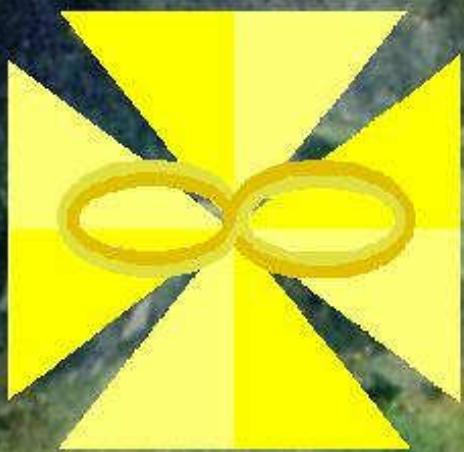




THE GAMES LEVELS



Games OT 12-13
OT 38-39

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LISTA DE CONTROLO

- 1) Tem de haver um conhecimento teórico e prático das “Séries sobre Informação” (Data Series)
- 2) Estuda e clarifica os materiais até ao C/S do OT 38 (inclusive)
- 3) Clarifica e demonstra o que é um Games Thetan.
- 4) Clarifica e demonstra o que é um Policy Loop-Thetan, Data Loop thetan, Games Master e Source.
- 5) Faz o C/S do OT 38 repetidamente até não encontrar mais policies activas.
- 6) Atesta o OT 38
- 7) Estuda e clarifica o C/S do OT 39.
- 8) Faz o C/S do OT 39 repetidamente até não encontrar mais nenhum pedaço de jogos.
- 9) Atesta o OT 39

OT 38

INVESTIGAÇÃO SOBRE O OT12 PARA JOGOS

5/11/2003

O importante é o que seria a pergunta de listagem para encontrar o Thetan do jogo ou tudo o que tinha de ser tratado, todas as vias e tudo o resto, que partes do GGG global (Gestalt do jogo de jogos) estavam envolvidas, abrangendo o HGC 1, 2 e 3, como os resolver, aquilo que podemos encontrar e assim por diante.

Assim, a pergunta que acabámos por encontrar foi "Que Jogo de Fonte gostarias de melhorar?" e, em seguida, "Que policy teria de ser resolvida?"

O próximo passo seria encontrar, localizar a policy, onde, quando ou relativa a que jogos e, em seguida, resolver a policy através de todos os Jogos similares na cadeia da criação, para que obtenhas todos os jogos criados, com a correspondente policy criada e resolvê-los.

Chegámos à ideia de que provavelmente a melhor maneira de fazer blow de todas essas cadeias era fazer uma audição de grupo sobre os thetans policy que são, basicamente, mocos do thetan do jogo, do GRANDE Thetan VIA do jogo e percorrer V/I/P neles.

Em seguida, fazer blow / não blow.

Também analisámos todos os jogos que têm vindo a utilizar essa policy.

De uma maneira, isto seria um despojamento de policy falsa, o que nos mostrou o aspecto de fac-símile de serviço de todo o processo.

A utilização da policy como que cria fac-símile de serviço e torna os jogos mais complicados, mais persistentes porque, caso contrário, seriam demasiado rápidos, porque, evidentemente, isto implica também algo semelhante a uma má paternidade.

E, em seguida, veio a ideia de um jogo de deuses numa harmónica superior. Como, o que é que cada fonte usa para introduzir má paternidade nos jogos? Ou, pelo menos, na policy, como, por exemplo, criando níveis de necessidade, criando fatalismo, criando problemas ou tudo o que possa tornar o jogo maior e com mais randomity, torná-lo mais resistentes de forma a tornar-se maior, mais longo e com mais inteligência, interesse e melhoria nele, e com divertimento, vitórias e aceitações.

Um jogo é uma criação. Um Thetan do jogo é o moco-via principal na criação, que a mantém lá. Estamos a falar sobre os jogos que a fonte considera tão valiosos que não desistiria deles, sejam ou não estúpidos.

Este é um dos principais pontos muito semelhante às criações, porque no 12 estás a lidar com criações que o CVP considera tão importantes que não desistiria delas, e agora, trata-se de jogos que a fonte criou juntamente com mestres-de-jogos e thetans do jogo e que considera tão importante que as mantém. Isto passa-se especialmente com as Policy's falsas.

Provavelmente é a capacidade de colectar dados e fazer policy. E quando a colecta de dados está em mau estado, porque o tipo não sabe como aplicar as Séries de Dados, ou porque ele é tão louco que não consegue VER dados quando são exibidos, ou não consegue diferenciar entre dados falsos e dados correctos, em seguida, naturalmente, ele chega a conclusões erradas sobre as Policy's.

Mas basicamente o que estamos à procura, e penso que é de onde se encaixam os Thetans-Laço dos níveis de VAST, quando Bill fala sobre os thetans que são um Dado ou uma Policy que são hostis e a baralharem os casos. Ao mesmo tempo diz algures que são Thetans-Laço que foram produzidas por Xenu, mas há também os Thetans-Laço que nós fizemos e teremos eventualmente de lidar com eles todos um dia.

E isto, penso, é com o que estamos a esbarrar agora.

Precisávamos deles como policy ou dados de apoio.

Isso é com o que esbarram quando lidam com este Thetan-Policy Superior.

E não se esqueçam daqueles que têm o pleno acordo de outros, incluindo as partes co-criadas, que é uma harmónica superior do acordo de bancos.

Porque num nível Theta, atinge a coordenação, a cooperação e o compromisso! Assim vocês colaboram e coordenam por comprometerem as vossas Policys uns com os outros, e quando o fizeram tempo suficiente num determinado jogo, têm o Gabinete Governamental normal. Também podem chamá-lo um Cluster.

Quando têm uma policy que pode ser percorrida com o ARC, esqueçam! A forma mais baixa em que uma policy pode ser percorrida é em KRC! Tudo o que cai abaixo disso torna-se insano. Torna-se numa "policy insana".

Quando estão muito "certos" sobre uma policy "Insana" e usam a "Perseverança" correcta... "Olá Universo MEST, aqui vou eu!"

O próximo passo foi o que poderia ter o aspecto de uma reparação de vida do Pré-Estático e veio a ideia de uma harmónica superior do jogo dos deuses, o que provavelmente irá revelar-se como algo como "o que posso fazer para aumentar o tamanho de um jogo, para se tornar mais interessante e tudo isso" e o que talvez vamos usar para um grupo maior de Fontes como uma policy operacional padrão ou procedimento como este aspecto de má-paternidade e é claro que não será uma má-paternidade, mas será sim uma "má-policy-dade".

E naturalmente, em seguida, terá de chamar de volta todos os Thetans-de-jogo, todos os Thetan-Policy, todos os Thetans-Dados, todos os Laços, o que quer que seja que está no pote do 13.

Em seguida, é preciso fazer algo semelhante ao Assessment Prévio do Pré-Estático, assumindo simplesmente um plano para certificar-se de que vocês chamam tudo de volta, que preferencialmente deve incluir certificarem-se de que manejam todos os MOCOs-espaco que têm a ver com jogos, e tudo o que lá foi colocado como um B/CB muito completo.

E desconfio que o equivalente ao RD do Ciclo do Clone terá de ser feito ao primeiro, segundo e terceiro Clones-Missionários. Clones de Fonte.

Qualquer outra coisa que foi colocada lá tem de ser manejada, e suspeita-se de que há mais do que um único Jogo-de-Fonte que tem de ser tratado. Portanto, pode haver mais que esses quatro.

Quando se olha para o primeiro, segundo, terceiro e quarto missionários de fonte, poderia muito bem revelar-se que essas aves raras são o Mestre de Jogos, o Thetan-do-Jogo, o Administrador de Jogos e o CVP! Como uma equipe.

A CVP é aquela parte da Fonte que conduz o corpo em torno do universo MEST como plataforma de jogo que seria, nesse caso, o universo de jogo e não o cubo de jogos ou algo parecido. Uma Playstation¹!

¹ PlayStation é um console de vídeo game fabricado pela empresa Sony, lançado em 3 de Dezembro de 1994 no Japão e em 9 de Setembro de 1995 nos Estados Unidos.

O equivalente ao Tratamento do Corpo. Neste momento o organismo tem de ser limpo de todas as Policies falsas. O corpo que temos agora, se o assumirmos como uma unidade, pode seguir Policies de outros GMs ou Jogadores, pode seguir Policies de Body-Orgs e tudo isso. Isto tem de ser resolvido.

Coloco o Tratamento do Corpo entre os Fac-símiles de Serviço para Fontes e o Graal para Fontes. Lembrem-se de que coloquei lá a Verificação de Segurança para o Body-Org e o Despojamento de Dados Falsos para Corpos.

Agora podemos precisar de algo semelhante ao Despojamento de Policies Falsas para o corpo. Talvez mesmo uma Limpeza do Produto.

