

KNOWLEDGE GATE MASTER SCROLL

PART 1

THE THRONE WITHIN

Question:

What sits upon the throne?

INTRODUCTION

Every kingdom has a ruler.

Every government has a source of authority.

Every decision begins somewhere.

Every action serves something.

Within every person exists a kingdom.

A kingdom of thoughts.

A kingdom of emotions.

A kingdom of desires.

A kingdom of choices.

At the center of that kingdom sits a throne.

Something always occupies the throne.

Whatever occupies the throne governs the kingdom.

The first responsibility of self-governance is identifying what truly rules within.

Many seek to change their behavior while leaving the throne untouched.

Many seek to change their circumstances while leaving the ruler unchanged.

But kingdoms do not change until governments change.

The throne must be examined.

THE KINGDOM WITHIN

The outer life is often a reflection of the inner kingdom.

Words reveal thoughts.

Actions reveal desires.

Habits reveal loyalties.

Choices reveal rulers.

The throne is not merely a symbol.

The throne represents ultimate allegiance.

What do I obey?

What do I trust?

What do I fear?

What do I serve?

The answer reveals the ruler.

SCRIPTURAL FOUNDATION

Bible

Proverbs 4:23

"Keep thy heart with all diligence; for out of it are the issues of life."

The issues of life flow outward from what governs within.

Matthew 6:21

"For where your treasure is, there will your heart be also."

The heart follows its throne.

The treasure reveals the ruler.

Romans 6:16

"Know ye not, that to whom ye yield yourselves servants to obey, his servants ye are to whom ye obey..."

Whatever receives obedience occupies authority.

Book of Mormon

Mosiah 5:13

"For how knoweth a man the master whom he has not served..."

Service reveals allegiance.

Alma 34:36

"...that the Lord hath redeemed your souls, and that he hath claimed you..."

The throne ultimately belongs to the Redeemer.

Helaman 3:35

"...they did fast and pray oft, and did wax stronger and stronger in their humility..."

Humility removes false rulers from the throne.

THE FALSE RULERS

Many things attempt to occupy the throne.

Fear.

Pride.

Pleasure.

Anger.

Approval.

Comfort.

Possessions.

Status.

Control.

Bitterness.

Whatever receives ultimate authority becomes the ruler.

Fear creates fearful kingdoms.

Pride creates prideful kingdoms.

Pleasure creates unstable kingdoms.

Anger creates destructive kingdoms.

The throne determines the kingdom.

THE RIGHTFUL KING

The purpose of self-governance is not self-rule.

The purpose of self-governance is proper rule.

The Crown Mantle teaches that the throne belongs to Christ.

The Mind of Christ governs all other mantles.

Without the Crown Mantle:

Knowledge becomes pride.

Power becomes corruption.

Authority becomes oppression.

Skill becomes vanity.

The throne must be occupied by the rightful King.

Only then can the kingdom become ordered.

FRUIT CONNECTION

Primary Fruit:

LOVE

Love determines loyalty.

Love reveals allegiance.

What a person truly loves eventually governs them.

Secondary Fruit:

SELF-CONTROL

Self-control protects the throne.

Self-control prevents lesser desires from seizing authority.

When love and self-control work together, the throne remains protected.

ARMOR CONNECTION

BELT OF TRUTH

Truth identifies false rulers.

Truth exposes deception.

Truth reveals what actually occupies the throne.

Without truth, the kingdom becomes vulnerable to counterfeit kings.

MANTLE CONNECTION

KINGLY MANTLE

The Kingly Mantle concerns government.

Stewardship.

Authority.

Responsibility.

Order.

The first government a king must understand is the kingdom within.

One who cannot govern the inner kingdom will struggle to govern anything entrusted to them.

MISSION CONNECTION

Every mission flows from the throne.

The throne determines priorities.

The throne determines direction.

The throne determines sacrifice.

The throne determines endurance.

Before asking:

"What is my mission?"

The player must first ask:

"Who sits upon the throne?"

REFLECTION QUESTIONS

What currently receives my greatest loyalty?

What currently receives my greatest attention?

What currently influences my decisions?

What currently governs my reactions?

What currently occupies the throne?

COMMAND

IDENTIFY THE THRONE

Before the kingdom can be governed, the ruler must be revealed.

KNOWLEDGE GATE MASTER SCROLL

PART 2

GOVERNING THOUGHTS

Question:

What thoughts receive agreement?

INTRODUCTION

Thoughts influence direction.

Every action begins before it appears.

Every word begins before it is spoken.

Every decision begins before it is chosen.

The battlefield of many lives is not found in the hands.

Not in the feet.

Not in the circumstances.

The battlefield begins in the mind.

Thoughts arrive continually.

Ideas arrive continually.

