



Why the Metaverse Poses an Existential Threat to Humanity

For years now, the political Right has spoken of being “red-pilled,” using the blockbuster film *The Matrix* as an allegory for the process of awakening to the totalitarian control and brainwashing to which the globalists have subjected, or wish to subject, the masses.

But few could have imagined how literal the *Matrix* allusions would ultimately turn out.

In the 1999 movie starring Keanu Reeves, machines rule the earth after having won a war against the humans who created them. They have turned humans into living batteries, feeding off of them for power by hooking every person up into a tiny pod in which they live from birth until death, being fed and kept alive through several tubes inserted into their bodies.

To keep humanity from rebelling against or even becoming aware of their state of captivity, the machines have developed a vast digital world, known as the Matrix, to which every human is connected. The Matrix looks and feels just like our world, and most people (excepting of course, the handful of heroes in the film) live and die never realizing they were in a simulation all along.

In the movie, the Matrix was an essential instrument for maintaining control over the entire human race. Now, those who seek total control over the global population are perfecting and promoting a Matrix of their own, but by a different name: the metaverse.

In modern culture, the metaverse refers to the entirety of digital worlds that serve as alternatives to the real world. It encompasses everything from online role-playing games to social media. Proponents of the metaverse envision the day when all of these, the internet as a whole, will be joined together into a single metaverse supplemented by tools like digital currencies and made immersive through virtual reality (VR).

Mark Zuckerberg, the founder of Facebook, has spoken repeatedly about his dream of bringing the metaverse to life, and even had the name of the social media platform’s parent company changed from Facebook to Meta.

Under Zuckerberg’s vision, which matches that of the many futurists pushing this technology, the



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Written by [Luis Miguel](#) on June 27, 2022

metaverse will allow users not only to create an avatar — a common function of nearly any immersive game nowadays — but to create an entire digital life for that avatar. Digital housing, digital career, digital friends, digital family.

Already, digital real estate has become a coveted object for investment. People are spending millions of dollars to buy virtual plots of land.

Texas entrepreneur Adam Hollander invested \$1.2 million to create an island in the metaverse called White Sands, a tropical getaway.

Per [KVUE](#), White Sands “consists of 3,000 NFT [non-fungible tokens, a digital currency] plots of land where users can build their own empires via Minecraft. It will offer 250 pre-built luxury villas available only to current White Sands plot owners in the next few weeks. Built on NFT Worlds, White Sands will soon be connected to thousands of other worlds whose users will be able to roam, interact and enjoy the experiences created by White Sands users.”

Of course, while the Big Tech overlords are encouraging us to buy digital land, oligarchs such as Bill Gates and Mark Zuckerberg are [buying up the real land](#).

There is even a [push to normalize](#) “virtual children,” with proponents saying it would reduce overpopulation and estimating that one out of five parents will opt for digital babies over real offspring by 2070.

Driving all this is not only a thirst for centralized control over the masses, but, relatedly, a hunger for financial gain. Citi, the latest bank to try to measure the future market size of the metaverse, estimates it will be [worth \\$13 trillion by 2030](#). This would make it one percent of the estimated \$128 trillion global economy.

Just as in *The Matrix*, the metaverse is crucial in the globalist plan. What better way to keep the people docile while the globalist overlords reduce them to a state of serfdom than with an enticing virtual world of bright, shiny images? Remember, the World Economic Forum has said that, in their vision, you will “own nothing and you’ll be happy.” The metaverse is how they keep us happy while owning nothing, because we will have the illusion of owning amazing things in the simulation.

Moreover, the globalists are anti-Christian. And because scripture teaches us that humans are made in the image of God, they want to corrupt human biology with transhumanism. One way they will tempt people into transhumanism is by marketing technological enhancements to our bodies for the sake of connecting ourselves effortlessly and automatically to the metaverse. Of course, these enhancements will make humans as easy to control as a computer.

The only difference between *The Matrix* and real life is that we won’t have to be subjected to the simulated world against our will. People will willingly and eagerly hook up to the Matrix under promises of a digital utopia. When the whole world is connected, human freedom will be irrecoverably destroyed.

To preserve not only freedom, but civilization and humanity itself, we must fight back against the metaverse.



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