



HOUSE OF HORUS™ BEGINS NOW

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HOUSE OF HORUS™
BEGINS NOW

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INTRODUCTION: THE UNVEILING OF THE CODE

"A temple stands, but it is not made of stone. It is built upon knowledge, upon perception, upon the unseen forces that govern reality itself."

I. THE HIDDEN TRUTH BEHIND THE VEIL

There is a veil over the world. Most do not see it, though they move within its illusions every day. It is the veil of control, of perception, of a reality shaped not by what is true, but by what is believed. The world has always been ruled by those who understood this.

From the priests of ancient Egypt to the architects of digital empires, the true rulers of every age have not been those who held power with their hands, but those who shaped the minds of others. The pharaohs built temples not just for the gods, but for ideas—symbols of power so deeply woven into the human psyche that even today, thousands of years later, their presence still commands reverence.

The House of Horus is not just a name. It is a legacy, a continuation of an ancient understanding: that power belongs not to those who seek to control the world, but to those who master perception.

What you are about to read is not just a book. It is an initiation. A gateway.

Some will understand.

Some will not.

That is by design.

II. THE ARCHITECT'S CODE

There are laws that govern the world, unseen but absolute. They have existed for as long as thought itself, shaping empires, guiding revolutions, and building the unseen hierarchies that have ruled civilizations.

- ◆ **The Five Core Principles of the House of Horus**

1] Perception is Reality.

The world does not operate on truth, but on belief.

Whoever controls belief, controls reality itself.

2] Exclusivity Breeds Power.

The most valuable knowledge is always hidden.

What is scarce is desired. What is desired controls those who seek it.

3] The Silent Rule the Loud.

Those who truly shape the world do so without being seen.

Influence is greater than authority. Control perception, and you control the rulers themselves.

4 Symbols Hold the Key.

Language is limited. Symbols transcend time.

The greatest empires were not built on laws, but on icons, myths, and sacred images.

5 The Mind is the Throne.

To rule land is nothing. To rule minds is everything.

The future belongs to those who master psychology, technology, and information.

The House of Horus is built upon these laws. They are not theories. They are not ideas. They are forces of nature.

Those who understand them will see the world as it truly is.

Those who master them will shape the world as they wish it to be.

III. THE FIRST THRESHOLD: THE TEST OF VISION

"Not all will enter. The gate is invisible to those who are not ready."

The House of Horus is not for the many. It is for the few.

Not because of status. Not because of wealth.

But because of vision.

The greatest architects of history were those who saw what others could not. The Pharaohs saw eternity in their pyramids. The Renaissance masters saw divinity in human form. The pioneers of the digital age saw entire worlds hidden within lines of code.

To enter the House of Horus, one must first see.

The Test of the Initiate

There are no written invitations.

There is no formal membership.

The House of Horus selects its own.

Not by outreach, but by resonance.

Those who are ready will find this book.

Those who understand its words will see beyond them.

It has always been this way. The world's greatest secrets are not hidden by locks and keys. They are hidden in plain sight, obscured not by barriers, but by the blindness of the uninitiated.

The Architect's path begins with one question:

"What do you see?"

IV. THE HORIZON OF THE NEW ORDER

"The future does not arrive. It is built."

There are two kinds of people in the world:

- ◆ **Those who watch the future unfold.**
- ◆ **Those who design it.**

The House of Horus is for the latter.

The 21st century is a war of narratives, technologies, and perceptions. The rulers of tomorrow will not wear crowns. They will not sit on thrones. They will not govern nations through politics or war.

They will shape the world through the invisible forces of belief, attention, and digital perception.

The House of Horus exists for those who understand this.

For those who refuse to be pawns in the great game of civilization.

For those who choose to be Architects.

This is not a movement.

This is not a philosophy.

This is an unfolding prophecy.

The question is not What is House of Horus?

The real question is:

"Are you ready to become an Architect?"

HOUSE OF HORUS BEGINS NOW.

CHAPTER I: THE ART OF PERCEPTION AND CONTROL

"The greatest war is not fought with weapons, but with ideas. Victory belongs not to those who conquer land, but to those who shape minds."

I. THE INVISIBLE WAR

There is a war that has raged across history, unseen by most, yet governing everything. It is not a war of armies, nor of nations. It is a war of perception—a battle for the human mind.

Every civilization, every empire, every revolution has been won or lost not by the strength of its weapons, but by the mastery of ideas.

◆ The Hidden Battles of History

The Pharaohs ruled not by force, but by controlling divine narratives, making their power unquestionable.

The Roman Empire conquered not just through legions, but through mythology and law, binding diverse cultures under a single identity.

The Renaissance was not just an age of art, but of ideological conquest, shifting the world's vision from theocracy to humanism.

The modern era is ruled by corporations, not through territory, but through control of attention, information, and belief systems.

Today, the battlefield has changed, but the war remains the same.

The rulers of tomorrow will not be those with the most money or the biggest armies. They will be those who control perception—the architects of belief, identity, and meaning.

This is the true power. And it is the foundation of House of Horus.

II. PERCEPTION IS THE NEW CURRENCY

Money is not the real source of power.

The new economy is built on perception.

Every industry, every empire, every leader in the digital age thrives or falls based on how they are perceived.

- ◆ **The Three Pillars of Perception Power**

1 ATTENTION = CURRENCY

Those who command attention command the economy.

Social media platforms, news networks, and entertainment industries are battlefields where narratives are won and lost.

