

# THEiR WIZARDS' GAME BOX SET

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

## 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	<b>T A R C</b> O T E L E I A E M V E L Y D	Completed Evolution Living Life Baseballegory 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 CA Technician figure out what to do to improve it.]
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THEiR WIZARDS' GAME BOX SET is a tall, wide, deep/long abstract on the problem/solution of/to *life*—GAME. Its four graphics contain *Explanations of Meanings of Actions of the Generation of the Actions that induce the Meanings which may be Explained*, if only to oneself, in order for one to make a better go of THEiR GAME.

THEiR WIZARDS' GAME BOX SET is a large subject, though 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. There aren't too many words on this paper. The more you work with words, breaking them down into parts and finding out where they came from to figure them out, preferably using a college dictionary, the more you'll find out from seeing, or hearing them.

Information on the TABLOIDER, Baseballegory and GLASS have been presented before and is available on the Web, 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, which is 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, is *mutable*.

The WIZARDS' BOX—the whole idea—is my *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 interpretation of *that* work for the sake of the communication of attributes I feel can help those who read this *deal* their own *GAMES* better.

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 activity 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  
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; bereft of) *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 is and did STAR CELL come from then? 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 and overlapping the other. The two triangles

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)

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*, something like the relation between a *how to book*, just sitting there on a shelf say, opposed to the *action* involved with someone following that how to book's instructions.

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 one item that STAR CELL is about.

STAR CELL's KRCC/CARE, *four cornered, four sided objects*—tetrahedrons—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 can find any better ones, please tell me.

Scientology scripture states that the KRC triangle is higher than the ARC triangle. A like orientation can be located 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. The correct two of that octahedron's triangular faces will be of the orientation in which Scientology scripture is written.

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 can be studied and learned and thus used to help *iNTELLECT*, along with *iNETELLECT's* *GAME*, ascend STAR CELL's *YOUMi Curve*.

One can obtain information that is relevant 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](http://www.scientologyhandbook.org) to find out information you would like to know, 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.

Recommendations: If you are presently a student of any subject, or have one that you started, but left off somewhere, meaning to get back to it, 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'd want/care/need/like to. *Plus*, the, "Introduction to Scientology Ethics," *Scientology Handbook Course* can help you obtain the information you would need to know to keep your *GAME* level where you want it more.

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.

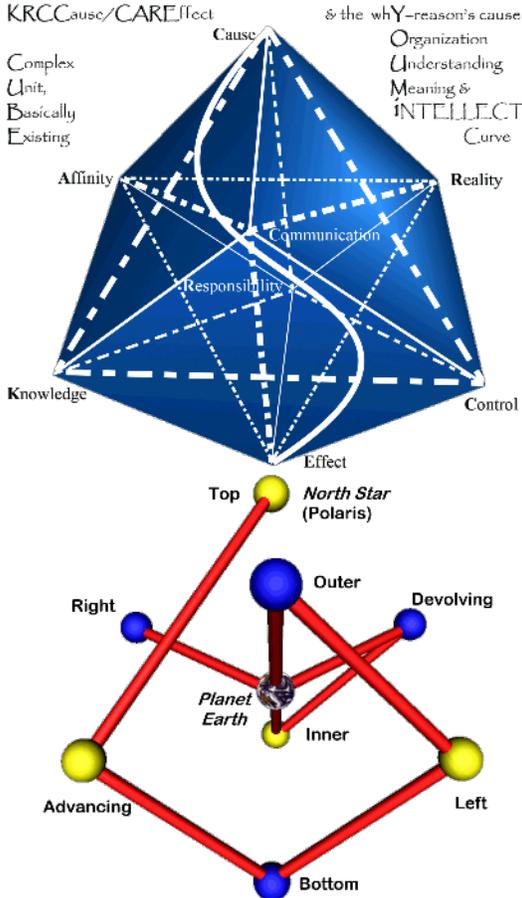
One prediction of the KRCCause tetrahedron is that the more you are *responsible*, the more you *know*, thus the more you get to *control*.

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

Very truly yours,

Philip B. Obscharsky 2015 JULY 13

# STAR CELL



## TABLOIDER

# THEIR WIZARDS' GAME BOX SET

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

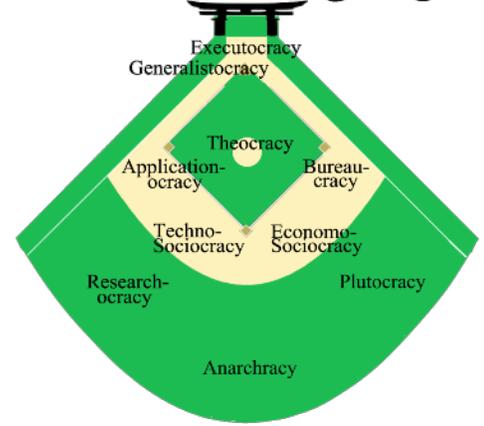
STAR CELL, IMO, is Scientology's eight most basic elements located in one frame of reference correctly, relative to one another.

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 Baseballestory'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.

# Baseballestory



## 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's Formulation's Concept Orientation Table

THEIR Axis	TABLOIDER / DRIP Pole	Baseballestory Position	Baseballestory 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 Anarchracy	Cause Effect	Eighth Seventh	Dominant Subordinate