Suppressed Games Rundown

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Games Masters

Rundown dos Jogos Suprimidos

1. Estuda a teoria do rundown pelo boletim de 29 de Dezembro de 1978.

2. Clarifica os processos de problemas de modo a não teres incompreensões e alcançares uma compreensão conceptual de como e porquê eles funcionam.

3. Faz uma lista de todos os jogos sob tua gestão que estão aos altos e baixos.

4. Faz o assessment da lista, apanha o jogo com a maior leitura e interesse.

5. Contacta o Game-Thetan e descobre qual destas situações é mais verdadeira para ele:

   - Alguém ou alguma coisa está a tentar desfazer o jogo do Game-Thetan;
   - O Game-Thetan está a tentar parar alguém ou alguma coisa ligada ao jogo;
   - O Game-Thetan está a tentar afastar o jogo e a si próprio de alguém ou de alguma coisa.

6. Descobre o fraseado para o terminal.

   Exemplo:

   - Quem ou O Quê está a tentar desfazer o teu Jogo?
   - Quem ou O Quê estás a tentar para?
   - De Quem ou DO Quê estás a tentar afastar-te? (ou "a tentar afastar o teu jogo?")

7. Usa agora o fraseado encontrado nos processos do boletim sobre "Rundown da Pessoa Suprimida" e percorre-os todos até EP e, se necessário, mais do que uma vez até obteres o EP.

8. Blow- Can't Blow sempre que necessário.

9. O EP para **O Jogo que estás a tratar** é alcançado quando – por qualquer que seja a razão – uma súbita expansão tem lugar e aparece uma ajuda com algo positivo do lado da influência supressiva.

10. Repete os passos 4 a 8 até todos os teus jogos correrem sem interferências.

Doro, 15.4.2003

Suppressed Games Rundown

1. Make a list of all games under your management which are rollercoastering.

2. Assess the List, and take the game with the biggest read and interest.

3. Contact the Game-Thetan and find out, which indicates best:

   - Someone or something tries to unmock his game
   - The Game-Thetan tries to stop someone or something concerning the game
   - The Game-Thetan tries to withdraw himself and the game from someone or something.

4. Find a Wording.

   Example:

   - Who or what tries to unmock your ... game?
   - Whom or what are you trying to stop?
   - Whom or what are you trying to withdraw from? (or to withdraw your game from)

5. Now you use the wording found in the processes and run all of them to EP, if necessary more that once through, until you get the EP.

6. Blow- Can't Blow whenever necessary.

7. The EP for **THIS Game** is reached, when – for whichever reason – all of a sudden expansion takes place and help of something positive come from the side of the suppressive influence.

8. Repeat 2 to 6, until all your games run without interference.

Doro, 15.4.2003

THE SUPPRESSED PERSON RUNDOWN

A MAGICAL NEW RUNDOWN

At times the results of "ordinary" Scientology tech are extremely impressive, even to me. I am by this time, quite accustomed to miracles as usual, but magic is not quite so commonplace an occurrence, even these days, and is worthy of special note. Many times the suppressive person to whom the pc is PTS exists in present time and is still capable of causing trouble or upset for the pc. It is to this situation that the Suppressed Person Rundown is addressed.

This new rundown, the Suppressed Person Rundown, produces the wondrous result of changing the disposition of an antagonistic terminal at a distance, by auditing the PTS preclear. Where this terminal was antagonistic, invalidative, hostile or downright suppressive, he will suddenly have a change of heart and seek to make peace with the PTS pc.

This rundown is not considered complete until the magic occurs; that is on this rundown, we take a PTS pc and we audit this pc and audit him and audit him on Problems Processes until a major change occurs in the *antagonistic persons universe* which prompts him to make a friendly overture to or concerning the pc.

This friendly and unprompted origination or attempt at origination from the antagonistic terminal to or concerning the pc will occur in all cases *i f* Problems Processes are run and are fully flattened. This happens no matter how out of comm the two terminals have been or what length of time has intervened between their last communication .

The rundown is continued until the EP occurs. Each problem process is run to its own EP.

