THE GAMES LEVELS
OT 34
Games Life Repair

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LISTA DE CONTROLO

1) Estuda os materiais até à Games Green Form (exclusive)
2) Clarifica e demonstra o que é um Games Theta.
3) Estuda a Games Green Form.
4) Faz o Assessment da Games Green Form
5) Resolve todos os pontos com leitura na GGF
6) Repete os passos4 e 5 até não haver mais leituras
7) Estuda o Games Introspection RD
8) Aplica o RD ao que se mostrar necessário
9) Atesta a conclusão do Games Life Repair

Condições de Jogos

Uma condição de jogo significa um acordo de não-poder-ter entre os seres. É ter para o próprio e não-poder-ter para outros numa verdadeira condição de jogo, mas enquanto acordo é não-poder-ter em todos os fluxos. É o acordo que o cimenta. Um vasto acordo de não-poder-ter resulta em muita massa. Por exemplo a proibição do sexo nos Cristãos, que é muito fundamental para um não-poder-criar. Os corpos são necessários como veículos e identidades favoritos, mas há uma penalidade no sistema Cristão por os criar. Isto resulta num dever/não-dever. Está no campo do desacordo e pode ser processado de várias maneiras.

Mas como é que foram puxados para uma posição destas, onde podem acumular motivadores assim? Devem ter feito parte de não-poder-ter algures ao longo da linha; não podem sofrer quaisquer consequências daquilo em que não participaram na criação, e devem tê-lo feito por acordo com muitos outros. Com o desacordo estão a objectar o jogo que no início ajudaram a criar. Se descartarem o desacordo, conseguem elevar-se consideravelmente. Podiam erradicar o assunto.

Um processo de condição de jogos procura isolar os acordos básicos num dado jogo. "Condição de jogo" é um termo derrogatório. Significa um pacote composto de uma atenção fixa, incapacidade de escapar junto a uma incapacidade de atacar, ao ponto de excluir outros jogos. Não há nada de errado em ter jogos, mas uma condição de jogo é desconhecida, arbitrária, reactiva, realizada sem escolha do próprio, sem o seu consentimento ou vontade. É uma espécie de armadilha do fazer mental. Nela, têm de fazer coisas, assumir um certo ser e não-ter nenhuma comunicação com ninguém que não faça parte do jogo. Assim o mundo torna-se muito rapidamente desprovido de massa, tempo, espaço e pessoas. A maioria dos casamentos frustrados estão numa condição de jogos onde há um acordo em que nenhum dos dois pode ter nada, subjacente a outro conjunto de acordos que estão em desacordo com aquele acordo fundamental de não-poder-ter. Os seus momentos mais ternos são quando estão em desacordo com o acordo básico de não-poder-ter. Isto leva-nos a interessantes máximas como, "Não há fúria mais infernal que a de uma mulher desprezada," que reflecte o último desacordo. Quando duas pessoas têm isto solucionado, o resto do mundo deixa de existir. Eles apenas ficam um com o outro e fecham o resto do mundo.

As condições de jogos podem existir em qualquer dinâmica. As guerras são um exemplo na terceira ou quarta dinâmicas. Podem encontrar-se porções da trilha onde se entrou repetidamente no mesmo jogo, por exemplo defender o capitólio fazendo parte de um esquadrão de combate abatendo ou sendo abatido pelo inimigo ali mesmo no meio do aeroporto. Isto era uma condição de jogo porque era uma actividade estabelecida desconhecida; não fazia nada de efectivo pela sociedade.

A chave para uma condição de jogo é que a pessoa está a fazer um confronto compulsivo que faz com que lhe seja necessário assumir um ser compulsivo. A fim de participar neste jogo deve-se negar um certo ter. Os US têm, nestas últimas duas guerras, demonstrado estar em condição de jogos porque não podem usufruir de nenhum dos frutos das suas vitórias. Numa condição de jogos, digam o que disserem, sempre se acaba por ter nada. Então tem-se um ser e fazer obsessivo e um não-poder-ter. Toda a gente tem um pouco de condição de jogo; poucos estão só em condições de jogos. Estes últimos estão numa confusão. Quando se olha para uma destas condições de jogos, vê-se que desafia toda a lógica porque é obsessiva. Não tem nada a ver com o mundo real. Isto é a verdade de toda a aberração. Está fora de Tempo Presente. A base racional que racionaliza uma condição de jogos está esburacada. Mas não tentem convencer alguém a sair dela;

auditem-na para for a dela. Não se pode ensinar ninguém a sair de uma condição de jogos porque é aberrada, por isso não pode ser encarada analiticamente.

A situação de uma pessoa que não pode influenciar o seu banco com o pensamento é interessante. O grau da escala de menos eficácia neste aspecto termina em nenhuma eficácia. Se derem a tal pessoa uma comando de audição, ela não o fará, e mesmo que o fizesse, não teria nenhum efeito no banco. Uma tal pessoa parte o coração do auditor e dá perdas às pessoas. É interessante compreender a anatomia deste fenómeno, que em certa medida existe em todos os casos, porque aclarar uma pessoa significa pô-lo a controlar o banco. Desde 1954 que temos estado a trabalhar na questão de como uma pessoa poderia entrar numa condição que não afectasse o banco.

A resposta é retenções (witholds). O tipo está a recuar da vida; ele está a reter como parte de uma condição de jogos; negando qualquer coisa a alguém. A retenção dá-lhe um não-poder-alcançar, um recuar. Multipliquem isto por muitos momentos e descobrem que às páginas tantas a pessoa sai das dinâmicas. Mas isto não é realmente possível de fazer, então ele inverte para elas. Quanto a ele, a sua tensão é de sair, composta com reter e não-alcançar. Assim temos uma ineficácia. Não podem controlar aquilo que não podem alcançar e aquilo de que se estão a reter. O não-dever-alcançar é na verdade um não-dever-ser-alcançado, claro. Isto é verdade especialmente se há castigo envolvido. O castigo acoberta as retenções. Então descendo a escala, temos:

1. Ineficácia

2. Destruição (o PC não pode comunicar com alguma coisa bem o bastante para a compreender, assim quando a alcança mesmo, só pode ser destrutivo)

3. Incapacidade até para destruir alguma coisa.

4. Incapacidade para ter qualquer influência, de qualquer tipo.

5. Incapacidade até para afectar a sua própria mente.

Juntem todas estas retenções e não-poder-teres em todas as dinâmicas e têm alguém totalmente retido, individuado, totalmente ineficaz com o seu próprio banco. Quando percorre não-poder-ter em pessoas, ele torna-as menos familiares e mais retidas em relação às coisas. Depois, pela sequência overt-motivator, isto reage contra ele, então ele pára de se estirar e começa a reter-se. A 100% de retenção, ou 100% de retirada, ele não pode influenciar nada, incluindo os seus pensamentos e o seu banco. Se ler no e-metro, sabem que alguma coisa está a produzir efeito no seu banco. Não se espantem que o PC nunca tenha realmente percebido a condição em que está. Ele não pode nem racionalizar sobre o assunto; prontamente ele irá acreditar em razões erradas.

Portanto percorrer um comando que não foi testado por leitura é um acto aventureiro, porque se não leu, estão numa área em que ele é totalmente ineficaz ou totalmente efeito.

Um PC pode estar exterior compulsivamente: o caso desligado. Freud nunca poderia ajudar um caso destes. Trata-se de alguém que está recuado das dinâmicas e recuado da sua cabeça. Dirão que se sentem desligados. Isso indica uma condição de jogos na área em que sentem desligados. A maioria dos homossexuais estão desligados neste sentido. Em qualquer área em que uma pessoa esteja numa condição de jogo, está desligada. Como reverter uma condição de jogo? Descubram qualquer coisa que leia no e-metro e portanto seja alguma coisa que possa efectuar, i.e. algo real para o PC. Real significa, "O PC pode ser eficaz nessa esfera?" Retirem as retenções e os não-poder-teres do assunto numa escala gradual. Retiram a condição de jogos, e então o PC pode alcançar na área e reganhar eficácia. É idiotacamente e basicamente simples, mas se violarem esse fazer não vão obter resultados em audição. Digamos que querem curar psicossomáticos com audição. Podem encontrar pessoas que estão tanto em efeito dos

seus psicossomáticos que vocês podem ter mais efeito neles que elas próprias. Podem pô-las bem, mas elas não o sabem! Portanto nunca vos vão agradecer por estarem bem. O que deviam fazer para evitar tal situação é analisar todas as dificuldades da pessoa, pegar na melhor leitura, retirar todas as retenções da pessoa nessa área, curar as condições de jogos dessa área, e a dificuldade vai-se acertar. Podem erradicar doença e perturbação, mas têm de analisá-las primeiro. O facto do PC se estar sempre a queixar de alguma coisa não prova nada. Podia ser um circuito ou um mecanismo, ou podia pertencer a outra condição de jogos. Há uma escala graduada de dificuldades. O PC pode ter uma data delas, mas pode ser eficaz apenas numa área. É aí que devem começar. Essa tem sido a linha de barreira ao tratamento e à ajuda.

Se percorrerem um comando que não lê, o PC está ineficaz na área. Portanto é o auditor vs. o banco do PC, sem nenhuma ajuda do PC. Ele terá quebras de ARC, será difícil de auditar porque estão apenas a auditar o banco e o PC não está lá. Isto viola o princípio básico da audição: auditor mais PC é maior que o banco.

Games Conditions

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A game condition means an agreement of can't have amongst beings. It's have for self and can't have for others in a true games condition, but as an agreement it's can't have on all flows. It's agreement that nails it in concrete. A widespread can't have agreement gives you lots of mass. For instance the Christian prohibition on sex, which is very fundamental as a can't create. Bodies are necessary as favorite vehicles and identities, but there's a penalty in the Christian system for creating them. This results in a must-must not. It is in the field of disagreement and can be processed in various ways.

But how did you get suckered into a position like this, where you could accumulate motivators like this? You must have been party to the can't have somewhere along the line; you can't suffer any consequences you had no hand in creating, and you must have done it by agreement with a lot of others. With the disagreement you're objecting to the game you helped to create in the first place. If you get the disagreement off, you get a considerable resurgence. You could undercut it by getting all the agreements to have the game.

A games condition process seeks to isolate the basic agreements on some kind of game. "Games condition" is a derogatory term. It means a package consisting of a fixated attention, inability to escape coupled with inability to attack, to the exclusion of other games. There's nothing wrong with having games, but a game condition is unknown, arbitrary, reactive, performed outside one's choice, without his consent or will. It's a sort of mental doingness trap. In it, you've got to do things, assume a certain beingness, and have no communication with anyone not part of the game. The world thus becomes massless, timeless, spaceless, and people-less very rapidly. Most marriages that go on the rocks are in a games condition, where there's a total agreement that neither one can have anything, overlaid with another set of agreements that are in disagreement with that fundamental can't have agreement. Their tenderest moments are when they're in disagreement with the basic agreement of can't have. This gives us interesting maxims like, "Hell hath no fury like a woman scorned," which reflects the later disagreement. When two people get this fixated, the rest of the world ceases to exist. They just stay with each other and shut out the rest of the world.

Game conditions can exist on any dynamic. Wars are an example on the third or fourth dynamics. One can find portions of the track where one has repeatedly gotten into the same game, e.g. defending the capitol by being part of an interceptor squadron shooting down or being shot down by the enemy right over the middle of the airport. This was a game condition because it was an unknowing fixated activity; it did nothing effective for the society.

The clue to a game condition is that the person is doing a compulsive confront that makes it necessary for him to assume a compulsive beingness. In order to play this game, one must deny a certain havingness. The US has, in its last two wars, demonstrated itself to be in a war games condition because it cannot have the fruits of any of its victories. In a games condition, no matter what the person says, he always ends up with no havingness. So you get an obsessive beingness and doingness and a can't havingness. Everybody has a few games conditions; few have complete games conditions going. The latter are in the spin bin. When you see one of these games conditions, it defies all logic because it's obsessive. It has nothing to do with the real world. This is true of all aberration. It's out of PT. The rationale which rationalizes a games condition has holes in it. But don't try to

argue someone out of it; audit him out of it. You can't educate someone out of a games condition because it's aberrated and he can't look at it analytically.

The situation of a person who can't influence his bank with thinkingness is interesting. The gradient scale of less effectiveness in this regard ends in no effectiveness. If you give such a person an auditing command, he doesn't do it, and even if he did do it, it would have no effect on the bank. Such a person breaks auditors' hearts and gives people loses. It is of interest to understand the anatomy of this phenomenon, which exists to some degree in all cases, since clearing a person means putting him in control of the bank. We've been working on the question of how a person could get into a condition where they could not affect the bank since 1954.