Memories arrive continually.

Impressions arrive continually.

Not every thought deserves agreement.

Not every thought deserves attention.

Not every thought deserves residence.

Self-governance requires learning which thoughts deserve authority and which thoughts deserve rejection.

THE GATE OF THE MIND

The mind functions as a gate.

Thoughts enter.

Thoughts depart.

Thoughts return.

Thoughts compete.

Some thoughts build.

Some thoughts destroy.

Some thoughts illuminate.

Some thoughts deceive.

The mind was never designed to surrender itself to every passing thought.

The governed mind examines.

The governed mind discerns.

The governed mind chooses.

Agreement gives power.

Attention gives strength.

Meditation gives roots.

What receives repeated attention often becomes established within the kingdom.

SCRIPTURAL FOUNDATION

Bible

Romans 12:2

"And be not conformed to this world: but be ye transformed by the renewing of your mind..."

Transformation begins with renewal.

Philippians 4:8

"Whatsoever things are true... honest... just... pure... lovely... of good report... think on these things."

The mind must be directed.

Thoughts must be chosen.

2 Corinthians 10:5

"Casting down imaginations, and every high thing that exalteth itself..."

Not every imagination deserves agreement.

The mind must be governed.

Book of Mormon

2 Nephi 4:28

"Awake, my soul! No longer droop in sin..."

Nephi speaks to his own inner kingdom.

He directs his own mind.

Alma 32:28

"Now, we will compare the word unto a seed."

Thoughts are seeds.

What is planted eventually grows.

Helaman 3:29

"...the word of God... will lead the man of Christ in a straight and narrow course..."

The mind requires proper guidance.

THE POWER OF AGREEMENT

A thought is not a command.

A thought is not a destiny.

A thought is not an identity.

A thought becomes powerful when agreement is given.

Fearful thoughts become strong through agreement.

Prideful thoughts become strong through agreement.

Faithful thoughts become strong through agreement.

Truthful thoughts become strong through agreement.

The question is not:

"What thoughts exist?"

The question is:

"What thoughts receive agreement?"

THE RENEWED MIND

The Mind of Christ represents the Crown Mantle.

The Crown Mantle governs perception.

The Crown Mantle governs interpretation.

The Crown Mantle governs judgment.

The renewed mind learns to evaluate thoughts through truth rather than impulse.

The renewed mind learns to observe thoughts without becoming ruled by them.

The renewed mind learns to align itself with wisdom.

FRUIT CONNECTION

Primary Fruit:

SELF-CONTROL

Self-control governs attention.

Self-control governs agreement.

Self-control governs meditation.

A distracted mind becomes vulnerable.

A governed mind becomes stable.

Secondary Fruit:

FAITHFULNESS

Faithfulness maintains attention upon what is true.

Faithfulness remains aligned even when competing thoughts arise.

ARMOR CONNECTION

HELMET OF SALVATION

The helmet protects the head.

The helmet protects perception.

The helmet protects understanding.

The helmet protects identity.

The governed mind requires protection.

MANTLE CONNECTION

TEACHING MANTLE

The Teaching Mantle concerns understanding.

Learning.

Instruction.

Wisdom.

Discernment.

The teacher must first learn to govern thought before helping others govern theirs.

SCRIBE MANTLE

The Scribe Mantle records.

Preserves.

Reflects.

Examines.

The governed mind learns to record truth rather than confusion.

MISSION CONNECTION

Every mission begins as a thought.

Every building begins as a thought.

Every invention begins as a thought.

Every kingdom begins as a thought.

If thoughts influence direction, then governing thoughts influences destiny.

The player who governs thoughts influences the future path of the kingdom.

REFLECTION QUESTIONS

What thoughts receive most of my attention?

What thoughts receive most of my agreement?

What thoughts repeatedly return?

What thoughts produce life?

What thoughts produce confusion?

What thoughts should no longer occupy the kingdom?

COMMAND

EXAMINE THE THOUGHT

Before a thought becomes a pathway, determine whether it deserves agreement.

PART 3

THE WATERS OF THE HEART

Question:

What lives beneath the surface?

INTRODUCTION

The heart influences desire.

Desire influences pursuit.

Pursuit influences behavior.

Behavior influences destiny.

Many seek to understand actions without understanding the heart.

Many seek to change outcomes without examining motives.

Yet the waters beneath the surface often determine the direction of the entire kingdom.

The heart contains hidden things.

Hidden desires.

Hidden loyalties.

Hidden fears.

Hidden wounds.

Hidden motivations.

The visible life often begins in invisible waters.

To govern the kingdom, the player must learn to examine the well.

THE DEEP WATERS

Not every influence is immediately visible.

Some things remain beneath the surface.

Some things remain concealed.

