

THEIR WIZARDS' GAME BOX SET 2.0

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)

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

T A R
C E L L
E I A
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 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.

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
manifest for 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, which has an effect on everyone.

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 acquire them.

Information on the TABLOIDER, Baseballegory and GLASS has been
presented before and is available from 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, but can change.
THEIR SET is mutable.

The WIZARDS' BOX—the whole idea—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 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) 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 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'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, please tell me about it so this version can be upgraded.

Scientology text states 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 Scientology text 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 relevant information, with respect 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 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. And please let me recommend 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.

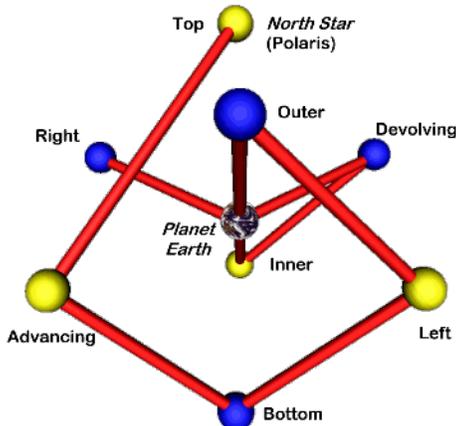
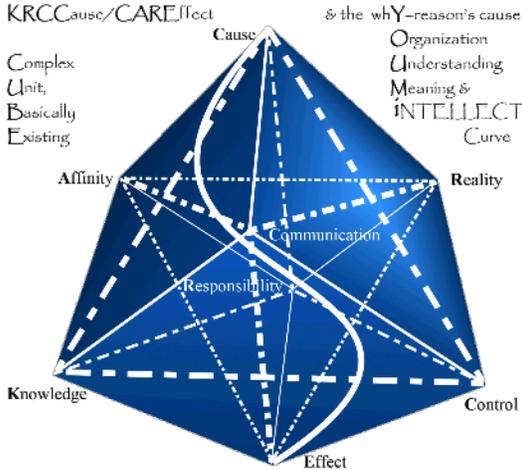
One prediction of the KRCCause tetrahedron is that the more you are
responsible, the more you know, thus the more you get to control.

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

Very truly yours,

Philip B. Obscharsky 2015 JULY 17

STAR CELL



TABLOIDER

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 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.

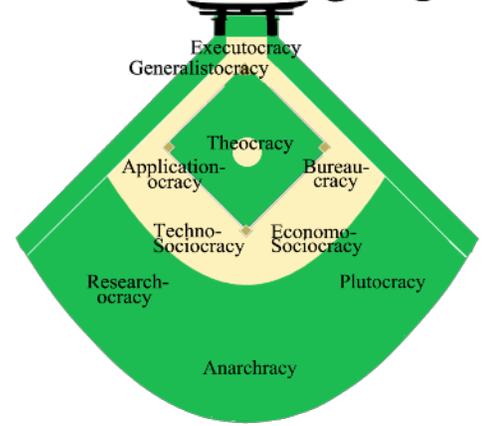
IMO, whoever they may be, THEIR WIZARDS, whether they are aware of it or not, use what they are able to of THEIR STAR CELL to raise THEIR GAME's resonance up the YOU-Mi Curve and maintain it there as much as they can, whence THEIR Baseballegory's players modulate better and thus perform better and thus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

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's Formulation'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