When the PTS Rundown engram running has to be omitted because of Clear or OT this Suppressed Person Rundown can be substituted for the engram part of the PTS Rundown but if so, it is still run to the full EP of the Suppressed Person Rundown .

This is how it works. The pc, due to some act or acts previously committed, has gone the effect of the antagonistic terminal. The terminal then attempts to suppress the pc. The pc, already the effect of the terminal becomes the effect of the suppression. So the pc's own postulate to improve himself and his conditions is countered by the suppressive terminal's counter-postulate, and he is thus given a present time problem of sufficient magnitude to prevent case gain, as only a present time problem will halt the progress of a case. To the present time problem are added ARC breaks with the antagonistic terminal, and as only ARC breaks will worsen a case, the result is no gain or deterioration of a case by reason of the suppressive connection in the environment .

A possible simple explanation for what occurs is: the pc, on running Problems Processes, comes up to cause on his problems with the terminal and when he is continued on problems, he will break through and actually run out the antagonistic terminal's problems which *he* has given to *him.*

When this occurs, the formerly antagonistic terminal will get into communication with the pc or by communicating in a friendly way to others about the pc. He will write a letter to make peace, or he will make a phone call to say "All is well," or he will tell Aunt Sally he feels much better about the pc and has decided to let bygones be bygones. It sometimes occurs that the antago person does not know where the pc is but he will still try to communicate.

This friendly origination by the antagonistic terminal is the EP of the rundown. If the terminal hasn't yet originated, you haven't run enough Problems Processes. THE ONLY TIME THIS DOESN'T WORK IS WHEN YOU HAVEN'T RUN ALL POSSIBLE PROBLEMS PROCESSES OR HAVE RUN THEM WITH OUT-TECH SUCH AS A BROKEN METER.

WHEN THE RUNDOWN IS DONE

The Suppressed Person Rundown is done after the education step laid out in HCOB 31 Dec 78 III EDUCATING THE POTENTIAL TROUBLE SOURCE, THE FIRST STEP TOWARD HANDLING: PTS C/S-1, and after a PTS interview or a 10 August interview or an S&D has located the antagonistic terminal and handlings on that terminal have been done, and after the PTS Rundown has been done.

This procedure is run on the antagonistic terminal in all instances, even when the PTS scene has apparently been relieved for the pc on earlier PTS handling. Always run this problems procedure, no matter how successful earlier handlings were. This RD is to repair the relationship.

The pc is given the R-Factor to let the auditor know of any communication he receives from or about the antagonistic terminal. (He should not, however, be told what the EP of the rundown is.)

HOW THE RUNDOWN IS DONE

The Problems Processes used in the Suppressed Person Rundown are given in HCOB 30 Dec 78 SUPPRESSED PERSON RUNDOWN—PROBLEMS PROCESSES and are run Triple or Quad Flow in the order they are given. Each flow is checked for a read before running and each charged flow is taken to the EP of F/N, cog, VGIs.

The EP of the rundown has been reached when the antagonistic terminal originates in a friendly way to the preclear or seeks to communicate to the pc in a friendly manner. It's not just a cessation of hostilities, it's more than that. Even if the antagonistic terminal doesn't know the pc's address he will find out, or he will put word out and the pc will hear from or about the antagonistic terminal. And it will be a friendly message. Even if the antagonistic terminal doesn't know the pc's address, news will reach the pc that the antagonistic terminal wishes bygones to be bygones. That is the EP you are aiming for, and you continue to audit Problems Processes on the pc on the antagonistic terminal until that occurs.

It is very important not to underrun the rundown. Some auditors will be tempted to end off the rundown because the pc has had a major win or ability regained or some such. When the pc has had a major win, you would of course let him have his win and would leave him off auditing until the persistent F/N dies down, but you do not accept as the EP of the rundown anything other than the formerly antagonistic terminal originating, with no coaxing, in a friendly way to or about the pc. You keep running problems until the EP is attained. You do want to see the magic, don't you? And the only way this rundown can fail is by not continuing to run Problems Processes until this EP is attained.

