

LOS ANGELES • AUSTIN • PUERTO VIEJO • EGYPT

We run it as gameplay, but the codes are anything but pretend.

Join iôn and 11 others on an 8 hour Mycelium Expedition into the field. The Mycelium opens the gates. We play through them together, using the mechanics of Reality to operate it in sync.

There are three maps you can choose to play on. Los Angeles, Austin and Puerto Viejo. Pass two gates and you gain access to the third, a larger convergence in Egypt that you do not want to miss.

Mycelium is the oldest communication network on Earth, and it is the model we train on.

WHAT IS INCLUDED

- A private location, safe, secure and surrounded by nature, where you can sync.
- The sacred plant teacher, grown with fairies in a private garden full of organic matter and magic.
- Field Training by one of the most highly trained players in the game.
- The most magic journey you have ever had, where you return with fresh operating instructions and deep bonds.
- An adventure into the architecture of the game, at a time when you can see and feel it, in sync with others ready to traverse realities with you. As a team.

APPLY BY EMAIL

ion@ion11kingdoms.com

OR MESSAGE ON INSTAGRAM

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THE SEQUENCE

Three Gates.

The first two must be taken, in order, to reach the third.



GATE

WHAT HAPPENS

ACCESS

I
THE LIVING GRID

Whoever holds the Host Key opens their space to us, an oasis or a temple, away from the noise. Eleven of you learn to feel the network you are standing on and to hold one field together.

\$555

II
FIELD PLAY

The city. We enter the matrix with the mechanics in hand and play what animates, together, in the field. This is the fieldwork.

\$555
AFTER GATE I

III
THE CONVERGENCE

Egypt. Deepen the mechanics inside architecture that activates, and deepen the synergy. Some things only unlock in sacred sites, through a group.

NOVEMBER
AFTER GATES I AND II

Gate I in one city and Gate II in another is allowed. Play whichever map you want.

What the training does.

The teacher does something measurable. It softens the partitions between the brain's networks, and the strongest effect lands on the system that holds the sense of a separate self. The walls come down and perception widens.

New connections grow in the frontal cortex. The network that normally runs the show loosens its grip. Do it consistently, a few times in sequence, and the skill sticks. Then we deepen it through the Gates.

- 01 The doorway. What waits on the other side takes years of training to reach unaided. The medicine opens the door so you can see through it, and I show you what you are looking at. You will be able to hold it on your own.
- 02 The training. I train you inside it, in the field, with the others. We enter the grid as a team and we play what animates.
- 03 The deepening. Once we have found our sync we take it further, inside architecture built to awaken things in the genetic code and in the quantum. That is why we go to Egypt.

This is training rather than an event because we are consciously choosing it. A ready mind can hold the understanding of the access it is gaining. A more closed mind has not reached the freedom to see it, let alone hold it.

If you are here reading this, you are ready. The only question left is whether you jump, or stay in the matrix for further training.

The fact that this is rendering means it is in coherence.

FIELD NOTE 01

MYCELIUM IS A COMMUNICATION NETWORK.

It is the oldest one on Earth. It has no brain and no center. Every point in it senses and answers on its own, and the whole system still behaves as a single intelligence.

That is the model we train on, and it is why the work is built for eleven.

Put people in live conditions together and their bodies start to align. Heart rate. Breathing. Neural activity. It is measurable, and the degree of it predicts whether the group succeeds.

It climbs highest when the task is unfamiliar and the group is meeting it for the first time. That is the condition we build on purpose.

The teacher amplifies it. The wall between self and other thins, and the regions holding that wall in place go quiet. What people call merging afterward is a real change in how the brain divides the room.

**Eleven players. No command center.
Each one sensing and answering, holding one field between
them.**

That is how the network under the forest works, and it is how a trained group works.

GATE I • AN OASIS OR TEMPLE SPACE, OPENED BY THE HOST KEY

THE LIVING GRID

Whoever holds the Host Key opens their space to us. An oasis or a temple, away from the noise, where nothing competes for your attention. There is the group, the land, and the network running underneath all of it.

We take the teacher together and the training begins. You are guided for the full eight hours. Hold your attention steady while perception widens. Stay in your body as it comes on. Find the other ten without looking. Reach the layer this opens on purpose instead of being carried through it.

The land is your reference. You learn to feel a network that is already running beneath you before you are asked to hold one made of people.

By the end of the session the eleven of you are communicating as one field.

I take a light dose so that I can guide clearly for the full eight hours, and I am also making an assessment. Whether you are ready to take this into public. If you are not ready you do not enter Gate II, because Gate II is a city.

This is where you learn to feel the grid.

GATE II • LIVE FIELDWORK IN THE CITY, WITH THE SAME ELEVEN PLAYERS

FIELD PLAY

We enter the matrix with the mechanics in hand and play what animates, together, in the field. The group travels inside a protective field that I hold and that you learn to help hold. You are never on your own, and you are here only because I cleared you at Gate I.

Play it like an escape room. Like any good escape room, teamwork and synergy is how you master the field. That is what we are doing together.

I guide you through reading reality, and through how what renders in front of you is a reflection of the prism inside each of us, and of how we work together toward a common goal. We decide that goal together.