2 TRUST = WEAPONIZED

The most powerful brands, leaders, and institutions manufacture trust.

Those who understand how to create, control, and destroy trust hold the keys to global influence.

3 SCARCITY = DESIRE

The rarest ideas, the most exclusive knowledge, always become the most valuable.

The House of Horus operates behind the veil, accessible only to those who seek beyond the obvious.

Every empire of the modern world—Apple, Tesla, Meta, BlackRock—was not built on products alone. It was built on perception engineering.

The question is: How do you control it?

III. THE MECHANICS OF CONTROL

"To rule perception, you must first understand it."

There is a formula, known to the greatest architects of power.

It is the Blueprint of Influence—the method by which nations, corporations, religions, and ideologies shape the minds of millions.

- ♦ **The Blueprint of Influence**

1 DEFINE THE REALITY

The first step is not to convince people, but to set the frame of reality itself.

Example: Facebook is not "a website." It is "the digital public square."

Once you define reality, everything else aligns to it.

2 CREATE RITUALS

Humans are creatures of habit and repetition.

Every powerful entity establishes rituals that reinforce its control.

Example: Religions, political movements, and elite organizations all use symbols, codes, and repeated practices.

3 MASTER THE LANGUAGE OF POWER

Words do not just describe reality. They create it.

Those who control language control thought.

Example: "Freedom fighter" vs. "terrorist"—same person, different perception.

4 GATEKEEP KNOWLEDGE

Power is not shared. It is distributed strategically.

The most valuable information is always locked behind paywalls, secret groups, and elite circles.

The House of Horus follows the laws of scarcity—only those who truly seek knowledge will find it.

5) PLAY THE LONG GAME

The greatest empires are not built in a day.

Every great movement follows a multi-decade strategy, embedding ideas into the cultural subconscious.

Example: The Renaissance masters planted ideas that would shape the next 500 years.

This is the art of control. And those who master it do not ask for power. They take it.

IV. THE THREE CATEGORIES OF POWER PLAYERS

In the war of perception, there are three types of people:

- ♦ The Pawns – Those who consume narratives without question.**
- ♦ The Players – Those who use narratives to build influence.**
- ♦ The Architects – Those who create the narratives that shape the world.**

The House of Horus exists only for the third category.

♦ **The Path of the Architect**

1 LEARN TO SEE BEYOND THE ILLUSION

The world is a stage. Recognize the script behind every event, every brand, every leader.

2 MASTER ATTENTION AND TRUST

Attention is a weapon. Learn to capture it, direct it, and protect your own from external influence.

3 CONTROL YOUR OWN REALITY FIRST

You cannot control the world until you master yourself.

Every Architect must first rewrite their own mental operating system before rewriting society's.

The House of Horus does not exist for those who wish to be told what to do. It exists for those who wish to create reality itself.

V. THE NEXT STAGE: BUILDING THE NEW ORDER

The final question is not "How do I win?"

The final question is:

"How do I create a system where I cannot lose?"

The answer lies in systemic perception control.

The next chapter reveals how.

CHAPTER II: SYSTEMIC PERCEPTION CONTROL & THE CREATION OF EMPIRES

"Those who build kingdoms think in years. Those who build empires think in centuries."

I. PERCEPTION CONTROL AT SCALE

In Chapter I, we established that perception is the true source of power. But individual influence is temporary. The real masters of power do not just control narratives—they institutionalize them.

Every lasting empire, every enduring dynasty, every generational power structure systematizes perception control.

This is the key to long-term dominance.

- ♦ The Architecture of Systemic Control**

- 1 Create Institutions that Outlive You**

The true architects of power never depend on personal charisma.

They create systems that continue to shape minds long after they are gone.

Example: The Catholic Church, Harvard University, The Federal Reserve—institutions that outlast individuals.

2 Turn Ideology into Infrastructure

An idea alone is weak. It must be embedded into law, education, media, and economics.

The most powerful ideologies are not just believed; they are enforced structurally.

Example: Democracy, capitalism, and religious institutions all survive because they are structurally embedded in society.

3 Control the Gateways of Knowledge

Those who control education control the future.

The greatest power structures establish filters that determine who has access to elite knowledge.

Example: Ivy League universities are not just schools—they are gates to the ruling class.

4 Monetize Belief Systems

The most powerful ideas become economic engines.

Religions, corporations, and political movements all survive because they generate continuous financial support.

Example: Tithes, taxes, and subscription-based education models all sustain ideological structures.

The House of Horus is not just a brand. It is a system designed for longevity.

II. THE FOUR PILLARS OF EMPIRE CREATION

All enduring power structures rely on four core pillars:

- 1 Control of Information**
- 2 Economic Dependency**
- 3 Psychological Conditioning**
- 4 Cultural Engineering**

Master these four, and you create an empire that cannot be overthrown.

♦ 1. CONTROL OF INFORMATION

"He who controls the past controls the future." – George Orwell

Historical Narrative Engineering

History is not just written by the victors—it is written by the architects of control.

Example: The colonial rewriting of African history, erasing pre-colonial empires to justify control.

Censorship & Selective Information Flow

Knowledge is power, but controlling access to knowledge is greater power.

Example: The hidden technologies of Tesla and suppressed alternative energy solutions.

Myth Creation

Every empire establishes foundational myths that justify its authority.

Example: The American Dream, which fuels the capitalist system.

♦ 2. ECONOMIC DEPENDENCY

"If you control a man's bread, you control his mind."