WHO THE RUNDOWN CAN BE DONE ON

The Suppressed Person Rundown can be done on any PTS person of any case level. It is run with good success on Clears, OTs and Dianetic Clears as well as pcs just beginning their auditing. The only requirement is that any pc who receives the rundown must first have received the PTS C/S-1 per HCOB 31 Dec 78 III and must, if previously unindoctrinated, have been educated into the procedures of Scientology auditing by a Scientology C/S-1 per HCOB 15 Jul 78 SCIENTOLOGY AUDITING C/S-1.

And of course, like any other auditing, it is done with the pc's rudiments in.

AUDITOR AND C/S NOTE

One of the many advantages of the Suppressed Person Rundown is its simplicity.

There are very few places where it can go off the rails. This rundown does, however, require expert metering and very standard handling, and the C/S should be alert to the following:

1) The auditor must realize that the target of this rundown is not just the pc; the target is the antagonistic terminal the pc is connected to. And the EP is not just a change in the pc, but a change in the antagonistic terminal of a positive, friendly communication to the pc. The auditor and C/S must realize that the above is the target and EP for this rundown.

2) *ALL* Problems Processes must be run on the antagonistic terminal, and failure to run enough Problems Processes is the only thing that will prevent this rundown from working.

3) *METERING.* The auditor who does this rundown must be skilled at metering so he doesn't miss reads and fail to run reading flows or attempt to run unreading flows. Imprecise metering can undermine the results of the rundown as the running of *all charged flows on problems is vital.* The auditor must be able to read a meter and must take *instant* reads which occur *instantly* on calling the command. (Reference: HCOB 5 Aug 78 INSTANT READS)

4) *EPs.* Each reading flow of each Problems Process must be taken to its full EP which is cog, F/N and VGIs. The C/S should ensure that the processes are indeed taken to EP and should suspect, if there is trouble attaining the rundown EP, that one or more Problems Processes have been left underrun, unflat or unrun.

Some auditors may say they've done the rundown and the pc's in beautiful shape and he's had tremendous gains and now the Suppressed Person Rundown is complete. Your answer to this is: "Finish the rundown. Continue until the terminal gets in touch with the pc to make peace." And sure enough, a day or two or three

later the pc, in utter amazement, will report that her sister, who hasn't spoken to her for 10 years has just sent her an affectionate letter or that his father, who disowned him when he got into Scientology, has just called to say "Hello" and that they had a great chat, just like old times.

It always happens when Problems Processes are fully run. So there you have it, the Suppressed Person Rundown, quite an amazing magical feat, and very easily achieved with good standard auditing. Use it well and fully and you'll get smashing one-for-one successes on PTS pcs.

<div align="right">L. RON HUBBARD</div>

Os Processos sobre Problemas

Importante: *Não percorras estes processos em ti como Mestre de Jogos ou Fonte. Audita sim o Game-Thetan.*

Ref: *CRIAÇÂO DA CAPACIDADE HUMANA - R2-34*

F1: Consegues recordar um problema sobre (terminal) que tinha a ver com o teu jogo?

Como te parecia nessa altura?

Como te parece agora?

Consegues recordar outro problema sobre (terminal) que tinha a ver com o teu jogo?

Continua (usando os comandos acima) até EP____

F2: Consegues recordar um problema que (terminal) teve com o teu jogo e que tinha a ver com ele?

Como te parecia nessa altura?

Como te parece agora?

Consegues recordar outro problema que (terminal) teve com o teu jogo e que tinha a ver com ele?

Continua (usando os comandos acima) até EP____

F3: Consegues recordar um problema que outros tiveram com (terminal) e que tinha a ver com os jogos deles?

Como te parecia nessa altura?

Como te parece agora?

Consegues recordar outro problema que outros tiveram com (terminal) e que tinha a ver com os jogos deles?

Continua (usando os comandos acima) até EP____

F3A: Consegues recordar um problema que (terminal) teve com os jogos de outros e que tinha a ver com ele?

Como te parecia nessa altura?

Como te parece agora?

Consegues recordar outro problema que (terminal) teve com os jogos de outros e que tinha a ver com ele?