The answer is withholds. The fellow is backing out of life; he's withholding as part of a games condition; denying something to someone else. The withhold gives him a can't reach, a pull-back. Multiply this by a lot of instances and you find that eventually the person practically exits from the dynamics. But this is really not possible to do, so he inverts on them. As far as he's concerned, his effort is to leave, compounded with the withhold and not-reach. Thus you get an ineffectiveness. You can't control something you can't reach and from which you are withholding yourself. The mustn't reach is really a mustn't be reached, of course. This is true especially when there is punishment involved. Punishment compounds withholds. So as we go downscale on reach, we get:

1. Ineffectiveness

2. Destructiveness (the PC can't communicate with something well enough to understand it, so when he does reach, he can only be destructive)

3. Inability even to destroy something.

4. Inability to have any influence at all, of any kind.

5. Inability even to affect his own mind.

Add up all these withholds and can't haves on all dynamics and you get someone who's totally withdrawn, individuated; totally ineffective on his own bank. When he runs can't have on people, he makes them less familiar and more withdrawn from things. Then, by the overt-motivator sequence, this reacts on him, so he stops reaching and starts withholding. At 100% withhold, or 100% withdraw, he can't influence anything, including his thoughts and bank. If he reads on the meter, you know something is effecting his bank. Don't be amazed if the PC has never noticed, really, the condition he's in. He can't think or rationalize on the subject; he will buy wrong why's on it readily.

So if you run a command that you haven't tested for read, you are doing something adventurous, since if it didn't read, you're in an area where he's still totally ineffective or totally effective.

A PC can be compulsively exterior: the detached case. Freud could never help this kind of case. That's someone who is backed out of the dynamics and backed out of his head. People will tell you they feel detached. That indicates a games condition in the area where they feel detached. Most homosexuals are detached in this sense. In any area a person is in a games condition about, he is detached. How do you reverse the games condition? Find something that reads on the E-meter and is therefore something he can effect, i.e. something real to the PC. Real means, "Can the PC be effective in that sphere?" Get the PC's withholds and can't have off the subject on a gradient scale. You take off the games condition, and the PC can now reach in the area and regain effectiveness. It's basically idiotically simple, but if you violate that doingness, you don't get results in auditing. Say you want to cure psychosomatics with auditing. You can find people who are so much the effect of their psychosomatics, you can have more effect on them than they can. You can

make them well, but they don't know it! So they never thank you for getting well. What you should do to avoid this situation is to assess all the person's difficulties, get the best read, get off all the person's withholds on the area, get the games conditions in the area cured, and the difficulty will right itself. You can eradicate illness and upsets, but you have to assess them first. The fact that the PC complains about something all the time doesn't prove anything. It could be a circuit or a mechanism; or it could be part of some other games condition. There is a gradient scale of difficulties. The PC may have lots of them, but may be effective only in one area. That's where you must start. That's been the barriered line on healing and help.

If you run a command that doesn't read, the PC is ineffective in the area. Therefore it's auditor vs. the PC's bank, with no help from the PC. He'll be ARC breaky, hard to audit because you're just auditing bank and the PC isn't there. This violates the basic auditing principle: auditor plus PC is greater than the bank.

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CAUSATION AND KNOWLEDGE

From PAB 86, 29 May 1956:

"One plays willingly or one plays unwillingly. When one begins to play unwillingly he is apt to discover himself victimized and interiorized into the universe of some game."

O JOGADOR

HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

Remimeo HCO BULLETIN OF 16 MARCH 1977

Dianética Expandida Série 25

Um jogador obsessivo é um psicótico tal qual um tóxico-dependente ou um alcoólico.

São tratados da mesma maneira que tratam qualquer outro psicótico. Eles não têm de fazer nada na vida porque tudo depende da sorte e nunca deles próprios. Portanto encontram-nos na escala de menos eficácia.

A vida não é real para um jogador psicótico e portanto eles nunca verdadeiramente prestam atenção a nada. As consequências são irreais para eles e os actos criminosos são incompreensíveis pois de qualquer maneira nada é real.

Para tais pessoas sacar overts não é nada porque elas não estão lá e não assumem qualquer responsabilidade por eles. Tudo o resto é responsável, menos elas. Assim têm de descobrir a pista para os R/S sobre o assunto e descarregar esses.

Este aspecto de tal caso é o tratamento de emergência número um.

Tem de ser encarado como aquilo que é: PSICOSE

LRH: if ***L. RON***

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Founder

THE GAMBLER

HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

Remimeo HCO BULLETIN OF 16 MARCH 1977

Expanded Dianetics Series 25

An obsessive gambler is a psychotic just like a drug addict or an alcoholic.

They are handled the way you handle any other psychotic. They don't have to do anything for real in life because it all depends on chance and never on themselves. So you have them on the minus effect scale.

Life isn't real to a psychotic gambler and therefore they never really buckle down to anything. Consequences are unreal to them and criminal acts are incomprehensible as nothing is real anyway.

Getting off overts is nothing to such people because they are not there and take no responsibility for them. Everything else is responsible—not them. Thus you have to find the trail to the R/Ses on the subject and discharge those.

This aspect of such a case is the emergency number one handling.

It has to be recognized for what it is—PSYCHOSIS.

LRH: if ***L. RON***

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Founder

A Todos os Membros de Projectos OT.

Boletim Sectorial de Operações N.º 8

210582-03 (TELEC)

Bill Franks via Sub-Comodoro Capitão Bill

(Coordenador de Projectos OT, Terra (Mundial))

Caro Bill -

Gostei muito de ter notícias tuas.

Agora sabes como é usar o "chapéu" de Dir. Executivo. Int. em todos os seus aspectos. Eu afastei-me há alguns anos e as mesmas acusações me foram feitas pelas entidades estatais e malquerentes. Parece haver aqui uma lição em qualquer sítio, hem? Bom, é muito simples:

Primeiro, um jogo é jogado e observado neste universo em muitos níveis ao mesmo tempo, a fim de permitir "randomity" (grau de acaso) e interesse.

Segundo, ao assumir-se uma identidade ou posição num jogo, tem de se assumir responsabilidade por cada nível e pelos efeitos criados nele pelos próprios postulados.

Terceiro, uma análise dos vectores em curso (direcções das intenções dos jogadores e peças em relação à meta e à meta de oposição) tem de ser feita regularmente.

Quarto, os efeitos dos vectores na história futura são vistos de uma posição exterior (Pan-Determinada).

Quinto, o ponto chave ou centro de pressão dos vectores está localizado onde o exercício de um mínimo de força, comunicação, etc., provocarão um máximo efeito.

Sexto, este ponto é ocupado e usado para originar o novo postulado ou o vector de resolução determinado em três e quatro acima.

Sétimo, o ponto, e a manutenção da propagação do vector a partir dele, é delegado num companheiro do grupo.

Oitavo, outro ciclo é feito.

Esta é a lei natural dos jogadores bem sucedidos nos jogos deste universo (e de outros também). Como vês, de acordo com isto, os OTs têm vantagem sobre os seus oponentes em quase todos os casos, visto poderem exteriorizar, mudar de ponto de vista, postular e percepcionar, permear e penetrar melhor do que qualquer oponente não OT ou menos OT.

A maior quebra de ARC para um jogador, pode surgir no passo Sete, quando não existe um companheiro de grupo, ou quando este é traiçoeiro - não duplicando, alterando, parando ou invertendo a propagação do vector que lhe havia sido confiada. Isto fixa a atenção e prende o jogador nesse ponto exacto do ciclo impedindo-o de continuar o ciclo correcto do jogo. Daqui vem a minha política de nunca usar uma linha quebrada.

Contudo, uma resolução superior é apanhar o Passo Sete, reavaliar os Passos Três a Cinco com ele, e introduzir o resultado no Seis com um novo Sete. Feed-back, Controlo de Qualidade ou revisão, são os vários nomes para esta acção.

Trata-se de um pequeno segredo que tenho mantido desde que analisei os jogos no princípio dos anos 50. Está agora disponível para uso pelos projectos OT.

Provavelmente, viram-me usá-lo no Navio Flag, surgindo depois com uma solução tremendamente bem sucedida e rápida aos ataques inimigos.

O único sítio em que pode falhar é no Três com dados omitidos, falsos ou com outros pontos fora. Portanto, usada em conjunto com as PLs sobre Análise de Informação, esta fórmula é quase à prova de bala. Digo "quase" porque às vezes os jogadores fazem de "tolos" e não observam (Passo Um) todos os níveis de jogo. Parece familiar? É um erro comum aos jogadores recentes.

De facto, os jogadores oponentes ou inimigos com baixa realidade podem ser inteiramente eliminados pelo uso deste dado: "O incrível está tão escondido quanto menos jogadores acreditarem nele." Uma palavra de aviso, contudo, visto que, quando usam um "incrível" para enganarem o oponente no Passo Um, este também se pode tornar invisível, ou não real, aos vossos próprios companheiros ou, pelo menos, para alguns deles. Tenham portanto sempre isto em consideração quando o usarem.

Uma solução feliz é optimizar o "incrível" de modo a terem um quadro de companheiros com uma alta realidade, tendo assim um número suficiente para utilizarem no Sete e continuarem quase sem tempo para respirarem.

Assim, quer se trate de níveis de jogo galácticos, de sector, planetários ou de organizações, eu tenho os meus amigos nos Projectos OT. Bem-vindo a bordo e diverte-te! Tenho a certeza de que isto nos ajudará a todos a avançarmos com o trabalho muito mais depressa.

(Nota: CB emitirá esta TLC como Boletim de Operações de Sector N.º8.)

Quanto à Igreja, trata-se de o inimigo nos ter exactamente onde queremos que ele nos tenha - num nível de jogo OT superior, incrível, rápido e devastadoramente eficiente. A força dos vários níveis da Igreja também foram testados com a ajuda do Capitão Bill nos últimos anos. O passo Sete deste ciclo iniciou-se agora.

Com muito amor – Ron

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No Boletim Sectorial de Operações N.º 8, LRH menciona a utilização de análise vectorial.

O seguinte relatório de posto é fornecido a fim de ajudar à compreensão da análise vectorial.

Relatório de Posto por David Griffin – Só como ajuda – Não é emissão de LRH

Um vector é um movimento dirigido.

Uma Quadro de Análise Vectorial (QAV) é um quadro no qual as várias metas, barreiras, jogadores e peças estão representadas com ícones ou objectos, junto com os vários vectores empregados. Por exemplo, um pequeno modelo de edifício pode representar mesmo um edifício, um pequeno modelo de um cruzador representa um verdadeiro em movimento, etc. Setas de vários tamanhos são utilizadas para representarem vectores, sendo o seu tamanho representativo da sua força. Cores também são utilizadas para identificação e diferenciação das várias forças, objectos e vectores.

Um QAV é muitas vezes usado em jogos grandes e complexos, contendo vários níveis, ou no planeamento e monitorização de planos e cenários amplos e complexos.

As forças militares existentes neste planeta, utilizam correntemente uma rude forma disto.

Um QAV raramente tem um único nível. Os QAVs são feitos de maneira a que, à medida que as complexidades do jogo aumentam, novos níveis lhe possam ser adicionados. Os quadros, em si mesmos, são transparentes e, com a utilização de espaçadores, pode-lhes ser adicionada camada após camada. Deste modo, os jogadores podem ser representados num nível, os assistentes e jogador noutro, as peças noutro, etc. Já vi pilhas com oito níveis ou mais. Muitas vezes, os vectores de um nível podem estar a incentivar uma meta noutro nível.

Um bom manipulador do jogo é capaz de jogar em vários níveis simultaneamente. Contudo, um jogador realmente bom, não necessita de um QAV visto ser capaz de seguir todas estas coisas na sua mente sem necessidade de representações físicas.

No entanto, quando é feito correctamente, pode dar a visão simultânea de todas as forças que foram movimentadas, das metas que se tentam alcançar, dos vários vectores que estão a ser utilizados pelo próprio e pelos oponentes, etc. O QAV é assim um modelo do jogo real em curso e, quando correctamente executado, dá uma visão Pan-Determinada do jogo a decorrer.

- - - - -

This is my current estimate of the VABs as they are presently arrayed related to Earth. Note that they will not long be like this:

VAB 0

The Masses. On the lowest level VAB is the vast majority of people on the planet who know nothing of what we are talking about, and are simply pieces and broken pieces in a game they don't even know they are a part of. They punch the time-clock everyday, and sit on the couch drinking a beer and watching the game as a spectator.

There is a tremendous industry on this planet built around keeping people on this level which includes entertainment and control of the media, recreation, current fashions, "making money", buying the latest toys, "the american dream", etc., etc. Anything to keep them active at and focused on this level.

VAB 1

Just above the "masses" you find various groups which, although seeking enlightenment and spirituality, have been infiltrated and corrupted over the years, just like all religions on the planet. While much true and useful data can be found in these areas, it is also intentionally riddled with false data designed to keep people from moving any higher.
Much of the New Age movement is in this category, as well as various UFO investigation groups.

Also on this level are critics and debunkers. These are active and dupe agents who constantly invalidate these various "movements" and the data within them, trying to get people to go back down to the lower level and accept the "reality" of the masses. Various debunking and disinformation projects are run on this level from above.

For those who remain on this level, there is also a burgeoning industry built around this area which includes feeding false data into the area and convincing people they are on a much higher level than they are. The end product would be "love and light" people, who believe that simply by thinking happy thoughts, meditating with crystals and feeling love for everyone, the world's problems will be solved.

