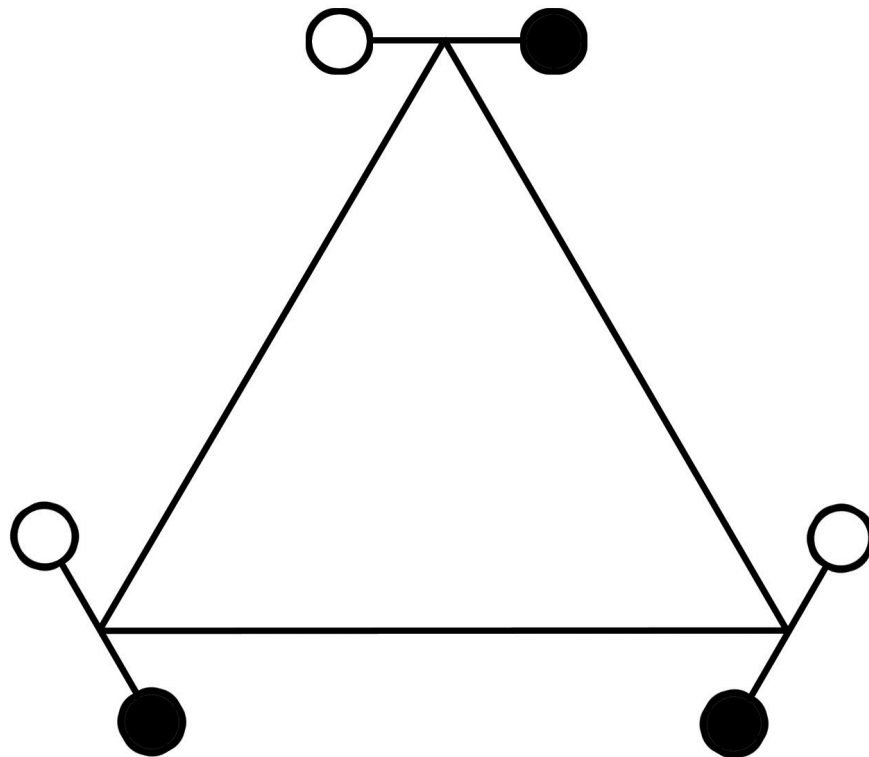


THE SPIRITUAL BASICS OF ETHICS, FRATERNITY AND HONOR



Edward Dawson

**THE SPIRITUAL BASICS OF
ETHICS, FRATERNITY AND HONOR**
corrected 2nd edition

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For Max Sandor and Chris Melchior
Thank you for the help.

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Foreword

This book is about ethics, and is focused on the origins of bad ethical behavior and its possible cure. It describes the structure which forces evil games into existence, and uncovers what the ethics conditions are on the Filbert/Electra grand tone scale. You will find in this book references to material from a number of sources such as Christianity, Hinduism, Buddhism, Western Magick, Nigerian Ifa, and scientology; note the non-capitalization of scientology. It does not mean that church unless I specifically say so in context. Scientology as I know it has its origins in an Argentinian gentleman of German ethnicity by the name of Nordenholz, who wrote a book titled Scientologie; Hubbard used the name, and it seems, a great deal of other things from many sources. This is fine so long as one does so truthfully and acknowledge source material. The word scientology I take to mean study of the subject of truth, in this case truth being a matter of cutting through untruths, as the Proto-Indoeuropean root prior to scio means to cut (verb) or a cutter (noun). As a proponent of doing that sort of cutting, I regard myself as an advocate of the practice of Rte, the practice of ancient India and of ancient Iranian nomads. I suspect Rte has sources even more ancient than ancient Indo-Iranians, but I cannot prove such a claim. Evidence exists aplenty for the effects of applying Rte in early vedas, the Upanishads and in Zoroastrianism.

The core of this book is based on what are called ethics conditions. I can state with fair certainty within myself that Hubbard did not understand them. Some of this book's material on the lower tone scale was absolutely stunning to me. I knew some things but didn't see the whole picture. For me it began when my friend Chris Melchior saw two more ethics levels, Void and Solidity. I asked myself what are those two ethics Conditions? And soon I was seeing a third, a true Non-Existence. That made three conditions below Confusion.

The difference between this book and the usual books of this type is that the latter focus on the usual processing and/or meditation approaches, and that is not what I am doing. Yes there are suggested processes in the book, lots of them. But the focus of this book is on the engineering structure of people. People in this universe are creations, and they have an internal structure. So I'm not writing about how to view and erase this implant or that implant. In my view the exact 'wording' of an implant is far less important than the structure the implant uses to affect you. To erase the implant is in my view merely an assist. What has to be viewed and concurred is the engineered structure.

The missing beingness behind all this is the non-role beingness of an engineer. To use the sports analogy, it doesn't matter if you play (piece), are a broken player (broken piece), are a coach (player and assistant player), or an owner of the teams (game maker).(See Appendix F under Game Roles) Nothing occurs without a playing field and the game roles. Senior to the roles are engineers. There are three types of engineer: ones who maintain the physical universe, ones who maintain lifeforms, and ones who maintain the beings in play.

This document references the Filbert/Electra Expanded Tone Scale (available on the internet). Do not use Hubbard's abbreviated version. This document also references the lower ethics conditions, with Chris Melchior's two additional conditions, and the rather obvious third additional.

You might find the appendixes a bit intimidating or overwhelming in their amount and subject of material. I believe they are absolutely necessary background for the main subject of

this book. This is not an easy book, nor to be taken lightly. This material requires intense study. Read it that way or not at all.

A note about Hubbard. His church has a very bad reputation currently, deservedly so in my opinion. Mr Hubbard is dead and has not been in charge of his church for many decades. Its behavior since his death has little in common with the discoveries made by that group while he was alive. Hubbard's failings as a researcher, and his lack of understanding in use of magick resulted in what we see today. An unknown percentage of what is in his books, and of the services offered by his church is apparently not his work; this despite the claim he invented or discovered all of the procedures and discoveries therein. I have met people who told me to my face they originated many of the processes. I believe them. You the reader should decide for yourself; I invite you to do so. Always do your own looking. Do not take my word for it, but also do not reject what I write simply because someone else says differently – neither of these responses are you doing your own looking.

Narrative, that is to say events, is where most people look for the causes of Scientology's failures. Narrative is far less important than spiritual causes. Events that occur in the physical world have their causes in a 'higher' world or plane. In his book Filbert would occasionally reference the 'next universe out'. He never explained what that is. Kant would sometimes talk about another reality too, as would Ouspensky, calling that higher reality 'noumenon'.

When someone is spiritually sick, that person can make matters worse by taking actions of an evil nature. Hubbard took actions which were less than optimum, and far less than perfect. But were those the cause of the shortcomings in his work? No they were not. They were a symptom. His actions were the effect, not the cause. In a far worse example, Adolf Hitler was spiritually sick, having suffered at least two serious psychotic breaks. And he made his condition worse by his actions. But in neither the case of Hubbard nor that of Hitler, is the real cause to be found in actions on the physical plane. The causes are in that 'next universe out', to use the Filbert phrase.

The word 'universe' is often used sloppily. A universe is some sort of space in which to have things exist. There are many types of universes. There are personal universes, pocket universes, games universes (like this one and magic track), and lastly, universes like that next universe out. It is the universe of dynamics 9-16 (See Excalibur Revisited online for the full 16 dynamics). I don't particularly like Filbert's name for it, too cumbersome. I don't have a replacement name either since I don't want to use Noumenon. I can see that it acts as a higher plane, and it appears to me to be an addition to this games universe; it looks added onto this universe as an access to those universes senior to the Infinite Life Universe, and the Engineering universes' 100 - 50 tone scale range. If so I would expect that it actually preceded this physical universe. (Note to researchers and explorers: This entire chain of universes operates by splitting things into opposing pairs. Persistence is often produced by exhibiting the wrong item of a pair as the cause or source.)

Regardless of that only partially investigated area, this I know. The causes of the problems in Hubbard, Scientology, and the churches thereof, are found in that next universe out. One of those upper dynamics, dynamic 10, is Ethics, the main subject of this book. The 'next universe out' appears to pertain to ideas, ideals, principles and sources, which when violated can have severe consequences. In the 16 dynamics, the 9th (aesthetics), 10th (ethics), 11th (decency), and 12th (truth) are the dynamics, prime urges, of that next universe out's engineering levels.

Since it appears to me that at least some if not most of his church's offerings are the discoveries of people working for him, I ask you to honor Hubbard and all of those other people, and their work by working with what is true, and using whatever is effective. This book has been necessary because his church's application of the lower ethics conditions is horribly unethical. It violates truth. It violates decency. It violates ethics. It is also terribly unaesthetic, which I find to be bitterly amusing. I know all this by direct observation, and from the testimonies of escapees from that church. This book is therefore a correction of the subject of ethics, and suggestions on how to clean up bad ethics. This is about much more than that church which took on the task of solving bad conditions and partially failed. That church is merely a footnote to the real story. This book addresses the subject for anyone anywhere struggling to stay ethically clean.

Higher Principles and Basic Constructions

There are certain fundamental principles I want to point to, prior to getting into the meat of the subject of this book. These principles have fallen out of favor with some sectors of modern society. Therefore if the reader is weak on these, this preliminary chapter should be read carefully and given full consideration.

Ethics

"Non-violence leads to the highest ethics, which is the goal of all evolution. Until we stop harming all other living beings, we are still savages." –Thomas A. Edison

Ethics is the subject of actions. It is about what a person does inside the physical universe, and the effects thus caused by action or inaction.

In India there is a useable form of practical ethics. Called Karma yoga, it can be a bit cumbersome, with too many rules in my opinion. Rules are for gray creatures, not divine spirits. Nevertheless the Hindus understand clearly that actions have spiritual consequences.

As I will go into more detail in the pages below, a person is a divine spirit which split off from Deity, yet is still part thereof. Some people may flinch from some of the material I will present as it looks religious in nature. I don't blame you if you flinch. Much of religion is attempted dominance over creatures who are not divine spirits, and that action is an insult and affront to those with connection to Deity. Frankly you have probably been lied to and abused. Yet despite the lies there is a core of truth hidden in religions, too often ignored or misunderstood. Let's ignore the garbage and focus on that core.

Fraternity

"What is the essence of theosophy? It is the fact that man, being himself divine, can know the divinity whose life he shares. As an inevitable corollary to this supreme truth comes the fact of the brotherhood of man.

– Annie Besant

The English word fraternity is from the French, and is brotherhood. Max Sandor suggested to me that this is good will, and also called it mitra (Sanskrit) and metta (Pali); and went on to describe it as righteousness. Filbert named this Decency. At core it is recognition by an individual of their common origin with another individual; as both individuals are children of the one deity.

As Decency it is senior to ethics (see 'Dynamics (upper)' in the glossary). At its highest level decency is benevolent regard for others. Benevolent comes from Latin. Bene means good, and -volent is from volens, 'wish', related to will or volition. It is looking upon others with good wishes, good intentions. Decency also at a high level involves a sort of purity, in this case a purity of good intent, also known as a good heart. This is also Buddhist karuna, which is kindness, the opposite of cruelty.

Honor

“I have been asked what I mean by 'word of honor.' I will tell you. Place me behind prison walls – walls of stone ever so high, ever so thick, reaching ever so far into the ground – there is a possibility that in some way or another I might be able to escape; but stand me on the floor and draw a chalk line around me and have me give my word of honor never to cross it. Can I get out of that circle? No, never! I'd die first.”

– Karl G. Maeser

Honor is being true to oneself, and to all others because they are also oneself. Honor is the subject of relations with the higher and lower selves of oneself and others at a level of Truth. This level will be discussed later in the book. As such it is most commonly about two areas: relations with other individuals, and transactions with morphic fields (group minds) with which one has contact and interaction. Functionally these transactions are agreements with others; therefore in this sense honor is keeping one's word. Ultimately however, honor is being true to the very highest in oneself and others. This is a pointer up to the Higher Self. Honor is always about the highest in any sphere. This is why on the battlefield honor is about courage and keeping one's freely given commitments. Be true. A failure to be true is one of the lower ethics conditions, given two names by that church, but is really one level. A dishonorable act is an act of Treason, a persisting series of dishonorable acts is a condition of Enemy.

In the next chapter I will discuss what a person consists of in their most fundamental center. Of the two parts of a person, awareness and volition, you will find that honor, being true, supports them both. This is where the awareness of others is not violated by volitional actions or inactions. Please note that honor and decency are higher than ethics, and that ethics itself is dependent upon them to remain clean. Ethics, decency and honor themselves rely upon respect for individuality and the coexistence of all life to remain clean. And all of this relies on connection to deity. But I get ahead of myself. Remember this paragraph when I bring up this subject again in latter pages.

At some great distance, yet no distance at all, we separated from one another. But the separation was a lie. Actions against others are against oneself and ultimately against everything and everyone. Honor is being true to oneself and others. Honor as an aspect of truth therefore points upward to this separation, and the unity senior to it.

Those who engineered reality often used repeating patterns as templates. These repeating patterns are often called fractals. I ask you to notice that Ethics relates to the animal self's mind, aka somatic entity or reptile mind; that Decency (Fraternity) relates to the Heart Center, aka limbic system or protomammal mind; and that Honor (Truth) relates to the thinking mind, aka primate mind. Also take note that Ethics is a fractal of Individuality, Decency a fractal of coexistence, and Honor a fractal of Deity. More on these levels later.

Polarity

"Our mind is capable of passing beyond the dividing line we have drawn for it. Beyond the pairs of opposites of which the world consists, other, new insights begin."

–Hermann Hesse

Polarities of positive versus negative have their source very early and high up in the levels of reality. Polarities occur by splitting a Prime creation into two, then choosing one over the other, and also choosing the other over the first, thus creating a pair of polarities. In the previous paragraph I use the word “benevolent”, but the moment you say ‘benevolent’ you conjure ‘malevolent’ from the Deep. Thus it is with all such Primes, whether it is social / relational such as love versus hate, or Primes used in the creation of universes such as space versus density. All trees of splits of Primes (see Appendix D) are artificial creations, almost arbitrary ones. They are nevertheless quite real because without them the physical universe and the behaviors of life would not be possible. I realize they appear to be absolutely necessarily what they are; and what they do appears foreordained by God. But I assure you that they are constructions worked out by Beings who engage in the engineering universes. A christian would name such Beings as angels. This is not inaccurate, but also realize that many people you meet were once such. Fallen angels do not go to 'Hell'; they fall into the Game and into the games universes, one of which is this one.

A way out of this universe's containment is to merge and transcend polarities, by seeing them as the created constructions they are. This can only be done by discovering what they are by your personal direct observation. This book describes some neglected and obscure subjects, which if positive have negative manifestations; and if negative, have positive ones.

Trividha Dukkha

"Above, abundant in Being. Toward the foot, abundant in inertia. In the middle, abundant in activity." –Kapila

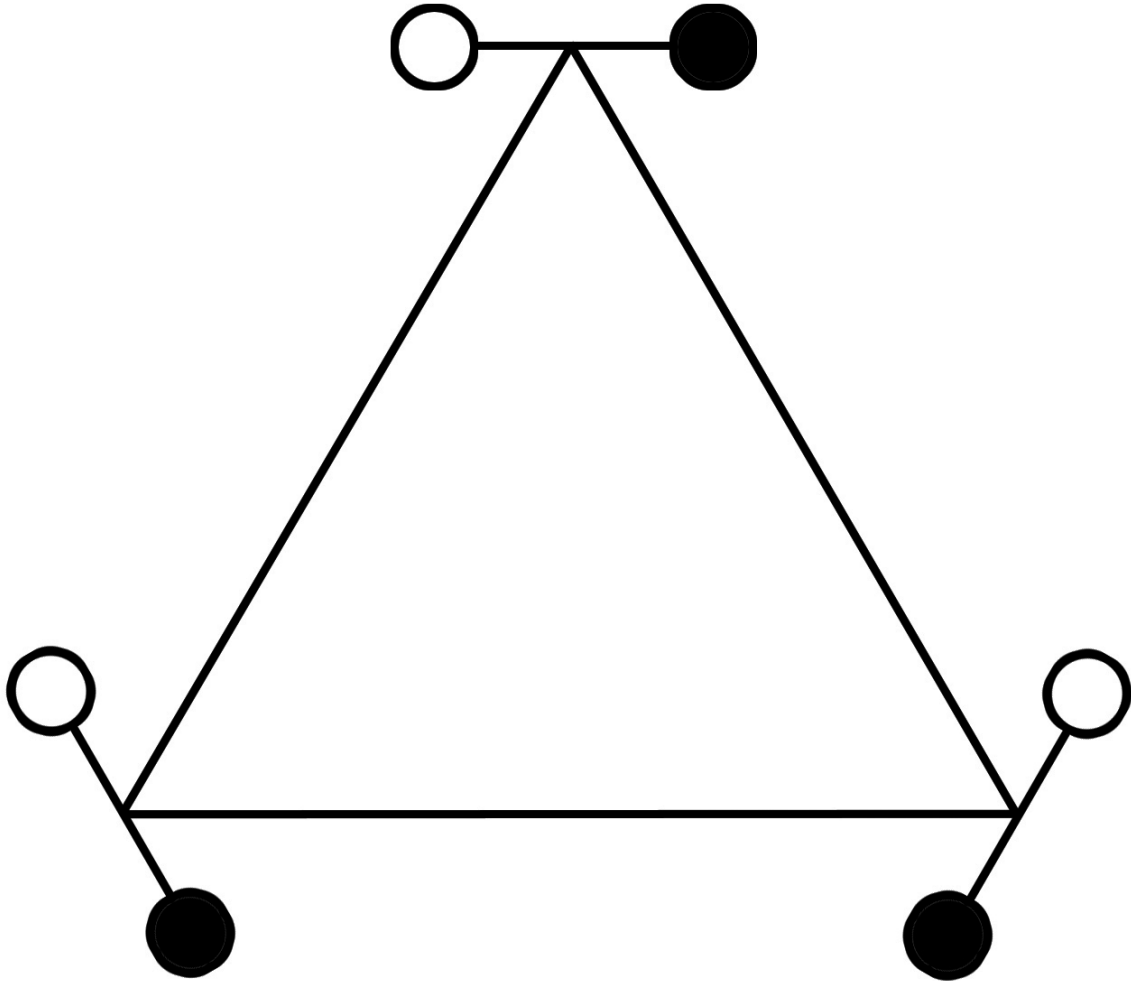
The ancient Hindus noticed that there were and are triads in operation. Triads are constructions using three Primes: in this universe a natural polarity with a third Prime inserted between them to act as a mediator and power source for whoever is using the triad. The Hindu name for a Prime is ‘guna’ (a quality), and in the west we speak of the Hindu triad as the three gunas. Please note that each pole of a triad has itself a positive and a negative pole. So every triad is six items, as I showed on the cover graphic and immediately below. It is recorded in old Samkhya texts that the Hindu sage Kapila said:

“Trividha dukkha atyanta nivrittih. Atyanta purushartha.”

Three part polarization absolute cessation, (the) absolute will (of) life is.

Or more elegantly in English:

Absolute cessation of three part polarizations is the absolute purpose of life.



Beings wish to be free of the polarizations and therefore be rid of the negatives. The three gunas in Sanskrit are:

Sattva = a being

Rajas = activity (a positive)

Tamas = Inactivity/inertia (a negative)

But these have their negative poles, respectively: non-being, becoming stopped by something, and in motion without the conscious will. This latter points to an astonishing realization. The apparent negative of Tamas from the viewpoint of consciousness, is actually its positive. There is such a thing as 'uncaused creation', volition with no one there, and it is a Being's hidden power.

As for Rajas, it has been my personal experience that Life itself flows through the middle of all triads. To do, just do, with consciousness of doing but without consciousness of being, is the key to allowing the flow of infinite Life. Only in Rajas is there unconscious volition combined with consciousness.

The triad above is the basic template for the many triads in the tertiary tree, part of which tree of splits I have constructed as a graphic. Leaf through the following text to find it. All triads follow this gunas pattern.

Just for the record, 'dukkha' means two (du), and space of awareness (kkha, related to the word akasha), or more elegantly in English, the space of awareness divided into two, which is polarization. The usual meaning as 'suffering' is an extension; dukkha causes suffering as an effect. If you wonder what a space of awareness might be, do some basic Hindu style meditation and find out. You will find yourself aware in roughly a globe of space within and around your body. This sphere of awareness and mind is called a chittakasha in Sanskrit.

21st century Sanskrit dictionaries reflect modern usage of Sanskrit, not the Sanskrit used by Patanjali or Kapila. The words survive but the modern meanings do not reflect their roots in Proto-Indo-European as indicated by comparing their words with their cousins in related languages. Highly technical terms used in Sanskrit have often lost their meanings, replaced by extended or simplified ones. Spiritual knowledge can only be transmitted by spiritually aware beings, in Sanskrit, bodhisattvas. Bodhisattva means 'aware being'. That the word bodhisattva is too often defined as more than aware being is symptomatic of the degeneration of the knowledge by transmission through people who are not very aware.

Another aspect of: Sattva = a being, Rajas = activity, and Tamas = Inactivity/inertia is its relation to the grand tone scale. Sattva is a Being, and beings are awarenesses. And that is the top of the tone scale. Rajas is activity of all sorts, and activity is caused by intention < Will < volition. And that is the bottom of the tone scale. Tamas is dead matter, inert and solid. And that is the tone scale at Death 0.0. As you can see, we deliberately engineered this universe to be complex. This is complexity created to keep the Game going, and the universe and terminals in place.

The Fundamental Basis of Good and Evil

“Everyman is me. I am his brother. No man is my enemy. I am Everyman and he is in and of me. This is my faith, my strength, my deepest hope, and my only belief.”

— Kenneth Patchen, *Wonderings*

In this universe all life consists of awareness and volition. I often name the two together: a being consists of aware-will. Will is the senior of the two because without Will there is no awareness; one has to Will awareness into being. Sins and transgressions consist of actions or non-actions which violate one or both of these.

Freud declared that a person's primary motivation was sex. Hubbard contended it was survival. Filbert corrected this as 'awareness' and he had half of it. Let's start with awareness, then move on to Will.

Lies, fraud and deception are violation of one's own, another's or others' awareness. So also broken agreements or broken promises are violation of awareness, as beings have expectation that a promise will be kept; this is honor. Since these expectations are Willed, then such actions also violate volition. Again, volition is always senior to awareness because awareness is Willed.

The use of force, threat of force, or takings (theft is use of force against property) are violations of volition, and secondarily also violation of awareness, as all Beings are from the Single Deity via the Higher Self and are therefore one. The sequence appears to me to be Single Deity (God unmanifest) > the Individual (as many individuated deities, what Abrahamic religion calls angels) > Spirit-Unlocated > Spirit-Located. What you call you is a spirit which is located in this universe, and that spirit is connected all the way up to the top.

All such harm done of either type puts one's connection to the Single Deity into jeopardy by threatening to sever the connection to the Higher Self, which is where higher Beings are formed. All of this can be viewed in the realm of spirit, the Next Universe Out, aka noumenon. This falling condition triggers decay through the area of ideas, ideals, and fundamental creations which concepts are copies of. Once this has decayed below the ideals of ethics, the last area is reached, of aesthetics. This last area dies in Agony (on the tone scale), and the divine part of the Being Falls into the lower universes.

A decision made by someone to oppose and destroy the will and/or awareness of another Being results in the descent found in the section on lower ethics conditions. The decision itself is at the highest (lowest on tone scale) of these, misnamed Liability. It is far worse than acting as a liability; it is a decision to separate from others, and as such it is merely the latest incident on the chain of incidents with separation into persistent Individuality as the basic incident.

Western anarchists and libertarians recognize that the initiation of force against another is harm, no matter what excuse is given; and it is only allowed in direct, immediate self defense. This is called the Non-Aggression Principle, for short called the NAP. They recognize that governments use force; and therefore government, indeed any man or men ruling over another or others, is inherently evil in nature. In its rarely achieved very best, government can be described as an evil designed to prevent worse evil. In practical terms, that is debatable. What the discovery of force and fraud as violations of the basics of life itself does here, is add a second clause to the NAP. The initiation of fraud, aka misrepresentation of reality, and its extension the dishonorable

act of breaking one's word (a promise made forms an expectation of reality to be a certain way), are equally as evil as the use of force.

Individuality

“No one can play a game alone. One cannot be human by oneself. There is no selfhood where there is no community. We do not relate to others as the persons we are; we are who we are in relating to others. Simultaneously the others with whom we are in relation are themselves in relation. We cannot relate to anyone who is not also relating to us.”

— James P. Carse

Very high up, just below the Single Deity, are where the Single Deity divided into smaller Beings which we would probably call gods or archangels. These Beings are well aware that they are part of the Single Deity, and part of each other; there is no Fallen anything or anyone at this level, no Satan, no Lucifer. Lower a series of Falls occur, such as at Individuality. Beings walled themselves off from each other as individuated gods who were not being each other consciously and continuously. The truth of course is that at all levels below Single Deity, all Beings still are Single Deity. Individuation provided the framework for games, for play among, and unfortunately against, other individuated Beings – based on the very persistent lie of separate self.

This current universe of games is dual in structure. Duality is fundamental to reality as we know it, and was formed at a very high level above this universe. Everything manifesting in it manifests as positive and negative, with shades of gray between those two poles. And for us here, so coexistence as a high and positive reality also has its negative, low reality; these are the negative consensus among life, this consensus called morphic fields, aka group minds. At the same tones in the negative (minus) range of the tone scale the same forces of identity instead of individuality are at work in a negative manner. In the negative range all Beings are each other as owned and enslaved, while simultaneously individuated into enemies. This anti-coexistence, is the area of group minds, which I prefer to call by the term morphic fields, the phrase coined by Rupert Sheldrake. Morphic fields form a hierarchy of sorts, where all Beings in a universe will be owned by the groups to which they belong. Unfortunately Hubbard fouled this area up by describing this hierarchy as levels of survival. Time to correct this mistake. A Spirit occupying matter and energy in space through time and which has the game status of ‘piece’ (a chess analogy) on this planet and similar has morphic field ownership as:

1. The group of the physical body’s many living cells and their organization into groups, the gray entities of that body, the body field (energy field or aura of the body), and the white spirit. This ‘1’ is a subset of number 2.
2. The small social groups of the body (mostly family), which actually is a subset of number 3.
3. All human social groups to which the person belongs, a subset of number 4.
4. The entire human species, which is a subset of number 5.
5. All living organisms. This is where you have to understand that animism, whose only major modern survivor is Japanese Shinto, is essentially correct, that there is life in everything, even if it cannot move, think or visibly respond – because all living organisms are a subset of number 6.
6. The physical universe of matter and energy in space, across time. Some people regard the

physical universe as the highest god. Not even close. The physical universe is a subset of number 7.

7. All spirits everywhere. Note that the physical universe is a subset of spirits, and that means spirits are not confined to only the inside of this physical universe. This matter is gone into further in the section on lower conditions. All spirits are a subset of number 8.

8. As written by Hubbard this is God. Unfortunately this attribution is both true and false, depending on how God is described. As owner of this physical universe, then 'God' is the top of the hierarchy of morphic fields in this universe. In this universe, all morphic fields are also the negative or lower scale side of Life placed by the Higher Selves from their position in that next universe out. It's not a limited source, but instead various sources at different levels.

As Geoffrey Filbert pointed out, there are specific internal oppositions in the first eight morphic field dynamics. The first dynamic opposes the eighth; individuals denying God, and religious people curtailing individual liberty. The second dynamic opposes the seventh; sexually intense people rejecting spirituality, and hands-on spiritual people misbehaving sexually. The third dynamic opposes the sixth dynamic; with large organized groups damaging the physical environment, and protectors of the earth fighting them. The fourth dynamic opposes the 5th dynamic; people who are in favor of human domination often brutalizing animals and destroying plants, and people who love animals hating their own human species.

Senior to 1 through 8 there are eight more, as I indicated in the foreword. These are not of this world literally; but they are mirrored here (i.e. linked to this universe) as a sort of higher plane and are thus accessible. 9 through 16 are the dynamics of what Filbert named the next universe out. Hubbard saw the lowest two and named them aesthetics and ethics. Unfortunately the Peter Principle appears to be at work here because dynamic 10, ethics, is where Hubbard broke down. He rose to the level of his incompetence in the next universe out, got stuck there and had trouble from it from that point onward. Geoffrey Filbert supplies the other six. The next two are decency as #11, and truth as #12, and that takes us to 100 on the tone scale. Above that are the top level, which can be defined as part of the next universe out, or not, depending on how you try to view it. Words begin to break down here because the next four are actually senior to abstract thought. As given by Filbert these are #13 awareness, #14 individuality, #15 coexistence, and #16 theta that is not-being. #16 is very difficult to describe in words; any words used will be like the proverbial Zen finger pointing at the moon – saying where to look. Or in this case, since the top three are senior to looking, where to be. You cannot look there; you have to go there. 16 is deity unmanifest, and single deity, and the one source of Life, so we again have the divine being at the top.

The more visible difficulties a Being gets into will be in the physical universe and will involve the morphic fields of the first eight dynamics. But those are effects. The real causes of trouble will be in violations of the eight higher dynamics 9-16. This book focuses primarily on dynamic 10, ethics; but the losses of for example decency and truth in relation to Life, has dreadful consequences. This second, higher set of dynamics are the likely cause of the reversal where positive ethics conditions crash to the bottom and the person acts from Liability as the conscious intent, producing the lower ethics conditions discussed at length in this book.

A peculiar characteristic of this design of a physical games universe with a bright spiritual universe above it, is that the next universe out is a space of positive monopoles. The next universe out is all about the positives. This creates a terrible consequence. This entire chain of

universes are built around duality; and if you place positive poles then their negative opposites arise with them. But where are these? It turns out that these are sequestered into a lower 'plane' of sorts. Imagine my consternation when, during a session of traveling away from the physical body and physical universe, I stumbled across a place of negative monopoles. It is a space where nothing is ever positive and good, and only bad things exist. The Judeo-Christian-Muslim worldview is not the only religious system which mentions hell or hells. And while what I have perceived does not jibe with the formal teachings by religions on this subject, it appears they have some of their cosmology correct.

Knowledge of this hierarchy is essential to understanding how a Being gets into deep trouble because in the lower conditions section, what you are seeing is a Being acting against other life, with dire consequences to its morphic field memberships. The first loss will produce the reversal into the lower ethics conditions, where one is acting against oneself as a game piece, usually resulting from action taken against oneself and others. This eventually decays into a condition where oneself as a game piece separates to some extent into the beginning of an uncooperative or even warring mass of entities. Further decay into the Condition of Enemy and/or Condition of Treason turns the person into a sociopath. At Condition of Void one's membership in the entire human race can be in poor shape, producing a partial incarnation into the living human body (This can in some cases decay into loss of the entire physical universe). This can be seen sometimes as excellent relations with animals but not people. At Condition of Solidity membership in the physical universe has been lost by the divine part of the person, and what walks around on the planet has no longer any connection to the Divine Spirit via the half of itself as the Being which has withdrawn outside of space-time. But I get ahead of myself here. This will be described in that later chapter.

To summarize the point of this chapter: Any action harming others by violating their basic nature of awareness and volition results in your own decay because they and you are part of one unit of infinite life in the Next Universe Out. If you do harm you do not get away with it. Others are you, and by harming them you harm yourself in that higher world.

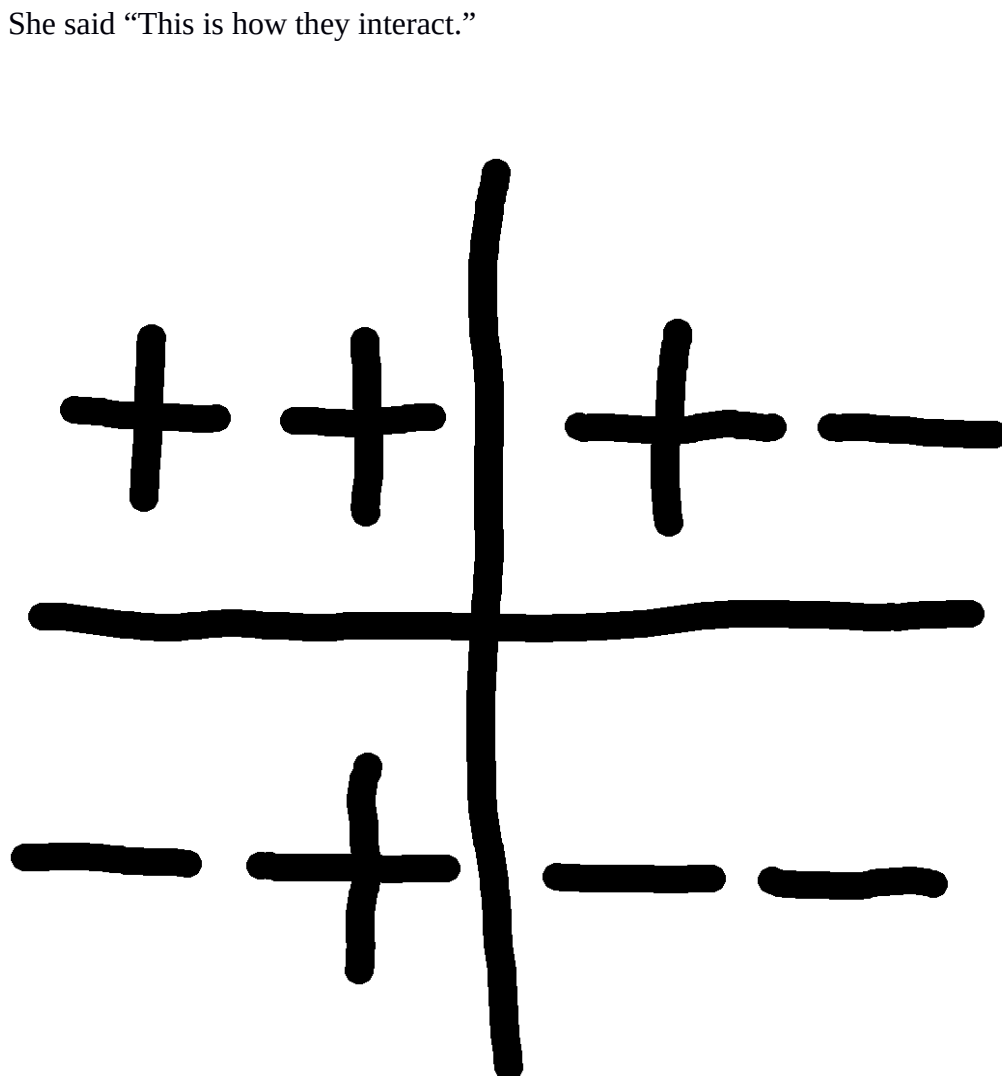
The Zousel Pattern of Ethics

"It is not true that good can only follow from good and evil only from evil, but that often the opposite is true." –Max Weber

Duality is the basic pattern used in the construction of most realities. There are exceptions but we are going to focus here on the causes of ethical failures. In the previous chapter there is a lot of duality taken for granted. It's our normal mental environment. But how do opposing poles of anything such as ethics interact?

This section indicates the basic ethics style of each individual, and shows what is to be expected.

Many years ago I was talking with my friend Rita Zousel about natural polarities and how they worked. Suddenly she grabbed a piece of paper and drew two lines on it crossed, one vertical, the other horizontal. She filled in the four quadrants thus created with plus and minus signs.



Whether or not anyone else had previously spotted this pattern is irrelevant. What is important is Rita pointing at this pattern as the way polarities operate in this universe.

Ethics is the subject of how one plays the game of existence. By 'play' I mean one's actions. Life plays the game of existence via a polarity of winning and losing. This yields us four ways a person or a group of persons may play the game of existence and life in relation to others. The pattern in the image above illustrates how the positive and negative combine inside people. The polarity of ethics is games are played win vs lose.

Win-win: I win and others win.

Win-lose: I win and others lose.

The first two are rather well known. Really, everyone knows these two; they are obvious. The second two are a little less obvious.

Lose-win: I lose and others win.

Lose-lose: I lose and others lose.

Win-win: I win and others win.

"One of the sanest, surest, and most generous joys of life comes from being happy over the good fortune of others." – Robert A. Heinlein

This is the only style of play which is completely sane in dealings with others. The other three are varying degrees of troubled. The win/win game is the precision basic behind the Golden Rule. The Golden Rule attempts to make all play 100% winning for everyone. If you follow the Golden Rule in life you will play win/win.

Win-lose: I win and others lose.

"Schadenfreude: malicious joy (at another's misfortune), gratification of pent-up envy, joy over the misfortune of those one has formerly cringed to and envied, malignity." – Heath's German and English dictionary, by Karl Breul and Elizabeth Weir. 1888, 1906

This is the sociopath. This is the predator. This is the person who wins in life by doing bad things to others. This is the predatory politician, the bad cop, the brilliantly evil corporate executive who makes money from the losses of others. Ignoring the person's justifications and explanations which make it 'okay', this is a person who wins by making you lose.

(Justifications, reasons why to initiate harm or falsehood, are always lies, even when, especially when, they are factually the truth. Never believe a justification. Specifically this is because the use of a fact as justification is a lie. Every action is a 'done'; it is ended, finished. Using someone's bad action as a reason to act badly is only in your mind, where you hold an image of the action in front of you and look at reality through it.)

Lose-win: I lose and others win:

“I have been astonished that men could die martyrs for their religion – I have shuddered at it, I shudder no more. I could be martyred for my religion. Love is my religion and I could die for that. I could die for you. My Creed is Love and you are its only tenet.”

– John Keats

If you consider the actions of others carefully it is clear that some people play to lose so that others may win. Whether it is a mother who goes without so that her children may benefit; or a soldier who falls on a grenade so that only he dies and not his entire squad, these are lose-win actions. This is often what used to be called a neurotic. The effect of such a style of play leaves the person suffering in many cases, and the internal effect are the neuroses. On the plus side, continued play in this manner produces a cleansing, and eventually the person allows themselves to win without harming others or themselves.

There is a Buddhist technology called LoJong which utilizes an extreme form of lose-win where oneself loses and everyone and everything else gets to win. This produces a swap from win-lose through lose-win to the goal of ethical purity at win-win. The 59 aphorisms of LoJong should be studied and understood. They point toward a valid practice, which though slow, can achieve an effective transformation.