Continua (usando os comandos acima) até EP____

F0: Consegues recordar um problema que tiveste com o teu jogo por causa de (terminal)?

Como te parecia nessa altura?

Como te parece agora?

Consegues recordar outro problema que tiveste com o teu jogo por causa de (terminal)?

Continua (usando os comandos acima) até EP____

The Problems – Processes

Important: ***You don't run these processes on yourself as a Games master or Source, but you audit the Game-Thetan.***

Ref: *CREATION OF HUMAN ABILITY* R2-34

F1: Can you recall a problem about (terminal) which concerned your game?

How did it seem to you then?

How does it seem to you now?

Can you recall another problem about (terminal) which concerned your game?

(Continue, using the above commands) to EP____

F2: Can you recall a problem (terminal) has had with your game which concerned him?

How did it seem to him then?

How does it seem to him now'!

Can you recall another problem (terminal) has had with your game which concerned him?

(Continue, using the above commands) to EP____

F3: Can you recall a problem others have had with (terminal) which concerned their games?

How did it seem to them then?

How does it seem to them now?

Can you recall another problem others have had with (terminal) which concerned their Games?

(Continue, using the above commands) to EP____

F3A: Can you recall a problem (terminal) has had with others' games which concerned him?

How did it seem to him then?

How does it seem to him now?

Can you recall another problem (terminal) has had with others' games which concerned him?

(Continue, using the above commands) to EP____

F0: Can you recall a problem you have had with your game because of (terminal)?

How did it seem to you then?

How does it seem to you now?

Can you recall another problem you have had with your game because of (terminal)?

(Continue, using the above commands) to EP____

II. Ref: HCOB 31 Mar 60 THE PRESENT TIME PROBLEM

F1: Tell me your problem with (terminal).

What part of that problem could you confront? to EP____

F2: Tell me (terminal's) problem with you.

What part of that problem could he confront? to EP____

F3: Tell me others' problem with (terminal).

What part of that problem could they confront? to EP____

F3A: Tell me (terminal's) problem with others.

What part of that problem could he confront? to EP____

F0: Tell me your problem with your game because of (terminal).

What part of that problem could you confront? to EP____

III. Ref: HCOB 31 Mar 60 THE PRESENT TIME PROBLEM

F1: What problem about (terminal) could you confront? to EP____

F2: What problem about you could (terminal) confront? to EP____

F3: What problem about (terminal) could others confront? to EP____

F3A: What problem about others could (terminal) confront? to EP____

F0: What problem about yourself concerning (terminal) could you confront? to EP____

IV. Ref: HCOB 6 Jul 61 ROUTINE 1A

To be run as a bracket (1-10, 1-10, 1-10, etc. to EP).

1. What problem about (terminal) could you confront?
2. What problem about (terminal) don't you have to confront?
3. What problem about your game should (terminal) confront?
4. What problem about your game wouldn't (terminal) confront?
5. What problem about (terminal) should others confront?
6. What problem about (terminal) wouldn't others confront?
7. What problem about others' games should (terminal) confront?
8. What problem about others' games wouldn't (terminal) confront?
9. What problem about your game concerning (terminal) could you confront?
10. What problem about your game concerning (terminal) don't you have to confront? to EP_____

Note: What problem about (terminal) *could* others confront? (or What problem about others *could* (terminal) confront can be used instead of *should* whichever checks out on the meter) .

V. Ref: HCOB 31 Mar 60 THE PRESENT TIME PROBLEM

F1: What two things about (terminal) can you confront? to EP_____

F2: What two things about you can (terminal) confront? to EP_____

F3: What two things about (terminal) can others confront? to EP_____

F3A: What two things about others can (terminal) confront? to EP_____

F0: What two things about your game concerning (terminal) can you confront? to EP_____

VI. Ref: HCOB 31 Mar 60 THE PRESENT TIME PROBLEM

F1: Tell me your problem with (terminal).

How does it seem to you now?

Alternate repetitive to EP_____

F2: Tell me (terminal's) problem with your game.

How does it seem to him now?

Alternate repetitive to EP_____

F3: Tell me others' problem with (terminal).

How does it seem to them now?