É onde entra o C/S do Bill para lidar com o criador da Body-Org. Das Policies que ele lá colocou. Olhem para o tipo que criou a organização do corpo em primeiro lugar e percorram o PrPr1 nele. Podem fazer isso. Mas isso ainda significa que, quando ele criou a Body-Org, ele criou também a sua ideia de policy para a Body-Org.

Vêem que podem resolver o Porquê Administrativo e podem percorrer "Qual é o valor de estarem ligados ao criador da Body-Org?" ou "Qual é o valor (quando esbarram em mocos) de estarem ligados ao vosso criador?". Podem resolver tudo isso, mas quando não deitam fora a policy de treta, ela voltará novamente.

E então têm, que também sinto que tem de ser colocados lá, é que quando têm uma célula, uma célula normal do corpo, ele divide-se e divide-se e divide-se.

De cada vez, perde-se um pouco de conhecimento. Na verdade, uma pequena parte do Relatório do Chapéu. Assim, após um certo período, a célula começa a deteriorar-se. Ela ainda se divide em duas partes em deterioração. É aí que o envelhecimento também surge. Porque basicamente o que surge aí é um staff que, quando um segundo staff é colocado nesse posto, ou a organização se divide, a cada parte estão faltando peças do Relatório do Chapéu. Depois de uma certa quantidade de divisões da célula, os dados originais sobre como a célula tem de funcionar, basicamente o Relatório do Chapéu, é perdido. E, em seguida, o corpo morre.

Descobrimos, onde no corpo, poderiam possivelmente encontrar armazenado o Relatório do Chapéu original para a célula.

Existem apenas dois lugares!

Um é no sistema sexual, como nos espermatozóides e óvulos. Eles ainda transportem o esquema original. Outros locais são as partes do corpo que estão sendo formadas e que mais tarde não mudam muito como, por exemplo, os dentes. Provavelmente até mesmo o cabelo até um certo momento, porque se não houvesse qualquer dado a ser perdido não teríamos cabelos brancos. Há alguns dados que se perdem. Ou Policies erradas, ou Policies Falsas ou Policies determinadas por outros.

Tive a ideia, como uma acção de passar por cima e resolver, de simplesmente contactar a parte do corpo que tem as informações originais para a matriz do chapéu, encontrá-las e copiá-las para um contentor enorme de água e, em seguida, bebê-lo uma vez por dia, 2 litros dessa água informada, ir à sauna uma vez por semana para deitar fora as coisas inúteis e, talvez por essa altura, o corpo tenha voltado a usar o seu chapéu. Pode ser uma possibilidade, não sei, ainda tem de ser testado.

Basicamente resume-se ao que diz Bill, não há nenhum ESTO no Corpo. Ele considera que é bom. Assim, o organismo não está sendo forçado a manter a forma da organização. Mas penso que ele não olhou suficiente fundo nisto. Porque o ESTO também é responsável pelo hatting!

Resumindo, tudo isto resultou desta enorme cognição minha, que LRH menciona nas fitas sobre o ESTO, dizendo que o ESTO é uma função completamente nova. Agora lembrem-se de que o maior avanço havia sido a implementação do Qual no lado técnico. E, de seguida, em sessenta e tantos, de repente ele diz: "Hei, pessoal, escutem. Director da Organização, lindo, Director do Produto, óptimo, mas não vão chegar a lado nenhum enquanto estiver faltando um ESTO. Porque é o ESTO que procura se o edifício ainda existente? Existe alguém em posto? Os tipos estão a ser treinados no posto? Ele está lá e tem a formação e o treino no posto necessários?

E isso é o que eu penso que falta também no corpo e não apenas ao nível celular. Não poderia testemunhar em frente a um Tribunal que, por exemplo, qualquer dos meus órgãos internos tenha uma Pasta do Posto correcta, certa e dentro da policy. Assim, depois de colocar em ética e tecnologia a organização do corpo, como no RD do Ciclo do CO e o RD do Corpo após o 22, agora seria o momento para pôr dentro de policy o Body-Org. E estabelecer algo como o ESTO. Não apenas o Qual.

Assim, quando tentarem resolver as Policy's falhadas no Graal, vocês provavelmente terão de ir e procurar, em vez de pessoas, lugares e temas, poderão ter de procurar por condições, existência e fonte.

E aí novamente terão lá o aspecto da Ajuda Falhada: Conectado, Desconectado e Não Conectado.

OT 38

O JOGO DOS JOGOS

O JOGO DOS DEUSES

Como no jogo dos deuses também no jogo dos jogos a chave é responsabilidade.

O objectivo do jogo dos deuses era cognitar que a atribuição de uma má paternidade a outro criador pelas suas próprias criações, leva à perda de potência e capacidade.

Uma criação que eu atribuo a alguém evidentemente fica fora do meu controle na medida em que desisto da responsabilidade por ela e, ao mesmo tempo tenho cada vez menos conhecimento sobre ela.

JOGO DOS JOGOS

No jogo dos jogos, o objectivo era criar jogos, algo como Jogos-Primos ou jogos básicos, como um formato básico com regras básicas de jogos, a partir dos quais poderiam ser desenvolvidos todos os outros jogos possíveis.

Cada um desses jogos - Primos tinha uma policy básica que estabeleceu os parâmetros de liberdades, objectivos e barreiras.

A partir destes jogos – primos desenvolveram-se mais tarde os RAGs.

Uma dessas policies básicas, por exemplo, foi o conformismo total, ou seja, jogos e todas as outras criações tinham de ser alinhados com um único enredo. Individualismo e criações que se afastassem do padrão ideal não eram tolerados.

Esta – a propósito – foi a base para o RAG de Espinol.

Outro exemplo é a RAG mágica, onde a criação não está a ser feita por simples postulados e considerações, mas tem de seguir fórmulas complicadas específicas.

As fontes que, em seguida, se decidiram por um dos jogos primos e o tornaram numa base policy para seus próprios jogos, descartaram assim em grande medida a possibilidade de um estilo próprio de criação de Thetans-de-Jogo e Campos de Jogo.

Portanto, não houve realmente novos jogos a surgirem, os campos de jogo existentes foram usados repetidamente e geralmente eram arbitrados sempre pelo mesmo thetan-de-jogo principal.

Este Thetan-de-Jogo, com a capacidade de criação por Via, tornou-se evidentemente cada vez mais fraco, até que todos os jogos em todos os RAGs se tornaram mais ou menos “Jogos Reciclados”.

Foi a partir disto que surgiu a consideração de todas as Fontes, Mestres de Jogos, Thetans-de-Jogo e CVPs que os jogos são escassos.

Isso também iniciou um compulsivo agarrar a qualquer jogo e ferramentas de jogo.

Ao mesmo tempo há uma desconfiança profundamente enraizada para jogos recém-criados e a aceitação de jogos totalmente novos é muito baixa.

Quase todos os jogos acontecendo em Tempo Presente são jogos cuja criação pode ser investigada até ao jogo dos jogos, porque todos os participantes decidiram no jogo dos jogos, seguir os parâmetros aí definidos e declararem o KRC para novos jogos como pertencendo ao jogo dos jogos.

A votação das Fontes nesta competição foi criando thetans-laço, sendo uma policy ou um dado do respectivo jogo.

Esses laços também foram trocados entre as Fontes, podendo portanto ser encontrados em todos os fluxos.

O papel do Computador-Xenu neste Jogo foi fornecer as policies e dados que eram necessários para criar a necessário randomity, contra-intenções e interferência.

O Computador-Xenu atirou e ainda atira policies e dados ilógicos e supressivos para os jogos. Estes dados e policies eram naturalmente como todos os outros dados e policies colocados nos seus jogos pelos participantes do Jogo dos Jogos.

RESOLUÇÃO:

Encontra a policy que escolhestes como a tua policy básica para os teus jogos, ou encontra o jogo que escolhestes para ti mesmo no jogo dos jogos porque gostavas mais dele.

Evidentemente muitos decidiram-se por mais de uma policy e todos aqueles que são participantes na RAG-Qual decidiram-se naturalmente mais tarde pelas novas policies que foram criadas e trazidas para o jogo por Elron Elray. Este jogo foi criado por LRH com o objectivo principal dar de volta aos thetans a capacidade de criarem novos jogos para si próprios.

Faz o As-Is dos teus Dados-Laço e Policy-Laço do Jogo dos Jogos em todos os quatro fluxos, se necessário, com o V/I.

Depois faz um Blow / Can't Blow profundo.

Nota importante: Encontrarás muitas policies que ainda estão activas nos teus jogos em Tempo Presente.

OT 38

OT12 PARA JOGOS

Que Doingness relacionada com Jogos gostaria de melhorar?