Some things remain buried.

Yet buried things continue to affect the kingdom.

The heart remembers.

The heart treasures.

The heart fears.

The heart pursues.

The heart protects.

The heart often reveals itself through repeated patterns.

What repeatedly draws attention?

What repeatedly creates fear?

What repeatedly creates conflict?

The answers often point toward the condition of the waters.

SCRIPTURAL FOUNDATION

Bible

Proverbs 20:5

"Counsel in the heart of man is like deep water; but a man of understanding will draw it out."

The heart contains counsel.

Understanding draws it forth.

Jeremiah 17:9–10

"The heart is deceitful above all things, and desperately wicked: who can know it?

I the Lord search the heart..."

The heart must be examined honestly.

The waters must be searched.

Matthew 15:18–19

"...those things which proceed out of the mouth come forth from the heart..."

The heart eventually reveals itself.

What is hidden eventually produces fruit.

Book of Mormon

Alma 5:14

"Have ye experienced this mighty change in your hearts?"

The kingdom changes when the heart changes.

Helaman 3:35

"...they did fast and pray oft... and did wax stronger and stronger in their humility..."

Humility purifies the waters.

Mosiah 5:2

"...we have no more disposition to do evil, but to do good continually."

The transformation of desire begins in the heart.

THE WELLS OF THE HEART

Every kingdom draws from a well.

Some draw from fear.

Some draw from bitterness.

Some draw from pride.

Some draw from insecurity.

Some draw from faith.

Some draw from love.

Some draw from truth.

The source determines the outcome.

Bitter wells produce bitter fruit.

Fearful wells produce fearful fruit.

Faithful wells produce faithful fruit.

Loving wells produce loving fruit.

The condition of the well affects the entire kingdom.

THE HEART AND DESIRE

Desire flows from the heart.

What the heart treasures, the kingdom pursues.

What the heart fears, the kingdom avoids.

What the heart honors, the kingdom protects.

What the heart worships, the kingdom serves.

This is why self-governance requires more than behavior modification.

The waters themselves must be examined.

The source itself must be purified.

THE PURE HEART

The purpose is not suppression.

The purpose is purification.

The purpose is not pretending.

The purpose is alignment.

A pure heart does not mean a perfect heart.

A pure heart means a loyal heart.

A heart directed toward truth.

A heart directed toward righteousness.

A heart directed toward the rightful King.

FRUIT CONNECTION

Primary Fruit:

LOVE

Love reveals the condition of the heart.

Love reveals loyalty.

Love reveals treasure.

What is truly loved eventually governs desire.

Secondary Fruit:

PEACE

Peace settles troubled waters.

Peace creates stability.

Peace allows the player to see clearly beneath the surface.

ARMOR CONNECTION

BREASTPLATE OF RIGHTEOUSNESS

The breastplate protects the heart.

The breastplate protects integrity.

The breastplate protects motives.

The breastplate guards the well from corruption.

Without righteousness the waters become polluted.

MANTLE CONNECTION

PRIESTLY MANTLE

The Priestly Mantle concerns holiness.

Purity.

Intercession.

Consecration.

The priest first ministers within before ministering without.

SHEPHERD MANTLE

The Shepherd Mantle concerns care.

Protection.

Guidance.

Compassion.

The shepherd understands that healthy fruit requires healthy roots.

MISSION CONNECTION

Every mission draws strength from the heart.

The heart determines commitment.

The heart determines endurance.

The heart determines sacrifice.

The heart determines loyalty.

When the heart is divided, the mission becomes unstable.

When the heart is aligned, the mission gains strength.

REFLECTION QUESTIONS

What do I treasure most?

What do I fear most?

What repeatedly captures my attention?

What motivates my actions?

What condition are the waters in?

What well am I drawing from?

COMMAND

DRAW FROM THE WELL

Before the kingdom can be directed, the waters must be examined.

PART 4

THE NERVOUS SYSTEM WITHIN

Question:

How does the vessel respond?

INTRODUCTION

The nervous system influences response.

The kingdom is always communicating within itself.

Signals travel continually.

Information travels continually.

Messages move from one region of the vessel to another.

The player may not always see these communications.

The player may not always recognize these communications.

Yet the kingdom responds according to what it has learned.

Many reactions occur before conscious awareness.

Many responses occur according to established patterns.

For this reason the player must learn the communication network of the vessel.

The nervous system does not determine destiny.

But it greatly influences response.

THE COMMUNICATION NETWORK

The nervous system connects the kingdom.

Information travels.

Signals travel.

Warnings travel.

Memories influence reactions.

Experiences influence expectations.

The kingdom is constantly gathering information from within and without.

The nervous system was designed to preserve life.

To recognize danger.

To coordinate movement.

