

## Abreviaturas

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| <b>¢</b>                   | Criação  |
| <b>6 rudiments</b>         | ARCX, Problem, Overt, Withhold, Inval, Eval  |
| <b>A +/-</b>               | Admiração Positiva/Negativa  |
| <b>Ability levels</b>      | OT 12, 13  |
| <b>Admiration MOCOs</b>    | MOCOs used for admiration and/or for voting in Game of Gods.                                       |
| <b>BH</b>                  | Buraco Negro (Black Hole)  |
| <b>Big Thetan</b>          | Player. The person we are addressing.  |
| <b>Black 8</b>             | A preOT in the Church on 'OT8' after NOTs TTA.   |
| <b>Black Static Thetan</b> | A Static attained by implanting in the Church LTA.   |
| <b>Blow/Can't Blow</b>     | Steps for cleaning ones space of beings.   |
| <b>Board of Directors</b>  | The Phi Thetans are organized as a social democracy with a Board of Directors.                     |
| <b>Body MOCOs</b>          | Phi thetans organizing and running the body.   |
| <b>Body Org</b>            | An organization of Phi-thetans making the body run.  |
| <b>Body Snatcher RD</b>    | Used if preOT is concerned about his body being "snatched".  |
| <b>Body Straightwire</b>   | Handling body MOCOs restimulated by auditing.  |
| <b>BofD</b>                | Conselho de Administração (Board of Directors)   |
| <b>BS</b>                  | Estático Negro (Black Static)  |
| <b>BST</b>                 | Thetan Estático Negro (Black Static Thetan)  |
| <b>BT</b>                  | Thetan Corporal (Body Thetan)  |
| <b>C/O Cycle RD</b>        | Commanding Officer Cycle. Handling the Body Org and putting the preOT in charge of it.             |
| <b>CC</b>                  | Curso de Clearing (Clearing Course - implants)   |
| <b>CC Implant</b>          | 1-1.5 Quadrillion years ago. GPMs run with CC platens.   |
| <b>CCC</b>                 | Ciclo da Cascata à Colecta (Cascade to Collection Cycle)   |
| <b>CCC</b>                 | Cascade to Collection Cycle. Consists of 24 GUMs. 24 CCCs form a Ring,                             |
| <b>CDU</b>                 | Ligado – Desligado – NãI Ligado (Connected-Disconnected-Unconnected)                               |
| <b>Centillion</b>          | $10 \times 10^{303}$ . A 1 followed by 303 zeros.  |
| <b>CI</b>                  | Contra – Intenção  |
| <b>Clone Cycle RDs</b>     | Clones created by the preOT at different levels.   |
| <b>Coin Trick</b>          | Body MOCOs from LTA directed to take over body TTA.  |
| <b>Coltus</b>              | Planet used for experiments and implanting by Xenu.  |
| <b>Composite</b>           | An aggregate mass of BTs and Clusters sharing the same pictures and therefore being held together. |
| <b>Cone</b>                | A particular creation from before the Ring games.  |
| <b>Cube</b>                | A formation of Black Static Thetans, usually $10 \times 10 \times 10 = 1000$ .                     |
| <b>CVP</b>                 | Ponto de Vista Central (Central View Point)  |
| <b>DCM</b>                 | Dado de Magnitude Comparável (Datum of Comparable Magnitude)                                       |
| <b>DCSI</b>                | Intensivo Especial para Clears de Dianética (Dianetic Clear Special Intensive)                     |
| <b>DRD</b>                 | Rundown de Drogas (Drug Rundown)   |
| <b>Dynamic 10</b>          | Ethics   |
| <b>Dynamic 11</b>          | Tech   |
| <b>Dynamic 12</b>          | Admin  |
| <b>Dynamic 13</b>          | Games  |
| <b>E/1</b>                 | Incidente 1 Anterior (Earlier Incident 1)  |