Alternate repetitive to EP_____

F3A: Tell me (terminal's) problem with others' games.

How does it seem to him now?

Alternate repetitive to EP_____

F0: Tell me your problem with yourself because of (terminal).

How does it seem to you now?

Alternate repetitive to EP_____

VII. Ref: HCOB 19 Nov 65 PROBLEMS PROCESS

F1: What problem have you had with (terminal)?

What solutions have you had for that problem?

(One gets the pc to give his problem then runs TA off solutions. Then a new statement of the problem and more questions about solutions.) to EP_____

F2: What problem has (terminal) had with your game?

What solutions has he had for that problem? to EP_____

F3: What problem have others had with (terminal)?

What solutions have they had for that problem? to EP_____

F3A: What problem has (terminal) had with others' games?

What solutions has he had for that problem? to EP_____

F0: What problem have you had with your game because of (terminal)?

What solutions have you had for that problem? to EP_____

VIII. Ref: HCOB 19 Jan 61 ADDITIONAL HAS PROCESSES

F1: Get the idea of solving a problem with (terminal).

Get the idea of not solving a problem with (terminal). to EP_____

F2: Get the idea of (terminal) solving a problem with your game.

Get the idea of (terminal) not solving a problem with you. to EP_____

F3: Get the idea of others solving a problem with (terminal).

Get the idea of others not solving a problem with (terminal). to EP_____

F3A: Get the idea of (terminal) solving a problem with others' games.

Get the idea of (terminal) not solving a problem with others. to EP_____

F0: Get the idea of solving a problem with your game about (terminal).

Get the idea of not solving a problem with yourself about (terminal). to EP_____

IX. Ref: *CREATION OF HUMAN ABILITY* R2-71

F1: Give me some answers concerning (terminal). to EP_____

F2: Give me some answers for (terminal) concerning your game. to EP_____

F3: Give me some answers for others concerning (terminal). to EP_____

F3A: Give me some answers for (terminal) concerning others' games. to EP_____

F0: Give me some answers for your game concerning (terminal). to EP_____

X. Ref: HCOB 3 May 59 SOLUTION TO SOLUTIONS

F1: What solution could you make stick about (terminal)? to EP_____

F2: What solution could (terminal) make stick about your game? to EP_____

F3: What solution could others make stick about (terminal)? to EP_____

F3A: What solution could (terminal) make stick about others' games? to EP_____

F0: What solution about your game concerning (terminal) could you make stick? to EP_____

XI. Ref: HCOB 14 Sep 61 NEW RUDIMENTS COMMANDS

F1: Find out if the game-thetan has a reading problem with (terminal). If so, run:

Tell me what is unknown about that problem with (terminal). to EP_____

F2: Find out if there is a reading problem (terminal) has with the game. If so, run:

Tell me what is unknown to (terminal) about that problem with your game. to EP_____

F3: Find out if there is a reading problem that others have with (terminal). If so, run:

Tell me what is unknown to others about that problem with (terminal). to EP_____

F3A: Find out if there is a reading problem that (terminal) has with others' games. If so, run:

Tell me what is unknown to (terminal) about that problem with others' games. to EP_____

F0: Find out if the game-thetan has a reading problem with his game because of (terminal). If so. run:

Tell me what is unknown about that problem with your game. to EP_____

XII. Ref: HCOB 7 Sep 64 II PPS, OVERTS AND ARC BREAKS

F1: Tell me something you don't know about (terminal). to EP_____

F2: Tell me something (terminal) doesn't know about your game. to EP_____

F3: Tell me something others don't know about (terminal). to EP____

F3A: Tell me something (terminal) doesn't know about others' games. to EP____

F0: Tell me something you don't know about your game because of (terminal). to EP____

XIII. Ref: HCOB 24 Feb 59 TECHNICAL BULLETIN HCOB 3 Jul 59 GENERAL INFORMATION

Run Selected Person Overt Withhold Straightwire on the terminal.

