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GAMES CONDITIONS THEORY

Prepared from the research papers of L. Ron Hubbard

THEORY: The most adequate answer to life's puzzle is GAMES. The ordinary concept of games or play is comprehensible to anyone. Games have many factors. Some work well in processing, some don't, all explain life.

The basic game of a thetan is evidently *nothing versus something* as in the process "Make it solid." He can never really be something, thus can never really duplicate himself a solid—yet he makes solids across spaces out of game impulse. PRACTICE: Always process toward a games condition. Never process toward a no-games condition. Always process games conditions. Never process no-games conditions. This is more complicated than you think. All games are aberrative. All games are continuing by definition, since an unstarted game isn't a game and a finished game isn't a game. In the following list we have the most processable games conditions and the most-to-be-avoided no-games conditions.

Each column of the list could be KNOWING or UNKNOWING—"knowing games condition" or "unknowing games condition," "knowing no-games condition" or "unknowing no-games condition."

Using both lists at a knowing games level, we have sanity. At an unknowing games level we have aberration, neurosis or psychosis.

GAMES CONDITION (Knowing or Unknowing)	NO-GAMES CONDITION (Knowing or Unknowing)
Not-know	Know
Forget	Remember
Interest	
Disinterest	
Attention	No attention
Self-Determinism	Pan-Determinism
Identity	Namelessness
Individuality	
Problems	Solutions
Can't Have (games have some havingness)	Have
Alive	Neither alive nor dead
Opponents	Friends alone
Facsimiles	No pictures or universes
Continued Solidity	No spaces or solids
Continued adherence	No friends or enemies
Loyalty, Disloyalty	
Betrayal, Help	
Motion	No motion

Emotion	Serenity
Continued action	Motionless
Hot, cold	No temperature
Thinking	Knowing
Hate	
(some Love)	
Continued doubt of result	Win-Lose
(Expecting a Revelation)	
No effect on self	Effect on self
Effect on others	No effect on others
Stop communication	No ARC
Change communication	No no-ARC
Into it	Out of it
Agitation	Calm
Noise	Silence
(some Silence)	
Control	No control
Start-Change-Stop	
(Change the most important)	
Responsibility	No responsibility

Inspecting these two lists we find all unlimited and highly workable processes under GAMES CONDITIONS. We find all *limited* and unworkable processes under No-Games Conditions.

We process the preclear playing as a game in all phases. We then avoid No-Games Conditions in processing.

It is true that the Games Condition List contains a regimen unworkable in life. It isn't supposed to be. It's aberrative and we process it.

The ONLY certain processes which can be run on No-Games Conditions are

Consequences (the penalty resulting from) and "Mock up a confusion to which (the no-games condition) could be a stable datum."

Now behold that the list of No-Games Conditions is a summary of the NATIVE STATE of a thetan. That means that the Native State not only does not process but winds the preclear up in difficulties if processed. To establish the native state run out the UNKNOWING GAMES CONDITIONS of the preclear.

From native state a thetan apparently descends thusly:

NATIVE STATE	SERENITY	KNOWING, NO-GAMES
TO	TO	TO
OPERATING THETAN	TONE SCALE	KNOWING GAMES CONDITIONS
TO	TO	TO
BODIES	ANTAGONISM	UNKNOWING GAMES CONDITIONS

TO
REACTIVE
BANKS

TO
MINUS
TONE SCALE

TO
UNKNOWING
NO-GAMES
CONDITIONS

Processing, however, does not take the exact reverse route. Operating at a level of knowing games conditions, auditing converts the unknowing games and no-games conditions of the preclear into knowing games conditions and into further knowing games conditions. A further goal of auditing may very well be the attainment of nogame. It would be a knowing no-game, however, not an unknowing, and it would not be actually a condition.

Bad condition of case would be unknowing condition concerning games. Good condition is knowing games condition. No condition would be native state.