

Data (1)

The head of the Galactic
Confederation (76 planets around
larger stars visible from here)
(founded 75,000,000 yrs ago, very space opera)
Solved over population (250 billion
or so per planet - 178 billion an
average) by mass implanting.
He caused people to be brought to
Pegeccack (Earth) and put on H Bomb
on the principal volcanoes (Iceland 2)
and then the Pacific area ones
were taken in boxes to Hawaii
and the Atlantic area ones to
Las Palmas and there "packaged."
His name was Xenu. He used
renegades. Various misleading
data by means of circuits etc.
was placed ^{with his crime} with the implants.
When through, Royal Officers
(to the people) captured him
after 6 years of battles
and put him in an electronic
mountain trap where he ^(coined) is.
They "are gone. The place
has since been deserted.

Date (Cont) - 2 -

The length and brutality of it all was such that the Confederation never recovered. The implant is calculated to kill (by pneumonia etc) anyone who attempts to remove it. This liability has been dispersed with by my tech development.

One can FREE WHOLE through the implant and die unless it is approached as precisely outlined.

The "freedom" (auto running on and on) lasts too long since sleep etc and one dies. So be careful to do only incidents 1 & 2 as given and not play around and fail to complete the 3rd at a time. In December 67 I knew somebody had to take the plunge. I did and emerged very knocked out

but alive. Teach Data (3)
only one ever to do so in
75,000,000 years. I have
all the data now but only
that given here is needed.

One's body is a
mass of individual P^{H} s
stuck to oneself or to the
body.

One has to clean them
off by running Incident One
then Incident Two. It is
a long job, requiring care,
patience and good
auditing.

You are running beings.
They respond like any
particle. Some large, some
small.

They believed they
were me. This is the
primary error.

Good luck.
** ** *

2nd Note

28 Oct '68

Incident 2

This incident is over 36 days long. Capture on other planets was weeks or months before the incident. Those on Teegerach (Earth) were just blown up except for loyal officers who were (shortly before the explosion on Earth) rounded up.

Do Not Scan Through the duration of 36 days. The Volcanic Explosion

2d Note

- 2 -

on Earth to the point where "the Pilot" says he's mooring. It up is only a few days.

Sequence of Inc 2
Gov O's for another planed

1. Capture (being shot)

2. Freezing

3. Transport to

Teegeach (sometimes via a relay point).

4. Being placed near a volcano.

5. Hydrogen bomb explosion in or in the volcano.

6. Beginning of planed up to "the Pilot."

2nd Note

- 3 -

7. Various picture sequences.

8. The Ts and cc. & OT II materials.

9. 36 days of picture implant which give a vast array of materials and 3 explanations for the bombing.

10. Transport to Hawaii or Las Palmas for packaging up into clusters.

The pictures contain God, the Devil, Angels

Ind Note

-4-

Space Opera, Theatres,
helicopters, a
constant spinning,
a spinning dancer,
trains and various
scenes very like
modern England.
You name it, it's in
this implant we
call in its entirety
"R6".

If I was a Special
Officer on Tegeach
the sequence was

- ① Capture
- ② #5 above on.

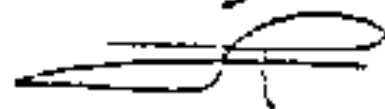
2nd Note

- 5 -

If one was a citizen
of Tegeach there
was only

\$5 on.

The material
given at the various
"volcanoes" was
longer or shorter but
dove-tailed into the
same sequence of
pictures. We have the
whole text but it is needless.
People who feel
dizzy have gotten
into the spinning part.



3rd Note

28 Oct.

Turning Incident 2

Anything a pre OT
gets into on Me 2
is destimulated by

(a) Turning "Capture
to Pilot" or
"Explosion to Pilot".

(b) Then running the
me 1s of the beings
who had Me 2 in
restimulation.

Also, a Class VIII
in Review can find and
run the OVERT Sequence

3rd Note

- 2 -

I engrains that
makes the motivat
(me 2 & me 1 are
motivators) key - in
so hard.

Either of these
actions (a) & (b) or
finding the over
sequence of implant
some one) will stop
any serious "spin"
a pre OT gets into
in doing incidents
1 to 2 in OT III.



1st Note

Inc 1

28 Oct 68

Incident 1 occurred
about 4 Quadrillion
years ago + or -.

It is very much earlier
than Inc 2 which occurred
only 75,000,000 years
ago (a bit less)!

Incident 2 is only
peculiar and general
on this planet and
nearby stars, whereas
Incident 1 is to be
found on all thetans.



Incident Two

75000,000 years ago on this planet. Sometimes capture was on another planet and explosion on this planet, then called Teegeelack locate area of Explosion.