VAB 2

Here we have the lower level rank-and-file within the church who discovering the truth in Scientology, believe that they have risen above the trap, that everything is wonderful, that management is on-source, and that they are all going happily up the Bridge and clearing the planet. They are, of course, being deluded and are currently PTS to a suppressive management.

Due to the Enslavers currently controlling the church, many inside who try to make it to OT, end up going down the tone scale instead, and no one ever makes it to OT.

VAB 3

Someone who manages to see what is currently going on in the church and rise past it will inevitably encounter this level. This is a critical point in the game at which the Enslavers must stop people and turn them back. This is the "freezone", and in this area we find a great many operations all designed to keep a person from progressing any further. We find altered, destructive "tech" being actively promoted as "improved" and "beyond" Scientology, massive deprogramming operations, rabid critics, etc.

On this level we also have lower level church management and people like "Freddie T from RTC" who know that things are not as they appear to the "common folk", but are trying to hide that fact and keep it covered up by defending the current management, justifying their suppressive overts and whitewashing what has been exposed. They are trying to maintain the status quo within the church.

Also on this level, but apparently opposed, we find the agents who are happy to talk about all the alterations of the tech and how the current management has corrupted the tech and the Bridge, as it suits their purpose as a part of the overall Black Propaganda campaign against Scientology in-general. However, discussion on certain topics is forbidden by their handlers.

On this particular VAB, we see much public activity which is intended to keep people's attention focused here or below.

VAB 4

Next is the first governmental layer. On this level we find various governmental agencies which carry out investigations and prosecutions, and run the "public" agencies. Also on this level are the lower-level Masons and members of other fraternal organizations.

VAB 5

The second governmental VAB contains various intelligence agencies and military intelligence. This is the level at which we find remote-viewing projects and fairly well-known "secret" projects. Here also are the higher-level Freemasons and others in the lower to mid-level ranks of the Illuminati. Many on this level are aware of extraterrestrial involvement in Earth's planetary affairs. Very advanced and exotic technology exists on this level. Use of limited psychotronics, implanting and mind-control projects are carried out at this level. Oddly enough, this appears to be the level where the upper level of International Management is as well.

VAB 6

The third governmental VAB is the real government - the shadow government. Here you find an odd mix of various secret society types, highly-placed military and intelligence personnel, and junior-level Marcabians. This is also the upper level of the Illuminati. On this level we find certain "royal" and "illuminated" families and bloodlines. This would be what is referred to by many as the "New World Order". Extraterrestrial intelligence data and technology is widely used on this level. The upper management of CST appears to be at this level.

VAB 7

Marcabian heirarchy. This is the ruling body for the planet that pulls the strings for all of the lower level VABs, and certain of the "special directors" for CST appear to exist at this level. And sitting at the top of all this is the Council of Three, currently consisting of Malehedrek (aka Malek), Sarduk, and Jordain who filled the vacant post left by Devaklor.

VAB 8

Marcabian Council. This is the ruling body back on Marcab which controls all of the planets, outposts, and installations which are a part of their federation. They also secretly oversee Marcabian implant stations. Other Marcabian-controlled planets have similar administrative and control structures as Earth.

VAB 9

Helatrobus

VAB 10

Implanters. This is actually an incredibly complex layer. On this level we have all manner of beings - beings in bodies; black thetans out of bodies; and beings such as those that you find in the OT 3 and OT 7 case. This is actually the real controlling layer for much of our society and Marcabian societies as well. The implanters run operations on all VABs below them, and their operations are what we call spiritual warfare. The implanters are currently running the Marcabian Council and the Marcabian heirarchy on Earth, as well as most below. The junior level implanters currently on Earth, located on VAB 5, are also run from this level.

There is also a heirarchy within the implanters organizations. At the lowest levels are the beings such as those found in the OT3 and OT 7 case. Above that we have beings such as those found in Rons Org Excalibur tech. Above this we find monitors who are, like the name implies - monitoring. They provide intelligence to the implanters by monitoring (in an exterior state) beings on the lower VABs. Above this we have actual implanters and those directing implant facilities (not those running the machines) such as Xenu. There are also facilities in which bodies-in-pawn are kept for remotely influencing beings located elsewhere in other bodies.

The reason Scientology is so ruthlessly fought, is because it puts a being at-cause over this layer of the game. On the OT levels, a being begins to discharge and take apart the organization of beings in his space and in his valence which are used to secretly control him. As a being progresses up through OT III and Excalibur, he begins to be able to actually address and audit the beings on this VAB.

VAB 11

Gatekeepers

VAB 12

Game board in another universe

VAB 13

Councils

- - - - -

Introduction to Vector Management

A vector is a directed movement. Proper analysis of your opponent's arrayed vectors is crucial if these movements are to be utilized to advantage against him.

All movements have intention and energy behind them, and often much force as well. It is foolish to oppose these vectors when they can be used. Opposing vectors result in large energy usage and output with no appreciable gains, and should never be used as a main activity. Opposition moves should be utilized for the purposes of misdirection only, when one can afford to waste the energy that is required to initiate and maintain them.

The goal one should always strive for, of an opponent's vector is: reinforcing your opponent's vector to drive him towards your goal. Use his motion, do not fight it. There are four main vector movements that are employed: Reinforced Vector, Parallel Vector, Redirected Vector, and Circular Vector.

Reinforced Vector

If your opponent wishes to occupy point A, and you wish him to occupy point B, do not push him towards point B. Rather, occupy point A yourself and control it, and then, "help" your opponent to achieve his goal of occupying point A (which you have now changed to duplicate point B). This requires practically no energy output to attain, and if done properly, your opponent will believe that he has achieved his goal and not yours. Naturally, moves such as these must be coordinated with the proper Perception Control and PR assets to be completely successful.

Parallel Vector

Similar to the Reinforced Vector is the Parallel Vector. This is where one sets up a vector paralleling your opponent's which also mimics your opponent's vector, but it is heading towards your goal and not his. In order to be successful, the two goals must look identical to the untrained eye. Thus, one's vector and goal take on the color and appearance of your opponent's, and capitalize on it's strengths. This is most useful when your opponent's vector and position are very strong and well-known. Use this strength and popularity to bolster and reinforce your own vector. The two vectors and goals must be continually promoted as being the same, until the required flow has been diverted over onto your vector, away from your opponent's goal.

Redirected Vector

If neither of the above is possible, the third action one should strive for is a subtle redirection of your opponent's vector. On a vector analysis board, this would be a minimal change in vector accomplished by a slight adjustment at one point. The smaller the degree of change, the more effective it is. This requires minimal energy outlay, but often requires additional time.

There is a formula for determining the expected energy outlay versus the degree of change and expected time to completion, which will be covered later in the section on Redirection of Vectors. By knowing one element of the formula, one can solve for the unknowns, and so arrive at a base model scenario. For example, given the same time to completion, a change in vector of 30 degrees requires much more energy expenditure than a change in vector of 10 degrees. Likewise, a change in vector of 20 degrees accomplished in 1 year, requires much more energy outlay than a 5 degree change accomplished over 10 years, which both arrive at roughly the same point.

Circular Vector

Similar to the Redirected Vector above, this is also accomplished by the application of a steering vector, but the steering vector must be applied continuously while the arc is being formed. This type of vector management is most applicable to political operations requiring delicate and subtle maneuvers. By the intricate use of multiple steering vectors at different points, a complex sinous path around various obstacles can be obtained. While the outlay in raw energy can often be small, the requirement for continuous intelligence reassessment and multiple vector sources is crucial. While the most flexible and malleable of the three, this one requires the most work and attention to detail to complete successfully.

Opposing Vector

The last maneuver one would resort to would be the Opposing Vector, and if one has arrived at the use of this move, one has already failed at the game. This could possibly be used as a temporary holding action, but this is the only valid use in extreme situations only. One should immediately employ one of the above vector management techniques in order to move your opponent into a more desired direction.

By thoroughly understanding proper vector management and it's application in real-world scenarios, the Intelligence Manager will be able to properly utilize all of his opponent's movements and actions.

PROCESSING PGM

Cbr870821

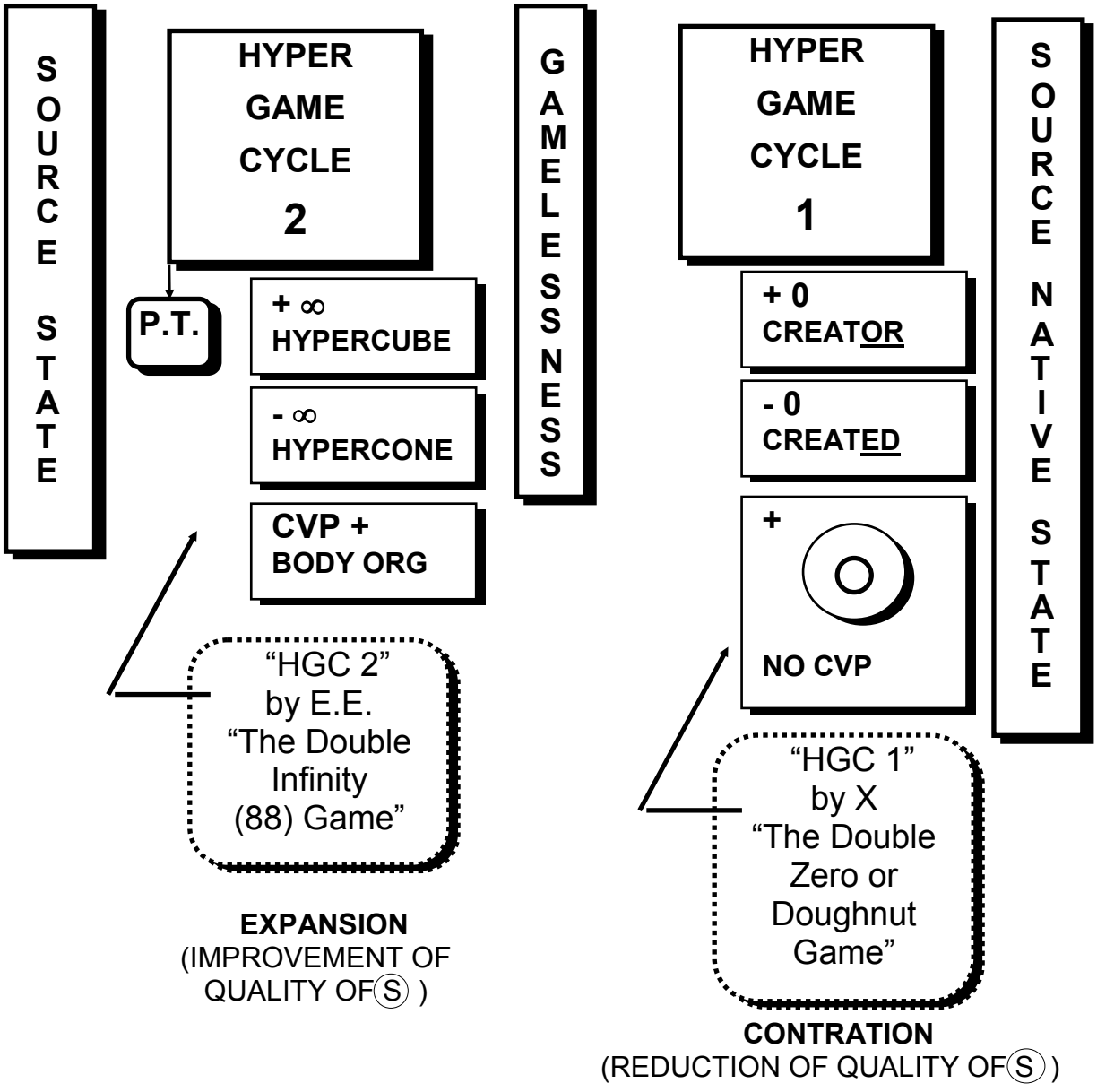
OT 48 GAMES BASICS 21 AUG 87

(AFTER THE HYPER CUBE IS RUN OUT)

(SEE GAMES SERIES ISSUES)

This is the sequence I ran on these processes to arrive at SOURCE STATE.
It is a workable way to do it and comes off easily in a nice gradient.

ALL TRACK MAP



Games-Breaks

Our present society is aberrated concerning games. We are facing an affluence of undesirable games and a scarcity of good games. At the same time we have an affluence of broken pieces, and pieces, but a scarcity of players and hardly any active Games Masters, who are ethical.

The biggest liability in these days are those beings, who have done a lot (and some of them -so they say- all) of the steps available to be rehabilitated as a games master, BUT behave, as their products show, like broken pieces, and they seem to allow any player, who comes along, to put them back into their or into his own boxes.

The present state of the game shows that many players are refraining themselves from the doingness of playing any game other than survival games. At the level of caselessness this might look like some static point phenomenon, where the player has decided against playing games right now, and where he instead decides to continue and/or finish up all old games which did not end with OT 16, and are prevailent to his PT survival. In fact, these players are more likely in apathy.

Now, if you only play survival games, you can't but go downtone, as an immortal, eternal being, since when you can't die, you can't survive either. This puts the being, the OT, back into the behaviour pattern of meat-body, one-lifetime-beings, of humanoids. Or, as CBR put it, back into the box with the other broken pieces.