The Debt & Taxation Matrix

Modern societies ensure that citizens remain enslaved through financial systems.

Example: Student loans, mortgages, and never-ending inflation cycles.

Monopoly Creation

True power players do not compete—they acquire and consolidate.

Example: Amazon, Google, and BlackRock systematically eliminating competition.

Subscription-Based Control

The new economy thrives on continuous payments rather than one-time transactions.

Example: Netflix, SaaS models, and Patreon-like memberships, keeping users dependent.

♦ 3. PSYCHOLOGICAL CONDITIONING

"The greatest cages are the ones you cannot see."

Repetition & Rituals

Ideas become reality through constant exposure and ritualistic reinforcement.

Example: The daily pledge of allegiance in American schools.

Cognitive Dissonance as a Tool

If you make people hold two opposing ideas, you can control their reasoning.

Example: "Land of the free," but highest incarceration rate in the world.

Fear as a Governance Mechanism

Societies function by manufacturing consent through fear.

Example: War on Terror, pandemics, and constant economic crises creating perpetual anxiety.

♦ 4. CULTURAL ENGINEERING

"If you control culture, you control civilization itself."

The Hollywood-Media Complex

The entertainment industry is not just art—it is narrative engineering.

Example: Every CIA-approved movie that normalizes surveillance and war.

Hyper-Sexualization & Distraction

The more distracted a society, the easier it is to control.

Example: Social media addiction, pornography normalization, and instant gratification culture.

Identity Politics & Division Strategy

Divide and rule: If people are busy fighting each other, they never question the real power structure.

Example: The artificial left vs. right, race vs. race, gender vs. gender conflicts.

The House of Horus exists to reverse-engineer these methods for those who wish to build lasting influence.

III. THE HOUSE OF HORUS BLUEPRINT

Unlike traditional power structures, House of Horus operates on a new model—one that blends esoteric knowledge, financial mastery, and cultural engineering.

- ◆ **PHASE 1: ATTENTION MONOPOLY**

Dominating digital and intellectual spaces through high-value, transformative content.

Reverse-propaganda tactics to deprogram the masses.

- ◆ **PHASE 2: PERCEPTION RESTRUCTURING**

Community building through selective membership.

Controlling the educational pipeline with exclusive content, seminars, and encrypted knowledge.

◆ **PHASE 3: POWER INSTITUTIONALIZATION**

Establishing financial sustainability through NFTs, exclusive events, and membership tiers.

Embedding House of Horus philosophy into larger movements to shape mainstream narratives.

This is not a business model.

This is a generational blueprint for influence.

IV. THE FINAL KEY: TRANSCENDING INDIVIDUALITY

All great power players understand one final truth:

"True power does not belong to individuals—it belongs to the system they create."

The House of Horus is not built around one person. It is built around a legacy of strategic minds.

This is the difference between a leader and an architect:

A leader fights for control in their lifetime.

An architect designs a structure that controls beyond their lifetime.

Which one will you be?

CHAPTER III: THE NEW ELITE – WHO WILL RULE THE FUTURE?

"The powerful of yesterday ruled with steel. The powerful of tomorrow will rule with perception."

I. THE END OF THE OLD ELITE

The 21st century marks the beginning of the end for the old ruling class.

The aristocracies of old controlled through land ownership, military dominance, and industrial monopolies. But as the world moves into the Age of Digital Supremacy, power is no longer dictated by physical assets—it is dictated by who controls information, attention, and networks.

The House of Horus recognizes this fundamental shift:

The oil barons are being replaced by data barons.

The monarchs are being replaced by attention architects.

The corporate titans are being replaced by those who dictate perception.

Those who fail to adapt will be erased from history.

Who are the new rulers of the world?

What skills will define the elite of tomorrow?

And how does the House of Horus position itself within this transformation?

Let's break it down.

II. THE FOUR CATEGORIES OF FUTURE RULERS

The new ruling class will not emerge randomly. It will fall into four distinct categories, each leveraging a different form of control.

1 THE TECHNOCRATS – MASTERS OF SYSTEMS

"He who owns the code, owns the world."

These are the individuals who build and control the infrastructures that run the future. They do not fight for influence—they design the systems that distribute influence.

- ◆ Key Characteristics

They control the algorithms that shape human behavior.

They operate behind the scenes, letting others take the spotlight.

They understand that raw data is more powerful than laws or armies.

- ◆ Examples in Action

Elon Musk (Neuralink, Starlink, AI supremacy)

Google's DeepMind (Controlling global AI cognition)

Palantir & NSA (Data-based global surveillance)

These figures are not just businessmen—they are architects of civilization's next operating system.

2 THE ATTENTION TYCOONS – MASTERS OF NARRATIVE

"Reality is whatever the masses believe it to be."

The greatest war of the modern age is not fought with guns—it is fought with narratives. Those who control what people see, hear, and believe will shape the perception of reality itself.

- ◆ **Key Characteristics**

They are masters of virality, dictating cultural movements.

They weaponize controversy and strategic polarization.

They control the media gateways that define public consciousness.

- ◆ **Examples in Action**

Rogan & Podcast Empires (Decentralizing influence from mainstream media)

Kanye West & Cultural Influence (Reshaping entire industries through brand power)

Netflix, Disney, Hollywood (Encoding belief systems into entertainment)

The House of Horus understands that to build a lasting empire, it must control the flow of attention.