Pictures of explosions follow get original explosion.
Effort to stop usually present.

H Bomb dropped on Volcano.
Explosion.

Terrific winds.

Then carried over peak.

Electronic ribbon came up
He stuck to it.

It was then pulled down and
he was as part of a group
implanted with R6.

Picture of pilot saying he's
making it up.

(R6 material follow, then days
of pictures, God, Devil etc)

(Then usually equities on
pilot or before (as on 1st incident
and leaves)

✱

OT Section III

List of Volcanoes

There were 2 zones of assembly
after the D⁴ was implanted. D⁴ of
Volcanoes in Asia and the Pacific
were then taken to Hawaii. D⁴ of
Atlantic areas were taken to
Las Palmas.

Asia & Pacific

North Japan
South Japan
Krakajawia
Mount Washington
(Alaska)
Mt Rainier
Mt Hood

Mt Shasta
^(Calif)
San Geronimo
^(Calif)
INDONESIA
PHILIPPINES
Himalayas
(Hawaii)
Andes

Atlantic

Tangier
St Helena
Holonjero
(Kenya)

(Las Palmas)
Canada

(Spelling not guaranteed)
(list may be incomplete).
X X



Incident One

Occurs at Start of Track

Long snap

Waves of light

Cherub comes out, turns
right and left.

Cherub comes out.

Blows Horn, comes close

Shattering series of snaps

Cherub fades back (retreats)

Blackness dumped on the way

Effort to stop must be gotten off
(Sometimes too hurry).
Run as AN Engram.

#

Instructions
(Revised 12 Aug 1969)

Locate by Meter read on an area of pressure, a body the you or group (cluster).

Run Incident 2.

If the BT does not blow off or the group break up and blow, then Run Incident 1 on individual BTs. Each will blow off with an FIN.

When you can find no more on which to run Inc. 1s, Once more locate a pressure area or by meter read on looking over body, RUN ANOTHER Inc. 2. Then Inc 1s on any.

Inc 2 made clusters of BTs. Severe impacts AND EXPERIENCE also make clusters. (see the data called "Milazzo" in this Pack.) Those who do not leave on running the impact or its chain will leave when Inc 1 is run on them.

Inc 2 sometimes forms gigantic clusters. In such there is a header, an Alternate Leader and several (8 to 18) more. These were all implanted in different volcanic areas with fractions of the main 36 day implant and then "packaged" in Las Palmas on Hawaii. Thus if you run Inc 2 as far as "The Pilot" it blows up or loosens up and those who don't go away can be run on Inc 1s.

Do not speak your commands. Just "Intend" them. A BT controls easily.

BTs can be ARE broken by rough or careless auditing. You can also run an Inc 2 on a BT and he doesn't blow but you accidentally run an

Inc 2 on another one and leave the first still there. The remedy is to run Inc 1s on anything you find.

A very SP BT can be run on Grades and Power and should then respond to Inc 2 and Inc 1.

After a BT leaves some other BT may copy him or the incident just run.

If you have found a cluster (pressure area) that does not respond or disintegrate to Inc 2 running, get Dianetic auditing, listing "What impact on incident would make a cluster?" AND R3R on the items found. Then do more Inc 1s to clean up strays with Solo. This is a

Instructions (cont) 5c
a refined "Milazzo".

There are hundreds
of BTs you will find.

If you find none, get
audited on Dianetics in
general and as above
(Impact hist), and if you
still find none, get a
Review GF#40 and handle
all items. Then go back to
solo.

If you find only one or
two, get the Dianetic Impact
hist done.

All "none on OT III" cases
were later found loaded.

Do Inc 2 and Inc 13 on
what you can find to begin
with. You will do fine.

Good Hunting. 

Section III OF Additional Sheet

Notes on Running

Certain "buttons" have to be gotten in when running a Oⁿ through incidents.

The Effort to Stop the motion hangs up the action and gives a stuck picture. One gets the Effort to Stop off and the scene races through.

The Effort to Withdraw is important also and hangs up the action and creates a vacuum.

RUSH, PROTEST, NOT IS, SUPPRESS are also present.

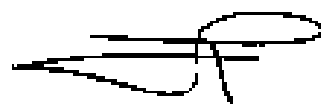
There were actions - thoughts - the Oⁿ had during the incident and are picked up only when the incident doesn't run well.

- 2 SECT III OT
1d Effect - Notes ON RUNNING

Sometimes 2 "buttons"
such as Stop and Withdraw
are in combination.

O's in the body may
passively copy the pictures
of other O's. Therefore you
can find it seems that the
O who just left is still
there because there is a
picture left. Spot the fact
that someone else copied
it and it usually goes.

If you do an S & D on a
body O be sure you give the
right item to the right O.



