

VAST⁺
J

17 Oct 89
I

Auditing the ϕ Interface

Referring to the diagram of 11 Oct 89
(ϕ , λ , ϕ Interface):

OT's CVP: Handled by going up
the Bridge to VAST and
confronting one's own
immortality.

ϕ/λ INTERFACE: Handled by doing
Body Org Optimizing
up to VAST and CEL
B/CB Issue.

λ ORG "CASE": Handled by Body Org
Optimizing and the
 λ ORG purpose clearing
program of recent date.

λ/ϕ INTERFACE: Handled by CEL B/CB
with BOTH On λ ORG
lowering their CEL to
free the "telepathic comms"
& copy "mocos" stuck be-
tween λ & ϕ .

φ On "CASE" - The 6th Dynamic case referred to on Admin Briefing #4 "Omitted Bridges." The Matter & Energy particles were each created with a purpose, varying from element to element. However, the entrance point is the Space MOEDs who all have a similar purpose and remain more "in valence" than other MOEDs thru out the game because of it.

The Space MOEDs have a purpose which can be expressed as:

"TO EXIST FOR THE DURATION
OF THE GAME"

or
"TO BE THERE FOREVER"

or
"TO ALWAYS BE HERE"

or
"TO EXIST FOREVER"

In addition to this (notice the similarity to the concept of "immortality" but for only the duration of the game), they retain strict individuality and do not "cluster up", or believe that they are "one". Thus you can observe vast reaches of space in the Physical Universe with only small aggregations of matter & energy (suns, planets, asteroids, comets, etc).

Note: This universe is a "dumping ground" for the debris of earlier universe (still GOMC) games. Each particle created in EPD games had its own space moco PLoS lots of extra space mocos around it. The mass density was rather "thin". When "dumped", the "4 laws or Forces of Gravity" (OT 12-13 issue) were applied in lieu of Players directions.

You can read about this in the Excalibur and other issues on the "Board of Directors" of the ϕ Ons, who mainly concerned themselves with MASS PARTICLES.

Note: The LTA dumpings were still in GOM 0 when the Players came back around the ring and did the TTA EVO games. The implanter interference around the time of Inc I both LTA & TTA distracted, confused, and threw off their purpose all the Players who basically entered the "dump" to clean it up and re-locate their own MOOS and as-is them to end off the GOM properly. This is covered in earlier levels all the way back to the Dianetic Axioms.

Note: One could say that the Dianetic Axioms are the Axioms of GOM 0 and the SCN Axioms the Axioms of

the Entire Ring Archives (& other Games.) The "logics" apply to all Loops and the "Pre Logics" to Source Levels and the Entire concept of Games.

So, in handling the ϕ level interface, the key entrance point is to handle the Space MOCO's 1st. They are closest to the concept of the Being has of himself. Once their purposes are cleaned up and aligned, the handling of Matter & Energy MOCO's will be faster and easier. (SPACE = BE from 8-8008 by LRH).

1st Process on the Space MOCO's of the Body:
"What Dynamic have you encountered while carrying out your purpose?"
"Tell me how you handled it."
S. L. B. K. R. S.