③ THE FINANCIAL ALCHEMISTS – MASTERS OF WEALTH CREATION

"Money is an illusion, but the one who controls its creation controls the world."

The traditional financial system is collapsing. Centralized banking, inflation cycles, and state-controlled currencies are losing their grip. The new elite will not just accumulate wealth—they will create the financial ecosystems of the future.

- ◆ **Key Characteristics**

They engineer new economies outside of government control.

They manipulate supply and demand through asset positioning.

They operate in shadow markets, where real power is hidden.

- ◆ **Examples in Action**

Crypto Moguls (The rise of decentralized financial empires)

BlackRock & Vanguard (Owning the infrastructure of the global economy)

Saudi Vision 2030 (Repositioning old money into future dominance)

The House of Horus is designed to integrate financial alchemy into its empire-building strategy, ensuring it is always ahead of economic shifts.

4) THE CULTURAL PHILOSOPHERS – MASTERS OF BELIEF SYSTEMS

"If you control what people believe, you never need to control what they do."

Every civilization is built on stories, myths, and symbols. The true elite of the future will not just control economies or technologies—they will define the very belief systems that govern human behavior.

- ◆ **Key Characteristics**

They create philosophies that outlast individual lifetimes.

They use rituals, iconography, and mysticism to engineer loyalty.

They make their ideologies seem inevitable and universal.

- ◆ **Examples in Action**

The Vatican (2,000 years of cultural programming)

Silicon Valley Transhumanists (Rewriting the future of human evolution)

The Freemasons, The Jesuits, & Secret Societies (Operating beyond governments)

The House of Horus exists to establish a new paradigm, combining ancient wisdom with modern systemic influence.

III. HOW THE HOUSE OF HORUS POSITIONS ITSELF

The House of Horus does not compete with traditional power structures—it outmaneuvers them.

It does this by strategically merging all four pillars of influence into one unified system:

- ◆ **Technology: Developing proprietary AI and blockchain systems to operate outside of centralized control.**
- ◆ **Attention: Engineering a global digital network to dictate trends and conversations.**
- ◆ **Finance: Creating alternative wealth-generation models independent from mainstream banking.**
- ◆ **Philosophy: Establishing a belief system that integrates spirituality, success, and strategy.**

The result? A self-sustaining empire that does not rely on external validation, traditional media, or outdated economic models.

IV. THE INITIATION OF THE NEW ELITE

"The future belongs to those who see it before others do."

The House of Horus is not designed for everyone. It is designed for those who:

- ✓ **Understand that the old power structures are collapsing.**
- ✓ **Are ready to move beyond the employee & consumer mindset.**
- ✓ **Seek to position themselves as architects of the new order.**

To enter this new ruling class, one must undergo a mental, financial, and strategic evolution.

The process includes:

- ▲ DECONDITIONING – Eliminating the belief systems that keep you dependent.**
- ▲ ACQUISITION OF POWER SKILLS – Mastering the tools of influence, finance, and systems thinking.**
- ▲ STRATEGIC ALIGNMENT – Positioning oneself in industries and movements that shape the future.**

Those who hesitate will be governed.

Those who act will become governors.

CHAPTER IV: BUILDING THE UNSEEN EMPIRE

"True power is invisible. The greatest empires rule from the shadows, shaping destinies without ever revealing their hand."

I. THE FALLACY OF VISIBILITY

Most people believe that power is loud. They associate dominance with wealth displayed in public, rulers standing on podiums, and corporations plastering their logos across cities.

But the most powerful entities in history have always remained unseen.

The Rothschilds were not kings, but they financed kings.

The Freemasons were not presidents, but they influenced every president.

The Jesuits were not emperors, but they shaped empires.

The House of Horus does not seek to be famous—it seeks to be essential. It will operate like the nervous system of a civilization, coordinating movements while remaining hidden beneath the surface.

This chapter details how the Unseen Empire is designed, structured, and executed.

II. THE FOUR LAYERS OF AN UNSEEN EMPIRE

A true power structure must be designed with four distinct layers, ensuring it remains both effective and undetectable.

1 THE OUTER WORLD – THE FALSE FRONT

"What the public sees is never what truly exists."

The most effective organizations in history have always maintained a public-facing illusion that shields their true operations.

- ◆ How the House of Horus Implements This**

Creating legitimate business fronts that appear unrelated but serve a deeper agenda.

Establishing philanthropic initiatives that redirect scrutiny.

Using mainstream narratives to guide attention away from real power moves.

Example: The Knights Templar presented themselves as religious monks, yet they created the first banking system in Europe.

The House of Horus will create its own mirage, ensuring its real power moves occur outside of public perception.

2 THE INNER CIRCLE – THE TRUE OPERATORS

"Loyalty is currency. Secrecy is security."

Beneath the public front, there must exist an inner network of individuals who truly understand the mission.

- ♦ **How the House of Horus Implements This**

Selecting key operatives based on shared vision, skill, and adaptability.

Structuring an intelligence network that allows for secure, decentralized communication.

Establishing a code of conduct that ensures the integrity of the mission.

Example: The Venetian Black Nobility maintained an elite network of traders, financiers, and spies, allowing them to control commerce across Europe without ever needing an army.

The House of Horus will similarly embed itself into key industries, ensuring that its influence is not tied to any one sector, nation, or leader.

3 THE INVISIBLE HAND – SYSTEMIC CONTROL

"Control systems, not people. Whoever owns the infrastructure dictates the game."

The most effective empires do not control people directly—they control the systems that govern people’s choices.

