THEIR WIZARDS’ GAME BOX SET 2.0

Technology’s
Wisdom
Humanity’s
Individuals
Economy’s
Zeroing
Religion’s
Real
iNTELLECT’s &
Actually
Difficulty’s
Reliability &
Safely
X-tery (mystery)
Generation’s
Action’s
Meaning’s
Explanation’s
Space,
Energy &
Time
FORMULATION—An interpretation of and correlation between
STAR CELL, TABLOIDER, Baseballegory & GLASS

Scientifically
Communicated
INTELLECT
Evolving
Networked
Technology
Ordering
Logic
Optimizing
Greatly
whY (reason’s cause’s)

THEIR WIZARDS’ GAME BOX SET is a tall, wide, long puzzle answer on the problem/solution of/to life—GAME. Studying its four graphics can manifest you for Explanation of Meanings of actions that are Generated in THEIR GAME that you can use to improve your solution to your own
Generation’s Action’s Meaning’s Explanation’s, thus serve to help you improve your own GAME and THEIR GAME too, which has an effect on everyone.

It is not big, but rather unfamiliar words that throw a reader off the track of getting a subject down under their control. If you can own its words, you can own a subject. The more you work with words, breaking them down into parts and finding out what those parts mean and how they work together, preferably using an adequate dictionary, the more you’ll understand and thus be able to do. I hope you buy all of the words here and wherever you get to acquire them.

Information on the TABLOIDER, Baseballegory and GLASS have been presented before and is available from www.tabloidert.org/art.htm, so it’s STAR CELL and a great way to help you work on filling your GLASS to help you keep your GAME as lively as possible that is more being presented here.

THEIR SET is set, meaning that the rigidity of SET is the matter that the Energy of THEIR SET forms, as Energy coalesced, condensed and frozen is matter, so matter, or material, the material plane, or physical universe is set, or the SET, or THEIR SET. The SET is the base of the BOX, but can change.

THEIR SET is mutable.

The WIZARDS’ BOX—the whole idea—is my own interpretation of what I found out by applying information which I call volume via studying SCIENTOLOGY—Spiritual Healing Technology to resolve issues concerning what now appears to be the ongoing saga of my own GAME and this publication is not SCIENTOLOGY—Spiritual Healing Technology per se, but rather my own interpretation and application of that work for the sake of the communication of attributes that I feel can help those who read this publication improve their own GAMEx.

Now let’s, just for fun, say there are three environmental layers to consider, three levels of activity, or types of playing fields—a physical, metaphysical and a hyper-metaphysical realm. The metaphysical layer might be a single mind with the hyper-metaphysical existing as a region of activity in which all minds interact. The connecting thread of all these realms of action could be that they each contain a medium through which to deploy, or engage iNTELLECT [the conscious portion of the mind; the portion of the mind which is aware of that mind’s (intellect’s; consciousness’) awareness]. That medium could be called Specifically

Placed
Awareness
Construc(ing/ed)/Connect(ing/ed)
Everywhere, which is the result of applying the iNTELLECT to a volume of nothing, which could be said to be attending that volume of nothing, or paying attention to that volume of nothing, which renders that volume of nothing, so attended, SPACE. Conversely, without (devoid of) the attention (SPA) to Construct/Connect it, that particular volume of nothing might be no part of everywhere, rendering it nowhere, or maintaining it as no part of any SPACE, unless it does become attended.

Where did STAR CELL come from and where is now? STAR CELL came from SCIENTOLOGY’s Totem (symbol), as the S’ and I’ in STAR indicate. The Scientology symbol is an S’ (for Scientology) wrapped up with two triangles, one appearing on top of the other. The two triangles represent Scientology’s Knowledge, Control & Affinity, Reality & Communication triangles, two of Scientology’s most extensively applicable relationships, respectively.

Scientology’s Totem’s (symbol)—S’—morphs into Scientology’s Cause to Effect Scale and appears in STAR CELL as the whY (reason’s cause’s) U-mE) Curve. Via the YOU Mi curve, iNTELLECT (consciousness) accesses the KRCCause/CAREffect (KRC, rhymes with grass) CUBE, rendering that somewhat static CUBE a more dynamic CELL, running from Cause at the top of the YOU Mi curve, the KRCCause tetrhedron’s (a four sided, four cornered, volume of SPACE) peak, down to Effect at the YOU Mi Curve’s, the CAREffect tetrhedron’s (nadir) point.

The object of using STAR CELL on a singular basis (one’s relationship with their own ideation, alone) is to boost their iNTELLECT, their consciousness up from being the Effect of their own thoughts to arrive at being Cause over them, going up from having the perspective of fretting over Meaning, which is an outcome (an Effect), up through an Understanding view, on up through an attitude of Organization, up to interacting with whY–iNTELLECT’s reason’s–Cause, itself. Does GAME affect iNTELLECT, or does iNTELLECT affect GAME? The rise up of the YOU Mi that one can obtain for iNTELLECT via using STAR CELL is something STAR CELL is all about.

STAR CELL’s KRCC and CARE tetrhedron’s corners’ relationships, as do the other relationships of WIZARDS’ BOX presented in this publication, seem to be the most functional ones at this writing. If you know of any better configuration, please tell me about it so this version can be upgraded.

Scientology text states that the KRC triangle is higher than the ARC triangle. A like orientation can be obtained in STAR CELL by drawing an octahedron out in STAR CELL via connecting all of the centers of each of its adjacent square faces to one another to form 8 equilateral triangular faces, which define that octahedron. That octahedron’s two horizontally set triangular faces will appear in the orientation of the pyramids that are written about by STAR CELL.

