



**Playing the Ascension Game: A Guidebook For
Navigating the Third Dimension Step-By-Step to
Higher Consciousness (no matter who the hell you
are) (Technology of Ascension) (Volume 3)**

Diana Stone, David Bills

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If you regard ascension as something associated only with a line-up of planets on December 21, 2012, you haven't read *Playing The Ascension Game* by author Diana Stone. In this guidebook, ascension is described as a work in progress that extends well past the highly publicized and controversial 2012 date. The author deftly introduces readers to the fundamentals of Alternative Spirituality, the basic stepping stones that lay down the foundation for personal transformation. This book is for everyone who can maintain a flexible belief system as you are led by baby steps along a continuum that culminates in the key to an enlightened human capable of traversing higher dimensions. The book's claim that game playing is the only thing that will solve humanity's problems over the next hundred years has some startling statistics on its side. Playing a game is the only place where the impossible is possible, as it engages the right brain intuition, opening the door to all knowledge in the Universe. The author shares autobiographical adventures that will have you laughing as you learn. She documents her work with her Spirit Teacher that eventually laid down the model for the Western 21st-century shaman. There are guidelines for working with ETs, guides, psychics and gurus, as well as techniques for developing psychic skills and communicating with your body. There are lightworkers who have done everything right, but everything has gone wrong. Diana Stone's profound insights into their true soul mission reveals that they are neither crazy nor wrong. Other stories drawn from her free newsletter document her readers' hilarious and shocking encounters with wild synchronicities and the Trickster archetype. This 7" by 10", 2 ¾ pound, 548-page monster tome speeds you through a laundry list of subjects as wide as the Grand Canyon, and as unique and versatile as the author herself. Among numerous others, topics include: clearing negative energies, shocking health care secrets, humanity's true parents, the nuclear device detonated in biblical times, preparing for ascension, breaking soul contracts, toxic relationships, spiritual emergencies, healing ancestral wounds, crossing timelines, activating the pineal gland and 12-strand DNA, America's secret destiny, the new race of humans, and your true soul mission. The most powerful chapter in this book may well be "Ho'oponopono," the planet's greatest healing technique interpreted in detail by the author. Yes! game playing is for everybody, and *Playing The Ascension Game* is everybody's ticket to the ascension process. The author's signature story-telling style has brought lecture audiences to their feet in standing ovations since the 1970s. Diana is a woman of many talents. She serves an international clientele as a professional astrologer. She is also a shamanic healer who works with clients world wide by remote. She and her brother, Duane Henkle, have been leading edge voices in the ascension movement since 1997. They worked with Pleiadian ETs to bring through a popular technique for activating the lightbody, the subject of a book they later coauthored *The Lightbody Activation Manual*. Pleiadian Beings once again merged with Duane Henkle to bring through the Galactic Activation. *Playing The Ascension Game* introduces this activation for the first time in print!

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