

9The Game Strategy
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Ok, and I want to talk about one of the more fascinating of the mental mechanisms. This is called the... this is the subject of the... the game strategy. The game strategy.

We usually ahh... we usually use the abbreviations for game strategy and call it a GS. GS.

The GS is a fundamental mental mechanism. It's a fundamental mental mechanism. So therefore, is one that ahh... you will come across as you ... as you work through the practical exercises. You'll come across it piecemeal and ahh... if you hear this... if you hear this tape it'll put the whole picture together for you, you'll understand what you're dealing with.

Eventually, of course, you'd put the whole thing together for yourself. You... you...you'd understand the mechanism. But umm... anyone whose worked solo for a while or even with umm... other people ahmm...will...will...will recognize this mechanism. Will...will... again they may.... They may have come across it in therapy, piecemeal, bits here, bits there and ahh.... But I think they'll find that when they hear this... hear this talk on the subject it'll put all the ends together for them and they'll understand... they'll understand the mechanism in total, the mechanism of the... of the game strategy. The GS.

01:29

The two methods to win games

There are in life and ahh... they're in life and livingness only, there are in fact two ways to... to win a game. There's two ways to win a game. The first method is the... is the direct power of postulate method, the use of the direct postulate.

One simply goes out, meets the opponent head on and crashes through his uh... crashes through his postulate with yours and drives him into overwhelm. and ahh... that is... that is the direct postulate method of winning games. That's the direct postulate method, that's method number one.

02:08

That has got nothing to do with game strategies. That is not a strategy. That is simply going out and winning games by direct power of postulate. So that's got nothing to do with game strategies.

But the second method is...is the method of winning games by the use of a game strategy.

02:28

So we define a game strategy as a method of winning games below the use of a direct postulate. Give it to you again; **A game strategy is a method of winning a game below the level of a direct postulate.**

Now very clearly this is a vast field. This is a vast field, so what we need to do is to define our game strategy, is to... is to put the limits to the field... to the field that we're looking at and until we have... until we've defined it... we'll ...we'll be at sea, we'll be at sea. It's not a particularly easy one to define, a game strategy, because it's such a very... because of its broad application. But umm... when you examine this... examine the following... you'll... I think you'll find that we... it does cover the subject of the game strategy.

I found no exception to this definition. It's ... it's... As far as I'm concerned it's a complete definition of a game strategy.

03:33

Game Strategy Defined

Right, here we go, a game strategy...

in order to be a game strategy a thing must:

- 1. It must be a fixed solution to a problem**
- 2. It must generate game sensation**
- 3. It must be kept secret from the opponent or he or she will counter it with ease**
- 4. It must be known to work by having been successfully used by self on others and by others on self**

That is the end of the definition.

If a thing possesses all of those four qualities... a thing possesses all of those four qualities it definitely is a game strategy. If it only possesses one or two or less than four of those things it may or may not be a game strategy. It may be one and you simply haven't found all of it.

04:32

But certainly, if you find something in your mind that possesses all of those four qualities it is a game strategy and ahh... all game strategies possess all four of those qualities, so it is ahh.... It is a definition. It is a definition.

04:46

Now there's two more numbers five, number six. These aren't a part of the definition but they are ... they're a part of the qualities of the GS, and if you... if you know them that they'll help you in your understanding.

04:58

That the GS is an overt act and is therefore culpable. That's number five

Number six, exposure of a GS always produces shame.

I think when you examine the... the foregoing that you will find that they are ahh...that they're necessary and sufficient conditions for the understanding of this mental mechanism called the games strategy. The GS.

05:28

Number 1. Fixed Solution

And now we'd better go ahead and start expanding this material to get an understanding of it.

The easiest way to get the understanding is to go through the definition bit by bit. Now we'll start off with number one, it must be a fixed solution to a problem. Well, yes, the GS must be a fixed solution to the problem.

Well what is the problem? Well the problem is how to win the game below the level of the direct postulate.

05:53

Well there may be a number of reasons why a person can't use a direct postulate but the.... They may have insufficient power of postulate to win the game or they may have sufficient power of postulate but ahh.... May be they.... Winning that game is against the law, so they can't win it by power of postulate. You see that?