To communicate information.

To prepare the vessel for action.

This system is a gift.

Yet an ungoverned system can produce confusion.

A governed system becomes a servant.

SCRIPTURAL FOUNDATION

Bible

James 1:19

"Wherefore, my beloved brethren, let every man be swift to hear, slow to speak, slow to wrath."

Governed response requires restraint.

Governed response requires observation.

Proverbs 14:29

"He that is slow to wrath is of great understanding..."

Understanding often appears through response.

Patience reveals governance.

Ecclesiastes 7:9

"Be not hasty in thy spirit to be angry..."

Rapid reaction does not always produce wisdom.

Book of Mormon

Mosiah 4:30

"But this much I can tell you, that if ye do not watch yourselves..."

The kingdom must be watched.

The vessel must be observed.

Alma 38:12

"Use boldness, but not overbearance..."

Power requires regulation.

Strength requires governance.

Helaman 5:12

"...remember that it is upon the rock of our Redeemer..."

A stable foundation creates stable responses.

REACTION AND RESPONSE

Reaction and response are not the same.

Reaction is immediate.

Response is considered.

Reaction is often automatic.

Response is often intentional.

Reaction is driven by impulse.

Response is guided by wisdom.

The governed player learns the difference.

The goal is not to eliminate emotion.

The goal is not to eliminate feeling.

The goal is to create alignment.

The goal is to create understanding.

The goal is to create choice.

PATTERNS OF THE KINGDOM

The kingdom learns through repetition.

Repeated thoughts become patterns.

Repeated reactions become habits.

Repeated habits become pathways.

Many players believe they are making fresh decisions.

Yet often they are walking established pathways.

Self-governance requires recognizing these patterns.

What repeatedly produces anger?

What repeatedly produces fear?

What repeatedly produces anxiety?

What repeatedly produces peace?

The answers reveal the condition of the system.

THE REGULATED VESSEL

The regulated vessel remains capable of observation.

The regulated vessel remains capable of discernment.

The regulated vessel remains capable of choosing.

The regulated vessel does not surrender authority to every signal.

The regulated vessel does not surrender authority to every impulse.

The regulated vessel learns to remain steady.

The kingdom becomes easier to govern when communication becomes clear.

FRUIT CONNECTION

Primary Fruit:

PATIENCE

Patience creates space.

Patience slows reaction.

Patience allows understanding to emerge.

Patience strengthens governance.

Secondary Fruit:

GENTLENESS

Gentleness governs strength.

Gentleness governs power.

Gentleness demonstrates control without corruption.

ARMOR CONNECTION

SHIELD OF FAITH

The shield protects during pressure.

The shield protects during uncertainty.

The shield protects when signals become overwhelming.

Faith stabilizes the kingdom during difficulty.

MANTLE CONNECTION

WATCHMAN MANTLE

The Watchman observes.

The Watchman recognizes patterns.

The Watchman notices approaching danger.

The Watchman remains aware.

The first watchtower is within.

JUDGE MANTLE

The Judge discerns.

The Judge evaluates.

The Judge separates truth from confusion.

The Judge does not react impulsively.

The Judge considers before ruling.

MISSION CONNECTION

Every mission contains pressure.

Every mission contains opposition.

Every mission contains uncertainty.

The player who cannot regulate response will struggle to maintain direction.

The player who governs response preserves clarity.

The player who preserves clarity maintains the mission.

REFLECTION QUESTIONS

What repeatedly triggers reaction within me?

What patterns continue to appear?

Do I react or respond?

What signals am I ignoring?

What signals am I obeying without examination?

How well do I observe the kingdom within?

COMMAND

OBSERVE THE SIGNAL

Before governing the kingdom, learn how the kingdom communicates.

PART 5

INNER PATHWAYS OF DESIRE

Question:

Where are the pathways leading?

INTRODUCTION

Desire creates movement.

Movement creates direction.

Direction creates destination.

Every kingdom moves toward something.

Every pursuit begins with desire.

Every goal begins with desire.

Every distraction begins with desire.

Every mission begins with desire.

Desire is one of the strongest forces within the kingdom.

The question is not whether desire exists.

The question is where desire is leading.

Self-governance requires understanding the pathways created by desire.

THE PATHWAYS OF THE KINGDOM

Every repeated desire creates a pathway.

The more frequently a pathway is traveled, the easier it becomes to travel.

What is repeatedly pursued becomes familiar.

What is repeatedly chosen becomes established.

The kingdom gradually forms roads according to desire.

Some roads lead toward wisdom.

Some roads lead toward destruction.

Some roads lead toward service.

Some roads lead toward selfishness.

Some roads lead toward life.

Some roads lead toward death.

Every pathway has a destination.