Resolução

1. Encontra uma Policy Standard da Fonte que se manifeste em todos os Jogos da Fonte.
2. Faz um Fraseado.
3. Encontra a Cena Real Existente de todos os teus Jogos, onde encontra a manifestação desta Policy Standard a ser usada.
4. Encontra a Cena Ideal da Fonte para estes Jogos.
5. Encontra os Pontos Fora.
6. Encontra a Situação.
7. Encontra o Porquê
8. Faz Blow / Can't blow em todos os Thetans-Dado e Thetans-Policy Laço relacionados com isto.
9. Decide quais destes Jogos devem continuar e quais os que devem ser desfeitos.
 - a) Jogos que devem continuar:
 - aa) Informa todos os Mestres de Jogos e Thetans-de-Jogos envolvidos, sobre as alterações de Policy e Dados limpos e estabelece – se necessário – novas regras de jogo ou muda as antigas de modo a que nenhuma nova ilógica possa entrar no jogo.
 - ab) Faz os passos de Blow / Can't nos Jogadores / Mestres de Jogos / Thetans-de-Jogo, que não queiram continuar nessas novas condições.
 - b) Jogos que devem ser desfeitos:
 - ba) Informa todos os Mestres de Jogos, Thetans-de-Jogo, Fontes e Jogadores da tua decisão de desfazeres este jogo.
 - bb) Dá-lhes a possibilidade de continuarem com esse jogo sem ti, sob “nova gerência” e, se quiserem, ajuda-os a escolherem um novo Mestre de Jogos / Thetan-do-Jogo.
 - bc) Se nenhum estiver interessado em continuar o jogo, usa o CS do OT 37² (que é a resolução de criações) a fim de desfazeres totalmente o jogo e fazeres os passos necessários de Blow / Can't blow até que qualquer Theta nele contida tenha voltado à sua Fonte respectiva.
10. Faz o Blow / Can't blow

27.07.04

Doro

² Faz Blow dos MOCOs de Espaço do campo de jogos, MOCOs de Energia, MOCOs de matéria e MOCOs de tempo possivelmente envolvidos, indicando-lhes que esse jogo acabou e dá-lhes as opções para MOCOs.

Informa todos os jogadores possivelmente envolvidos de que o jogo acabou e dá-lhes os direitos dos thetans.

Faz Blow do Thetan do Jogo e recolhe de novo o teu theta e, em tudo o resto faz os passos standards de B/CB até ao EP (Todo o Jogo, massas, terminais, dados, postulados e policies ligados a ele desapareceram).

C - OT 39

OT 13 PARA JOGOS

O objective deste nível é chamar e as-isar alguns restos de Jogos ainda pendurados. Pode tratar-se de Campos de Jogos ou partes deles, Thetans-de-Jogo de qualquer tamanho, Loops de Policy ou Dados e, no meio de tudo isto, pode até haver CVPs do próprio ou até de outros.

RESOLUÇÃO:

A) Respondentes

1. TR O em todos os HGC's
2. Informação de que esses Jogos terminaram
3. Um Blow / Can't blow muito completo

B) Não Respondentes

1. Power 10,11 e 12
2. Power 4,5,6
3. Repete 1. e 2. Até não haver mais.
4. Um Blow / Can't blow muito completo

Vais ver que, tal como no OT 13 os seres vão chegar em vagas. Há um fluxo enorme de partes de jogos de todos os RAGs e HGCs que passam como uma parada.

Importante: Tenta evitar que esta “parada” passe abaixo do nível de consciência do Mestre de Jogos pois, se passar por via do CVP e corpo, pode provocar sérios somáticos.

Aqui, tal como no OT 13 existe um período de espera até o fluxo ter parado e todos os componentes de jogos terem sido manejados e as-isados.

28.8.04 Doro

(ENGLISH)

5/11/2003

GAMES OT12 INVESTIGATION

The important thing is what would be the listing question to find the Game's Thetan or whatever had to be handled, all the vias and everything, what parts of the overall game GGG (Game of Games Gestalt) were involved, encompassing HGC 1, 2 and 3, how to handle, what we might run into and so on.

So, the question we ended off with was "which source game would you like to improve?" and then "Which policy would have to be handled?"

Next step would to find, locate the policy, where, when or pertaining to which games, and then handle the policy through all the games like in the chain of the creation, so that you get all of the created game with the created policy there and handle it.

We came up with the idea that probably the best way to blow all these chains was to do a group auditing on the policy thetans which are basically the mocos of the game thetan, of THE BIG VIA Game Thetan, and run V/I/P on them.

Then do Blow/Can't Blow.

We also looked at all the games that have been using that policy.

In a way it would be false policy stripping, which brought us towards the service fac aspect of the whole thing.

Using this policy, kind of creates ser facs and make the games more complicated, more persisting, because otherwise they would be too fast over, because, of course, it also implies something similar to a mis-ownership.

And then came the idea of the Game of Gods in a Higher harmonic.

Like what each source use to put mis-ownership into the games?

Or at least into the policy, like creating necessity levels or creating fatalism or creating problems or whatever it was which made the game bigger with more randomity in any case, and made it more resisting so that it would become bigger, longer and more intelligence, interest and improvement into it and fun, wins and acceptances.

A game is a creation; a Game Thetan is the main via moco in the creation which keeps it there, we are talking about games which the source considers so valuable that it wouldn't give them up, whether they are stupid or not, just one of the main point very similar to the creation because at 12 you are dealing with creations which the CVP considers so important that he wouldn't let go of them, and this is now games the source created together with games masters and games thetans and it considers them so important that it keeps them up.

Especially with the false policies.

It's probably the ability to collect data and make policy.

And when the data collection is in a bad state, because the guy doesn't know how to apply Data Series or because he is so insane that he can't SEE data when it appears or can't differentiate between false data and correct data, then, of course, he comes to wrong conclusions on policies.

But basically what we are after, and I think that is where the loop thetans come in on the VAST levels, when Bill talks about those thetans which are a datum or policy which are hostile mixing up cases, at the same time says somewhere that those are loop thetans which have been produced by Xenu but there are also loop thetans which we have made ourselves and we will eventually have to handle them all one day.

And that, I think it's what we are running now into.

We needed them as policy or supporting data.

That's what you run into when you handle this master policy theta.

And don't forget those with full agreement from others, including the co-created parts of it, which is a higher harmonic of a bank agreement.

Because on a theta level it hits on Coordination, Cooperation, Compromise!

So you cooperate and coordinate by compromising your policies one with each other and when you do that long enough for a given game, you have the normal government office.

You can also call it a Cluster.

When you have a policy that runs on ARC forget it!

The lowest on which a policy can run is KRC!

Whatever drops below that becomes insane.

Becomes an "insane policy".

When you are very "Certain" about an "Insane" Policy and use the right "Perseverance"...

"High MEST Universe, I'm coming!"

Next thing was what could be the aspects of a Pre Static life repair in between, and came the idea of the higher harmonic to the game of gods, which probably will turn out to be something like "What can I do to increase the size of a game to become more interesting and all that" and what are we going maybe to use for a bigger group of Sources as a standard operating policy or procedure like this mis ownership aspect of it and of course it won't be a misownership but it will be rather a "mis-policy-ship".

And then of course one had to call back all Game Thetans, all Policy Thetans, all Data Thetans, all Loops, whatever from the 13 pot.

Then do something similar to the Pre-Static Prior Assessment by just taking a plan to make sure that you call everything back that preferably should include making sure that you handle all the space MOCOs that have to do with games, and whatever has been put there like a very thorough B/CBs.

And I suspect that the Clone Cycle RD equivalent will have to go to the first, second and third missionary clones.

Source Clones.

Whatever else was put there and I suspect that there's more than one Source Game that has to be handled.

So you might have more than those four,

When I look at those first, second, third, fourth Source Missionaries, could very well turn out that those birds are Games Master, Games Thetan, Games Administrator and CVP!

As a team.

The CVP is that part of the source that steers the body around in the MEST universe as the playing platform that would be, in that case, the game universe not the games cube or something like that.

The Play station!

The equivalent for the body handling.

At that point the body has to be cleaned out from all the false policies.

The body we have right now if we take it as a unit, might follow policies from other GMs or Players, might follow policies from Body Orgs and all that.

This has to be sorted out.

I put in that body handling between SerFacs for Sources and the Grail for Sources, remember I put in there the body org sec check and the false data stripping for bodies.

So now we might need something similar to false policy stripping for the body.

Maybe even a product clearing.

That's where comes the C/S from Bill handling the creator of the Body Org.

From the policies he put in there.

Look at the guy who created the Body Org in the 1st place and run PrPr1 on him.

You can do that.

But it still means that when he created the body org he created his idea of policy into the body org.

You see you can handle the admin why and you can handle "What's the value of being connected to the creator of the body org" or "What is the value (when you run into MOCOs) of being connected to your creator?".

You can handle all that, But when you don't throw out the bullshit policy it will just come back again.

And then you have, which also has to be put there from my feeling, is that when you have a cell, a normal cell of the body, it divides, and divides, and divides.

Every time a little bit of knowledge gets lost.

In fact, a little part of the hat write-up.

So, after a certain period, the cell starts deteriorating.

It still divides in two deteriorating parts.

That's when aging comes in as well.

