

# THEIR WIZARDS' GAME BOX SET 2.1

Technology's Wise Generation's  
 Humanity's Individuals Action's  
 Economy's Zeroing Meaning's  
 iNTELLECT's & Actually Explanation's  
 Religion's Real Basically Space,  
 Difficulties Organized Energy &  
 Safely X-tery (mystery) 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**  
 O C E L  
 E I A E  
 M V E L  
 E L Y D

Completed Evolution Living Life  
 Baseballgory and Gaming Level Alignment Strategy Scale

Top -Earth's Diamond  
 Advanced Ring  
 Bottom Infield  
 Left Pen\*  
 Outer [\*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.]  
 Inner Devolved  
 Earth Right

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.

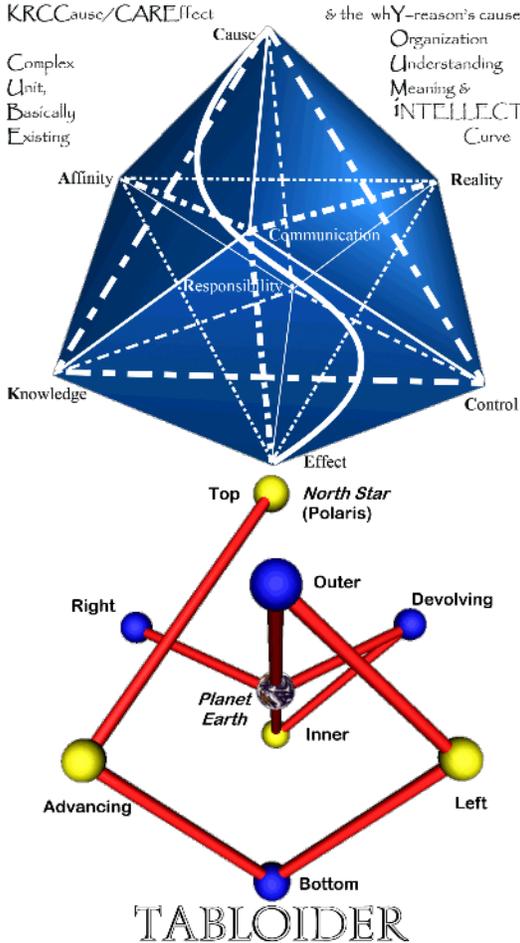
Now let's, just for fun, say there are three environmental layers to consider, three levels of activity, or types of playing fields—a physical, metaphysical and a hyper-metaphysical realm. The metaphysical layer might be a single mind with the hyper-metaphysical existing as a region of activity in which 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



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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 YOU Mi Curve locations.

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

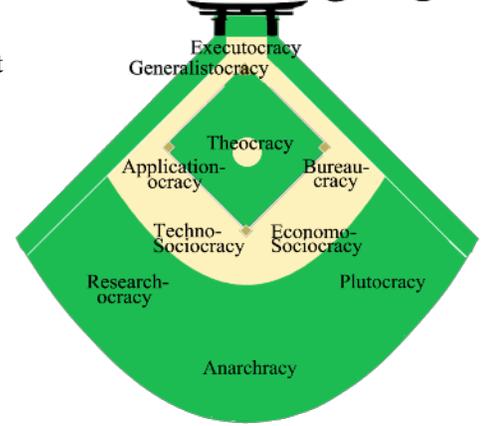
IMO, whoever they may be, THEIR WIZARDS, whether they are aware of it or not, use what they are able to of THEIR STAR CELL to raise THEIR GAME's resonance up the YOU-Mi Curve and maintain it there as much as they can, whence THEIR Baseballegory's players modulate better and thus perform better and thus 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 Anarchry	Cause Effect	Eighth Seventh	Dominant Subordinate