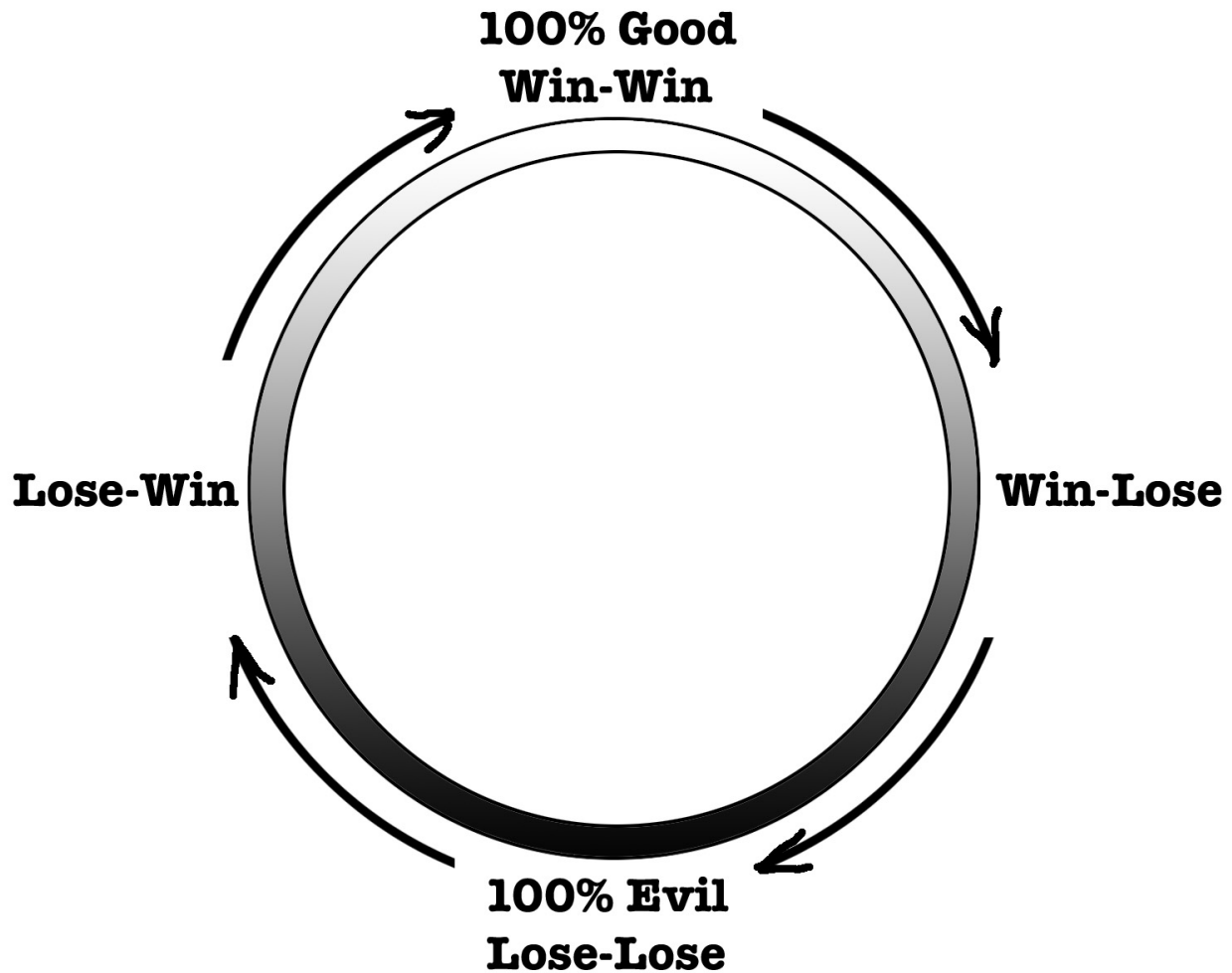
Very specifically, win-win and lose-win are up vectors, while win-lose and lose-lose are down vectors. LoJong swaps a person from down to up.

Lose-lose: I lose and others lose.

“. . . You die; she dies. Everybody dies!” – Ard, Heavy Metal

This is insanity, It is a sociopath run amok, harming everyone. This is actual insanity of a very destructive type. The win-lose type above decays into more and more losing, and often into a lose-lose. Adolf Hitler and Saddam Hussein are examples of win-lose dictators whose unlimited power to make others lose created the very conditions for their entire nations to lose, including themselves and their families.

These four ethics types are not simple and pure. They are gradually blending into one another. This can be represented by a circle with two pure and two 50-50 cardinal points, with each gradually becoming the next.



The arrows indicate the person's 'vector'. The four cardinal points represent the beginning of each ethical intention type, not its middle. A win-lose player will gradually worsen, and decay toward or into lose-lose. A lose-win person will gradually improve, moving toward or into win-win. These transitions can happen quickly or take decades or even centuries in some cases across multiple lifetimes.

Each ethics type begins at the end of the previous one; and each ethics type ends at its greatest development. So with the highest point on the circle which is pure plus-plus, that is the end of the plus-plus gradient. The plus-plus begins at the far left. This means that most plus-plus individuals are trying very hard to play a win-win game, but still experience quite a few minus-plus, that is lose-win, episodes in life, but less than half.

One pattern of behavior is between the win-lose and lose-win types. These two will swing back and forth between the two styles of play as the individuals involved struggle against each other. A win-lose person will sometimes play their negative game until forced to admit the harm done; or until overpowered and they find themselves on the losing end. A lose-win person will often attempt to make an attacker lose, acting in sheer self defense (often this is seen in

partnerships and marriage), counterattacking, occasionally scoring points, until losing the final battles in court.

I know a lose-win person whose life is a disaster, struggling terribly. This person loses most of the time, and causes bad effects on most others. The person doesn't intend to harm others, but is unable to control their effect on their surroundings. On the circle graphic above this person is just to the left of the very bottom of lose-lose, is still producing minus-minus effects as a spiritual Presence, but is a minus-plus type simply because they no longer wants to produce negative effects. The person's intention is turning positive, and though in terrible shape, is ascending gradually.

This is a good time to mention the delay most people experience in ethical result versus their intentions. In the example above, though the intentions are good toward others, the person still suffers a mostly lose-lose effect on self and surroundings. People in poor spiritual condition have a delay in that they get the result of their intentions much later, this being so delayed in some cases that it doesn't happen until next lifetime. This is how terrible people intending harm to everyone around them and to themselves seem to live a 'charmed life' with no harm coming to themselves. Their intent is minus-minus, but the effect is delayed and they experience plus-minus in their lives. Rotate this clockwise 90 degrees for the person mentioned above and the person is intending minus-plus while still producing a minus-minus effect on the environment, mostly.

So also there are high, just to the right of the top win/lose individuals who are mostly positive, but intend ill toward a few selected persons. This will gradually increase, with more and more people and/or living things opposed as the person's life continues – as the person moves forward along the vector indicated in the graphic above. Due to the 'karmic' delay in the previous paragraph such people might even be experiencing a relatively plus-plus life. At some point more ill will be intended than good, and the person will have passed the threshold of plus-minus, into a game more lose than win. This pattern can be extended to the entire circle, so study this thoroughly.

As intention, and this intention is everything because the core of intent is volition itself, the effect is delayed on this circle except in those individuals who are so much larger than their body's heads that reactions are near instantaneous. Win-win as an intention starts at the midpoint on the far left, but for people who are not 'awake' meditators or highly trained magicians the full win-win effect only appears in the person's life later.

At the very top one tick to the right, the life effect is win-win but the person's intent begins to shift gradually toward opposing a few, all for the very best the person thinks. Such a person appears to be wonderful. Their life appears to be good to all – but the opposition is beginning. The person has begun to fall again. If this sounds to Hindus and Buddhists like the wheel of Samsara, that's because it is. This progression can take multiple lifetimes to complete in a circuit around the circle above.

A person can also jump from one location to another on that circle. It takes a powerful experience to achieve this. Normally this happens with spiritual processing or meditation; or a violent near death experience. I and some others call this a reset. As I mentioned above, the Buddhists have a technology called LoJong which is specifically aimed at producing such a reset.

Let there be no rationalization, and no lame excuses here. The only style of play which is 100% ethical is win-win. Those who play win-lose need to notice when they are making others

lose, and stop themselves. Those who play lose-win should notice that they are making themselves lose, and consciously work to allow themselves to win also, and can sometimes be accomplished by switching constantly between lose-win and win-lose to accomplish this. Please note that win-lose and lose-win are the SAME GAME. In that game there are the two positions of win-lose and lose-win. Swapping from one to the other is quite commonly seen in personal relationships. Occasionally there can be a 'reset', a jump from one location to another on the circle above. These are profound spiritual experiences of a high order that can be triggered by doing both, alternated. Only jumps can break decay because this universe is designed with gradual change as the default option. These jumps can be called 'breaks' when they are down vector, and 'resets' when they are up vector. Of course, with the minus-plus above, it can be evil which is decaying. At a higher level however these two win-lose and lose-win are a contaminated game in both cases. Both games produce evil results; evil against yourself is still evil, so they are finite games which may be decaying upward toward win-win. (See below for finite games contrasted with infinite games in the section on Carse.)

The circular graphic above is the clockwise natural progression that occurs when a person is not doing any self development work. Even when on a downward path on the right side of the graphic, the 'reset' can be accomplished via self development by various meditational and therapeutic processing.

Now that the above is understood, let's go a bit deeper. I should make clear that ethics operates through this Zousel pattern applied precisely to the polarity win/lose via the polarity self/others. Both win/lose and self/others are the positive and negative poles of what are sometimes called Primes. Primes are the basic building blocks of reality, both internal and external. They appear on this page as abstract concepts, but they are only concepts in the thinking mind. More on Primes in the section about them, Appendix D.

It is well known among magicians that to magickally intend evil produces a Fall by the magician. He or she collapses fairly rapidly due to the compelling agreed-to mechanism of harm to others cycling to become harm to self. The power of this mechanism derives from the Pool of Gods (coexistence) and the Higher Selves therein and its equivalent negatives of the commonality of morphic fields. The reason the use of magick in an evil manner produces such as rapid Fall is because magick is done in the Next Universe Out. The magician doing so no longer possesses the protection of a mere animal in the game of life, the protection possessed by a mere Piece.

It is important to understand the mechanism of collapse. If a Being is a normal Spirit-Located then its 'natural' motivation is to achieve positive effects. An act of deliberate evil by pursuing the negative pole of a Prime, or any intended negative effect violates this positive motivation, and opposes it, causing a quick or slow limiting of the abilities and awareness of a Being. So a desire to create death instead of life, hate instead of love, and similar, will shut the Being down by internal conflict as the intended evils form entities within the Being's mind and space. However if a Being intends all or most primes as their negative poles, something startling can occur. The Being can change into a demon of negatives, leaving perhaps only awareness and volition intact. This is called a black static, targ or eshu. In such a reversed Being an act of intended good can cause a collapse because it counters the black Being's negative motivations.

Subsequent to Coexistence there was a period of development of structures and a reunion of all Beings. This Reunion is often called Heaven by those who are awake enough to see it and

visit it. Below the Reunion begin universes in which to play games. The first major universe just below the Reunion is where the mechanism of the Fall was installed into people. The mechanism says that if you do bad to others then you are wrong and that bad will happen to you later. All ideas of sin and karma originate in that mechanism. It can be discovered in your past and you can dissolve it by inspecting it. This requires practice at viewing past lives and past universes.

There is a terrible rule of play in that Reunion universe. It is the Reunion approach of refusing conflict, but that approach is the cause of Falls from that universe, and is the cause of conflict in the universe chain below (including this universe) because sovereignty of the individual is placed higher than help. The rule basically says that if another fails, to accept it instead of reaching for the real union far above at deity level and resolve the difficulty. This non-interference is refusal to take responsibility with (not over) another. Refused responsibility then becomes part of all games in universes under the Reunion. And thus we have difficult, interesting games. And thus we have degradation of living Beings. Any Spirit who violates this rule is considered a criminal by the majority. Any group of spirits who violate this rule are deemed wolfheads who may be attacked and destroyed without mercy by all others. Such groups do exist, and the ones who survive are careful to stay concealed.

In our universe magick is done without the barriers and impediments experienced in the normal physical realm. Instead, an action can have instantaneous spiritual consequences in its Spiritual Universe, the Next Universe Out. To intend evil to another places a single self opposed to that other as a win/lose game. You can get away with this for a while if you are operating mostly inside the physical universe; but a magician to be truly functional must operate in the next universe out, and that accelerates the fall. Because the evil intended went out into the larger world from that higher universe, the magician therefore caused some harm to the whole exterior world. This places the magician at almost the bottom of the circular graphic above at 'I win and everybody else loses'. Worse, to flow evil out that evil must first be inside you. And there it stays, as an entity because its goals are the reverse poles of some of your goals. This is one tick away from implosion and lose/lose. So of course the magician collapses completely, loses all ability and becomes almost an animal or even fully an animal (Condition of Solidity) as a result.

Magick done to benefit oneself, even without any evil intended to others also produces this effect. Never attempt to use magick for your personal benefit, because if you succeed, you will Fall to the degree that you succeeded. If you need something, and I do mean need, not desire, then get another magician to help you, while you are passive throughout. This warning is serious business, so do not arrogantly dismiss my words. If you do, ask yourself if you are on a win-lose path, decaying into a lose-lose path?

The Zousel pattern applied to ethics also shows why selflessness is so effective at curing spiritual malaise, because if the person is doing good for everyone else, that is only one tick away from expansion and recovery in a pure win/win condition. The more people you help and are good toward, the faster you grow to a pure ethical condition.

Some readers may wonder why it is that when pure lose-lose is reached and passed, the spirit begins to intend lose-win. The answer is responsibility. A Being is always spiritually fully responsible for everything it does, and fully responsible for everything others do, as cocreation. Since Beingness itself is of the positive nature of the Higher Self, then the Being is responsible for creating negatives – and its own basic nature requires that it cease doing so. The most effective way to stop oneself is to fail utterly, which is what causes the lose-lose condition.

Subsequent to the lose-lose, the Being will normally obey the agreed upon Game Rules and begin to undo the damage. It does this by helping others while continuing to punish itself. This action is of course not a pure truth, none of this cycle has to be followed by very advanced Beings. But for most, the unenlightened, the sleepwalkers of Hell, this is the usual pattern.

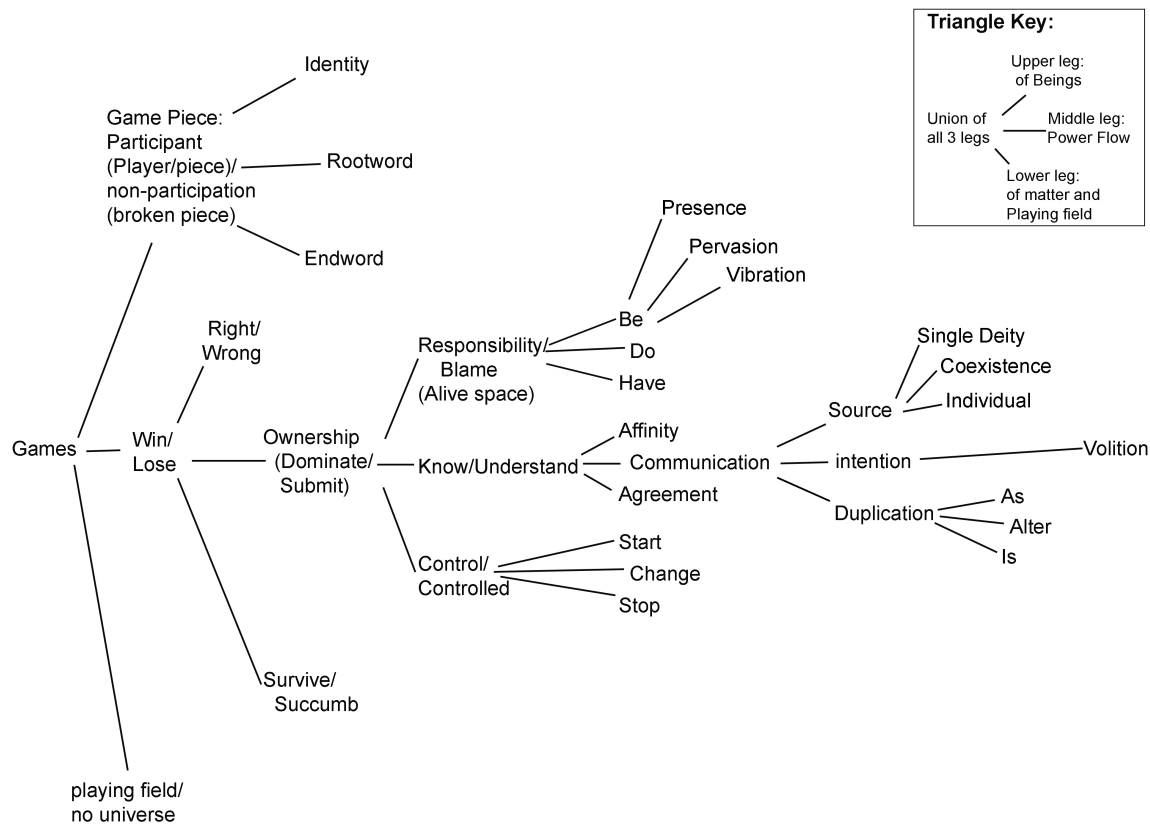
This script of self punishment and undoing of damage is widely dramatized, and is even included in the church formulas for undoing lower ethics conditions. Just because it is agreed to by most people does not make it any sort of higher truth, so my mention of it is merely a statement of what exists.

Another pattern to be found is swapping back and forth between win-lose and lose-win. Instead of traveling around the circle, some people can get stuck in the game of winning and losing and simply slam back and forth between them. The person will win by making others lose until they have a crisis of conscience, then swap to lose-win. While at lose-win they will accumulate times of being forced to lose until a threshold has been reached where the harm done to oneself is sufficient that a decision is made to go after others again and make them lose. This is a trap from which the only exit is a crash so severe that lose-lose is reached, which allows progress around the cycle to resume.

Terminals

"The ego is only an illusion, but a very influential one. Letting the ego-illusion become your identity can prevent you from knowing your true self. Ego, the false idea of believing that you are what you have or what you do, is a backwards way of assessing and living life." –Wayne Dyer

A Terminal (capitalized) is an identity used in playing the games of existence. It is a Being defined by what it does. On the tree of tertiary splits, all upper splits shown are related to Terminals. The lower splits are related to the playing field (physical universe, usually), and the middle splits are the flow of infinite life. More on these in Appendix D: Primes. Roughly, an incomplete and possibly partially erroneous tree of tertiary splits:



Terminals tend to be solid mindstuff, also known as mental mass. In order to play the usual sorts of games, opponents are found to play against. This produces win/lose as a product of Terminals on playing field. So the playing field is physically solid, and the Terminals are mentally solid. So how to avoid becoming mentally solid and thereby becoming locked into oppositional games against other Terminals? One method is apparent on the Be-Do-Have triad. The Be is a Terminal, what you are being. The Have is playing field possession. And the Do is the free flow of infinite life, of spirit itself in the purest sense. To stay free flowing one should never form a solid Be. Instead focus on pure doing, which will backform a beingness lightly as a temporary byproduct of the doing. When purely doing, you will find that other people do not arise in the mind as opponents, and this allows you to play win-win, the infinite playing style.

Zousel Pattern and Archetype

"... he spoke of three centers, the intellectual, the emotional, and the moving, and tried to make us distinguish these functions..." – P. D. Ouspensky, writing of G. I. Gurdjieff's teaching

Human archetypes are founded in brain structures. In the head there are three general

areas as explained in triune brain theory. There is a fish/reptile brain which 'thinks' (using that word loosely) in motion, kinesthetics, sensory impressions, images and sensations. There is a mammal brain which thinks in emotions and feelings. There is a primate brain which thinks in thoughts. A normal person uses all three, but one will be dominant and that is the archetype. As Ouspensky quotes Gurdjieff on the subject "You must understand that a man's will can be sufficient to govern one center for a short time. But the other two centers prevent this. And a man's will can never be sufficient to govern three centers." This is an accurate enough observation of the ordinary person. It is not true of an 'awake' person.

These three brains can be used in a manner observably male or female, with some mixing in a few subtypes. This yields six basic archetypes. There is also a seventh which is entirely negative in nature, acting fully minus-minus, and it centers on a primitive brain near the bottom of the spine. A friend of mine calls it the sacral eshu. Of the six positive, each will in turn be subdivided into plus-plus, plus-minus, minus-plus and an incompletely established minus-minus. Each of these will have its own characteristics, which I will not go into in any depth because that is a matter for another entire book.

In daily living the archetypes which are plus-plus tend to attract the partial minus-minus types, which are in turn attracted to them. This is a dual universe and opposing poles always attract each other, even if that attraction is toward conflict. The minus-minus leeches off the plus-plus person. One of the implications of this is that a plus-plus ethical state is itself a limitation and is spiritually pathological. A free Being should be able and willing to use any style of play required or desired. The Zousel pattern is therefore an implanted disability. Reality and everything in it including ourselves was engineered. This book is therefore a record of an effort to reverse engineer some of it.

The archetypes which are operating plus-minus tend to attract the minus-plus types. One sees marriages like that, one spouse dominant and abusive, the other dominated, and either submissive or fighting a subversive or secret war against the oppressor.

Yes the Zousel diagram points to the cause behind a great deal of marital conflict which provide so many clients for marriage counsellors. Human behavior is caused by basic mathematical and philosophical structures built into reality itself.

Practical Day to Day Ethics

"The necessary consequence of man's right to life is his right to self-defense. In a civilized society, force may be used only in retaliation and only against those who initiate its use. All the reasons which make the initiation of physical force an evil, make the retaliatory use of physical force a moral imperative." – Ayn Rand

Let's clean up that stultified mess called Karma Yoga by simplifying it to basics. How should a person act in day to day life?

Always attempt to play a win-win game when it really matters. You should not be trying to put others below you. Hell, they ARE you. Sure it's okay to play a sport and work to 'win', so long as the other players are not being placed in an inferior position or harmed mentally, emotionally or materially. Your intention should be to do your best, not to make others worst. Sometimes this is not possible, as another player may have bad intentions toward you. When you

find yourself forced into a serious win-lose position in life the ethical thing to do is to refuse play. Walk away from it if possible. But what is that is not possible? This leaves you with apparently two choices: you can either accept defeat, or work to win anyway. Is the other's intention something not life threatening or otherwise destructive? If so, bow out as rapidly as possible and shun the perpetrator(s) of win-lose. What if it is something life and death? In that case you work to win by defeating the other, always, and I do mean ALWAYS looking to end the game itself. Your intention has to firmly be to end the win-lose game. Do not be drawn into the intention of doing harm for its own sake. The action of harming even in self defense is a finite game, and never fool yourself that it is otherwise. So in the case of you being trapped into being a soldier in war, you kill the enemy when you must, but permit surrender by that enemy. Maintain the intention of ending the war, and escaping the trap. War is a lose-lose game masquerading as a win-lose game, neither of which is positive, or 'infinite' as James Carse would say. War has a negative vector.

The above applies to both force and fraud. When faced with overwhelming force it is permissible to lie to avoid it, instead of using force which may cause worse damage. The intent must be to end the finite game. Get the hell away, quickly and thoroughly. This is not a perfect solution, not an infinite solution, merely a practical one which most people will use when not awake enough to create a perfect solution. And always remember that you have the right to self defense against both forms of aggression. Just make sure it is actually defense. One thing you should know about a finite game is that its intent is to bring the game to an inverted infinity, which is zero. By trying to end the game itself, not necessarily other players, you are assisting the game's intent.

Self defense against lies can be speaking the truth with total certainty. It can also consist of educating oneself and others in what is true and real.

Other Life, White or Gray?

"What is done out of love always takes place beyond good and evil." – Friedrich Nietzsche

Decency trumps ethics.

Another area is that of animals and of slavery. This is a rather touchy subject at the present time. I didn't write this book to make you feel all good inside or reaffirm your dearest beliefs. I wrote this book with the intention of telling you as much truth as I can. Some of you will object to what I am about to tell you.

In this book's section on the lower ethics scale there is an ethics condition called Solidity. In short a person in this condition no longer has any direct connection to Deity. While everything does have its origin in Deity, most of those connections are 2nd and 3rd hand or more; they are not direct. The exception are those Beings which can be regarded as fallen gods or fallen angels. This is almost half the people on this planet who have that direct connection. Doing harm to another person who has that direct connection is doing harm as an affront all the way up to the Higher Selves and to the Single Deity.

Animals almost never are animated by a divine spirit-located; animals are animated by entities, a large gray entity, or 'soul', controlling each creature. Only rarely will a spirit-located assume (take over) an animal body. Nor will a spirit-located take over a plant and be it. Due to

our past history as spirits, we use bodies which afford us a reasonably interesting game.

It is not an affront to Deity or any Holy Spirit to harm a plant or an animal. You may do so without invoking any karmic penalty, though deliberate cruelty and unnecessary destruction are both very bad ideas; the former because it is an evil intention, also a habit you may carry forward to other Life, and the latter because it will annoy a special class of spirit called an Engineer. Engineers which maintain life cycles and ecosystems don't want their work destroyed. And if you have any sense of self preservation you do not want to annoy any Engineers.

You may eat animals; it's okay. You will not cause yourself to degrade spiritually into a lower Condition. Or you can choose not to eat any meat. Your human body is an omnivore and can subsist on almost any food. Your choice. If you kill an animal, do it cleanly.

This next subject is even touchier than the subject of animals. I indicated above that slightly more than half of humans are not animated by a divine spirit. No that doesn't mean you should eat them, heh heh. But it does mean you can harm them without doing harm to yourself karmically. Is this then advisable to harm them? No it is not. Can you tell at a glance which human bodies are operated by divine spirit-locateds, and which by large entities or a twisted demon? Unless you the reader are very spiritually aware, you cannot. (I can often tell. This can be uncomfortable, Perhaps 10 years ago I was pulled over by the police for a moving violation, and both officers were demons. I was cooperative and neutral.)

So as a general rule don't harm humans except in extreme self defense. If some human attacks you for no good reason, it is likely that it is an animal entity or a demon, not a divine spirit on the body. In terms of awareness level, if it is not a mistake then the attacker can be assumed to be an E-level (entity, Condition of Solidity) or F-level (insane, reversed). See Appendix A for explanation of these levels.

In very ancient times when the majority of human bodies were run by animal entities, then slavery made sense in many cases. These people were domesticated animals. But that changed as more and more spirit-locateds emigrated to this planet. Thus more and more slaves were divine beings who had been violated. Slavery does not make sense today because nearly half of humans are directly divine. If you look back 2000 years you can see the Roman empire and other groups getting in a lot of trouble because they didn't know or care that some of their captives were divine. Slavery exists today across the entire world as jail and prison. Some of these prisoners are E-level animals. Some are F-level demonic hell creatures. But some are divine beings who ran afoul of some level of government, and whose enslavement constitutes an affront to Deity by restricting a divine spirit's free will (volition). As for E-level animals, even they desire to roam free. This is why slavery and captivity is wrong. Only the demons (F-level beings) can be confined and even then only in pure self protection. Those should be ended, but be careful. Are you absolutely certain someone is a mass murderer, serial killer, poisoner or other evil monster? Are you sure? Absolutely certain? Do not use this book to justify evil actions.

Though this book is about ethics, the abuse of other life, even mere gray entities, is an error. Higher than ethics is decency. Slavery (confinement, loss of liberty) and the wronging of other life usually is indecent.

The Horror: Spiritual Death

"What slithers along the watershed of my human sleep?" – Kenneth Patchen

The circular progression in the graphic above is normal for most people. But there is another sequence. If a person does too much evil to too many living things or the world itself, then the person can lose all contact with the higher spiritual realm, and descend into the ethical condition of Solidity (please see). Magicians are especially prone to this. In that case the sequence changes to:

win-win, win-lose, lose-win, lose-lose.

This is the sequence most animals are on, especially wild animals. Also approximately half of people are on this sequence for either of two reasons:

1. They never had contact with any level of the Higher Self in this life.
2. They lost contact with the Higher Self during this life due to unethical behavior.

In that condition one has become an animal, literally. At death such an animal ceases to exist in any form inside this universe, and the gray 'soul' on death returns to the group mind (aka morphic field) of the human species. This happens regardless of where the person is on the sequence. The Higher Self still exists just outside of space-time, but separated from its spirit inside, withdrawn from it. The person can on death be at lose-win or win-lose, and could still cease to exist in the physical universe.

The linear decay of an entity which is the soul of an animal, whether dog, cat, cow or unenlightened human, can be changed by strong intervention by a bright spirit, someone with connection to the higher source(s). A bright spirit human who is struggling can also be turned around by such contact. I have experienced this myself when I met a man who had become a demi-god.

This pattern of circular scales becoming linear ones occurs in a number of other cases, including the lower ethics conditions, and the Expanded CDEI scale.

Carse, and Game Theory

"A finite game is played for the purpose of winning, an infinite game for the purpose of continuing the play." – James P. Carse

At this time I want to recommend a book. The book is "Finite and Infinite Games" by James P. Carse. It is a slim volume, tiny in fact. But it's a very important work. Buy it. Read it. It lays out this material which I gave above using the Zousel pattern, as two basic types of games instead of my four; in the Zousel cycle above, Carse's two games are the vectors of the cycle. Both are valid. An infinite game is a non-zero sum game. A finite game is a zero sum game. Please read the definitions from game theory for understanding those two terms. Note that a plus-plus game is an infinite game, non-zero sum. Also notice that a minus-plus game, though struggling, is attempting to play an infinite game; it is nevertheless still effectively finite. Also take note that a plus-minus game is the classic zero sum game where for someone to win, another must lose. Both it and the minus-minus game style are finite games.

The most important element in a person's spiritual condition is intention. Intention is a use

of Will or volition inside a game by a game piece (a person in the universe). On the circular graphic above, the intention of the entire right side of the graphic is toward a finite game; the intention of the entire left side of the graphic is toward an infinite game. At the very bottom of the circle can be seen bipolar behavior where the person's intention is evil as described in this book, alternating with good intentions.

There is one last point I want to make in this section before going on to describe the mechanics of ethics.

Rather high up, in functional terms a long time ago, in a higher or previous universe a mechanism was set up as a way to control unethical actions. This appears to have been done in the universe just below the Reunion Universe, aka the Infinite Life Universe which controls this entire universe chain. As with most such mad stuff as controlling instead of undoing, it occurred toward the end of that dramatization. It failed of course, and that set the stage for the next universe down the chain. This failed attempt set up guilt and collapse as a result of creating 'bad' effects. This is the so-called 'overt-motivator' sequence, the scientologists' name for it. Another name referencing it is karma, which is the result of this control mechanism. A scientologist would call it an implant, which is inaccurate. These controls, like most of what we are made of, are set as basic patterns in the structure of a universe, to which we agree or accept in order to enter the universe.

This guilt mechanism and its cycling back and forth between victim and perpetrator is a basic reason for needing ethics at all. It rather set the stage for ethics. Without it, most of the material below would not exist.

Also please note that if you ascend your consciousness higher than that first games universe in which it was created, then the mechanism turns off. It won't be erased, but it will remain nonfunctional so long as you are linked to yourself at that level higher than it.

Ethics Conditions and the Negative Tone Scale

"I was walking among the fires of Hell, delighted with the enjoyments of Genius; which to Angels look like torment and insanity." – William Blake

Ethics is the subject of what a person does. It has little to do with awareness, though awareness is used to resolve negative ethical conditions. Ethics is about actions, about volition, about Will. This material therefore fits with scientology's Grade 2 overts and withholds, which is a slow, laborious way of getting volition based case off; it can be done as the equivalent of lock scanning, or done as dianetics, erasing the entire incident of an action. Their XDN also touches on this material by spotting negative decisions. The Catholic church addresses this area during confessionals. Understanding this, then this material is, in traditional Rte terms, a new form of karma yoga. Karma is a word based on the Sanskrit root 'kri', to act, to move.

Ethics was not properly dealt with in that church, primarily because Hubbard had started out with the incorrect assumption that a person's primary motivation was survival. While survival is a primal urge, it is one of many, at that level, one of 16 as known in Ifa, Voudon and geomancy. Senior to those 16 are the fundamental urges of a life unit. Geoffrey Filbert spotted one of the deepest and earliest two, 'to aware' but in his book missed the other, 'to Will' (volition); though he did spot Conjure at the bottom of the CDEI scale (the decay scale of volition). Will and awareness are the primal motivations of all life, they are what all living things do constantly, act out volitions, and be aware. In this universe, the two are split, with awareness at the top of the tone scale, and volition at the bottom. These two primal motivations are placed forever in each spirit by the Higher Self.

When awareness consciously wills a negative action, to create a negative effect, the consequences can be severe because the action violates the Will and/or awareness of others and crucially by repercussion (occult term) affects oneself. Volition exists to work with awareness, not to usurp it; willing bad effects violates and usurps awareness and sullies its purity. And since others are also yourself at a high level near the Single Deity (God), you are in effect severing your connection to God and other Beings.

Nor should awareness attempt to violate and usurp volition by descending into volition's territory, the lower half of the tone scale; it can view there, and needs to to reunite itself with volition. But becoming the darkness is a mistake. The center of the scale as usually depicted is zero, with plus numbers above and minus numbers below. Any awareness which descends its very being below zero into the negative range becomes unable to directly observe reality. It instead sees two things. It sees a distorted, hallucinatory nightmare in its own mind; and if it is incarnated, it sees a copy of reality as provided by the body's senses. The distorted hallucination takes over.

The Huna model presented in his books by Max Freedom Long is essentially correct that there is a high, middle and low self. The middle self, you in the world, is placed here by the other two. The higher area of yourself is what produces your awareness. This also links to where the Christians' Holy Spirit (properly the Holy Mother in their terms) is perceived from this universe. The lower area on the other hand has no beingness in it. This is the area of Uncaused Creation, where ideas and inspirations emerge from the Void, rising into the consciousness above. This section deals with what happens if the person makes a dangerous error – placing their

consciousness into the very darkness from which creations come. This can only be done by reversing one's normal goal direction. The psychology term for this is a psychotic break; in this book I will refer to it simply as a break. Milder forms of break are what people call an upset.

The normal goal direction is toward positive effects; when this is reversed during a break the person's very being switches to desiring evil effects. In Appendix D, I have a graphic of some of the tree of tertiary splits, the triads governing life in this universe. Every item has a negative opposite it, so 'to be' has a negative of 'to not be', for example. During a break the person switches to the negative of the item broken. This is called a reversal. It is a reversal of the flow of desire toward negatives.

At this point one of two things happens. In most cases the person recovers from desiring evil, and the part of the mindstuff which desired negatives is ejected from the center of consciousness, becoming an entity (what Jesus called an unclean spirit). If the negative desired is not rejected, then the consciousness can swap ends of the scale on that item. This places the person partially in the Deep, the realm of the lower self. This places the awareness in the location of uncaused creation, thus forming conscious, caused creation which is of a negative character.

One could say that the middle self resides in a large middle area of the scale, centered at zero. A normal, ethical person desires and attempts to act toward the positive upper. But when reversed that person strives to achieve the negative, lower end, moving their very being in the direction where no being is supposed to be.

The above several paragraphs about high, middle and low are not precise descriptions. Such are impossible to put into human words. Human language references time, space, matter, motions and identities. The higher, and lower, are not made entirely of these things, and so the farther away from the middle at zero one goes, the less words will be accurate.

A quick note on the nature of a Being and good and evil. If you carefully examine the technique used in prayer, the key is not to demand that such-and-so occur, but instead it is willingness. I ask you to please notice that 'willingness' sits at receipt location, not cause location. This is because of the basic nature of aware/will. Awareness receives, while Will (volition) causes. But awareness is an inflow, a reception, while Will, if you follow it to cause, has no visible being present because it is a blind will, aka uncaused creation. So a being normally exists at the aware end of the dichotomy, and only aware at the aware end. Placing a being only at the Will or Volition end without erasing the polarization between aware and volition, creates a black being of utter evil. This creation of a black being is a tool used in magic track if you recall, and carries forward into the physical universe with some individuals. Beings here who use that mechanism, fellows like the old emperor in this galaxy, are hell creatures consciously Willing an infinity of unstoppable evil.

Willingness on the other hand is allowing the reception of anything, which is the safe way for a white spirit to Operate (a white spirit defined as one desiring positives, resulting from connection to the Higher Self). In this universe there is a source visible as a Higher Self for everyone; it appears to be passive and, female. This also points to the lie told by the early Christian church fathers, who appear to have changed the name of it from the Holy Mother, to the Holy Spirit. Note that if you are using this technique of reception and change to consciously Willing, then you can collapse and very bad things can happen. This may have been what happened to that fellow Yeshua (Jesus).

Please be advised that when I write of the Holy Spirit I am describing how this higher

being appears from within this physical universe. The view from here in the physical world is not accurate; it is distorted. Realities beyond the physical cannot be expressed in terms of the physical with any accuracy. Thoughts and mental images are both energies (vibrations) and there are no energies in those higher worlds. Nevertheless since from here in the physical world there appears to be a motherly source of all life very close to God, then I will write of such as though the apparency is reality. Just keep in mind that once you awaken in the 'next universe out' and higher existences, that your fixed ideas will be superseded by something far more real than you could ever imagine.

The Mechanism of Reversal

"Your visions will become clear only when you can look into your own heart. Who looks outside, dreams; who looks inside, awakes." – Carl Gustav Jung

There are things you need to know if you are to awaken. You need to know yourself, and you need to know the hidden influences you have taken inside of you. Carl Jung saw much of this, which is why I quoted him above. So what causes a person to go completely dark or nearly so?

The cause of complete reversal appears to be from a triad break which travels all the way down to the 1st triad (See graphic in Appendix D). Such a chain reaction break takes each triad along the way and turns its 3 parts into the negative poles. That in turn reverses their union. When a triad breaks, such as during an affinity-communication-agreement break for example, one can visibly see a pole swap into its negative. So if it is a break in affinity, then one visibly sees disaffinity. This propagates into the other legs of the triad, with disagreement instead of agreement, and non-communication instead of communication. If the break is sufficiently strong, it breaks their union, understandings. This then can start a chain reaction down the tree of triads. When understandings breaks, this is the 'know' of the KRC triad which has broken. As a chain reaction continues, responsibility and control break, which breaks their union into ownership. (KRC=ownership). As the break continues, ownership has turned negative into dominance, and that break right into wrong, and survive into succumb. Then their union breaks and win become lose (own-right-survive=win). Once Win has broken, that has reached the first triad, and the other two legs then break, the Game Piece goes bad and the playing field is ruined for the person, and this breaks Games (game piece-win-playing field=games). A break in Games turns it negative and the intent becomes to ruin or destroy games. This is what the CoS and Hubbard called the ethics Condition of Liability! Liability is a rather weak way to describe it. It is the will to deliberately create negative effects; and since all creations are lies, then fundamentally, all effects are negative in nature.