So, how to rehabilitate the doingness ?

In one of his tapes LRH talks about the triangle of game with its components purpose, freedom and barriers. If there is a triangle, it can be broken, as it can happen with ARC, KRC etc. And since the game triangle is superior to the triangles of ARC and KRC it will influence those as well, if a games-break occurs.

If a player or Games Master has experienced quite some chains of games-breaks he will go into apathy concerning games, since he is liable to reach the conclusion that games are dangerous, you can hardly win, the opposition is too big, etc. This comes about also because of all the interference going on, which takes Wins, Fun and Acceptance out of many Games.

The result is the player or Games Master changing to a No-Games-Condition.

So, since a no-gamescondition is the native state of a being, it can have the apparency of a high-level state, where in fact he didn't go uptone, but downscale into a Can't have on games. And this means nothing but that he changed from a known games condition into a unknown games condition, or rather not-ised games condition.

Handling: Run off the charge connected to the games a being played. This is done as follows:

1.)

"Is there a games break ?"

"Is it a break in

Purposes ?

Freedoms ?

Barriers ?

Game ?"

"Is it

Known

Unknown

Curious about

Desired

Enforced

Inhibited

No

Refused

Not-ised ... (of which ever read above)...?"

Handle E/S to clean F/N.

2.) Is there a games break of LD ?

Cognitions and results from running this process:

Lots of suppression of Freedoms and rights came up, as well as arbitraries and violations of games rules and other barriers. Another result was a beautiful rehab of old purposes, which were discarded, "because it wouldn't work out anyway in this time and place" or "because of all the CI" and so on.

The EP was the revitalized interest to engage in games to really improve the quality of theta or just for fun.

Doro

28.6.1995

CONFIDENTIAL

11 May 1998

When you play the game of games, there, of course, are winners and losers. What happens to the losers ? They play again, and again, and again, until they finally either make it or give up. And what happens to those, who have reached to bottom of their ability to win a game ? They have to be rehabilitated and need "cramming". And where does this take place ? Of course in the game to IMPROVE THE QUALITY OF THETA !

If you put the Game of Games on an Org Board, our RAGs are DIV 5 !

So, where LRH called our Planet the "dumping ground to end all dumping grounds", the RAGs are the higher harmonic to this, where unsuccessful players and Games Masters are dumped for further Training and improvement. This means, we have to rehab the basic Beingness of the Players (done up to Power for Sources), and then put them on the necessary steps to rehabilitate and/or train them as Games Masters.

What came up in the initial research was that some of the beings were thrown into the RAGs by suppressive Games Masters from other Games, who wanted to handle their opposition through this. This is of course a HUGE ARCB LD, resulting in sadness, self-inval and the conviction of being the eternal loser. On top these Beings were implanted with the idea of having been created by the eternal supreme being, who is the only one who could possibly salvage them from eternal damnation.

To be invalidated as a Games Master by being sent to our RAG, especially undeserved, is a nasty thing for him to happen. And it tends to give the permanent feeling of being unwelcome and having to prove himself all the time as a valuable member of this Game, while at the same time the GM doesn't really know, where he is, and why, because all he knows is that he got thrown out of his game for having failed, and is now waiting for some improvement.

This of course explains, why so many beings show an instant reach for any promise for self-betterment and are willing to go a long way and pay a lot of money to achieve it.

Some GMs have broken free from this whole thing and have, because of severe disagreement with the Game of Games and what is going on there, volunteered to come into the RAGs for establishing a QUAL Division, to help Thetans out of here and rehabilitate them as Games Masters and start a new, a better Game of Games.

10.5.1998

QUAL

10 Nov 1999

Our being in the Game of improving the quality of theta implies, that either the totality of theta needs improving and we are here in some frontline research area, or this is the KZ for beings who have failed in other games, or a combination of the two.

Probably it is the latter. This means that beings who failed in other games have been "wasted" into this game, where some other beings, who disagree with eternal failure, have decided to do something about the rehabilitation and declared this waste ground a qual division with the goal to research the possibility of rehabilitating theta for a return into the other games.

Another VP would be, of course, that beings landed down here for another reason, and this would be getting rid of unwanted minorities, composed from beings who didn't fail, but who were not agreeing and/or cooperating with the controlling majority in those other games.

The existence of such beings then would explain the why for interference with a game which should be welcomed by the other, more successful beings, instead of trying to destroy it.

Such Interference, coupled with involuntarily being dumped into this game, especially when not necessary, plus the inability, if we are talking about whole groups, who met this fate, would create huge group banks and even further impede the ability to act logically as a member of a third dynamic

DR

Space, Control and the Bridge

14 Nov. 2003

Like a pioneer opening new horizons, someone developing new levels of the Bridge is widening the scope of awareness and is really meddling on hitherto unknown *land*.

And, like a pioneer, he is amazed at the vastness and space the new level provides.

It is true no one on a lower level can imagine what is up there. He is still discovering and cleaning the level he is in and he can't see beyond the horizon. Actually, if he gets a glimpse of what is beyond the horizon, he will need a Review to be able to continue the journey safely.

So, one thing is to discover a new *land* and quite another is to make it safe for others to walk through.

If an investigator tries to open a new level of the Bridge, the first symptoms he manifests is of someone needing desperately a review.

This is because he is only still using ARC, becoming aware of the new "space", and having a ball at exploring it but his KRC is not yet totally able to understand and handle what is in that new level.

Actually one gets a really strong blow on his head if he enters a new level with that open heart and trust on luck that some long gone unknown pioneers had. Every new land is paved with their tombs.

The really successful explorations were those where:

1) A new land was discovered,
2) The troops were called in to consolidate it's occupation.

For a solitaire explorer it was really a tough task to enter alone in that new and unexplored level. He really needs support and back up. And a good tolerance for his bad temper…

Now, I think the "space" or scope of every new level increases on a logarithmic proportion. This means that, the more one goes up the levels, the wider the scope of the area of charge one has to handle.

On the top, it is really wide!

FR

C/SING DATA
POINTS TO HANDLE

1 Game playing field or hardware is physically ill

2 Bad previous administration of games

3 Other Games that have been played before, of a different type, like plug system games.

4 Gambling or having played actively in interfering games

Standard DMA of the class 8 D/R, making a list of all drugs (gambling games) and then assessed it, take the biggest read, rehabbed it until attention blew.

5 Interiorization or Exteriorization concerning a game

Apply int R/D onto games: Recall a time when you were put in a game.

6 Being in the wrong game, wearing the wrong hat in a game, maybe even one CVP playing for the wrong GM or for the wrong group. Also being out of valence playing actively in an implanting game.

7 PTS

GF

1 Doesn't want to play games

2 stuck in a game

3 Stuck in a games condition

4 Seriously malfunction games hardware

5 Inability to use the rights of a thetan

6 Played with ruds out

Is there a games break?: Coordination, Cooperation and Compromise

PTP went directly into the Dn part of the case

7 Overwhelmed

8 suppressed

9 Connected to antagonistic games or GM

10 Victim of bad previous policy or administration

11 Continuously committing overts on GMs

12 Has been interfering

13 Seeking the same thrill attained from interference or gambling

14 Inapplicable policies

15 Avoiding attention on games (other games your attention is avoiding)

Hidden standard: PTS situation: Introduced "Product" into V/I (LRH)

GAMES GREEN FORM
GGF

Proposed Technical Note of 23 of June 2001

(Based on HCOB OF 30 JUNE 1971RB, REVISED 1 DECEMBER 1974, REVISED 15 FEBRUARY 1977, REVISED 4 DECEMBER 1978)

The Games Green Form is used before the Games Levels to precisely locate and solve any resistiveness there might be.

The assessment of the resistive cases will direct the auditor to the type of the GM's resistiveness.

This list provides a fast and direct method for solving resistiveness in cases of GMs.

Assess Method 5 the following resistive cases.

When all sections corresponding to the reading resistive cases items are assessed you will have a full picture of the GM's resistiveness.

Then, take up each reading section on the GGF in the order in which they are listed below and handle reads per the instructions given.

ALWAYS FIND FIRST WHO THE CHARGE BELONGS TO.

At this level it can belong to "me"

a MEST Moco (ϕ)
a Life MOCO (λ)
a moco
a Clone
a Concept, Postulate or Consideration Thetan
a Thetan
a Player
a GM
a Source
a Group or Game Thetan
a Reptile Thetan (Croc: emotion sucker)
a Metallic Thetan (Stop Thetan, Storage Thetan)
a Dementor (Kind of shell thetan)

Or a Cluster of any of the above.

After handling the charge, blow the entity. Always finish with Blow/Can't Blow.

Otherwise, return to the C/S for programming.

Remember to use the list according to "Handling Lists after OT3", i.e. always spot whose charge is it. It may be your or from any type of entity or even thetan.

As you are on the **Games Levels**, after you handle the by-passed charge, see if there is a **Game** involved that is not running well. If that is so,

1) **find the GAME THETAN,**
2) **run it with PRPR2 "IN HIS GAME"**
3) **and have it REEVALUATE IT'S GAME WITH "Value/ importance/Product"**

Otherwise, return to the C/S for programming.

SECTION A—ATTAINED SOME STATE THAT NEVER ATTESTED

A-1 HAVE YOU ATTAINED SOME STATE AND NEVER ATTESTED? _____

2wc AND Date/Locate.

A-2 CONTINUED ON SAME STUFF AFTER ATTAINING SOME STATE? _____

2WC to F/N

SECTION B—DOESN'T WANT TO PLAY OR HANDLE GAMES

B-1 DO YOU NOT WANT TO PLAY? _____

2WC to find out why not. It will be an out-rud or an out-list.

Handle appropriately.

B-2 ARE YOU REFUSING TO HANDLE GAMES? _____

2WC to find out why. It will be an out-rud or an out-list. Handle appropriately.

B-3 ARE YOU PROTESTING PLAYING? _____

Itsa E/S itsa to F/N.

B-4 DO YOU DISLIKE TALKING ABOUT GAMES? _____

2WC "What could you say about games?" to F/N.

B-5 HAS NO ONE ASKED WHAT YOU REALLY WANT TO DO? _____

Itsa E/S itsa to F/N.

B-6 HAS THERE BEEN ANYTHING WRONG WITH EPS ON GAMES? _____

Find the fault and handle by rehabbing any overruns or unflat games.

SECTION C—PLAYED WITH RUDIMENTS OUT

C-1 WAS THERE A GAMES BREAK? _____

Break in Freedoms, Barriers and Goals, or Fun, Wins and Acceptances or Coordination, Cooperation and Compromise, CDEINR E/S to F/N.

C-2 HAVE YOU PLAYED OVER AN ARC BREAK? _____

ARCU CDEINR E/S to F/N.

C-3 HAVE YOU PLAYED OVER A PROBLEM? _____

Itsa E/S itsa to F/N.

C-4 HAVE YOU PLAYED OVER A WITHHOLD? _____

What was the withhold? Who missed it? E/S to F/N.

C-5 HAVE YOU PLAYED OVER AN OVERT? _____

What was the overt? E/S overt to F/N.

C-6 ARE YOU LYING ABOUT GAMES? _____

Itsa E/S itsa to F/N.

C-7 DO YOU HAVE SECRETS ABOUT GAMES? _____

2WC what secrets E/S to F/N.

C-8 ARE YOU PLAYING FOR REASONS NOT DISCLOSED? _____

If so, L&N "What was your original reason for coming here?"

C-9 DO YOU HAVE AN EVIL PURPOSE? _____

L&N "What evil purpose do you have?"

SECTION D—OVERWHELMED

D-1 HAVE YOU BEEN OVERWHELMED BY PLAYING? _____

Find out the incident of overwhelm and run PrPr2 on it. Find all flows of it.

F1: A time another caused you to be overwhelmed by a game.

F2: A time you caused another to be overwhelmed by a game.

F3: A time others caused others to be overwhelmed by a game.

F0: A time you caused yourself to be overwhelmed by a game.

D-2 HAVE YOU BEEN OVERWHELMED BY LIFE GAMES? _____

Handle as in D-1, substituting "a game" by "a life game"

D-3 HAVE YOU BEEN OVERWHELMED BY CO-PLAYERS? _____

Handle as in D-1, substituting "a game" by " a co-player"

D-4 HAVE YOU BEEN OVERWHELMED ON A POST IN A GAME? _____

Handle as in D-1, substituting "a game" by " a post in a game".

D-5 ARE YOU RESTIMULATED IN YOUR CURRENT GAME? _____

Find the earlier similar game and run it out PrPr2.

SECTION E—CONTINUOUSLY COMMITTING OVERTS ON GAMES OR GMs

E-1 ARE YOU CONTINUOUSLY COMMITTING OVERTS ON GAMES? _____

L&N "What are you trying to prevent?" 2WC committing continuous overts and pull them, E/S to F/N.

E-2 DO YOU KEEP ON GOOFING? _____

Handle as in E-I.

E-3 ARE YOU COMMITTING CONTINUOUS OVERTS ON GAMES MASTERs? _____

Handle as in E-l.