06:18

But, never the less, they may have a desire to win that game but they... but they can't use direct power of postulate because the... the society in which inhibits the... the... the use of that power of postulate. So they...they mustn't use it. But, never the less, they can... so they... they... then they have to go into the games strategy.

06:38

So it's... it's always a fixed solution to a problem. It's a solution to a problem, and it's a fixed solution to the problem. Note that word, "fixed solution", in the earlier part of the supplementary lectures I talked very lengthily about the subject of the fixed solution and I'm not going to talk about it on this tape. I'm not going to cover that material again. The subject of the fixed solution is very germane to this subject of the game strategy but it is a separate piece of technology and I refer you to the earlier...earlier tape.

07:09

So the game strategy is a fixed solution to a problem. It's always a fixed solution.

Like all fixed solutions it may eventually become a problem in its own right but that comes later in the cycle. It's certainly, it's always a fix solution, even when it's a problem it's still a fixed solution. It's always a fixed solution to a problem. So much for number one.

07:34

Number 2 Generates Game Sensation

It must generate game sensation. That is ahh... that is absolutely fundamental again. It's got to generate game sensation.

If the application of the game strategy has got to win the game, you see, or at least it's got to produce some game sensation or show a semblance of winning the game, otherwise the thing is useless.

So it becomes a part of the... a part of the game strategy is that it must generate game sensation. If this behavior pattern is... this... this activity you have in mind doesn't generate game sensation then I can assure you that it's not a game strategy. It's not a game strategy. It must generate game sensation. There must be some sensation generated by this... by this activity, this behavior pattern.

08:30

All right so much... so much for that, now number three.

Number 3. Secrecy

It must be kept secret from the opponent or he will... or she will counter it with ease. That... that...that's number three. It must be kept secret from the opponent.

Well this is obvious on first principles. If the person could win the game by direct power of postulate they wouldn't need the game strategy and the game strategy will only work when it's kept secret from the... when it's kept secret from the opponent. Now bear that in mind it must be kept secret from the opponent or it... or he or she will counter it with ease.

09:11

Now this... this poses an interesting thing it's.... You...this... this air of secrecy about the game strategy infects the whole subject of the game strategy.

The...its... the game strategy starts off by being a secret and its always a secret it can be so secret, a game strategy, that it becomes even a secret from the person whose using it. He... he forgets why he is using it after a while it's so secret. You know?

It not only must be kept secret from the opponent but it ends up being kept a secret from him too. He finds himself in a compulsive behavior that he don't know what... he's lost contact with why he's doing it. so this is a definite part of the ahh... part of the pattern, is this... is this secrecy.

09:54

So the umm... in terms of our... of our "to know" goals package, the postulate structure of the GS would be that ahh... its umm... it's a... it's a... "must be known to self" at least early in the cycle it "must be known to self" but it must be kept... must be ahh... must be "be not known" to the opponent, see. It... its.. it's a "must be known" to self but "mustn't be known" to the opponent. That's the ahh... that's the postulate structure of it.

And this throws a very strange complexion on the subject of the game strategy, very strange, very strange complexion.

10:32

It's all... its almost paradoxical, the game strategy is, and that's why I don't think why any... it's not easy for a person... for researchers to ahh... to put this... to...to...to cobble all the little bits together.

I mean Ron Hubbard in Scientology, he had various parts of the game strategy. He...he...he knew of... he knew various bits of the game strategy but he never put the whole thing together and called it a game strategy, but he had... he had bits and it was the secrecy part of it that was beating him all the time. It eluded me for a long while until I began to... began to understand it, but the thing is.. you see... the game strategy as a strategy is an existence, so as an existence it's a "be known" it's a "be known". But a part of its strategy is that it "mustn't be known" to the opponent. So it's got this "be not known" component to it.

So as far as the person is concerned, he can know the strategy but it "mustn't be known" to the opponent otherwise it's useless. The opponent can counter it with ease.

11:43

So it's got this double edged effect. Do you get that? It...it... it's a "be known" it's an existence but at the same time it "mustn't be known" to the opponent and so there's a secrecy component in it and this holds it in suspension in the mind. This is why it doesn't easily erase. Why it's very difficult to... to handle in routine therapy.