SCRIPTURAL FOUNDATION

Bible

Proverbs 14:12

"There is a way which seemeth right unto a man, but the end thereof are the ways of death."

Not every pathway leads where it appears to lead.

Discernment is required.

Psalms 37:4

"Delight thyself also in the Lord; and he shall give thee the desires of thine heart."

The heart influences desire.

The throne influences the heart.

Matthew 6:33

"But seek ye first the kingdom of God..."

The order of desire determines the order of life.

James 1:14–15

"But every man is tempted, when he is drawn away of his own lust, and enticed."

Desire creates movement.

Movement creates outcome.

Book of Mormon

Alma 29:4

"...he granteth unto men according to their desire..."

Desire influences direction.

Desire influences outcome.

Alma 41:10

"Wickedness never was happiness."

Not every pathway produces the destination promised.

Helaman 12:4–5

"...how quick to do iniquity, and how slow to do good..."

Ungoverned desire creates unstable pathways.

2 Nephi 2:27

"...they are free to choose liberty and eternal life..."

Multiple pathways exist.

Choice determines direction.

THE POWER OF DESIRE

Desire is not the enemy.

Desire is movement.

Desire is motivation.

Desire is pursuit.

Desire is energy.

The problem is not desire itself.

The problem is misdirected desire.

When desire becomes aligned with truth, it strengthens the kingdom.

When desire becomes aligned with deception, it weakens the kingdom.

The kingdom eventually follows what it repeatedly desires.

THE COVENANT PATH

Among all pathways there is a covenant path.

A path of obedience.

A path of faithfulness.

A path of stewardship.

A path of service.

A path of mission.

This path is not always the easiest.

This path is not always the most popular.

Yet this path leads toward life.

The covenant path requires continual choice.

The player must choose it repeatedly.

The player must remain upon it intentionally.

THE DIRECTED DESIRE

The Mind of Christ does not eliminate desire.

The Mind of Christ directs desire.

The Crown Mantle governs desire.

The Crown Mantle teaches the kingdom what is worthy of pursuit.

The Crown Mantle teaches the kingdom what deserves attention.

The Crown Mantle teaches the kingdom what deserves sacrifice.

When desire is governed, movement becomes purposeful.

When desire is governed, the mission gains momentum.

FRUIT CONNECTION

Primary Fruit:

FAITHFULNESS

Faithfulness remains upon the path.

Faithfulness continues forward.

Faithfulness maintains direction.

Faithfulness protects the mission from distraction.

Secondary Fruit:

GOODNESS

Goodness directs desire toward what produces life.

Goodness influences the quality of every pathway chosen.

ARMOR CONNECTION

SANDALS OF PEACE

The sandals concern movement.

Direction.

Travel.

Progress.

The player cannot walk every road.

The player must choose the proper path.

Peace stabilizes the journey.

MANTLE CONNECTION

SHEPHERD MANTLE

The Shepherd guides.

The Shepherd directs.

The Shepherd protects from dangerous pathways.

The Shepherd understands destinations.

WARRIOR MANTLE

The Warrior advances.

The Warrior endures.

The Warrior remains committed to the mission despite obstacles along the path.

MISSION CONNECTION

Every mission requires movement.

Every mission requires direction.

Every mission requires commitment.

The mission cannot be fulfilled while wandering aimlessly.

The mission advances when desire becomes aligned with purpose.

The mission advances when the player chooses the proper path.

REFLECTION QUESTIONS

What do I pursue most frequently?

What desires repeatedly influence my decisions?

What pathways am I strengthening?

Where are those pathways leading?

Am I walking the covenant path?

What destination am I moving toward?

COMMAND

CHOOSE THE PATH

Every pathway leads somewhere.

Choose carefully.

PART 6

AWARENESS

Question:

Can the player observe before reacting?

INTRODUCTION

Awareness creates the pause.

Within the pause a choice may be made.

Everything moves.

Thoughts move.

Emotions move.

Signals move.

Desires move.

Circumstances move.

Yet within the kingdom exists a place where observation becomes possible.

Awareness is the ability to observe what is happening within and without.

Awareness allows the player to see.

Awareness allows the player to understand.

Awareness allows the player to choose.

Without awareness the kingdom becomes reactive.

With awareness the kingdom becomes governable.

THE PAUSE

The pause is one of the most powerful places within the kingdom.

The pause is not weakness.

The pause is not hesitation.

The pause is not fear.

The pause is space.

The pause creates room for understanding.

The pause creates room for discernment.

The pause creates room for wisdom.

The pause allows the player to see before choosing.

Many kingdoms suffer because reaction becomes king.

Many kingdoms suffer because impulse becomes ruler.

Awareness interrupts the automatic pathway.

Awareness restores choice.

