of limitation and restriction, and that’s their True purpose.

Key Point:
Key Point:
It takes the same amount of power and effort to create any illusion in the hologram—no matter how you’d choose to judge, label, or describe it.

Chapter 10

Key Point:
To bust loose from The Business Game, you must first shift your focus away from your Creations and place it squarely on The True Creative Process and yourself as the Creator.

Key Point:
You don’t have to “create” wealth, financial abundance, prosperity, or “business success.” It’s already yours. It always was. You just hid it from yourself. In Phase 2, you simply “un-hide”, rediscover and re-experience it.

Key Point:
A “belief” is nothing but an idea or concept we make up and accept as true. All beliefs are lies, Phase 1 Miracle illusions. There is no such thing as “empowering beliefs”. In Phase 2, we don’t change beliefs, we exchange them for The Truth.

A Critical Key Point:
Judgment is the “glue” that keeps illusions locked into place appearing real in your hologram.

Key Point:
There isn’t “real” and “unreal” in your hologram. Everything in your hologram is unreal. Everything is just a belief, an illusion, a lie.

Key Point:
There’s no power in the hologram or in the Player as he/she plays within the hologram. All the power is behind the scenes within The True Creative
Process and your Expanded Self.

**Key Point:**
It takes much less time to knock out the cloud cover in Phase 2 than it took to create it in Phase 1, but it does take time, generally a lot of it.

---

**Chapter 11**

**Key Point:**
Whenever you create and experience the illusion of receiving a good or service in your hologram, there are three aspects of the creation to appreciate:

1. Yourself for how amazing you had to be create that illusion and make it appear so real.
2. Your creation—be it person, place, or thing—for how amazingly real it seems, how perfectly he, she, or it is supporting you in playing The Human Game, The Business Game, and the specific benefit you received from it (the enjoyment of the contributions of an employee, a meal, printing, advertising, accounting services, raw material for an inventory item, and so on).
3. The True Creative Process that made 1 and 2 possible.

**Key Point:**
The real purpose of money is to express appreciation for the magnificence of yourself as the Creator of everything you experience, for the magnificence of all the illusions that appear so real, and for The True Creative Process that is responsible for them.

**Key Point:**
Your supply of money does not decrease as you “spend.” It actually loops back and increases.

**Key Point:**
The words you say to yourself to express appreciation don’t matter. It’s the feelings the words help you create within yourself that count. Phase 2 is ALL about feelings!
Key Point:
Everything that happens in your business (not just financial illusions)—everything can (and will) be appreciated in off-the-charts ways, no matter what judgmental story you make up about it to convince yourself—is real.

Key Point:
Express appreciation for money that appears to flow out of—and into—your business and personal accounts.

Key Point:
It’s possible and very easy to fully appreciate what you already have, even if you may choose to create something else at another time.

Chapter 12

Key Point:
There is a popular spiritual maxim that goes like this: “Life is a journey, not a destination.” That’s very True of the Phase 2 journey!

Key Point:
The bigger the illusion, the bigger the lie, the more effort and power are required to make it appear real.

Key Point:
If you feel any discomfort at all, you have the opportunity, but not the mandate, to apply The Process.

Key Point:
When you apply The Process, do your best to just feel the discomfort as much as you’ll allow yourself to—without thought, logic, intellect, judgment, labeling, or analysis of what’s happening. Just feel it to the best of your ability in the moment. Your “best” will naturally expand over time.

Key Point:
You must always do your best to really feel The Truth behind all the words you say, the images you see, and the feelings you feel to support each of the steps as you apply The Process. As with everything else in Phase 2 your “best” will naturally expand over time.

**Key Point:**
You don’t always have to apply The Process “in the heat of the moment.”

**Key Point**
Until a pattern is collapsed, it will continue to appear real, act real, and appear have power over you.

**Key Point:**
Understanding something is an illusion, intellectually, and collapsing the illusion while having a direct experience of The Truth of it are very different experiences. Knowledge has no power in Phase 2. Direct experience has all the power.

**Key Point:**
In Phase 1, you want to make bad feelings go away. In Phase 2, you say “bring them on” so you can use them to drill through the cloud cover.

**Key Point:**
In Phase 2, The Human Game is The Human Game. There is no split between your personal and business “lives.” You use the tools to drill through business illusions. You use the tools to drill through personal illusions. As you knock out cloud cover, your entire Human Experience transforms.

**Chapter 13**

**Key Point:**
In Phase 2, nothing has any significance, importance, meaning, stability, or solidity except to the extent that it supports you in using the tools and drilling through the cloud cover.
**Key Point:**
You could say, if you feel motivated or inspired to say or do something and you actually say or do it, it’s what your Expanded Self wanted you to do. Your Expanded Self is driving the bus in Phase 2. You can’t make a mistake, mess anything up, or blow it. You just do your best to trust your Expanded Self and flow with what you feel inspired or motivated to do, moment to moment. Your “best” will naturally expand over time.

**Key Point:**
In Phase 2, you no longer need to worry about what to do, how to do it, when to do it, what the best strategy or person is for the job, etc. As you knock out clouds and expand, you’ll relax more and more into Knowing that your Expanded Self, who is much more qualified to make those decisions, will do them better than you ever possibly could!