12:14

The... the thing and the construction, the game strategy construction is an analytical construction, it is not a reactive construction. In other words it's not a reactive thing; it's a thing of the analytical mind. It's a thing that a person cobbled together themselves.

So you must understand that about it. It's not a... not something which has its genesis in the reactive bank. It has... it is something which has its genesis in the analytical mind of the individual, who has a need to win games and creates the game strategy in order to win the game.

12:49

So in the... if you understood the whole of the game... of a particular game strategy and got all the bits of it together and could see it in terms of a... of a series of postulates or a... a one to one postulate, or as a pattern of behavior and could wrap it all up, a particular games strategy, could wrap it all up, this game strategy could be made the subject of the "to know" goals package at level 5C. It is... it is an existence in its own right, the whole thing is and existence and it is erasable at level 5C as an existence. You must never forget that. That it is an existence and it therefore is a junior universe and therefore is erasable at level 5C.

13:34

But you've got to understand of any particular game strategy you've got to get all the bits out before you can do that. You've got to get it all out. That's why I'm giving you this data to help you get it all out.

13:46

So it must be kept secret from the opponent or he or she will oppose it with ease. That's number three.

13:55

Number 4. Must Be Known to Work

Now number four. It must be known to work by having been successfully used by self on others and by others on self. Now this... this number four gives us the genesis of the game strategy. This tells us where the person got the game strategy from. They got the game strategy... 99.9% of game strategies you will come across in the psyche their... their ... their origins are in childhood... their origins are in childhood.

The game strategy might not of... been fully in place... been fully developed in childhood. It might not have been until adolescence or later life...until adolescence or later life that the...that the thing became a fully fledged game strategy in the persons psyche but the origins of it are in... are in ahh... are in childhood and the... the idea of a particular game strategy... the seeds of it always come from this... this fact, that the... that the strategy has been used successfully on them... it often happens first, it often... the first thing that happens is somebody uses this strategy or something very, very similar to it on them and it works and the child realizes that, they see this work, and they think, "Well, gee, that really worked on me" and then they... later on they start cobbling it and putting it together and start using it on someone else and they find it works on someone else. And so then they start to use it. Then they start to put it into action, and eventually... it's now become the permanent solution, permanent fixed solution to... to this problem of how to win a particular game. But it's genesis... what the idea always comes about

by... it's always present, by the way, there's no exceptions to this rule, the person didn't ahh... didn't create... didn't create the idea, they didn't sort a pick it out of a cloud or... or dream it up or anything. It was actually... those two factors are actually present that the GS has been used on them successfully and they have successfully used the GS on others. Those things are always present on every GS and don't miss it. If you miss it you'll never get the roots from the GS out. Those... those two factors are always present.

16:35

This is where the person gets the conviction from that it works. He has double conviction that it works because it worked on him and he's made it work on others. So he has an unshakable belief in the... in the efficacy of his GS. What better... what better belief could he have in the efficacy of the GS. That it's been used successfully on him and he's used it successfully on others.

17:00

So he knows it works. So he puts it into action.

17:06

As you examine the GS you'll... you'll always... you'll realize that its ahh... there's something sneaky about every GS, about every games strategy, simply because that their withheld from the ahh... from the opponent. There's a... there's a withhold factor in there, that the... the G... the... the opponent is not part and parcel of what is going on. In fact its... in order for the thing to work the opponent must be in the dark as to what is happening and that is... that is ahh... an essential part is the ahh... that is an essential part of umm... of any GS, number three must be kept secret.

17:47

Now quite apart from this... from ahh... from the fact that it must be kept secret, because if the opponent discovers it, it's useless. Quite apart from that, the GS is an overt act. In its own right it's an overt act. It's not ahh... considered and appreciated... it's not... it's not a loving act. You know, a GS.

18:15

Anyone who's been on the receiving end of a GS would... would regard it... they would say that someone was committing an overt act against them. A sneaky overt act because it's not... it's ahh... it's not an obvious one. It's not... it's not... it's not all out in the open, it's covert. There's a covertness about... about the GS which umm... which makes it equally un... Equally well ahh... well makes it very.. makes it unpleasant, makes it very unpleasant.

18:44

So you'll find that the ahh... that the... that every... every GS is ahh... is an overt act and therefore culpable, is blameworthy. You're not supposed to have GS's in polite society you're not supposed to have them.