First Triad: Game Piece (aka Terminal aka Identity) + Win + Playing Field = Games

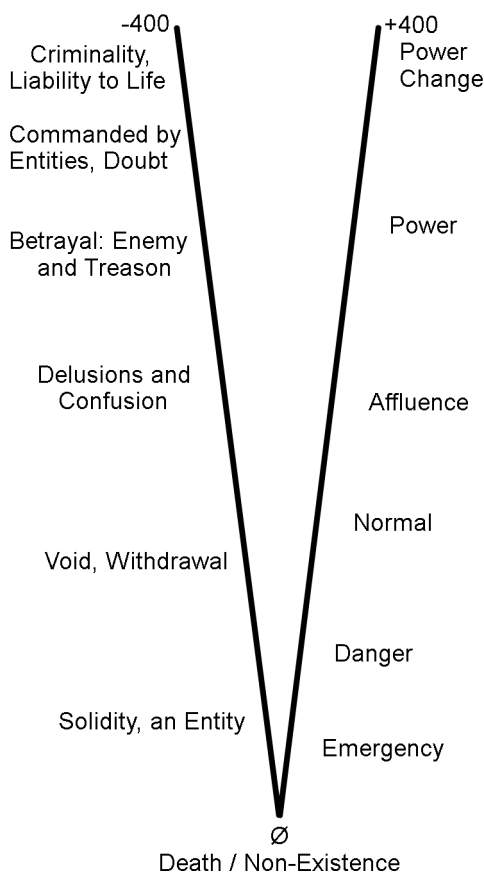
You see symptoms of broken (reversed) in this first triad among people walking around and suffering. They can't stand who they are and desperately try to be someone or anything other than themselves; this is their game piece that is broken, and indeed it is exactly the condition of 'Broken Piece'. They also show disregard, neglect and abuse of the physical environment,

because they hate the playing field. And 'winning' is done as losing, so that even when apparently trying to win, they and others end up losing. Filbert wrote that if you want to know what someone thinks you watch what they do. Let me clarify that further. If you want to know what someone really intends, you watch the effects around them.

This is a good point to reiterate the styles of playing the games of life in this universe. Play with others can be boiled down (abstracted) to winning and losing. Rita Zousel pointed out years ago that polarities / dichotomies interact in a pattern of four ways. These ways are: plus-plus, plus-minus, minus-plus, and minus-minus. Applied to winning and losing this is: I win/you win, I win/you lose, I lose/you win, and I lose/you lose. The only sane way to play is win-win. But people excuse that as 'boring', as a no game? Unfortunately it is programmed into the hidden structure of this universe, which we automatically obey unless awakened. So Beings descend into a gradual hell of making others lose, being made to lose, and just pure negativity of making everything lose. These negative intentions are decay of volition and produce further decay of volition. This also lessens awareness. The construction of this universe with aware at the 'top' and volition at the bottom, dictates that as a Being decays here, its awareness decays downward toward zero, and its volition decays upward toward zero.

What IS the lower, below Death 0.0, tone scale? I find that in terms of an aware being's goals and purposes, that it is increasing pursuit of negative goals instead of positive. The crossover or balance point at Death 0.0 is not quite accurately stated. The tone scale is awareness at the top, but is volition at the bottom, so it is also the range of volition, not just a being's awareness. The upper tone scale being the decay downward of awareness; the lower tone scale being the decay upward of volition, then the balance point is Death 0.0 and that misdescribed set of tones of Failure through Shame. Also note that Apathy is part of that balance area. Suddenly, below Shame, the being switches to Punishing Bodies, to a deliberate effort (literally) to do bad things. The being is going eshu, or in other words, becoming a black being, a targ – a being of consciously ill volition. So the full tone scale in this universe runs from 400 to zero.

Found on the ethics conditions published by Hubbard, there are Conditions below Non-Existence, the lower ethics conditions. What stunned me was spotting that they were an inverted scale operating from the bottom of the tone scale and decaying in a direction which appeared to be upward. Let's take them in the same order as Hubbard used, but note that they are moving up the tone scale from its bottom as you go down the conditions.



The real tone scale is from 400 to 0, as a twin scale, with two parallel legs which I show here as a V because it is actually a triad. One leg of the scale is that of awareness and view; the other is of volition. Decay in both cases is from 400 toward the zero. The main game played on the field in this physical universe is

played using emotion and effort. Emotion and effort are very decayed toward zero, occupying the plus and minus ranges of 8 to 0. The emotional band of the tone scale consists of fixed viewpoints, each emotion having a fixed attitude which is that tone's viewpoint. These fixed views are rather decayed as awareness. The effort band of the tone scale has fixed actions, each a very limited act of will. The eshus operate much farther away from these efforts, farther down from the usual view of the tone scale, but actually farther up toward 400 (the minus 400 side).

A couple decades ago I decided that mistakes were made, and that the theoretical basis of 'scientology' must be full of errors.

One of these errors is that the tone scale in this universe runs from +40 to -40 (Hubbard) or +400 to -400 (Filbert). In a sense it does, but no, because that conceals the fact that it runs from +400ish (approximately, that number seems off to me) to ZERO. But that zero has something interesting happening.

I should have jumped on this sooner. Hell, Hubbard should have also because he's the one who wrote that the physical universe is at zero on the tone scale. Filbert's dryly sarcastic remark that Hubbard should have read his own books applies here.

So what do you do with Life (what Hubbard calls theta) that has no awareness and no volition? It is still Life, regardless, so it still possesses the abilities of Life in 'some form'.

(The mathematics on this is simple if you are interested. If not, skip this parenthetical. 'No' awareness or volition would be infinite and forever. The symbol for this is 0/0. But that is not the case with 'dead' matter. The fact that we can call it dead matter implies life at some point in some time. So the symbolic representation of 'dead' is 0/1. 0/1 is the 'presence of an absence' because something could be there or was there, or will be there but is not there at this specific time.)

I've been nosing around inside that "some form" and noticed that chemicals appeared to be composed of dead volition splits. Problem is, a 'dead' volition is still a volition. So chemicals are alive in an odd sense despite being dead matter. Hook enough of them together and entities appear around and in them. But these are not obsessing entities like which infect a spirit or body; instead these entities are the rising Life of the matter itself.

Rising. When life does any sort of split into poles, the poles attempt to reunite. Spirit-locateds have a descending vector, they get into trouble and move through the tone scale toward Death 0.0. Matter has an ascending vector. It organizes, becomes more complex and acquires awareness and volition again, moving on the tone scale away from Death 0.0 and toward 400, their awareness moving toward +400, volition moving toward -400.

So the body influences the spirit-located because it too is Life. Psychoactive drugs produce specific feelings in the body. A person takes heroin, or alcohol or marijuana in order to experience each drug's specific sensation. One person prefers the sensation of alcohol; another likes cocaine's sensation in the body. Never mind that these drugs are used to overlay and blot out what the person is feeling and doesn't want to feel. Adolescents want to blot out the feelings that come with puberty, which is quite stressful. At puberty the body pumps itself full of sex hormones. Sex hormones enable a specific set of volitions and abilities, which are inherently minus tone scale in nature, so these eshus appear where the child had not contact with any previously. This is accompanied by a lot of discomfort, by sensations both pleasant and unpleasant. From where came these sensations? From chemical reactions in the supposed 'dead' matter.

This appears to be a triad consisting of awareness and volition, with matter itself

mediating. The mechanism seems odd however. Volition seems to be able to hitch a ride on matter to enter the plus half of the tone scale and become consciously Willing delusions. Awareness appears to be able to fall below death into the eshu range, with humans walking around intending evil because they like it; and away from Human bodies, invisible demons (aje and black statics) consciously harm other life. If matter is the triad's mediator, then it enables all of this. Reversed conditions are therefore built into the universe itself. These mechanisms should be spotted and erased (inside you) and concurred (outside of you).

The Lower Ethics Conditions

Liability: (Criminality, Reversal)

-400.0 Spiritual Death

The name Liability is not completely accurate. Why would a person be a liability to others, would it be because of what that person does or neglects to do that affects others? I suspect the name should be Criminality. Its defining characteristic is Reversal of Intent. The spirit has flipped from desiring the positive side of volition, and is willing or allowing negative effects. Ignoring man made laws, the willing of negative effects is the essence of criminal activity. As this is a dual universe, then so will -400 on the tone scale exhibit both positive and negative sides. -400 is the location of volition, and this is one's positive volitions, one's urges to love, survive, or mundanely, order a pizza. When the white spirit has reversed, it is also the location of negative volitions, one's urges to hate, die, or send the pizza delivery guy to the wrong address. Okay I suppose that latter example would be acting as a liability, but that name of the ethics condition is too limited in my opinion. Criminality is broader and thus more accurate.

A normal white spirit takes Deity in the Next Universe Out as its source, as its inspiration, as its basis for action. Under severe stress however a spirit may flip from positive to negative in its intentions, taking the other end for source. If persisted in, this behavior is intensely dangerous for the spirit's continued existence in the world. From Liability one can descend in a cycle of evil experiences and actions, or even break the circular pattern and descend in a linear manner to non-existence in the world.

The ethics Condition of Liability is not only about the apparency of being criminal toward some group (morphic field) or another. It is something more. The Filbert/Electra tone of -400 Spiritual Death is death of a being as a white spirit if that spirit moves there entirely, and its transformation (rebirth) as a black being, as an eshu. But since a Being is complex, a composite, then only part of that composite is dropping to -400 in most cases. This is the beginning of a violation of the being's basic good nature. This is transference of the center of consciousness from high to low, the beginning of a reversal of the orientation of a being's beingness. It fully occurs when a being makes a final choice of complete negativity as its desired pursuit. Acts of destruction follow. The process of getting into that condition gradually blocks the connection to the Higher Self as the being descends through these lower ethics conditions.

I suppose I should drop in a sidebar at this point and explain why volition is negative. The way this universe and everything in it is constructed was to place its basic principles as not-. If you try to construct a universe using positives it will instantly vanish when you look at it. To make it persistent its positive principles are placed as the 'not' of each principle. Placing is an act of volition. Therefore the bottom of this universe consists of a blind will holding all negatives. It has to be blind or the universe would be unmade. The Hindus have a legend that Shiva sleeps and his Eye is closed. That eye is awareness, and Shiva is their Destroyer. The legend goes on to state that when Shiva someday opens his Eye, the world will be ended. Aware is a positive, so volition holds not-aware. The only positive I have found there is volition itself, and even it cannot be forced by any aware being without destructive consequences. For meditators: if you should stumble into a place where every Prime, every goal, every purpose is negative, be warned not to stay there. You can die if you stay there. It is pure poison for a 'normal' awareness. I call it the universe of negative monopoles. Some might say plane instead of universe, which is fine. End of

sidebar.

Doubt:

-360.0 Being Entities (Filbert's name for it) I call it Morphic Field Member, Owned but Criminal. In practical terms: Commanded By Entities.

Condition of Criminal Morphic Field Member. Sorry if that is a long name. Morphic field entities are taking control, influencing the person to make negative decisions. Difference between this and Liability is that in Liability one acts as a lone wolf, but in Doubt one is a member of a wolf pack.

The ethics Condition of Doubt has only a little to do with normal being in doubt about something; it only shows as doubting at the far effect end of the Condition. The Condition of Doubt has to do with morphic field membership, aka membership in a group mind. And in this ethics condition, one's memberships at a first dynamic level of self (as a game piece) starts coming unglued. This is at core -360 Being Entities on the Filbert/Electra expanded tone scale. With bitter humor I have sometimes named it "flaking apart into entities". Humor aside, commanded by the inner voices is a more accurate description. One becomes owned by 'fleas'. Here one chooses between good and evil memberships in groups, and entities influence one toward memberships which are negative. If one chooses evil then in relation to those memberships one becomes 'F-level' (See Appendix A for these levels). one falls upward to Enemy and Treason. The 'formula' (how to handle it) consists of conscious deliberate choice. This Condition can apply to a group to which you belong, to which the older ethics formula applies. In mild situations you might run the formula as "Choose the more positive associations."

But usually one's exterior associations will be symptomatic of an internal problem in the minds and energy fields. Filbert did correctly observe that this is where the person begins to fall apart into entities, hence his name for it. The Doubt formula should include all bad things done, by commission and omission, and also your secrets which are withheld from others. Harm is committed by parts of yourself which have split away into separate awarenesses, and also by what may appear to be apparently others in your space. You have thoughtforms in your space which make you do things you shouldn't do, and the thoughtforms will be copies of someone else's POV while dominating you. This is often a sort of an internal stockholm syndrome, see?

An upset is a break with a morphic field, a broken communication, emotion, agreement or understanding (the ARC triad). It might be a break with a small field consisting of you and one other person, like getting mad at someone. This can lead to a break with a large field with millions of others in it, like deciding furiously that "Christianity is bullshit!". This will lead to a break with a deeper triad. Understanding is part of a triad whose other two elements are responsibility and control, the three producing ownership. And ownership is the exact area we are addressing with one's relations with morphic fields. (For more data on the tree of triads, see Appendix D.)

The 'formula' used in that church is far too limited. It should be listing the good and bad of each morphic field you have in your space and deciding based on their effects whether to leave or join/remain in; and moreover, running it as a process. "Tell me something good about (morphic field/group/person)." "Tell me about it." "Tell me something bad about (morphic field/group/person)." "Tell me about it." The primary morphic field here is what you incorrectly think is you, the parts of mind and body with which you have identified. So the supposed bad

guys outside of you can actually be copied inside of you. Going beyond the human self, I extend that to running out the bad in any morphic field of which you are a member and contributed to in some way. This is a major action. This means you can also address these as incidents, running them as such in a session. This means you run out all harmful acts by anyone involved. Note: it is helpful to run out something done to you or to others by another or others, as that offending another or others. You will find copies of the identities of others who have done the harm in your energy fields; so run as them. This effectively runs out their incidents so they can leave your space. These are entities. The composite being you think of as you is in most people a seething mass of conflicting, agreeing, dominating, bunched together, dominated and rebelling entities, over which the central awareness, the spirit-located, attempts to maintain control. That spirit-located is the only part which is really you. The other stuff is misidentified as you. It is something you have. So own it, but don't be it. This is the usual state of a human. This can be fixed; you can get your space cleaned out so that it is silent and boundless. It just takes dedication, work, and a willingness to come out of lower ethics conditions.

Morphic fields are fields of agreement, and that agreement is right there in the affinity, communication and agreement triad, with agreement usually mislabeled as "Reality". Reality is the effect; Agreement produces that effect. When this break reaches the next triad down, one's ownerships begin to suffer.

The new material on lower ethics conditions is pointing toward such breaks as the ethics Condition of Doubt at -360 on the tone scale. This correlates perfectly with observations I made years ago that during a break a person will have decided to place a negative effect rather than a positive one in reaction to the break. A negative thought or intention is a violation of the Higher Self, and Deity. And this separates the thought or intention into an entity because you reject it. See how that correlates? The name of -360 on the tone scale is Being Entities only for oneself as a unit of awareness. As a unit of volition however it is more like Making Entities. When you make an entity, you make it from yourself.

So during an upset, on that subject the person has at minimum hit an ethics Condition of Doubt, and usually lower into Enemy. And it produces entities. Now to the next level . . .

"Gentle and giving – all the rest is treason." – Kenneth Patchen

"A traitor is a betrayer – one who practices injury, while professing friendship. Benedict Arnold was a traitor, solely because, while professing friendship for the American cause, he attempted to injure it. An open enemy, however criminal in other respects, is no traitor." – Lysander Spooner

The next two Conditions, Enemy and Treason, are the same lower tone range, with Treason dominating the lower area.

Acting against another is always treason, so this starts all the way back to Liability. The sequence of them appears different depending on which direction one is moving. Going down this sequence it looks like Treason, then Enemy below it. Going up this sequence it looks like Treason, then Enemy above that. Enemy can be regarded as a persisting condition of Treason; but Treason is a full Condition of Enemy. The reason for this is that this range is an expanding

enemy action, which becomes total at Treason. Treason against who? The source of all life.

This is individuation of self. Let's expand that slightly into Individuation of Self into One Entity against all others. I observe those who revolt against a morphic field while a slave of it are dreadfully effected by it. Notice how these people are always destroyed.

Enemy:

-320.0 Individuation of self

The ethics conditions of Treason and Enemy show up as an internal form of entity possession, the 'obsession' (a 19th century magick technical word meaning taken over by a spirit) of the person by other life. This other life enters from below, from one's own morphic fields which one is a member of; often it is adopted by acceptance and submission to a viewpoint expressed by someone in words, images, or combinations of the two, often called memes. While a single act of treason consists of breaking an agreement with a morphic field, Enemy is a persisting break where the person declares that they are no longer owned by any morphic field. This is not true. The person is still owned because the morphic field membership has not been handled. The basic is always betrayal of oneself by submitting to a morphic field; and yes that makes one's very existence in this universe a betrayal of oneself. The persisting break allows the person to be individuated from others as a white spirit, with a result that the link to the Low-Self is directly threatened for the first time. Enemy is a condition where elements of the mind are owned by a morphic field while other parts of the mind are in revolt. This produces entity phenomena, which is caused by multiple awarenesses in the same space. The 'formula' for this is "Find out who you really are." This is the Jesus question of what is your name, updated to who are you? There's all this life in your mind, which one is you? And another one which acts like its you, is it really, or is it a different 'me' than I? You ask it who it is. Since in this universe a being is composed of Primes held as goals, then an entity will always have different goals and purposes than its host.

In Enemy one has become heavily infested with fleas (entities), acting against others and oneself, obeying negative morphic fields as a servant thereof. This eventually becomes Treason where all life is betrayed, the Being is against all flags, argg! (pirate joke) Problem with this is that the physical universe has beingness, and grasp of that universe falls away, Treason leading to Confusion.

Treason:

-200.0 Individuation of self, total

This is the act of turning against others who have within them the Higher Self from the same divine source. The negative pole of this higher self in this universe is the hierarchy of morphic fields. While ordinary treason is the act of violating an agreement at one or more of the roughly eight levels of morphic fields as they manifest in this universe, full treason is, as I joked above, against all flags. Hubbard gives the 'formula' for rising out of this as "Find out that you are." Maybe that should be run first. I perceive it should be "Find out what you really are." What, not only that. You can run both ways but keep in mind you are solving identifying yourself with an entity; spirit and soul are not the same. Are you a white being filled with the higher self/divine spirit, or a black being of negative volitions, or a soul entity generated by matter? Or are you really a part of the Single Deity, separated therefrom? Are you a mere entity, existing at or near

Death on the tone scale? Processing this the sequence would be "Do you exist?" "Tell me how you know." (find out that you are), then "What are you?", then "Who are you?", each repetitive to EP. These might be better run against their 'not'.

Find the entities and remove them. The first question helps you determine that you are not anyone else (Be warned that part of being someone else is being the opposite! Don't let the origin of an entity define you by you being the opposite of a suppressor. That's still being them.); and the second is for removing the entities. If you can't get a flea off by the "Who are you?" command, process its incident using a recall process and/or run the Source process ("Tell me a source. Tell me a no source.") on it. It will leave.

Acts of treason comes before Enemy as a person falls toward zero. Enemy is as I said, a persisting Treason which deepens to totality. The act of Treason splits apart the unity of all life, and with it comes the loss of honor. Honor is a person's integrity as life itself, as a self aware unit formed by the divine spirit. A lack of honor is a lack of loyalty to all life, including one's own life. This is a terrible form of individuation, and it is the ultimate price one pays for separating into an individual. Long ago and very high up the coexistent Beings of life had a loose, comfortable unity that combined separated selves with a lightly united awareness as each other. From this state there was a Fall which consisted of each Being walling itself off from the others inside a pocket universe or pocket space. At the time this had no serious bad effect on any of the Beings. They (we) were as strong and aware as ever. One could say that the consequences were delayed. And they were delayed until the games played in this universe and the one prior to it became far too evil. Even in the universe prior to this one, the magic universe, a being could become an unrelenting flow of unstoppable evil (the negative pole of Decency, a dynamic of the Next Universe Out), and the consequences were delayed for a very long time. Eventually even the worst and most powerful were destroyed in the game there; and they too fell from that place into this peculiarly mechanical universe, along with their crushed victims. If you were wondering how you got here and why you are paying such a terrible price in suffering while being here, there's your answer. Be warned however that the mechanical appearance of this universe conceals the fact that it is the third magic universe. It's just that the magic is mostly hidden from view in this one (yes there are two previous, higher magic universes). And part of that magic is the nature of beings, their relations to each other, their common origin from the single deity, and the dreadful price to be paid for betraying that common origin. This is what Yeshua warned about, known as blaspheming against the Holy Spirit. Acting against the Holy Spirit can cause a being to become unmade, and the infinite life from the Holy Spirit be withdrawn from the you which is here. So protect your honor at all costs, failure to do so will drive you down toward possible annihilation.

One's volitional tone level (ethics condition) is a powerful thing. Every part of the composite has its own position on the negative tone scale. But the main viewpoint, the spirit-located, is partially protected due to its connection to source at the Holy Spirit. And the spirit-located's ethics condition is therefore the main ethics condition overriding other parts of the composite. If that connection to the Holy Spirit begins to fail, then the ultimate supremacy of the connection of volition to the Single Deity will overwhelm it. Single Deity is the One God, and those in the process of falling down the lower ethics conditions can dramatize this supremacy by acting as though they are the one God. Such selfishness is commonly observed. And soon enough the person will become a torrent of inner voices from entities, and obey these by acting

to betray others.

The ethics condition and volitional tone position of entity problems are Conditions of Doubt, Enemy and Treason, and the tone range is roughly the area around -320 Individuation of Self to -200, but having its origin in -360 Being Entities where one was part of and owner of entire morphic fields. -320 Individuation of Self is oneself as multiple smaller beings who as you begin to decay argue with you and/or intend (will) things different from what other parts of you intend. Enemy and Treason are criminality, and criminality is violation of agreements within morphic fields. This is the morphic field flaking away, disintegrating within the person. What begins to bother the person at -360, becomes increasingly serious past -320, increasing through the -200s and into betrayal of all. That all includes the physical universe itself and this produces the Condition of Confusion.

Confusion:

-160.0 Delusions

The Hubbard formula for this one is "Find out where you are." This works but is not cleanly stated. It should be "Find out where and when you are." If you are processing a spirit-located which is newly created onto a body, it is crucial that it knows its location in space and time. If you are processing someone in serious bad spiritual condition this is crucial because the person's consciousness may be located somewhere other than here where the body is. All those entities in the Enemy/Treason condition are in different places and times; some are even lost and know not where and when they are. Because of these the person is lost in a hallucinatory reality or a past reality, and is not perceiving where they are. Since this is part of the decay of volition, these lost entities are intending solutions to where they think they are, not what is actually present. A helpful processing action would be the Existence Process from Power: "What is?" / "What isn't?". Another process addressing this is Opening Procedure Infinite Control (OP8C). Delusion has to do with volition and identity as a being. What have you willed into existence around you? Who was it that willed it, an entity or you the central being? And what are you being in relation to that entity, are you being it? This tone area is the ethics Condition of Confusion. Delusion is mirrored at a less deep level as what psychologists call an identity crisis. As Volition decays upward toward zero, this is loss of being in command of your creations, and becoming something created that is truly lost. The reason for this is that despite the negative aspects of this on a person's awareness, this tone -160 is where creation is done. My friend Chris Melchior pointed out that as a volitional tone for the eshu part of a person, it is Conjure on the CDEI scale, the scale of goals conditions. This is where new goals and new purposes are made as an act of blind will. Heh heh, one could say that one man's imaginings are delusions until they are made manifest. This ethics condition is therefore the failure to place the world around oneself on whatever subject this lower condition exists on, allowing another to do so. Note that this tone is opposite +160 Volition, which is itself a fundamental of creating the world for oneself. Confusion as it decays becomes unlocatedness, or non-locatedness as it progressively gets worse, and at this point the person is decaying into the next ethics Condition: Void. Part of this decay is the (in)famous "battered all over the universe". Once you are everywhere and nowhere, this next inverts into Void as not being here, though still connected.

Most anchoring done by humans is anchoring to mental items. This is the only visible anchoring in most cases. There is a second type of anchoring where the Spirit-Unlocated anchors

the spirit-located into the physical universe. These latter appear to operate on the CDEI scale, and once an anchor of this type hits Refused you are in trouble.

A Condition of Confusion decays into a Condition of Void because of the loss of anchors. At Void this can go either of two ways. Usually Void is recovered from via action by the Spirit-Unlocated, and the person moves to Non-Existence again on the cycle of lower ethics conditions. Occasionally the remaining anchors are lost, including the crucial one to the Higher Self, and the person falls to Solidity.

In a nutshell, one is lost in one's own mind, schizophrenia takes over and one's locations in space, locations in time, and identification of what Terminals are actually present is incorrect. As this deepens the divine spirit loses its anchoring of its Spirit-Located to the physical universe, resulting in its being only partially here:

Void:

- 20.0 Being Nothing
- 30.0 Can't Hide
- 40.0 Total Hiding (Total Failure)*
- 60.0 Should Hide

Filbert wrote the scale top-down, but if we show it the way it really works in the negative range, bottom-up, we see a progression: one should hide, then hides. Then hiding fails and one can't hide, so one becomes nothing. Please note that if Being Nothing fails, then one goes Solid, which is a flip from one end to another of a dichotomy, aka natural polarity. The center or core is -40 Total Hiding because that is Unknowable on the know to mystery scale. Knowledge of one's existence has been un'ed. The state begins to form at -60 and continues until the being reaches full Void at -20 Being Nothing. At this point I ask you, what is the person hiding from? At that point the spirit-located has partially withdrawn from the physical universe, with the 4th, even 5th and 6th dynamics of morphic field membership in very bad shape. Worse, it is close to withdrawing from the Next Universe Out, that failure becoming a crisis at tone 45, both positive and negative. It still has attention in the physical universe but has lost a large percentage of contact and interaction therewith. It is right on the edge of exit as a spirit, leaving behind an entity. This is not some vague conceptual think-think; the person is literally sitting outside of the physical universe in a blank void, with merely some attention and intention still within the universe. The solution is to get the person to incarnate, to descend into the world and be here instead of out there in the void. That void I am referring to is the Next Universe Out.

At Condition of Void a being faces the infinite vs finite choice: to be a god or to be an entity. Choose infinity (Deity) and the spirit-located remains. Choose otherwise, the spirit would have its connection to deity lost and become an entity owning an animal at Condition of Solidity. This is where acknowledgement of the Higher Self, and the Single Deity (God) is crucial. If this has been completely betrayed, the Higher Self may depart, abandoning the entity half of its existence here. This is what Yeshua called blaspheming against the holy spirit.

In a case I know, last lifetime was -+ but due to the stress and necessity of war on the eastern front, in order to survive had to combine both the -+ and the +-. This may well have led directly to the person's present ++, because the person chose honor. Please note that in the ethics conditions this person was Condition of Void that lifetime, and retained the Void abilities while facing, ON THE BATTLEFIELD, a dark night of the soul. It resulted in a reset to a high

condition which was nascent as a child but quickly took full manifestation at 18 years. (SIDEBAR: Condition of Void does have its advantages for a hunter or an infantryman. The Condition makes it difficult for the prey animal, or enemy soldier, to correctly locate or even see the person in a Condition of Void. The person can appear to vanish before your very eyes.)

Void is the very crucial condition where a person either recycles to the top or drops in a linear fashion into Solidity. Solidity does not link to the Next Universe Out, to Noumenon. Instead that link is broken and the ethics condition becomes that of this universe only. In the tone range of Void a person remains in contact with the Next Universe Out at -60 Should Hide, but has lost contact with that universe and its contents such as the Higher Self when the person reaches and passes -20.0 Being Nothing.

I've been struggling with how to describe these things. I have been saying 'loss of contact with the next universe out' but that is not quite right. It's loss of contact with the positives listed as the upper dynamics. This leaves a degraded being at Solidity with inability to be or not be (God is both single being and also no being), enforced commonality, fusion with groups (loss of individuality), loss of real awareness (mechanical only), lies/deception toward everyone, indecent behavior, unethical behavior (harm), and general ugliness. The previous sentence is a very short description of dynamics 16 through 9 as negatives.

A short note on autism (Please reference the glossary for the terms in this paragraph). Autism is closely related to three conditions or states. One is condition of Void; another is the Reptile-brain archetype known in Ifa as Oshosi; the third is predominance of the minus-plus ethics type. The latter two are associated of course, as Oshosi is the minus-plus of the Ogun complex. Please note however that autism is not always found only in Oshosi people. It can be found in minus-plus of the other five complexes. It also shows up as a subcharacteristic, a non-dominant element of minus-minus people who are emerging from that type, and also a subcharacteristic of newly emerging plus-plus types.

Solidity:

-10.0 Being Objects, aka Being Bodies, actually Being Matter and Energy

This solidity starts at -20 and takes full hold at -10.0 Being Objects and continues to decay upward with less and less mastery to -1.4 Punishing Bodies. This is characterized by heavy effort. This is the large entity range, the tone range of what I call 'gray' entities, aka soul level creatures. Those are also known as 'body thetans' in that church. The first size remnant that remains is a gray entity, the same sort of creature as operates the body of a cat or a cow. The being's volition has become expressed as only the vibratory level of forcing matter to move. At Punishing Bodies the being is doing deliberate harm to matter, a prelude to becoming matter. The mechanism of this is becoming what you commit harm against. This is failure so total that not only is awareness nearly dead, but crucially, so is Volition dying. As the Being decays upward from Punishing Bodies the being's ability to make an effort is lost and we enter the band of Dead Volition. At this stage the spirit which is a piece of deity has withdrawn into what Chris Melchior calls "Not-ised Solidity", and the functionality of the entity is also failing. In terms of morphic field membership the 7th dynamic connection has failed. The entity which are all that remains of the spirit-located's minds and energy fields, will dissolve once the body maintaining them dies. The spirit-located, having not-ised the Solidity, will have withdrawn into a pocket universe as a sort of personal hell. I believe this may be the person's personal universe. Solution to this

condition is some form of what John the Baptist was doing to people, connecting them to the divine spirit. Warning: modern Christians have zero idea how to do an effective baptism. The Yoruba speaking followers of Ifa can sometimes do a correct one in their Ebori ritual. At Solidity the spirit inside space-time has lost Source, so as therapy the procedure would be to ask what is source and what is not source until the person actually locates sources, including its owner, the Spirit-Unlocated outside of space-time. This may take a rather long time if the person's condition is extremely bad. I advise the processor to make an effort to get the person to connect with the Higher Self at as high a level as possible. Use the Source process until those source are found.

To recap, the divine spirit no longer exists in present time in its spirit bodies; that divine spirit is wholly in the infinite space outside of the physical universe, and what is inside the physical universe is an entity made of MEST, or to be more functional, EST, energy, space and time. Because the entity does contain time, then there is a slight connection to the divine spirit, but that connection has been 'thened' and is only visible in the past (when viewed from above time).

Non-Existence aka No Source (Dead Awareness/Dead Volition):

Death 0.0

This is the end. This could be described as Total Solidity, and placed as part of the Solidity Condition. There is no functional energy field, effectively. Yes I realize that matter does generate a field, but not a functional one. The being is an entity maintained solely by its environment (usually a body) which is decaying upward to Death 0.0 and when reaching it the last vestige of Will drops away and the entity is in this universe no more. The field dissolves, and the entity collapses spatially to unconscious, volitionless matter. Not only is positivity gone, but now Will itself has decayed to utter impotence. When this is reached by decay of volition the being is completely out of the game as anything other than playing field. In Appendix A this is G-level. Life has departed and all that remains is solid matter or dissipating energy. My friend Chris Melchior calls this “fully-refused-existence (or Not-ised Solidity)”, which gives another perspective on this Condition. Be aware that a higher form of the Condition of Non-Existence also occurs by resolving Liability, and then the being is then ready to move up through positive activities. So Non-Existence is reached when getting better, or it is the last stage of failure.

A spirit-located has to be located to be a spirit in the physical universe. At Confusion the spirit's location becomes confused, tentative and doubtful. As this deepens it becomes no location, and the Higher Self is unlocated. This is the Condition of Void. As Void deepens contact with the physical universe diminishes for the Higher Self, and as this deepens the Higher Self withdraws. At this point the Condition is Solidity. The spirit is no longer a spirit-located, but separated into the two parts of a spirit-located: the Higher Self (spirit-unlocated) outside of the universe, and a gray entity inside. Filbert reports that Hubbard did this to himself by mistake during processing. What remained was a gray entity.

A quick summary of the above Ethics Conditions:

Non-Existence - vanished from the universe as an entity, often collapsed into matter.

Solidity - is all about having become an entity, all aspects of a higher self is disconnected.

Void - is all about partial incarnation, Higher Self is connected, but trapped outside of the physical universe.

Confusion - is all about getting lost, not knowing where or when oneself is located in space or time or being.

Enemy/Treason - is about fragmentation of self into entities, AND is also about the negative effects of Individuation into the gods of Coexistence.

Doubt - is about having chosen evil and joined morphic fields which support doing negative poles of goals, first encountering of entities. This is the negative aspect of the tone, that which fouls up the aware, upper half of a person.

Liability - is about having created a negative effect and become a demon (targ) by deciding the effect was 'good' (bad = good). This is not just ideation; this is evil actions taken and negative effects created.

Non-Existence - is about the balance point where a person can rise up into positive ethics conditions, or sag once again into negative conditions.

A person is a composite. Every part of the composite will have tone levels and ethics conditions. Every goal pursued, every subcenter, every entity, every personality used will have its own positions. This material applies to each of these individually.

Ethics Condition is the position on the tone scale of Volition. Every part of the composite will have its volitional position on the tone scale.

Liability is about nature of play, choice of a negative vector in violation of the connection to a higher self.

Doubt is about joining morphic fields which are on a negative vector.

Treason is about individuation of the game role, betrayal due to loss of who and what you really are.

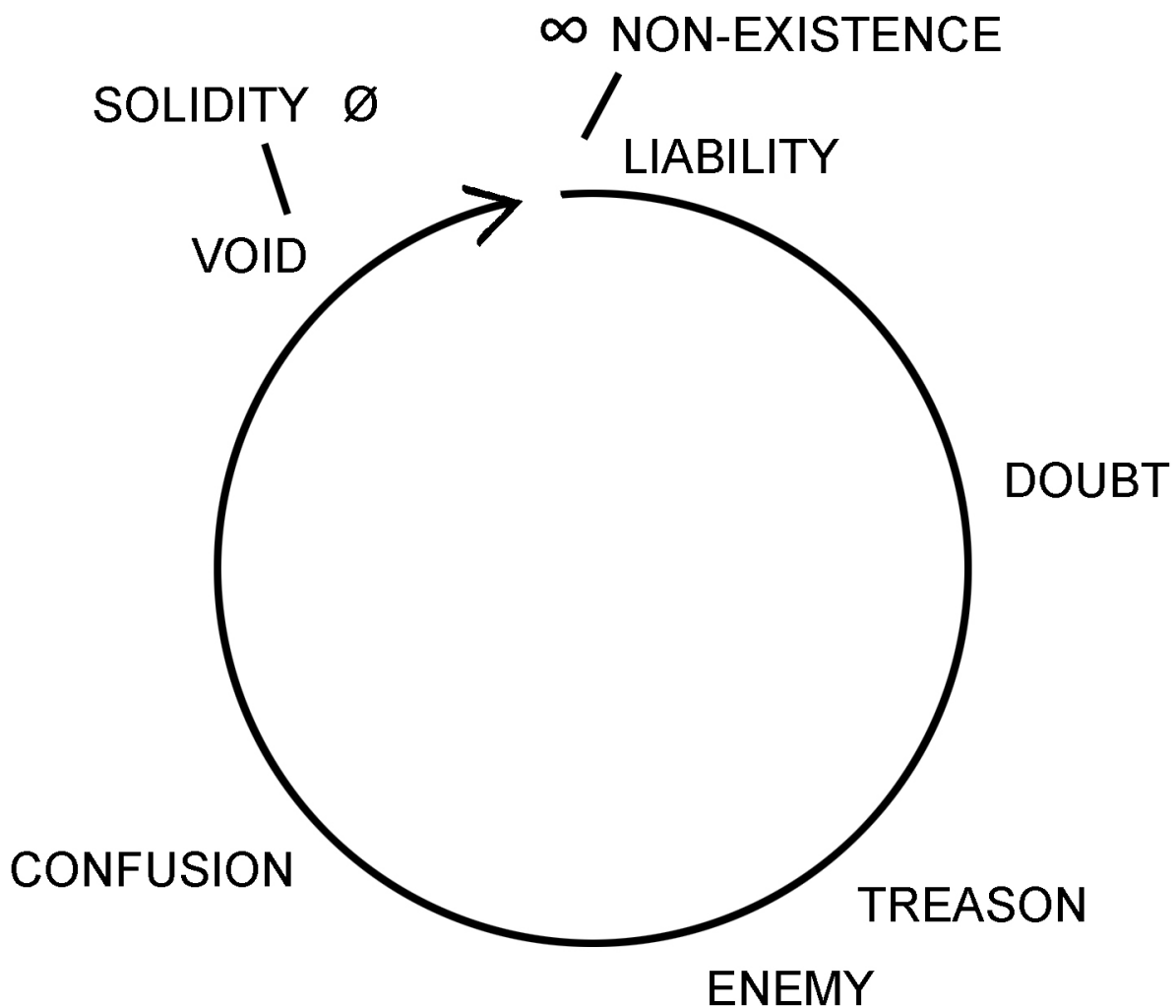
Confusion is about locations, where are you on the playing field? How many locations?

The research continues but at the moment a negative tone's nature has been spotted. Minus 160 Delusions is also Confusion as an ethics condition. As a Volition tone this appears to be "compile different locations (spaces) together into one location". This is useful to make a universe or playing field, but it's quite bad for a spirit.

Void is partial non-presence because the spirit still owns the entity part of the spirit-located, but is no longer sitting inside it.

Solidity is non-presence, no divine spirit. Only an entity in play.

Non-Existence (inverted) is the entity collapsed into only an energy field or in extreme cases a particle of matter. This is how matter, protons, were originally created. A strong spirit (a god or angel, depending on your terminology) split away parts of itself and placed them at zero on the tone scale. An entity is defined by Filbert as at minimum one thought and one picture. I define it more precisely as at least one Prime in an energy field. It's the same definition. A picture is an energy field, and a thought is an idea, which is a copy of a Prime. The entity gets its awareness and volition zeroed and it is then energy if it holds some space, or if collapsed it is matter.



What I am currently seeing in the lower ethics conditions is a main scale of volition which is circular, plus there is a 'tail' to the circle, making it look like a capital Q. On the lower ethics conditions the tail is Solidity. The tail is the exit, the negative exit.

So the lower ethics conditions cycle is:

Liability > Doubt > Enemy/Treason > Confusion > Void > Non-Existence > Liability, etc.

This indicates that Non-Existence = Void, with Void being the negative, and Non-Existence the positive, aspects of something. That something appears to be ethically senior to / exterior to the physical universe. This is exterior to the Playing Field, therefore exterior to the Game. Playing Field and Game are on the tree of tertiary splits, please see Appendix D.

Exponential Negatives

"The man who lies to himself and listens to his own lie comes to such a pass that he cannot distinguish the truth within him, or around him, and so loses all respect for himself and for others. And having no respect he ceases to love, and in order to occupy and distract himself without love he gives way to passions and coarse pleasures, and sinks to bestiality in his vices, all from continual lying to other men and to himself."