**Key Point:**
As you do the Phase 2 work, you must always remember the treasure that awaits you at the end of the journey. It’s worth it!

**Key Point:**
In Phase 1, you’re taught “fast is better.” In Phase 2, speed is irrelevant. Your ultimate goal is to bust loose from The Business Game and play The Human Game and the New Business Game without limits or restrictions. The timetable has no importance with a treasure like that at the end of the rainbow, and it will be absolutely perfect for you, no matter how long it takes.

**Key Point:**
Once you drain power from a pattern, it stays drained. Once you dissolve lies and judgment, they stay dissolved. Once you dig a tunnel through the cloud cover, it stays dug and never collapses or fills itself in again. Once you poke a hole in the cloud cover and the sun starts to shine through the tunnel, it continues to shine. Once you expand, you stay expanded. You don’t ever shrink or slide backward.

**Key Point:**
If you find yourself thinking, “I want _____,” or “I wish _____,” or having a
preference or desire to put your own stamp on something that already “is,” you are judging, which means you’re uncomfortable, which means you have the opportunity to apply The Process.

**Key Point:**
You can’t judge an illusion, knock out the cloud cover that defines it, or collapse its pattern simultaneously. It’s simply not possible.

**Key Point:**
If you find yourself judging or wanting to change, fix, or improve anything in your hologram, go with it, embrace it, let it be, feel it fully, but take advantage of the drilling opportunities it offers you as you feel moved to.

**Key Point:**
In Phase 2, as you knock out cloud cover and expand, all of the items on your “to do list” that seem so important will take care of themselves, easily, effortlessly, and joyfully. Why? Because your Expanded Self will see to it once the limiting patterns and illusions have done their job of helping you drill.

**Key Point:**
You can’t simultaneously continue believing the lies you convinced yourself were true in Phase 1 and bust loose from The Business Game. It’s not possible. They’re mutually exclusive activities. In Phase 2, you trade lies and illusions for experiences of Truth.

**Key Point:**
Your Expanded Self knows you better than you could ever possibly know yourself. He/She never gives you more than you can handle. Even if you think you’re overwhelmed or past your limit, you’re not and you can handle it. You’ll be just fine and will ultimately have massive appreciation for such experiences.

**Key Point:**
Never underestimate what it took to convince yourself that the illusion was real and you were the exact opposite of who you really are.
**Key Point:**
You as the Player don’t need to proactively make things happen or “produce results” in Phase 2. You simply do the Phase 2 work and as you do it, more and more cloud cover gets drilled through, and more and more of the sun of who you really are shines in. When that happens, your hologram changes on its own and extraordinary results get produced — naturally— through the unfolding of amazing stories.

**Key Point:**
Everything you’ve discovered so far will get more and more real and your experience of its Truth will deepen as you continue to knock out cloud cover and expand.

---

**Chapter 15**

**Key Point:**
Every Infinite Being creates His/Her own unique Busting Loose Point and what comes before and after crossing it.

**Key Point:**
After crossing The Busting Loose Point, you just express appreciation for all the creations you choose to experience (in the illusory form of cash, checks, credit cards, or other transfers) with absolute certainty that your infinite abundance is real, and the money will take care of itself—however it takes care of itself.

**Key Point:**
After you cross The Busting Loose Point, money will still appear to come from the hologram (although it doesn’t need to) but you’ll *know* it doesn’t. You’ll *know* it comes from you, your Consciousness, a pattern in The Field, and your power. The story line of how it appears to show up is just how you chose to express your infinite abundance for maximum enjoyment and fun.

**Key Point:**
Metaphorically, you qualify for Cosmic Overdraft Protection the minute you cross The Busting Loose Point.
Key Point: Infinite is infinite. There are no limits of any kind once you cross The Busting Loose Point. It’s just a question of how you want to play The Human Game and The New Business Game and what would be fun for you.

Key Point: Each time you apply The Process, you expand, change, and actually become a different person who desires different things. That’s another reason for taking life one moment at a time in Phase 2. Why plan for the future, even just a few days forward, when you don’t know who you’ll be or what you’ll want when you get there (when you create it)?

Key Point: What you do in Phase 2 doesn’t matter. How and why you do it and the overall level of fun you experience is all that matters.

Key Point: In Phase 2, you can play any game you want, even if it still appears to be a Phase 1 game. You just play differently. You can also create entirely new games no one has ever thought of before.

Key Point: In Phase 2, nothing is about other people anymore. It’s all about you, your fun, your joy, your expansion—and everyone else comes along for the ride to support you in playing your games.

Key Point: Opening to your infinite abundance means letting go of thoughts and concerns about how you will receive it or how you must act to receive it.

Key Point: Limited is limited no matter how big the numbers appear to get—infinitie is infinite. Who you really are is infinite, and infinite is where you will “be” after crossing The Busting Loose Point.
Key Point:
Infinite abundance is a feeling, not story line details that can be observed in the hologram.

Chapter 19

Key Point:
In Phase 2, you must expand to the point where you can fully appreciate an illusion exactly as it is before the door will open to transform it.