STAR CELL is a metaphysical phenomenon. It is of the mind, thus primarily incorporeal. Even though SPACE can be defined via the observation of material objects, SPACE is immaterial—primarily incorporeal also. Ergo, metaphysical SPACE (SPACE of the mind) and SPACE that is defined by the observation of physical objects (supposedly physical space, if that’s possible) can coincide, be synonymous. There are advantages to knowing and using this relationship between these SPACEs in one’s GAMEs, GAMEs which transcend formats, environments, levels of related interaction and can be studied and learned and thus used to help iNTELLECT, along with iNTELLECT’s GAME, ascended STAR CELL’s YOU Mi Curve.

One can obtain relevant information, with respect to one’s GAME directly from helpful Scientology Staff Members, or, for free even, at the present moment, by starting out at www.scientologyhandbook.org to find out information you would like to know, and/or by taking a free online course there that can help you improve any aspect of your GAME, which you might want, need, care, and/or like to upgrade right away. For example, if you are presently a student of any subject, or have one that you started, but left off somewhere, meaning to get back to and haven’t yet, learning and most importantly, applying relatively simple and straightforward Scientology Study Technology from “The Scientology Handbook,” would most assist your ability to learn and thus use that subject’s information, the way you want, care, need and like to. And please let me recommend the, “Introduction to Scientology Ethics,” Scientology Handbook Course to you to help you obtain the information that can help you keep your GAME level where you want it in the GLASS.

What THEIR WIZARDS’ GAME BOX SET boils down to is…if you want it to and work at it, STAR CELL can help bring you Totally
Here–
Everywhere,
Realizing
Everything. How does that sound? Useful, doesn’t it? That’s because it is! Great luck with it.

One prediction of the KRCCause tetrhedron is that the more you are responsible, the more you know, thus the more you get to control.

Thank you for studying this publication. I hope that you got a lot of what you want to out of it via your effort. Thank you again for looking it over.

Very truly yours,

Philip B. Obsharsky  2015 JULY 17
**THEiR WIZARDS’ GAME BOX SET**

THEiR WIZARDS use STAR CELL to affect conditions in the TABLOIDER BOX that derive an optimal Baseballegory SET, whose play floats on the contents of THEIR GLASS, whose inventory is obtained from TABLOIDER/Baseballegory output vs. consumption levels, which are determined by functionality and GLASS GAME levels, which are closely related to their YOUMi Curve locations. 

*STAR CELL*, IMO, is Scientology’s eight most basic elements located in one frame of reference correctly, relative to one another. 

IMO, whoever they may be, THEIR WIZARDS, whether they are aware of it or not, use what they are able to of THEIR STAR CELL to raise THEIR GAME’s resonance up the YOUMi Curve and maintain it there as much as they can, whence THEIR Baseballegy’s players modulate better and thus perform better and thus obtain a more optimal inventory and thereby raise the GAME level up the GLASS toward better GAME outcomes as well as they are able to. Scientology students draw STAR CELL directly from its source, where the related information is in its purest state, thus most useful. 

The acronyms appearing here have been developed to save space and to assist concept duplicability, thus concept applicability. 

Finally, again, this is my own interpretation of information and phenomena and should not be construed a different version of Scientology, but rather one person’s interpretation of a way to apply some of Scientology’s very practical information to the activity of life and living—one’s GAME / THEIR GAME. 

www.tabloider.org/whatsnew.htm

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**THEIR WIZARDS’ GAME BOX SET’s Formulation’s Concept Orientation Table**

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<tr>
<th>THEIR Axis</th>
<th>TABLOIDER / DRIP Pole</th>
<th>Baseballegory Position</th>
<th>Baseballegory Hierarchy</th>
<th>STAR CELL Element</th>
<th>Scientology Dynamic</th>
<th>Usual TABLOIDERian Intra-axial Polar Relationship</th>
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<tr>
<td>Technology</td>
<td>Advancing</td>
<td>Right Field</td>
<td>Researchocracy</td>
<td>Knowledge</td>
<td>Fifth</td>
<td>Dominant</td>
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<tr>
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<td>Devolving</td>
<td>First Base</td>
<td>Applicationocracy (work)</td>
<td>Reality</td>
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<tr>
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<td>Shortstop</td>
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<td>Control</td>
<td>Third</td>
<td>Dominant</td>
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<tr>
<td></td>
<td>Right</td>
<td>Second Base</td>
<td>Technosociocracy</td>
<td>Affinity</td>
<td>Second</td>
<td>Subordinate</td>
</tr>
<tr>
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<td>Left Field</td>
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<tr>
<td></td>
<td>Out</td>
<td>Third Base</td>
<td>Bureaucracy</td>
<td>Communication</td>
<td>Fourth</td>
<td>Subordinate</td>
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<tr>
<td>INTELLECT</td>
<td>Perimeter of Complex</td>
<td>Batter/Runner</td>
<td>Generalistocracy (Ethicsocracy)</td>
<td>Edge (periphery); Boundary, Perimeter, Circumference, or Extent of Field of Awareness</td>
<td>Tenth (Ethics; to me, the effect of static phenomena on dynamic phenomena.) work/output</td>
<td>The state of INTELLECT’s karma at any given moment may be calculated by the formula... “Yang (expansion) times Yin (value; money) divided by Yin (contraction)”</td>
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<td>Unit, Basically</td>
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<td>Existing</td>
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<td></td>
<td>Center of Complex</td>
<td></td>
<td>Specialistocracy (Justicocracy)</td>
<td>Center of field of awareness (location where yin (justice) is compressing INTELLECT into the GAME)</td>
<td>Ninth (money; value; to me justice the effect of dynamics on the static)</td>
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<td>Unit, Basically</td>
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