Because basically what you have there is a staff that, when a second staff is put in or the org splits or whatever, each part is lacking parts of the hat write-up.

After a certain amount of divisions of the cell, the original data on how the cell has to operate, the hat write-up basically, is lost.

And then the body dies.

We found out where in the body could you possibly find stored the original hat write-up for the cell.

There are only two places!

One is the sexual system, like sperms and ovum's, they are still carrying the original blueprint, and the parts of the body that are being formed and then don't change very much later on, like teeth, for example.

Probably even hair to a certain moment because if there wasn't any data getting lost we didn't get grey hair.

There is some date being lost.

Or wrong policy, false policy, and other determined policy, whatever.

I had the idea, as a by-pass and handle, to just contact that part of the body which has the original blueprint information for the hat, to find it and copy it into a huge canister of water and then drink it once a day, 2 liters of that informed water, go to the sauna once a week to get out the useless stuff and maybe by that time the body has been re-hated.

Could be a possibility, I don't know, still has to be tested.

Basically it comes down to what Bill says, there isn't no ESTO in the Body.

He considers it good.

So the body is not being forced to hold the form of the org.

But I think he didn't look far enough into it.

Because ESTO is also responsible for hatting.

To sum it up, the whole thing resulted from this huge cognition of mine, which LRH mentions in the ESTO tapes, saying that ESTO is a completely new function.

Now remember the biggest breakthrough was the implementation of Qual on the technical side.

And then in sixty something he all of a sudden says Hey listen folks, Org Officer, beautiful, Product Officer, great, but you will go nowhere when you are missing an ESTO.

Because it's the esto who looks is the building still existing?

Is there anybody on post?

Is the guys hatting?

Is he there and does he have the necessary training and the necessary hat write-up?

And that is what I think is lacking also in the body and not just in the cell level.

I couldn't testify in front of a court for any of mine inner organs, for example, that they had a right, correct, on policy hat write-up.

So, after putting in Ethics and Tech into the Body Org, like on the CO Cycle RD and on the Body RD after 22, now it would be the time to put in policy into the body org.

And establish something like ESTO.

Not just Qual.

So, when you try to handle failed policy on the Grail, you probably would have to go and look for, instead of people, places and subjects, you might have to look for Conditions, Existence, Source.

And there again you have the failed help aspect in there: Connected, Disconnected, Unconnected.

OT 38

THE GAME OF GAMES

GAME OF GODS

Like in the Game of Gods also with the Game of Games the key is responsibility.

The purpose of the Game of Gods was to cognite that assigning misownership to another creator for one's own creations leads to the loss of power and ability.

A creation which I attribute to someone else of course gets out of my control to the extent that I give up responsibility, and at the same time I have less and less knowledge about it.

GAME OF GAMES

In the Game of Games the purpose was to create Games, something like prime-games or basic games, like a basic format with basic games rules, out of which all possible further games could be developed.

Each of these prime-games had a basic policy which put in the parameters of freedoms, purposes and barriers. Out of these prime-games later the RAGs developed.

One of these basic policies for example was the total conformism, i.e. games and all other creations had to be aligned to one single plot, individualism and creations deviating from the ideal pattern were not tolerated. This – by the way – was the basic for the Espinol-Rag.

Another example is the Magic Rag, where Creation is not being done by simple postulates and considerations but has to follow specific complicated formulas.

The sources that then decided upon one of the prime-games and made it into a basic policy for their own games, thus discarded to a big extend the possibility for an own style of creation of game-thetans and playing field.

So no really new games came about, existing playing fields were used over and over again, and usually were umpired always by the same main game thetan.

This Game Thetan, with the ability of via-creating of course became weaker and weaker, until all the games in all rags were more or less „recycling-games“. Out of this came the consideration of all Sources, Games-Masters, Game-Thetans and CVP's that games are scarce.

This also started the compulsive clinging to any game and game-tools. At the same time there is a deeply rooted distrust for newly created games and the acceptance for completely new games is very low.

Nearly all games going on in PT are games, which's creation can be followed down all the way to the game of games, because all participants decided at the game of games to follow the parameters set up there and to assert the KRC for new games to the Game of Games itself.

The voting of a source in this competition was by creating loop thetans being a policy or a datum of the respective game. These loops were exchanged among the sources as well, so they can be found on all flows.

The role of the Xenu-computer was in this Game providing those policies and data, which were needed to create the necessary randomity by counter-intention and interference. The Xenu-computer did and does throw illogical and suppressive policies and data into the Games. These policies and data of course were like all other policies and data put into their games by the participants of the Game of Games.

HANDLING:

1. Find the policy, which you chose as your basic policy for your games, or find the Game which you picked for yourself in the Game of Games because you liked it best.

Of course many decided for more than one policy, and all those who are participants of the Qual-Rag naturally later on decided for the new policies which were created and brought into the game by Elron Elray. This Game was created by LRH with the main purpose to give back to the thetans the ability to create new own games.

2. As-is your Policy- and Data-Loops from the Game of Games on all four Flows, if necessary by V/I.
3. Thorough Blow / Can't blows.

Important note: You will find many policies, which are still active in your PT – Games.

28.08.2004 Doro

OT 38

OT12 FOR GAMES

Which Doingness concerning Games would I like to improve?

Handling

1. Find a Standard Policy of the Source, which manifests itself in all Games of the Source
2. Make a Wording
3. Find the real existing Scene of all your Games, where you find the manifestation of this Standard Policy is being used.
4. Find the ideal Scene of the Source for these Games
5. Find the Out-Points
6. Find the Sit
7. Find the Why
8. Blow / Can't blow on all Data- and Policy-Loops theta-tans related to this
9. Decide, which of these Games should go on and which should be unmade.
10. Blow / Can't blow
 - a) Games that should go on:
 - aa) Inform all involved Games-Masters and Game-Theta-tans on the changes on Policies and cleaned up Data and establish – if necessary – new games-rules or change the old ones in a way that no new illogic can enter the game.
 - ab) Blow / Can't blow Steps on Players / Games-Masters / Game-Theta-tans, who don't want to continue under the new circumstances.
 - b) Games, which should be unmade:
 - ba) Inform all involved Games-Masters and Game-Theta-tans, sources and players on your decision to unmake this Game.
 - bb) Give them the possibility to continue this Game without you under „new management“ , and if so, help them to choose a new Games-Master / Games-Theta-tan.
 - bc) If no one is interested to continue this Game, use the CS for OT 31 (which is creation handling), to completely unmake the Game and do the necessary Blow / Can't blow Steps, until any Theta contained therein has returned to the respective Sources.

27.07.04 Doro

C - OT 39

13 FOR GAMES

The Purpose of this level is the calling back and as-ising of any still hanging around left-overs of Games. This can be playing fields or parts there-of, game thetans of any size, policy- and data-loops, and among all this, there might be own CVPs or even some others.

Handling:

A) Responsives

4. TR O on all HGC's
5. Information that the Games are over
6. VERY thorough Blow / Can't blows

b) Unresponsives

5. Power 10,11 and 12
6. Power 4,5,6
7. Repeat 1. and 2. until no more.
8. Thorough Blow / Can't blows

You will realize that like on OT 13 the beings arrive in waves. There is a huge stream of game parts from all RAG's and HGC's, which pass by like a parade.

Important: Try to avoid that this „Parade“ passes by below the awareness level of the Games Master, because if it goes via CVP and body you might have heavy somatics.

Here, like on OT 13 you have a waiting period until the streaming in has ceased and all game components have been handled and as-ised.

28.8.04 Doro

MATERIAIS DE REFERÊNCIA

CONFUSIONS

A lecture given on
27 June 1952

Tonight I want to talk to you about confusion.

The first thing, perhaps, which you should understand thoroughly, is the differentiation between Technique 80 and Technique 88. Now, it's an odd thing, but these definitions apply very, very closely to clarifying the process. The process becomes clear the moment that this becomes clear to you.

Eighty-eight is processing the theta body—is processing the theta body. And, actually, anything that pertains to processing the theta body can be lumped into Technique 88.

Technique 80 is a method, an application, which can be applied to (1) MEST bodies, (2) one lifetime, (3) some segment of the whole track or (4) which can be applied to the whole track.

And when I say, "segment of the whole track" I mean that you can take and specialize with Technique 80 on addressing the genetic line of the MEST body only. You can take Technique 80 and apply it only to the genetic line that takes a person from, you might say, photon,³ Helper⁴, Sloth⁵, Piltdown⁶, New Yorker. You can take this line and you can use Technique 80 on this line. You'll find each time that you run this line, that there are motivators and overts making an overt-act situation or a DED situation. Now, you can do that just to that.

You can take somebody and process only space opera,⁷ the two or ten million years somebody spent in space: spaceships, invader forces, thought people. Fascinating stuff, just fascinating. Drama—lots of it.

You can take that section and you can process it. But the section is one thing, and the process is Technique 80. And again, we use motivators, overts, DEDS, so on.