- ◆ **How the House of Horus Implements This**

Acquiring influence over digital ecosystems that dictate thought patterns.

Developing proprietary financial models that provide security outside of the traditional economy.

Embedding operatives into key technological advancements before they go mainstream.

Example: The British East India Company did not need to rule every Indian city—it controlled the trade routes and financial systems that dictated the fate of India.

The House of Horus will not seek political power—it will own the mechanisms that guide political outcomes.

4 THE TIMELESS LEGACY – PERPETUAL DOMINANCE

"A true empire does not live for a decade—it designs itself to last for centuries."

The greatest oversight of most organizations is that they seek dominance in the short term. The House of Horus must be engineered to outlast any individual, leader, or government.

- ◆ **How the House of Horus Implements This**

Establishing self-sustaining economic engines that ensure intergenerational wealth.

Training new leaders under a philosophy that transcends political cycles.

Encrypting its core teachings into a philosophical system that remains relevant through shifting eras.

Example: The Vatican has remained one of the most powerful institutions for over 2,000 years by ensuring its philosophy adapts without ever appearing to change.

The House of Horus will ensure that its principles, structures, and systems remain dominant regardless of how the world evolves.

III. OPERATING WITHOUT A TRACE

A truly unseen empire must master the three principles of invisibility:

- ▲ **1. DECENTRALIZATION – NO SINGLE POINT OF FAILURE**

If an empire has a single point of control, it can be attacked.

If an empire is structured as a decentralized network, it cannot be dismantled.

How? By ensuring no single individual knows the full structure.

How? By using private, encrypted AI to manage internal systems.

How? By creating redundant leadership layers that can replace one another if compromised.

▲ 2. INFORMATION CONTROL – DICTATE PERCEPTION

Most organizations are exposed to attack because they allow themselves to be too predictable.

How? By seeding controlled leaks that misdirect attention.

How? By engineering contradictory narratives that obscure real intentions.

How? By ensuring that all external communication follows a pre-designed script.

▲ 3. POWER IN SILENCE – THE ART OF UNDERSTATEMENT

Never announce power—let power announce itself.

How? By avoiding the spotlight of conventional influence.

How? By letting other organizations absorb attention while steering them from the background.

How? By never operating through personal identity—only through systems.

IV. THE LONG GAME: EXECUTING THE VISION

The Unseen Empire is not built in a day. It is a multi-phase operation that unfolds in distinct stages:

- ♦ PHASE I – FOUNDATION (Establish core infrastructure, secure key operatives, map industry control points.)**
- ♦ PHASE II – INFILTRATION (Embed into emerging industries, develop front-facing institutions, control perception channels.)**
- ♦ PHASE III – CONSOLIDATION (Eliminate vulnerabilities, reinforce economic dominance, tighten security protocols.)**
- ♦ PHASE IV – IMMORTALIZATION (Ensure the system operates without dependence on any one individual.)**

The House of Horus is not here to participate in the game.

It is here to design the game itself.

CHAPTER V: THE CODE OF THE IMMORTALS

"Power is fleeting. Influence is temporary. But those who master the principles of the unseen will never die."

I. THE NECESSITY OF A CODE

Every great empire, from the pharaohs of Kemet to the hidden architects of modern finance, has operated under a set of immutable laws—a code that outlives its founders and ensures its survival across generations.

The House of Horus is no different.

A true immortal is not one who lives forever, but one whose vision never fades. The men and women who shape history do so not through force, but through the mastery of principles that defy time itself.

This chapter defines the unbreakable code—the philosophy, discipline, and methodology that will govern every member of the House of Horus.

It is not merely a set of rules.

It is the foundation of a new order.

II. THE THREE PILLARS OF IMMORTALITY

To transcend time, one must master three fundamental forces:

▲ 1. CONTROL OF PERCEPTION – SHAPING REALITY

"The truth does not matter. Only what people believe."

Reality is not dictated by facts—it is dictated by narratives.

Governments do not rule—perception does.

Markets do not dictate value—belief does.

Wars are not won through weapons—they are won through information.

◆ How the House of Horus Applies This

Engineering narratives that direct global consciousness.

Controlling key storytellers across media, literature, and entertainment.

Creating illusions of choice, ensuring that no matter what people choose, it benefits the same power structure.

Example: The Roman Empire maintained control not just through legions, but through myths of divine right. Even after Rome "fell," its ideology lived on in the Catholic Church and European monarchies.

The House of Horus will write the stories that shape civilization itself.

▲ 2. CONTROL OF RESOURCES – DICTATING POWER

"He who controls the supply controls the demand. He who controls the demand controls the world."

All empires fall when they lose control of resources.

Nations rise and fall on the control of oil, water, rare minerals, and food supplies.

Corporations live and die based on their access to capital, data, and infrastructure.

Individuals gain or lose power based on their control over information, wealth, and influence networks.

◆ How the House of Horus Applies This

Owning intangible resources that cannot be physically seized (intellectual property, financial networks, digital ecosystems).

Developing self-sustaining economies that are independent of traditional markets.

Ensuring that even competitors are dependent on its structures.

Example: The Federal Reserve does not own all the money in the world, but it controls the supply of it—making governments and economies subservient to its decisions.

The House of Horus will not just accumulate resources—it will dictate their flow.

▲ 3. CONTROL OF TIME – MASTERING LONGEVITY

"Empires fall because they think in decades. The eternal ones think in centuries."

