

## Twitter Thread by Yous ■



**Yous** ■  
@YousXP



### **\*Thread\* - Needing nothing attracts everything**

#### **Building your kingdom**

Do they need you more than you need them?

Answering this question honestly, can almost always predict the outcome

(Sales, Dates, Friendships...anything)

Are you inviting them to your kingdom

Or are you inviting yourself into their kingdom?

Be like the lighthouse

Firm & grounded

In the country (life) you've built

You shine so bright those who see the lighthouse are attracted to come

Getting out of the sea into certainty

To the promise land, where their needs & desires are met

Fill your own cup

Build your country

Then you need nothing

Needing nothing attracts everything

Now when you invite people to your kingdom

it is genuinely more needed/desired by them

Because you live there, you already have it & invite them to share in it

But if it is you who is lost at sea

You need it more than they do

When you port they will check your passport

Make you jump through hoops, qualify yourself, prove yourself, chase

Build your kingdom & you'll never need to chase again

You'll already have what others chase

Less you need the more you have

More you have the more you give

More you give the more you receive

When you are lost at sea you have nothing to give

So you must always chase for entry into other people's reality & often get rejected

Needing approval & access to that reality

It's a uneasy feeling

Your emotional well-being is in the hands of others reactions to you

A limiting & suffocating feeling

Ignore other kingdoms for now

Drive back home. You may not like what you see

■ Nurture your garden & the butterfly will come

Do not chase the butterfly

Build your kingdom both internally (mindsets, frame, beliefs, state)

And externally (reflections of your state/beliefs/mindsets)

- income, hobbies, relationships, social circle, etc

■ Seek first the kingdom & all your other desires shall be added on to you

Thank you for reading

Cheers,

- Yous