

Reincarnation

Reincarnation is a great 'game' / labyrinth. The first step is to walk through the door, which is the first life; the ultimate goal is to find the exit, which is reincarnation. The game consists of several parts, with multiple roles for everyone. Upon first entering, you can choose any direction or corridor, and you cannot change direction until you reach a crossroads; in other words, we start with a clean slate and stick with whatever we've chosen until the outcome of our decisions leads to other possibilities. Along the way, we encounter numerous tools and fellow players who either help us progress or hold us back, but cannot be avoided, and each offers something; that is, during our journey we get to know a great many people, as well as physical and non-physical things, and there will be those who accelerate our personal development, others will steer us in the wrong direction; furthermore, new acquaintances always evoke some kind of experience, which is stored away. As the journey is long, it is divided into sections: when we reach the end of one section, another door opens. The door opens in an adjacent direction, and we must always pass through it alone. We can undertake these journeys in different bodies, as reincarnation is a process spanning several millennia. Every new door is a new birth. Rest is the interval between lives in the spiritual world. The new life continues from the previous one, so its history cannot be erased. We are alone at both our birth and our death. Each new phase contains elements and tools that connect to the previous one. There will be many players who will walk the same path, but we will also encounter those who cross our path to pass on something we do not possess. We try to give back what we receive, not because of the rules of the game, but for the sake of mutual progress. Every new life is connected to the previous one, but it simply contains new possibilities. We regularly meet those with whom we have developed similar characteristics... There will be those who appear in our lives so that we may teach them something, and vice versa. Through actions performed for one another, an interaction begins; that is, actions trigger reactions, and reactions attract counter-reactions to restore balance. Actions and reactions bring about development and self-awareness. Reincarnation is accompanied by the transmigration of souls; however, the transmigration of souls is not a cycle, but a process of development. This development is not linear.

When we reach the next stage, we can only look ahead; there is no looking back at the previous stages. Later, as we approach the exit, we will be able to see our path. We can even look at the stages still ahead of us, but we cannot yet know what awaits us or which path we will take next. When we start a new life, we won't remember the previous one; we'll only be able to recall memories. We cannot foresee the future, as we'll make our own decisions the moment we arrive there, though we can guess at the likelihood of different possibilities. Every player starts with the same chances, but their chances change along the way depending on which direction they take. In the end, everyone will know their own path. The chances change along the way because, through the experiences, actions and insights we gain in life, new possibilities keep opening up before us. At the very end, we become aware of the nature and extent of the journey we have undertaken. There are guides, guardians, supervisors and helpers who may appear at any time during the game, and the role of the helpers grows stronger as we approach the exit. Lives and processes are observed by higher forms of existence. They teach and assist. Towards the end of reincarnations, we will be the ones helping those who have just begun their journey by passing

on our experiences. If one player helps another, they themselves progress as well, provided that the other player accepts the help. Every action has repercussions for the one who initiates it. After all, we too develop by helping others. However, if we help without due care, disregarding or ignoring the other person's will, we deprive them of the opportunity to solve the problem independently, and thereby hinder our own progress on the path of development. The deeper one goes in the game, the fewer choices there are, and yet players are always fortunate enough to encounter new possibilities. The more lives we live, the more we go through, and our experiences, conclusions, actions and beliefs narrow the scope of our possibilities. In each new life, we move on and new possibilities open up before us. If someone develops quickly and is a good player, the game's leaders will explain their true purpose and the role they are meant to fulfil. If they accept these, they can reach the end of the journey much faster than otherwise. In other words, if a character reaches a high level of development in the "game", they are given the opportunity to be initiated into the secrets of their own being and lives; they can discover the meaning of life and existence, and their personal mission. If, following the initiation, they become aware of their mission in a flash, they can reach their destination much sooner; in other words, the path ahead of them is shortened.

In summary: Everyone reaches the exit sooner or later, but not by the same route. No one can reach the exit until they have come to know all the basic roles. The number of basic roles is not that great, but the number of repetitions and variations is much greater. The essence of earthly incarnation is therefore consciousness. We can view ourselves from outside our physical existence, and through the ability to distinguish, we can identify ourselves. Until we come to terms with our physical reality, we feel at one with everything/merge with it and are unable to separate ourselves. Reincarnation is not a compulsion, but a conscious choice/commitment to gaining experience. The spirit can understand the depths, meaning and joy of existence at levels and from perspectives that would otherwise be impossible. Reincarnation and karma are not about repaying debts, but about something deeper, something that defines an entire life (or lives), something that pertains to life (or lives).

One thing is missing from the mechanism: forgiveness. Beyond a guilty conscience, this attitude makes those who suffer feel that they are worthy of pity.

The law of karma is cruel, because the individual is always to blame for their suffering, and it offers no forgiveness or mercy, unlike Jesus Christ. Jesus Christ acknowledged unjust suffering and held that, with our corrupt hearts and our sins, we cannot keep the moral code, especially in the face of a good and loving God. Eternal reward or punishment depends on whether we accept forgiveness. Jesus said he came into the world *'to seek and to save the lost. He did not come to be served, but to serve, and to give his life as a ransom for many.'* On the cross, Jesus demonstrated forgiveness and granted absolution even to the criminal beside him, once he had confessed his guilt: *'Today you will be with me in paradise.'* Working off bad karma and building up good karma is too great an expectation for reaching paradise, whereas faith alone would suffice. *"For God so loved the world that he gave his only Son, so that whoever believes in him may not perish but may have eternal life."* This is truly good news – for this life and for the life to come.