

# THEIR WIZARDS' GAME BOX SET 2.1

Technology's  
Humanity's  
Economy's  
iNTELLECT's &  
Religion's

Wise  
Individuals  
Zeroing  
Actually  
Real  
Difficulties  
Safely

Generation's  
Action's  
Meaning's  
Explanation's  
Basically  
Organized  
X-tery (mystery)

Space,  
Energy &  
Time

represent Scientology's Knowledge,  
Responsibility &  
Control and 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)

## APPLICATION—An interpretation of and correlation between STAR CELL, TABLOIDER, Baseballgory & GLASS

Scientifically  
Communicated  
iNTELLECT  
Evolving  
Networked  
Technology  
Ordering  
Logic  
Optimizing  
Greatly  
whY (reason's cause)'s

T A R  
C E L L  
E I A  
M V E  
L Y D

Completed  
Evolution  
Living  
Life  
Baseballgory  
and Gaming  
Level  
Alignment  
Strategy  
Scale

Top  
Advanced  
Bottom  
Left  
Outer  
Inner  
Devolved  
Earth  
Right

—Earth's  
Diamond  
Ring  
Infield  
Pen\*  
[\*A Cybernetics  
Analysis  
Tool, which  
combines asymmetric  
Baseball's Infield and  
Pro Wrestling's  
Steel Cage (Pen) to  
help a CATechnican  
figure out what is  
going on to repair it.]

Organization  
Understanding  
Meaning  
iNTELLECT (pronounced  
U-mE) Curve. Via the YOUmi Curve, iNTELLECT (consciousness) accesses  
the KRCCause/CAREffect (KRCC, rhymes with grass) CUBE, rendering that  
somewhat static CUBE a more dynamic CELL, running from Cause at the top  
of the YOUmi curve, the KRCCause tetrahedron's (a four sided, four  
cornered, volume of SPACE) peak, down to Effect at the YOUmi Curve's, the  
CAREffect tetrahedron's bottom (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  
at 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 the YOUmi that one can obtain  
for iNTELLECT via using STAR CELL is something STAR CELL is all about.

STAR CELL's KRCC and CARE tetrahedron'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/s, please tell me about it/them so I can upgrade this application.

Scientology text connotes 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 which Scientology text infers.

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 betwixt these SPACES in one's GAMES, GAMES which transcend  
formats, environments, levels of related interaction and the relationship can be  
studied and learned and thus used to help iNTELLECT, along with  
iNTELLECT's GAME, ascend STAR CELL's YOUmi Curve.

One can obtain relevant information, with respect to one's GAME directly  
from helpful Scientology Staff Members, or, for free :), at the present moment,  
by starting out at [www.scientologyhandbook.org](http://www.scientologyhandbook.org) to find out information that  
can serve you well, and/or by taking a free on line 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. Also  
please allow me to recommend doing 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 tetrahedron is that the more you take  
responsibility for, the more you know, thus the more you can control.

Thank you for reading this information. I hope that you get a lot of what  
you want to out of it. Thank you again for looking it over.

Very truly yours,

Philip B. Obsharsky 2015 JULY 20

THEIR WIZARDS' GAME BOX SET is a tall, deep, wide, long puzzle answer  
on the problem/solution of/to life—GAME. Studying its four graphics can show  
you Explanations 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, thus serve to help you improve your own GAME and  
THEIR GAME too, by creating positive effects on THEIR GAME's survivors.

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 find them.

Information on the TABLOIDER, Baseballgory and GLASS have been  
presented before and is available from [www.taloider.org/art.htm](http://www.taloider.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 and it changes.  
THEIR SET is mutable.

THEIR WIZARDS' GAME BOX SET is my own interpretation of what I  
found out by applying information which I obtained 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 GAMES.

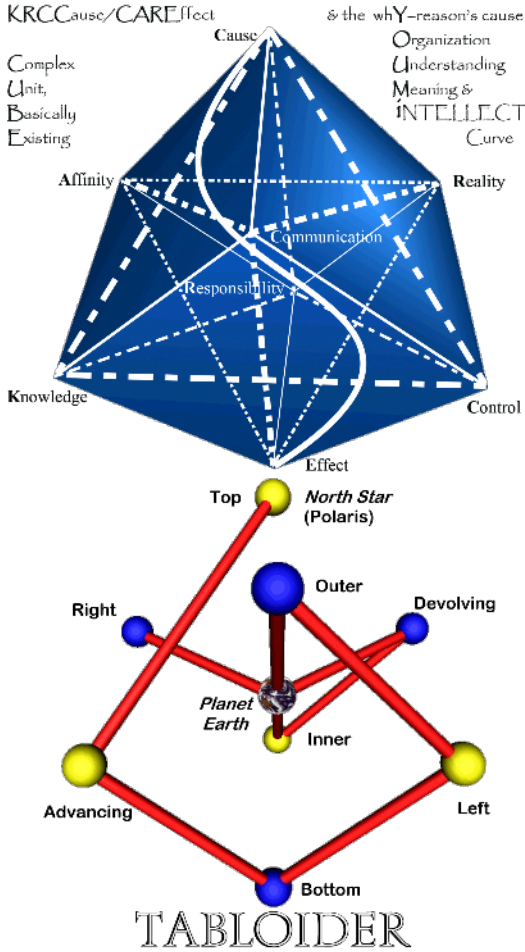
Now let's, just for fun, say there are three environmental layers to  
consider, three levels of activity, or types of playing fields—a physical,  
metaphysical and a hyper-metaphysical realm. The metaphysical layer might be  
a single mind with the hyper-metaphysical existing as a region of activity in  
which all minds interact. The connecting thread betwixt these three realms of  
action could be that they all 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  
Construct(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 it now? STAR  
CELL came from SCIENTOLOGY's Totem (symbol), as the 'S' and 'T' 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