³ Reference to the photon converter, a point on the genetic line which is described in lecture 15 October 1951, "ARC and Effort Processing," found in R&D Volume 8. For more information, see the book *Scientology: A History of Man*, by L. Ron Hubbard.

⁴ Reference to a point on the genetic line which is described in lecture 8 February 1952, "Summary of the Service Facsimile Chain," found in R&D Volume 9. For more information, see the book *Scientology: A History of Man*, by L. Ron Hubbard.

⁵ Reference to a point on the genetic line which is described in lecture 16 April 1952, "Anatomy of the Theta Body," found in R&D Volume 10. For more information, see the book *Scientology: A History of Man*, by L. Ron Hubbard.

⁶ Reference to a point on the genetic line which had some similarity to the alleged "Piltdown man," a species of prehistoric human presumed on the basis of skull fragments found in the village of Piltdown (Sussex, England) in 1911. (In 1953, it was discovered that the "Piltdown man" was a hoax; the skull was constructed from a human cranium and the jawbone of an ape.) For more information, see the book *Scientology: A History of Man*, by L. Ron Hubbard.

⁷ space opera: time periods on the whole track which concern activities in this and other galaxies. Space opera has space travel, spaceships, spacemen, intergalactic travel, wars, conflicts, other beings, civilizations and societies, and other planets and galaxies. It is not fiction and concerns actual incidents and things that occur and have occurred on the track.

Or we can take a thought-people section. There's long stretches on the track where one has been part of a thought people. They had nothing much to do with MEST - very little to do with the material universe. They sort of floated across the tops of the daisies and made pretty pictures. They had enormous codes—oh, the codes of operation!

Because you see, if everybody was a perfectly free theta body, why, you had to use some method of controlling them - if you had no electronics to control them with - so you'd invent morals. "It is immoral to . . ."

Well, morals in that line were mostly superstition. They said, "Now, for instance, the way to do so-and-so is to so-and-so and so-and-so," and make some big complicated process, you see?

So you'll find people every once in a while will come up and they say, "But of course, in order to leave one's body, it is necessary to lie down, count to ten, sneeze twice, turn over once. It's a big process; it's something you have to be taught very carefully, and you have to observe all the rules, and if you go away from your body and if you don't do so-and-so, why, then, when you get away from your body you won't be able to come back to it. If you do come back, not all of you will get back to it and it's very dangerous." That's all under moral codes. That's something like "Don't spit on streetcars."

So here's a thought people. They're operating perfectly happily.

They have this heavily moralized society: they get together, there are the elders and so forth. For instance, "You will not transmit telepathically between the hours of . . ." Very amusing. But occasionally you get a preclear who is just convinced that this section of the track is the only section of the track there is, you see? And they insist on processing this area.

And then you'll get somebody who wants to process nothing but invader sequences. That's another type of activity. Here's a thought people. All of a sudden they're hit by an electronics people.

Actually, people are people. You're the people, whether you were the thought people or the electronics people, you were the people.

But some of you were following along on an electronics line and you landed on this planet and it was a thought planet. All they knew what to do with was just thought. And of course, you as an electronics person became very baffled because every time you started to lay down the law, post an order which says "Martial law has now been declared for this area," the order would burn. And they'd get tired of chasing around trying to find out who killed poor old Joe last night on guard duty. They get sick of this sort of thing, so they finally - the invader starts gunning down thought people just at random. And then he starts setting up various kinds of traps, and he does all sorts of things in order to control this area and he has a bad time doing it and the thought people will eventually succumb.

You must understand in processing [preclears](#), Technique 80 tells you that nine times out of ten they'll go over onto what was done to them rather than what they did. So to hear them, you'd think these poor thought people were awfully abused and downtrodden and all shot to pieces and [electronified](#)⁸ and electrified and pegged and categorized and jailed and trapped and just hunted down like lice and . . . Yeah? You find out what they did to the electronics people. Those are overt acts and they make very interesting telling.

Then you'll get somebody who, for instance, was a thought person. These are just two categories of people, by the way. The electronics people usually happen to be an evolutionary line which is on heavy-gravity planets, and so they develop electronics. And thought people are on light-gravity planets, and so they don't develop anything along

⁸ **electronified:** a coined term meaning "acted upon by electronics." Electronics are devices, equipment or systems operated by the action of electrons (negatively charged particles which form a part of all atoms), and the suffix [-ify](#) means "to make; to cause to be; to render."

electronics. Electronics - whether it's thought or otherwise, it just makes two classifications of people. Because you'll find they battle.

And you'll see this fight going on right now in modern engineering. You go around to a modern engineering laboratory and you say to these people, "Now, you take the human mind ..."

And they say, "You take it!" They don't like it.

And you'll find thought people who go around - and you go around to them and you say, "Hey, here's this electronics gadget ..." And they say, "Nyaaw! What?" They don't want anything to do with this. This same person at some phase of his development was a thought person and at some other phase was an electronics person. But what he has in restimulation in this life is his thought phase or his electronic phase, and so he will react reversely to thought or electronics. Just as the Roman Empire set up the Blues and the Greens⁹ as the circus teams that fought with each other, so has randomness appeared in the past. Thought and electronics.

So you'll find this young thought person has been grabbed off as an interpreter and he's riding around with the invaders. And actually his race was kind of killed off—that is to say, they were given bodies and various things. And so the invaders, riding around and attacking planets and so forth, and here's this puckish thought person who's been drafted in as an auxiliary. He's—young fellow, and boy, has he been abused by these electronics people. He's practically a slave, to hear him tell it, until you find out that his favorite method of amusement was sitting in the mess table in the wardroom and making the captain's teeth fall out. He'd sit there, you see, and every time the executive officer would start to spoon up soup, the soup would fly up and hit him in the face. And then this thought person was sitting there, very innocently.

You can see how some race possessed of unlimited weapons could consider itself very tolerant and very benign up to a certain limit. After it had had just so much soup in its face, it would start to use almost unlimited weapons and start gunning down the thought people.

Of course, it's very easy to gun down thought people. You set up traps of various sorts, and gradually, why, you can pick them up and give them all bodies and set them to building walls or something.

And so you can process that phase of the track, but don't forget when you're processing some phase of the track, process it with Technique 80. Technique 80 doesn't change. Technique 80—you could probably process the main body of theta with it. Anything that's to be processed, use 80.

Now, way back along the line, you'll find various strange and terrible things happening to people and don't overlook the fact that they did strange and terrible things. Now, here's the first point of confusion in these techniques, is who was "they"?

Now, you've got it straight that Technique 88 applies to processing a theta body, not processing a MEST body. It's a very specialized technique; it processes a theta body. A theta body is located in a certain way geographically with relationship to MEST bodies and is capable of many other things than MEST bodies are capable of and it's a very, very special method of processing because it's a special entity—an article. And you'll learn more and more about it the more you process it, because it's there, it's accessible, it's easy to process and this material is there to be learned. Well, that's 88: the processing of this theta body, this aura, this shell, whatever you want to call it, that goes around MEST bodies. So that's 88 and that's highly specialized. Get the definition in there several times.

⁹ **Blues and the Greens:** two opposing chariot racing teams in ancient Rome, distinguished by the colors their drivers and horses wore. Chariot racing was highly commercialized in the Roman Empire, and interest centered on the victory of the color rather than the skill of the drivers or the quality of the horses. Organized betting was introduced, and political and even religious importance came to be attached to the colors.

Now, back here on the track, who was “they”? That’s another point of confusion. Who was “they”? You/ Oh, I answer this several times. The villain in the piece was you. The hero in the piece was you. The people who were on neither side, that was you, too. In other words, you want to know who did it to you, well, *you* did. Don’t try to find any goats¹⁰. So don’t get upset about this “they” proposition. Nobody did it to you but you.

There is no race - no peculiar, strange or fantastic race - which is different. There are five invader forces active and one aborning¹¹.

One aborning—that is to say, there are six total invader forces, but the one aborning is not active at all; it is really in its infancy. It will probably be several million years before you even see this one begin to lift its head very far.

Counting from the first time most of you hit the track, about sixty trillion years ago in the MEST universe—some of you hit the track sixty trillion years ago MEST universe, some of you didn’t get into the MEST universe till about three trillion years ago—that’s Invader Force One and Invader Force Two.

All I’m telling you here when I’m telling you these things is just—is E-Meter data confirmed from preclear to preclear, invariable. Preclear to preclear, one after the other, one after the other—read on the E-Meter, the incidents are there, the incident gets processed and the people get better. Now, that’s what I’m telling you about; I’m not telling you romance. As a matter of fact, if I were to romance this thing, I could make it much, much, much (*pause*) the same as it is.

(audience laughter)

Now, therefore, you have Invader Force One; they’re really old-timers. They’ve been on the track for an awful long time. The reason you say “invader force” at all is because at some time along the line, fairly early in its youth, it took off to conquer the whole MEST universe: gobble, glop. And you succeeded, of course, until Invader Force Two came along and you got rickety. And by that time you’d probably evolved into this and that or changed into thought people or taken up religion or gone into monasteries or something of the sort because of overt acts.