SECTION F—SUPPRESSED CONNECTED TO AN ANTAGONISTIC GM

F-1 ARE YOU CONNECTED TO A HOSTILE OR ANTAGONISTIC GAMES MASTER? _____

2WC to F/N. C/S to program **Suppressed Games RD**.

F-2 ARE YOU CONNECTED TO A HOSTILE OR ANTAGONISTIC GAMES THETAN? _____

2WC to F/N. C/S to program **Suppressed Games RD**.

F-3 HAS YOUR GAME BEEN SUPPRESSED BY ANOTHER? _____

2WC to F/N. C/S to program **Suppressed Games RD**.

F-4 DO YOU MAKE GAINS ON GAMES AND THEN LOSE THEM? _____

2WC to F/N. C/S to program **Suppressed Games RD**.

F-5 DO YOU RECEIVE GAINS OR BENEFITS FROM HAVING MALFUNCTION GAME'S HARDWARE? _____

2WC to F/N. Return to C/S.

F-6 DO YOU FEEL THERE IS SOMETHING THAT MUST BE HANDLED BEFORE GAMES CAN BE PLAYED? _____

2WC to F/N. Handle with V/I/P. C/S to program as needed for further PTS handling.

F-7 ARE YOU WAITING FOR SOMETHING TO HAPPEN BEFORE GAMES CAN BE PLAYED? _____

2WC to F/N. Handle with V/I/P. C/S to program as needed for further PTS handling.

SECTION G—SERIOUSLY MALFUNCTION GAMES HARDWARE

G-1 IS YOUR GAMES HARDWARE SERIOUSLY MALFUNCTIONING? _____

2WC to find out what the malfunction or symptoms are.

G-2 DO YOU HAVE PROBLEMS WITH YOUR GAMES SPACE? _____

2WC to find out what the malfunction or symptoms are.

G-3 DO YOU HAVE PROBLEMS WITH YOUR GAME THETANS? _____

2WC to find out what the malfunction or symptoms are.

G-4 DO YOU HAVE PROBLEMS WITH YOUR CVP IN THE GAME?

—

2WC to find out what the malfunction or symptoms are.

G-5 DO YOU HAVE PROBLEMS WITH ANY GIMMICK YOU ARE USING IN THE GAME? _____

2WC to find out what the malfunction or symptoms are.

SECTION H—HAS NOT PLAYED

H-1 HAVE YOU NOT PLAYED? _____

L&N "Who or what would prevent playing?" Triple or Quad ruds and overts on the item.

H-2 HAVE YOU BEEN PLAYING JUST WITH YOURSELF-? _____

2WC to find out when the pc first started self-playing. Do an L1C on the prior upset.

H-3 ARE YOU UNABLE TO USE THE RIGHTS OF A THETAN? _____

2WC to F/N.

SECTION I— SEEKING THE SAME THRILL ATTAINED FROM INTERFERENCE OR GAMBLING

I-1 ARE YOU SEEKING THE SAME THRILL ATTAINED FROM GAMBLING? _____

Rehab the wins had on any gambling done, PrPr2 on them if needed and V/I/P until attention blows.

I-2 HAVE YOU GAMBLED? _____

Same as I.1

I-3 DO YOU WANT TO CONTINUE GAMBLING? _____

Same as I.1

I-4 HAVE YOU EVER GAMBLED? _____

2WC to F/N.

Same as I.1

I-5 ARE YOU CURIOUS ABOUT GAMBLING? _____

2WC to F/N.

I-6 ARE YOU SEEKING THE SAME THRILL ATTAINED FROM INTERFERING? _____

Make a list of all interfering games and then assessed it, take the biggest read, rehabbed it until attention blew.2WC to F/N.

I-7 HAVE YOU INTERFERED? _____

Same as I.1

SECTION J—VICTIM OF BAD PREVIOUS POLICY OR ADMINISTRATION

J-1 HAVE YOU BEEN VICTIM OF A BAD POLICY? _____

2WC to F/N, let the person tell you about it if he wishes, and indicate the F/N.

J-2 HAVE YOU BEEN VICTIM OF BAD GAMES ADMINISTRATION? _____

2WC to F/N, let the person tell you about it if he wishes, and indicate the F/N.

J-3 HAVE YOU BEEN VICTIM OF INAPPLICABLE POLICIES? _____

2WC to F/N, let the person tell you about it if he wishes, and indicate the F/N.

SECTION K—HAS BEEN PART OF INTERFERENCE OR IMPLANTING

K-1 HAVE YOU BEEN PART OF INTERFERENCE? _____

Indicate the reading item, 2WC to F/N, let the person tell you about it if he wishes, and indicate the F/N.

K-2 HAVE YOU BEEN PART OF IMPLANTING? _____

Indicate the reading item, 2WC to F/N, let the person tell you about it if he wishes, and indicate the F/N.

K-2 HAVE YOU BEEN PART OF ANY ACTIVITY THAT WOULD PREVENT PLAYING? _____

Indicate the reading item, 2WC to F/N, let the person tell you about it if he wishes, and indicate the F/N.

SECTION L—OUT OF VALENCE

L-1 ARE YOU BEING IN THE WRONG GAME? _____

Indicate the item, let the person tell you about it if he wishes, and indicate the F/N.

L-2 ARE YOU WEARING THE WRONG HAT IN A GAME? _____

Indicate the item, let the person tell you about it if he wishes, and indicate the F/N.

L-3 DO YOU HAVE A CVP PLAYING FOR THE WRONG GM OR FOR THE WRONG GROUP? _____

Indicate the item, let the person tell you about it if he wishes, and indicate the F/N.

L-4 ARE YOU PLAYING ACTIVELLY IN AN IMPLANTING GAME? _____

Indicate the item, let the person tell you about it if he wishes, and indicate the F/N.

SECTION M— INTERIORIZATION OR EXTERIORIZATION CONCERNING A GAME

M-1 DO YOU HAVE OUT-INT CONCERNING A GAME? _____

Apply int R/D onto games: "Recall a time when you were put in a game."

SECTION N— STUCK IN A GAME

N-1 ARE YOU STUCK IN A GAME? _____

2WC to find out what games is he stuck in. If no F/N, "Is there an earlier time you were stuck in a game" or "Is there an earlier game you are stuck in?"

N-2 HAVE YOU PLAYED BEFORE DIFFERENT TYPES OF GAMES? _____

Same as N-1.

N-3 ARE YOU STUCK IN A GAMES CONDITION? _____

2WC to find out what games condition is he stuck in. If no F/N, "Is there an earlier time you were stuck in a games condition" or "Is there an earlier games condition you are stuck in?"

N-4 HAVE YOU FAILED TO ATTAIN THE EP ON PREVIOUS GAMES? _____

2WC to find out what games didn't EP. If no F/N, "Is there an earlier time you didn't EP in a game

N-5 HAVE WINS ON GAMES BEEN BYPASSED? _____

Rehab each to F/N.

N-6 ARE YOU AVOIDING TO PUT YOUR ATTENTION ON A GAME? _____

List Games your attention is avoiding. Handle them.

SECTION O—MISUNDERSTOODS IN GAMES

O-1 HAVE YOU HAD MISUNDERSTOODS IN GAMES? _____

Find and clear the misunderstoods or do a WCCL prefaced with "In Games."

O-2 HAVE YOU HAD TROUBLE UNDERSTANDING WHAT WAS GOING ON IN A GAME? _____

Clear this up with Word Clearing on the Game that wasn't under-stood.

O-3 HAVE YOU HAD TROUBLE IN GAMES BECAUSE OF MISUNDERSTOODS? _____

Find the misunderstoods and clear them up.

fr

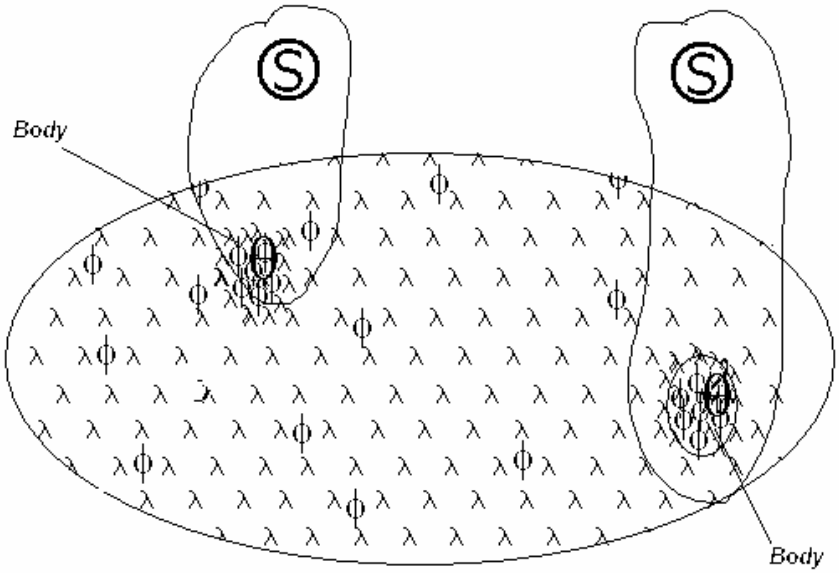
U3

9/6/2003

U3 is just an area where creation MOCOs have gathered and lambda invaded to try to put order in.

Ensembles of ϕ where organized by λ and these are bodies.

Statics use this area for their games. Lambda is helping them on it.



O Hardware da Realidade

Maio 2001

Revisto em 19-11-2001

Quando o GM atinge o ponto de consciencialização da virtualidade do universo em que movimenta o seu CVP, está imediatamente a restimular o nível seguinte que trata do suporte sobre o qual é construída esta virtualidade.

A realidade virtual não é mais do que um complexo conjunto de mensagens simultâneas que iludem o Thetan (num corpo) ao serem transformadas em estímulos neurais que ele traduz e entende.

Na realidade, um Thetan sem corpo vê apenas algumas “densidades electrónicas”. Vê, no entanto, com muita realidade as criações “theta”, as entidades, as plugs, apercebe-se de outros thetans, etc.

Games Interiorization RD.

Tech Note of 20 May. 2003

When one was exterior from games and came back in again, an Out-Int Situation can develop!

When one gets out briefly from the virtual universe, he is neither here or there. The “near death experience” of the shaman achieves that and causes him to have an out-int condition. In auditing it can also happen.

The optimum condition would be to be out of games but enjoying them knowingly.

This phenomenon happens also when you abandon a game and come back in.

Exactly the same rules of the Interiorization RD apply.

THE GAMES INTROSPECTION RD[1]

The purpose of the Games Introspection RD is to locate and correct those things which cause a game to fixate his attention *inwardly,* on himself or his bank. This RD extroverts the game so that one can play to the "outside" and therefore see, handle and control the environment.

The key is WHAT CAUSED THE GAME TO INTROSPECT.

THEORY

The essence of the Introspection Rundown is looking for and correcting all those things which CAUSED the game to play *inward* worriedly and wrestle with the mystery of some incorrectly designated error. The result is continual inward looking or self-auditing without relief or end.

In a normal person this becomes a diminished activity, unhappiness or illness. In *an RISer* this becomes insanity and a psychotic break occurs at the last severe point of wrong indication.

The Games Master who originates to the Examiner about his case or writes notes to the C/S or auditor is introverted and should have this rundown.

Preclears who are low on the Grade Chart and not yet up to running engrams, as well as Clears and OTs, are run on the steps of the rundown omitting the R3RA steps. Recalls are used in running out the evil intentions found by L&N.

AUDITOR TRAINING

Auditors selected to do this RD must have done a Pro TR Course and the Anti-Q&A materials and be Class VA Graduate Auditors.

They *must* be able to recognize a ROCK SLAM, which is a particular E-Meter phenomenon. They must be Class VA Graduate Auditors of proven skill on routine cases. They must not themselves be R/Sers. (The last requisite is waived in a self-salvage co-audit group where all R/S.)

They need flawless TRs, no Q&A. This rundown is very simple but cannot be flubbed, as that will compound the errors and cause further introspection in the pc. It is better not to deliver this RD than to flub *any* part of it. C/Ses take note. It is an ethics offense to attempt this rundown without the auditor having done the prerequisite training and a further offense for an auditor to flub on it.

STEPS OF THE RD

(Step A is for a person in a psychotic break, not a normal person.)

Put this checklist on inside front cover of folder as a program.

Interest is checked on all recalls, except where running evil intentions.

If the TA goes high (or low) and won't come into range, assess a C/S 53RM and handle.

At any time after Step C, Objective Havingness should be done at session end.

If one of the items in Steps C - V turns out to be false, the pc will introvert further. In such a case indicate the fact of it having been unnecessary and get an F/N.

Then run Objective Havingness.

The Introspection Rundown has as its dominant Flow, Flow 0. This follows from basic O/W theory where the person goes down the dwindling spiral to a point where he can only restrain himself and do himself in.

EP

The end phenomena of the Introspection RD is the person extroverted, no longer looking inward worriedly in a continuous self-audit without end.

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[1] Baseado no Boletim de 23 de Janeiro de 74

The EP on a person in a psychotic break is the end of the psychotic break.

The RD is *very* simple and its results are magical in effectiveness. Flubs can wreck it so don't permit them.