F1: Think of something (terminal) has done to your game.
Think of something (terminal) has withheld from your game. to EP____

F2: Think of something you have done to (terminal).
Think of something you have withheld from (terminal). to EP____

F3: Think of something others have done to (terminal).
Think of something others have withheld from (terminal). to EP____

F3A: Think of something (terminal) has done to others' games.
Think of something (terminal) has withheld from others' games. to EP____

F0: Think of something you have done to your game because of (terminal).
Think of something you have withheld from your game because of (terminal). to EP____

XIV. Ref: HCOB 15 Oct 58 ACC CLEAR PROCEDURE

F1: Tell me your problem with (terminal).
What part of that problem could you be responsible for?
Alternate repetitive to EP____

F2: Tell me (terminal's) problem with you.
What part of that problem could he be responsible for?
Alternate repetitive to EP____

F3: Tell me others' problem with (terminal).
What part of that problem could they be responsible for?
Alternate repetitive to EP____

F3A: Tell me (terminal's) problem with others.
What part of that problem could he be responsible for?
Alternate repetitive to EP____

F0: Tell me your problem with your game because of (terminal).
What part of that problem could you be responsible for?
Alternate repetitive to EP____

XV. Ref: HCOB 31 Mar 60 THE PRESENT TIME PROBLEM

F1: What motion of your game has (terminal) been responsible for? to EP____

F2: What motion of (terminal's) have you been responsible for? to EP____

F3: What motion of (terminal's) have others been responsible for? to EP____

F3A: What motion of others' games has (terminal) been responsible for? to EP____

F0: What motion of your own game regarding (terminal) have you been responsible for? to EP____

XVI. Ref: HCOB 31 Mar 60 THE PRESENT TIME PROBLEM

F1: Tell me your problem with (terminal).
What part of that problem have you been responsible for? to EP____

F2: Tell me (terminal's) problem with your game.
What part of that problem has he/she/it been responsible for? to EP____

F3: Tell me others' problem with (terminal).

What part of that problem have they been responsible for? to EP_____

F3A: Tell me (terminal's) problem with others' games.

What part of that problem has he/she/it been responsible for? to EP_____

F0: Tell me your problem with your game because of (terminal).

What part of that problem have you been responsible for? to EP_____

XVII. Ref: PAB 42 24 Dec 54 SIX BASIC PROCESSES

F1: What kind of problems could you have with (terminal)? to EP_____

F2: What kind of problems could (terminal) have with your game? to EP_____

F3: What kind of problems could others have with (terminal)? to EP_____

F3A: What kind of problems could (terminal) have with others' games? to EP_____

F0: What kind of problems could you have with your game because of (terminal)? to EP_____

XVIII. Ref: PAB 88 12 Jun 56 THE CONDITIONS OF AUDITING

F1: What problem could (terminal) be to your game? to EP_____

F2: What problem could your game be to (terminal)? to EP_____

F3: What problem could (terminal) be to others' games? to EP_____

F3A: What problem could others' games be to (terminal)? to EP_____

F0: What problem could you be to yourgame because of (terminal)? to EP_____

XIX. Ref: HCOB 17 Mar 60 STANDARDIZED SESSIONS

F1: Tell me a problem (terminal) would be a solution to. to EP_____

F2: Tell me a problem for (terminal) that your game would be a solution to. to EP_____

F3: Tell me a problem for others that (terminal) would be a solution to. to EP_____

F3A: Tell me a problem for (terminal) that others' games would be a solution to. to EP_____

F0: Tell me a problem concerning (terminal) you your game would be a solution to. to EP_____

XX. Ref: *CREATION OF HUMAN ABILITY* page 51—R2-20

F1: What kind of a problem could (terminal) be to your game?

Could he be that problem?

Can you see yourself figuring on it?

Give me another problem (terminal) could be to your game.

Can he be that problem? and so on to EP_____

F2: What kind of a problem could your game be to (terminal)?

Can you be that problem?

Can you see (terminal) figuring on it?

Give me another problem your game could be to (terminal).

Can you be that problem? and so on to EP_____

F3: What kind of a problem could (terminal) be to others' games?

Can (terminal) be that problem?

Can you see others figuring on it?

Give me another problem (terminal) could be to others' games.

