

Limits and Limitlessness: A Tale

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AllandNothing was restless and, for entertainment, decided to play a game. The game was called Realize All Possibilities. Already there was Nothing, and already there was Everything, so already the game was well underway. "What is needed," knew AllandNothing, "is an intermediate realm filled with all possible things." So AllandNothing thought thoughts and imaged images, and out of the Nothing that was filled with Everything there emanated an infinity of universes.

Being playful, AllandNothing wished to have games within games and so, within one infinite universe, AllandNothing invented another infinite universe and called it The People. The People were *very* much like AllandNothing and also loved to play. So they too played Realize All Possibilities, and the game was even more fun because "realize" now had twice as many meanings. The People and AllandNothing devised a variation of the game and called it Hide and Find and Hide Again. And everyone played these games for a long, long time.

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Before the game began, everything was Limitless. But now there were Limits and Boundaries everywhere! This was wonderful, for playing with limits was the heart of The Game and the most fun of all. The People became so enthralled with limits that they thought of nothing else. There were the limits of Space and Time and Matter and Energy and Individuals and Words (especially of Words!). Such joy! There was so much to do with limits! They could be created and honored and stretched and pushed and transcended and dissolved. The People so loved limits that they began taking them *very, very* seriously.

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So AllandNothing reminded The People that their purpose and the purpose of what they called the physical universe was indeed to Realize All Possibilities and that working with and learning about Limits was the very best way to play The Game. But the limits were becoming too rigid and too compelling. And AllandNothing urged The People to loosen up a bit, to conquer the limits rather than let the limits conquer them, and to remember the Limitless, and *to use the limits* as vehicles to the

Limitless. And this was very helpful to The People, and they did all of these things.

They dwelt more frequently in the Limitless. They remembered more and more often. Some among them created special reminders of the Limitless, so they would not forget. And they called these Art and Poetry and Music and Mythology and Meditation and Philosophy. One of the Philosophers created an Allegory of the Cave and a Parable of the Round People. Mathematicians embedded reminders in their Numbers. Architects enshrined them in their Works. Many Symbols were developed, so that they might not forget. Alchemists drew the Egg and the Ouroboros. Astrologers reminded others of Neptune and Saturn. Artists hinted and suggested. Scientists added the Limitless to their later theories.

The three phases of The Game were mirrored in many places, and this, too, helped remembering. The Undifferentiated, Separation, Reunion. In different areas, the pattern repeated: cosmology, birth and death and rebirth, development, individuation, the mythical quest, the time courses of living beings and nations and philosophies.

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Parapsychologists reminded The People that the limitations of space and time and language and matter and energy and individuality and body and brain could be transcended. Exceptional experiences served as reminders, as calls from Home. Some of these were named psychic experiences and mystical experiences and nostalgia and joy and love. And when the bodies of The People encountered reminders of Home, they revealed these memories through laughter and tears; and trembling, thrills, and gooseflesh reflected the feathering of their Souls.

And when The People's memories faded too far, Avatars appeared. And the Dance went on....

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