Required reading: https://platonicsurrealism.com/definitions/

Joshua Cutchin's brilliant book *Fourth wall Phantoms* has stirred me to explain something using his terms, that formerly I only discussed in other terms.

(Damn, man, I just love it when some other part of myself does the heavy lifting, and then I can just run up and scoop some cream off the top.)

Now I'm not going to discuss narratology or the ancient Greek platonic term metalepsis like Joshua does, but I will reference examples of 'breaking the fourth wall'.

Now typically, when it comes to the so-called paranormal (there is nothing to the side of normal actually.... we should really say supernormal, but people don't recognize the term),

We expect to see 'high strangeness' come crashing down from some unknown source into our tidy little scientific-narrative-engulfed world, and this act is brilliantly called by Jousha 'breaking the fourth wall'.

And so, it is.

As most members of the 'visible college' know (the actual insiders to the new, emerging synthesis about such matters), there is the appearance, hotly debated still yes, that we in fact have little or no 'free will'. (Don't be alarmed, I'll clear that up presently, nothing to be sad about).

And this is true, from the perspective of Platonic Surrealism, as Platonic Surrealism observes that we are AWARENESS 'living in the past' of a superdeterministic framework from the 'future', where 'we ourselves' in our penultimate forms, in a mass group effort, generally, have acted as producers, directors or at least actors in a theatrical production'.

When you do it, it feels like a vast winter freeze spreading out to vast horizons, like fractal patterns in new snow and ice. It's like an orgasm. It's the most beautiful creative act a regular person can do, and yes, regular people are doing it constantly.

In that 'flash' you experience everything associated with the co-creative effort. Every last thing about every last thing. Think of it as 'your life flashes before your eyes', only it's ALL lives flashing in that same instant, that will ever exist in that framework.

But in a sense, you are like an author in third person, omniscient narrative view, and in fact you don't truly get to FEEL and BE all the isolated selves (Kant's 'things in and of themselves').

You are more like a movie producer/director on some upper camera/sound boom lift, and don't truly feel that you have 'skin in the game'.

And as you are in your truest formlessness 'unbound eternity and infinity', you are curious about how it all turned out, this thing that you and all the others (Monads) have co-made with each other.

So typically?

You jam a little pseudopod from yourself, the vast ocean, into some part of the 'story', and you BECOME a character.

UFOs' crashing from on high' is ONE 'incursion' alright.

But so is being born as a living thing.

It's no more, it's no less, it's not especially different.

Being born a human baby.

Being some incredulous being from 'elsewhere'.

Ontologically equivalent.

So back to free will.

Your 'future self', your NEARLY timeless self (Monads by definition sit on the skin of time and space so to speak, bridging the timeless and spaceless) has big GOBS of 'free will'.

Now it's not common for just one Monad to make a 'Universe'. Now it does happen, but almost never. The Gnostic story of Mystic Sophia is about this, but that story is a little wrong. 'Sophia' generally has at least a handful of helpers. She might not want to admit it, but she does.

This 'blame the woman' story is just wrong. You know this.

So perhaps there are ninety-nine Monads you co-produce, co-direct and act with, so that gives you something like one percent (absolute) free will.

But you all 'exert yourselves' with all your might. That is still absolute unimpeded free will. You just don't get your absolute way. Remember life is a group effort.

If you want to 'get your absolute way' create a hell world. Everybody does it.

It's a world where you always get your way, and nothing but your way.

It seems lovely at first, but it goes to crap quickly.

When it comes to free-will, our present circumstances of watching our production 'slow-motion' to learn from it, and to BE all the characters in it' isn't much different from the raw POWER of your future self.

In both cases, you push like hell, and you take the result.

In the future, you KNOW the result instantly, as you see it all at once.

In the 'past' you do NOT (unless you get visions), but that makes it both more exciting and more scary as hell and painful.

Yes, it sucks in most worlds, to throw yourself into the giant cosmic food processor (movie) and pretend to be so weak and limited.

But it's like cosmic drugs. There's nothing else like it.

AND

It's really the only way to get to know other Monads, who are like giant unlicensed hydrogen bombs waiting to go off in your face, rather than two very limited human beings, who might share a spot of tea and a biscuit and not have to worry about accidentally detonating some adjacent reality.

Ok.

We have strayed away from the incursion's topic for long enough. I wanted you to see that incursions are not 'unusual'. THEY ARE IN FACT THE ONLY GAME IN TOWN.

Sure, when the 'UFO' comes and gets you, it's scary.

And you seldom if ever learn from the experience, so long as it's the 'SCARY OTHER' and little, powerless YOU.

When YOU send a 'UFO' from the future to break the fourth wall for YOURSELF (this all gets so incestuous, rather like Noah's daughters),

YOU ARE IN FACT,

Trying to train YOU to be a full-on master THESPIAN.

In a very real sense, you need your 'future self' and your 'future self' needs you.

There is a need for both a story, a theater to act out the story, and multiple observers of the story.

If you do not 'play ball' like an artist or creator of some kind, perhaps you will get an incursion, if you show the tiniest willingness to experience such a thing. (it's called willingness to be initiated, to be 'used by god', willingness to evolve, or many things).

But generally, it takes our assent.