SCRIPTURAL FOUNDATION

Bible

Psalm 46:10

"Be still, and know that I am God..."

Stillness creates awareness.

Stillness creates understanding.

Proverbs 16:32

"He that is slow to anger is better than the mighty..."

Strength is not merely force.

Strength is governance.

Strength is restraint.

James 1:19

"...swift to hear, slow to speak, slow to wrath."

Awareness listens before responding.

Ecclesiastes 5:2

"Be not rash with thy mouth..."

Wisdom often appears through restraint.

Book of Mormon

Helaman 5:12

"...remember, remember that it is upon the rock of our Redeemer..."

Awareness remembers foundations.

Awareness remembers truth.

Alma 17:2–3

"...they had searched the scriptures diligently..."

Awareness grows through observation.

Awareness grows through attention.

Mosiah 4:30

"...watch yourselves, and your thoughts, and your words, and your deeds..."

The kingdom must be observed.

The player must become aware.

THE OBSERVER WITHIN

Most people notice the world around them.

Few notice the kingdom within them.

Awareness allows the player to observe:

Thoughts without becoming thoughts.

Emotions without becoming emotions.

Desires without becoming desires.

Signals without becoming signals.

The observer notices.

The observer understands.

The observer chooses.

The observer remains capable of governance.

Without observation, reaction dominates.

With observation, wisdom increases.

REACTION AND CHOICE

The unaware player reacts.

The aware player chooses.

The unaware player follows impulses.

The aware player examines impulses.

The unaware player becomes driven.

The aware player becomes directed.

Awareness does not remove difficulty.

Awareness creates the ability to navigate difficulty.

Awareness creates the ability to choose wisely during difficulty.

THE WATCHTOWER

Awareness functions like a watchtower within the kingdom.

The watchman sees approaching danger.

The watchman sees approaching opportunity.

The watchman remains attentive.

The watchman remains alert.

The watchman does not sleep while the kingdom is vulnerable.

Awareness allows the player to remain watchful over the inner kingdom.

The watchtower protects the throne.

The watchtower protects the mission.

The watchtower protects the kingdom.

THE MINDFUL KINGDOM

The Crown Mantle teaches awareness.

The Mind of Christ teaches observation.

The Mind of Christ teaches discernment.

The Mind of Christ teaches wise response.

The Mind of Christ does not surrender authority to every impulse.

The Mind of Christ governs through understanding.

Awareness is one of the primary tools of governance.

Without awareness there can be no true self-governance.

FRUIT CONNECTION

Primary Fruit:

SELF-CONTROL

Self-control becomes possible when awareness is present.

The player cannot govern what the player does not observe.

Awareness creates the opportunity for self-control.

Secondary Fruit:

GENTLENESS

Gentleness demonstrates strength under governance.

Gentleness demonstrates response rather than reaction.

Gentleness reflects awareness in action.

ARMOR CONNECTION

SWORD OF THE SPIRIT

The Sword of the Spirit separates.

Discerns.

Divides truth from error.

Awareness requires discernment.

Awareness requires clarity.

The sword assists the player in recognizing what is true.

MANTLE CONNECTION

WATCHMAN MANTLE

The Watchman observes.

The Watchman notices.

The Watchman remains attentive.

Awareness is the foundation of the Watchman Mantle.

JUDGE MANTLE

The Judge evaluates.

The Judge considers.

The Judge discerns before ruling.

Awareness strengthens judgment.

MISSION CONNECTION

Every mission contains moments requiring choice.

Every mission contains moments requiring discernment.

Every mission contains moments requiring restraint.

The player who lacks awareness becomes vulnerable to distraction.

The player who possesses awareness remains capable of choosing the mission over impulse.

Awareness protects direction.

Awareness protects purpose.

Awareness protects the mission.

REFLECTION QUESTIONS

What do I regularly react to?

What do I regularly observe?

Do I notice my thoughts before agreeing with them?

Do I notice my emotions before acting on them?

Do I notice my desires before following them?

Am I living reactively or intentionally?

COMMAND

UNPAUSE

Observe.

Understand.

Choose.

Then proceed.

PART 7

THE GOVERNED VESSEL

Question:

What happens when the kingdom becomes aligned?

INTRODUCTION

When the throne is aligned...

When thoughts are governed...

When the heart is understood...

When desire is directed...

When awareness is active...

The vessel becomes governed.

Self-governance is not perfection.

Self-governance is alignment.

The purpose of the Knowledge Gate was never merely information.

The purpose of the Knowledge Gate was transformation.

Each chamber revealed a portion of the kingdom.

Each chamber revealed a system within the vessel.

Each chamber revealed a piece of governance.

Now the systems come together.

THE ALIGNED KINGDOM

A kingdom cannot flourish while divided.