This is where coincidence becomes information.

GATE III • EGYPT, IN NOVEMBER

THE CONVERGENCE

Every player who cleared Gates I and II in Los Angeles, Austin or Puerto Viejo is invited to join the convergence of aligned souls, for a deeper and bigger gameplay in Egypt.

Egypt is where I found the science of shape and geometry, and not only Heka but the mechanics that underpin reality. They did not treat it as a discipline. They treated it as a science, because it is one. I found it in Egypt, and Egypt is where I teach it.

You leave able to manipulate, control and understand not only conditions, but realms, and story, and structure.

**THIS IS WHERE I TEACH YOU TO
BECOME A GODDAMN MAGICIAN.**

Gate III takes place the day before the Egypt Expedition begins. **Find that expedition at netersync.com/expedition-egypt**

PLACEMENT

Player, are you ready to operate reality at the next level?

THIS IS FOR YOU IF

You have already felt the field respond and want to know how it works. You have sat with this teacher before and want to do something with the access rather than only receive it. You run something that other people depend on. You can stay composed in public while a great deal is happening inside you. You can take direction in live conditions.

THIS IS NOT YOUR GATE YET IF

You want to lie down and be looked after. You need every variable resolved before you have any data. You need to be the only one in the room.

Eleven people are holding one field, and it does not work with a passenger.

If this is something you feel called to, tell me which days inside your city block you are available. When enough players want the same day, that is the universe aligning. When there are more applicants than positions, I feel into the map and see who is being called to be together.

THE GUIDE AND THE CONDITIONS OF THE GATE

Who is running this.

I am the guide. I take a light dose so that I can guide clearly for the full eight hours, and I have run this many times.

I once showed a table of people a simple way of reading reality. A game. A pattern. A mechanic. Months later they had built an entire ecosystem out of it. New friendships. Businesses. Expeditions. Communities. The game kept playing long after I left.

THE CONDITIONS OF THE GATE

- Eleven players hold the field together.
- Gate I opens at a private residence surrounded by nature, approved by me.
- You are brought into a digital portal on WhatsApp with your ten before the day.
- Coordinates go only to confirmed players.
- Application before invitation.
- Eight hours. Your start time arrives in the welcome email once you are approved.
- In Gate II the group moves together inside a protective field and nobody is released alone.
- Travel and lodging are yours to arrange, in every city.

If a player needs to stop, that is not an interruption. That is the game.

The team moves together to get them somewhere they feel safe and held, and that is the training.

WHERE THE GATES OPEN

Choose your map.

Choose the city and the block you want to play.

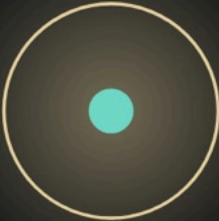
GATES I & II

GATE III

LOS ANGELES
AUGUST 17 TO 28

AUSTIN
SEPTEMBER 1 TO 9

PUERTO VIEJO
SEPTEMBER 12 TO 26



EGYPT
NOVEMBER

HOW THE DATES WORK

Reply with every single day inside that block you are available. When eleven players land on the same day, that day becomes the game, and you are sent the confirmation with the date and time. A refundable deposit holds your position.

ANSWERED PLAINLY

Questions.

What if I have never done this before?

Good. You have no habit to unlearn, and beginners often work the field faster.

Is one Gate worth taking on its own?

Yes. Gate I is complete by itself, and you leave with the grid in your body whether or not you come back.

Is it safe to be in public during Gate II?

You are never alone and never out of formation, and you only enter Gate II if I cleared you at Gate I.

What do I bring?

Sent to you after booking, in the Preparation for Field Training document.

What if I have done this many times?

Then you already know the access is real and the results vary. Training is what makes them repeatable.

Will I know anyone?

You will be in the WhatsApp portal with your ten before the day begins.

What about travel and lodging?

Yours to arrange, in every city, including Egypt.

What happens after the day?

You are welcome to book a private session or join any of the group syncs at netersync.com.

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THE EXCHANGE AND HOW TO APPLY

\$555

PER PLAYER
PER GATE

555 is the number of change.

SECURING YOUR POSITION

\$55 reserves your position and is sent as a payment link once you are approved. It is refunded in full if you are not approved, or if you decide not to come. The balance is due within 24 hours of approval. Full refund up to 3 days before, 50 percent within 24 hours before, and none in the final 23 hours.

WHAT TO SEND

Put the Gate and the city in the subject line, for example LIVING GRID, AUSTIN. Send answers rather than paragraphs.

1. Which Gate and which city.
2. Every date in that block you can play.
3. What you already run in your life.
4. Your history with this teacher, honestly, or none.
5. One time the field answered you and you could not explain it.
6. Anything in your body or your medication I should know. This stays between us.

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FOR PROPERTY HOLDERS

The Host Key.

Gate I needs a house that is isolated, surrounded by nature and private.

If you have one, you do not buy a position. You hold one.

THE TERMS

- The approved host attends Gate I at no exchange.
- I approve the property myself before anything is confirmed.
- The host holds one of the eleven positions as a player.
- Coordinates never leave the group.

Send photographs, the city, and the dates you can open it. Put HOST KEY and the city in the subject line.

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