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| <b>E/U</b>                          | Universo Anterior (Earlier Universe)   |
| <b>Exteriorization Straightwire</b> | Handling concern about ability to exteriorize.   |
| <b>FTA</b>                          | Tone Arm Flutuante (Floating Tone Arm)   |
| <b>Game Levels</b>                  | OT 17-33   |
| <b>Game of Gods</b>                 | A Game at the beginning of this GUM. 100 Centillion years ago.   |
| <b>GC</b>                           | Conselho Supremo (Grand Council)   |
| <b>GMC</b>                          | Curso de Mestre de Jogos (Games Master Course)   |
| <b>GOG</b>                          | Jogo dos Deuses (Game of Gods)   |
| <b>GP</b>                           | Patrulha Galática (Galactic Patrol)  |
| <b>GPM</b>                          | Massa de Problema de Metas (Goals Problem Mass)  |
| <b>Grail</b>                        | OT 14, 15, 16. Connected, Disconnected, and Unconnected Persons, Places, and Subjects that one wants to help.                                |
| <b>GUM</b>                          | Modelo de Universo de Jogos (Games Universe Model)   |
| <b>GUM</b>                          | Games Universe Model. Contains several games and universes.  |
| <b>GUM 0</b>                        | The current GUM is GUM Zero.   |
| <b>Help levels</b>                  | OT 14, 15, 16  |
| <b>Incident III</b>                 | The take-over of the Church  |
| <b>JB</b>                           | Geleias (Jelly Bean)   |
| <b>Lambda-Theta</b>                 | Body theta. Being parts of bodies or running parts of them.  |
| <b>Last Time Around</b>             | The ring before this in the Ring games. Ring 9999. Almost identical to the current Ring (10,000), however the same position is 564 GUMs ago. |
| <b>LD</b>                           | Longa Duração (Long Duration)  |
| <b>Life After Death RD</b>          | Black Static tech used in LTA after 1980. Promised resurrection into a more ideal body.  |
| <b>Logic RD</b>                     | Used if preOT is determined to follow LTA track after reactivity has been handled.   |
| <b>Ls</b>                           | The L rundowns: L10, L11, L12  |
| <b>LTA</b>                          | A Última Volta Anterior (Last Time Around)   |
| <b>LTA future</b>                   | The period in LTA that we "haven't gotten to yet". Goes to about 10,000 AD.  |
| <b>Milazzo</b>                      | Engram running on OTIII to handle mutual incidents.  |
| <b>MOCO</b>                         | Momento de Criação De (Moment Of Creation Of)  |
| <b>MOCO</b>                         | A created being (viewpoint)  |
| <b>NOTs</b>                         | Dianética da Nova Era para OTs (New era dianetics for OTs)   |
| <b>OCA</b>                          | Análise de Capacidade de Oxford: Teste de Personalidade (Oxford Capacity Analysis: Personality test.)  |
| <b>OT 1</b>                         | Orientation  |
| <b>OT 10</b>                        | Thetans Dis-connected from Attention/Intention areas.  |
| <b>OT 11</b>                        | Thetans Un-connected with Attention/Intention areas.   |
| <b>OT 12</b>                        | Handling attached creations relating to list of abilities.   |
| <b>OT 13</b>                        | Creations dumped in the physical universe.   |
| <b>OT 14</b>                        | Persons one wants to help. Connected, Disconnected, Unconnected.   |
| <b>OT 15</b>                        | Places one wants to help. Connected, Disconnected, Unconnected.  |
| <b>OT 16</b>                        | Subjects one wants to help. Connected, Disconnected, Unconnected.  |
| <b>OT 2</b>                         | Breaking up the Composite.   |
| <b>OT 3</b>                         | Running the cluster making Incident 1 and 2 on BTs and Clusters.   |
| <b>OT 4</b>                         | Valences   |