19:01

Now this fact produces enormous conflict in the mind of the games player. On the one hand he has the compulsion to play games and win games and he cannot... there's certain games he considers that he cannot win by direct postulate, by direct power of postulate, so he has to use a game strategy in order to win them. He has the compulsion to win them and so he has a compulsion to use the game strategy mechanism, but on the other hand every time he uses the mechanism he builds up in his mind a burden of guilt. He know he didn't ought to be doing it, he didn't ought to be using the mechanism because the... the... the GS is an overt act and is therefore culpable, he can be blamed for doing it, but the... that the GS must be kept secret, it's got to be kept secret otherwise it doesn't work.

20:06

Now you're beginning to get the ahh... the... the ...a pressure cooker effect on the games player here. On the one hand he must use the GS because he can't use anything else to win games with, that he considers. So on that... so he's got to keep using the GS but every time he puts it into action he adds to his burden of guilt and the GS eventually becomes like a powder keg in his mind. He keeps piling up the overts every time he uses it but he daren't mention it to anyone cause their culpable. See it's an overt act. You see the cliff stick the compulsive games player gets himself into by the use of the GS... the games strategy mechanism.

Cliff stick – computer game in which a stick figure repeatedly jumps off a cliff and performs various maneuvers. The player gets points on performance but the stick man always ends up dead at the base of the cliff.

20:54

He ends up with a powder keg in his mind that is getting bigger and bigger and bigger and the fuse is getting shorter and shorter and shorter, so it should become as no surprise to you to discover that the sudden exposure of a highly charged GS can produce the most violent reactions in therapy that are known. Or... and in life, can be known, in life.

21:26

Some of the... some of these sudden homicides that you... inexplicable homicides that you read about in the newspaper and hear about on TV are undoubtedly the result of a sudden... sudden... say in a marriage situation either the husband or the wife suddenly exposes the other persons... the spouses GS and the powder keg blows. The sudden flush of shame and guilt just tears the persons mind apart explosively and they'll pick up a knife a gun or anything and kill the other

person. The urge is to destroy the other person whose trying to break their GS because once it's exposed it's useless and so it's a de... it's a destructive exposure.

22:19

The therapist... the psychotherapist is aware of the mechanism. Umm... Ron Hubbard caught the flavor of this, you remember his mechanism of the "missed-missed withhold" in therapy, you miss a withhold. He caught this. He's have preclears blow in session when a withhold was missed. He used to say the "missed-missed withhold", you know, and the mechanism there...

what he got was these were... these missed.... What he was seeing as missed withholds were really parts of game strategies and the charge on them was powder keg... they had a powder keg type of charge on them and the preclear wasn't certain whether the auditor knew about it or whether the auditor didn't know about it. And it was upsetting the preclear in the session and making the preclear ARC breaky and eventually the preclear would blow the session.

He didn't quite know whether the auditor knew or whether the auditor didn't know about his GS. But Ron didn't know all the factors of the GS but he knew there was a... the explosive ahh... the explosive withhold there and he introduced the mechanism of the ahh... of the missed... of the missed withhold and the ARC break.

He knew... he knew of the mechanism even though he didn't know how the powder keg produced that much charge. Well we know why the powder keg comes about. We know the mech... we know the anatomy of the GS. We got the numbers 1,2,3 and 4. We know how it... how it comes about and how this powder keg, the conflict between the need to use the GS and the need to keep it secret and the fact that an auditor, a separate therapist can quite inadvertently blow the powder keg into view at any moment in therapy. And the preclear will either blow therapy, kill the therapist or... or... or take off to China, or do anything in that instant of the exposure of the GS, the highly charged GS.

You don't know what the persons going to do. Their...their and irrational...their an irrational being in that instant of the ... when the powder keg blows. You don't know what's going to happen. So the explosive GS exposed never miss it. The explosive GS exposed.

Every separate therapist should.... should... should thoroughly understand this mechanism. Anyone who wants to... who wants to spend their life professionally as a psychotherapist should understand this mechanism and should understand the anatomy of what a game strategy is and understand the... it's complete anatomy so they... they know what happens when the preclear blows in the session. They've hit a GS.