You have in your hands the tool to take over mental therapy in full. You need not fear the insane or the psychotic break any longer.

Here also is the cure for the continual self-auditing pc who is dug into his bank. It works on all pcs in fact with rave results.

Do it flawlessly and we all win.

INTEGRITY

It has always been a rule that actions of one RD are not mixed in with another action or used randomly outside of the RD.

Recently I found that a technique from the Introspection RD was used to indicate bypassed charge or something when handling ruds. This is very wrong. This happened in the field as an isolated instance but is worth mentioning.

The integrity of any RD must be maintained or its effectiveness is reduced. When parts of a RD are used at random by a C/S it actually starts the pc on a RD that is left incomplete.

So don't extract bits of this RD and use them on other actions. You would do yourself and the pc a disservice.

CAUTION REGARDING EVIL PURPOSES

Do not run unreading items, miss reads or run wrong items as it will wind the pc up in the soup.

A common error on R3RAing evil purposes culled from the W/Ses has shown up that C/Ses must be alert for. This is taking up infinitive phrases like "to go to the store" that appear to be evil purposes but in actual fact are statements of future *actions or conditions,* not intentions.

Example: Pc says, "I was doing fine then Joe came along and caused me to cave in." "To cave in" is *not* an evil purpose as stated. It wasn't the pc's intention. Not valid.

Example: Pc says, "I was trying to hold on to the rope and he forced me to fall off the cliff." "To fall off the cliff" was *not* the pc's intention but a statement of an action. Not valid.

Example: Pc says, "I wanted to make them wrong and got sick." "To make them wrong" was the intention, is valid and runnable.

Have you got the idea? If there is any question in your mind, clear the word "intention," then go over a grammar text and sort out what an infinitive and infinitive phrase are and how they're used.

You'll save the pc and yourself a lot of difficulty if you do this.

SUMMARY

Handling the C/Sing and auditing on this RD requires a *real* understanding of New Era Dianetics and Expanded Dianetics basics and the utmost precision of application. Its results are nothing short of miraculous. I hope this will be of further assistance to you.

PSYCHOTIC BREAK

In the case of a psycho it is necessary to tailor the Introspection RD steps to the pc, instead of following it as a rote sequence at the risk of running unreading items on the pc. On any pc this is deadly. In a psycho it is pure dynamite.

To do this the C/S would order the subjects of the RD steps assessed, then handled in order of largest reads. The auditor's TR 1 and metering must be such that he can make a meter read. The RD could be made to fail on this point by missing hot subjects.

THE CLEARED CANNIBAL FACTOR

When you clear a cannibal what do you have? Experientially you have a cannibal. His experiential track is such that he's been a cannibal for ages. That's how he's handled life and people around him, that's what he

knows how to do. This person is unaware of his responsibilities to other dynamics and is unfamiliar with proper behavior and responsible actions towards others. In the case of an SP, he has been busy destroying others for so long that when he's somewhat cleaned up on this he does not know what else to do or how to act. It's rather pathetic, actually.

With someone in a psychotic break, it is necessary to isolate the person for him to destimulate and to protect him and others from possible damage. While in isolation the person receives the Introspection RD done flawlessly on a shortsession basis, gradiently winning and gaining confidence. Between sessions the muzzled rule is in force. No one speaks to the person or in his hearing.

There comes a point where the C/S must decide to release the person from isolation. To do this the C/S *must* know that the person can take responsibility for his actions as regards others, as well as toward himself.

C/S ACTION—CLEARED CANNIBAL STEP

The C/S's action is a direct comm line to the person by notes. The person is provided with paper and pen to reply. The C/S must determine the person's responsibility level. Example: "Dear Joe, What can you guarantee me if you are let out of isolation?" If the person's reply shows continued irresponsibility toward other dynamics or fixation on one dynamic to the exclusion of others damaged, the C/S must inform the person of his continued isolation and why. Example: "Dear Joe, I'm sorry but no go on coming out of isolation yet. Your actions threatened the survival of hundreds of people indirectly and six families directly by burning down their houses. You are unaware of the effects this could have had and still only concerned about your own welfare. You must hate the human race quite a bit."

The C/S has drawn a conclusion based on the information he has and lets the person know where he stands. He does not reintrovert the pc by asking him, "Why did you burn down those houses?" He draws an accurate conclusion and indicates it.

This will elicit a protest from the person and bring about an *involvement* in the dynamics concerned. It also serves to bring about an awareness of consequences. Example: "But . . . but . . . I never meant to threaten others' survival. I just wanted to burn down the houses because I like fires. Gosh. . . I didn't mean it. I don't hate the human race. . . Oh! I really don't hate the human race." Cognition.

The person's auditing is continued between these exchanges. The auditor may have to clean up some ARC breaks as the protest is coming off. Skillfully done, that's all the auditor should have to clean up, except maybe some more O/Ws. When it is obvious the person is out of his psychosis and up to the responsibility of living with others his isolation is ended.

ISOLATION

When a person is released from isolation after terminated handling of a psychotic break it is usual to welcome them back and restore any lost ARC for them from the group, if needed, with an announcement in the OODs.

The person would be interviewed as to whether he wanted to stay or go and what his intentions were.

Formal notification would be made that the person was back in good graces and he would be allowed to make up for any damage done, but *not* forced to do so. In the case of a crew member, it would be expected he would be assigned to the RPF where there was one, and told to make good.

ADDITIONAL

CLEARED CANNIBAL STEP

There is an additional tool for use by the C/S in raising the pc's responsibility. The C/S sends to the pc HCOB 21 Jan. AD 10 JUSTIFICATION with a note asking the pc to please read the HCOB then tell the C/S if it has any application.

This would be done as the first of the series of C/S notes and pc replies on the Cleared Cannibal Step.

If the C/S receives any "rant and rave" in reply he would order it Dated and Located as the pc would be answering out of an incident.

Regardless, the Justification HCOB would have to be followed by O/Ws as the pc has W/Hs there to be restimmed and not running out the O/Ws could cause the TA to skyrocket.

C/SING ON PSYCHOS

C/Sing and auditing psychos is a very precise and even touchy business. There must be no mistakes and you cannot be heavy-handed on them. They are at the lowest point on the Effect Scale and therefore delicate at best and easily overwhelmed.

It is also policy that a C/S takes it easy on auditors handling psychos. They are very hard to audit and difficult to control. So don't berate the auditor. If they get any kind of a result, three cheers.

IDENTIFY GAME AND POINTS OF INTROVERSION

NOTE: ITEMS THAT DON'T READ WON'T RUN. DON'T RUN OR LIST QUESTIONS THAT DON'T READ OR YOU'LL REINTROVERT THE PC.

Make a list of the games that are “always the same”

Word the best reading one.

Wording of game: _____

Contact the Game Thetan until you have a good comm line.

On a Game Thetan in a psychotic break or wholy interiorized, you have to wake him up.

Give vitamins (B complex, including niacin) and minerals (calcium and magnesium) to build the GM up.

Locate:

a. The last severe point of introversion just prior to the current stuck situation.
b. There may be several severe points of introversion, prior or subsequent to the one that triggered the situation.
c. These points are identified by their upsetting or worrisome effect on the game.
d. Get the wording of points found stated by the G□n as an item (i.e., "What would you call such an incident?")

Wording of first point: _____

Wording of second point: _____

Wording of third point: _____

Wording of any additional points:

_____

_____

_____

On each point, indicate the substance of it as a point of introversion to release the bypassed charge. Each should BD and F/N

HANDLE PAST AUDITING

Do a full L4BR on the Game Thetan.

Verify/correct all Why "lists," PTS Interviews, 3 May PLs, per C/S Series 78.

In the case of a pc in a psychotic break, the C/S would have to locate the last severe wrong indication, indicate the fact to the pc and get it corrected (as with a wrong item) as the first action.

HANDLE INTROVERSION POINTS

2WC every wording found in 5 each flow F1, F2, F3 and F0, E/S to F/N

Run the item as worded in 5 with Recalls.:

Flow 1: RECALL ANOTHER CAUSING YOU (wording).

Flow 2: RECALL YOU CAUSING ANOTHER (wording).

Flow 3: RECALL OTHERS CAUSING OTHERS (wording).

Flow 0: RECALL YOU CAUSING YOURSELF (wording).

L&N for the intention behind the subject as worded in 5. Verify question reads before listing.

First point Intention: _____

Second point Intention: _____

Third point Intention: _____

Any additional points Intentions:

_____

_____

_____

Run by Recalls Quad the intentions found.

Flow 1: RECALL A TIME WHEN YOU HAD THE INTENTION _____.

Flow 2: RECALL A TIME WHEN YOU CAUSED ANOTHER TO HAVE THE INTENTION _____

Flow 3: RECALL A TIME WHEN OTHERS CAUSED OTHERS TO HAVE THE INTENTION _____

Flow 0: RECALL A TIME WHEN YOU CAUSED YOURSELF TO HAVE THE INTENTION _____.

FIXATED ATTENTION HANDLING

Ref: The Creation of Human Ability, R2-39 and R2-23

Sometimes the C/S runs into the case whose attention is solidly fixed on something. When attention is fixed we have an unawareness of other things than the object of fixation and a lessening of self-determinism to a point of other determinism. Example: The pc is always bringing up cars. He has trouble with cars, has ARC breaks about cars, W/Hs about cars, commits overts on cars. It worries him all the time, is a constant problem.

The fixated attention case appears not to as-is and is usually stuck on the track in the "quiet" portion of an incident. Ahead of it and behind it is extreme randomity. This is not easily confronted so is not-ised. The solution is to get the pc to exercise his attention, putting it here and there.

INTROVERSION AND ATTENTION

The pc whose attention is fixated manifests it in several ways. He will be continuously introverted on the area, will bring it up often in session but it doesn't seem to blow. It also shows up in correspondence to the

C/S, frequent originations at Examiner, a fixed vague stare, all evidence of introversion. The pc may not originate it.

ANATOMY AND REMEDY

This fixation shows up as a problem but it is usually a hidden standard, a special problem the pc thinks must be resolved before auditing can be seen to have worked. Hence the NCG (no case gain) aspect. It is always an old problem of long duration.

The remedy basically involves getting the terminal connected with the area of fixation located and having the pc put his attention on the terminal and take his attention off the terminal.

THE PROCESS

STEP 1 Determine exactly what the pc has attention fixed on, by folder inspection or 2WC for a BD F/N item.

***STEP* 2** Get the area translated into a terminal. This will read well and have a high degree of pc interest.

***STEP* 3** Fit the terminal in the commands: "Put your attention on (termi- ~~2-" "Take your attention off (terminal)." Clear and run it alternate repetitive to the EP of pc's attention no longer fixed on the area, F/N Cog VGIs. This is called Attention Subjective Repetitive.

***STEP* 4** Select two objects. Best are a red pen and a blue pen. Two bowling pins will also do. Place them three to four feet apart at a distance of three to four feet from the pc. Place them on white paper for visibility.

STEP 5 Name the objects and fit them in the commands: "Put your attention on the red pen." "Put your attention on the blue pen." Clear the commands and run them alternate repetitive to the EP of pc in control of his attention, F/N Cog VGIs. This is called Attention Objective Repetitive.

ALTERNATE STEP S Name the objects and fit them in the following commands: "Decide to put your attention on the red pen. Tell me when you've done so." "Put your attention on it." Then "Decide to put your attention on the blue pen. Tell me when you've done so." "Put your attention on it." Run this alternate repetitive until the pc is doing the decision step each time, then you can drop out the "Tell me when you've done so." Run it to the EP of pc in control of his attention, F/N Cog VGIs. This is called Attention Objective Decision Repetitive.

NOTE: With both these objective attention processes the pc may swear you are hypnotizing him or something. The process actually runs out hypnotism. The pc will come through a band of robotism and come out the other end IN CONTROL OF HIS OWN ATTENTION.

VITAL PROCESS DATA

It would never be okay to run Attention *Subjective* Repetitive on a *significance* (a no-mass thing). It must be run on a terminal. This is a ONE-SHOT PROCESS, depending for its effectiveness on the correctness of the first item selected.

This item is usually unmistakable in a truly fixated case.

PROGRAMING

Attention Subjective and Objective Repetitive fits in sequence on the Introspection RD between Steps 6L and 7.

If the *terminal* connected with the area of fixed attention could not be located then the area could not be addressed with Attention Subjective Repetitive, but in some other manner. It is unlikely that no terminal could be found on a truly fixated attention case.

Clear the words "INTROVERSION," "INTROSPECTION," "EXTROVERSION."

Def. INTROSPECTION: "(L. from *introspicere,* to look within) a looking into one's own mind, feelings, reactions, etc.; observation and analysis of oneself." *Webster's New World Dictionary.*

Def. INTROVERSION: "(from *intro-* + L. *vertere,* to turn) 2.... a tendency to direct one's interest upon oneself rather than upon external objects or events." *Webster's New World Dictionary.*

Def. EXTROVERSION: ". . . Means nothing more than being able to look outward...." "An extroverted personality is one who is capable of looking around the environment...." "A person who is capable of looking at the world around him and seeing it quite real and quite bright is of course in a state of extroversion." *(The Problems of Work)*

ARC BREAKS

ARC BREAKS HANDLING

Flow 1: HAS ANOTHER ARC BROKEN YOU? ARCU CDEINR E/S T O F/N.