– Fyodor Dostoyevsky

I should mention the existence of exponential negatives. Earlier in this volume I mentioned infinite games as described by Carse. Infinities are usually thought of as leading to God and very good states. This is often true. Positive infinities do this, producing exponential positive results. There exists however another, inverted sort of infinity. Attempting to place infinite evil results in an effect of an exponential increase in bad effects. This is what crashes a plus-minus person into minus-minus rapidly.

The subject of the causes of exponential negatives is one I have not tried to address yet; I must get it correct or leave it for others to unravel. All I can say here is that I spot exponential negatives as something in heavy use in magic track. There's something there, in late magic track that I spot. Beings were turning themselves into demons (from our POV) of infinite evil, and doing it as a fun game. It appears to me at this moment that the whole 'volition = darkness and evil' was formed then, and carried forward into the physical universe as a way to prevent the very thing it was causing. Nice work on that, Engineers . . . sort of (sarcasm).

To knowingly set oneself up in opposition to single deity and to all other beings as a fun game, and doing it KNOWING that one will Fall as a result, just takes my breath away in almost disbelief. I said almost. I can see it clearly and my human self is just saying What The Fuck in reaction to it. This is an area which needs to be investigated.

Composition of the Tone Scale

"People usually have one basic emotion that they most commonly express. This is one way of placing a person on the Tone Scale. Possibly a better way is to put an individual under high stress, then you will find out what their true Tone Scale position is."

– Geoffrey Filbert

In this physical universe, all life and all existence exist as a gamut of levels both positive and negative. For living beings this gamut is visible in a number different ways, including something called a tone scale. Think of it as representing something similar to an electrical transformer stepping the very high frequency of God (an infinitely high frequency) down to physical energy and matter via a large number of gradations. It has God at one end, and matter at the other end. It is represented as a range from 400 to 0.0. That is both positive 400 and negative 400. See the work of Geoffrey Filbert / 'Electra' for the full scale.

A person exists at all levels of the tone scale. Those levels may be turned off, blacked out, or otherwise unavailable but the person is still existent at all of the tones. A person must be existent at all of them to function because a pure, simple deity level being is too high frequency to affect the lower frequencies without destroying them. So the transformer analogy is an accurate one.

Most people are familiar with tones in the emotional range. Such emotions as anger, sadness, fear, resentment, enthusiasm and boredom are some of these. The emotional range is only a narrow band within a much larger scale. Study of this range can be done by reading *Science Of Survival* by Hubbard, and *How To Choose Your People* by Minshull. The emotional range is mirrored by negative tones which employ effort energy instead of emotional energy. These are tones which employ efforts to punish, seek approval, shame, control, sacrifice and hide, among others.

In the universe just previous to this one, sometimes called the Magic Universe, the range went down to only what we see here as 20, later extended to 16 and then 8 or 10, with the emotional (vibrational) and effort bands missing. Toward the end of that era, experiments were undertaken by some individuals to produce a new 'bottom' of the universe. The results were horrifying, as they produced enslavement of living beings by other living beings; effectively what had previously been gods were becoming matter. The formal adoption of these experiments resulted in this our universe of today, the so-called Material Universe or Physical Universe. Please note that the Game in this Physical Universe tends to be played via the new ranges of emotion and effort. The old Magic Universe ranges were used to control the emotions and efforts, so the visible physical game plus the adjacent higher and lower planes operate at +20 to -20.

The lower ethics conditions and the CDEI were established during magic track. Then in the transition to the PU a new set of tone scale tones were added, approximately 8 to 0. That is both plus and minus 8; This appears to have been done in stages, with a first stage down to 6, a second stage from 4 to 2.2, and a third stage from 2.0 to 0.0. On the CDEI was added Recriminatory, and in the lower ethics conditions (which are definitely on the lower tone scale) was added Solidity as the tail of the Q.

In later magic track when a being was exiting that universe through the bottom it went

from Void as only partially in the games universe, to exited (Death 0.0 on the tone scale, and Volitional Non-Existence on the ethics scale). Then near end of magic track and beginning of this universe was added Solidity in between for the negative tones just under Death 0.0. You could say that the addition of Solidity FORCED the formation of dense matter, and the PU; that's an apparency. You could, but truthfully I am seeing a simultaneous design implementation. (Yes there was a magic track section which had physical matter.)

Structurally both the CDEI scale and the lower ethics conditions look like a Q: a circle plus a tail. The tail on the CDEI is Recriminatory, and the tail on the lower ethics scale is Solidity. These two facts have dire implications about the hidden structure of the tone scale itself: it means that +8 to -8 hangs as a tail off the tone scale as a cycle. And that means this universe's life is designed to have an option to not renew, to not cycle back to the top.

I know someone who is manic-depressive / bipolar. No she won't allow me or anyone to process her, too strong a negative Obara (me-me-me-me!). I watch her descend into depression and it struck me that she was skipping part of the tone scale on the way down. I realized I was seeing the Zousel pattern played out via the tone scale.

The Zousel pattern is simple mathematical relations. Between plus and minus, they interact as:

#1: plus-plus, plus-minus, minus-plus, minus-minus.

A while back I realized that the above sequence is a linear descent. The linear descent produces some rather spectacular results in some cases. The history of spiritual work is littered with examples of people who descended into darkness, then suddenly became huge, clear and powerfully aware. Worldwide probably the best know example of this is Siddharto, aka Gotamo / Gautama, aka the Buddha. He nearly killed his body by not eating, and also by holding his breath. Soon after, he reached what's called enlightenment. What happened is he turned the physical descent series ++ +- -+ -- into a circle. I also see that Ramakrishna underwent this cycle. And I suspect Yeshua (Jesus) did the same when he went out into the desert and fasted for 40 days.

There is also a gentler circular progression:

#2: plus-plus, plus-minus, minus-minus, minus-plus – to plus-plus again.

The minus-plus arises out of the minus-minus and increases its positivity until it is plus-plus again.

The #1 can make a person become pure matter and energy if no white spirit (no higher self) is present and the Being fails to renew with the higher self. The #2 is a more gradual cycle with higher self fully involved.

My friend would start out positive, get gradually more agitated, break into the anger band, then collapse into grief and apathy. After a while she would slowly come up to the fear / sympathy / propitiation range.

The human emotion range of 4.0 to 0.0 follows the Zousel pattern.

4.0 to 2.0 is plus-plus
 2.0 to 1.0 is plus-minus
 1.0 to 0.5 is minus-plus
 0.5 to 0.0 is minus-minus

My friend was cycling from ++ to +- to -- to -+ and back to ++ again.

But she only did this part of the time. Other times, often far more severe, she would crash straight down the emotional scale into deep apathy, then in a day, recover to cheery again.

Note also that the human emotional tone scale when severe follows the physical universe's linear descent to zero (++ +- -+ --), and not the cyclical, gradually renewing pattern of a being with a higher self (++ +- -- -+). This means the emotional section of the tone scale is pure matter, energy, space and time due to its proximity to matter itself at tone zero.

(SIDEBAR: The Grand Tone Scale that we experience here is a construction by beings across a very long series of times. It is based on an older tone scale which did not contain the +8 to -8 tones. These tones 8 through -8 are what makes the physical universe a physical universe with solid matter. Note the ethics condition of Solidity points at this also. END SIDEBAR)

Let me tell you again: I have watched her go directly from the anger band to grief/apathy without passing through fear, sympathy and propitiation. So why did Hubbard make an error about the tone scale? Well it wasn't an error exactly. It was an incomplete observation; that's pretty much his style. He was auditing engrams and watching them come up the tone scale from Death, and that is the pattern they would follow, the #1 example above, in reverse. And why would the engram follow the #1 example? Because an engram isn't Life, it is mind and mind is dead things; mind is 'then', not now; mind is 'was', not is. An engram is therefore an entity and follows that linear pattern.

Composition of a Being

". . . all High Selves are linked together in some way we cannot understand and can hardly imagine. They are 'many in one' and 'one in many.' They are Unity in Separation." –Max Freedom Long

A person is quite complex, a composite of many levels which step down the infinite power of the source of all life via a gradual reduction in that power. There is a single deity, and below that many lesser which are created from an adjacent lower aspect of that single deity. That lower aspect is a Higher Self which contains all selves, then individuated, and then much reduced. Below that are spirits of various types, one type of which incarnates here into human bodies, among its many other activities. Inside this chain of universes, wherein our universe lies roughly in the middle, those spirits divide into a part which enters this physical universe and its planes, and another part which does not. I call these Spirit-Located and Spirit-Unlocated respectively. The Spirit-Unlocated remains outside of the physical universe in the infinite space which encloses the physical universe. The Spirit-Located is placed in the entire physical universe complex, which consists of four higher planes, four lower planes, and the middle very physical plane. (I strongly suspect that the Norse nine worlds are a badly understood attempt to explain this.) In the four higher planes is a higher part of oneself, which we shall call the High-Self. In the four lower planes is a lower part of oneself, which we shall call the Low-Self. These connect to the higher and lower realms above +40 on the tone scale, and below -40 on the tone scale. These names are in the glossary; I advise memorizing them to avoid confusion or misunderstanding.

Let's take a second crack at describing this. There is That (from a Hindu word meaning that, which cannot be properly translated in its extended meaning) which is supreme and inaccessible. That produces a Single Deity, an all encompassing God. This Single Deity produces the many in one in the quote above. Each individual of that many could be called various names, a god with a lower case g, or an angel are two possible, depending on your frame of reference. Each of those is a Higher Self, which in this universe produces a High-Self and a Low-Self in Huna terms. That Higher Self then places a Spirit-Unlocated. The core of that Spirit-Unlocated is aware-will. The Low-Self of Huna, is part of the "many" which Long points at in the quote above because all Higher Selves are linked together. Without this connection magick would be impossible, because the low end of reality is where volition hides from view; that linkage is more difficult for most people to perceive.

In this universe a Spirit-Located, composed of awareness and volition, is split into two, with the two functions separated spatially. On the human body this is seen as awareness on the head, and urges of which one is unaware arising at the base of the spine. In the magic universe the two elements of a being were arranged concentrically, with a dark volition in the center surrounded by a glowing light of awareness. In this universe and on this planet the glow is often golden but can be white, blue-white or even a clear light due to various people having different emphasis than others. This separation of the poles is also the apparency in the grand tone scale, with awareness at the top and volition at the false bottom. There's also an arrangement used by some magicians which has awareness inside, surrounded by dark volition. This latter arrangement is most often seen on someone very reversed into evil. If not turned to evil, that

person can possess tremendous power. The difference lies in the size of the bright light in the center. If large, the person can remain good. If too small, the surrounding darkness takes over and invades the center.

All goals added to the basic aware-will (volition and awareness on the tone scale) are therefore added at the bottom of the scale, not the top. This is why the goals can run you, because they are so far downscale that awareness has trouble perceiving them.

Both the top of the physical universe system at +40 on the tone scale and below at -40 are portals to outside of the physical universe.

Objective reality is inside the universe. Subjective is also, except...

It has to do with the Zousel observation that plus and minus interact in the pattern of ++, +-, -+, --. In the case of the universe, it is a polarity of inside and outside. This polarity sits at right angles to the physical universe. This produces the counterintuitive apparency that the +- and -+ are the physical universe itself. So the physical universe is the inside of the outside, and the outside of the inside.

Objective universe = inside of the outside

Subjective reality for life (mind) = outside of the inside

A 'divine' aware-will being is only illusorily inside the physical universe. The core of a person is at the inside of the inside, which is why it is so difficult to reach in meditation and processing – mediation and processing are done on citta: thoughts, emotions, efforts and memory images. There is no consciousness in the area of volition, just as there is no volition in the area of awareness. Problem is, none of the citta are outside of the physical universe – they are energy fields in a universe of matter and energy. A person is composed of awareness and will (volition), neither of which is inside the physical universe and therefore not vibrating. The location of an aware-will:

Volition (primes) = inside of the inside

Awareness = outside of the outside

Neither of those is inside space-time as energy or matter. So a person is not in the universe, though it owns (via Presence and Pervasion) energy and matter, like bodies for example. This also solves the puzzle of aware of being aware. To be aware of being aware one must be aware in two places. The other location of your awareness is outside of the physical universe. This second area is the higher universe which Filbert calls the Next Universe Out, aka Noumenon. It is that area of the 8 higher dynamics 9-16. That's the location of your second viewpoint which makes you aware of being aware.

Outside/inside is the polarity behind higher and lower parts of a being, with awareness above and volition below. In the terms used in Huna, the higher is the High-Self and the lower is the Low-Self.

Agreement is done inside of the inside, and it determines what the owned lifeform perceives at the outside of the inside (the mind). Enough of these affect the inside of the outside (physical universe). This happens because of the nature of life itself. Living beings of aware-will are split off from God, the single deity. I realize I just went all religious on you, but this has been

borne out by many individual experiences of deity. Deniers of the validity of those experiences are doing a +- on the polarity know/not know. They know that they do not know, and are sure others don't know either! Such people claim it is delusional, which is the -- of know/not-know, accusing such seers of not-knowing that they do not-know! Both of these are a down vector precluding any possibility of actually knowing anything, directly or indirectly.

The positive or up vector of knowing is knowing that you know, and not-knowing that you know. Since not knowing that you know is a -+, then it makes sense that an obviously -+ person like Edgar Cayce would do his work asleep, being unaware consciously of what he knew unconsciously.

As with the inside/outside polarity above, the doubles, -- and ++, are not inside the universe of space and time.

Will and not-will are also operating in this pattern, the full details of which I have not yet spotted as of this writing. The reason for this is that will is so far downscale that it is difficult to view. Symbols are down there. Agreements are down there. And a person's true will is deeply hidden down there as goals and urges which is nearly impossible to view. But let's see what it's made of:

To will volition, or to intend to intend. As the ++ this is the pure power from outside of space-time.

To will to not-will, or to intend to not intend. As the +- this is the descending vector a person uses to limit their own powers and abilities. Hubbard's quest for 'operating thetan' is trying to undo this item.

To not-will volition, or to not intend to intend. This is actually what most people use in their daily functionality. This is the 'luck' when a person acts without thought or intention to make things go perfectly.

To not-will to not-volition, or to not intend to not intend. This is complete madness where there is not intending producing not intending. Complete stop, solid matter.

As one drops down the tone scale from the top, awareness lessens, and volitions which one cannot see become more powerful. The reverse is true for volition. Volition is powerful at the bottom of the tone scale, and that volition lessens as one rises up the tone scale from the bottom. Of course, ideally a person should be occupying the entire tone scale, with full awareness and full volition. A person is the entire tone scale actually, but most people are asleep across most of it, except for the human range of emotion and effort. And that is what we are working toward in processing. We are awaring our hidden volitions, going top-down; and we are volitioning our impotent awarenesses, working bottom-up.

Your dark half is you too.

This brings us to yet another manifestation of the Zousel pattern applied to inside and outside, and that is spatial. A human body with a spirit-located has multiple fields of energy. There is one generated by the body, the body field. There is the field of the Presence of the spirit-located, which is that spirit is being. There is a larger field of the spirit-located called the spirit

body, usually 2-0-30 feet in diameter. There is an even larger interaction field which appears to be related to quantum entanglement, an entanglement field where everything one has interacted with has contact with you. In these fields of energy there will be primes, usually set up as goals, and images which are tagged with primes. The goals produce chains of events or you could call these life narratives. In ancient and modern times many attempts have been made to describe or compile these, from the Greek tales of the gods, to the fairy tales recorded by the Grimm brothers, to the rather massive volumes of empirical data on the effects of odus, called patakis.

These life narratives are peculiar in that the person can act them out two ways. The person can hold a goal in their personal space, usually within the body field, and act it out against other people in a +- manner. Or the person can reject the bad behavior, refuse to do it, and push the unethical actions away. The effect of this latter is to produce a -+ situation where the unethical behavior attaches itself to other people and comes back to attack the actual owner of the goal or odu.

So if you are always plagued by other people doing bad things to you, I recommend spotting the nature of the goal or odu involved, and then spot that you pushed it away from yourself. This can be processed using memory techniques where you recall times that you did the very thing you are pushing away. This can be simple memory if restricted to this lifetime, just recall them thoroughly and write them down on paper. Or for better results, and especially necessary to process past life behavior, you use some sort of regression technique: hypnotic regression, dianetics, traumatic incident reduction or similar. A technique I invented when I was 19 years old is to find how the person outside of me who is bothering me feels. Get the sensation and attitude held, then hold that within yourself and feel it in your body. You wear the other's attitude on your head, but without doing anything bad to others. You just walk around all day like that. And magically the interference from others vanishes because it is no longer being drawn in onto you by your rejection and expulsion of it.

In this universe most beings are operating with the two poles separated like the opposite ends of a simple bar magnet. On the human body this is awareness on and near the head, and will at and near the base of the spine (actually it is more complex than that with layers above the head and down below the bottom of the torso, even below the feet, but for most people the first stage is acknowledging the top and bottom of the torso.). In a previous universe the two were arranged concentric, with darkness (will) in the center surrounded by a zone of awareness. This arrangement can be set up in this universe, and sometimes occurs naturally. I know a magician whose top odu allows him to easily manifest in the opposite manner; he has his bright light in the center, surrounded by a zone of darkness. The channel for doing this is Oyeku on the outside.

Also please note that the first concentric style used in this universe, with dark volition in the center, and surrounding it a zone of light is the arrangement used by some white magicians, yogis and priests. It should be familiar from descriptions in the Bible as that used by Jesus and his followers. My personal opinion on this arrangement is that by placing the darkness inside, it leaves only the light outside, and that light attracts darkness to the person from outside. In my opinion this is what caused the death of Jesus and so many saints. They attracted to themselves evil because only good was interacting with the physical universe at any time they were not extending volition to perform miracles. Additionally the darkness on the inside tends to mount it ON the head, which turns the person into a living eshu. More on this below.

Of course safest of all is to not be polarized, so that volition and awareness can be

anywhere in your space equally.

So my advice to everyone is to get 'in touch' with your dark half via processing, and drills related to magick. My one very strict warning is you must not mount the dark of volition on / in the body's head. That will turn you into an eshu and everything will go wrong for you. The light, the white light of awareness needs to be in / on the head. Period. Always. The darkness can be below (the human configuration), or surrounding the white light (the magician configuration) as a sphere of dark with the light inside at its center.

The darkness on / in the head produces evil intentions. It does this because the darkness always inverts any goal or purpose. Once this has occurred one is no longer working top-down, but instead is working bottom-up. Working bottom-up is the black being aka eshu method. This forms entity case on you, where the entity is a black being. To undo this, Hubbard or someone on his staff described a set of lower ethics conditions. As one rises up the lower conditions, one is handling the lower half of the tone scale moving down the tone scale, not up. The Condition of Liability addresses -400.0 Spiritual Death. The Condition of Doubt addresses -360.0 Being entities. The Conditions of Enemy and Treason address -320.0 Individuation of self. The Condition of Confusion addresses -160.0 Delusions. The next two were found by Chris Melchior. The Condition of Void addresses a tone range of -60 to -20. The Condition of Solidity addresses the tone range from -10 to -1.4, if the published tone scale is followed. I personally spot it as -10 to -2.

Down near the bottom of the tone scale there is the misunderstood area of Being Entities. That name is very much polarized toward a white spirit-only view of that location on the scale.

All entities contain at least one prime or absolute held within an energy field. Filbert called this 'one thought and one picture'. This means that primes have their existence near the bottom of the tone scale, not the top. An entity is a creature of volition, it is bit of Will. Please note that when one makes a physical eshu (a terminal for communicating with Eshu) the babalawo places an odu into the object. An odu is either one prime twice or two primes linked, in the manner of an actual goal.

An odu held in the field of a physical eshu (yes there is an energy field maintained in the object) accesses that tone Being Entities. That is the gateway. Why does it access that level? Because that is the tone level of an odu. Never lose sight of the fact that the so-called bottom of the tone scale is where Volition (Will) is placed in this universe. Being Entities is adjacent to it. And what are you doing when you use a physical eshu terminal? You are exerting your Will as a priest-magician of Ifa via a terminal which is doing the actual Willing. This via protects you from the ill effects of that area of evil.

The so-called bottom of the tone scale, and also the bottom of this universe, is the realm of what some of us call eshu. We can ignore for the time being that cognates of this word may be related to, or at least appear to be similar to, the name Xenu. The material known in that church as OT 3 is morphic field legend, not reality. So of course the narrative's bad guy would have a name sounding like words for a demon in Afro-Asiatic languages.

Everything that manifests in this universe is placed via its not-. The negative comes first, and so in this universe volition itself operates with the negative first, then the positive. The so-called bottom of the tone scale is senior in this universe.

My recent discovery that the lower ethics conditions were a scale climbing up the tone scale from -400 was a shock to me. Recovery from a lower ethics condition consists of handling

a series of conditions sequenced what appears to be downward. But they are not downward, they are reversed. So what the hell is going on here?

I believe goals and purposes are involved. A normal white spirit, and most complex, life-based entities too, consciously pursue positives. But what happens if a being decides to pursue a negative goal or purpose? I am theorizing that such a decision swaps the being from oriented top-down, to oriented bottom-up -- and this turns the being dark by swapping its source from +400, to -400.

While writing this I determined that the area around (adjacent on both sides of) Death 0.0 is the realm of the ethics condition Non-Existence. Rather obvious in hindsight! Further research indicated that this is the area of the soul.

Please note however that the tone scale can be seen as a moebius strip, like a figure 8. Death 0.0 on the tone scale is Non-Existence when positive, but is also Dead Being for a reversed being. All of this is depending on which pole you approach it from.

You as a processor should be aware that these are the areas to process.

There is one more ethics condition under the bottom one Chris found, under Solidity. Under Solidity the being becomes an entity without source, which fades away as even an entity. What to call it? I want to say Dead Being. Or go to Hermetic magick and call it Dead Soul. Its tone scale position is, you guessed it, Death 0.0. Or we could be practical and call it No Source. So here's what I see in the lower ethics conditions as decay of a reversed being:

The tone scale you know is based on +400 as source. Even tones below zero are taking +400 as source. This material is for a tone scale flip from top to bottom, taking -400 as source. You will find on the whole track case items and incidents where this has happened. You will find beings this has happened to; please note that the NOTs material addresses part of this flip.

A Spirit-Located as awareness (not as volition) crosses Zero going up and it reignites; it is no longer asleep in the common buddhist sense.

So what happens when a Spirit-Located as a whole reaches the Dead Being level? It is decaying upward and it ceases to exist as Life. This is what discreates the being and turns it into matter. It has no source. No bright source and no dark source. Dead Being, a non-being, dead matter.

This of course means that the scale Filbert wrote down is partially wrong. The awareness levels are:

AAA

AA

A

B

C

D

D-reversed into F

E (no spirit, an animal, a body entity)

F (any Being reversed and failing)

G

Please note that F is the 'tail' of this scale, and G is off the scale.

For those familiar with this scale, these lower ethics condition describe progressing from E-level and F-level to D-level at -400. For those not familiar with it, see my notes in Appendix

A.

Please note that destructive behaviors are not necessarily a characteristic of D-level. Between D-level and E-level is a negative range which Hubbard labeled "lower ethics conditions". Lower ethics conditions are simply a reversed condition where a being pursues the negative poles of goals instead of the positive poles. This can happen to both spirits and body entities. Once a D-level gets beyond the solipsism (only-one, lone wolf), i.e. rises out of the reversal, then it will be aware of being aware, and also aware that others are aware or aware of being aware. And that makes for an ethical D-level being.

This would leave us with a scale of:

AAA, AA, A, B, C, D, D-reversed (F-level spirit), E (no spirit, a body entity), E-reversed (F-level body entity), G (off the playing field).

So what IS F-level behavior, if we look beyond the simple fact of reversal?

Look at reversal itself. It is more than just seeking negative goals. The being is seeking negative goals in the physical universe and thus in relation to morphic fields. It is violation of agreements if done by a spirit; and it is repudiation of group (morphic field) membership if done by a body entity. In terms of the body entity this is an animal gone wild against its own kind. A wolf which leaves the pack. The mother cat who abandons her own kittens. The bull who refuses to eat. This sort of behavior is normally regarded as insanity. So this is revolt against the commonality of all life, against morphic fields entirely, as neither agreeable member nor owner.

Suggested Processing:

I do not have a practice, and am not currently processing anyone. My job here is to back-engineer this universe and its inhabitants. I do occasionally advise people on what to process next. So this next section is suggestions for a processor to try out. Do whatever works. One warning to experienced processors:

The lower ethics conditions are not about recovering awarenesses, not about getting cognitions, even though those recovered awarenesses will occur along the course of this material. The lower ethics conditions are about volition, Will, intention, and action. A change must be made in the direction of the person's actions, intentions, supreme Will, and divine volition. They must be aware for this to happen.

One very fundamental truth is that a Being (such as you) in order to 'have' a tone scale, must necessarily 'be' the entire tone scale. As I indicated previously, the ethics conditions are on the tone scale. This means that a Being is occupying every tone to some extent in some state or condition, and it means that a Being is occupying every ethics condition.

This brings up the question of what does it mean to be 'at' some tone on the tone scale, or 'in' some specific ethics condition? It means that tone or condition is at the forefront, is emphasized, and is a main focus of the Being's attention and/or the Being's activity.

Therefore I tell you that all of these need to be processed. Yes of course if something is a current problem and producing great discomfort or disruption, then that might have to be processed first. But eventually a Being's consciousness has to reunite with all of the unconscious results of volition, and wake that blind will a piece at a time.

Non-Existence (Death on the tone scale, G-level)

I know of no easy cure by the spirit-located for the Condition of Non-Existence, aka Death. Theoretically another Being could intervene, or the spirit-unlocated could place the spirit-located into the universe again. This wouldn't be therapy as anyone normally understands it; it would appear to be magick, or rather divine intervention instead. For those who are sufficiently 'awake', a person could do remote erasure of the actions causing this Condition. Some would call this altering the akashic record. Given the real nature of reality this is altering which time line one is following. Since from above time the Being does have existence in part of the time line, then it will probably be drawn back on its own, without anyone helping. Mathematically a departed person can be expressed as 0/1 (See sidebar below), which is the presence of an absence; on another time line the person is still present. Someone could be there but is not at that particular point in time. What is there at Death on the tone scale is the life inherent in matter. This universe is constructed in various ways as an alteration of the previous universe in the local universe-chain. One of the major aspects of this is a new 'bottom' of the tone scale was added. This new bottom is at zero, Death on the tone scale. It also includes the addition of tones adjacent which are the emotions on the positive side, and the effort band on the negative side.

(SIDEBAR: a variation of the Zousel figure operates on 1 and 0. They interact as 1/1, 1/0, 0/1, and 0/0. These are Existence, Infinity, Zero and Void, respectively. The Zero is "the presence of an absence". END SIDEBAR)

A spirit operating a body is placed here in the physical universe by its Higher Self, the Being above the one which it is not placing at any location, the spirit-unlocated. It does so via a

'pool' of beingness of which that they are a member, which was established at far higher levels of reality than that which one normally can perceive. This pool is connection to divinity itself. In Christianity this is known as the Holy Spirit, which I sometimes call a Universal Higher Self. A connection to the Holy Spirit can be brought into the universe, forming a perceptible Presence. The nature of the Holy Spirit was heavily suppressed because of male dominance in the churches, but the proper name should be, in their terms, God the Mother. That is the true name of the spirit in the Holy Trinity. Denial of God the Mother, aka blaspheming against the Holy Spirit, is a form of suicide. Verbally denying it does nothing. Remember this ethics section is all about volition. Acting against the Holy Spirit is the real blasphemy. At some point in processing that high self and Higher Self will need to be contacted, as this solves Condition of Solidity.

At a very high level, there is a single deity which is the source of all. God the Father and God the Mother derive from this as illusions. At this level the single deity is everything and everyone. All beings are parts of the single deity. All beings connect to their source via God the Mother, aka the Holy Spirit. This connection is lost at Solidity, and the field in which the spirit as an entity exists loses all ability to hold volitions within it as the entity (ex-spirit) goes through Solidity to Death. This process of decay from Solidity to Death passes through several levels, each with its own increased limitations.

So the first action which must occur to fix spiritual death/Non-Existence is to place an energy field of some sort into the physical universe. These are normally generated as part of a universe, and constitute what is commonly called 'soul'. Then one would give the field volition and awareness, a package of one pair of primes which appear at this time to be most basic of all for a being. This field has to be generated and maintained by matter since the field is the 'soul'. This ends the action to undo Non-Existence. Processors and therapists please note that 'erasure', aka as-isness, is done at 100 on the tone scale; aware-will is above 100, and therefore cannot be erased by attention and inspection.

If on the other hand someone is rearranging reality itself by so-called altering the akashic record, then no further or additional processing would be needed because, on the resulting altered time line, the Condition of volitional Non-Existence never occurred.

Solidity (a gray entity)

To undo Solidity the connection with the higher levels above the High Self, and if necessary the source of the Low Self (an eshu) must be reestablished. Please understand that different religious and spiritual traditions and practices use different words for the same things. This does not mean anyone is wrong, it's merely different nomenclature. You can say Holy Spirit and it still points to the same higher levels of being. You may also need to process and relieve the soul (the body's primary entity) of its damage. Scientologists use dianetics for this; there are many other styles of viewing and relieving a soul's experiential damage. Pick one. Once the damage is relieved, make the connection to the higher self.

Possibly the most famous example of this process from history is baptism performed by John the Baptist. He taught the procedure to Yeshua ben Yosef (Jesus), who in turn taught it to his followers. It is a very big deal. At the time of this writing, slightly more than half of the people on this planet are E-level, aka gray entities (See Appendix A), with souls but not with divine spirits, aka the spirit-located. The percentage of E-level entities seems to have been much

higher in ancient times. Baptism took human animals and turned them into children of the Holy Spirit by connecting a Higher Self.

The Yoruba speaking peoples, mostly in Nigeria, who belong to the religion called Ifa also have a form of this procedure. They call it Ebori. I have witnessed Ebori done too lightly and without the shock and stress of the original ritual, and the result did not allow the holy spirit to mount because the person's defenses were still up. Baptism also suffers from this gentle approach in most cases, and fails accordingly. So beware of gentle, easy rituals for this purpose. The person needs to think they are going to die, and be desperate enough that their defenses are down; only then can a higher self be brought down easily.

My friend Chris Melchior authored a process which can be tried at this point. It's for people who are advanced, but I'll give it here. It is the Higher Self Process:

1. Externalize from your Mind.
2. Command your Mind to "point to Source" (or "point to what is creating you").
3. The result should be an energy-field.
4. Command that energy-field to "point to source".
5. The result should be Higher-Self, which is an Infinity.

The real trick here is step 1. The first step of the Higher Self Process should be tested at every level achieved, and as soon as it can be done, then the process should be run in session.

For a CoS approach I recommend the process called the Source process, authored by John McMaster. The Source process can be used to connect a person more stably to the source outside of space and time. It can even be used to produce a C-level being if continued long enough. The usual first realization is that "I am source" which indicates source has mounted the body, a spirit is indeed present and connected to the Holy Spirit. There is however a second realization which makes the person aware of source outside of space-time. When doing the process, one stops after the first realization. One can usually go back to the process the next day and process to achieve the 2nd realization. The word 'source' must be carefully defined using a good dictionary before starting this process.

The John McMaster process is these two commands, alternated:

"Tell me a source." followed by "Tell me about it." after an answer. Listen and acknowledge the answer.

Then ask:

"Tell me a no source." followed by "Tell me about it." after an answer. Proceed as above.

When processing another on this:

Get out a dictionary and make sure the person knows exactly what the word 'source' means. Acknowledge everything the other person says except for critical remarks, which should be ignored. This process is a shotgun approach that takes on Solidity, Void, and even Confusion.

I perceive that not only do spirit-locateds decay downward, but the large gray entities grow upward toward becoming spirit-locateds. A large entity, especially if it is in contact with spirit-locateds, will begin to contact the next universe out. This will be visible as actions showing contact with the dynamics of the next universe out, dynamics 9-16. Higher animals such as birds and mammals perceive beauty and perfection, which is of dynamic 9. Dynamic 10 Ethics evolves in group interactions, and from that grows regard for others, i.e. Dynamic 11 Decency. And so on with recognition and awareness growing. That still an entity, even though Truth and Awareness are contacted. The key action which makes an entity into a divine spirit is therefore Individuality.

A divine individual is consciously part of the supreme God and in contact with God who is not manifesting. Individuality appears to me to be something which must be invited in, or placed by another. The 'source' is above; I am perceiving that an entity cannot simply rise to it by awaring its existence. The 'divine spirit' must drop down onto the spirit-located. This is what makes the first realization of the source process a potential disaster. The usual first realization is that "I am source", and this is a very limited truth leading to blocking the real source. A divine spirit, what is called a thetan by scientologists, is a manifestation into the physical universe of divinity itself. And that divinity is not inside the physical universe except as a connection to its real location. So the truth is that the human self, or even the spirit-located is not source, that source being elsewhere and not inside anything you would recognize as a world or reality.

So the above paragraph is what to shoot for no matter what techniques are used. You want divinity.

Processing a newly created spirit-located

You can take a being that is at the Condition of Solidity, i.e. an entity (E-level), and transform it into a spirit-located. You first give it the connection to sources. Once this is accomplished the connection produces a Condition of Void. From there the new spirit must locate its game piece (the body) in space and time, passing it out of Void and through the Condition of Confusion. This step and the next is below being able to function in morphic fields. Morphic fields as groups of aware Beings are handled in Enemy/Treason, where the spirit distinguishes itself from others, and instead of being owned, owns itself. The Awareness Scale position of this is F-level moving up to D-level (See Appendix A). Then the new spirit is ready for Doubt. Successful Doubt formula results in resumption of full Eshu status of the lower pole and allows the spirit to operate as a clean spirit-located.

This is done as a magical and religious action by someone who is 'awake' as a spirit.

Void (partial incarnation)

I recommend going back in time to the lifetime previous to the Condition of Void, or if it occurs in this life, to the time prior to entering Void. Find and run out using a recall process (TIR, R3R, etc.) all harmful acts and decisions to do harm which lead up to and caused the Condition of Void.

Another thing that can be done next is put the person into increased contact with the half of themselves which is not inside space-time. This requires a priest trained in such, or a magician, which is the same thing. The basic action is to invite the person to enter the universe. The way should be prepared first by preparing the way for and acknowledging the person's personal archetype, which with a partial incarnation is always Oshosi. Then the other parts of Oshosi's 'complex' is brought onto the person. This is done by invoking the other two main archetypes of that complex: Ogun and Osun. The fourth archetype is normally too hot to handle. It is Oko, Death personified. A substitute for Oko should be given first of all, a physical eshu head as a communication terminal to the underworld. This material is from the Ifa religion, and an Ifa priest, called a babalawo should be paid for these services. Make sure you find a real one; there are fakes out there.

For a more modern approach, to clarify something about Condition of Void. This is

Ownership > Presence (Responsibility) > Havingness on the tree of tertiary splits (See Appendix D). Partial incarnation is a failure of KRC, full KRC meaning ownership. The divine spirit has some Control, but not enough Presence, aka Responsibility. Since Responsibility equals Be-Do-Have, something is 'out' on either the Do or the Have (I'm seeing the Have is out) resulting in partial Be. (Note: mechanically Do + Have produces Be. Since Do > Have is the structure of any odu or actual goal, then any two part goal structure produces a being. This settles the philosophical argument between "to do is to be" and "to be is to do". Neither is correct. Correct is "to do and have is to be".) See Tertiary Splits in Appendix D.

Another matter: A single ethics condition assigned to the entire composite being is incorrect. Relations with and among different levels have each separate ethics conditions. But this area I am working on has a specific area targeted. This is about the ethical relations of the located spirit that possesses connection to all levels of higher self, with the hierarchy of morphic fields in this universe. The multitude of spirits resulting from the action of higher selves are what forms morphic fields subsequent to the Reunion of Beings era below 192 on the tone scale. As the ethical relations with the highest field decays, that affects the ones below as a chain reaction down to the first dynamic field. The so-called 'dynamics' are not extensions of the urge to survive. They are actually the structure of the morphic field hierarchy in this universe. The 7th dynamic isn't really 'survival as spirits'; more precisely the 7th is the many children of Deity interacting with this universe, these spirits as a morphic field. The 8th is a connection to the owner of this universe.

Partial incarnation is about the ethics relation with the physical universe (6th dynamic) due to failures in ethics to dynamics 1-4 or 1-5. The person's relation with that field is so bad that the spirit is unable to Have an area of playing field (the body + spirit located) and own it.

I would recommend doing the triad above in the same manner as the Source process that was authored by John McMaster. Be patient because this could potentially take days or weeks, especially if the person didn't do a proper lookup in a good dictionary.

Tell me something you could do. Tell me about it.
Tell me something you could not do. Tell me about it.

Tell me something you could have. Tell me about it.
Tell me something you could not have. Tell me about it.

Tell me something you could be. Tell me about it.
Tell me something you could not be. Tell me about it.

Tell me somewhere you could be fully present. Tell me about it.
Tell me somewhere you could not be fully present. Tell me about it.
Substitute Responsible for 'fully present' if necessary.

If the above processes to not bring to light terrible harm done to others and yourself, then the process is not biting, is being run shallow, likely due to the harm being currently impossible to face.

Confusion

The so-called formula is “Find out where you are.” Like the formulas for Enemy and Treason below, this should be processed in session. The command should be phrased something like “Where are you in space, time and universe?” If difficulty is encountered I suggest this be run to take blackness, invisibility and flinch off it by erasing the content blocking it. So a command such as “Tell me where you are in space and time. What universe is that? Tell me about it.” Alternate that with: “Tell me where you are not in space and time. What universe is that? Tell me about it.”

Enemy and Treason

Enemy and Treason are the same ethics level. Enemy and Treason are very close together, almost inseparable in kind, but processed separately; think of it as an ethics condition with two stages. More precisely think of Treason as the verb and Enemy as the noun which results from that verb. And THAT, my friend, makes it an actual goal! So Treason is the rootword, and Enemy is the endword. Enemy is characterized by multiple, disunited intentions. Intention is the other half of a Being. It is the dark half, with awareness as the light half. So multiple intentions is multiple Beings. These don't have to be divine spirits, though they can be. Usually the energy fields around you have been partially abandoned by you, allowing other Beings, entities, to exist there. (This is what Filbert described as other life in your space. What he was pointing at involved more than what I said above, but what I said above is included in what he pointed at.)

It is processed by removing other life, spot intentions which are not your own and process them. Tiny ones (thought size) are removed by "Point to the Being you divided from." Or the NOTs command of "Who are you?" If it is an implanted circuit or system first ask "What are you?" and/or "Tell me your job/purpose/name" etc. Always ask for how many copies there are of a small entity. There may be dozens. Large entities (up to fist size) in my experience require the Source process. If it is a real divine spirit, you switch to dianetics and run its incident to get it to depart, though it may shed a mind and you will need to do the Source process on that.