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| <b>OT 5</b>                        | Impacted clusters on the body. Accidents and Injuries.  |
| <b>OT 6</b>                        | Drug BTs, clusters being drugs etc.   |
| <b>OT 7</b>                        | Intention booster.  |
| <b>OT 8</b>                        | Excalibur. Stacks and Plugs organized according to preOT's Thought.   |
| <b>OT 9</b>                        | Thetans Connected to Attention/Intention areas.   |
| <b>OT III</b>                      | More OTIII, usually after OT4. BTs being things etc.  |
| <b>OT Life Repair</b>              | Extra steps to make sure an Excal completion can run Phoenix.   |
| <b>Other Determined Creation</b>   | A creation that has been infiltrated. Might come up on Excal and look like a plug, but wont handle unless treated as a creation.  |
| <b>OTLR</b>                        | Reparação de Vida do OT (OT Life Repair)  |
| <b>Phi-Theta</b>                   | MEST theta. MOCOs dumped from earlier universes, TTA and LTA.   |
| <b>Phoenix</b>                     | OT 9, 10, 11. Connected, Disconnected, Unconnected thetans. Organized according to the preOT's Attention and Intention.   |
| <b>Postulate theta</b>             | Thetan 'audited'/implanted into being a postulate LTA.  |
| <b>Power Cube</b>                  | $100 \times 100 \times 100 = 1 \text{ million Black Static Thetans in a cube.}$   |
| <b>Power Plus for OTs</b>          | OT 14, 15, 16   |
| <b>Pre-Static Life Repair</b>      | 2WC and Game of Gods.   |
| <b>Pre-Static Prior Assessment</b> | MOCOs in different areas.   |
| <b>Prime MOCOs</b>                 | Mocos created at the beginning of the games to help the player.   |
| <b>Prime Mocos</b>                 | Processos de Power (Power Processes)  |
| <b>PrPr</b>                        | Rundown   |
| <b>R/D</b>                         | 75 Million years ago. GPMs run with OT2 platens.  |
| <b>R6</b>                          | Rotina 6 de Palavras Finais (Routine Six End Words)   |
| <b>R6EW</b>                        | A version of R6EW for Clears that have dramatizations going on and haven't run OT2 or 3 yet.  |
| <b>R6EW for Clears</b>             | Jogos dos Arquivos de Anéis (Ring Archives Games)   |
| <b>RAGS</b>                        | A thetan implanted LTA to take over a person's body TTA.  |
| <b>Resurrection Clone</b>          | Black Static tech used in LTA after 1980. Promised resurrection into better conditions.   |
| <b>Resurrection RD</b>             | Movie script written by LRH describing the events around Inc 2. Consists of 24 CCCs = 576 GUMs. There are 10,000 Rings in the Ring Archives Games. We are currently in Ring 10,000. |
| <b>Revolt in the Stars</b>         | The series of games agreed upon by $10 \times 10^{40}$ big thetans. Consists of 10,000 Rings with 576 GUMs in each.   |
| <b>Ring</b>                        | Other's? BT's? Cluster's? Mine?   |
| <b>Ring Archives Games</b>         | Triângulo de Estatuto-Conformidade-Monitorização (Status-Conformity-Monitoring triangle.)   |
| <b>Ruds, OT style</b>              | Fonte em Penhor (Source In Pawn)  |
| <b>SCM</b>                         | Níveis de Operação de Fonte (Source Operation Levels)   |
| <b>SIP</b>                         | RD do Super Estático (Super Static RD)  |
| <b>SOL</b>                         | A thetan who is outside the universe or games.  |
| <b>SSRD</b>                        | Exterior to a GUM   |
| <b>Static Thetan</b>               | Exterior to a CCC   |
| <b>Static, 1st stage</b>           | Exterior to a Ring  |
| <b>Static, 2nd stage</b>           | Exterior to the Ring Archives Games but still in U0.  |
| <b>Static, 3rd stage</b>           | Exterior to RAGS and has as-ised own part of U0. Has no case.   |
| <b>Static, 4th stage</b>           | Excalibur, OT 8   |
| <b>Static, 5th stage</b>           |   |
| <b>Super 7</b>                     |   |

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| <b>Super NOTs</b>          | Excalibur, OT 8  |
| <b>Super Power for OTs</b> | OT 12, 13. Creations and dumped creations. Organized according to abilities the preOT wishes to improve. |
| <b>Super Static</b>        | OT 16. Exterior to the games.  |
| <b>Super Static R/D</b>    | Handling the first two postulates in the Ring games  |
| <b>Teenie-Weenie</b>       | A MEST (Phi) theta   |
| <b>This Time Around</b>    | The current Ring (Ring 10,000) as opposed to LTA which is in Ring 9999.                                  |
| <b>Thought levels</b>      | OT 8, OTLR   |
| <b>TLT</b>                 | Esta Vida (This Life Time)   |
| <b>TP</b>                  | Telepatia ou Telepático (Telepathy or Telepathic.)   |
| <b>TTA</b>                 | Esta Volta (This Time Around)  |
| <b>U 0 Prime Moco</b>      | Creating the playing field.  |
| <b>U0</b>                  | Universo Zero  |
| <b>U1</b>                  | Universo Um  |
| <b>U-1 Prime Moco</b>      | Security MOCO. Keeping the Player's secrets. Basis for Reactive Mind.                                    |
| <b>U2</b>                  | Universo Dois  |
| <b>U-2 Prime Moco</b>      | Keeping track of other players. Basis for Social Mind.   |
| <b>U3</b>                  | Universo Três  |
| <b>U-3 Prime Moco</b>      | Keeping track of the Player's plans etc. Basis for Analytical Mind.                                      |
| <b>Universe One</b>        | One's own universe   |
| <b>Universe Three</b>      | The agreed upon physical universe. Is on Ring 10,000 (&;9999), CCC 24, GUM 0.                            |
| <b>Universe Two</b>        | The universe of another  |
| <b>Universe Zero</b>       | The playing field  |
| <b>Valence Shifter</b>     | L&;N: "Which valence (identity) would be safe?"  |
| <b>VAST</b>                | Níveis de Aplicações Viáveis da Tecnologia de Fonte (Viable Application of Source Technology levels)     |
| <b>White Form</b>          | An introductory interview, similar to Original Assessment Sheet  |
| <b>X</b>                   | Xenu   |