Flow 2: HAVE YOU ARC BROKEN ANOTHER? ARCU CDEINR E/S TO F/N.

Flow 3: HAVE OTHERS ARC BROKEN ANYONE ELSE? ARCU CDEINR E/S TO F/N.

Flow 0: HAVE YOU ARC BROKEN YOURSELF? ARCU C D EtN R E/S T O F/N.

FALSE ARC BREAKS 2 WC

Flow 1: 2WC HAS ANYONE EVER MADE YOU FEEL YOU HAD AN ARC BREAK WHEN YOU DIDN'T? E/S T O F/N.

Flow 2: 2WC HAVE YOU EVER MADE ANYONE ELSE FEEL HE HAD AN ARC BREAK WHEN HE DIDN'T? E/S T O F/N.

Flow 3: 2WC HAVE OTHERS EVER MADE ANYONE ELSE FEEL HE HAD AN ARC BREAK WHEN HE DIDN'T? E/S T O F/N.

Flow 0: 2WC HAVE YOU EVER MADE YOURSELF FEEL YOU HAD AN ARC BREAK WHEN YOU DIDN'T? E/S T O F/N.

FALSE ARC BREAKS RECALL

Flow 1: RECALL A TIME WHEN YOU WERE MADE TO FEEL THERE WAS AN ARC BREAK WHEN THERE WASN'T.

Flow 2: RECALL A TIME OF YOUR CAUSING ANOTHER TO FEEL THERE WAS AN ARC BREAK WHEN THERE WASN'T.

Flow 3: RECALL A TIME OF OTHERS CAUSING OTHERS TO FEEL THERE WAS AN ARC BREAK WHEN THERE WASN'T.

Flow 0: RECALL A TIME OF YOU CAUSING YOURSELF TO FEEL THERE WAS AN ARC BREAK WHEN THERE WASN'T.

L& N "WHAT WOULD BE THE INTENTION BEHIND THE FORCING OF UPSETS ON PEOPLE WHO DON'T HAVE THEM?"

Intention: _____

Run by Recalls Quad the intention.

Flow 1: RECALL A TIME WHEN YOU HAD THE INTENTION _____.

Flow 2: RECALL A TIME WHEN YOU CAUSED ANOTHER TO HAVE THE INTENTION _____.

Flow 3: RECALL A TIME WHEN OTHERS CAUSED OTHERS TO HAVE THE INTENTION _____.

Flow 0: RECALL A TIME WHEN YOU CAUSED YOURSELF TO HAVE THE INTENTION _____.

WITHHOLDS

WITHHOLDS HANDLING 2 WC.

Flow 1: 2WC ARE YOU WITHHOLDING SOMETHING FROM ANYONE? E/S TO F/N.

Flow 2: 2WC IS ANYONE ELSE WITHHOLDING SOMETHING FROM YOU? E/S TO F/N.

Flow 3: 2WC ARE OTHERS WITHHOLDING SOMETHING FROM ANYONE ELSE? E/S TO F/N.

Flow 0: 2WC ARE YOU WITHHOLDING SOMETHING FROM YOURSELF? E/S TO F/N.

FALSE WITHHOLDS HANDLING 2WC.

Flow 1: 2WC HAS ANYONE DEMANDED WITHHOLDS YOU DIDN'T HAVE? E/S TO FN:

Flow 2: 2WC HAVE YOU DEMANDED WITHHOLDS OF ANYONE ELSE THEY DIDN'T HAVE? E/S TO FN:

Flow 3: 2WC HAVE OTHERS DEMANDED WITHHOLDS OF ANYONE ELSE THEY DIDN'T HAVE? E/S TO FN:

Flow 0: 2WC HAVE YOU DEMANDED WITHHOLDS FROM YOURSELF THAT YOU DIDN'T HAVE? E/S TO FN:

FALSE WITHHOLDS HANDLING BY RECALLS QUAD:

Flow 1: RECALL A TIME WHEN WITHHOLDS WERE DEMANDED OF YOU THAT WEREN'T THERE.

Flow 2: RECALL A TIME OF YOUR DEMANDING WITHHOLDS OF ANOTHER THAT WEREN'T THERE.

Flow 3: RECALL A TIME OF OTHERS DEMANDING WITHHOLDS FROM OTHERS THAT WEREN'T THERE.

Flow 0: RECALL A TIME OF YOU DEMANDING WITHHOLDS OF YOURSELF THAT WEREN'T THERE.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE DEMANDING OF NONEXISTENT WITHHOLDS FROM OTHERS?"

Intention: _____

Run by Recalls Quad the intention.

PROBLEMS

PROBLEMS HANDLING

Flow 1: 2WC HAS ANOTHER GIVEN YOU A PROBLEM? E/S TO F/N.

Flow 2: 2WC HAVE YOU GIVEN ANOTHER A PROBLEM? E/S TO F/N.

Flow 3: 2WC HAVE OTHERS GIVEN A PROBLEM TO ANYONE ELSE? E/S TO FN:

Flow 0: 2WC HAVE YOU GIVEN YOURSELF A PROBLEM? E/S TO F/N.

FALSE PROBLEMS HANDLING BY 2 WC

Flow 1: 2WC HAS ANYONE EVER MADE YOU FEEL YOU HAD A PROBLEM WHEN YOU DIDN'T? E/S TO FN:

Flow 2: 2WC HAVE YOU EVER MADE ANYONE ELSE FEEL HE HAD A PROBLEM WHEN HE DIDN'T? EIS TO F/N.

Flow 3: 2WC HAVE OTHERS EVER MADE ANYONE ELSE FEEL HE HAD A PROBLEM WHEN HE DIDN'T? E/S TO FN:

Flow 0: 2WC HAVE YOU EVER MADE YOURSELF FEEL YOU HAD A PROBLEM WHEN YOU DIDN'T? E/S TO FN:

FALSE PROBLEMS HANDLING BY RECALLS QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE MADE TO FEEL THERE WAS A PROBLEM WMEN THERE WASN'T.

Flow 2: RECALL A TIME OF YOUR CAUSING ANOTHER TO FEEL THERE WAS A PROBLEM WHEN THERE WASN'T.

Flow 3: RECALL A TIME OF OTHERS CAUSING OTHERS TO FEEL THERE WAS A PROBLEM WHEN THERE WASN'T.

Flow 0: RECALL A TIME OF YOU CAUSING YOURSELF TO FEEL THERE WAS A PROBLEM WMEN THERE WASN'T.

L&N "WHAT WOULD BE 1HE INTENTION BEHIND THE GIVING OF PROBLEMS TO PEOPLE THAT DON'T BELONG TO THEM?"

Intention: _____

Run by Recalls Quad the intention..

OVERTS

OVERTS HANDLING BY 2WC

Flow 1: 2WC HAS ANYONE ELSE COMMITTED OVERTS ON YOU? E/S TO F/N.

Flow 2: 2WC HAVE YOU COMMITTED OVERTS ON ANYONE ELSE? GET WHAT, E/S TO F/N.

Flow 3: 2WC HAVE OTHERS COMMITTED OVERTS ON ANYONE ELSE? E/S TO F/N:

Flow 0: 2WC HAVE YOU COMMITTED ANY OVERTS ON YOURSELF? E/S TO F/N.

FALSE OVERTS HANDLING BY 2WC

Flow 1: 2WC HAS ANYONE EVER ACCUSED YOU OF SOMETHING YOU DIDN'T DO? E/S TO F/N.

Flow 2: 2WC HAVE YOU EVER ACCUSED ANYONE ELSE OF SOMETHING HE DIDN'T DO? E/S TO F/N.

Flow 3: 2WC HAVE OTHERS EVER ACCUSED ANYONE ELSE OF SOMETHING HE DIDN'T DO? E/S TO F/N.

Flow 0: 2WC HAVE YOU EVER ACCUSED YOURSELF OF SOMETHING YOU DIDN'T DO? E/S TO F/N.

FALSE OVERTS HANDLING BY RECALLS QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE FALSELY ACCUSED OF DOING SOMETHING YOU DIDN'T DO.

Flow 2: RECALL A TIME OF YOUR FALSELY ACCUSING ANOTHER OF SOMETHING HE OR SHE DIDN'T DO.

Flow 3: RECALL A TIME OF OTHERS FALSELY | ACCUSING OTHERS OF SOMETHING THEY DIDN'T DO.

Flow 0: RECALL A TIME OF YOU FALSELY ACCUSING YOURSELF OF SOMETHING YOU DIDN'T DO.

L&N "WHAT WOULD BE THE INTENTION BEHIND ACCUSING SOMEONE OF NONEXISTENT OVERTS?"

Intention: _____

Run by Recalls Quad the intention.

NOT SAYING

NOT SAYING 2 WC

Flow 1: 2WC ARE YOU NOT SAYING SOMETHING ABOUT SOMEONE ELSE OR SOMETHING? GET WHAT, E/S TO FN:

Flow 2: 2WC IS ANYONE NOT SAYING SOMETHING ABOUT YOU? E/S TO FN:

Flow 3: 2WC ARE OTHERS NOT SAYING SOMETHING ABOUT ANYONE ELSE? E/S TO FN:

Flow 0: 2WC ARE YOU NOT SAYING SOMETHING ABOUT YOURSELF? E/S TO FN:

FALSE NOT SAYING 2 WC

Flow 1: 2WC HAS ANYONE NOT ACCEPTED YOUR W/Hs? E/S TO F/N.

Flow 2: 2WC HAVE YOU NOT ACCEPTED SOMEONE ELSE'S W/Hs? E/S TO FN:

Flow 3: 2WC HAVE OTHERS NOT ACCEPTED ANYONE ELSE'S W/HS? E/S TO FN:

Flow 0: 2WC HAVE YOU NOT ACCEPTED YOUR OWN W/Hs? E/S TO FN:

FALSE NOT SAYING RECALL QUAD

Flow 1: RECALL A TIME WHEN YOUR WITHHOLDS WEREN'T ACCEPTED BY ANOTHER.

Flow 2: RECALL A TIME OF YOUR NOT ACCEPTING THE WITHHOLDS OF ANOTHER.

Flow 3: RECALL A TIME OF OTHERS NOT ACCEPTING THE WITHHOLDS OF OTHERS.

Flow 0: RECALL A TIME OF YOU NOT ACCEPTING YOUR OWN WITHHOLDS.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE REJECTING OF OTHERS' WITHHOLDS?"

Intention: _____

Recall Quad the intention..

FALSE INCIDENTS

FALSE INCIDENTS HANDLING 2 WC

Flow 1: 2WC HAS ANYONE EVER ASKED YOU FOR THINGS THAT DIDN'T EXIST? E/S TO FN:

Flow 2: 2WC HAVE YOU EVER ASKED ANYONE ELSE FOR THINGS THAT DIDN'T EXIST? E/S TO FN:

Flow 3: 2WC HAVE OTHERS EVER ASKED ANYONE ELSE FOR THINGS THAT DIDN'T EXIST? E/S TO FN:

Flow 0: 2WC HAVE YOU EVER ASKED YOURSELF FOR THINGS THAT DIDN'T EXIST? E/S TO FN:

FALSE INCIDENTS HANDLING BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE ASKED FOR THINGS THAT DIDN'T EXIST.

Flow 2: RECALL A TIME OF YOUR ASKING ANOTHER FOR THINGS THAT DIDN'T EXIST.

Flow 3: RECALL A TIME OF OTHERS ASKING OTHERS FOR THINGS THAT DIDN'T EXIST.

Flow 0: RECALL A TIME OF YOU ASKING YOURSELF FOR THINGS THAT DIDN'T EXIST.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE DEMANDING OF FALSE INCIDENTS FROM OTHERS?"

Intention: _____

Recall Quad the intention.

FALSE PTS

FALSE PTS HANDLING 2WC

Flow 1: 2WC HAS ANYONE GIVEN YOU A FALSE ASSIGNMENT THAT YOU WERE BEING DONE IN? E/S TO FN:

Flow 2: 2WC HAVE YOU GIVEN ANYONE A FALSE ASSIGNMENT THAT HE WAS BEING DONE IN? E/S TO FN:

Flow 3: 2WC HAVE OTHERS GIVEN ANYONE ELSE A FALSE ASSIGNMENT THAT THEY WERE BEING DONE IN? E/S TO FN:

Flow 0: 2WC HAVE YOU GIVEN YOURSELF A FALSE ASSIGNMENT THAT YOU WERE BEING DONE IN? E/S TO FN:

FALSE PTS HANDLING by RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE GIVEN A FALSE ASSIGNMENT THAT YOU WERE BEING DONE IN.

Flow 2: RECALL A TIME OF YOUR GIVING ANOTHER A FALSE ASSIGNMENT THAT HE OR SHE WAS BEING DONE IN.

Flow 3: RECALL A TIME OF OTHERS GIVING OTHERS A FALSE ASSIGNMENT THAT THEY WERE BEING DONE IN.