And when you get 'got' by a nasty abduction or something of that nature, I know it sounds like shit, like total unempathetic BS, but remember, you are living in the past watching this, and in the far future 'you' are not such a limited being.

It's small comfort, I know.

I did say it rather SUCKS many times, to play the victim character sometimes.

But every good movie needs at least one victim character, if not many.

I'm not saying you can't fight your way out of it, you often can, and that makes FINE CINEMA.

But let's get to the 'multiple directions' part.

So typically, incursions seem to 'come from the future' and we get no 'vote'.

Only that is not true.

We do get a vote, we always get a vote (we decided to play with the others, even if the whole thing goes to crap in the past).

And our 'future selves' often don't understand what it's like on this end of things, unless they become a 'Buddha' or 'Bodhisattva'. Now there's WAY too much religious baggage there, but the basic concept that 'God' needs to learn compassion for it's 'fucked over past self' is a valid thing that 'God' needs to learn.

WE also need to understand the pressing need of the 'Future Wo/Man' to create, to understand, and most importantly to 'grow all those little remote probes, the vast 'Thespians', (us regular people).

We need to teach 'God' this. It's part of the healing of 'Wo/Man and God'.

Part of why we are here.

In the past, the best way to 'call down God' (a thespian incursion) was to SUFFER so much that even 'God' can't ignore it any longer. The feedback from past to future, even a "it's already predetermined past" makes the 'future Wo/Man' feel quite uncomfortable.

This is why catholic saints tortured themselves.

It was a moment-by-moment DEMAND for the 'future presence'.

A summoning.

Even 'God' can feel pain, if you scream long enough, and loud enough.

Really, just that explains half of all supernormal, cryptid, UFO encounters.

Now, that's the old way.

To drive nails through your hands and throw a tantrum.

We need better stories than that.

As referenced elsewhere, the 'Other' ('future us') is 'outsourcing' all this to us, by 'growing us little remote probes', us Thespians, and if we want a whiff of that 'future presence', of that 'future further completeness and almost timelessness and space lessness', then it's ON US, to make that happen.

'UFOs' never land, not in any meaningful way.

We never figure them out.

We never really catch the ghost or the cryptid.

We take pictures that are clear as day, and when we look at them again, they are blank or otherwise not very helpful.

Now there are exceptions, there are other 'movie elements' such as the vast human deception network run by governments to hobble our minds with FAKE 'UFOs' and the like.

There are also 'fungal and plasma entities and other sorts of entities, that you might get some evidence from, in a fleeting and nonconclusive way.

But the rule, the unbreakable rule, is that nothing is allowed to ever be CERTAIN, as if the 'answer' was that mind-controlling, obnoxious cephalopods form Zeta Reticula was the UNIVERSAL answer to most things,

then entire worlds full of the divine Thespians in the forming (us little people) would be lost.

If the only thing worth writing about is Zeta Reticulin Cephalopods, then all the plays, on all the stages, all the art and artists and characters would functionally be destroyed.

This is why the 'paranormal' (supernormal) and especially 'God' must always be 'vague' in a sense to the conscious rational mind at any rate.

It's dreadfully easy to 'transcend' the limitations of the conscious rational mind, by various means, but if you PERFECTLY CAPTURE AND PARADE THAT AROUND, you crap up the entire world and backstab all your co-creators.

So that's not allowed.

That's why 'UFOs' reveal themselves to Ferd the farmer, and even a Jesus says, "you do not know me, I have not revealed myself to you".

It's mandatory.

As it's said in Esalen Institute, "Nobody gets to capture the flag.".

So, what is to be done?

Well, we CAN cause incursions from us to 'the Other'.

Pain is the historical method, but there are other methods.

I know some of them.

People like Ted Owens the PK man was so larger than life, so entertaining, so WILLFUL, that he just DREW INCURSIONS TO HIMSELF.

Boring people never summon anything, unless they experience great trauma, like the death of loved one.

Other people do it with WILL and LOVE.

Decide you will solve the great mystery, work on doing the impossible, and guess what?

You will begin to draw the attention of your 'future self'.

It's like an Olympic race, where the 'time loop' requires open hands, or you won't be able to pass along the torch ad infinitum, or to receive a torch.

In truth, the 'Future Other' (Ourselves) are just WAITING.... Flashing nonsense displays that confound the conscious rational mind, and ENTICE US to bring 'other potentialities online, such as learning to connect with the right-brain hemisphere more fully, to shed social flotsam and jetsam that forms 'accidental social selves', which gives us more 'porosity' allowing us to see and feel and CARE about more than just our 'little selves'.

You can trust me.

If you want to 'summon a 'UFO'' to get your rocks off or some stupid reason, you may well get results, as at LEAST you aren't acting boring.

Most people are boring.

At least that's how the 'phenomenon' views it.

But if you want to INDUCE fictional incursions on your dime, then you have to learn to become a 'Master Thespian'. To get off your ass and confront suffering and limitation.

Then the 'impossible' starts happening.

This is what I did, little Minnesota farm boy Kevin.

It works.

(if the SHARED movie production allows for it, but you won't know unless you give it a try, unless you INSIST on causing an INCURSION of love and beauty from the edges of time and space.).

The only way to know if it's in the script, is to INSIST that it is and don't give up until you find your way.

Nobody can do it for you, though a good mentor can be very helpful.

May all your self-induced incursions be fruitful.

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