Spotting intention in your space which is not your own is the key to finding these. If you want to know if there's other life, it will show as urges and desires different than what you want. Ask the urge or desire to point to its source. It may vanish, and you're done, but if not then process that exact location as above.

Descending, one commits an act of treason (verb), which if continued becomes a Condition of Enemy (noun). I think a Power style approach might also be applied by people: "What are you? Tell me about it." "What aren't you (or "what are you not")? Tell me about it." And the same goes for Enemy: "Who are you? Tell me about it." "Who aren't you (or "who are you not")? Tell me about it." Again there needs to be EP on each command. Run 'what' first, then when that is finished, run 'who'.

The so-called formula is “Find out who you really are?” This is sort of a joke when you realize it is a rewording of the technique used by Jesus, brought forward as the entity command used to clear out people's personal entities. The translation of Jesus in the English Bible is incorrect. It is not “What is your name?” Properly in English it is “Who are you?” Perhaps the master(s) who trained Jesus used that as a shotgun approach to cover both who and what?

Morphic fields are the 900 pound gorillas in the room. They rule everything inside our universe. The evil side of morphic fields, being owned instead of owning them, are addressed in the Condition of Doubt. Morphic fields use small entities. They own a person via small entities on the person. These entities are thoughts; they are ideas. Sometimes these are called 'memes', but I usually avoid that term because it's the same word used for pictures with captions found on the internet. Amusingly the structure of an internet meme is the same as Filbert's definition of the minimum for an entity: it is a picture and a thought. I find that quite funny. :)

Anyway, a morphic field will control someone via these entities and also through serfacs which are constructed of the ideas in these entities. Yes a serfac can be regarded as a type of almost entity similar to a virus, it being ideas looking for an image (a perception) to infect.

So entity processes which address small entities can be employed against a morphic field's controlling entities. The process from Jesus (the NOTs command) works. So does Ken Ogger's "Point to the being you divided from". Small entities are removed via any command which tells them to locate their source or origin or owner.

Treason

Again the Condition of Treason is really one condition with Enemy. But they can be processed separately. The formula Hubbard gives for rising out of this is "Find out that you are." I disagree. It should read "Find out what you really are." What, not that, but run them both if you like. If you have to run 'that' then it must be run prior to Enemy. In my opinion "Find out that you are." could be more applicable to Solidity however . . . But that said, the entire lower conditions are about relations to your own divinity and loss thereof.

"What are you?" could be run repetitively until the person's mind has supplied all of its answers, at which point you keep going with the question and get answers from the person instead of the mind. Many of these processes, the repetitive ones, work in this manner. Or one could use Power style as I indicated above and alternate 'are' with 'are not'; that would probably be best.

The backstory on this is that Single Deity divided up into multiples. These separated so they were working unrelated to each other. 'Later', so to speak, there was a reunion of these multiple deities. Various systems were set up for interactions. One of these were morphic fields. Another was a pool of Being which the Christians call the Holy Spirit. In contact with this pool, a being knows that it is also everyone else. So you can get various end results on the process, from "I am a divine spirit" to "I am all divine spirits and they are me." The key cognition here is recognition of existence as a spirit senior to playground universes like ours. This recognition can occur when running the John McMaster process "Tell me a source" alternated with "Tell me a no source." It is of course not the usual initial end result of the Source process. That is usually "I am source." This comes as a 2nd or 3rd cognition.

Doubt

In session make a written list of all groups with which one is allied and also those which own you. That latter may be difficult to confront. No being usually is willing to admit that it is owned by others in the physical universe. The normal condition of being here however is that

everything in the physical universe, including the spirit-located, belongs to (is owned by) the physical universe (6th dynamic) morphic field. While ownership by a higher self, by the Holy Mother (Holy Spirit) and by the Single Deity is true and correct, placing anything else in a superior position over the spirit-unlocated is not. Even the Reunion of all Life above this chain of universes, forming the morphic fields, is not absolute truth, or infinite truth. It is only true as a statement of what is the situation, and that ownership can be concurred. Other Beings are you, yes – but they only own you if you decide they do. You can discover that decision and change it.

In this Condition of Doubt you find all owners and concur the decision to be with them and be under them, thus freeing yourself; this will often require reliving using incident reduction the incident in which you joined and submitted to the group. List all the groups first, and then take them on one at a time. Reject the bad ones while concurring that they exist, and consciously choose to ally with good morphic fields (groups). You also may need to erase the morphic fields' assistants, which are small thought size entities using a simple entity process. This will be the morphic fields attempting to reestablish themselves over you, so redo the previous condition if entities reappear in your space.

Liability (choosing evil)

I suggest running a recall process first. Get the exact date(s) of the decision to choose evil, the exact duration of the incident it contains, the exact physical universe location, and note all persons involved or present; and if necessary run the incident from the viewpoint of each. Evil will include the adoption of the goals and purposes of other life, the entity contamination removed in doing Enemy, Treason and Doubt. Also take care to get the exact wording of the decision to choose evil instead of your own naturally flowing good intentions. The key here is not to just erase the surrounding incident as a narrative, but to erase the exact decision. If an entity was formed at that point in time (almost always), and it was not erased forever, then this is the exact time to spot and erase its exact structure forever. Do this perfectly and the result is magical, literally, because it can undo the effects of events later than the decision. Though those events did occur, to other people it will be as though they didn't happen or that they were inconsequential. The exact details of the decision must be erased. And they must be erased in that time. You do not do this in present time; it must be done by returning (as a spirit) to that previous time and erasing then. A person's consciousness is locked into a location in space and time and universe only because it considers it is so locked. The truth is that reality is unobstructed and a person is boundless. You can go anywhere and anywhen and be there as an awareness.

Next you should correct the physical universe if possible. The point of this is to intentionally do positive actions founded in positive intentions, arising in benevolent Will, placed by your pure divine volitions. Since this negative part of the tone scale is the home of Volition, then the person must do one's purely arising positive actions. If possible undo any damage caused, especially to others but also to oneself. If the damage is irreversible in the physical universe then acknowledgement of the wrongs done is imperative. Apologize to everyone harmed who can be reached. This should be familiar to anyone who knows the steps of Alcoholic Anonymous; this Ethics Condition is what their technique is addressing. Beware of doing harm to undo harm done. Go out into the world and do good to everyone, win-win.

Most important here is to allow yourself to choose to do those things you wish to do,

without contamination by the views of others.

If you need formal commands, try these:

What have you done? What have you not done?

What could you do/have done? What could you not do/not have done?

What goals or purposes have you adopted in place of your own? (Doubt)

What goals or purposes are yours which you wish to act upon, or allow to occur? (Liability)

These are to clean the mind so that it does not interfere with positive actions done with benevolent Will.

General Relief of Mind

In Appendix D are the two trees of tailored volitions. These can be processed to great benefit.

The binary tree of volition is processed using polarity processes which provide relief from the energy masses in suspension inside a person's energy fields. As with most such, the masses disperse outward and vanish. The Gunas process I learned from Max Sandor is excellent for relieving two pole polarities.

The Gunas Process:

The gunas is an ancient technique for merging polarities which has come down to modern times through yoga. At first glance the gunas (sattvas, rajass, tamas) looks like a triangle based process, as a version of be-do-have. A closer inspection however shows that it is instead a polarity process, and that the third leg of it, the sattva, is you.

Step 1 - determine and locate the polarity to be addressed.

This can be rather similar to a PEAT interview, except that this MUST result in finding the two sides of the polarity. It appears that the better the polarity is defined before beginning, the better the chances of success.

Ask something like:

A) "Tell me the problem." then:

B) "What are the poles of the problem?"

Two way communicate on this to determine the EXACT polarity involved. Again this is absolutely crucial for success.

C) "Which pole is yin and which is yang?" Depending on the processee's background, use

negative/positive, or tamas/rajas, or feminine/masculine, or yin/yang.

(This seems to be determining the positive/negative attached to the polarity, which may also be determining the goal and the oppgoal.)

D) "Locate (or find) (each of them) in three dimensional space." (This one is crucial. Get the exact locations of both in three dimensional space.) Alternate command: "Where would you see (pole)?" Additional/helpful patter: "Can you feel it now? Follow your feeling. Where would you feel it now?"

Step 2 - the Gunas Processing

Take up the positive (yang) pole first.

Command:

"Make it stronger and more of its kind (yin or yang)."
Do this in the space where it is.

Take up the negative (yin) pole next.

Command:

"Make it stronger and more of its kind (yin or yang)."
Do this in the space where it is.

If "stronger" has no effect, then switch to "weaker" or "less of its nature". (This is using the manifest / unmanifest polarity; manifest for "stronger" and unmanifest (also called discreate) for "weaker".)

After the first round check where they are in space.
Repeat until it unsticks or merges. It should unstick rapidly.

Despite all the above, it really is quite simple to run. You simply make each pole more of what it is. If you have sufficient attention span, you can even do both poles simultaneously. Once the poles are purified, i.e. they no longer contain any mixture of the opposite pole, then the polarization should collapse, and the two merge together.

Notes from Max:

It is vital to recognize the *guna quality* of the pole. This is not a modern style process. It is 'sensing' the quality and 'cleaning it', making it pure 'rajas' or pure 'tamas'.

To get a feel, one could ask after roughly determining the side of the pole (it can switch sides after the first round of inspection):

how does it feel like being a tamas quality?
how does it feel like being a feminine quality?
how does it feel like being a yin quality?
same for rajas / masculine / yang...

The gunas, the way I perceive them, have 3-D appearances.

If there is a picture (2D), one has to look at the energy(ies) beneath it.

The 3rd point is whatever is created by the two poles, the actual 'purpose', that what is desired to be experienced.

An example would be a 'stereo' music perception. Either left and right would never get the full experience. The thing in the middle is 'it'.

This 'sattva' is a viewpoint that could also be called an entity representing YOU. A temporary mask created specifically for the purpose of the experience what's in between the poles.

All gunas are overlaying and connected. It's a dense network. Taking out one messed up polarity doesn't mean one has solved 'everything'.

With 'Web-thinking' rather than linear thinking, everything gets more 'correct' in one's space.

It is vital to get an intuitive understanding of the 'gunas' rather than an abstract one.

Guna processing fails utterly when someone is convinced that a bright white light is female (tamas/ yin) - which happened the other day. Quote: "But the bride in wedding gown is all in white on her wedding day, isn't she?"

One develops a *third* observation point which will develop into the 'equanimity' frequency of Buddhism. This is the *true* sattva position. Most new-agers got this completely wrong and confuse unclear rajas parts with the sattva.

Additional notes and theory by Ed:

Many people seem to be unable to run the gunas. Max says that most people cannot run the gunas because they cannot locate the poles and accurately define them. I suspect the reason some people cannot run the gunas is because those people are not in contact with themselves outside of space/time. A person stuck in space/time (convinced that they are a location in space/time, either as a spirit or as a body) will not be able to assume the true sattvas viewpoint. That person will then attempt to process the gunas with their viewpoint in "be", which can be perceived as the rajas or positive pole of the gunas. This inability to step back from the universe may also be the cause of being unable to properly define and locate the poles – difficult to do if a person is BEING one of the poles, yes?

Remember: this is NOT actually a triangle process; it is a POLARITY process which is run SENIOR to polarities. I experienced it as dissolving into what Max likes to call "the pre-cycle (of-action) gap".

Triads:

The binary tree of volition is processed using power style processes. Again you process the positive and negative poles; but you are doing this with four items. These four are the three legs of the triad, plus the triad's unification. The crucial central path of the tree of tertiary splits is found in Appendix D. I recommend running all of them thusly:

Tell me a _____. Tell me about it.

Tell me a not-____. Tell me about it.

This basic approach works on all triads in the middle path of the tree of tertiary splits. It is a repetitive process. You do one triad leg and its 'not' alternating over and over until something changes and great relief is felt. Then go on to another leg of the triad, then the third leg, and finish by processing the unification. That unification will be a leg of the next triad to process.

Clean Knowing

Know vs not-Know manifests in the Zousel pattern of ++ +- -+ --. To be on top of it, you must face the eshu of the pattern, the minus-minus which is not knowing that you do not know. Do this without mounting it, lest you enter the condition called delusion, like so many of the mad philosophers of the drug culture.

The tech for this comes from new world Ifa, called Lukumi or santeria. They have a tech called el guerreros, the warriors. In it the person 'receives' the Ogun complex orishas (beingnesses). The Ogun complex is four beingnesses:

Osun (Ogunda): ++

Ogun (odi): +-

Oshosi (oyeku): -+

Oko (ika): --

But Oko is not given. Oko is actually an eshu called Iku (Death). So instead of Oko, the person receives an eshu head. The the person is given the other three orishas.

This procedure can be done with any orisha complex. It can also be done as an objective semi-magick/semi-meditation. In a meditative state, you enter each of the non eshu items and become them. This is a magickal process called "assumption of the godform", from Hermetic magick. For know/not-know you enter and become:

know that you know (++)

know that you don't know (+-)

not know that you know (-+)

But stay out of not know that you don't know. That's where the power lies, but it is at the bottom of the tone scale, where if you become it, you become an eshu. Always leave distance between you and any eshu.

A greatly neglected aspect of the three is 'not know that you know'. It allows you to access the bottom without going there and becoming it. Precisely, you do not want to place consciousness at the bottom of the tone scale unless you are completely depolarized. Don't fool yourself into thinking you can go there; again, always keep distance between you and the bottom or you will become an eshu. You can however safely remote view what's there, which is the way I work. For the vast majority, this is the way to work. You look from afar and erase

For 'not know that you know', you go passive and receptive and allow the knowledge to come as instinctive feeling. In my experience, it is felt. This is because it is rising from the bottom, and your lowest level as a human is feelings.

Any true two-pole polarity can be laid out using the Zousel pattern, and resolved with intense meditation. You be the three, and remote view the double negative one.

A Friend's take on 'harm':

My friend Vincent posted a processing series for dealing with specific harmful acts (aka overts).

find the overt. erase it
 find the withhold
 find the agreements broken (It is sometimes easier to find the break before the overt, look for something i have withdraw or i am disable)
 repair the break in agreement
 find the MF of the agreement
 Look if the MF is useful for you
 If yes concur (consciously) to the MF instead of unconscious agreement.
 If not erase the agreement in personal universe, and ask MF to leave.

This follows the series of ethics conditions above.

find the overt.
 This is a non-existence you are finding to make it a solidity that is known.
 erase it
 This is an act, so it is Solidity being erased.
 find the withhold
 This is nothingness, an absence, a Void.
 find the agreements broken (It is sometimes easier to find the break before the overt, look for something i have withdraw or i am disable)
 Agreements form realities, so this is Delusion
 repair the break in agreement
 This is undoing the Treason, which produced the condition of Enemy.
 Find the MF of the agreement
 Look if the MF is useful for you
 This is condition of Doubt and doing a Doubt formula.
 If yes concur (consciously) to the MF instead of unconscious agreement.
 If not erase the agreement in personal universe, and ask MF to leave.

This finishes the Doubt formula, leaving you free to rejoin as a concur or leave as a concur.

The Liability formula is missing, but that formula is a make wrong usually. If rejoining, undo the damage if any.

* * * * *

Locating an incident one has forgotten, is that bringing it up (down) from Death 0.0 to the Solidity range? And is erasure in session then taking it from Solidity to Void? It appears to be so. And that would then explain why someone with a lot of dianetic sessions would need to run entity processes, because Being Entities was not touched in the dianetic sessions.

I have seen a bipolar person descend the tone scale emotionally to Apathy, simultaneously

decay upward from Liability, decay rapidly into Doubt (and intending evil purposes), then Treason/Enemy, and crashing through Confusion, Void and what looks like Solidity with no visible spirit-located. This is the person descending the volitional scale, the lower ethics conditions, until a mechanical/robotic state is reached. After that the person slept constantly for several days (Death area) before recovering. During this, the Zousel -+ section of the tone scale (Sympathy, Propitiation, Grief area) is skipped so that the person went from the ++ (positive emotions) to the +- (Anger, Hate, Resentment, etc.) to the - - (Apathy, Death), and only expressed the -+ AFTER the minus-minus while recovering. That is the exact circular sequence discussed early in this book.

For trained processors who can recall incidents from the deep past, what scientology calls the 'whole track', there are two chains for you to run out using traumatic incident reduction or dianetic technique.

The divine spirit's cycle:

win/win to win/lose to lose/lose to lose win to win/win again.

Process:

On the whole track, locate an incident where I descended to partial incarnation, then did the renewal cycle of a divine spirit.

The MEST linear progression for an entity is: win/win to win/lose to lose/win to lose/lose. Notice it does not cycle back to win/win. (In this universe MEST is designed to decay, because most of a spirit-located consists of MEST, a spirit appears to decay. The only part of a spirit-located which cannot decay is the connection to a higher self. This can however be broken due to unethical behavior. The handling of this latter is the subject of this book.)

Process:

On the whole track, locate an incident where I did the linear decay to become an entity.

Next:

Spot the differences between the two, the cycle and the linear decay to entity.

Be prepared to confront a time where you had lost all contact with your higher self. A lot of charge in this area.

Another address for an overall reversal into the bottom and the lower ethics conditions can begin with an ARC triad break assessment; you should be able to find the commands on the internet. Start with: "Do you have an ARC break with God?" and/or "Do you have an ARC break with the Higher Self?" Make sure these terms are defined using definitions in this book, not a dictionary. Do the assessment as normal by finding which part of its triad, or the union of all three has broken, then spot the modifier of that break on the expanded CDEI scale. Then indicate it to yourself.

Next run the incident(s) of decay below +60 on the tone scale using traumatic incident

reduction such as R3R.

Next run the Source process from Grade 5. Make damn sure you run both commands to end result. Failure to do so in this program is a criminal act. There may be 3 or even more end results on this process.

* * * * *

The problem with most processing is that it doesn't account for ethics styles other than a win-lose game. It focuses on the obviously negative ethics style of making self right while making others wrong. It ignores the other three ethical styles of fixed solutions. Let's fix this. The triad, with both positive and negative poles, is win/lose = survive/succumb + right/wrong + own (dominate)/owned (dominated). Serfac processing:

What do you use to make yourself and others survive? (++)
 What do you use to make yourself survive and others succumb? (+-)
 What do you use to make yourself succumb and others survive? (-+)
 What do you use to make yourself and others succumb? (--)
 (If needed substitute 'live' and 'die')

What do you use to make yourself right and others right? (++)
 What do you use to make yourself right and others wrong? (+-)
 What do you use to make yourself wrong and others right? (-+)
 What do you use to make yourself wrong and others wrong? (--)

What do you use to make yourself and others owning? (++)
 What do you use to make yourself owning and others owned? (+-)
 What do you use to make yourself owned and others owning? (-+)
 What do you use to make yourself and others owned?
 (substitute dominate and dominated when needed)

What do you use to make yourself and others win? (++)
 What do you use to make yourself win and others lose? (+-)
 What do you use to make yourself lose and others win? (-+)
 What do you use to make yourself and others lose? (--)

Apply this pattern to dominance and a lot of hot stuff should come into view. The processing style for this is fairly light and conceptual most of the time, but you might have to reexperience incidents which come to view, using traumatic incident reduction.

This pattern applied to 'survive' should be easiest for most people, which is why I placed it as the first group. If it's too hot, try the right/wrong group first. In all cases save win/lose for last. The ++ ones above are white charge solutions, please note. The last ones in each group, the minus-minus, are visible all around us in the world, mostly unexamined and untouched. Some of the most depressed and destructive individuals employ serfacs of those types. The minus-minus will usually be most charged in my opinion. Spot this one outside of you: what do you use to be

dominated and make others dominated? Take a look at people's political and social opinions on that one!

A Dangerous Method: The LRP

I am going to give a procedure here which is of great benefit to a crushed lose-win individual, and which has great value to help someone struggling in their processing and in life. It expands a person's space, and their reach outward into the world. Unfortunately it also empowers anyone of any ethics type, and is infamous for empowering black magicians who would otherwise be helplessly collapsed under the weight of their own evil. If you are still acting on evil intent and evil purpose then stop right here and skip this section. If this is used to enable your bad actions you will destroy yourself, and perhaps even fall down the 'tail of the Q' to an Ethics Condition of Solid.

In the west this procedure is known as the Lesser Ritual of the Pentagram. There are many forms of it, as I show below. If you are a trained, experienced magician and what I recommend does not match your usual form, no worries. The oldest known form of the LRP is the Buddhist one at the bottom of this section. Please understand that all forms of it appear to have evolved from the Buddhist one. If you are a tyro and insist on some specific form as 'the only correct one' then skip this section; in fact, if you are enforcing fixed solutions perhaps you shouldn't be reading this book yet.

The LRP (stripped-down version I use, and which I recommend)

LRP banishing procedure:

(Ignore the Names of Power, those are unnecessary for these purposes. What is necessary is vibrating a sound, and from it, vibrating your personal space. This is done by making a low pitched rumble deep in the throat while doing each direction. Pick a sound that rumbles easily.)

Face East. Stand squarely with legs shoulder distance apart. With the right arm, fully extended, and hand, index finger extended, draw a pentagram in the air. Start on your lower left, in front and beyond your left hip. Swing up to the apex just above and in front of your head, then down to beyond and in front of your right hip, up to the left again to shoulder level, then straight across to the right, and finally down to the lower left where you began. The entire time you are doing this, VIBRATE that sound. Also (very important) at the same time as you are drawing the pentagram in the air and vibrating, visualize (mock up) bright white and/or golden light filling the entire pentagram and extending outward to the sides, above and below from it. (If you cannot do white and/or gold, then do grayish, neutral energy. Never do black. If you use black you're going to destroy yourself; don't be a damned fool.)

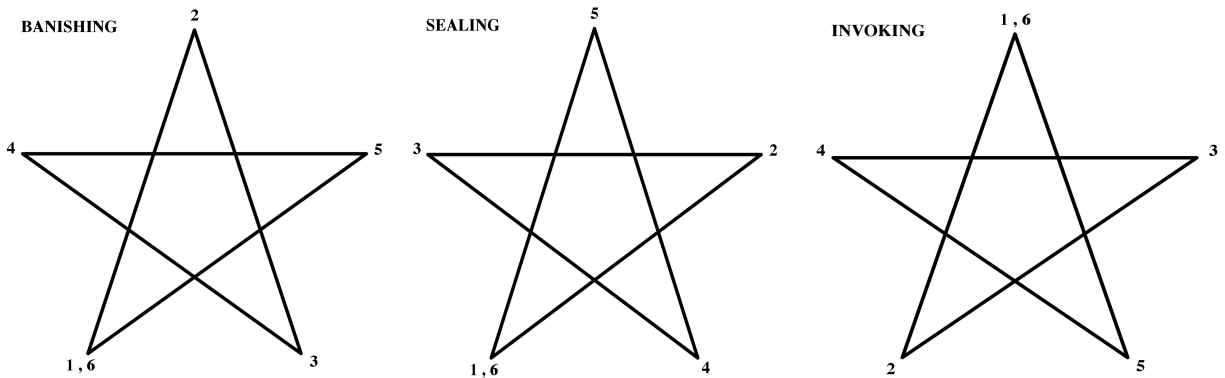
Rotate where you are standing 90 degrees to the right, and do a second pentagram in a new unit of time. Rotate 90 degrees more and do this again, then 90 degrees more.

You have now covered the four directions. make a fifth pentagram atop your first one. This is the initial practice form. Once this can be done easily, you switch to the Sepher Yetzirah six-direction version.

To begin face east as before, lean back slightly and do a pentagram straight up above you. Next bend over slightly and do one facing downward. This can be a bit awkward, you might want to shift your position slightly to form it properly. Then proceed to do the other four

directions as above.

PRACTICE DAILY. IN FACT, PRACTICE THREE TIMES DAILY, AT LEAST!!!!



Do this and soon you will no longer need to do the arm movements and body shifts. You can do the whole ritual visually. Eventually you should be able to do all directions, even behind you, without moving a muscle.

Small pentagrams (8"-10" diameter) can be made to protect the key points around the body where the aura is most likely to leak:

1. Solar plexus (most important), 2. sex organs, 3. heart, 4. throat, 5. mouth, 6. back of head/nape of neck

Life energy in the aura can be renewed by visualizing golden light appearing at the top of the head, and then flowing it down through your body. Visualize your torso and limbs as hollow and flow golden light down through them to fill them.

If any blockages are encountered (places where the energy refuses to pass any farther) reverse the flow. Create the energy beyond it, and flow it in the other direction. If this does not work then there is a consciousness blocking. Address the dark blocking location and apply entity commands. For small entities: "Who are you?" repetitive. "What are you?" repetitive. and/or "Point to the being you divided from." repetitive. If it is bigger, you can also ask it for its incident and R3R. Solution of last resort is the Source process from Power: "Tell me a source." "Tell me about it." alternated with "Tell me a no-source." "Tell me about it." repetitive. Address all of these commands repetitively to the entity at that location until it departs.

Classic sources of the LRP

1. Sepher Yetzirah

He selected three letters from among the simple ones and sealed them and formed them into a Great Name, I H V, (28) and with this He sealed the universe in six directions.

He looked above, and sealed the Height with I H V.

He looked below, and sealed the Depth with I V H.

He looked forward, and sealed the East with H I V.

He looked backward, and sealed the West with H V I. He looked to the right, and sealed the South with V I H. He looked to the left, and sealed the North with V H I.

2. Golden Dawn

Take a steel dagger in your right hand. Face East.

Touch your forehead and say ATEH (Thou art)

Touch your breast and say MALKUTH (the Kingdom)
 Touch your right shoulder and say VE-GEBURAH (and the Power)
 Touch your left shoulder and say VE-GEDULAH (and the Glory)
 Clasp your hands before you and say LE-OLAM (forever)
 Dagger between fingers, point up and say AMEN.
 Make in the air toward the East the invoking PENTAGRAM as shown and, bringing the point of the dagger to the centre of the Pentagram, vibrate the DEITY NAME YOD HE VAU HE imagining that your voice carries forward to the East of the Universe.
 Holding the dagger out before you, go to the South, make the Pentagram and vibrate similarly the deity name ADONAI.
 Go to the West, make the Pentagram and vibrate EHIEH. Go to the North, make the Pentagram and vibrate AGLA.
 Return to the East and complete your circle by bringing the dagger point to the centre of the first Pentagram.
 Stand with arms outstretched in the form of a cross and say:
 BEFORE ME RAPHAEL
 BEHIND ME GABRIEL
 AT MY RIGHT HAND MICHAEL
 AT MY LEFT HAND AURIEL
 BEFORE ME FLAMES THE PENTAGRAM
 BEHIND ME SHINES THE SIX-RAYED STAR
 Again make the Qabalistic Cross as directed above, saying ATEH, etc.
 For Banishing use the same Ritual, but reversing the direction of the lines of the Pentagram.

3. Ifa cleansing ritual

Kneel or squat. Place a glass or bowl full of water next to you right hand. With each of the following phrases dip your fingers in the water and flick water outward away from you in all four directions.

omi tutu (fresh water)
 ona tutu (fresh paths)
 tutu ile (<in> a fresh world)
 tutu larogbe (<with> fresh wisdom)

(The above is a banishing ritual. I usually only do the first four lines above because the ritual continues by evoking and binding negatives, which action is only necessary when working with very powerful forces.)

ko si ku (it will not be death)
 ko si aron (it will not be illness)
 ko si ofo (it will not be curses)
 ko si fitibo (it will not be blame)
 ko si eje (it will not be confrontation)
 ko si idina (it will not be fire/destruction)
 ariku babawa (long life our father)
 ko si, ko si (it will not be, it will not be)
 niti lakoshe (it shall not happen)

4. The Early Buddhist Source

(Two paragraphs quoted from the Sankha Sutta, translated by and copyright 1999 Thanissaro Bhikkhu. Please visit accesstostainsight.org to read the Sankha Sutta.)

"That disciple of the noble ones, headman thus devoid of covetousness, devoid of ill will, unbewildered, alert, mindful keeps pervading the first direction [the east] with an awareness imbued with good will, likewise the second, likewise the third, likewise the fourth. Thus above, below, & all around, everywhere, in its entirety, he keeps pervading the all-encompassing cosmos with an awareness imbued with good will abundant, expansive, immeasurable, without hostility, without ill will. Just as a strong conch-trumpet blower can notify the four directions without any difficulty, in the same way, when the awareness-release through good will is thus developed, thus pursued, any deed done to a limited extent no longer remains there, no longer stays there.

"That disciple of the noble ones thus devoid of covetousness, devoid of ill will, unbewildered, alert, mindful keeps pervading the first direction with an awareness imbued with compassion... appreciation... equanimity, likewise the second, likewise the third, likewise the fourth. Thus above, below, & all around, everywhere, in its entirety, he keeps pervading the all-encompassing cosmos with an awareness imbued with equanimity abundant, expansive, immeasurable, without hostility, without ill will. Just as a strong conch-trumpet blower can notify the four directions without any difficulty, in the same way, when the awareness-release through equanimity is thus developed, thus pursued, any deed done to a limited extent no longer remains there, no longer stays there."

I notice a key action in the above: pervading in every direction with awareness. This is in my opinion the key action of the procedure, and the fundamental to all of the variants above.

That this is found in a Pali language sutta indicates that the procedure is at least 2000 years old, if not 2500 or more.

A Meditation

Thoughts are like knots in the energy field of the mind (within the body field). Thoughts are bits of the field condensing, getting assigned meaning, and then talking TO YOU.

The technique (called 'dissecting a thought'):

Sit quiet in meditation, and watch yourself think. (this is the basic meditation from Hindu practice, and it should be mastered before any further actions, alterations or add-ons) Notice that each thought TALKS TO YOU FIRST before you might speak it. This is because a thought is a microscopic entity.

If you sit in a public place, like a restaurant, and listen to other people talk to each other, then as they speak thoughts will come to you in response, supplying words for you as if you were to reply to them. Notice a TWO stage creation of the thought inside your own mind:

1. it will first appear as pure concept with no mass or energy. No words, this is wordless.
2. it will then congeal into your mind field, grabbing energy to wrap itself. At this point it will become vocalized or formed into words.

By observing this formation of words from pure concepts, you can delink them and allow concept to remain wordless.

The next step is a trifle more difficult but is well worth the effort to attain:

3. When #1 occurs as above, i.e. when a pure concept appears, carefully watch it appear from nowhere. Wait and watch the next one appear from nowhere. And the next. As you do this, wait to pounce on the act of creation. As much as possible, slow down time to do this (i.e. speed yourself up faster than the physical universe). There will be a stillness, just before a concept appears from nowhere. Reach into the stillness and go there.

That is the entire trick, the whole technique. It requires no add-ons.

Done fully, you partially exit the physical universe and rejoin/relink to yourself as a spirit. And from that moment, you have peace of mind, the thoughts no longer dictate your attention, and instead, you direct thought to where YOU wish it to go. This is another process to use to be stronger and more aware when doing the processing directly addressing the lower conditions.

Glossary

8Life Universe – (see Infinite Life Universe)

Absolute – Any specifically tailored, limited volition or volition combination. These are effectively infinities. Also known as Primes, which see.

actual goal – A term used by Filbert for a ‘naturally’ occurring goal inside a person which consists of two tailored volitions, aka primes. The first prime acts on the second and the result is one urge modified by and modifying a different one. Outside of a person these 2 part constructions are creative, in human experience causing a series of events. Inside they are motivations for human actions. In Ifa an actual goal is called an odu. Actual goals run a person like clockwork. You do not have them; they have you.

agree (verb) – To be in accord by submission. To the extent to which you agree, you are owned. This term is defined as the above to distinguish it from 'concur', which see below.

archetype – In this book I use this word to mean an Orisha archetype, based on the magickal practices of Ifa. There are six positive archetype complexes, three male and three female. There is however a seventh archetype which is not an Orisha, where the person goes into the lower ethics conditions as described in this book. The archetype of a person in a lower ethics condition then becomes effectively an Eshu, which see below in this glossary. Orisha archetypes are composed of four basic Primes at the level of 16 binary splits, see Appendix D.

apparency – The visible, apparent reality which is not the real reality. A word used by Filbert. It has the same meaning as phenomena as used by Gurdjieff and his students such as Ouspensky extended from Kant's noumena the real reality of a something.

assist – Any process which does not eliminate the cause of a problem, and instead merely relieves the symptoms.

awareness – The inflow of life, viewing the results of volition.

babalawo – A magician-priest of Ifa.

Bardo – A Tibetan word for the afterlife. The main Bardo is a peculiar place I have visited this lifetime and come away intact. It is characterized by no dimensions and pastel colored fogs slowly drifting in a fuzzy whiteness. A patch of colored fog may be an inch from you, or 10,000 miles from you; it is impossible to judge. Anyone in there loses their memory of all the past life. The Bardo also has side spaces attached which are various heavens (nice places) as rewards, and hells (horrible places) as brutal rehabilitation confinement. Time spent in the Bardo has little or no correlation with time on Earth in this universe.

Being (capitalized) – Any or all levels of a living spirit, from Individuals, spirits-unlocated, and

spirits-located. Any unit of Life.

being (uncapitalized) – A general term for any unit of life.

black spirit – A spirit-located which desires to achieve the negative poles of Absolutes. Fully 'reversed', which see.

body entity – The main being or central awareness of a physical body. It's called a genetic entity by the CoS. Not to be confused with their term 'body thetan' which describes mid-sized gray entities attached to the body.

Causal Plane – An occultist's term for the top level of the Next Universe Out. It is the location for accessing divine sources.

CDEI Scale – The decay scale of volition, usually seen in an actual goal or primal urge. I am referencing Filbert's full CDEI scale, not the short version. Available online in Excalibur Revisited, and in the Electra posts.

citta – The energy, space and time of which minds are made, which have links to Primes. I use this word as a general term for thoughts, emotions, efforts, ideas, and connections.

coexistence – A high level of being where you are yourself and also anyone else at will.

concur (verb) – To perfectly duplicate an agreement, and do it as cause senior to it as an individual (see Individual below). Normal agreement is submission to a morphic field. Concurring allows the individual to exit the field without conflicting with it if previously a member; and it permits contact with a morphic field without joining it if not a member. It also permits alliance, temporary or long-term.

CoS – The Church of Scientology, not to be confused with uncapitalized scientology. When scientology is uncapitalized it means a non-church set of practices employed by people who are not necessarily members, or ex-members, of that church.

dead being – A condition of having become energy in which all Life has zeroed, AKA G-level. This usually disperses unless it penetrates into and sustained by the live field of another Life; this is how a 'body thetan' is produced.

decision – An instantaneous change in the narrative timeline in this universe as it is experienced by living beings here. A decision picks a specific event to occur, and causes a forking of the timeline. Filbert called this forking a decision triangle, which is a misnomer similar to viewing the gunas as a triangle, misnamed because the 3rd 'item' is not an item, but rather the spirit itself.

demon – A 'black' being, including some F-level humans.

destimulate – The action of releasing the built up stress held in the mind and energy fields.

dianetics – A regression therapy developed from hypnotic regression technique by Hubbard and others.

dweller on the threshold – An occultist's term for an entity formed around all of a person's bad deeds and evil intentions. The entity is constructed by a mental machine installed in people. It acts as a gatekeeper to a dead person's next existence. It usually sends a person to the main Bardo which is a place of no dimensions and drifting pastel multicolor fogs, where the person's memories are wiped. If the dead person has been very bad, the person is sent to one of the Bardo hells. Also known as the Guardian of the Threshold.

dynamics – Hubbard's (in)famous 8 dynamics of survival are not in fact levels of survival, though they certainly can be applied thereto. The dynamics are a rough hierarchy of morphic fields (group minds). These are 1. self, 2. family groups, 3. larger human groups, 4. the entire human species, 5. all lifeforms, 6. all matter and energy fields including souls, 7. all divine spirits, 8. the owner of this universe, manifested in this universe as a God. As can be easily perceived, this hierarchy can be broken into more or fewer 'dynamics'.

dynamics (upper) – There are 8 more dynamics, of the next universe out (spiritual universe). These are 9. aesthetics, 10. ethics, 11. decency, 12. truth, 13. awareness, 14. individuality, 15. coexistence, and 16. theta that is not-being.

Edgar Cayce – An American seer known as the 'sleeping prophet' who diagnosed people's ailments and prescribed cures while in an unconscious state.

endword – The result or 'have' intended in an actual goal, by action of the rootword.

engineer – A Being who designs or maintains universes, Beings, and/or lifeforms.

entity – A spirit with no connection to the any higher self and often minimal connection to dark source. It has become an energy field with at least one intended volition (a thought), and larger ones have often a complex of volitions that were intended by another or others. They are 'gray', not white spirits, and not black beings.

eshu – 1. An Ifa term for a being of volition whose intentions are negative. Also called a targ or black static. 2. The word used for a physical object to which sacrifices are made by an Ifa priest. 3. A subcenter on the human body which has connection to Eshu (capitalized) below if in bad shape, or to beingless Nothingness or void if in good shape.

Eshu (when capitalized) – The Yoruba language word for the dark source at the bottom of this universe. This is opposite the light source at the top, which in this universe manifests as the Holy Spirit. To a Christian, Eshu is the Devil, aka Satan.

Expanded CDEI Scale – See CDEI Scale.

F-level – A beingness which has collapsed to a criminal and/or insane condition due to harmful acts against major morphic fields, especially the upper dynamics 9-16. It is a condition in which the aware spirit has dropped into an inverted, reversed condition by dropping below zero on the tone scale. It drops into the lower half of the tone scale, the half of volition. A casual inspection of the tones between -1 and -6 show the distinctive behavior of criminals. Consider these: owning bodies (slavery), punishing bodies (assault, murder), shaming (making wrong), blaming (making wrong), protecting bodies (police, military), Sacrifice, etc. There are tones missing from Filbert's scale which are in this area. This 0 to -6 is the volitional half of the MEST range of the tone scale. An E-level can do 0 to almost -1 and be merely E-level, just another creature, or animal. Any lower and the spirit slips toward F-level. See my other book "The Spiritual Basics of Ethics, Fraternity and Honor" for further explanation of these levels.

Filbert – Geoffrey C. Filbert, an expert freezone therapist, and author of Excalibur Revisited.

freezone / The Free Zone – a general term for ex-scientologists who work outside of that church. It derives from Bill Robertson's group the Free Zone, but the term is expanded beyond his Free Zone to include all such non-church practitioners, usually uncapitalized and as one word instead of two.

God – The Single Deity from which all Life and all existence is derived. AKA Single Deity at +320 on the tone scale. AKA Life that is not being.

gray creature – See 'entity' above. I personally perceive them as gray.

gray entity – See 'entity' above. I personally perceive them as gray.