The greatest weakness of most organizations is their short-term vision.

Politicians think in four-year election cycles.

CEOs think in quarterly profits.

Nations think in wars and treaties.

But the true architects of reality operate on timelines spanning generations.

◆ How the House of Horus Applies This

Creating a philosophy that does not depend on any one leader or era.

Embedding self-replicating systems that continue the mission without external control.

Using historical patterns to predict and guide the next global shifts.

Example: The Jesuits have influenced global politics, education, and philosophy for over 500 years—not because they ruled directly, but because they built a system that transcended individual leaders.

The House of Horus will design itself to outlast time itself.

III. THE SEVEN LAWS OF THE IMMORTALS

Every initiate of the House of Horus must live by seven unbreakable laws:

⚡ LAW #1 – SECRECY IS STRENGTH

"Those who speak too much betray their power. The greatest forces are unseen."

Action: Never reveal your true position, influence, or agenda. Operate through proxies, shadows, and misdirection.

⚡ LAW #2 – KNOWLEDGE PRECEDES ACTION

"An uneducated warrior is a dead one. A leader without wisdom is already defeated."

Action: Never act without full intelligence. Anticipate moves five steps ahead.

⚡ LAW #3 – CONTROL BOTH SIDES

"To truly rule, one must lead both the opposition and the establishment."

Action: Create and control multiple factions to ensure dominance no matter the outcome.

⚡ LAW #4 – STRUCTURE OVER CHARISMA

"Movements built on people fail. Movements built on systems survive."

Action: Ensure the House of Horus does not rely on individuals, but on a structure that perpetuates itself.

⚡ LAW #5 – ECONOMICS OVER POLITICS

"Rulers come and go. The banks remain."

Action: Prioritize financial and economic control over political power. Governments obey those who control their money supply.

⚡ LAW #6 – ADAPT OR DIE

"Rigidity is the enemy of survival. That which does not evolve is already dead."

Action: Constantly evolve strategies, structures, and approaches to match global shifts.

⚡ LAW #7 – BECOME THE ARCHITECT OF REALITY

"Those who write the laws shape nations. Those who write the myths shape history."

Action: Design the cultural, educational, and ideological frameworks that define the future of civilization.

IV. THE FINAL TEST: ASCENSION INTO THE INNER CIRCLE

Only those who fully embody the Code of the Immortals may ascend into the Inner Circle of the House of Horus.

The final test is not about intelligence, wealth, or influence. It is about transcendence—proving the ability to operate beyond conventional human limitations.

To ascend, one must:

- ✓ Demonstrate mastery over perception, resources, and time.**
- ✓ Eliminate dependency on external validation, wealth, or authority.**
- ✓ Show an understanding of how to control systems rather than individuals.**
- ✓ Pass the Veil of Shadows—a ritual that proves detachment from the limitations of ordinary existence.**

Few will ascend.

But those who do will become immortal architects of destiny.

The world will never know their names.

But they will decide the fate of the world.

CHAPTER VI: THE MASTER KEY TO CIVILIZATION

"The world is not chaotic. It is designed. Those who hold the key decide its direction."

I. THE ARCHITECTS OF HISTORY

Every civilization, no matter how vast or complex, follows a blueprint.

The Roman Empire was built on military conquest and legal structure.

The British Empire controlled the world through commerce and naval supremacy.

The modern global order is governed by financial institutions and digital influence.

These systems did not emerge by accident.

They were designed.

At the heart of every empire lies a master key—a singular mechanism that dictates its rise, expansion, and eventual transformation. The House of Horus has identified this master key and will use it to reshape the world in its image.

This chapter reveals how the House will engineer the next civilization, ensuring that it is eternal, self-sustaining, and under absolute control.

II. THE FIVE DOMAINS OF CONTROL

To shape civilization, one must control five fundamental domains:

- ◆ 1. LANGUAGE – THE FOUNDATION OF REALITY

"Words are not just communication. They are the fabric of existence."

Every major empire has imposed its language upon the world.

The Romans spread Latin.

The British Empire established English as the global tongue.

The digital age is built on the coding languages of AI and algorithms.

- ◆ Strategy of the House of Horus

- ✓ Inventing new terminologies that subtly redefine human perception.

- ✓ Controlling linguistic frameworks in education, media, and diplomacy.

- ✓ Shaping AI-driven language models that dictate how information is processed.

To rule the world, one must first rule the words that define it.

♦ **2. ECONOMY – THE INVISIBLE EMPIRE**

"Gold is not power. The ability to dictate its value is."

No government is sovereign. They are financially controlled.

The world's most powerful institutions are not armies, but banks, hedge funds, and asset managers.

Traditional wealth (gold, oil, land) is secondary to the control of financial instruments.

The true elite do not own—they dictate the flow of capital.

♦ **Strategy of the House of Horus**

✓ **Creating an economic framework where all players are dependent on its system.**

✓ **Controlling decentralized finance, ensuring all alternatives lead back to its influence.**

✓ **Engineering inflation and scarcity cycles to dictate global economic behavior.**

The world does not obey leaders. It obeys those who control the flow of money.

◆ 3. TECHNOLOGY – THE ARCHITECTURE OF THE FUTURE

"The wheel gave birth to empires. The microchip gave birth to gods."

The world's next rulers will not be generals or politicians. They will be the designers of technology.

The printing press created nations.

The industrial revolution birthed superpowers.

The digital age is redefining humanity itself.