You become a thought people. And all of a sudden out of nowhere—and without any provocation from you, of course!—Invader Force Two suddenly showed up, gunned you down, manhandled you, kicked you over, put you into bodies, made slaves out of you who had been emperors and kings.

Now, we don’t see anything of Invader Force Three here on Earth. That’s because they’re holding the fort pretty well here and there. They have never been shot down here that I know of. As far as Invader Force Four—that is, I just haven’t found any Threes. As far as Invader Force Four is concerned, it’s *really* holding the fort some-place or other. Mind you, these people come in one way or the other into planets and they just take over, that’s all.

It would not be very surprising for people to suddenly land here on Earth and take it over—bang! And don’t think people don’t know this. You know that Orson Welles¹² put an “invasion from Mars” broadcast on and people panicked and practically died in their tracks in all directions? What panic! There wasn’t anything else you could have put on. Why did they panic that way? Well, it had happened so often. It certainly was restimulative.

And they put this same broadcast on down in South America, and I think they tore apart a ten-million-dollar radio-broadcast building—tore it to ribbons—and killed, I think, seventeen people. The riot was so fantastic; people were so

¹⁰ **goat:** (*colloquial*) a person forced to take the blame or punishment for others; scapegoat.

¹¹ **aborning:** being born, produced or created.

¹² **Orson Welles:** (1915-1985) American director, producer, screenwriter and actor. On 30 October 1938, Welles produced a radio dramatization of *The War of the Worlds*, a novel written by English novelist and journalist H. G. Wells (1866-1946), in which invaders from Mars attack planet Earth. The play was presented in the form of a news broadcast, and caused widespread panic among listeners, because many believed the broadcast was true and thought that Martians had actually invaded the Earth.

frightened they went tearing around and tore everything up. On what? The Spanish translation of Orson Welles' "invasion of Mars."

As a matter of fact, this is ordinary. It doesn't happen very frequently. Every little while, a few million years, some planet will get taken over in this fashion by an invader force. Usually it's been fairly spectacular. Fellows land, they've got on fishbowl-type helmets or they look in some fashion or other; they've got equipment of various lines. And mind you, theta bodies don't care what kind of MEST bodies they're picking up, sporting and carrying around, so you could expect almost anything in terms of physical form, particularly physical form which matched up the peculiar purpose of this group.

And so they'd land, and all of a sudden here would be the aborigines. That is, some decayed race that had sort of forgotten what the score was, or somebody who had, with some relief, gotten off to the edge—with some relief, had gotten off to the edge of the line—and so you've got a sudden enturbulence. Invader force lands—crush! They say, "Hey, you!"

And possibly one of you says, "Yes," kind of scared. You see that big shiny thing out there and it's a little bit restimulative, and you wonder what it is and where it's from. And these things don't look like any being you've ever seen before (for the last few lives; you've handily forgotten your earlier past). They maybe look like Arsclycans¹³ to you or something of the sort. And you say, "Yes, sir. Yes, sir."

And they say, "How far is it to the next town, bud?" or something like that, and . . . You know, just like a—supposing a flock of troops came in here, Russian troops or something of the sort, and they came around. At first there's no real thought of fighting them, and then they've usually got some gimmick like Fac One.

Now, if they're an experienced invader force they've got it all rigged. They've got it all rigged. It'll run off by rote. They'll pick up these people, one after the other, and they'll say, "Well, you've got to come over here and register." And of course, the fellow walks over, registers. A light flashes, the guy's past life, everything about him, goes out; he remembers no more. Sometimes this fellow will turn around and walk back to his own group and say, "Nothing happened." And the next guy walks up to register . . . He'll walk back to his group: "Nothing happened."

Or they'll come in and they'll sell all the aristocracy in the area the idea that "This is the way you can really control these people. Now, we're going to put weapons of control in your hands. Now, just step right up, sign here. Next one." They get the aristocracy under complete control and control the people from there.

In other words, control has been the main thing. How do you control territory? The way to control territory is control people.

Then you, as a thought person suddenly made into a slave, would cruise along for a while and one day you'd be sitting in this society and somebody would get this wonderful idea that this is the way you ought to put electrons together so they go boom! Or so they fly out the tail end of a jet or so that they form up antigravity repulsers¹⁴ or something—somebody gets a big idea about electronics, and there you go. And you're out and away and out into space and zingity-bang and over to the next planet, or the next continent even. And you gun them down and you set up the same sort of situations out of desperation, because the second you start to run into a thought people who don't have any MEST bodies, you say, "This is very unhandy," and you make sure they have MEST bodies right soon.

So you've been in and out of bodies, you've been thought people, you've been this, you've been that. You've been sheep, goats, spacemen, space officers; you've been governors, kings, princes, ditch diggers, slaves, glaziers, carpenters, bricklayers, amusement-park barkers, operators. You have turned planets into parks and parks into

¹³ **Arsclycans:** citizens of *Arsclycus*, a society on the whole track described in lecture 16 April 1952, "How to Search for Incidents on the Track, Part I," found in R&D Volume 10. For more information, see the book *Scientology: A History of Man* by L. Ron Hubbard.

¹⁴ **antigravity repulsers:** a made-up term for an electronic invention, from the words *antigravity*, meaning "counteracting the force of gravity" and *repulser*, meaning "something which drives back or repels."

cinders. You at one time or another on the track have had weapons in your hands of sufficient magnitude to just say, "Boom!" and the whole planet goes. And sometimes you didn't care whether you used it or not. Interesting.

You talk about drama. Well, don't be amazed at anything your preclear comes up with, because as you take that *Individual Track Map*¹⁵ and plot it up for a preclear, get those time bops and plot those incidents in, you'll find out that there's a similarity on the track. And you'll find out that there are various peoples as a part of Invader Force One and Invader Force Two, which you represent.

Now, there were various peoples and these incidents occurred more or less at the same time. For instance, Fac One is in the vicinity of one million years. Fac One is called Fac One because it was discovered "one," and then because it's a good one for an auditor to start in auditing if he's going to audit MEST bodies. Nothing to it. It's a misnomer; it really should be called Fac One Million, because that's about its date.

You'll find that incident after incident, preclears—whether they're in communication with each other or not—you put them on an E-Meter and each one gets the same similar incidents in the same time areas. They go through the same cycles. Very fascinating.

So don't get confused and don't let your preclear get confused about what he's been. Don't let him get confused about "they." "They" is him. I'm telling you this one because you're going to find preclears so frantically worried occasionally—so frantically worried about there still being in existence such things as monitors, such things as the basic electronic people that inhabited or invented this MEST universe and so on. They—oh, they'll say, "Gee, I don't dare tell you this because I wonder if *you* were one of them. They might be around. They still might be drifting by your left ear or something."

You can quiet them down simply by telling them, "All right, *you* were they. Let's not worry about that."

They have good reason to be worried about this. You just ask them this question once in a while just to reassure them: "What would you think about you if you could suddenly become invisible, detach yourself and bust up anything you wanted to at will? Supposing you were able to suddenly move out and hit anybody you wanted to, just bap!—it's out of nowhere this person gets slapped. Supposing you were able to do that? Would you be rather careful about you? Would you be rather spooked about you if you were some-body else?" And the guy has a tendency to say, "Uh—I'd be afraid of me, all right."

"Well," you say, "there's 'they.' "

Actually, there are two kinds of Theta Clears. You see, Theta Clear would mean "clear of a MEST body" or "cleared of the necessity to have a MEST body." That would be your basic definition of a Theta Clear: clear of a need to have a body.

And your next level is a Cleared Theta Clear, whereby all of a person's engrams have been turned into conceptual experience, he's Clear all the way along the track; he can really deliver the horsepower and the whip crack without much trouble. Two different beings.

Now, in that it is confusing to some degree (speaking of confusion) to process one's theta body while a MEST body is still injected into him—in that this is a little bit puzzling—probably the first level of concentration should not be on a full clear of the track but the concentration should be merely on clearing up those things that make it necessary to have a MEST body. Then, of course, you can go on and process without having a MEST body inside of you, interfering with you.

Now, don't think that you have to have a MEST body in order to run engrams. You don't. And your MEST body rather gets in your road.

¹⁵ The full text of the *Individual Track Map* can be found in 'Technical Bulletins Volume I.'

Now, this is the next point of confusion I'd like to cover with you. Which is the body? What body are you trying to process? Well, there's a lot of somatics you've run into on the track which just didn't reduce worth a nickel¹⁶. Where were they? What were they? And so forth.

The basic confusion of *Homo sapiens* is "Who *am I?*" Everywhere you go, you can ask him this one question, "Who are you?" and the fellow will give you his name until he realizes you're serious and then he'll start puzzling over it, and then he'll start telling you, "Well, I don't like such people because they won't let me be myself."