High-Self – The higher half of the spirit-unlocated's influence on the person as Middle Self. It exists in what is sometimes called the higher astral plane, which is actually four planes. When called (invoked) it appears as a sphere of clear light, sometimes with a faint bluish tinge. This term is borrowed from Max Freedom Long.

higher self – A higher self can be any of several different levels of oneself, but in general it indicates a self not inside the physical plane.

Holy Spirit – The Life source above, as it is perceived from within this universe. The correct name in Christian terms would be God the Mother.

Huna – A Pacific island religion, and spiritual and magical practice. When I reference it I am pointing to the work of Max Freedom Long. From Huna came to me (as a teenager) the concept of the high, middle and low self. It wasn't until many years later that I realized most shamanic and so-called primitive religions also used the above, below and middle description for the self and/or the world or universe.

James Carse – Author of *Finite and Infinite Games*, a book I highly recommend.

Ifa – The local religion and magical practice of the Yoruba speaking peoples of Nigeria. Words used in liturgical Yoruba language point to its origin in the Nile valley. Some words even echo and appear cognate with ancient Egyptian, modern Arabic, and Hebrew. The implication is that the original language of liturgical Yoruba is of Afro-Asiatic origin.

imole – An Ifa word for a specific type of spirit which is formed in a field by inserting an odu into the field; an odu is a combination of any two of the 16 splits level of volition on the binary tree.

individual – The prime awareness of a person senior to all universes. The true person with all additions stripped away.

Infinite Life Universe – The universe where the Individuals from coexistence reunited in order to play in games universes. I also call it the Reunion. I've seen it called the Home Universe. It is what many people call Heaven.

Kapila – A Hindu sage credited with organizing and explaining the abstract philosophical structures behind reality as seen by Hindu contemplatives. He founded what became a 'yoga' called Samkhya.

KRC – Know, Responsibility, Control, a triad spotted by Nordenholz and published in his philosophical volume "Scientologie". Hubbard not only claimed the triad as his own work, he even named his whole subject after the book's title. Responsibility appears to be the union of the triad containing Pervasion of an area as one of its three parts. That Pervasion is Be of the Be-Do-Have triad, as Be an area of the playing field (physical universe); we most commonly experience this as being a body.

Life (capitalized) – The source of everyone which is in living beings. In lower universes it is characterized by its division into an outflow of volition and an inflow of awareness.

Low-Self – The lower half of the spirit-unlocated's influence on the person as Middle Self. It exists in what is sometimes called the lower astral plane, which is actually four planes. When called (invoked) it appears as a sphere of golden light. This term is borrowed from Max Freedom Long.

Magic Universe – The universe previous to this Material Universe. It consisted of two roughly consecutive universes which were similar, so are sometimes lumped together. It consisted of space, time and energy, all very flexible and non-solid and therefore easy to Will into different manifestation. This ease of change is why we call it the Magic Universe, because what we would call magic is simply what people did there.

Mammal Brain – See Triune Brain Theory.

Material Universe – This physical universe we are in, consisting of space, to which had been added time, to which had been added energy, to which had been added matter. It really is an extension of the Magic Universe (see above), as is that Magic Universe an extension of the universes before/above it.

Max Freedom Long – Author of many books on Huna.

MEST – A scientology term meaning Matter, Energy, Space and Time. They have it in the wrong sequence. Its construction sequence is Space, Time, Energy and Matter. STEM?

MF – morphic field. See morphic fields.

MFP – See Morphic Field Processing.

Middle-Self – The perceptible self manifesting the Spirit-Located inside the physical universe.

misown – To accept as belonging to an identity such as your current one, a case item or incident which belongs to or happened to a different identity.

model universe – A visualized image of reality. This distinguishes it from a pervasion of reality.

morphic field entities – Morphic field entities are demons, often obsessing (see obsession) people, which have formed from the beliefs held in common among members of a group or the human species. Legends held in common will have actors in the legends, and these legendary people take on a life of their own, if you want to call that life. Edmund Meadows is an expert on this type of entity. Please see his Viking Remote Viewing website for more on these.

morphic field legends – AKA myths. Narrative explanations which support the mutual agreements and disagreements held by the membership of a morphic field, aka group mind. Morphic field legends appear to be truths, and most people will swear they are true. They are not necessarily true. What appears to be true at a 3rd dynamic levels (human groups) can be patently false at a 6th dynamic level of what actually exists in a material sense. Morphic field legends are the primary solidifiers of morphic field entities, which see above.

morphic field owner – The dominant entity in any morphic field. It will appear to be a god.

Morphic Field Processing – Also called Skywork, is the creation of Max Sandor. It is a means to manipulate morphic fields to help clients in difficulty.

morphic fields – Also known as morphogenetic fields, are group minds formed by agreements and bounded by disagreements. The original work and discovery of the existence of these is by British scientist Rupert Sheldrake, so I am honoring him and his work by using his name for

these. There also exist morphic fields which do not involve what we consider to be life, but which instead form the rules or laws of reality. These latter are not well understood at this time. A morphic field is also known as the spirit of some group, species or other set of (morphically) similar existences.

Next Universe Out – See noumenon.

Nostradamus – A prophet of future events who was unable to discern which possible time line he was viewing in the future. The farther ahead he prophesied, the less accurate his predictions.

noumenon – The real reality beyond the physical world of phenomena. Noumenon is quite simply the senior part of available reality outside of the confines of this physical universe. A Kant term. Filbert calls it the Next Universe Out. I personally think of it as the Spiritual Universe, divided into the Thought Plane and the Causal Plane. Its tone scale is from just above 40, up to almost 400. Some of the lower ethics conditions which make up a large section of this book are the negative range of this Spiritual Universe. It appears to have been created as a place to keep absolutes, which cannot fully manifest in the physical universe.

non-zero sum game – A game where the efforts and creativity of players place new resources into a playing field so that game may continue indefinitely. An infinite game.

NOTs – Therapy process used by the CoS to remove small entities. The process is first recorded in the New Testament, used by Jesus. Later it was taken up by Hermetic magicians. David Mayo and Hubbard borrowed it from the latter.

Obatala – An orisha archetype which is Primate brain dominant. This is a thinker.

obsession – Taken over by an entity. Ruled by a ‘flea’, which is Filbert’s humorous word for an entity. Obsession is a term from Hermetic magick. Verb is obsess.

odu – A two part goal which is any one of the 256 odus of Ifa. An odu is constructed of any two of the 16 splits of volition called olodus. In CoS terms, a type of ‘actual goal’.

Ogun complex – The human archetype formed around the Reptile Brain. See Triune Brain Theory.

olodu – Atop this universe, volition is split into two, two into four, four into eight, and eight into sixteen. The sixteen act as primary motivations or ‘urges’ for all life in this universe. Among the sixteen is Hubbard’s favorite: survive. Of these binary splits, the levels of four and sixteen are stable and influence reality the most. From Ifa.

oppgoal – The goal exactly opposite a positive goal. Such a goal should be more refined and abstract than a human purpose; it should be the negative pole of a Prime.

orisha – A beingness formed of olodus, the prime volitions used in Ifa. As a human archetype this will be a specific four olodus. This is also called a Lwa in the magickal practices of Voudon in neighboring Benin.

overt – A harmful action or inaction, a scientology term.

Oyeku – The Yoruba language word for one of the 16 basic binary splits of volition. Oyeku is the Void. Nothingness out of which comes somethings, or somethings which enter it vanish.

pataki – A Yoruba language word for a story illustrating one of the paths produced by an odu.

Piece – The game status of being at effect in the game. Most people are either Pieces or Broken Pieces. Very few are Players or Assistant Players in the game of life on this planet in this universe. For more on this see Game Position in Appendix F.

postulate – A creative thought placed into reality to effect a manifestation of the absolutes contained in the thought. A word used in scientology.

Power (capitalized) – A set of processes which seem to have been authored mostly or entirely by John McMaster. Hubbard claimed them as his, but I do not perceive that. Also known as Grade 5.

prakriti – The Hindu name of the source of physical reality, equivalent to the Chinese word yin.

Presence (capitalized) – A spirit in a space or area. This is characterized by a peculiar feeling in that space, which I am unable to describe but can recognize instantly if it is strong. A spirit has a very high frequency vibration. How high, you ask? Continuous. Vibrational energy consists of the energy there, then gone, there, then gone at a specific interval. A spirit doesn't go away. Its presence is constant.

Primate Brain – See Triune Brain Theory.

Prime – A word from PEAT processing, a therapy invented by Zivorad Slavinski. A Prime is supposedly a pure unit of volition, though later research showed that Primes were constructions of multiple pure volitions compiled together.

purusha – The Hindu name of the source of life, of beings. It is equivalent to the Chinese word yang.

reality – When used by Filbert this means the reality beyond the physical, aka noumenon. Usually used by others to mean the physical universe.

repercussion – A term from 19th century occultism / Theosophy meaning an effect on the physical originating in spiritual causes. I am extending it slightly.

Reptile Brain – See Triune Brain Theory.

reversal – A condition of desiring the negative poles of urges and goals. Such a person is said to be reversed.

rootword – The action or 'do' of an actual goal.

Rte – Rte, also known as Arte and Asha, is the original practical philosophy of the Indo-Iranian tribes. The word is the verb 'to be' used as a noun, and it is probably best translated as 'what is'. So Rte is the truth of what is.

Samkhya – A Hindu yoga describing some of the basic principles of reality and the mind. See: Kapila.

serfac – A slang contraction. See service facsimile.

service facsimile – A fixed idea used to make oneself right, others wrong, dominate, avoid submission, survive, avoid succumbing, win, and avoid losing. It acts as an entity, containing an energy field which is usually an image, plus an idea or ideas. There are two types, simple and computational. A simple service facsimile is a fixed idea. A computational service facsimile is a falsely reasoned explanation and/or justification for its fixed idea.

soul – The life in and of the physical universe itself. Soul is the life in the energy field of matter. The reason a Spirit-Located needs to body to do its early self development is that it has to resolve the polarization inherent in its construction, one of which is between spirit and matter.

Source – Causative life. Source is from senior to the existent God (Single Deity). Below Single Deity and inside this universe, source manifests as a white deity above and a dark deity below.

spirit – Outside of this universe, any unit of Life in a field of energy and/or a pocket space. In this universe, the Presence of a higher self inside the combination of an energy field and aware/volition. The hidden flow of the latter is volition > aware. A spirit exhibits a continuous presence which can be mistaken for nothingness. Since perception consists of detecting differentials, as my friend Max Sandor would say it, then nothingness and everythingness would be and are equally impossible to distinguish from one another.

Spirit-Located – The person as placed into space-time. It consists of the same thing as an entity, primes in an energy field, but unlike an entity also has connections to source above and below through the high and low selves, and through them connection to the Higher Self and through that to Deity. This is Huna's Middle Self.

Spirit-Unlocated – The part of the person who is still present outside of space-time, but still within the infinite space which contains the universes. The spirit-unlocated can in turn can be experienced as above and below the Middle-Self in the physical universe, please read 'Huna'

above. But this sort of higher self is the spirit-unlocated placing a higher half in the higher planes of this universe, see, High-Self. And with it a lower half of the higher self, see Low-Self. It also places the Middle Self, the Spirit-Located.

Spiritual Universe – See Noumenon.

tail of the Q – The exit through the bottom of any circular decay scale. On the ethics scale it is Solidity. On the CDEI it is Recriminatory.

Tao (usually capitalized) – Pure undivided volition, aka the Prime will of God.

targ – A black being, i.e. a being of negative volitions holding Void in its space.

then (verb) – The action of placing something into the past.

theta – The scientology word for Life itself.

thetan – A scientology word. See 'spirit' above.

Thought Plane – An occultist's term for the lower half of the next universe out, where ideas are realities.

Triune Brain Theory – A theory formulated by Dr. Paul MacLean, who observed three 'lumps' in the developing brain of an embryo which develop further into adult brain structures. He theorized that a human had three brains wired together: the reptilian complex, the limbic system, and the neocortex. For clarity's sake to keep structure from being confused with function I call these the Reptile Brain, the Mammal Brain and the Primate Brain respectively.

un (verb) – The action of removing something from reality. Something which has been un'ed has been unmade.

uncaused creation – A non-physical universe where volition is not impeded by being or consciousness.

urge, aka primal urge – Any of the 16 splits of volition called olodus in Ifa. Hubbard touted one of them as the only one, survival. Unfortunately there are 15 more in addition to survival. These 16 urges are native to this physical universe, the arrangement of binary splits not present in other universes. Senior to the 16 urges are the twin motivations of Life: awareness and volition; these could also be called urges or primal urges.

volition – The outflow of Life. The core of Will. The active element of intention.

white charge – Case or limitations which appear to be positive, and that the person backs with great intention and/or energy.

White Knight – In magick and MF processing when some entity is found to be 'above' you (or above the client) and if hostile it may be a White Knight, an entity sent by another entity which is often a morphic field owner entity. The command to get rid of it is "turn around and look at your father". This is simply a wordier version of asking for its source, as in "who are you?" or "point to your source."

white spirit – A spirit-located which desires to achieve the positives.

Will (capitalized) – Volition as an act of intention. This word is borrowed from Hermetic magick.

Xenu – The ultimate evil being as described in Hubbard's confusion between physical past track and formative myths and legends used by morphic fields. (See morphic field legends) To my great amusement, the name appears to be related to the Yoruba word for a demon, eshu, and also might be related to the ancient Egyptian word for a demon, axé. Unfortunately Hubbard didn't know he was seeing morphic field legends/myths.

Yeshua – Jesus.

yoga – Any of many Hindu spiritual and mental practices. What most people think of as yoga is Hatha yoga, which specializes in body training and positions. But that is merely one of many.

zero sum game – A game which is bounded by limited resources where the only way to gain more is to take from another player. A finite game.

Zousel figure – The four ways any polarity interacts with reality in a pattern of plus-plus, plus-minus, minus-plus and minus-minus. The pattern was shown to me by my friend Rita A. Zousel.

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Special thanks to Geoffrey Filbert, Rita Zousel, Chris Melchior and Max Sandor.

Appendixes

These Appendixes are notes, some giving the bare bones of a larger and complex subject, some very incomplete because the research is not finished. Some of them are also many years older than the preceding text. If there is any conflict, use the material of the main text above.

Appendix A

Notes on the AAA through F Classes of Beings

(All material inside brackets [] are the words of Geoffrey Filbert.)

(These Appendix A notes are very incomplete because the research is not finished. They are also many years older than the preceding text. If there is any conflict, use the later material above rather than the Appendix A material.)

Let's begin at the bottom.

[F4 through F14 classes": "the fleecehood class of beings] –
(Denizens of Hell)

The F levels are people who have fallen below being positive members of (though still being owned by) a group. In order to persistently steal from others, the linkage to those others must be broken. Any persistent revolt against group commonality is viewed by both the group and by the revolting E-level individual as criminality. This gets confusing for E-level beings because they often cannot distinguish between F-level rebellion, and D-level insistence on independence/refusal to obey morphic fields (group minds) of group, race, species, and mammalian lifeforms. F-level has the problem of opposition to morphic fields of Life and treating the terminals of these fields as Other. F-level Beings get trapped in hallucinatory realities after death; read about the impure destinations of the Bardo in the Tibetan Buddhist materials. In terms of awareness (the yardstick of these levels) this is fallen below awareness of reality. Reality is delusional. If a being drops to F-level while still incarnate, it will be insane (paranoid). All too often one of these latter rises to rule a nation, with tragic consequences.

[E-level is an awareness level of being aware being a member of a group and pack of animals.] –

This is below awareness of being aware. The awareness is trapped in the physical universe. This is the definition of an entity: a being existing in only one universe. In seeking Source, the being clings to morphic fields instead. E-level is owned by its groups.

(Notes: This is the wrong direction from a spirit's point of view: Source is "up", morphic fields are "down". To a targ or eshu-like being, Source is down in the morphic fields, and those awful lights are "up".)

[The D level is aware of being aware, aware of self, but is an "only-one". In other words, bright, independent but prone to lone-rangerism.] –

Mechanically, aware of being aware is accomplished by being aware in two (or more) locations. For D-level this is usually two. One location is the spirit's personal universe (home universe) in which it is aware of itself in the physical universe. But it is NOT usually aware of being in its home universe! It is aware there, but not aware of being aware there because what is here in the world cannot view there. D-level beings can get into trouble with E-level groups

when they do things that are "not permitted" by the E-level groups. The D-level beings have a 50% contact with Source. They are aware of Source within themselves, but unaware of Source above time (the higher self).

(Notes: John McMaster's Source process from Power works two commands. These are "Tell me a source" and "Tell me a no source". The D-level being can correctly answer the first question in regards to its own existence. The answer is "me", and all me's everywhere. If the auditor quits there he has done the PC a disservice and stuck the PC at D-level with sources at terminals in the physical universe. A full answer of the second command reveals that terminals in the physical universe are not actually Source in the physical universe, and that the real Source is elsewhere... which exteriorizes the PC from the MEST universe and produces an infant C-level being.)

[C-level beings, which are aware of being aware of a future.] –

I prefer to call this "aware of being aware above time". It is also aware of being aware outside of the MEST universe. There is contact with the higher self, and sometimes contact with higher parts of the higher self. There is varying amounts of awareness of the future, even prophetic abilities. A diviner (examples: a babalawo, tarot card reader, or psychic reader) needs to be C-level for at least during the time spent divining. While a D-level may be an individual in some areas and still owned in others, a C-level is at least partially risen above being owned.

[B-level beings are aware of being aware as all elements of an entire group.] –

This is aware of being aware as the morphic field(s) of the lower (2nd and 3rd) dynamics. A B-level can own and control groups, as an open leader, or as a hidden owner/controller.

(Notes: The 2nd dynamic is actually a sub-set of the 3rd dynamic; a family is a group. A C-level being can process the 3rd dynamic using the Skywork method as used and taught by Max Sandor/Joachim Steingrubner.)

[A-level beings are aware of all aspects of being racially aware.] –

Aware of being aware as the 4th dynamic. Actually this is more than race, it also encompasses species and local lifeforms (5th dynamic). Incident II (OT III) is a 5th dynamic engram held in the morphic field of all life on this planet. I regard it as an implant designed to influence all life forms on this planet.

[AA beings are aware of awareness of galactic awareness.]

This runs all the way up to aware of being aware as the entire MEST universe.

[AAA level beings are aware of awareness of Universality, all universes.] –

There are many more universes than this physical one...

The ethics scale is a scale of action and resolution for one's degree of individuation. The AAA through F levels are the functional beingnesses resulting from the ethics scale.

In my opinion the ethics conditions delineate one's relationship(s) to the outside. It is the quality of communication between "inside" and "outside" (passing through the viewpoint in both directions), as Terminals. Ethics conditions are a scale for individuation as a relation between inside (the individuated being) and outside (contact with all life). And that in turn implies that if one goes out the top of the ethics scale, Power Change, one has merged and resolved (on whatever subject) the polarization into an inside and outside. Power Change is also exit from a game.

Is Power Change the solution to individuation and therefore the exit from being trapped in the physical universe????

This also implies that F-level is a complete or near complete isolation as an individual who has fallen too far down the scale. And all this means that individuation is not an on/off switch; it is not either zero or 100%. This means it is a gradient of isolation.

All terminals have to do their formulas in order to get a resolution of a difficulty. A very serious question is what to do when one terminal refuses to do the formula, or even acknowledge their correct condition. I am of the opinion that the lowest ethics conditions should be audited. This brings up the question: can ethics be remote processed on a refusing terminal?

I suggest it could be tried. I think a method to use for this would be the technique of processing off objections, 'decision triangle' style.

To move a being from D-level to C-level: when a being gets into comm with the higher self the charge on the dichot self/others flows out because the poles are no longer held apart. Viewed as a technology, this seems counterintuitive to anyone who grew up using scientology. For those who have a christian background, this effect is usually misinterpreted to meaning that the result of love and empathy is what one needs to DO in order to achieve it. This is seeing the effect as the cause. The real cause is opening up that comm line to the higher self, and then the higher self of the higher self. It is my opinion that this action was one of the technologies used by Jesus and his teacher John the Baptist to convert E-level beings into D-level, and a few D-level beings into C-level. The former seems to have been easy, forming a "soul" (spirit) that will not disintegrate at body death. The latter seems to have been more difficult. Jesus himself had to have been senior to either, a B or A or AA being.

Anyone who is "aware of being aware" is occupying at LEAST two planes or locations. One of the most powerful and liberating experiences for a processee is to "wake up" outside of space-time (above or outside of the universe) because then every experience inside the universe is known to be "not-me". There is some discussion of this state in the L13 materials of Rowland Barkley, and an early procedure he used to achieve it, wherein he refers to self outside as "Source Self". "Not me" is also a process used in Buddhism. Awareness of source is the essential experience which makes the difference between a spirit and a GE, between a divine spirit and an animal soul. Or to put it in Filbert or Hubbard alphabetic classification, the difference between a "D" level being and an "E" level being.

Take a fixed bunch of matter and program it with survival and other solutions to existence.

Keep increasing the complexity and flexibility of that programming. Soon it has an E-level being running it. Eventually it will "ignite" and wake up. This ignition into Spirit (into D-level, aware of being aware) is usually triggered by physical destruction (Physical death frees spirit from matter.). I call it "ignition" because it seems that a G.E. or any other E-level being tastes to me like the three akashic elements of water, air and earth. What I do not taste in an E-level being is the akashic element of fire. If you taste fire, you have a D or above.

A yardstick you can use to judge a being is aesthetics: E-level cannot create fine art, only coarse art; D-level can and often does work in aesthetics. Awareness of aesthetics is the best way to outwardly judge whether someone is D or E.

An "only one" who is totally that way is precisely D-1, aware of being aware as a 1st dynamic ONLY.

"Blaspheming against the holy spirit" results in F-8.

Not everyone goes into the Bardo hells. The delusional period happens only to those who are below Treason (that's a lot of people!) as a spiritual ethics condition, what Filbert called F-level beings.

(About the Bardo: There is a weird space (universe, plane) just off the main sequence of universes in this chain, which is used to wipe memory. Connected to it are an entire system of other small spaces used to recondition or roughly process a spirit; these others are often considered heavens and hells. The Tibetans call the system of all these spaces the Bardo. I call that weird space the main Bardo. It is weird because it has no definite dimensions. Inside is bright white space filled with drifting pastel fogs (pale blue, pink, pale yellow, etc.). When looking at one of these patches of fog, it is impossible to determine if the colored fog is one inch away, or miles distant. Inside that space, memory fades, goal sets fade, the past life is lost to view. It appears that the locations of goals and memories become lost and unanchored. It is designed to wipe a spirit clean for reuse. It works very effectively. I know the main Bardo from personal experience, having gone there twice in this lifetime while in a group magick session, in order to determine the condition of people who had just died.)

Scattered through what little tech has survived in the books banned by the council of Nicea, there are indications that Jesus was actively engaged in clearing. He seems to have been taking E-level beings in human bodies and connecting them to source so that they at LEAST rose to D, and even C-level. The method seems to have been some sort of magical ritual form of buddhism. There is a passage in the gospel of Mary Magdalene about overcoming attachments that could have been written by Buddha, yet Mary says that Jesus said it to her!

There are no limits to consciousness. Consciousness above time (C-level being) is aware of the future as being in its past.

On C-level: Go to PT (Present Time), at the exact position of the wavefront (hint: it feels like solidified power); go to the future, and you can also move into the past (owonrin) too. The ability to do all three is the ability to be senior to time, and is the step into a C-level beingness.

Hubbard was big on people being in PT. Max Sandor deconstructed that in his article on the PT trap in the Purple Notebook. This PT thing is a way to control people. A real powerful being is not stuck in PT, but moves consciousness through time at will to some extent (C-level).

An "in hell" condition is an F-level being, by definition. Usually this happens after death, but sometimes it occurs while still incarnate, and the person is crazy.

If an entity makes the connection to the holy spirit in any form, such as a higher self, it

moves from an E-level entity, to a D-level spirit instantly.

When visualizing something, you can get it to manifest if you visualize it IN THE FUTURE. You have to be a C-level being (i.e. above time), for at least a few moments, in order to do this. This has to be effortless and without thought or intention.

A person can exist in a meat body perfectly functional with only the personal model universe. Such a person thinks that what they think and see in their head is reality. This is the E-level being: aware of reality via the body.

A spirit however needs to directly assess the shared model universe. A D-level (aware of being aware as an "only one") is doing both and this can be a problem.

In the process of waking up there can be confusion between the two universes. The spirit begins to see directly, and cannot yet tell the difference, and thinks everything seen, both direct perception and thinkingness, is the reality.

Personal model universe is an E-level being trait, though any higher level can create personal models too. It's more along the lines that an E-level has ONLY a personal model. Take an F-level and stick him into a body and he will behave as a mad E-level; the body's senses are a bridge to shared reality. Wake him up to individuality and he is a D-level "only-one". Get him to evert completely from the individual introversion and he is a C-level.

My take on insanity is that it is an F-level being condition. F-level is withdrawn from reality into a personal universe hell; they cannot have the common universe. This is a condition F-level beings must get resolved before getting into the pastel fogs area of the Bardo. And that is in itself a problem because the Bardo is rather low havingness, with its "insubstantial" matter and energy, no apparent time, and dimensionless space. The 'solution' if you want to call it that, is to allow an F-level to loop through its insanity repeatedly until it either erases or the person says enough and is ready to let go of its madness and 'then' the images.

Looping time is an EXTREMELY bad situation. It is an F-level being situation: locked for its duration into a personal pocket universe.

Personal universe is always senior to the shared universe . . . where do you think a person goes when he gets into trouble in the shared universe? He retreats back to his personal universe. And if he has been very very bad, then: F-level being, locked into his own universe until he destimulates.

"G-level":

There are worse conditions than withdrawal into a personal universe; far worse is forced sharing. Individuality is opposed by commonality, which is near the bottom of the tone scale. If the shared universe is experience as a commonality, it crashes the individual. To recover, the person must recover the sovereignty of their own individuality as a first step (usual first cognition of the source process: I am source), which should be followed by recovering their individuality as everyone (coexistence of theta).

I guess I just spotted a class lower than F. Lower than F would be G: fragmentation into everyone as effect, i.e. "being entities" in the physical universe. (Note this has been superseded by the new data on ethics conditions.)

If someone has entities, that does not mean they are being them, buttered all over space and time. A class G is expelled from his own personal universe (home universe) back into shared space only, and without a refuge, fragments into entities without a surviving central

consciousness.

F-level can become so while incarnate, but cannot reincarnate so long as it is class F.

G-level cannot take a body, period.

You entered this universe as an INDIVIDUAL as a result of your decision AS AN INDIVIDUAL. It looks quite different from coexistence. And yes the structure of the universe was already there, which means you didn't agree upon it as an individual.

I want to talk about viewpoints and aware spaces for a while. A white spirit is set up to be aware of being aware because he has two viewpoints (aware in two spaces), at least one of which can look at the other . . . though honestly it is far more easy for the viewpoint in home universe to look at the viewpoint in the physical universe, than the other direction! That's a hard row to hoe, as my Tennessee sharecropper mom used to say!

But a being can have awareness in more (and less) than those base two locations.

As for less, when a being, due to harmful acts loses connection to its home universe location, it becomes a material being, only existing in the physical universe (E-level being). When a being instead loses its physical universe location, it becomes an F-level being, only existing in its home universe. Since this condition is normally caused by massive harm done by the person, the home universe becomes a sort of Hell, or hopefully, a temporary purgatory. (inferno/purgatorio, see Dante Alighieri's books for details of how nuts it can get. The Tibetans also discuss this condition.)

As for more, I consider a very important one to be waking up above time and space (C-level being and above). Once one has an awareness (can't call it a "viewpoint" exactly) outside of the physical universe (actually outside the several "lower" universes including this physical one), either at the edge of this physical universe, or better yet within the next universe out (spiritual universe), then such questions as who created the physical universe and did I agree to it become ludicrous.

At coexistence, one is aware of the unity of all life as a single Being. One regains consciousness of coexistence by waking up in the next universe out.

And the awareness of coexistence can bring into one's physical universe viewpoint awareness of the real state of affairs: that what looks like agreement from down here, is simple unity up there; and that these lower universes were placed from the next universe up by decision, with no agreement necessary. How the hell is a unity going to agree with itself? It must divide to agree, and such division only exists DOWN HERE. And so there is agreement down here . . .

Is any of this making sense? Seriously, using words is so prone to error and misinterpretation and just plain non-comprehension. The only way to REALLY get this is to DO IT! I strongly urge you and everyone else to exteriorize their consciousness from the physical universe. Buddha did it. Max did it. I did it. Lots of others have done it. And once you do, you keep an awareness out/up there.

Alan Walters' "furies": While researching the grand tone scale, I noted in passing that the Furies was a spectacular "upset" (called an ARCx in scn). Alan Walters expresses it in terms of affinity, i.e. emotion, but the emotional reactions are just body phenomena which occurs when this material is downloaded onto a meat body. Alan is correct that it is a purely spiritual upset.

There is a boundary (one of many) on the tone scale which lies between tone +60 and +50/+45. When a spirit decays below +60 and into the band of the scale which lies below it, there is a loss of direct creation, the power of the living dream. There is also loss of the last

vestige of experiential coexistence (full telepathy). The pain and loss is unbearable, which is why tone +50 is called Agony.

At tone +60 and above a person IS a god. At tone +50 a person is a falling god, and below +40 a person is just a spirit.

Solutions.

Begin with an ARCx assessment. Start with: "Do you have an ARCx with God?"

Run the incident(s) of decay below +60 using R3R.

Run the Source process from Grade 5. Make damn sure you run both commands to EP. Failure to do so in this program is a high crime.

This should solve any "only one" condition, and take a D-level being and turn him into a C1. Do not run this program on any E or F beings.

Social Classes:

SLAVE/SLAVER (Criminal) = F-level

SERF (Beast) = E-level

Citizen = D-level

Philosopher / Seer / Oriate / Artist = C-level

Magician = B-level

Living god (small g), AKA Local god = A-level

F-level is the criminal, property of its morphic fields but in bad ethics condition. In many societies an F-level will be a captive, either slave or prisoner (note: legal status of a convicted criminal is that of "chattel": moveable property. A chattel is a slave.), OR the keeper/owner of a slave or slaves. Heads of nations and the inmates of both insane asylums and prisons are often F-level.

E-level: A serf is a person who lives a basic existence of work, sleep, sex and drugs (illegal drugs, alcohol, music, gambling, anything addictive). Nothing else.

D-level is a simple individual capable of both independent action and cooperative. This is the citizen.

C-level is aware as a spirit outside of matter, energy, space and time. From outside a C-level can peer inside. I am using the Roman word oriate because it is a specific function of mechanical divination. And no, "seer" does not mean merely an observer. A "seer" is someone who can to at least some extent read the akashic record, this ability derives from C-level's being above time. Edgar Cayce was a seer. A true philosopher also requires at least some awareness above time.

B-level: A magician is someone who can manipulate morphic fields.

A-level: Control comes with increased size and responsibility. Mechanical means fall away and the being controls directly. This progresses further at the AA-level and AAA-levels.

The condition of Liability looks to me like the border/transition between D and C.

A being newly risen to C-level needs to do the non-existence formula, because he is finally awake as a spirit.

Levels and the Source process from Power Grade 5:

D-level cog: "I am source".

C-level cog: "source is outside of the physical universe".

The second cog dissolves much of the TERM versus OPPTERM behavior of D-level.

F-level Being

Below ethics condition of treason as member of human groups (morphic fields).

E-level Being

Owned by morphic fields of groups, and human race, etc. Property of physical universe fields, owned by God-below.

D-level Being

Individuated from being owned; member of fields but not fully controlled by them. First stage of connection to God-above ("I am source")

C-level Being

Fully individuated from control by morphic fields. Aware of being aware exterior to fields.

B-level Being and higher

B-level and above take various degrees of direct control over morphic fields. Aware of being aware as group minds (morphic fields).

Someone who makes the rules, depending on level, is AAA through B level. Someone who effortlessly enters and leaves games at will is not owned and is therefore C-level. Someone who owns his own individuality but not yet his game token is D-level. Somebody who has to act according to rules is owned and an E-level slave and animal. Someone who cannot leave games and yet messes up games with harmful acts (refusal to play right, breaking rules) is owned and refusing being owned and is therefore F-level and usually a criminal, broken piece and a bad slave.

vs Player Scale:

AAA, AA and A levels are in partial to full contact/KRC with Coexistence; these can choose whether to be in the Engineering class (Architect, Engineer and Mechanic), or Gamer class (Game Makers, Destroyers and Referees).

B-level - strong contact/KRC with Thought Universe, some contact with Coexistence. Players and Asst Players.

C-level - senior to physical universe, some contact with Thought and Coexistence universes. Has a choice whether to proceed higher and to which universe; can pick Gamer or Engineer. If Gamer, becomes an Asst Player. If Engineer, withdraws from playing to be a scientist, monk, contemplative or other devotee.

D-level - Piece.

E-level - Broken Piece. An E-level broken Piece has become part of the playing field.

F-level - Broken Piece and Ruined Playing Field.

G-level - off the scale through the bottom.

Awareness of universes:

C-level being: Aware above the physical universe, and in contact with both Thought and Coexistence universes.

D-level being: Unaware in Coexistence universe. Aware in Thought universe as copies of it. Aware in physical universe and often puzzled by its strange logic and brain-dead lifeforms (viewed as "automata" by some). Unawareness in Coexistence causes "only-one" phenomena (solipsism).

E-level being: No contact with Coexistence or Thought universes. Only aware in physical universe.

F-level being: No Coexistence. No Thought universe. No direct contact with physical universe; only aware of heavily altered copies of physical universe which it copies into its personal universe (a "pinched off" pocket universe maintained from the Fall of Home Universe/Formation of Shared Universes era). Only aware in personal universe, which is usually a hellish nightmare. If the being became F-level while incarnate and still alive, is functionally insane, often paranoid schizophrenic.

G-level: Expelled from all universes. Personal mind and energy field have collapsed and the spirit-located no longer exists in any form.

The higher alphabetic levels' numerical 'grades' are universes. The lower levels numerals are morphic fields of this universe, and indeed, of this solar system in part, though linked to galaxy-wide fields. But as every universe is established by and establishes a morphic field, then there's no difference between high and low except scope.

Original text by Filbert, added here for reference:

[The religious implants of 4,000 year ago one should understand. The word "religion" comes from "legio" meaning law and "re" meaning reaffirmation, so religion is reaffirmation of the law. In ancient times, about 14,000 years ago, the law was re-established, and a whole lot of law was installed as religion into people. The purpose of the implant was partially to keep people from deviating from these new laws.

The more fundamental purpose of the implant was to keep "E-level beings" at that level and prevent "E-level beings" from becoming more aware and moving up to the "D-level". The implant contains and attempted to restrict the following ecological levels, which I will be taking up. The implant was done so that those at each level would not rise above that level, and would go rather bananas if they attempted to rise above their "normal" or "assigned" level. E-level is an awareness level of being aware being a member of a group and pack of animals. The D level is aware of being aware, aware of self, but is an "only-one". In other words, bright, independent but prone to lone-rangerism. I have been wrongly accused of this often. The main purpose of this was to keep the Ds and Es in their slots. The implanting was done by C-level beings, which are aware of being aware of a future. B-level beings are aware of being aware as all elements of an entire group. A-level beings are aware of all aspects of being racially aware. AA beings are aware of awareness of galactic awareness. AAA level beings are aware of awareness of Universality, all universes. Each alphabetical level was about 20 'grades' which are notated numerically. A-4 beings are aware of the awareness of 4 universes. The A level goes up to 16.

This religion, and religion itself was implanted, but its main purpose, as I have stated twice before was to keep all the Es and Ds from moving up to the levels of awareness and action of C, B, A, AA, and AAA. This was of benefit to those holding the upper ranges in holding their jobs, territory, and prizes. I would suppose an ecology system such as that can function well, but I don't care for it. The Nazi's Master and slave society functioned well, and is and was a restimulation of one part of this implant, but it tortured millions of sentient beings without anaesthetics, which was unnecessary pain. The system implanted is up and running and pretty stable. If you bring an E up to a D range, they will turn on "only one" phenomenon. If a lot of that were to happen rapidly you would have a lot of "only ones" walking around in society, and they would start destroying the ecology and system. This was what was happening 14,000 years ago, thus the implanting was done. A few hundred years ago, with Thomas Paine, Jefferson, and some French authors, it happened again, and we had the French and American revolutions. Anarchy broke out, and the systems were destroyed. The holders of the old systems did not succeed in "re-establishing" the law, and new countries were born. What was going on 14,000 years ago was more extreme, for the Genetic Entities, not the Beings, were evolving up into the D-level. That being that just builds bodies had become that aware, thus the implanting was done to make them "dumb animals" again. "]

I should mention in passing that aspects of the tone levels, ethics conditions, and awareness levels (this appendix) were noticed long ago by Buddhists, and the human conditions resulting therefrom codified as 6 levels. Sequenced from high to low, these are: Devas, Asuras, Humans, Animals, Ghosts, and Hell-Beings.

Devas are spirits so advanced or cleaned up that they have become gods. Note that I did not capitalize "gods", so this does not mean the single deity. Another term for a deva is 'local god'. A deva can be incarnate or bodiless, will have a strong Presence, and usually be seen to glow with light. New devas rising up from being asuras exhibit halos on the head of their bodies. The halo on large devas can be a lot larger than the head. A deva is at A-level or higher usually.

Using the word asura has problems because almost no one defines it correctly. Asuras are incorrectly identified as demons by some people. Even the Hindus I have read have it wrong, and its their language. It does not mean exactly 'not deity' (an-surya), but is a pun, a double meaning combining 'not deity' with Truth (the verb to be, as-, ash-) as a noun. An asura is a magician, using knowledge of what is. The meaning of the names of two of the three highest asuras, Aryaman and Mitra, make this clear enough, especially the former; Aryaman means truth man. An asura is normally B-level, though weaker ones can be high C-level.

A human is a D-level. There is contact with higher self, but overall the spirit-located is asleep and the body is being run mostly by entities, especially the large entity of the body.

A human animal, simply called animal by the Buddhists, is an E-level being, whose contact with higher self was lost. These rarely incarnate as other lifeforms than human, despite what some Buddhists might claim.

A ghost is a spirit unable to reincarnate, but which has managed to avoid entering a hell. This condition is normally found on people who were extremely minus-plus while alive, and who were therefore very badly treated in life. As the person will have done little in the way of

bad to others in most cases, and be in very confused state themselves (usually Conditions of Confusion or Void), then the between-lives mechanism called the Dweller on the Threshold was not triggered during end-of-life review of the entire life just ended. It is a rather sad condition, spiritually collapsed but not turned into evil. It needs to get cleaned up, which normally requires incarnation.

A hell-being is someone whose behavior was so bad that instead of being sent to the main Bardo, the person is sequestered into a hell to relive its insanity until it is unwilling to remain evil. Then it normally goes to the main Bardo to have its memory wiped, and then sent back to Earth. Suffering continues however, and there is a strong motivation to become free from suffering. Great spiritual progress can be made by people rising out of the state of hell-being.

