

# THEIR WIZARDS' GAME BOX SET 3.0

Technology's	Wise	Generation's	Basically
Humanity's	Individuals	Action's	Organized
Economy's	Zeroing	Meaning's	X-tery (mystery)
iNTELLECT's &	Actually	Explanation's	Space,
Religion's	Real	(Equation's)	Energy &
	Difficulties		Time
	Safely		

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

Scientifically	<b>T</b>	<b>A</b>	<b>R</b>	Completed	Top	(Earth's <i>Diamond/</i>
Communicated,	<b>O</b>	<b>C</b>	<b>E</b>	Evolution	<i>Advanced</i>	<i>Ring,</i>
iNTELLECT	<b>T</b>	<b>I</b>	<b>A</b>	Living	<i>Bottom</i>	<i>Infield/</i>
Evolving,	<b>E</b>	<b>V</b>	<b>E</b>	Life	<i>Left</i>	<i>Pen)*,</i>
Networked	<b>M</b>	<b>V</b>	<b>E</b>	Baseballegory	<i>Outer</i>	
Technology,	<b>E</b>	<b>E</b>	<b>L</b>	and Gaming	<i>Inner</i>	
Ordering	<b>L</b>	<b>D</b>	<b>L</b>	Level	<i>Devolved</i>	
Logic,	<b>Y</b>			Alignment	<i>Earth</i>	
Optimizing (the)				Strategy	<i>Right</i>	
Generation (of)				Scale		
whY (reason's cause)'s						

[\*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.]

The idea going on here's that THEiR WIZARDS use STAR CELL to play phenomena represented by the Terrestrially Related Interactivity Diagram, which is composed of the

TABLOIDER, Baseballegory and GLASS and the way the TRIAD works is that TABLOIDER's output gets distributed via the Baseballegory to supply the GLASS's inventory, whose level is determined by the players ability and GLASS GAME levels, which are greatly influenced by the players' inter-modulations' locations along the YOUMi curve. In other words, the Baseballegory floats on the GLASS's inventory, whether the GLASS is sitting straight up or it is *being tipped over* (effected).

STAR CELL is iNTELLECT at Scientology's Tone Scale [www.scientologyhandbook.org/tone-scale/sh4.htm](http://www.scientologyhandbook.org/tone-scale/sh4.htm) along with eight of Scientology's most basic elements located in one cubic frame of reference, most functionally, relative to one another, IMO.

Also 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 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 can. Scientology students draw information regarding STAR CELL directly from it's source, where the related information is in its purest and thus most *useful* form.

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 an 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 which I feel can help those who read this publication upgrade their own *GAMES* as they would like to. 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*—THEiR *GAME* and one's *GAME*.

THEiR WIZARDS' GAME BOX SET here is a tall, deep, wide, long puzzle answer on the problem/solution of/to *life*—*GAME*. Studying its four graphics can turn up *Explanations of Meanings of Actions that are Generated* in THEiR *GAME*, which you can use to improve your solution to your own *GAME*, thus serve to help you improve your own *GAME* and improve *THEiR* *GAME* too, via creating positive effects on THEiR *GAME*'s other survivors via you introducing your *GAME* to them.

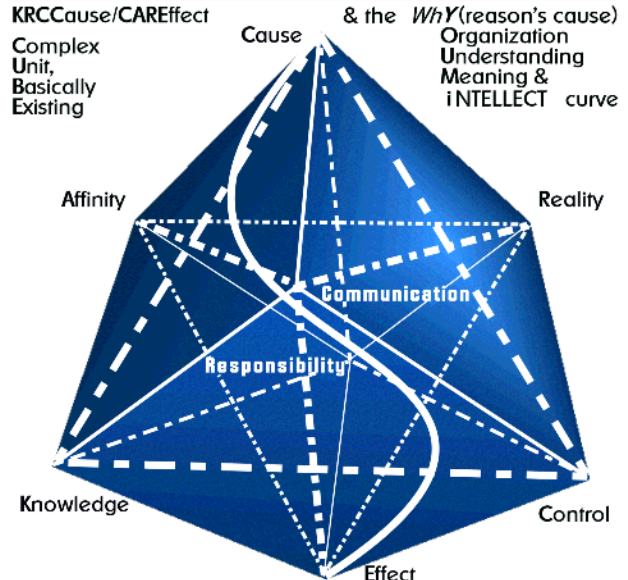
The acronyms appearing here have been developed to save space and to assist concept absorption and retention. It is not *big*, but rather *unfamiliar* words that throw a reader off the track of getting a subject down under their control. If you can own its words, you can own a subject. The more you work 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 so purchase all of the words here and wherever you get to find them through wherever your interests guide your courses of study.