It never happens for any other reason. It's the only reason a preclear will blow in a session. It's the only reason he gets so terribly upset and... and... and ARC broken there when there no palpable reason that the auditor's done anything reason.

The auditor hasn't flubbed yet suddenly.... The sessions going along fine, there's no flub by the auditor, he's running the right process, everything's going fine, suddenly the preclear ups and blows. What happened? Well he touched the corner of a GS. The explosive GS exposed.

25:48

It's too much for the preclear. He was.... Preclear quits.... The person with the GS is imposs... in an impossible position, it's culpable but he's got to keep using it cause it's the only way he knows to generate the game sensation and he's got to keep generating sensation which the GS produces for him. So he's in a compulsion to use the GS, it works, he can't stop using it. It's a fixed solution to a problem, he can't stop using it. He's got to use it to generate the sensation and to win the game but on the other hand it's a... it's a ... it must be kept secret. No one must know about it.

So is it any wonder that the charge builds up on the GS and that ahh... exposure of the GS in the therapy session can produce an explosive effect on the preclear. It puts him in an impossible position. The thing mustn't be exposed but it is being exposed. It's... It can be shattering on the individual. The exposure... The sudden exposure of a game strategy.

26:57

So bear that in mind, the power of the mechanism. I'm not talking about Patty-cakes here. I'm talking about sheer mental charge here man. Charge on the... the charge... the real charge on the ... in the mind is in the field of GS's. You'll find more charge on this subject of game strategies than you'll find on any other aspect of the human psyche. The sheer charge, the powder keg there man it... it... it's quite incredible. Quite incredible.

27:29

Running Solo

Of course, when a person's running solo they don't have any trouble, do they? There they are both the therapist and the... and the patient. They're both. There the auditor and the preclear. So the charge.... There's no charge. So they can examine their GS's in peace and quiet without any charge at all.

Without any explosive charge, they'll feel the... they'll feel the emotions of the shame if there was any time when their GS was partially... or... or... or thought they might be exposed, they will feel the shame. And they'll feel the guilt, the pile of guilt on their GS, they'll feel all that and they'll feel... they'll be aware of the powder keg, and they can take the thing apart but it will not blow when they are running solo. It can't blow because there is no exposure. The person who is erasing the GS is the owner of the GS.

28:30

You can take your own GS's apart in absolute safety, nobody's going to get...there's going to be no homicides, you're not going to... not going to end up shooting yourself, I can assure you,

there's no homicide, the powder keg never explodes. It just... it just dissolves and that... and finally it vanishes.

28:48

Now the subject of GS's is very broad. I'm not even going to attempt to give you an example of a GS. I'm not going to even attempt it because the subject is just too broad, but I can assu... I've given you the definitions and the two... and there's 1, 2, 3 and 4, if it fits 1, 2, 3 and 4 then it's a GS and there's the two subsidiaries number 5 and number 6. If you know that about it, it's a GS. And if... and if... and if you know... you know what a GS is.

29:26

Therapy for GS's

But I will tell you how you... how you... how you handle them in therapy.

You can ahh... commonly what happens with a GS is that you become more and more aware of it as therapy progresses. That umm... you become aware of this bit here and there's a bit there then you start to put the behavior... you might not... the person may do it quite unconsciously like all fixed solutions they... they... they go into... eventually they become below the awareness, the conscious awareness of the person. But as the therapy proceeds the person will become more and more aware of this behavior and then they start to think, "Well it's a... there's a GS" and then they start to put the bits together and they get 1, 2. It fits 1, it fits 2 and it fits 3, "My God it fits 4. God it's a GS." You see? Now, now they can start looking at it, say, "Well now, this is interesting, I've got a GS." Didn't know he had one. Got a GS.

30:34

What can he... what can he... what can he do about it. Well he should proceed on with the ordinary therapy. He should proceed on with the ordinary therapy right until the point where he gets to level 5C. That is the place where you would address a GS if you wanted to address it particularly, this particular thing, you could address it at level 5C.

30:54

There not amenable to addressing as a specific entity prior to level 5C and that is the place where you would address them if you wanted to address them.

31:05

And the... the GS is...is addressed just like you would address any other junior universe at level 5C. There's no difference. There's no difference and they come apart like a lamb at level 5C, they do. There's no trouble at all.