Can (terminal) be that problem? and so on to EP_____

F3A: What kind of a problem could others' games be to (terminal)?

Can others be that problem?

Can you see (terminal) figuring on it?

Give me another problem others' games could be to (terminal).

Can others be that problem? and so on to EP____

F0: What kind of a problem could you be to your game because of (terminal)?

Can you be that problem?

Can you see yourself figuring on it?

Give me another problem you could be to your game because of (terminal).

Can you be that problem? and so on to EP____

(XI. Repeat same process, using solutions, as follows:

F1: What kind of a solution could (terminal) be to your game?

Could he be that solution?

Can you see yourself figuring on it?

Give me another solution (terminal) could be to your game.

Can he be that solution? and so on to EP____

F2: What kind of a solution could your game be to (terminal)?

Can you be that solution?

Can you see (terminal) figuring on it?

Give me another solution your game could be to (terminal).

Can you be that solution? and so on to EP____

F3: What kind of a solution could (terminal) be to others' games?

Can (terminal) be that solution?

Can you see others figuring on it?

Give me another solution (terminal) could be to others' games.

Can (terminal) be that solution? and so on to EP____

F3A: What kind of a solution could others' games be to (terminal)?

Can others be that solution?

Can you see (terminal) figuring on it?

Give me another solution others' games could be to (terminal).

Can others be that solution? and so on to EP____

F0: What kind of a solution could you be to your game because of (terminal)? Can you be that solution?

Can you see yourself figuring on it?

Give me another solution you could be to your game because of (terminal).

Can you be that solution? and so on to EP____

XXII. Ref: *CREATION OF HUMAN ABILITY* R1-11

F1: What kind of a problem can (terminal) be to your game in havingness?

What kind of a problem can (terminal) be to your game in not havingness? to EP____

F2: What kind of a problem can your game be to (terminal) in havingness?

What kind of a problem can your game be to (terminal) in not havingness? to EP____

F3: What kind of a problem can (terminal) be to others' games in havingness?

What kind of a problem can (terminal) be to others' games in not havingness? to EP____

F3A: What kind of a problem can others' games be to (terminal) in havingness?

What kind of a problem can others' games be to (terminal) in not havingness? to EP____

F0: What kind of a problem concerning (terminal) can you be to your game in havingness?

What kind of a problem concerning (terminal) can you be to your game in not havingness? to EP____

XXIII. Repeat same process using solutions as follows:

F1: What kind of a solution to havingness can (terminal) be to your game ?

What kind of a solution to not havingness can (terminal) be to your game ? to EP____

F2: What kind of a solution to havingness can your game be to (terminal)?

What kind of a solution to not havingness can your game be to (terminal)? to EP____

F3: What kind of a solution to havingness can (terminal) be to others' games?

What kind of a solution to not havingness can (terminal) be to others' games? to EP____

F3A: What kind of a solution to havingness can others' games be to (terminal)?

What kind of a solution to not havingness can others' games be to (terminal)? to EP____

F0: What kind of a solution to havingness concerning (terminal) can you be to your game?

What kind of a solution to not havingness concerning (terminal) can you be to your game? to EP____

XXV. Ref: HCOB 7 Sep 64 II PPS, OVERTS AND ARC BREAKS

F1: Do you have a problem with (terminal)?

What communication have you left incomplete about that problem? to EP____

F2: Does (terminal) have a problem with your game ? What communication has he left incomplete about that problem? to EP____

F3: Do others have a problem with (terminal)?

What communication have they left incomplete about that problem? to EP____

F3A: Does (terminal) have a problem with others' games?

What communication has he left incomplete about that problem? to EP____

F0: Do you have a problem with your game because of (terminal)?

What communication have you left incomplete with yourself about that problem? to EP____

XXVI. Ref: HCOB 21 Jul 59 HGC ALLOWED PROCESSES

F1: From where could (terminal) communicate to you? to EP____

F2: From where could you communicate to (terminal)? to EP____

F3: From where could others communicate to (terminal)? to EP____

F3A: From where could (terminal) communicate to others? to EP____

F0: From where could you communicate to your game concerning (terminal)? to EP____