THEIR WIZARDS’ GAME BOX SET

Scientifically Communicated
Entellect
Evolved
Networked
Technology
Ordering
Logic
Optimizing
Greatly

whY (reason’s cause)’s

FORMULATION—An interpretation and correlation between STAR CELL, TABLOIDER, Baseballlegy & GLASS

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(ed)/Connect(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.

One prediction of 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 KRCCARE, 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 transcode formats, environments, levels of related interaction and 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 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 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/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 aware, meaning that the rigidity of SET is the singular basis

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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. Obsharsky
2015 JULY 13

Philip B. Obsharsky
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 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 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.

THEiR WIZARDS’ GAME BOX SET’s Formulation’s Concept Orientation Table

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<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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<tbody>
<tr>
<td>Technology</td>
<td>Advancing</td>
<td>Right Field</td>
<td>Researchocracy (school, lab)</td>
<td>Knowledge</td>
<td>Fifth</td>
<td>Dominant</td>
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<tr>
<td></td>
<td>Devolving</td>
<td>First Base</td>
<td>Applicationocracy (work)</td>
<td>Reality</td>
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<tr>
<td>Humanity</td>
<td>Left</td>
<td>Shortstop</td>
<td>Economosociocracy</td>
<td>Control</td>
<td>Third</td>
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<tr>
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<td>Right</td>
<td>Second Base</td>
<td>Technosociocracy</td>
<td>Affinity</td>
<td>Second</td>
<td>Subordinate</td>
</tr>
<tr>
<td>Economy</td>
<td>In</td>
<td>Left Field</td>
<td>Plutocracy</td>
<td>Responsibility Communication</td>
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<td>Dominant</td>
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<tr>
<td></td>
<td>Out</td>
<td>Third Base</td>
<td>Bureaucracy</td>
<td>Tenth (Ethics; to me, the effect of static phenomena on dynamic phenomena) work/output</td>
<td>Fourth</td>
<td>Subordinate</td>
</tr>
<tr>
<td>INTELLECT</td>
<td>Center of Complex Unit, Basically Existing</td>
<td>Batter/Runner</td>
<td>Generalistocracy (Ethicsocracy)</td>
<td>Edge (periphery); Boundary, Perimeter, Circumference, or Extent of Field of Awareness 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) pay/input</td>
<td>Subordinate</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Each and every position out on the field taken as one central position</td>
<td>Specialistocracy (Justicocracy)</td>
<td></td>
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<tr>
<td>Religion</td>
<td>Top</td>
<td>Catcher</td>
<td>Executocracy</td>
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<td>Seventh</td>
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