

A

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SOL IV
FUN

Question: How do you get an absolutely logical being to take part in a game which has aberration and outpoints (unknowns) in it, and what's more, to take one or more being-nesses or roles in these games which are obviously illogical and risky in terms of maintaining absolute sanity and logic?

Answer: From a totally logical viewpoint, a game would be defined as "an experience in illogic." Since illogic is composed of outpoints, it must have been necessary also to get the "logical potential player" (or being) to regard this experience as something new and pleasurable or as a "test" of his logical ability to "win" it.

This idea, of what is to be the "new and pleasurable" sensation of experiencing illogic and overcoming it, can only be the Origin of the absolute word - "FUN."

Thus, the optimizing of the balance and vector control of "havingness versus exteriorization", which is desired by all Players, could also be described as - "an optimum constant of LOGIC (sanity) plus an

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optimism["] rate of
overcoming illogic["] (fun).

Mathematically, this could
be written as ;

$$L_t + \Delta F_t \geq \text{Optimum State in P.T.}$$

(L = logic; t = at any time in a game;
 ΔF = fun, rate of overcoming
illogic; Δ = symbol meaning
a change or a small bit of
something.) (Also $\geq$ means
"greater than, equal to, or
less than")

This is for the Player On.
Now, when the game includes
using Body Orgs as it
does in this Ring and

this GOM series on Ethics Conditions, there is the optimum state of the body to consider:

$$L_t + f_t \cong \text{Optimum State of Body Org in P.T.}$$

((L, f, mean the same as L&F (logic and fun) but for the body org))

This same formula could then be expanded as a series relating to each dynamic needing to be optimized:

$$(L_t^1 + f_t^1) + (L_t^2 + f_t^2) + (L_t^3 + f_t^3) \dots$$

which includes all dynamics
1-13. The sum of all (Σ)
would be:

$$\sum_{i=1}^{13} (L_t + AF_t) = L_t + AF_t$$

which is the state of the
Player himself in Present
Time.

This is why a On Player
must improve on all
dynamics to regain his
optimum LOGIC and FUN
state of operation. His
rate of "fun" can be held
back by non-optimum
situations (illogic) on any
dynamic or a combination

of them. The use of
"evaluation and handling"
(Data Series by L.R.H.) speeds
up the process of optimization.
It is what Case Supervision
and Auditing is based on.
Also, the CVBE & CONE of
the GSC & GBC fit perfectly
into the Data Series as
IDEAL SCENE and DATA FILES,
both of which are necessary
in doing an evaluation
of the EXISTING SCENE (P.T.)
and moving it toward
optimum or ideal. The
issue on "Echelon Evaluation"
(meaning a different eval)

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and 'why' for each level of operation or "echelon") is particularly applicable to the dynamics as echelons.

Now, returning to the original question, you will notice I gave a "How to do it" answer, not a "Why did he do it?" answer.

This would be an individual way for each player, and each should find his own "way". I recommend the use of the VI and VIKIP processes to get the data.

Example:

- ① What is the value of absolute logic?
- ② What is the importance of absolute logic?

Example: What is the value of reaching for the "experience of outpoints" (or illogic) (or games)?

② What is the value of withdrawing from " " () ?

③ What is the importance of reaching for " " () ?

④ What is the importance of withdrawing from " " () () ?

Example: V/I on "optimizing (13 Processes) the — Dynamic"
(Use each D 1-13 in turn)

There can be other uses of VI & VI RW in getting the "WHY". A "side effect" of this series of processes will be to further optimize the Players' Dynamics and himself and to increase his logic constant and FVN vector rate.

BT
JCBKovis,