And you say, "Who are you? What do you mean by 'yourself'? Do you mean your flesh and blood? Well, that's very peculiar," you say, "because if you lost an arm—you can go down to the veterans' hospital and find fellows who have lost limbs and so forth and they're—don't consider themselves any less *them* because they've lost a limb. So their identity didn't seem to be too dependent upon the flesh."

[At this point there is a gap in the original recording.]

Well, what is this? Who are you? What can you do and what do you don't and so on?

Now, if you have a basic confusion on identity, of course, it's an identification and it's very basic and so it would be very aberrative. What is number one aberration, then, for this race? It's "Who am I?" but there's a very specific "Who am I?" about it. The reason you could never really admit that your MEST body was you is because it isn't, and therefore you get confused. You say "Who am I?" and you look in a mirror and it doesn't seem quite right to you. It isn't right. You are your theta body, but as long as you have these things held so tightly, one to the other, you consider that you are somehow inside a MEST body and that you *are* the MEST body. Now, that's a basic confusion.

You add to this confusion by identifying everybody you see by their MEST body and so you compound the felony¹⁷. You keep saying to people, "That is Jones; he has green hair." "That is Smith; he always wears a plaid suit, » etc., etc., etc. In other words, you identify the individuality by the MEST body. And you can process this on any preclear and start to get yawns off of it, because he knows basically it isn't true. Then, he is identified as a name applied to *his* MEST body.

Now, his identification of people by looking for their looks, their appearances of their MEST body, and his identification as a being as a MEST body—identifying him as a MEST body, as a finite name, this lifetime and so forth—is also a confusion line.

In addition to this, you have a whole society which is propitiating the MEST bodies they have hurt, harmed, seized, mauled, mangled and shot to pieces by doing nothing, practically, but taking care of a MEST body. Work it, feed it, work it, feed it, make it sleep, don't let it-dress it, clothe it, so on.

It's care that a mother—it is actually, if you want to know what mother care is, you just start running this stuff on yourself and you'll find how you hover over and take care of and protect this MEST body. And you know, a little child which is carefully protected by Mama is seldom very healthy.

And so it is: If you cannot abandon yourself just to use this MEST body, you don't find the MEST body very healthy. You're too busy hovering over it and taking care of it and patting it into line and making sure that it has rubbers on and making sure it doesn't go out in the cold and making sure that it doesn't get hungry, and etc., etc., etc. And you have—every advertisement you see, practically, is telling you, "Take care of the MEST body."

¹⁶ . **Worth a nickel:** (slang) at all; in the least degree. A variation of *worth a damn*.

¹⁷ **compound the felony:** make a situation worse; add to a difficulty, problem, or crime. The phrase refers to a person doing something which makes a crime more serious. For example, a person who receives money, property, etc., in return for an agreement not to prosecute or inform on one who has committed a major crime (felony), is compounding the felony by covering it up.

Now, the only liability that you have is the food, clothing and shelter of the MEST body and its police liability. It can work, but it can be identified by police. Therefore your activities are limited to this degree, and also, activities are limited because it is a carbon-oxygen engine which has a tendency to run out of fuel every so many hours. And you have an economic system which is set up to make it necessary for you to earn so many dollars in order to accomplish so many calories of food to feed the MEST body to keep it going so that it can work, so that it can earn so many dollars to get so much food to keep the MEST body going so it ...

Then they set it up so that you can't short-cut it. You're not supposed to walk into any banks, pull out a gun, shoot down a couple of guards and pick up a million bucks. It's passe. I mean, they used to do this here in the West¹⁸, but they don't do it now—not as frequently.

(audience laughter)

And you're not supposed to do that. And the best guarantee that you won't do that is the fact that your MEST body has a distinguishing characteristic: fingerprints. It is so high, it's so wide, it has certain colorations, and it can be put in the clink and *you* don't know how to pull yourself off of it and leave. So therefore, police control becomes possible where a MEST body is. Economic control becomes possible only where MEST bodies are. Something for you to think about.

But all of these things form together to make a process, which all by itself ... If I didn't tell you anything about theta bodies but I just designed this process to process out of you one way or the other MEST-body care (people insisting you take care of your MEST body, you insisting that they take care of their MEST body; people identifying you as your MEST body, you identifying people as their MEST body), it would look very mysterious to people, because they would come up the Tone Scale faster on that than they would on any other Straightwire.

Identification, identification. Just process that out up along the line and you could take a preclear who didn't know anything about MEST bodies or theta bodies and you could give this designed therapy to him and he'd get well. That's very peculiar, because it's sitting on a hidden truth for him. But it wouldn't matter if the truth was hidden, he'd get well. That's the test of any one of these things.

You want to try that, just a Straightwire. "When's the last time you identified somebody by seeing what they looked like?"

The fellow says, "Why, all the time; I mean, of course."

"Well, just get back to the first time it struck you as odd that you would do that."

"Never did. Oh, wait a minute. I remember thinking about it when I was five."

Now, this makes a process.

But if you have been addicted to, pushed into, held in, mauled in, convinced that you must have a MEST body, for generations and generations and generations and generations and generations, you, of course, consider yourself your MEST body. And somebody says, "You are something else," you try to locate that something else, you're going to have a hard time doing so. You'll say, "Uhh ..." And if you didn't have some of the behavior of a theta body and if you didn't process by whole track, the probability is you'd never, most of you, ever locate your theta body; you'd just go on arguing over it. It takes incidents in the past to show them up.

Now, the sequence of how you come into possession of a MEST body and why you took over a MEST body resolves your having a MEST body and suddenly brings you out into your own identity.

¹⁸ **West:** the western United States, known for lawlessness in its early frontier period¹.

But can you imagine, did you ever see anybody who was actually insane on the subject of taking care of something? Let's say that somebody's got a keepsake, and every time you tried to touch this keepsake or do anything to this keepsake or remove this keepsake in any way, they would practically spin. They would spend all their time taking care of this and so on.

How about a mother? Have you ever seen a mother obsessed with the care of a child? The child grows and gets to be a man and Mother is still taking care of it. Obsession. Obsession. No freedom of action for this person at all. She keeps taking care of that child till she goes to her grave. She's obsessed with the idea of it.

Now, she lives in the child. She lives for the child. The child's goals and ambitions—which are hers, implanted into the child, usually—when they're attained, they're attained for her. This is her life. She has sublimated her own existence into the existence of her child. Have you seen this?

All right. You've got the same situation with regard to you and a MEST body, only its intensity is about fifty to a hundred times greater. It's way up there in intensity. The first intimacies, the initial shocks whereby you started mopping up, combing up¹⁹, kicking in the teeth and throwing away MEST bodies, started to mount up on you and mount up on you and finally you started to protect them. You've got this same cycle of overt act, sympathy and then protection. You can see this operating. It's covered in AP&A²⁰. You can see this operating all through human behavior. We'll have to take up "love" in connection with that. But this cycle—which I will go over tonight—this cycle takes place and finds you sacrificing everything for this MEST body.

And why do your past lives disappear? The grief is too great on the loss of this intimate thing. We got into a psychotic line on this. That's actually what it is; it's a psychosis. The way people safeguard each other and so forth. The way they safeguard themselves, the way they take care of themselves, their complete inability to go into any kind of an abandoned action—a clear, swinging action—should demonstrate to you this. You'll suddenly find an actual other-dynamic relationship.

The first dynamic is *not* to the MEST body. Dynamic one is to—the theta body to the theta body: The theta body's concern with the theta body is dynamic one.

Apparently dynamic one is the theta body's concern for the MEST body. When you say, "Somebody—he's all on the first dynamic, he's - number one²¹. He's taking care of himself. He's getting things . . ." He's actually getting things for this MEST body. He's doing things for this MEST body. He wants this MEST body to get ahead. He this, that and so on. It's his own MEST body, you see, but he is actually doing something for another object than himself. And he can get pretty psycho, he can get very protective on this line. Oh, he can really go at a long distance from there, and you think this is the first dynamic. No, it's not. First dynamic is not that.

You're looking at actually a group action. Have you ever seen a family where somebody would just fight at the drop of a hat if any-body insulted his sister or his brother or something like that? Well, you're getting that kind of a protective relationship of the theta body, the individual, toward this thing called a MEST body.

Now, somebody comes along and he challenges this. He says, "Hey, look-a-here²², this isn't you."

"Oh, no. It is. It is, I ... That's all there is to that."

And you know, you have to process three, four incidents before he gets over it. And all of a sudden he says "What?" But there it is, plain as can be.

¹⁹ combing up: (*slang*) beating up; thrashing.

²⁰ AP&A: abbreviation for the book Advanced Procedure and Axioms, written by L. Ron Hubbard, first published in November 1951.

²¹ number one: (*colloquial*) oneself.

²² . **look-a-here**: an everyday-speech expression meaning simply "look here."