A kingdom cannot prosper while fighting itself.

A kingdom cannot advance while every part pulls in a different direction.

The throne influences the kingdom.

Thoughts influence direction.

The heart influences desire.

The nervous system influences response.

Awareness influences choice.

Together these systems create the condition of the vessel.

When these systems oppose one another, confusion increases.

When these systems align, clarity increases.

Governance emerges from alignment.

THE ORDER OF GOVERNMENT

The throne comes first.

The ruler determines the direction of the kingdom.

Thoughts come next.

Thoughts shape perception.

The heart follows.

The heart influences desire.

Desire creates movement.

Awareness governs movement.

The mission receives direction.

This is the order of government within the vessel.

The player who understands this order gains understanding of the kingdom.

SCRIPTURAL FOUNDATION

Bible

Galatians 5:22–23

"But the fruit of the Spirit is love, joy, peace, longsuffering, gentleness, goodness, faith, meekness, temperance..."

The fruits reveal the condition of the kingdom.

The fruits reveal governance.

Ephesians 6:11

"Put on the whole armour of God..."

The entire armor works together.

No piece stands alone.

1 Corinthians 14:40

"Let all things be done decently and in order."

Order is a mark of governance.

Order is a mark of alignment.

Colossians 3:15

"And let the peace of God rule in your hearts..."

The kingdom requires proper rule.

Book of Mormon

Moroni 7:45

"And charity suffereth long, and is kind..."

The fruits reveal maturity.

The fruits reveal alignment.

Mosiah 3:19

"...putteth off the natural man and becometh a saint..."

Governance requires transformation.

Governance requires submission.

3 Nephi 12:48

"Therefore I would that ye should be perfect..."

The goal is completeness.

The goal is wholeness.

The goal is alignment.

Helaman 3:35

"...yielding their hearts unto God..."

Yielding creates order.

Yielding creates governance.

THE FRUIT OF THE GOVERNED VESSEL

The governed vessel produces fruit.

Not because fruit is forced.

Because fruit grows naturally within an aligned kingdom.

LOVE

The kingdom knows its loyalty.

JOY

The kingdom possesses strength.

PEACE

The kingdom possesses stability.

PATIENCE

The kingdom possesses endurance.

KINDNESS

The kingdom possesses compassion.

GOODNESS

The kingdom possesses integrity.

FAITHFULNESS

The kingdom possesses consistency.

GENTLENESS

The kingdom possesses governed strength.

SELF-CONTROL

The kingdom possesses governance.

The fruits reveal the condition of the kingdom.

THE ARMOR OF THE GOVERNED VESSEL

The Belt of Truth stabilizes the kingdom.

The Breastplate of Righteousness protects the heart.

The Sandals of Peace direct movement.

The Shield of Faith protects during pressure.

The Helmet of Salvation protects perception.

The Sword of the Spirit provides discernment.

Together the armor protects the kingdom.

Together the armor strengthens governance.

THE MANTLES OF THE GOVERNED VESSEL

The Mantles were never intended to function independently.

The Crown Mantle governs them all.

The Prophetic Mantle sees.

The Priestly Mantle consecrates.

The Kingly Mantle governs.

The Teaching Mantle instructs.

The Apostolic Mantle builds.

The Servant Mantle supports.

The Watchman Mantle observes.

The Judge Mantle discerns.

The Shepherd Mantle guides.

The Healing Mantle restores.

The Warrior Mantle defends.

The Scribe Mantle preserves.

When the kingdom becomes governed, every mantle functions properly.

When the kingdom becomes ungoverned, mantles become distorted.

The Crown Mantle keeps the kingdom aligned.

THE MIND OF CHRIST

The Mind of Christ is the Crown Mantle.

The Mind of Christ is the highest government within the kingdom.

The Mind of Christ governs power.

The Mind of Christ governs knowledge.

The Mind of Christ governs authority.

The Mind of Christ governs desire.

The Mind of Christ governs mission.

The Knowledge Gate ultimately points toward the Mind of Christ.

The throne belongs to Christ.

The kingdom belongs to Christ.

The mission belongs to Christ.

The player learns governance by learning alignment with the rightful King.

MISSION CONNECTION

The purpose of governance is mission.

The purpose of governance is stewardship.

The purpose of governance is service.

The purpose of governance is obedience.

The purpose of governance is fruitfulness.

The governed player becomes trustworthy.

The governed player becomes stable.

The governed player becomes capable of carrying greater responsibility.

The governed player becomes capable of serving others.

The governed player becomes capable of advancing the mission.

REFLECTION QUESTIONS

What currently governs my kingdom?

Where is alignment needed?

Which fruits require cultivation?

Which armor pieces require strengthening?

Which mantles require development?