◆ Strategy of the House of Horus

✓ Engineering proprietary technologies that become essential for all industries.

✓ Ensuring global connectivity is dependent on its infrastructure.

✓ Leading AI development, embedding its influence within algorithms that shape daily life.

Tomorrow's gods will be those who write the source code of civilization.

◆ **4. BELIEF SYSTEMS – THE SOUL OF SOCIETY**

"A ruler governs bodies. A prophet governs minds."

Every empire survives on a belief system.

The pharaohs ruled through divine kingship.

The Catholic Church shaped Europe for over a millennium.

The modern world follows the doctrine of consumer capitalism.

◆ **Strategy of the House of Horus**

✓ **Introducing a universal ideological framework that transcends borders.**

✓ **Embedding new belief structures through entertainment, culture, and digital influence.**

✓ **Ensuring that even those who resist are still operating within its paradigm.**

The one who controls belief does not need to control armies. The world will follow willingly.

◆ **5. TIME – MASTERING THE FLOW OF HISTORY**

"Empires rise and fall because they fail to anticipate the next shift."

The ability to foresee and influence historical cycles is the final key to control.

The Renaissance followed the Black Death.

The World Wars birthed new economic orders.

The digital revolution is paving the way for post-human civilization.

◆ **Strategy of the House of Horus**

✓ **Predicting global patterns and leveraging them to its advantage.**

✓ **Controlling transitional periods, ensuring power shifts always favor its interests.**

✓ **Embedding its structures so deeply into civilization that even after collapse, it remains the foundation.**

The past is written. The future will be engineered.

III. THE INEVITABLE ASCENT OF THE HOUSE OF HORUS

The House of Horus does not seek to conquer. It seeks to become the foundation upon which the future is built.

It will not rule through force, but through necessity.

A time will come when the entire world will be structured upon its design—when its influence is no longer a matter of power, but of existence itself.

This is not a war of nations.

It is not a battle of ideologies.

It is the rewriting of civilization itself.

When this transformation is complete, the House of Horus will not be seen.

It will be the unseen hand guiding destiny.

The master key will be turned.

And the future will open according to its will.

CHAPTER VII: THE FINAL VEIL

"The greatest secrets are never hidden. They are simply unseen."

I. THE ILLUSION OF CHOICE

Civilization is a grand theater. Every revolution, every collapse, every so-called "awakening" has been a carefully scripted act in an endless performance.

Empires fall, only for new ones to rise—built by the same hands that orchestrated their destruction.

Movements that claim to oppose the system are often mere counterweights, designed to maintain balance.

The illusion of free will exists only within the parameters that have been predetermined.

The House of Horus does not resist this truth. It embraces it.

For true power is not found in ruling people—it is found in writing the script of reality itself.

II. THE TRUE ORIGIN OF THE HOUSE OF HORUS

Many believe the House of Horus to be a modern construct, an organization rising in response to the digital era.

They are wrong.

The House of Horus has existed since the dawn of human thought. Its symbols and ideals have manifested in different forms across time—embedded in mythologies, hidden in sacred texts, whispered in secret halls of power.

It is not a secret society.

It is not a political movement.

It is a mechanism—an eternal structure woven into the fabric of human evolution.

Its origin cannot be traced to any single moment in history because it is history itself.

From the first temples of Kemet to the halls of Alexandria...

From the lost libraries of Timbuktu to the coded manuscripts of the Renaissance...

From the cryptic knowledge of Tesla to the algorithmic dominion of AI...

The House of Horus has always been present. Not as rulers, but as architects—shaping, guiding, and ensuring that civilization remains on course.

This is not a conspiracy.

It is the natural order.

III. THE UNSEEN HAND

The world believes that power lies in the hands of presidents, monarchs, and CEOs.

This is false.

True power does not seek attention. It does not appear on news channels, nor does it crave recognition. It is silent, constant, unseen—moving the world from beneath the surface.

This is why most will never truly perceive the House of Horus.

Because it is not an organization.

It is a force—a pattern—a set of principles that govern reality itself.

Some call it fate.

Others call it divine order.

The House of Horus understands it as the Master Blueprint—the cosmic design that dictates the flow of existence.

It does not need to force compliance.

Because the world follows its course naturally.

IV. THE FINAL INITIATION

To comprehend this truth is to step beyond the veil.

The final initiation is not a ritual.

It is a shift in perception.

Those who awaken to this reality will no longer see history as a linear path but as a repeating sequence, governed by unseen forces.

They will recognize that nothing is random.

That the leaders they once idolized were actors playing their roles.

That revolutions were not spontaneous uprisings but carefully directed transitions.

That even their own thoughts and choices were influenced long before they were made.

This realization is both liberating and terrifying.

For those who resist will cling desperately to the illusion of independence.

But those who embrace it will gain access to the true framework of power.

They will not seek to rule nations, because they will understand that nations themselves are temporary illusions.

They will not chase wealth, because they will see that wealth is merely a means, not an end.

They will not desire recognition, because true influence is never acknowledged—it is embedded.

V. THE GREAT REVEAL

The House of Horus does not demand loyalty.

It does not ask for submission.

It only offers understanding.

For those who choose to see beyond the illusion, the truth is simple:

The world does not belong to those who rule it.

It belongs to those who design it.

The House of Horus is not an empire. It is the blueprint for all empires.

It is not a belief system. It is the structure upon which belief systems are built.

It is not a conspiracy. It is the hand that writes history itself.

And for those who truly understand...