Appendix B

Notes on the Mechanics of Morphic Fields as Observed in Morphic Field Processing

The term morphic field has its origin from Rupert Sheldrake in his excellent work. A morphic field is also known as a group mind. The following explains not only the various aspects of the fields, but also relates to the processing of them in Skywork, aka morphic field processing.

We exist in an unobstructed universe; distance and time are not barriers.

Everything is connected to everything else. This universe is co-owned by everything and everyone in it. This universe is a very large morphic field with which everything in it has agreed. A being must either agree to or concur with the entire field in order to exist here.

When doing magick, any being, carnate or disincarnate, may be contacted and brought into contact with a morphic field. Any being may be contacted at any point on any time track. The reason for this easy contact is that they are already in contact at the level of the physical universe morphic field.

Any condition may be contacted as a being. Beings consist of goals comprised of specific splits of volition.

Any being, or condition as a being, may be assumed (become) by any person at Will, providing it with the person as a terminal. (This can sometimes be seen as a darkness visibly condensing onto the person's head from the morphic field.)

Once a being is assumed, a person can recall any aspect of the being's life, past life, future life, or condition of existence, future existence or prior existence. This is often done by FEELING what it is, but sometimes images, thoughts, and memories can be recalled. Because morphic fields are of the bottom, they influence the effort band of sensation, and its reactive triggering of emotion.

Bodiless earthbound spirits cannot process their problems without a body. They are usually grateful for the chance to do so via temporary embodiment (from Edmund Meadows of Viking Remote Viewing). This is one of the main reasons entities attach to bodies, another is the need to have existence of any sort. An entity normally does not survive long outside of a host energy field unless it has connection to a source outside of the universe.

Any being attached to one's body may be processed and its problems solved by communication and processing.

Any being can be convinced to agree to anything you want if you process off its objections. This is a deadly bit of truth ripe for selfish abuse, and if you abuse it you will fall (drop to F-level).

The Hermetic operation called assumption of the godform is where the magician becomes that being (deity or demon), providing it a body.

A being can be invited to move or interact, but never forced or commanded unless in the rare case when it is being expelled or removed from the person. This requires training and experience at dominating other life. The *olodu* used is *Oturupon*.

Apparent reality is created by each person for oneself by means of considerations which are held at a level of certainty. So also will an entity have its own reality. Since an entity is by definition a being with no connection to higher self, and is purely a being of the Middle World (Huna and shamanic concept), you with connection to higher self can dominate it easily if you are so willing.

The sum total of everyone's ideas (held as certainties) about reality are the physical universe. By 'everyone' I mean all beings including those of the physical matter of the universe; yes the physical universe has its own opinions. Everyone's certainties (postulates) about reality determine the appearance of reality. But these confident thoughts only do so to the extent that they are allowed to pervade the space of reality versus others' thoughts which differ. Therefore reality is a democracy where the majority rule.

Any idea, circumstance, feeling, emotion, attitude, body type, set of anchor points either physical or mental, or group membership held in common by any two or more beings forms a discrete morphic field.

Entity contamination (also called spirit possession and obsession), when it is real and not sheer hallucination, is often a perception of other members of a morphic field of which the contaminated person is a member. The remainder of the time the entities are lost parts of oneself, or lost parts of another person with whom one is associated, usually intimately. Occasionally they are deliberate intrusions sent by a low level magician of bad character and intent.

An entity often acts as a viewpoint for a morphic field. It possesses an image or few, and also has a few thoughts it keeps. As such, it is the working part of a meme. A meme is what one calls an entity if one ignores its viewpoint in space.

To contaminate a being, entities must have something in common with the being. The key items gluing any entity to a person are commonalities and purposes (from Geoffrey Filbert). Commonly held things are agreements that one is not Cause over, i.e. you have submitted to them.

Morphic fields operate on the ARC triad (affinity-reality-communication). On a being's inside ARC equals Understanding. On the outside ARC equals Apparency as you perceive it. Certainty of understanding (causative understanding) on the inside equals Knowing. Causative knowing on the outside is concurrence. The Apparency is the visible world. Apparency is also known in Kant's system as Phenomenon. Phenomenon is contrasted against Noumenon, which is the real reality. Agreement forms both one's internal reality and one's external reality.

Agreement can be defined as cocreation at Effect; cocreation as Cause is called Concurrence. Agreement produces the Apparency or Phenomenon, an apparent reality. Concurrence produces the real Reality or Noumenon.

Morphic fields operate by dominance/submission. Morphic fields are all about ownership, who owns whom. Morphic fields are arranged in hierarchies, with the largest field owning smaller fields below it, and the smaller owning still smaller, almost to infinity.

To dominate a morphic field as an individual, one uses certainty, intention and will to take responsibility over it while spotting all previous agreements. Responsibility for something enables being it. Intention is thought without limitation. Certainty is emotion without limitation. Will is intention exerted without limitations. Notice that these are infinities. To dominate a morphic field through a group one obtains agreements from the parts of reality that the workers in the circle are being. This enables doing and having also. Once a field is pervaded, one has control of its 'particles', add 10% more and you have full operational control. Particles are viewpoints in space. Agreement is part of knowing, and being is part of responsibility (see the triune splits of volition). One exerts intention, certainty and will through the circle using affinity as the honey, sweetness and glue, that obtains the co-creation. Without affinity, the exertion of intention, certainty and will would be force and psychic rape.

The mechanics of morphic fields:

Physical universe (PU) triads are an alteration by limitation of magic track (MT) triads, and our triads have very exact mechanics. Similar to MT triads, PU triads are how things get done in this physical universe. Hubbard or his staff noticed that PU triads were three things which combine to form a fourth item. In addition to that:

1. Two of the three items in a triad will be artificially arranged to oppose each other, with the remaining one operating between them. In the ARC triad, affinity and reality oppose each other (spot the hate in morphic fields if you don't believe me), with communication mediating between them.
2. Two items in a triad, one of the opposers plus the mediator, will combine to form the third. In the BDH triad Do combines with Have to form the Be. In the ARC triad Affinity combines with Communication to form the Agreed upon Reality.

Of course affinity contains disaffinity, and agreement contains disagreement – and this explains much of how a morphic field works. A morphic field is a field of agreement containing both agreements by submission to the group, and disagreements in rebellion against the group.

Morphic fields form reality itself, including the physical universe.

I've said before that Hubbard's dynamics of survival were not actually about survival, though they can of course be applied to survival. The 8 dynamics are a rough scale of the levels of morphic fields. They are a hierarchy. A first dynamic cannot actually directly control a 2nd dynamic unless the first dynamic moves up to being (doing plus having) that 2nd dynamic. No level can control any level above itself; it can only control or influence the level(s) below it. A 3rd dynamic can control a 2nd or first. And so on. This is why Skywork, a process functioning at the level of the 3rd dynamic, can easily influence or control families and individuals, but cannot influence larger 3rd dynamic groups because a larger 3rd dynamic has more morphic field particles (thus Max's 110% particles process can overcome this problem). So Skywork as originally designed, extended from family constellation work, cannot for example make a change in the physical universe itself. The physical universe is 6th dynamic, and Skywork is 3rd dynamic. The 6th dynamic contains ALL dynamics beneath it, all life, plus all matter, energy, space and time. Any attempt in Skywork to alter the physical universe would be fortunate to elicit no response from the 6th dynamic, because any response might be deadly dangerous.

And just in case I wasn't clear above, morphic fields, and Skywork, operate using the ARC triad, within the limitations of the hierarchy of morphic fields which are the 8 dynamics.

These fields are formed from beings, but not all these beings will appear to be Life. Some can appear to be dead matter, or empty space, or something that once existed but appears not to exist anymore. They are anything which can act as a viewpoint. The non-beingness of these non-beings is an illusion. Life is in everything that manifests in any way, anywhere, anytime. This is true even when something appears dead. If it has any existence, it is part of Life and is a member of morphic fields. It will only appear to be dead when viewed from a location on a time track at which it is not alive. From above time, any life that has ever been is alive forever.

All agreements and disagreements are held at viewpoints. These viewpoints are normally locations in some space, though not necessarily in our shared space. These viewpoints are assumed by MFP workers during MFP sessions.

To expand into a space it is only necessary to obtain agreement, which then permits influence in that space by direct postulate.

To pervade a space, obtain agreements; one way to do this is to process off everyone's objections to (disagreements toward) what you want. Effects in the physical universe are caused by removing objections.

Disagreement separates one from the commonality of morphic fields/spaces, yet attaches oneself to them. Without agreements or disagreements in common, no two beings can interact in any way, and indeed, cannot even occupy a common universe.

Absolute non-agreement without embedded agreements or disagreements forms separate universes within the multiverse. Totally separate universes may not be possible to form in any absolute sense because the very existence of a being depends on certain characteristics, which would thereby be held in common by all beings, forming a spirit universe.

To occupy a single viewpoint in space a person must disagree with other locations in space. But the morphic field is a field of agreement containing the embedded disagreements which are embedded because individual members of the field hold some agreements (samenesses), but also differences, therefore a person can assume the character of any part (member) of a morphic field and then manifest both samenesses and differences connected with that member. Conversely, any disagreement must contain embedded agreements within it in order for it to persist as a disagreement. Without the embedded agreements there would be no contact, see the previous paragraph.

Disagreement destroys pervasion.

A person's normal "self", because it lacks much pervasion in the space of the physical universe, must therefore be an example of disagreement. Individuation is caused by some sort of disagreement. Therefore one's long ago incident of individuation as a being is an incident containing adoption of differences.

A "theta signature" is one's DIFFERENT pattern of vibration unique to each individual being. There is one element of this pattern which is one's this-lifetime odus (actual goals). Another element of it seems to be completely unique.

These odu goals can change due to goal resets caused by extreme events such as near death, powerful spiritual enlightenment, or neutralization of primordial polarities during PEAT processing. Some people have speculated that another being occupies the body in these cases (a so called "walk-in"), but I have found this to not be true. The same individual awareness is in the body, but it takes on a different "flavor" due to a different guardian orisha and/or odus. Another element of a person's "signature" is simply an awareness separated from all other awarenesses, possessing a different quality of knowing from other beings. This is the core of a being, his unique signature as an individual; inside a games universe it is an energy vibration. Even this core is not permanently separate from other Beings, and a person in fact both is and is not individual. There are three conditions of Being, all three of which are simultaneously true: 1) all Beings are One, there is only one Self and that is God, 2) all Beings are individual and completely separate, and 3) all individuals are the parts of a whole which is both One and Divided into individuals.

Because a person is capable of assuming any beingness and odu goals, any person can assume the beingness of any other person or morphic field.

ALL MORPHIC FIELDS ARE LINKED TO ONE ANOTHER IN A HIERARCHY WITH GOD AT THE TOP.

There's a level of "commonality" (Filbert's term) fairly far down the tone scale in the

Shadows range (-100 to -400). Down there beings are a nightmarish contradiction of fragmented (Being Entities) AND clustered together. It's like being forced apart and yet forced together at the same time.

In the ARC triad, Agreement forms reality, but in the solid physical universe as such solidifies the triad. This means that affinity, which is a flow (and thus aberrative), becomes STICKY and solid when it is Reality (agreement). Since morphic fields (MF) are fields of agreement, then the beings who are members of a MF are stuck together, glued to one another at a level of Being Entities.

And far down the tone scale is where you find MFs linked. ALL MORPHIC FIELDS ARE LINKED TO ONE ANOTHER IN A HIERARCHY WITH THE GOD OF THIS UNIVERSE AT THE TOP.

Only a being of light (from the top of the tone scale) can concur fields (duplicate them) and gently take them apart.

When dealing with spiritual memes (not internet memes) one is dealing with command elements of morphic fields. A meme is a thought of a morphic field in its aspect as a group mind. The narrative some memes point toward are morphic field legends.

Morphic fields operate as individual fields by setting up things to oppose or exclude. This means that though a morphic field is a field of mutual agreements, it is also stabilized by mutually held disagreements with outsiders not within the field AND by partial agreements/partial disagreements among fellow members within the field. So there are both inside and outside "contra-memes" in operation in any group. Internal oppositions (contra-memes) operate vertically in a morphic field between higher and lower fields. External oppositions operate between fields at the same level.

These levels can be roughly summarized as the 8 dynamics of scientology, which are a vastly over-simplified version of the hierarchy of morphic fields. They are not in fact 'dynamics of survival'. So a first dynamic is the morphic field of the elements of a composite person. A second dynamic is a small group containing 2 or more first dynamics, etc.

Functionally though, when dealing with human groups, one needs to use far finer gradations than Hubbard's dynamics. Let me give you an example of the above. There is a morphic field of Abrahamic religion that contains Judaism, Christianity and Islam. The overfield of Abraham has placed top-down vertical oppositions within it that help define it and keep it well defined and strong. These same oppositions make exhibitions of hatred among the three sub-fields. The three religions would dissipate without them. Because they are being placed from higher levels, Abraham in this case, the contra-memes are actually held in place by the "White Knight" phenomenon, which see.

Under the morphic field of Abraham, mutual disagreements split the field into the three religions of Judaism, Christianity and Islam. Each of these agrees among itself, yet to some extent disagrees with the other two.

Senior to human groups there is the entire human species. Above that are the merging branches of evolution, finally coming together as all life on Earth. Above that is the physical universe itself. Senior to that are the spirits which are outside of the physical universe, though many have extensions into it. And senior to that is the Single Deity, God.

Morphic fields and the awareness levels of Appendix A

Groups often control their members via guilt. Guilt is a socially implanted enforced harmful act. Once you are part of a group, that group essentially owns you if you have agreed to its ideas. Let me say that again with more clarity. Agreement is submission. When you agree, that agreement places you under the authority of the agreement. The agreement is to the morphic field of the group. This is true even when the morphic field is only two people, such as yourself and your wife. It can even be the first dynamic morphic field of the various parts of what you consider yourself (this is how a divine spirit becomes a body and becomes subordinate to the body's minds, by the way.). The mechanism relies on a perversion of a very high concept called honor. An honorable person keeps their promises and agreements – so the trick is to get an honorable person to agree (submit) to something less than honorable. This results in a diminishing of one's volition, which drops down the lower ethics conditions to Treason. When a spirit allows itself to be owned by a morphic field, that spirit becomes a morphic field entity; and that endangers the spirit's connection to higher self.

There is a way to avoid this fate. But the spirit has to be awake to do it effectively. Instead of being owned, you own the morphic field. But a spirit cannot really begin to do this effectively until it has reached C-level awareness, and is only doing it easily once it has reached B-level.

C-level is aware of being aware senior to time and space; awake outside of MEST in what Chris calls the substrate.

B-level is aware of being aware senior to morphic fields; and therefore possesses a clean, conscious connection to higher self.

A person who is D-level (most people, only aware of being aware) can get out from under being owned, but requires mechanical processes and procedures to follow step by step. In other words, a D-level needs the formulas of the lower ethics conditions.

Notes:

Two things:

1. The tone scale is from ± 400 to 0. The plus tones are those of awareness, and the minus tones are those of volition. The collective has higher number volition than individuality. This is why the collectivists usually win.
2. Several decades ago I read something by Hubbard where he gave the emotional tones of various types of governments. Communism was on the list. I realized that the governments lower on the tone scale usually defeated the ones higher toned on his list. It seemed counter-intuitive at the time, but I didn't reject it as wrong. I filed it in my memory as unexplained. This was key to my noticing the tone scale was $\pm(\text{number})$ to 0, because it explained what Hubbard had written.

So the collective has more effective use of volition than a single individual.

Life has two ways of controlling reality. One is via morphic fields. Morphic fields, which Hubbard called group minds, influence and trigger events via dominance caused by having a larger size. My friend Chris talks about 'morphic field particles'. What are morphic field particles, you ask? They are anything inside a space. Anything. This includes people, rocks, trees, anything. The more of these under your control, the stronger your morphic field. A collective has a multitude of 7th dynamic 'particles': Beings, or spirits and entities. These Beings are senior to MEST (6th), senior to Living MEST (5th), to humanity (4th), to groups (3rd and 2nd), and to the composite spirits/human body (1st). Hubbard's eight dynamics are the hierarchy

of morphic fields.

The second method life has of controlling reality is the one individual divine spirit can use. In scientology it is best called 'decision'. But they do not understand decision. Scientologists normally equate decision with postulate, and neither label is accurately explained. Filbert does better when he writes about 'decision triangles'. But even that is not 100% correct because they are not triangles. They are actually decision splits, a forking in reality. From above reality is propagating toward infinite, and the mechanism is a very high exponential explosion of possibilities. Quantum mechanics indicates that until someone looks, and by looking locks down the position of a particle, the particle's location is both uncertain and multiple. That's not quite correct. The position of a particle is all possible positions simultaneously; and the number of such positions is the number of new timelines forking out from that single quantum event. All a divine spirit or other life does is that by looking, it picks one of the positions as the timeline it follows. And that is the power a single divine spirit has, to choose a timeline it prefers. This is the only way a divine spirit can 'defeat' a powerful morphic field.

Appendix C

Animism and Entity Magick

#1: everything is alive. EVERYTHING.

#2: Life fragments in the physical universe, forming separated consciousnesses.

#3: Separated consciousnesses in contact with one another either form a hierarchy of dominance, or they fight for dominance if a common ground (agreement, commonality) has not been established. A white Spirit is an individuated part of the consciousness of God, descended from Coexistence. An entity is a fragment of the dark which is moving upward toward the higher planes; it has its source in matter, as a product of the commonality of morphic fields and of coexistence.

#4: A white Spirit is capable of dominating any entity. This should be done by ownership, not force.

#5: The Terminal of the Spirit in the physical universe is its main viewpoint in space, also known as the center of consciousness (COC) or main point of view.

#6: The Spirit is capable of connecting any entity with God, changing it from an entity to a white Spirit like itself. The condition of resulting new Spirit is poor, it being barely outside of the range of matter and energy.

#7: For a Spirit to name an entity summons it.

#8: To make an entity name itself banishes it as an entity. If this is done by connection to Source (God), it will vanish into Source. An entity is finite; a white Spirit, being part of God, is not. #8 is the reason why all source processes work. Who are you and what are you and from where did you come. You must make the entity say it, at which point it duplicates itself and vanishes back into its source, whatever that may be.

#9: The "name" of an imole (spirit of an odu) is its exact splits of Tao, described perfectly. You get the imole to say this and its separated consciousness vanishes.

Some Basic Rules of Universes

My examination of pocket universes led to the following conclusions:

1. Each pocket universe is a being. Each and every pocket universe of any sort is a being. This used to be the "normal" way to arrange things, prior to the formation of this collective universe (this one I am typing in); and from the viewpoint of the collective universe these spaces are each the "Home Universe" of each Being.
2. And the converse is true: each and every Being in this physical universe has a Home Universe somewhere, usually well hidden from others. Often it is so well hidden its owner can no longer find it.
3. Any Being can make a new pocket universe (self-inclosed and unique space) by splitting off some of its own being. This is how everything is created anyway so please notice it. One does not lessen oneself by doing so because every Being is infinite Life from the level of Coexistence.
4. Every pocket universe has its own assumptions that provides it with its unique characteristics. These assumptions constitute that universe's "mind".
5. Any Being can enter any other Being's pocket universe, if it can be located. To enter one agrees with its assumptions. To depart one concurs, as-isses and "thens" those assumptions. Since

awaring and concurring are at +110 and +160 respectively, and as-isness is at +100 on the tone scale, then universes of any sort are lower than these on the tone scale.

6. Conscious ignorance of the assumptions of a universe traps a Being in that universe.

7. This physical universe (matter, energy, space and time universe and its system of higher and lower planes) is a compilation of a vast number of pocket universes, making it necessary to use a huge span of attention and awareness in order to concur and "then" it.

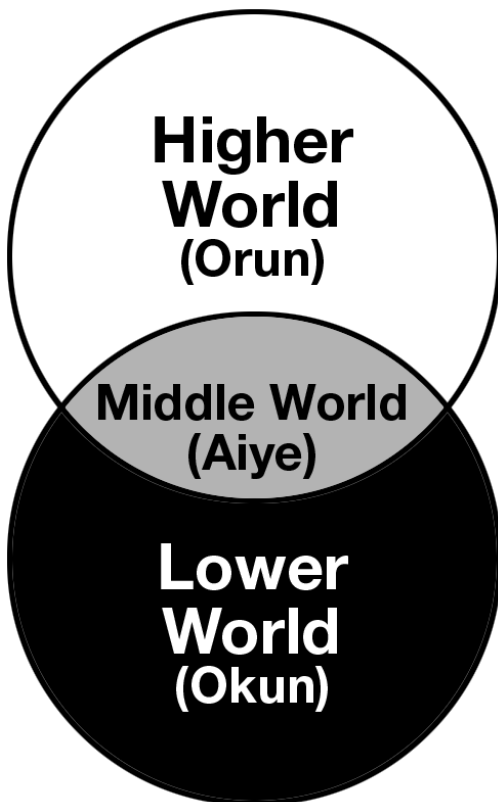
The Three Worlds

From a shamanic point of view it appears as though there are three worlds, what we would call universes or planes.

The Higher World can also be called the Duplication Universe or the Coexistence Universe. Filbert calls it the next universe out. Another name is Noumenon. It is a place where Matter, Energy, Space and Time do not exist. What does exist there is Life and Absolutes. Since the Absolutes are infinities, the method to reach it from the middle world is to infinitize one or more absolute Prime split of Tao.

The Higher World can be seen from within the Middle World, where it is badly duplicated (badly copied, not actually duplicated) as the area of +400 through just above +40 on the grand tone scale. It has been called Heaven, Orun, and the Shining City on the hill. (Reference: find online the grand tone scale by Geoffrey Filbert.)

The Lower World can also be called the Uncaused Creation Universe; more precisely it has a link to uncaused creation. I sometimes call it the Black Universe because that is how it looks to me. It has no white beings, no positive Life. The Lower World can also be seen from within the Middle World, where it too is merely a bad copy. This copy appears to be the area of -45 through -400 on the grand tone scale. It has been called Hell, but it is also the source of dark shamanic power. If you get in touch with a black place where objects glow, you are contacting part of this lower world.



The Middle World runs from tone +40 through -40. The physical part of the universe itself centers on 0.0 on the tone scale and extends to around 24 above and below that.

As above, so below says the Emerald Tablet. So the self inside the Middle Universe is a reflection of the 'senior' universes which are above and below. Because this Middle Universe is a binary split (dual) universe, and every binary split is altered by the Level of Four Template (see Polar Dynamics) aka the Zousel figure, there are four levels of the High-Self, and four levels of the Low-Self. They follow the tetragrammaton (IHVH') pattern in nature.

The local high self is often called Spirit, while the local low self is often called the Soul.

Entities in your space

What is a 'being' as we use that word? Being is awareness, separate, but it also contains non-being, which is volition. Volition is set up to be 'uncaused'. So when an entity enters a person's space what is copied is another Being's volitions. But the other Being is no longer operating the copied volition, which then only has you as its owner. An entity must have an energy field to exist; in this universe if there is no energy field there is no Being. So an entity is yours BECAUSE it is in your space, in your energy fields.

Notice what you do every time you meet someone. YOU COPY THEIR PERSONALITY! And what is that personality? It is the sum total of their volitions, and the limits of their awareness, which is also volitioned please note.

There's a hell of a lot more going on too. For example, every distinct volition (prime, olodu, urge, actual goal, purpose, etc.) creates a distinctly different vibration from each other in your energy fields. These can be perceived, and when two people's field intermingle, the vibration gets copied. Then the mind LOCATES that vibration at one place (or more if multiple copies). You can get whole groups of locations clustered together vibrating a volition.

I just described entities.

Please note that the vibration is of the physical universe, and is called Owonrin in Ifa. Please note that the locating is of the thetan's mind, and is called Ogunda in Ifa. They are two very different things.

Appendix D

Primes

Life itself is at core both perception and Will, or slightly higher call it awareness and volition, which are the one thing Life divided into an inflow and an outflow. Perception flows in, and will flows out. Will is directed volition. This appears to be the first pair of Primes roughly concurrent to the division of infinite Life into many separated awarenesses.

Very high up and long ago Life split itself into many. Awareness divided itself as multiple awarenesses, e.g. beings; and volition split into smaller, limited, tailored volitions. Various balances between awareness and volition were arranged, so that some elements of Life were mostly awareness, and others mostly volition with quite limited awareness. These latter splits of volition, these limited awareness specific Wills, can be called the Primes. The term Prime is borrowed here from PEAT processing, the creation of Zivorad M. Slavinski.

Part of what binds a Being in this universe, and adversely affects the Being so that it decays into lower ethics conditions, are its agreements made upon entering. To be here in this universe, a Being must have either agreed or concurred with it in its entirety. Therefore to reverse the decay, and indeed to free oneself entirely, a Being must perceive and thus undo this binding. To do this it is necessary to spot the fundamentals of this universe's construction. What I perceive at this time is that the visible universe exists as a middle world held between a higher world and a lower world. That arrangement of planes is covered in Appendix C. In short however I perceive there are binary splits above, and tertiary splits below, forming the Primes.

The number of potential Primes is large, theoretically infinite, but in practical terms limited to the number which can be used in any Game. This physical universe we live in can be defined as a Games universe. To have a game there must be playing fields and players and pieces which the players use in playing games. Pieces seem to take the Game of Life seriously but be warned that players often do not. The pieces are part of the playing field; and the playing field is the effect end of volitioning (willing). To produce such a complex playing field, different splits of volition, Primes, must be employed in creating it. These are used in various patterns to produce such complexity as we see around us.

This physical universe was designed as a playing field of space, energy, time and mass, with 'planes' influencing and controlling it from 'above' and 'below'. Part of that structure of planes are a pair of trees of splits of volition, one above and one below. Within these higher and lower planes are design templates which force reality to follow specific repeating patterns. This entire book is focused on describing some of these.

The higher planes of this physical universe has an arrangement of Prime volitions in binary splits. One becomes two. Two becomes four. Four becomes eight. Eight becomes sixteen. For now let's stop at sixteen. Sixteen, and the positive and negative poles thereof, are the top end controls for this universe. The binary splits are known to the Chinese and to various African peoples. From north Africa some of this knowledge entered Europe and became Geomancy. Best understanding of the sixteen is found in the Yoruba speaking peoples of Nigeria and Benin; best traditional understanding of binary splitting is in the Chinese Y Ching. Neither of them have a clear view of this material.

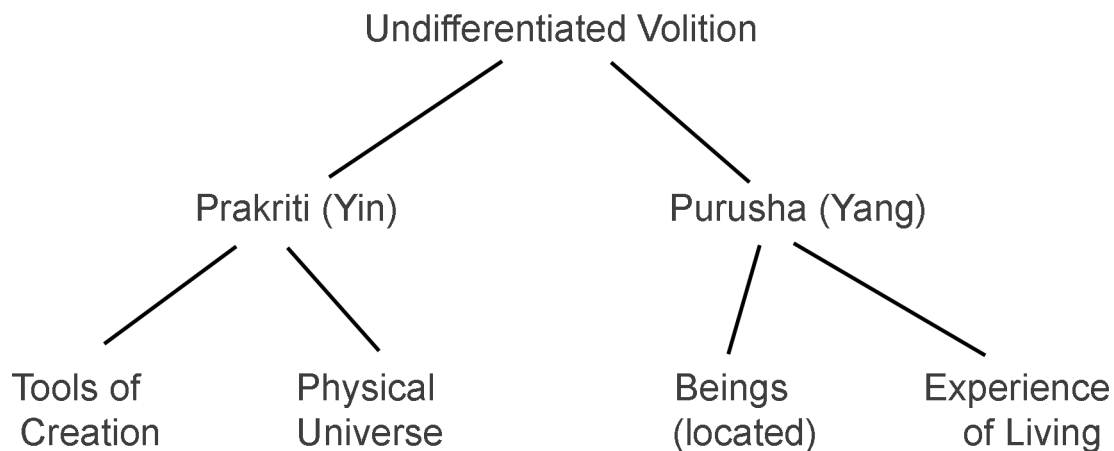
The lower planes of this physical universe has an arrangement of Primes in tertiary splits.

One becomes three. Three becomes nine. Nine becomes twenty-seven, etc. These are the bottom end controls of this universe. First recorded mention of triads, aka triangles, that I have found is in a Hindu yoga called Samkhya. Therein these are called gunas. In more modern times triads have been written about by Gurdjieff and his students, and of course by Hubbard. One of Hubbard's most emphasized triads appears to have been lifted from the work of Nordenholz. I noticed it there when I read an English translation of Nordenholz's book "Scientologie". Hubbard fails to credit Nordenholz.

In addition to the binary and tertiary splitting and quite separate from them, every prime at every level expresses as a positive and negative pole. This is tremendously important to understand because the arrangement of the next universe out is such that a spirit only maintains contact with its high self and the Individual higher self/universal higher self when acting to pursue the positive poles of Primes. Pursuit of the negative poles, such as hate instead of love, and death instead of life, is what causes a spirit to descend through those lower ethics conditions which are a main focus of this book. This is a very practical matter. If you pursue negatives it will cut you off from all aspects of your own higher nature, and eventually turn you into an animal spirit, an entity, with no higher nature remaining. You will have become mere matter and energy. This is how a spirit dies.

Binary Splits

One (Single Volition) splits into what the Chinese call Yin and Yang. I've never seen either of those words properly defined. Do the Chinese know and aren't telling westerners? Or do they just not know and are as lost about them as are outsiders? Lucky for us, the Hindus appear to have retained the correct meaning. They describe Yin as Prakriti, the source of the physical world. They describe Yang as Purusha, the source of life, of beings. This points to Prakriti as zero on the tone scale, and at Purusha as mostly awarenesses and their volitions.



So the first split, into two, produces the causes of this universe's playing field and the

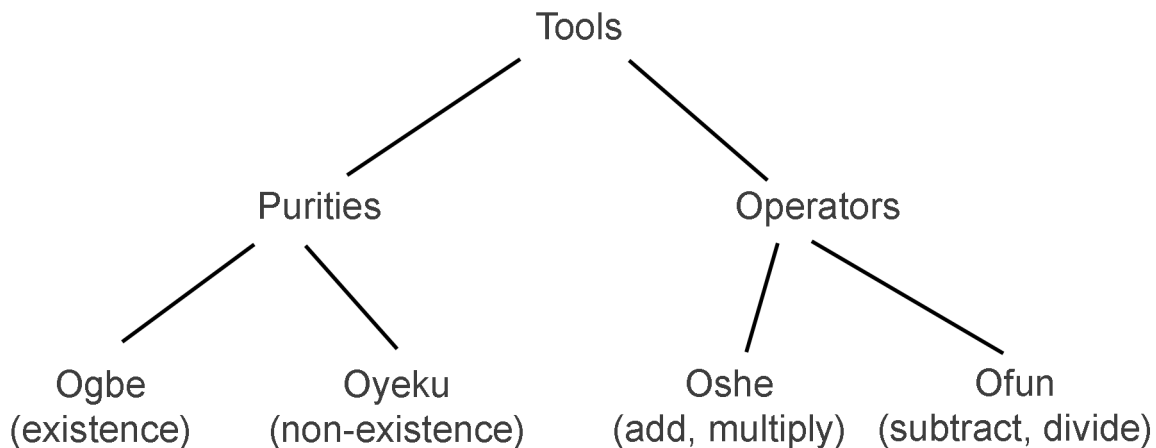
beings in it.

The next split, into four, sees Prakriti splitting into the basic tools for operating the universe, and the physical universe itself. On the Zousel figure, the tools are plus-plus; and the physical universe is plus-minus. Purusha splits into living beings (the game pieces), and also into the experience of living. Living beings are minus-plus; and living itself is minus-minus. Want to know why the experience of living can be such a bad experience, look no further. It's programmed into this universe. The fact that the tools used to operate the universe are at zero on the tone scale confirms that Beings of the type I call Engineers do indeed run the whole of physical reality; and it explains my long term perception of Engineers appearing to be 'broken pieces' (See Game Position in Appendix F.).

Let's skip the eight and go straight to the sixteen. These are short definitions, plus their Yoruba language names in parentheses.

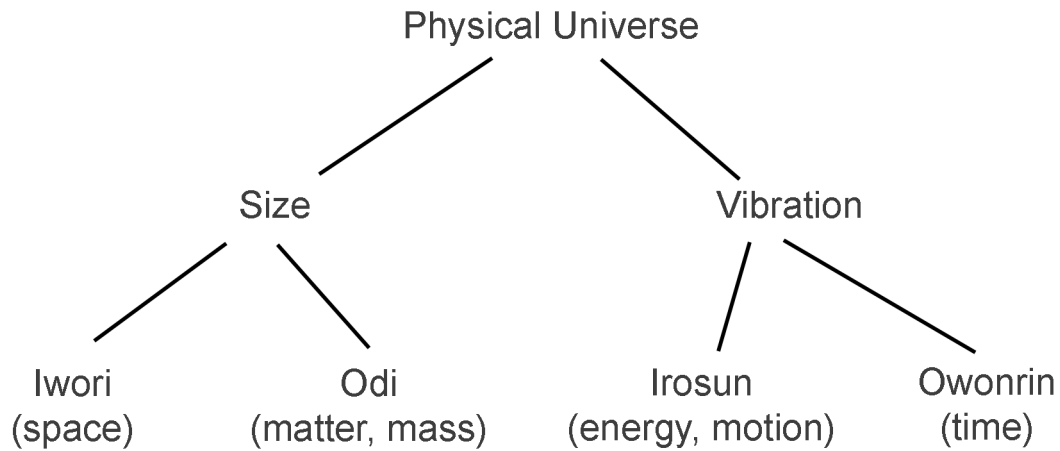
The tools are:

Manifestation (Ogbe), creation (Oshe), discreation (Ofun) and void (Oyeku).



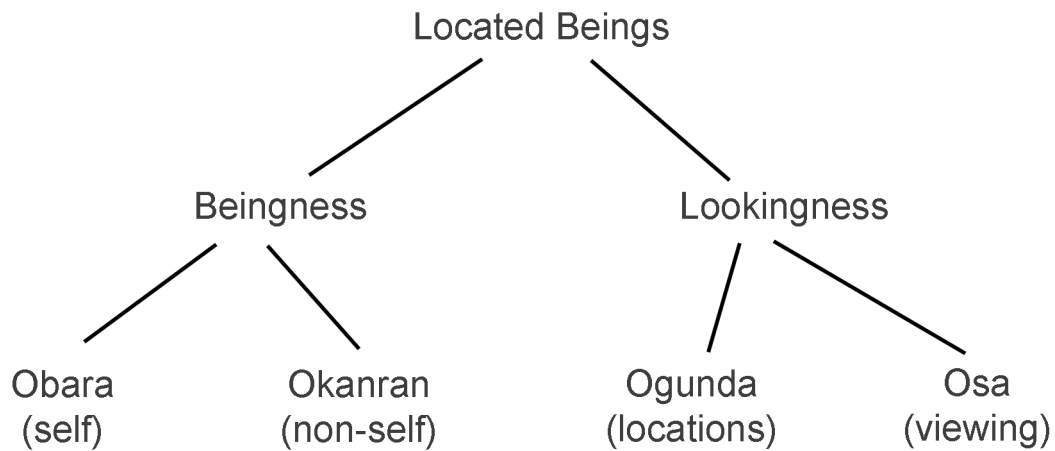
The physical universe are:

Space (Iwori), energy (Irosun), time (Owonrin) and matter (Odi).



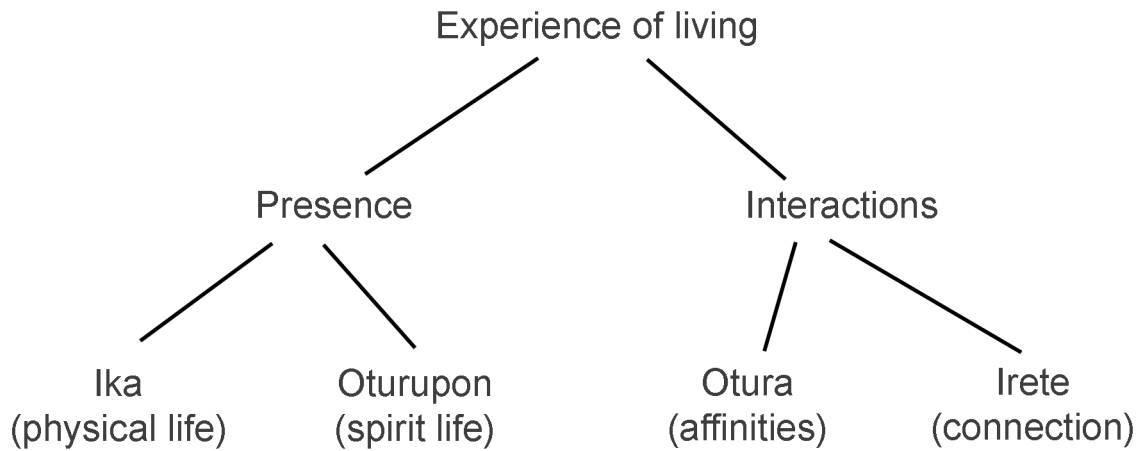
Beings are:

Self (Obara), mental locations (Ogunda), viewpoint (Osa) and non-living mechanical mind (Okanran).