Am I becoming governed?

Am I becoming aligned?

COMMAND

PROCEED

The kingdom has been revealed.

The systems have been revealed.

The path has been revealed.

Proceed into the mission.

CLOSING SCROLL

THE MIND OF CHRIST

The Knowledge Gate began with a question.

What sits upon the throne?

The answer to that question determines every other answer within the kingdom.

The throne determines thought.

Thought influences desire.

Desire influences movement.

Movement influences destination.

Awareness influences choice.

Choice influences mission.

The entire kingdom flows from its government.

Throughout the Knowledge Gate the player has examined the vessel.

The throne was examined.

The thoughts were examined.

The heart was examined.

The nervous system was examined.

The pathways of desire were examined.

Awareness was cultivated.

The governed vessel was revealed.

Yet the purpose of the Knowledge Gate was never merely self-examination.

The purpose was alignment.

The purpose was preparation.

The purpose was transformation.

The purpose was governance under the rightful King.

THE CROWN MANTLE

The Crown Mantle stands above every other mantle.

The Crown Mantle is not merely another mantle among many.

The Crown Mantle governs all mantles.

Without the Crown Mantle:

The Prophet may become prideful.

The King may become oppressive.

The Teacher may become arrogant.

The Warrior may become destructive.

The Judge may become harsh.

The Watchman may become fearful.

The Scribe may become vain.

The Shepherd may become controlling.

The Healer may become self-exalting.

The Servant may become resentful.

The Apostle may become ambitious.

The Priest may become religious without transformation.

The Crown Mantle keeps every mantle in alignment.

The Crown Mantle teaches proper government.

The Crown Mantle teaches stewardship.

The Crown Mantle teaches submission to the rightful King.

THE MIND OF CHRIST

The Mind of Christ is not merely knowledge.

The Mind of Christ is not merely intelligence.

The Mind of Christ is not merely information.

The Mind of Christ is alignment with the will of the King.

The Mind of Christ governs:

Thoughts.

Desires.

Motives.

Responses.

Relationships.

Responsibilities.

Authority.

Mission.

The Mind of Christ creates harmony within the kingdom.

The Mind of Christ creates order within the vessel.

The Mind of Christ creates alignment throughout the Royal Order.

SCRIPTURAL FOUNDATION

Bible

1 Corinthians 2:16

"But we have the mind of Christ."

The invitation is not merely belief.

The invitation is transformation.

Philippians 2:5

"Let this mind be in you, which was also in Christ Jesus."

The kingdom must learn a new government.

Romans 12:2

"...be ye transformed by the renewing of your mind..."

Renewal creates alignment.

Renewal creates governance.

Book of Mormon

Mosiah 3:19

"For the natural man is an enemy to God..."

The old government must be replaced.

The old ruler must be removed.

2 Nephi 31:13

"...with full purpose of heart..."

The kingdom must become aligned.

The throne must become aligned.

Moroni 7:48

"...that ye may be filled with this love..."

The fruits become complete through alignment with Christ.

THE FRUIT OF THE KINGDOM

Love governs loyalty.

Joy strengthens endurance.

Peace establishes stability.

Patience strengthens restraint.

Kindness softens strength.

Goodness preserves integrity.

Faithfulness maintains direction.

Gentleness governs power.

Self-control protects the throne.

The fruits are not decorations.

The fruits are evidence.

The fruits reveal the condition of the kingdom.

THE ARMOR OF THE KINGDOM

Truth stabilizes.

Righteousness protects.

Peace directs.

Faith shields.

Salvation preserves perception.

The Spirit discerns.

The armor protects the kingdom while the mission advances.

THE MISSION OF THE PLAYER

The purpose of self-governance is not self-improvement alone.

The purpose of self-governance is preparation for mission.

The governed player becomes trustworthy.

The governed player becomes dependable.

The governed player becomes capable of carrying responsibility.

The governed player becomes capable of serving others.

The governed player becomes capable of advancing the Kingdom.

The Royal Order was never intended to create spectators.

The Royal Order was intended to develop participants.

The mission awaits.

The mantles await.

The people await.

The field awaits.

The question is no longer:

"What sits upon the throne?"

The question becomes:

"Will the kingdom remain aligned?"

FINAL EXHORTATION

Guard the throne.

Govern the thoughts.

Examine the heart.

Observe the signals.

Choose the path.

Practice awareness.

Strengthen the fruits.

Wear the armor.

Develop the mantles.

Advance the mission.

Walk in the Mind of Christ.

FINAL COMMAND

ENTER THE MISSION

The kingdom has been revealed.

The vessel has been examined.

The government has been established.

Proceed in wisdom.

Proceed in stewardship.

Proceed in alignment.

Proceed under the Mind of Christ.