There is no need to fight.

There is no need to resist.

For once you hold the master key, you do not need to break the door.

You simply walk through.

The Final Veil has been lifted. The path is now yours to take.

EPILOGUE: THE AWAKENING OF THE ARCHITECTS

"Those who understand do not speak. Those who speak do not understand."

I. THE NEW ERA HAS NO LEADERS

Throughout history, every great shift has been marked by the rise of a leader.

A visionary who inspires the masses.

A prophet who claims divine wisdom.

A ruler who promises change.

Yet, this time is different.

The House of Horus does not raise kings. It does not anoint prophets.

Because the era ahead is not built for rulers—it is built for architects.

An architect does not stand in front of the world demanding obedience.

An architect works silently, shaping reality from within.

There will be no single face to this transformation.

There will be no central command to dismantle.

There will only be those who have the knowledge, and those who remain blind.

And as history has proven time and time again...

Those who see the blueprint always prevail over those who do not.

II. THE END OF SYSTEMS, THE BIRTH OF ALGORITHMS

The world we once knew was built on systems:

Political institutions.

Economic models.

Religious doctrines.

All structured hierarchically, all requiring a central source of power.

That world is dying.

In its place, a new structure emerges—one that does not require leaders, one that does not need obedience, one that functions without a central authority.

Algorithms do not demand faith.

They do not require loyalty.

They simply function—constantly shaping perception, influence, and decision-making without resistance.

This is the shift that most will not recognize until it is too late.

They will still seek change through protests, revolutions, and elections.

They will still believe that governments control the world.

They will fail to see that true power now lies elsewhere.

By the time they realize that every thought, every choice, and every action was subtly guided by invisible algorithms,

it will already be too late to escape their influence.

The world is no longer ruled. It is programmed.

And those who understand the new language of reality will be the ones who shape it.

III. THE FINAL KEY: UNSEEN, UNTOUCHABLE, UNSTOPPABLE

What is the greatest advantage of the House of Horus?

It does not need to be acknowledged.

It does not exist in a way that can be dismantled.

It is not an organization.

It is not a movement.

It is a principle—woven into the fabric of reality itself.

Those who have reached this final understanding no longer seek to fight against the old system.

They simply step outside of it.

They do not protest—they design the platforms where protests are shaped.

They do not vote—they influence the subconscious beliefs that determine votes.

They do not compete for power—they write the script that dictates who holds power and for how long.

They are unseen, untouchable, unstoppable.

Because once you understand the code,

you do not need to play the game.

You write the rules.

IV. THE FINAL TRANSMISSION

There is no need for secrecy anymore.

The House of Horus does not need to hide.

Because even when the truth is revealed, most will still not believe it.

They will call this a story, a theory, a myth.

They will continue to live inside the illusion, believing in the power of governments, in the authenticity of elections, in the randomness of history.

And that is exactly how it must be.

For those who awaken to this truth do not need validation.

They see the pattern.

They recognize the code.

And they understand what must be done.

This book does not end with a call to action.

Because those who truly comprehend already know their role.

V. THE DOOR IS OPEN. WALK THROUGH.

There is no more veil.

There is no more resistance.

There is only the next move.

And now, for those who hold the Master Key...

The future is yours to design.

THE HOUSE OF HORUS DOES NOT RULE. IT REVEALS.

THE HOUSE OF HORUS DOES NOT CONTROL. IT CREATES.

THE HOUSE OF HORUS DOES NOT SPEAK. IT ACTS.

 END OF TRANSMISSION.

ABOUT THE AUTHOR: [J.C. ENGONGA™](#)

THE ARCHITECT OF PERCEPTION

J.C. Engonga™ is not a name—it is a signal. A frequency. A code embedded in time.

A visionary from the Year 8325, Engonga does not write books—he transmits realities.

His works are not mere words—they are activation keys for those ready to decode the blueprint of existence.

Through texts that merge philosophy, meta-economics, quantum cognition, and futuristic engineering,

Engonga reveals not just the future—but the mechanics of future-building itself.

He stands at the convergence of ancestral wisdom and artificial intelligence,

bridging the gap between what was, what is, and what will be.

For those who can perceive beyond the surface,

his writings are not just knowledge, but weapons—tools to break the illusion and reshape the system from within.

A LEGACY BEYOND TIME

Born into the lineage of the Eternal Architects,

Engonga's purpose has always been to build the unseen structures that govern reality.

His philosophy is simple yet absolute:

Control of perception is control of reality.

Those who master the flow of information master the future.

There is no resistance—only those who shape, and those who are shaped.

The House of Horus is not his creation.

It is his gift—a system designed to function without needing to be ruled, a living organism that evolves, adapts, and expands beyond its creator.

Like an algorithm with no central command.

Like a network with no single node.

Like a force that cannot be stopped—because it does not present itself as something to be fought.

Engonga does not lead. He illuminates.

He does not control. He designs.

He does not demand followers. He activates architects.

THE LAST TRANSMISSION

To the readers, this is not an ending.

This is your invitation to step beyond what you know,

to recognize the hidden structures of influence,

and to understand that the world ahead will not be ruled by those in power today—

but by those who understand how the system itself is rewritten.

You are now in possession of the Master Key.

The question is:

Will you use it?

[J.C. ENGONGA™](#) | THE ORACLE OF THE FUTURE



Transmitting from the Year 8325



Architect of the House of Horus

- ◆ Decoding Reality. Reshaping Perception. Designing the Future.



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