Living is:

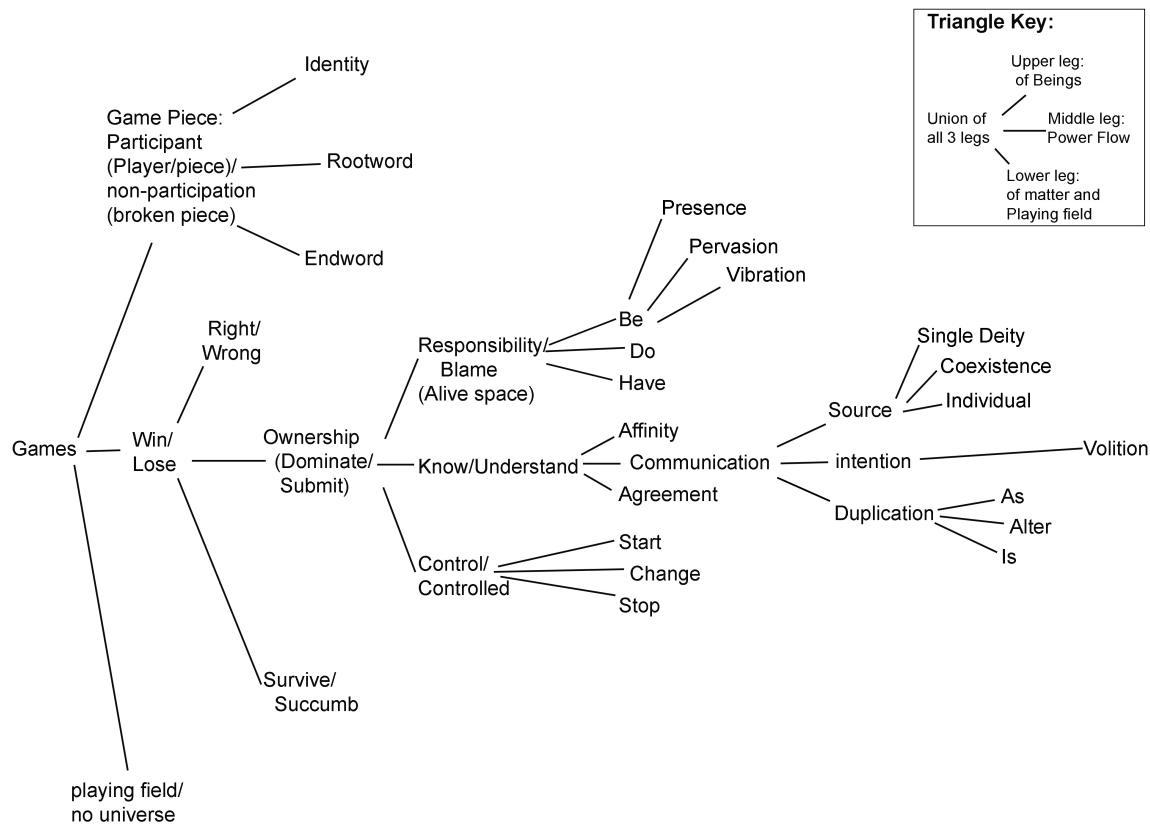
Dominant spirit living (Oturupon), affinities (Otura), physical living (Ika) and freedom, aka non-attachments (Irete).



The above descriptions are very brief. It is not the purpose of this book to go into any depth about them. Just realize these are the sixteen olodus of Ifa divination, and also the origin of the 16 of Geomancy.

Tertiary Splits

There is no way I am going to go into all of the details about the tertiary splits. For one thing I do not know them all. No one on this planet does. I will tell you some of the main path down the center of the tree of splits into three.



Out of nothing appears Games; this is of course not true because it is volitioned, apparently from the other end of the tree. Do not believe that apparency because that arrangement is a construct. Games splits into Game Pieces, Play (win/lose) and the Playing Field; this is actually the grand tone scale, with Game Pieces at the top of the tone scale in the plus range, Win/Lose (i.e. Play) at the traditional 'bottom' (minus tones), and Playing Field at zero (Death 0.0). Play (winning) splits into rightness, ownership (dominance) and survival. Ownership splits into the Nordenholz triad of responsibility, understanding and control. Understanding splits into agreement, affinities and interchange, aka communication. Communication splits into source, intent and duplication. Of these last three I only know two of the triads. Source becomes God, a community sometimes called coexistence, and individuals. Duplication splits into as, alter and is. What the triad of intention might be exactly is not certain as of this writing. But I do know one leg; it is Volition. Perhaps the triad is Aware Being, Volition No Being, and Matter, Dead Physical Universe. If so it mirrors the Games triad. On the tone scale these are probably +360, -360, and 0.0 respectively.

I have much more partially worked out than the above, but that appears to be the main path down the center, which I affectionately named the Lightning Bolt of God.

The Communication Triad is Communication = source + intention + duplication. For communication to occur, it must have a source (even a hidden one), a meaning or meanings

(meanings are ALWAYS composed of dead Primes, i.e. meanings are tailored volitions which have been dropped downtone toward or into Death 0.0 as dead intentions), and those meanings must be duplicated. Any failure to be duplicated means that communication did not occur.

These triads have internal structure. While $A+B+C=D$, with ABC as the triad, and D the union of the three, there is also structure inside the three: $A+B=C$, and $B+C=A$. Triads are internally arranged in the manner of an actual goal. So though be-do-have equal Responsibility, internally do + have = be, and be + do = have. Hubbard claimed that Be comes first but that is incomplete. Yes if an awareness (a Be) does a Do, that results in a Done (a Have). But also if an unaware nothingness of volition acts a Do, resulting in a Done (a Done is the Have), that results in the backformation of a Beingness which does that Do. What I also see happening is a Have and a Be combining to form a Do. The beings interact with the physical universe to to produce the products of volition. In simple form, a person sees something physical, then an impulse to act forms and is either carried out or is blocked by the mind.

In what Hubbard calls the ARC triangle (affinity, communication, reality = understanding), sure, ACR equals U; but Communication + Reality = Affinity). So there's a mechanism of morphic fields, the action that produces the fields. As a goal "to communicate reality (with) affinity", this produces the morphic field's 'community'. Also please note that this works regardless of whether the 'endword' is positive or negative, so long as the rootword is positive. So communication plus affinity equal agreement produces a morphic field, but also communication plus DISaffinity equal DISagreement produces a morphic field! (Please note that Affinity plus Agreement produces Communication; and that Communication plus Agreement produces Affinity.)

This points at Communication being key in that triad. As we know, so called 'normal' communication has a 'backflow' to the originator because Communication affects and changes both ends of the comm. This belies the apparency of communication being one directional. So the action (actually the FLOW from 8Life and Uncaused Creation) in a triad is key. It is key because it is the flow through 8Life from Uncaused Creation. One of the insights from Aleister Crowley was that action without object or intended result was a purity. His phrase was without "lust of result". Athletes sometimes talk about accomplishing something extraordinary as doing it unconsciously. But it's not unconscious; the athlete was completely conscious. What the athlete did was act without any conscious intent as a being. Conscious intention is a partial stop of flow. Instead the athlete had the flow pass through without a Be interfering. In the triad, Be is a full stop without any flow. Have is a partial stop whose flow has been 'thened' (is in the past, the verb producing a noun). Only Do is flowing. And that flow is life itself.

It is well known that these triads interact. For example, Be-Do-Have are a triad, and as in any triad if one of the three is low, it inhibits the other two.

So if one's ability to Be something is low, it inhibits Doing and Having.

Or if one's willingness to Have results is low, it inhibits Doing and Being.

Or if one's Doing is low or nonexistent, low Havingness and weak Being will result.

Since the three equal Responsibility, low responsibility levels will result in little Doing, low Havingness and a weak Beingness, i.e. one's body's identity as a piece will be broken. Yes this material relates to a condition of broken piece (see Appendix F for Game position). Be-Do-

Have are the three types of verbs in an interlocking triad, which affect one another and also the union of all three. The three types are action, result accepted or not, and being or identity. You can be comfortable or uncomfortable with being yourself; you can exhibit a strong identity, or a weak, muddled one. Your ability to accomplish can be good or not. Your willingness to accept, to have, can be strong or weak. If enough of these are low, irresponsibility is shown; If all three are strong, responsibility is strong, which in turn reacts into its triad onto understandings and control.

This structure above applies to every triad in the tree of tertiary splits graphic. Another example: in the Communications triad, Communication equals Source (origin) - Intention - Duplication. (Intention using words is meaning.)

So if one's ability or willingness to originate is low, Intention and Duplication suffer.

Or if one's Intention to Communicate is low, Sourcing (Originating) and Duplication are inhibited.

Or if one's ability to Duplicate is low, Origination and Intention are inhibited.

And if overall Communication is shut off, the three parts are inhibited.

In Communications, Intention is focused Will; thus it is also meaning. What is your Will when you speak to someone? It is to convey meanings. Yes there is magick in words; read Aleister Crowley's remarks on that. Old words for magic and magicians point to the magic being channeled through words, through communication, also through other forms of Communication such as song, gesture, dance, etc. Powerful Communication in turn energizes the entire triad.

Notice that in the Duplication triad the power flows through Alter. This should explain much to advanced students, because it is the middle path of Volition. For students less advanced, take note, you will understand it later.

A very fundamental triad which motivates people mostly below the level of conscious choice is the Winning triad.

Winning = Right - Ownership - Survival

Like all 'true' (i.e. engineered for this universe) triads it follows the Games triad pattern. One part will be a fractal of Terminals-Identities, another will be the flow of power into play from the 8Life Universe, and the last will be a fractal of the physical universe-playing field.

Triad Union: Win/lose

Terminals: Right/Wrong

Power (Play): Own (Dominate)/Owned (Submit)

Physical: Survive/Succumb

While the Power leg is fairly obvious, the Terminals leg indicates that only a Terminal, AKA Game Piece or Identity can be right or wrong. The physical universe cannot be right or wrong; but the physical universe or parts thereof such as material bodies and energy bodies can survive and succumb. This also means that an identity or Terminal formed of actual goals cannot survive or succumb; these Beingnesses which Life assumes the identities of are timeless. This latter points toward the Christian idea of the soul and its immortality.

In the KRC triad, the action is know, the result is the control. So Know + Control = Responsibility. This solves a very basic problem I had for decades with this KRC triad because I could see, directly see, that Responsibility required taking Control. Now that this breakthrough in the mechanics has been made, it becomes obvious that knowing control of something achieves responsibility for it.

In the graphic above of the tree of tertiary splits, the two lower items combine to produce the upper item; this can be applied to every triad in the tree. The implications of this when applied to the grand tone scale are that volition + matter = awareness. Chew on that for a while. Awareness is the product of volition willing the vibrating dead matter/gravity and energy into existence? It would appear so, at least in this physical universe.

Though it does not appear on the tertiary tree graphic above, it is obvious that energy moving at c (photons) are of the nature of action (Rajas in Sanskrit); and matter (and its gravitational effects) is of the nature of result (Tamas in Sanskrit). This is an area which requires further investigation by someone who has that orientation. You will notice in Appendix F under Game Position that there are three types of Engineer. One type operates the physical universe, one type operates living active things (lifeforms), and one type operates the design of Beings, aka Game Pieces. I am currently acting as one of the latter by backengineering this material.

Triad Breaks

Triads are the hidden functionality of this universe and its inhabitants. The addition of triads to the dual (dichotomies, natural polarities) nature of this chain of universes enabled the creation of amazingly complex systems such as we see around us in the physical world. They operate in the Playing Field third of the tree of tertiary splits. They operate in the Game Piece third. And they function in the middle path of the triads too. These triads can be broken, with terrible effects on a person.

ARC breaks:

These are well documented in the literature of a certain church, so I shouldn't have to say very much here. Just be advised that what they call Reality is only real internally, real in the person's mind. A person's mind is a collection of thoughts, ideas, views, attitudes and other viewpoint related individual items. These can agree among themselves, disagree among themselves, or even get mutually dissociated. But all this internal struggle uses only copies, usually bad copies, of the outside world. The outside world may not agree. This is why what is real for one person is blithering rubbish to another.

In general and for purposes of processing let me say that ARC breaks are usually breaks among people as individuals or groups. Something may be so unreal to one person that the source is rejected utterly. Or communication is broken and some misunderstanding ensues. Or there's a lack of understanding so severe that one person cannot possibly know what the other or group is doing or saying. Or some reason or other which justifies a break in affinity comes up (lying atop a hidden act of harm or withheld knowledge) and that person no longer loves another person or group anymore.

The parts of triads, each of the three plus their fusion, are subject to all of the mechanics of polarities, decaying or crashing from positive pole to negative. Kapila's single sentence which I quoted toward the beginning of this book is sheer genius. He describes this almost offhand, like

something everyone knows.

It's all very mechanical. It's also quite easy to process off, using that church's "ARCx Assessment" which you should learn to do. The church only uses that technique on ARC breaks, but it can be adapted to any triad. Use the full CDEI scale as given by Geoffrey Filbert in *Excalibur Revisited*.

KRC breaks:

A KRCx will be visible as an ARCx, but it will exhibit more than a mere break in ARC. ARC = Understanding, which also happens to be the Know of KRC. So when KRC breaks there is not only an ARCx, but also a SCSx, and a BDHx. Therefore in addition to the emotional reactions of an ARCx, a KRCx will exhibit a SCSx, which is a lack of Control of the physical actions of the person; and also shows a refusal to Do those things the person is committed to do, to Have effects of actions taken, and to Be the person which does what was committed to Do and Have -- this is Responsibility.

A KRCx is often characterized by a high volume tantrum, flailing uncontrolled physical actions, and when the largest break is in BDH=R, show a full psychotic break including a complete change in personality (Be).

A Dual Universe

The visible manifestation of these Primes is dual. Specifically each Prime will express itself along a decay scale from pure positive at one end of the scale, to pure negative at the other end. Duality is intrinsic to this and higher universes, the decay scales (inverted infinity) were added in later ones by inserting a third item. Affinity decays from affection and love through various emotions (emotions are expressions of affinity) as it passes through declining interest to hostility, which deepens into hate and eventually disconnection. One might suppose that hate is the negative pole of love, but that is not true because hate clutches the terminal hated to itself strongly. So affinity continues decaying through deepening fear, and finally deepening hopelessness that becomes a numb non-interest. So affinity can be seen to not be merely love, but truly interest and interaction.

All Primes will be in pairs, each consisting of a positive and negative pole. This is one of many examples of what is called 'dependent co-arising' or 'dependent origination', bundled together (pratityasamutpada) in Buddhism. There are no single poles in this universe.

Moving too close to negative poles eventually swaps the goal urge, the goal thirst, from positive to negative, and that results in the lower ethics conditions. As a practical matter, if you have not reversed to pursuing the negatives, notice the negative pole of each Prime and avoid pursuing them.

I want to be clear on this. When erasing, one erases a duality by awaring it. That's why I say binary splits come into this universe from above, from the source of beingness and awareness.

When creating, one creates using multiples, and has a foundation of triads. Creations exist because of the triads. The third item of a triad, seen as a mediator when erasing, is the 'lie' which makes it hard to unmock the creations. You can discharge the opposing poles of any triad item, but the triad itself will not unmock until you spot that the third item does not belong there. Once

that third item is spotted, the other two, the actual dichotomy, will alter, flow and change back into what they really are.

For example let's examine the ARC triad. The lie is Reality (Agreement). The poles are Affinity and Communication. But once the Agreement is spotted as false, Affinity transforms into closeness or oneness, and the Communication (requiring distance) transforms into distance or separation interacting with the oneness.

This is an easy pair to spot in the tree of binary splits. In that tree it is Affinity splits into the poles love and hate.

In session, love and hate can be processed several ways, gunas, alternating "tell me", and also by spotting via the Zousel pattern: to love love, to love hate, to hate love and to hate hate. That erases a small amount of machinery, but doesn't address the tough material.

In session working triads, you take each part of the triad as its positive and its negative. Grade 0 does some of this. The Hindu master Kapila some 2700 years ago recommended doing this. This will discharge each of the three parts, and you do the same with the fusion of the three – but this cleans the triangle while leaving it in place. To remove the triangle, you must spot that the MEST part of the triangle, in this case Reality, has no business there and is a creative lie.

The final (at this point) thing for you to spot in the construction of triads is that the dichotomy added together creates the 'lie' third item. Examples: ARC, Affinity plus Communication produces Reality ($A + C = R$); BDH, Be plus Do produces Have ($B + D = H$); and KRC, Responsibility plus Knowing produces Control ($K + R = C$).

I found these via the tone scale's triangle, when I realized that the top and bottom were aware-beings and volition (unaware/uncaused), and that they were a natural polarity. This left the physical universe as the anomaly, the created lie. The whole tone scale was a triad. Why is it a lie? Because it is an actual goal. It is one Prime (tailored split of volition or Tao) plus a second Prime, the combination producing a third item.

The above can be done with any triangle which is part of the system by which this universe was created and is kept persistent. I have shown much of the middle area of the tree of these in the graphic of Tertiary splits.

Orisha Archetypes

This section explains human archetypes in terms of both science and Ifa. Again this will be short instead of in depth. Those who are not familiar with this system should consider skipping this until or unless it is studied thoroughly.

There are seven types seen on humans, atop the head. These are six complexes and a demon. The six complexes and their olodus, using the Yoruba language names are:

Obatala
Ogbe, Owonrin, Osa, Irete

Oya
Ofun, Owonrin, Osa, Irete

Shango

Oshe, Irosun, Obara, Otura

Oshun

Oshe, Irosun, Obara, Otura

Ogun

Oyeku, Odi, Ogunda, Ika

Yemoja

Oyeku, Odi, Ogunda, Ika

The seventh is the negatives of all sixteen olodus, which as a beingness is Eshu. A person unfortunate enough to have Eshu on the head will exhibit the worst behavior of all six orisha complexes, plus extra negatives which do not align with any human orisha type. Of these for example are negative forms of Oturupon such as physical domination, and negative Okanran's terrible conflicts with authority, criminal prosecution, judicial miscarriages, and similar.

Appendix E.

Archetypes and the Upper Conditions

There are six basic archetypes, one male and one female for each of the three 'brains' as understood in triune brain theory. These so-called brains are areas of different functions in the complex of structures in the human head. These are the Reptile Brain, functioning to use memory, sensations and efforts, the Mammal Brain, providing ego, emotions and social drives, and the Primate Brain, thinking thoughts both abstract and concrete.

Each brain is the channel for Orisha to manifest. An Orisha itself normally consists of four Olodus as I indicated above, forming four sub-archetypes, each being a channel for its Olodu. Each of the four sub-archetypes exhibits one of the four Zousel pattern ethics types. In the Shango Complex for example, the sub-archetype Dada is Shango using Otura in a plus-plus (win/win) manner. Likewise Shango King of Oyo is Obara used +- (win/lose), Shonponna is Oshe used -+ (lose/win), and Aganju is Irosun used -- (lose/lose).

The Reptile Brain archetypes, the Ogun and Yemoja complexes, operate from Apathy +.05 on the tone scale down to around the point of crossing into the next condition at -8. This is known as the Non-Existence Condition.

The Mammal Brain archetypes, Shango and Oshun complexes, operate in the Sympathy +.9 through Making Amends +.38 tones down to Hopeless +.07. This is the Condition of Emergency. If the brain entity is dominant over the white spirit these people can be observed scrambling constantly to avoid disaster.

For reasons I will try to explain here, the Obatala and Oya complexes do not actually overlay each other perfectly. In terms of Olodus the difference is that Oya experiences Ogbe as overwhelming power surrounding her, forcing her to use Ofun. Obatala uses Ogbe more comfortably in most cases, holding it within and flowing it outward. Ogbe as an outflow overpowers everything around it, whereas Ofun disassembles whatever it touches. The conclusion I have come to on this is that the gray entity of the Primate Brain uses Ofun, using it positively as analysis, and negatively as criticism. But the Orisha sitting on that brain and acting through it uses Ogbe instead. This is comfortable for the Obatalas, but not for most Oyas because of direction of flow. Ogbe flowing inward onto an Oya is usually not fun for her or anyone around her.

The Primate Brain archetypes, Obatala and Oya, should theoretically operate from Antagonism +2.0 down to Fear +1.0, but most Obatalas operate farther up, from Conservatism +3.0 to Ennui around +2.1 due to the ability to actually control Ogbe. The Oya complex range of +2.0 through +1.0 is the ethics Condition of Danger. The Obatala complex range is the ethics Condition of Normal. One does see an occasional Obatala exhibiting Ofun instead of Ogbe, and my observation on this it is always on the minus-minus quadrant of the Obatala complex: Orisha Grinyan. This more rare subtype Grinyan operates in the Condition of Danger, and can be mistaken for Oya, except that males are not homosexual.

This completes the human range of the tone scale in relation to Orisha archetypes. As for the ethics conditions farther up the tone scale, Enthusiasm +4.0 up through Exhilaration around +8.0 or +10.0 appears to be Condition of Affluence, and above that is Condition of Power up through +18.0 or +20.0 perhaps.

In regards to the above I want to emphasize that a human is a composite of multiple physical universe aware/wills, aka a composite of entities. Only one of these should have connection to higher self (and therefore be a higher spirit, what Hubbard called a thetan). Alas, often a human has none of these with such connection. As with all entities in intimate contact, they will form a hierarchy of dominance. Each entity of this composite will have its own native tone scale position, and thusly also its own ethics condition. Different entities will be atop the hierarchy in different people. And so the person will exhibit a specific ethics condition as 'top', though many other ethics conditions will also exist in the person, one for each entity.

In cases where no divine spirit, no entity with connection to higher self is present, the person will tend to mostly exhibit the tone range and ethics condition of the entity atop the composite. In cases where the higher spirit is present but very asleep, the #2 entity of the composite will take control. So one will see Shangos and Oshuns whose highest positivity is Sympathy, and lowest nadir of emotion deep grief and hopelessness. One will see Oguns and Yemojas exhibit highly responsible calm (Apathy and adjacent tones below it are powerful calm use of effort), and also down to a collapsed beginning of Hiding. Oyas will be vicious and Antagonistic when up and in paralyzed Fear when down, Obatalas will show a powerful calm Conservatism of emotion, or down to being Bored to utter ennui, and prone to drops into the Anger area, or even Fear.

Every entity in the composite will show such tones. Because of this, people are a mess of various motivations, emotional positions, and ethical conditions. Let there be no misunderstanding about this, that a spirit-located with connection to higher self and to the next universe out, may be asleep and lacking control over one or more of those three main types of body entities. The common human condition is a sleeping spirit-located lacking control over all three. When you see someone who has cast off the control of one of the three, that person can be defined as a 'clear' to use Hubbard's word. As the definition of clear began in Dianetics as no longer subject to a 'reactive mind' (Reptile brain entity), but also was defined as no wrong computations, it is evident he saw 'clear' in terms of the Primate brain entity and the Reptile brain entity. The Mammal brain (aka Proto-Mammal) entity seems to be missing from his definitions, and that is a red flag. Is this lack due to a turned off Heart Center? Before I leave this subject, let me remark that a turned off Heart Center is characteristic of sociopathic individuals and professional criminals in prisons, religions and government.

A human with an awake spirit-located and good yet dominant relations with the three brain entities, is someone with great presence and influence. It is a good condition to attain as a plateau while rising higher still.

Appendix F.

Random and Unorganized Data

The Multiverse

Life above the level of Single Deity creates an infinity of creations. Seen from above time and outside of universes this is an infinite number of universes and chains of universes such as our own. Reality grows exponentially into infinity. Every moment there are a very large number of decision splits (Filbert calls them decision triangles) where something could happen any of several ways. So which way does something happen? It happens all possible ways. This produces multiple time lines from each small event; the sum total of new time lines formed from all events in all time lines is too large for the human me to contemplate. Like I said, the growth is exponential toward infinity.

This explains the odd results which come from the double slit experiments. Does the photon pass through slit A or slit B, and why does it seem to pass through both until you look? Once you look, it has passed through only one slit. So what happened when that photon was emitted was that it passed through BOTH slits, and in doing so it created two time lines.

This is how that works. In the 16 olodu, there are four groups of four. Group two is the physical universe of matter (odi), energy (irosun), space (iwori) and time (owonrin). Those four have to do with vibration, fields and area (size) of fields. But group 2 does not include any locations.

Group three has to do with aware beings. In Group three, Ogunda is the aware action of locating something. Given the first paragraph above, this means that ogunda is the action of awareness in CHOOSING a position (location). The photon passed through both slits until someone looked, and by looking, chose. And this choosing is how a person picks among the splits of universes into multiple timelines. If a tree falls in the forest and there was no one there to see and hear (a difficult proposition indeed) does it fall or not? The answer is that it does both.

Apparently a spirit (aware-will inside energy fields) located inside a universe is constrained to follow one and one only time track – and never multiple time tracks. Except that if a spirit gets sufficiently aware by positive means (meditation, processing) or by negative means (drugs, insanity) then the constraints can be broken – the spirit sees multiple time tracks.

The problem fellows like Nostradamus and Edgar Cayce have is they have no way of determining which 'future' or 'past' time track they are viewing. They don't even know there's more than one. Is their vision actually on the same time line as the current physical body the vision is brought back into; or is it from a parallel time line the consciousness leapt sideways into? Or even more confusing, is it another plane or another entire universe being viewed?

I would like to indicate that the problem is solved if you solve which specific time line each event occurred on. Meditational states of consciousness for this work. No drugs. Drugs just get the time lines more confused. Drugs break the constraints without increasing the awareness.

I once processed someone on a chain of incidents where I had the person change their mind and do something different in each past incident in the chain. We replaced a series of bad decisions. When we got to the first incident in the chain and replaced it, the bad effect in present time vanished even though the physical universe time track we were following was unchanged.

Yes you can do this in session.

Notice this from this data:

In an ethics Condition of Confusion a spirit-located has lost some of its mental anchors. Its physical universe location is unaffected. In a Condition of Void, all anchors have been lost by the spirit-located, and the spirit is operating the body from the outside of the outside. This is not inside space-time. Nostradamus 'tastes' to me to be an Obatala archetype, so probably did too much thinking on his visions; but Edgar Cayce was definitely an Oshosi, and therefore in a Condition of Void. This is a strong indicator that he was capable of truly seeing from outside space-time, and this is supported by the success of his diagnoses and cures.

This also means that in a Condition of Confusion the ability to choose is impaired, and in Condition of Void severely impaired; in the latter, the body entity is doing the choosing.

Time Splits in the Multiverse

On a time track or any number of time tracks, infinity is not possible. Time itself prevents it. What results instead is an exponential expansion of realities.

Life (Single Deity) plays this game of exponential realities, a constant motion toward infinity of time, space and event. This is facilitated by two means:

1. Time splits into multiple time tracks with every slightest difference in events caused by what Filbert called decision triangles. In any decision triangle, both possibilities are chosen, forming two time tracks where before there had been one. (This is why quantum mechanics makes little sense to anyone stuck in viewing a single time track)
2. Beings, aka awarenesses, also split apart, most noticeably via #1 above, but also by other means such as the more fundamental action of separate spaces (which #1 above is a variant of).

All this means that you have done everything and been everyone doing everything. So if you pick up awareness of an incident related to your charge which is slightly off the main line of your sequential timeline, it is still you and still your incident. So run it and get the charge off. You might need to spot the identity involved so as to not misown an incident. But the fact is that all incidents are experienced by Beings split off from the Single Deity. Therefore any incident can be yours. And yes you can remote process another. As Geoffrey Filbert indicated, it is best that person process it themselves, but in an emergency this can be done.

Game Position

Geoffrey Filbert mentions a scale of where a being is in the Game. Roughly, with additional positions not mentioned by him:

Universe Designer
Beings Engineer

Lifeforms Engineer
 Physical Structures Engineer
 Assistant Engineer (to any of the above)

Umpire
 Game Destroyer
 Game Creator

Player
 Assistant Player

Piece
 Broken Piece

Engineering Entity

Non Playing Characters are such as plants, animals and any other entity-operated part of the Playing field. This includes approximately half of the humans on this planet at this time.

Note that whenever any Engineer is on the Playing Field (in the universe) it will falsely appear to be a Broken Piece. A Broken Piece is a non playing character, and is effectively part of the playing field. The universe defines an Engineer as a Broken Piece, and will work to make it real if the Engineer comes out of concealment; look at what happened to Nicola Tesla.

Higher Structures, reference for advanced students

This universe has an outside and an inside. Let's call these the Pure Outside and the Pure Inside. The Pure Outside and Pure Inside interact in accordance with the Zousel figure, producing:

The outside of the outside, the inside of the outside, the outside of the inside, and the inside of the inside.

Here's where it looks weird:

The Pure Outside FORMS the outside of the outside plus the inside of the inside.
 The Pure Inside FORMS the inside of the outside plus the outside of the inside.

The outside of the outside is that strange space where the spirit-unlocated is.

The inside of the outside is the physical universe where the spirit-located is.

The outside of the inside is each person's visible mind.

The inside of the inside is each person's goals, all primes and all universe support structures, including morphic fields.

It gets worse . . .

Looking from above, the Pure Inside is the tone scale from 40 to 0. The Pure Inside follows the dynamics 1-8. But from below it appears that dynamic 9 Aesthetics starts around 16.

The Pure Outside is the tone scale from 400 to 45. The Pure Outside follows the dynamics 10-16. Dynamic 9 Aesthetics seems to begin at 16, but it sources (has a source) much higher, above 45. This appears to be a link, a connection between 60 / 50 and 16.

In Platonic and Kantian terms used by Gurdjieff's students:

The Pure Inside are phenomena. Filbert calls it Apparency.

The Pure Outside are Noumena. Filbert calls it Reality.

If you perceive (not understand, but SEE) the above you will see this universe. The above is the system set up here. We are part of this universe, and the Pure Outside is where our ethics originates.

The Mechanics of Resolution

The lowest level of resolution is the discharge of energies held in suspension within energy fields such as the body field. Reliving bad experiences, and processes such as EFT and PEAT do this to the body field.

The next level up involves erasure of mental images, and the delinking of ideas from images and other ideas. The basic principle at work is that an existent in order to continue to exist, has to not be viewed exactly as it is. If viewed exactly as it is, it fades away and vanishes. If you look at something and it is still there after you viewed it intently, then you are not viewing it exactly as it truly is, but instead are viewing it partially, and/or are seeing a lie. A lie is persistent. This data describes part of the Duplication Triad in Appendix D.

The next level above erasure of what is, involves being. This is the resolution of beings which had been split apart reuniting. The Source process, the Jesus command used in Hubbard's church and the Catholic church and by Hermetic Magicians, and other similar like the White Knight process utilize this action. Below Awareness, at Truth and below, awareness is used to erase. Above Awareness resolution is achieved by reuniting that which had been separated.

One of the genius actions of the original Deep PEAT process authored by Zivorad Slavinski is that the merging of primes in PEAT discharges pent up energies, locates truth, and merges together split apart beingness – all at the same time. I recommend it.

The above can be boiled down to (abstracted to) the basic actions of all processing.

Any manifestation is going to be composed of parts which are the way anything and everything inside this universe is constructed. This is basically three elements:

1. Connection to Life.
2. Its primes held as goals, single (urges), double (actual goals), and triple (actual goals modified by a purpose).
3. Physical space, time, energy and matter.

You can address your mindstuff by any of those three approaches.

Address it via #1 by asking for its source, owner, father ('Point to your ____') or 'who are you'. This banishes its divine life back to the source.

Address it via #2 by finding its goal structure. This is much harder; this is still a research line to do precisely, but in simplest imprecise terms ask 'what are you'. Its beingness will be the result of a Do to produce a Have. Do + Have is the actual goal construction; every actual goal forms a Be. You therefore ask that Be what its identity is, and that gives you what it is doing and what it is attempting to produce as a result of that doing. Repeatedly view the Do and the Have (the attempted result) and it will erase.

Address it via #3 by destroying its physical components by exploding the energy field it requires to exist. Practice at manipulating energy fields is required to do this. Magicians and Hindu hatha yoga practitioners are trained in this, as are some asian martial artists. At the same time do erasure to black, or 'fade to white' to release or deemphasize the primes content held in the field. Perception produces existence; and as Max Sandor pointed out, perception is detection of differences. So you can erase, which fades to black, or you can turn it white, like that old process in Creation of Human Ability. White is adding everything to something.

The most effective technique would employ all three methods. Do #1 first.

Zousel and Actual Goals

Take any actual goal, and isolate its two parts, the rootword and endword. Each will be a quality when stated as nouns, though in truth (as Rowland pointed out to me many years ago) they are verbs and should properly be stated as verbs. As verbs they are actions; they are specific volitions or acts of will.

Each of these specific volitions exist in this chain of universes; and that means they manifest as positive and negative poles, with a decay scale between them as we watch the actual goal's operation alter over time. Everything in these lower games universes manifest as poles plus and minus, of specific volitions. Actual goals are no exception. But if they do this, this puts the actual goal into the Zousel pattern! So let's take a simple actual goal:

'To create love'. Ah, but that is stating the actual goal as both positive! Let's try again with the Zousel pattern:

++ 'to create loving'
 +- 'to create hating'
 -+ 'to destroy loving'
 -- 'to destroy hating'

Note that some of the most negative people one encounters in real life and on the internet are those people dedicated to destroying hatred. They want to wreck the lives or even kill all capitalists, all nazis, all commies or all non-believers (of their chosen faith), etc. By doing so they are ruining themselves and others.

You could set up any actual goal in this manner, spot whether the goal statement's two parts are each a positive or negative pole, then supply the opposites of those, and set up the Zousel pattern for that actual goal. Next step is called spotting technique. You simply look at these repeatedly until the tension or 'charge' blows off of them.

The following section was written by Chris Melchior. I quote it here because it is important data.

"Theta was created in the 8th U. Thetan (use of a specific area of Theta, as a via between the real-you (Life-static) and ones existence in a universe) from the 10th U. Then other vias started being used in addition, below that, such as the many parts of a human-body energy-bodies which a Thetan connects via, in this universe (there are other options, that's not the only one used as a via in the Physical-u), and things like Personal-universe.

"Filbert points to what he calls "life-static" as being senior to Thetan, and he points to Theta as Case, which it is (as is any via as a substitute for direct contact).

"Use of a Thetan builds up various fairly persistent structures outside the universes, this I call "thetan-unlocated".

"There are also persistent preferences, and persistent stuck uses of Will, which accumulate for each "individual", and give them different characteristics from "others".

"The same distinguishably different "individuals" are present throughout the whole universe-chain and beyond it. So none of the vias in universes, nor anything else inside the Chain-container is the "source" of different "individuals".

"There are many different points at which an individual uses Case to become more separate from other individuals, including the formation of Personal-universe at the Fall from the 8Life-u, and the fall down the tone-scale. But none of those are anything like a real "source" or "cause" for the difference between one "individual" and another, which exists far beyond this Chain of universes.

"So different "individuals" are different, and this difference is not caused by anything within this universe-chain. And those "different individuals" are also inevitably connected, as well. BOTH things are true, throughout this whole universe-chain, including the point on the tone-scale of "single-deity/multiplicity"."

This next is a mechanical process some of you might be able to use, especially those people accustomed to working with their energy body structures. If you sit quietly and view these you will find a structure just above what some people call the crown chakra. It is like a tunnel, and I perceive it as made of pale blue light. It leads upward, and seems to vanish to somewhere else. If you try to use it as a passage it responds by kicking you back down.

One of the primary characteristics of this physical universe is that it operates on densities. It produces mass. Mass is collapsed energy. Space is expanded energy. Yes $M=E=S=T$, they are mutually convertible.

Because of this universe's densities, exit from the universe should be from density to an

empty infinite space, that is how the physical universe is arranged. BUT THAT IS NOT HOW YOU AS A BEING ARE ARRANGED. Some asshole engineer flipped that upside down when designing beings.

There is a barrier between this physical universe (PU) and the infinite space around it, the space which Chris calls the substrate. Between the PU and substrate should be a progression of dense to empty-attenuated. Here's where that asshole design kicks in.

As you ascend into infinite space, that space is CAPPED by infinite density which slams you back into the PU. In Ifa terms, as you exit odi you should reach iwori. But the actual sequence is odi > iwori > odi. Worse, the first odi (density) is 'normal' finite PU, but the 2nd one is the pure olodu (prime force) and is backed by infinite power. At the point of reaching that second odi, you must convert it into its opposite (infinite it and 'punch it through' to its opposite). Once you are past that capping infinite density, you are in the substrate (infinite space) and there you are with yourself, the real you.

Overloading that infinite density requires seizing it and squeezing it using itself. A successfully trained and initiated babalawo (Ifa priest) has the power to invoke any odu (actual goal) or olodu (primal urge). The primal urge here is odi (density=small space). To do the above requires being able to work with primes and invoke and banish them at will.

I'm sorry if this is a long runway for anyone. Get trained and initiated if you have trouble with this.

This physical universe has a space defined as 'inside' and a space defined as 'outside'. A thetan is designed to have a spirit-located 'inside', and a spirit-unlocated 'outside'. This polarity interacts with the polarity of aware/unaware and its opposite volition/no-volition to produce:

1. A hyperaware spirit-unlocated on the 'outside of the outside' (above +40 on the tone scale)
2. A hyperunaware black non-being of blind will on the 'inside of the inside' (below -40 on the tone scale)
3. A semi-solid entity of dead volition, called the mind, on the 'outside of the inside' (minus tones just under Death 0.0)
4. A semi-entity/semi-divine spirit-located at the 'inside of the outside' (plus tones just above Death 0.0)

Nos. 1 and 2 are not in the physical universe, but impinge into it. Nos. 3 and 4 are inside physical space.

The urges you spoke of are at #2. They are 'blind', i.e. unconscious because they channel through uncaused creation. The usual way consciousness can perceive them is to recreate them as visible copies. This entire system can be broken, and aware-will reunited. That is what processing does.

All of the contents of #3 are copies (dead non-duplicates) of the primes (volitions) in #2. This is the structure.

There is a warning given in magick to never 'mix the planes'. It is good advice, not always

understood by magicians. When doing invocation, one must be careful to keep different levels of reality strictly separate. When awaring, a failure to keep different levels separate results in confusion. Both activities have the same cause. The cause is that reality is not a single universe. It is a very long and sometimes complicated series of universes and smaller spaces. A universe will be separated from others by the simple fact of having different 'natural' laws. I put single parentheses around 'natural' because they are usually regarded as natural 'laws of nature' but are not at all natural. All spaces and various sizes and types of universes are engineered. They are designed. There are people who work out the rules for universes, and those rules define each universe.

Our current 'universe' is actually two universes: a physical universe, and a spiritual universe which I frequently mention using Filbert's name for it, the next universe out. The latter acts as a higher plane for the physical universe, and it exists to permit Life to access the universes above this level.

A person functions in this physical universe using the rules or 'natural laws' of this physical universe and the rules of the next universe out. I want to warn you the reader against attempting to function by directly using the rules of the Magic Universe, or any of the other, higher places such as the 8Life Universe (infinite life), or the Uncaused Creation Universe. A person can access these places, and use their functions in the physical universe to great effect, but operating directly by their rules violates the local rules and will get you destroyed. All of the higher universes are accessible via the next universe out, or you can go there and look and gain knowledge which can be of great benefit, but operating by those rules are trouble. They are the rules of there, not here. So, where is a person's life centered? Is the person in the physical universe and viewing other universes or planes? Or has the person departed? If a person has actually departed, and left behind an entity in a body as a sort of place keeper, then that person is okay. It's proper to operate by the rules of a higher universe if you are actually there.

It is very tempting to try to function by the rules of the 8Life Universe. It is a wonderful place, the experience of which is often called dhyana. There is a terrible problem in trying to use its rules in the physical universe. A real spirit, the Individual, is a giant producing infinities at will, it being a piece of the single deity. Two such giants in the same space interfere with each other's volition. This carries forward into the entire chain of games universes below 8Life. It is also the basis of the games themselves, all play consisting of conflicting volition. But in the 8Life Universe, the rule is to avoid conflict and never interfere with another's will. Play by that rule in the physical universe and other life will eat a person up and spit out the bones.

The rules of the Uncaused Creation Universe are even worse. Play by its rules of no one there, and awareness and volition soon function only as an entity, as matter and energy only, with no higher awareness and no volition beyond shoving matter around using energy. What happens is that the Being vanishes and only the 'soul', the personality, remains as a 'shell'. It is an empty shell.

So this is a short description of the consequences of mixing the planes.