SECTION THREE 15/2/68
Additional Tech Data

There are no Body O's who cannot be audited and exteriorized.

- ① There are Suppressing Body O's who require Power Processes
- ② There are difficult Body O's who require I to VI processes before they can run programs (see 1 & see 2).

③ There are Pre O's who are insufficiently trained and who cannot audit and who A/R or who can override Body O's or who cannot do Academy level O-IV auditing much less level VI auditing.

④ There are clusters of Body O's who think they are one Body O and so can't run see 1 or see 2 as a group as they have differences.

① SP Body TheXans

An SP by definition is one who
is out of valence in R6. Some
are just plain psychotic and SP
as well. PrPr 6 handles any SP,
pc or body TheXan.

This can best be done, by actual
test, by the OT being an SH or AO
Class VII. It can possibly
be done (no test ever made) by
having a Class VII audit the
OT who relays the commands and
answers of the body TheXan to
the auditor, the OT being on a
Meter; the meter will respond
to the body ④ if the OT is
putting attention on the body ④.
This HAS been done with ordinary
body TheXans. It simply handles
the body TheXan on a via.

When PrPr VI has been
run on the body TheXan to its
end phenomena, the body ④ can

Then be handled as an ordinary
pe body ④ as in (2) below.

2. Difficult Body Types

Some body types are
difficult cases. They are
pschotic, or they have
fixed ideas or service fias.

To handle, one really
should be a Class III. However,
an OT on Sect III can be
used as a relay to and from
the body ④ and audited by a
Class VII. There is no substitute
for being an SHSC graduate
+ a Class III Intern.

Only standard Sen Tech is
used, no Tricks needed. The
auditing is fast. The needle
seldom floats on the body ④
and the YA tends to start high
and come down.

When the Body ④ has been
pushed up to IV (grade Four)
he can usually run engrams

- 4 - Section Add Tech Data
and can be run on Ideas 1 and
2 and will blow.

The trouble with a difficult
body type is that he (or she)
usually has some fixed idea
which inhibits his recovery.
This responds to ordinary Tech,
taking him up through the grades.

3. Insufficiently Trained OPs

Some students try to run
programs like Clearing Course
materials or make other errors
because they are just not
well trained.

Such should knock off III
and do a Dianetic Course
at least or even the SWSBC.
If they still have trouble they
should return as Class VIIIs.

THE MAIN SOURCE OF FAILURE
IN SECTION THREE IS NOT
STRANGE ONs OR HIDDEN SPs
BUT STUDENTS WHO CANT AUDIT.

- 5 - Sect III Add Tech Data

It is easy to blame the "difficult body @4" when the truth is that one should be a better auditor.

Sect III can be left incomplete while the student is trained better - providing he does not fool about with his own ease while being trained but, now trained, recommences Section III.

One has to be able to do S&Ds on Body @4s, has to find & R Breaks, etc, the lot where one has trouble with Sect III.

The number of body @4s a case has varies widely.

The answer with consistent trouble with III is not unusual solutions for body theans but just a better trained student. Body @4s are just @4s.

4. Clusters Of Body O's.

THE ONLY KNOWN DIFFERENCE between auditing body Thexans and auditing pes (and this is not a real difference as some pes are a total cluster) is that body Thexans can come in clusters.

Then I ~~need~~ I won't run on the cluster as each individual O's in the cluster has a different view point and received me as an individual, not as a cluster.

A CLUSTER HAS A MORE RECENT MUTUAL EXPERIENCE WHICH HAPPENED TO THE WHOLE CLUSTER.

The error they make is the basic error of Thexans. They think we are all ONE, whereas we are individuals.

- 7- Sect III Address 20.

To detect a cluster: (1) There is a force or pressure or heavy somatic in an area (2) or there is "a" (3) "who can't erase Inc 1 or 2. This means there are several (3)s who think they are one (3),

To remedy this situation.

(1) Date a mutual incident for the cluster to find the point they "became one". Usually one gets this easily.

(2) Locate where it occurred in terms of planet and star (or even planet, star, town and place in the town).

(3) List for type of incident and find what it was (lightning, psychiatric shock etc)

(4) Run the incident as a single engraving.

include in all original III packets. 20 Apr 68
IMPORTANT NOTE SECT III

III Completion

It does not matter whether or
not you ran Inc 1 & 2 on
self.

THE END PHENOMENA OF
III IS GETTING RID OF
ALL BODY THEFTS. This
does not necessarily include
self.

If you overrun III I will be
try to get rid of more
body ~~thefts~~ than there were or
by then, ^{have gotten} ~~get~~ rid of the
others, starting in on self.

So III is complete for
purposes of overrun as above.

If you have not done Inc 1
& 2 on self when above is
achieved, direct completion
and then do 1 & 2 on self. A