Flow 0: RECALL A TIME OF YOU GIVING YOURSELF A FALSE ASSIGNMENT THAT YOU WERE BEING DONE IN.

L&N "WHAT WOULD BE THE INTENTION BEHIND GIVING OTHERS A FALSE ASSIGNMENT THAT THEY WERE BEING DONE IN?"

Intention: _____

Recall Quad the intention.

PTS

PTS HANDLING 2WC

Flow 1: 2WC HAS ANYONE BEEN DOING YOU IN? E/S TO FN:

Flow 2: 2WC HAVE YOU BEEN DOING ANYONE ELSE IN? E/S TO FN:

Flow 3: 2WC HAVE OTHERS BEEN DOING ANYONE ELSE IN? E/S TO FN:

Flow 0: 2WC HAVE YOU BEEN DOING YOURSELF IN? E/S TO FN:

PTS HANDLING by RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE BEING DONE IN.

Flow 2: RECALL A TIME OF YOUR DOING ANOTHER IN.

Flow 3: RECALL A TIME OF OTHERS DOING OTHERS IN.

Flow 0: RECALL A TIME OF YOU DOING YOURSELF IN.

L&N "WHAT WOULD BE THE INTENTION OF SOMEONE WHO WOULD DO THEMSELVES IN?"

Intention: _____

Recall Quad the intention.

FALSE INTERROGATION

FALSE INTERROGATION HANDLING BY 2WC

Flow 1: 2WC HAS ANYONE EVER INTERROGATED YOU FOR NO REASON? E/S TO FN:

Flow 2: 2WC HAVE YOU EVER INTERROGATED ANYONE ELSE FOR NO REASON? E/S TO FN:

Flow 3: 2WC HAVE OTHERS EVER INTERROGATED ANYONE ELSE FOR NO REASON? E/S TO FN:

Flow 0: 2WC HAVE YOU EVER HAD YOURSELF INTERROGATED FOR NO REASON? E/S TO FN:

FALSE INTERROGATION HANDLING BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE INTERROGATED FOR NO REASON.

Flow 2: RECALL A TIME OF YOU INTERROGATING ANOTHER FOR NO REASON.

Flow 3: RECALL A TIME OF OTHERS INTERROGATING OTHERS FOR NO REASON.

Flow 0: RECALL A TIME OF YOU INTERROGATING YOURSELF FOR NO REASON.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE FALSE INTERROGATING OF OTHERS?"

Intention: _____

Recall Quad the intention.

FALSE INVALIDATION

FALSE INVALIDATION HANDLING BY 2WC

Flow 1: 2WC HAS ANYONE EVER HEAVILY INVALIDATED YOU UNJUSTLY? E/S TO FN:

Flow 2: 2WC HAVE YOU EVER HEAVILY INVALIDATED ANYONE ELSE UNJUSTLY? E/S TO FN:

Flow 3: 2WC HAVE OTHERS EVER HEAVILY INVALIDATED ANYONE ELSE UNJUSTLY? E/S TO FN:

Flow 0: 2WC HAVE YOU EVER HEAVILY INVALIDATED YOURSELF UNJUSTLY? E/S TO FN:

FALSE INVALIDATION HANDLING BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE HEAVILY INVALIDATED UNJUSTLY.

Flow 2: RECALL A TIME OF YOUR HEAVILY INVALIDATING ANOTHER UNJUSTLY.

Flow 3: RECALL A TIME OF OTHERS HEAVILY INVALIDATING OTHERS UNJUSTLY.

Flow 0: RECALL A TIME OF YOU HEAVILY INVALIDATING YOURSELF UNJUSTLY.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE UNJUST INVALIDATING OF OTHERS?"

Intention: _____

Recall Quad the intention.

FALSE VALIDATION

FALSE VALIDATION HANDLING BY 2WC

Flow 1: 2WC HAS ANOTHER EVER VALIDATED YOU FOR SOMETHING YOU DIDN'T DESERVE? E/S TO FN:

Flow 2: 2WC HAVE YOU EVER VALIDATED ANYONE ELSE FOR SOMETHING HE DIDN'T DESERVE? E/S TO FN:

Flow 3: 2WC HAVE OTHERS EVER VALIDATED ANYONE ELSE FOR SOMETHING THEY DIDN'T DESERVE? E/S TO FN:

Flow 0: 2WC HAVE YOU EVER VALIDATED YOURSELF FOR SOMETHING YOU DIDN'T DESERVE? E/S TO FN:

FALSE VALIDATION HANDLING BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE FALSELY VALIDATED FOR SOMETHING UNDESERVED.

Flow 2: RECALL A TIME OF YOUR FALSELY VALIDATING ANOTHER FOR SOMETHING UNDESERVED.

Flow 3: RECALL A TIME OF OTHERS FALSELY VALIDATING OTHERS FOR SOMETHING UNDESERVED.

Flow 0: RECALL A TIME OF YOU FALSELY VALIDATING YOURSELF FOR SOMETHING UNDESERVED.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE FALSE VALIDATION OF OTHERS?"

Intention: _____

Recall Quad the intention.

HIT

"HIT" FOR NO REASON BY 2WC

Flow 1: 2WC HAS ANYONE "HIT" YOU TOO HARD FOR NO REASON? E/S TO FN:

Flow 2: 2WC HAVE YOU "HIT" ANYONE ELSE TOO HARD FOR NO REASON? E/S TO FN:

Flow 3: 2WC HAVE OTHERS "HIT" ANYONE ELSE TOO HARD FOR NO REASON? E/S TO FN:

Flow 0: 2WC HAVE YOU GOTTEN YOURSELF "HIT" TOO HARD FOR NO REASON? E/S TO FN:

"HIT" FOR NO REASON BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WERE HIT TOO HARD FOR NO REASON.

Flow 2: RECALL A TIME OF YOUR HITTING ANOTHER TOO HARD FOR NO REASON.

Flow 3: RECALL A TIME OF OTHERS HITTING OTHERS TOO HARD FOR NO REASON.

Flow 0: RECALL A TIME OF YOU HITTING YOURSELF TOO HARD FOR NO REASON.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE 'HITTING' OF OTHERS UNFAIRLY?"

Intention: _____

Recall Quad the intention.

INVALIDATED BEINGNESS

INVALIDATED BEINGNESS HANDLING BY 2WC

Flow 1: 2WC HAS ANYONE EVER CHALLENGED OR QUESTIONED WHO YOU WERE? E/S TO FN:

Flow 2: 2WC HAVE YOU EVER CHALLENGED OR QUESTIONED ANYONE ELSE'S IDENTITY? E/S TO FN:

Flow 3: 2WC HAVE OTHERS EVER CHALLENGED OR QUESTIONED ANYONE ELSE'S IDENTITY? E/S TO FN:

Flow 0: 2WC HAVE YOU EVER CHALLENGED OR QUESTIONED YOUR IDENTITY? E/S TO FN:

INVALIDATED BEINGNESS HANDLING BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN ANOTHER CHALLENGED OR QUESTIONED WHO YOU WERE.

Flow 2: RECALL A TIME OF YOUR CHALLENGING OR QUESTIONING WHO ANOTHER WAS.

Flow 3: RECALL A TIME OF OTHERS CHALLENGING OR QUESTIONING WHO OTHERS WERE.

Flow 0: RECALL A TIME OF YOU CHALLENGING OR QUESTIONING WHO YOU WERE.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE INVALIDATING OF OTHERS' IDENTITY?"

Intention: _____

Recall Quad the intention.:

INVALIDATED INTENTIONS

INVALIDATED INTENTIONS HANDLING BY 2WC

Flow 1: 2WC HAS ANYONE EVER CHALLENGED OR QUESTIONED YOUR INTENTIONS? E/S TO FN:

F**low 2:** 2WC HAVE YOU EVER CHALLENGED OR QUESTIONED ANYONE ELSE'S INTENTIONS? E/S TO FN:

F**low 3:** 2WC HAVE OTHERS EVER CHALLENGED OR QUESTIONED ANYONE ELSE'S INTENTIONS? E/S TO FN:

F**low 0:** 2WC HAVE YOU EVER CHALLENGED OR QUESTIONED YOUR OWN INTENTIONS? E/S TO FN:

INVALIDATED INTENTIONS HANDLING BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN ANOTHER CHALLENGED OR QUESTIONED YOUR INTENTIONS.

Flow 2: RECALL A TIME OF YOUR CHALLENGING OR QUESTIONING ANOTHER'S INTENTIONS.

Flow 3: RECALL A TIME OF OTHERS CHALLENGING OR QUESTIONING OTHERS' INTENTIONS.

Flow 0: RECALL A TIME OF YOU CHALLENGING OR QUESTIONING YOUR OWN INTENTIONS.

L&N "WHAT WOULD BE THE INTENTION BEHIND THE INVALIDATING OF THE INTENTIONS OF OTHERS?"

Intention: _____

Recall Quad the intention.

OBJECTIVE HAVINGNESS

RESPONSIBILITY STEP

An additional step to the rundown has been found necessary, especially in the case of a psychotic. This is the Responsibility Step. It consists of doing ARC Breaks Long Duration Triple/Quad and 2WC Recent Actions, taking up the best reading overt and running Responsibility on it (i.e., What about could you be responsible for?). If no major increase in responsibility, take up another reading overt and run Responsibility on that. Do this until there is a *significant* increase in responsibility. Follow this with running all reading evil purposes brought up during the Introspection steps of the RD with R3RA (omit on Clears and OTs). If the pc

was found to R/S during the RD, the C/S would program him for R/S handling—either Expanded Dianetics or NED for OTs. Additionally, the C/S would note areas of low responsibility and order O/W run on those areas.

Fly ARC breaks of long duration quad.

Flow 1: IS THERE AN ARC BREAK YOU HAVE HAD FOR A VERY LONG TIME? (THE E/S COMMAND IS: IS THERE AN EARLIER SIMILAR ARC BREAK?)

Flow 2: IS THERE AN ARC BREAK ANOTHER HAS HAD WITH YOU FOR A VERY LONG TIME? (THE E/S COMMAND IS: IS THERE AN EARLIER SIMILAR ARC BREAK ANOTHER HAS HAD WITH YOU?)

Flow 3: IS THERE AN ARC BREAK ANOTHER HAS HAD WITH OTHERS FOR A VERY LONG TIME? (THE E/S COMMAND IS: IS THERE AN EARLIER SIMILAR ARC BREAK ANOTHER HAS HAD WITH OTHERS?)

Flow 0: IS THERE AN ARC BREAK YOU HAVE HAD WITH YOURSELF FOR A VERY LONG TIME? (THE E/S COMMAND IS: IS THERE AN EARLIER SIMILAR ARC BREAK YOU HAVE HAD WITH YOURSELF?)

2WC TELL ME ABOUT YOUR RECENT ACTIONS to F/N.

Take up the best reading overt from U.2 and run Responsibility on it (i.e., What about _____ could you be responsible for?) to F/N.

If no major increase in responsibility, take up another reading overt and run responsibility on that. Do this until there is a significant increase in responsibility.

Run all unrun reading evil purposes which were brought up during the rundown, by Recalls Quad.

SUCCUMB HANDLING

2WC HAVE YOU EVER WANTED TO SUCCUMB? E/S TO F/N.

SUCCUMB BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU WANTED TO SUCCUMB.

Flow 2: RECALL A TIME WHEN YOU CAUSED ANOTHER TO WANT TO SUCCUMB.

Flow 3: RECALL A TIME WHEN OTHERS CAUSED OTHERS TO WANT TO SUCCUMB.

Flow 0: RECALL A TIME WHEN YOU CAUSED YOURSELF TO WANT TO SUCCUMB.

2WC HAVE YOU EVER ATTEMPTED TO COMMIT SUICIDE? E/S TO FN.

ATTEMPTED TO COMMIT SUICIDE BY RECALL QUAD:

Flow 1: RECALL A TIME WHEN YOU ATTEMPTED TO COMMIT SUICIDE.

Flow 2: RECALL A TIME WHEN YOU CAUSED ANOTHER TO ATTEMPT TO COMMIT SUICIDE.

Flow 3: RECALL A TIME WHEN OTHERS CAUSED OTHERS TO ATTEMPT TO COMMIT SUICIDE.

Flow 0: RECALL A TIME WHEN YOU CAUSED YOURSELF TO ATTEMPT TO COMMIT SUICIDE.

2WC IS THERE SOME OTHER WAY YOU WERE DOING YOURSELF IN THAT'S BEEN MISSED? TO F/N. NOTE ALL READING ITEMS.

READING ITEM: _____

READING ITEM: _____

READING ITEM: _____

READING ITEM: _____

READING ITEM: _____

READING ITEM: _____

If so, Recalls Quad on the BD or best reading item.

Repeat V.6 on other hot reads.

D of P INTERVIEW

This would be followed by a D of P interview and attest unless some adjustment actions were needed such as any rudiments handling, a C/S 53 to handle case outnesses, etc.

Frequent D of P interview is vital whenever the case looks like it is not rapidly progressing. Also a quick assessment may be needed as a separate action to isolate possible charged areas of introspection.

HC LIST

An HC List could be added here if the pc's "think" is still weird.