# STAR CELL



# THEIR WIZARDS' GAME BOX SET 2.1

THEIR WIZARDS use STAR CELL to affect conditions in the TABLOIDER DRIP that derive an optimal Baseballegory SET, whose play floats on the contents of THEIR GLASS, whose supporting inventory is obtained from TABLOIDER/Baseballegory output vs. consumption levels, which are determined by ability 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.

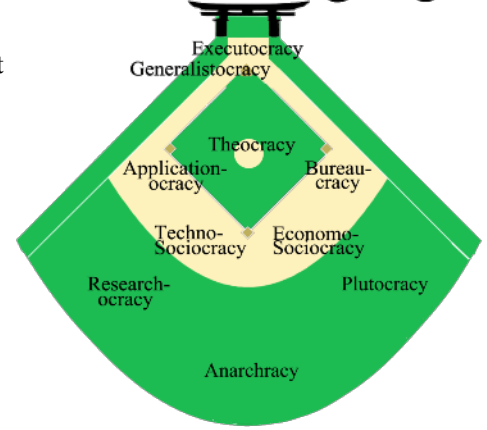
IMO, whoever they may be, THEIR WIZARDS, whether they are aware of it or not, use what they are able to of THEIR STAR CELL to raise THEIR GAME's resonance up the YOU-Mi Curve and maintain it there as much as they can, whence THEIR Baseballegory's players modulate better and thus perform better and thus 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 it's source, where the related information is in its purest and thus most *useful* state.

The acronyms appearing here have been developed to save SPACE and to assist concept absorption and retention.

Finally, again, this is my own interpretation of information and phenomena and should not be construed as 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 and THEIR GAME.

[www.tabloider.org/whatsnew.htm](http://www.tabloider.org/whatsnew.htm)

# Baseballegory



## Controllers

- Win (Plus New Player)
- Win (More)
- Win
- Justice System (Tie Game)
- Break Even
- Lose (Less)
- Can't Play (Less)



## Controllees

- Win (Plus New Player)
- Win (Less)
- Break even
- Police (Center Ice)
- Lose
- Lose (More)
- Can't Play (More)

GAMING LEVEL ALIGNMENT STRATEGY SCALE

## THEIR WIZARDS' GAME BOX SET Application's Concept Orientation Table

THEIR Axis	TABLOIDER / DRIP Pole	Baseballegory Position	Baseballegory Hierarchy	STAR CELL Element	Scientology Dynamic	Usual TABLOIDERian Intra-axial Polar Relationship
Technology	Advancing	Right Field	Researchocracy (school, lab)	Knowledge	Fifth	Dominant
	Devolving	First Base	Applicationocracy (work)	Reality	Sixth	Subordinate
Humanity	Left	Shortstop	Economosociocracy	Control	Third	Dominant
	Right	Second Base	Technosociocracy	Affinity	Second	Subordinate
Economy	In	Left Field	Plutocracy	Responsibility	First	Dominant
	Out	Third Base	Bureaucracy	Communication	Fourth	Subordinate
INTELLECT	Perimeter of Complex Unit, Basically Existing	Batter/Runner	Generalistocracy (Ethicsocracy)	Edge (periphery); Boundary, Perimeter, Circumference, or Extent of Field of Awareness	Tenth (Ethics; to me, the effect of static phenomena on dynamic phenomena.) work/output	The state of INTELLECT's karma at any given moment may be calculated by the formula... "Yang (expansion) times Yen (value; money) divided by Yin (contraction)."
	Center of Complex Unit, Basically Existing	Each and every position out on the field taken as one central position	Specialistocracy (Justicocracy)	Center of field of awareness (location where yin (justice) is compressing INTELLECT into in the GAME)	Ninth (money; value; to me justice the effect of dynamics on the static) pay/input	
Religion	Top Bottom	Catcher Center Field	Executocracy Anachracy	Cause Effect	Eighth Seventh	Dominant Subordinate