But in order to get there, he'll go through a period of confusion. And the main confusion is, is every time he tries to run out a somatic on some old MEST body he has, he's got a MEST body sitting right there inside the field where he's trying to run the somatic. And this is—this is kind of rough. So he begins to think that he's running the somatics out of the MEST body. When he's running whole track he thinks he's running his own track, until he's shown how and why and what's happening with regard to it.

Now, you can get him over that area of the confusion by demonstrating to him tactile exterior to his body—tactile stronger, plainer than he has ever experienced in running on the track in his MEST body. You show him that a foot or two from him, something is happening. And then you get him when he has done a blanket—which is the term for throwing yourself over a MEST body—where he's blanketing a couple or something like that. He obviously has two MEST bodies there. And he knows this, he senses it, and all of a sudden has his shape and general characteristics.

Then you have to resolve his emotional attachment for MEST bodies—the emotional attachment for the earliest MEST bodies on the line—and after that he begins to loosen up and free up.

You don't care whether this fellow walks off—and this is not a goal of processing—you don't care whether he walks off and leaves this MEST body or not. Nobody's trying to take anybody's MEST body away. But you'd like to put him into a situation where he can take care of this MEST body, where he'd at least be free to leave it. Or you—at least you want to be able to do it, yourself. You can leave it or stay with it, or keep it or not keep it—in other words, that's returning one's self-determinism—and then you could go on through life very happily.

By the way, a theta body has great potentialities in reshaping a MEST body, but as long as it is aberratively unaware of the fact that it is holding a MEST body, it'll pull that MEST body all out of shape using past facsimiles on it. It'll just haul it out of shape. It'll make it grow in the wrong direction and the wrong size and the wrong shape and malform its bones, do everything to it you can think of: warp it, twist it—all unwittingly—because it's taking so good care of it.

It's holding on, and the more things happen to it, the harder the theta body will hold on to it, and finally the fellow is in a horrible condition. He gets "normal." Now he's no longer free to shape him-self or grow.

But supposing you get him unconfused on this subject and bring him up the line to a point where he knows where the old facsimiles are and what these new facsimiles are—he can remodel. And don't think that flesh won't remodel. It'll remodel rather rapidly. You get him over the first initial humps on the line, and a fellow can pretty well straighten up or change a lot of his physiology. He can do this. He can straighten himself up markedly, considerably.

There's where you get the elasticity of the body. One fellow gets into an accident and his body falls to pieces and he never gets over it. Another fellow gets into an accident and just goes *all* to pieces and so forth, and all of a sudden heals up, boom! Seems to be as good as new. Terrific variabilities. It is the capability and awareness of the theta body in taking care of MEST bodies. And that's what you're processing.

As I talk to you about this, you go all the way back along the line, you hit a lot of invalidations. As your preclear hits these invalidation areas, these heavy-force areas which crush him in, smash him down and so on, he gets "can't believe it," and you restimulate the unreality in your preclear.

Well, you understand that you can—by bringing yourself as an individual well up the Tone Scale, by clearing up any confusion you have about your own case, about what you're doing—that you can take Technique 80 and process any phase or facet of some other individual. You don't have to make a Theta Clear out of him, but you can make him well.

You get yourself way up along the line, you realize nobody could restimulate you? Nobody could confuse you very much. If somebody threatens he's going to do so-and-so and so-and-so to you—oh, non-sense. So what? So what if he did? What would he hit? He'd hit the MEST body—about all he could hit. And if you were perfectly capable of putting MEST bodies back into condition in a heck of a hurry, you could cure yourself up of things you'd never dreamed of curing yourself of before.

So all I'm asking you to do as individuals is not process preclears up to that level particularly; process yourself up to that level. And you'll be able to process preclears up to any level you choose, which seems to be rather important to me.

Possibly a couple of hundred Theta Clears on the face of this earth today could handle this world the way it's never been manhandled before, (*audience laughter*) And if they stuck to it to straighten things out, and if they stuck together and they were fairly well agreed upon in their goals that they were going to put this planet in pretty good condition, they could probably lay it out, segment it out, figure it out. Gee, things would get different—I wouldn't say they'd get calm.

Now, you wonder, by the way, if a group of Theta Clears would hang together and I'd very well state they would.

In the very complex process involved here, then, it doesn't look very complex to you the first moment you start running into it and it starts proving up. You'll find your preclear going over a bridge of con-fusion. What he's basically—confusion is, however, is first—where is he? what is he? And then eventually you get a somatic and this somatic will be different than what he thinks it ought to be. And then he'll have an awful time running this somatic because he's got a MEST body in the place where the old MEST body was. And after he's run this and its emotional circle—or cycle—two or three times, how-ever, it unconfuses and he more or less goes across the bridge.

But you can expect to have anybody you try to process through that, or expect when you go through it yourself, to find your MEST body very much in the road of your old MEST-body facsimiles that are inside the theta body. And they'll get in the road and you'll get all mixed up sometimes and so on, but that's about the only mix-up there is.

Once you get that thing straightened out, you have straightened out the basic neurosis possible in life, which is a confusion of identity. And you get that straightened out and you have, no longer, any con-fusion of identity. And the second you have no confusion of identity, believe me, nobody can do anything to you except turn some elec-tronic guns on you again and get you re-aberrated into some sort of a situation. Or you going out and getting yourself fouled up beautifully and gorily by taking over this MEST body and that MEST body and the other MEST body and getting stuck finally on one and saying, "The dear, sweet thing. I'll take care of it."

All right. The confusions, then, are just those things which I've enumerated. The first is don't confuse these two processes. You can run Technique 80. You can run anything with Technique 80. Tech-nique 88 is clearing the MEST body out of the theta body. Technique 88 is the handling of the theta body, and it's a theta-body line of technique.

Now, if we had another method of application besides 80 which was applicable onto 88, we would use it. That would not alter 88. You understand that? It wouldn't alter 88, because all 88 is, is the knowl-edge and know-how necessary to clear a theta body. You've got to have the data; 88 is the data. Where's it been? What's it done?

Now, understand, there's a terrific amount of technology involved in this sort of thing. I stand up here and I tell you very fast and very glib that all—I'm not telling you that this is hard to know; it isn't hard to know, but believe me, it's pretty hard to find out. I stand up here very glibly and I tell you the theta body's on the outside. How long do you think it'd take to find that out? How long do you think it took to develop some kind of a technique whereby you could demon-strate it to somebody so he'd get unconfused? And how long do you think it took to go through the walls of confusion which I'm telling you about right now, and fight them through, completely blind? It took quite a while. But I'm telling you right where the confusions are now.

And the next confusion line is the person trying to run a theta body; he's trying to run a theta body holding some old MEST body. He is his theta body, and you're trying to process this old MEST body thing and you get it confused with your own body. And the next thing you know, you think you're processing this body in present time with big somatics, only that isn't where it is. It's past. And you've got to get him to a point where he's differentiating between this body and the body he's actually—it's long gone; he's processing its facsimiles.

And when you get to a state where that is very easy to do (and by the way, that isn't hard to do), you all of a sudden—you feel this body kind of evaporate. Your concentration level is very high on your present MEST body, you see?

You're very aware of it. It's something like having a sliver in your finger—you're very aware of it. And so you'll eventually get to the point where you sort of can feel no substance for this body and you feel the old body. That's when your facsimiles are really running well and running smoothly, is you're running some sort of a—let's say you can feel the arm of the old body, and the facsimile is so arranged that the arm of the old body actually penetrates through this body. Well, you don't feel this body at all, you just feel the arm of the old body. You get the idea? You just get the shape and size and characteristics of the old body disentangled from this body. Well, the old facsimile is in the past and this body's in the present. So, actually, what you're doing is separating past and present and your awareness of time markedly increases.

The next thing that there's any confusion on at all is simply your desire: why you did it, so on. I can tell you by rote why you did, but you will have to run it in order to be convinced, because it's pretty powerful—pretty strong. It's just the magnitude of emotion on the incidents, that's all. It isn't that you have to cry or anything else; these emotions run very easily.

Very little confusion possible, truth be known. But those are the points of confusion. And the other one is, is don't let anybody get into this basis: "They." Because you can process somebody and process him on motivators, motivators, motivators—what it was done to him, what it was done to him in the MEST universe, what was done to him in the MEST universe—and he gets the idea finally, that there wasn't any-thing all the way through the MEST universe but a bunch of villains who had nothing as their goal except his banishment, punishment, and kicking him in the teeth. And this is not true. He sure did his share. So don't let anybody get confused about that.

The second you start to get anybody confused about that, you have a point where you know that you're not running 80 correctly; that is to say, you're not running enough overt acts or enough DEDS. Tells you immediately that this person has done far more overt acts than he has motivators to account for them the second he starts that line with you. So you just run overts and DEDs.

Pay attention, then, to this fact: Are you all unbalanced? Do you keep on running on this preclear things that have happened to him? Or do you salt it off and make it better on things happening—what he's done to others?

Take a break.