Information on the *TABLOIDER*, *Baseballegory* and *GLASS*—the TRIAD—have been presented before and is available from [www.taloider.org/art.htm](http://www.taloider.org/art.htm), so it's introductory information on STAR CELL and a great way to help you fill your GLASS, to help you keep your *GAME* as lively as possible, that is more going to be presented here.

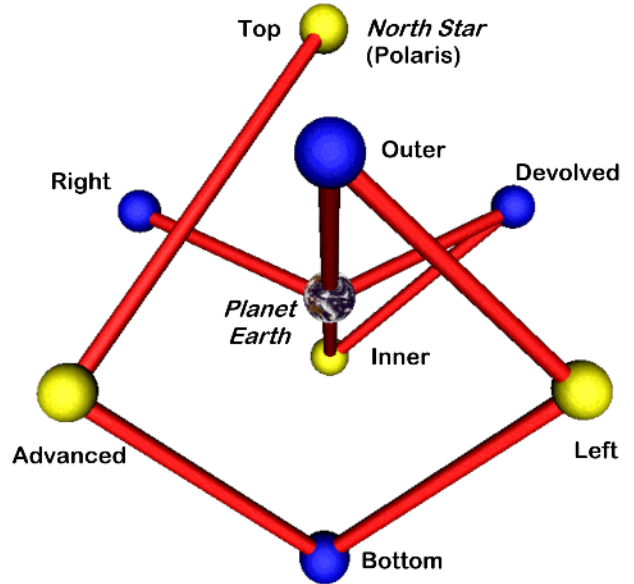
THEiR *SET* is set, meaning that the rigidity of SET is the *matter* that the Energy of THEiR SET forms, as Energy coalesced, condensed and frozen is *matter*, so matter, or material, the material plane, or physical universe is *set*, or *the* SET, or *THEiR* SET. *The* SET is the base of *the* BOX and it changes. THEiR SET is mutable.

Now let's, just for fun, say there are three environmental layers to consider, three levels of activity, or types of playing fields, those being 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

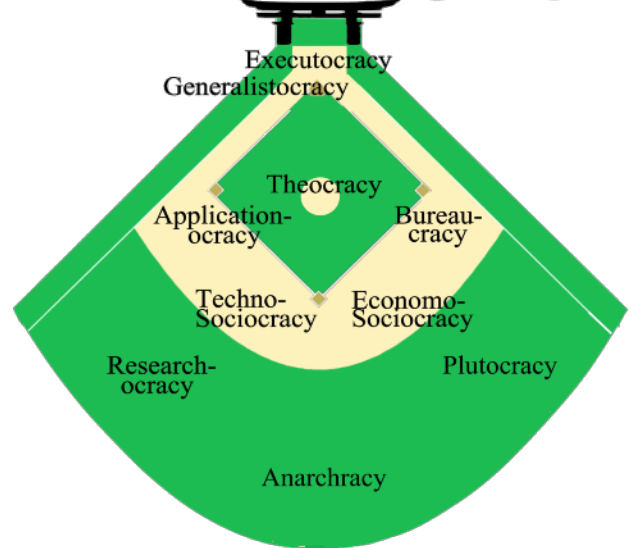
# STAR CELL



## TABLOIDER



## Baseballegory



### Controllers

### Controllees



### GAMING LEVEL ALIGNMENT STRATEGY SCALE

# THEIR WIZARDS' GAME BOX SET 3.0 Application's Concept Orientation Table

THEiR Axis	TABLOIDER / DRIP Pole	Baseballgory Position	Baseballgory 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	Catcher	Executocracy	Cause	Eighth	Dominant
	Bottom	Center Field	Anarchracy	Effect	Seventh	Subordinate

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**  
**Comprising**  
**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*, until it does become so 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 above the other. The two triangles represent Scientology's **Knowledge**,

**Responsibility & Control and Affinity, Reality & Communication triangles**, two of Sci-

entology's most extensively applicable relationships. In STAR CELL, Scientology's *Totem's* (symbol) 'S'—morphs into Scientology's *Cause to Effect Scale* and appears as the **whY** (reason's Cause)

**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* as a more dynamic *CELL*, running from Cause at the top of the *YOUMi* curve, the *KRCCause tetrahedron's* (a four sided, six edged, 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 and orientation to 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 this relationship can be studied and learned and thus used to help *iNTELLECT*, along with *iNTELLECT's* *GAME*, ascend STAR CELL's *YOUMi* curve via studying and using STAR CELL information to accomplish this goal.

One can obtain relevant information, with respect to one's *GAME* about STAR CELL 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 or 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!* I hope that you have great luck with it.

One prediction of the *KRCCause* tetrahedron is that the more you take *responsibility* for, the more you find out, so the more you *know*, thus the more you're able to *control*.

Thank you for reading this information. I hope that you get a lot of what you would like to obtain from studying it. Thank you again for looking it over.

Very truly yours,

Philip B. Obsarsky  
 2015 SEP 28