31:23

What you would do at level 5C. you'd ... you get to a point eventually where you know all about the GS, you... you... you know all the level... you know about 1... the 1, 2, 3, 4, 5, 6 you've got the lot. You know everything there is to know about this GS in your psyche, you've got the lot. Then what you do is then you... you classify it as a universe. You classify it as a u... u... universe... as a... as a... as an entity. You just classify it as a person, an identity that a... that ahh... that has this ahh... has these characteristics, desires to put this GS into action, there. Get the idea?

32:18

You're simply classifying the thing as an entity. You're imagining an entity in your mind that is putting this GS into action.

32:25

Now I realize that this is a bit of compartmentalization, there, but it's quite safe to do it this late in therapy, no harm will come of you. No danger of compartmentalizing your mind this late in therapy when...by the time you get to level 5C. You're not going to go schizophrenic I can assure you. There's no danger. No danger to it.

32:44

I wouldn't recommend you play around with ahh... play around with this at level 2 or level 3, but at level... level 5C there's such a little charge left on the bank that umm... on the mind that ahh... it's quite safe to do it. So you... you... you sort of get this... imagine an entity who has a fixed urge to put this GS into action and you... you... you specify each part of the GS in the entity in words.

33:15

To give you an example it might be...it's a... ahh... a ridiculous example a catfish trapper might be the sort of thing you'd end up with. This would be the identity you're dealing with. A catfish trapper, someone who's got a GS which compulsively traps catfish. You see?

33:37

Well then you simply take the catfish trapper and make that identity the subject matter of the "to know" goals package at level 5C and proceed to erase.

33:53

If it won't Erase

Now if the identity doesn't erase, we know why it doesn't erase. There's only one reason why it won't erase this late in therapy and that is that there's purposes associated with the identity which have to do with junior goals packages at level 5B, so you'd have to look at this.

Maybe the word trap, you'd have to say, "well all right that.... Ahhh. .. a catfish trapper traps, well the goal "to trap". Well the goal "to trap" is un-erasable so you'd have to find ahh... ahh... an erasable goal wherein the goal "to trap" is ahh... is located. Well the goal "to free" contains the goal "to trap" in its negative legs so you'd have to ahh... you'd have to then sit down and erase the goal "to free". See that?

34:45

Then you'd, having erased that, you then... then go back and check the general "to know" goals package, then you go back to level 5C and ahh... pick up your catfish trapper again and go ahead with your erasure at level 5C.

35:00

You follow that? In other words, it's a standard erasure of the junior universe, there. You're not doing anything... any... anything special. All this I've explained before. It's all in the write up of how to do it, of how you handle a junior universe at level 5C. You're treating it routinely as a junior universe at level 5C.

35:20

But you need to specify it, to get it into words. Don't just have it as an airy idea in your mind, get it down... get down to the nitty-gritty. What is this identity doing? Well he... he... he's a catfish trapper that sums him up, he's a catfish trapper. That's all he does. That's necessary and sufficient to describe him. Then you can use him, then you can use him in therapy.

Until you've got him specified, got him nailed down in words you won't get any success at level 5C. While it's just an airy fairy thing in your mind you'll... you'll... you'll just flounder. But soon as you can get the... get the junior universe named, specified and named at level 5C then you can proceed with the erasure.

36:08

Now so help me, there's no more to the erasure of the GS at level 5C than that. That the vast majority of the charge on the GS comes off before you get to level 5C, you're only dealing with the last 2 or 3% of charge at ... this late in therapy. All the rest of the charge has come off in the preceding therapy steps. So don't expect to see any fireworks at level 5C. The thing will erase like a lamb. Come across quite easily.

36:36

But I'll tell you something quite interesting, the "to know" goals package will not erase, the general "to know" goals package will not erase in therapy while you have some outstanding GS's still running in your life. You've got to get rid of these GS's before the general "to know" goals package will erase. So it...it... that is the general rule there.

Remember the general rule when you get to level 5, top of level 5B if that “to know” package won’t erase and you... you ... then the only thing that could be preventing the erasure is a junior universe, which caused us to invent level 5C in the first place.

So it’s ahh...it’s quite consistent with our rules there that ahh... it will prevent, the ahh... on ongoing GS in the psyche, un-erased, can and will prevent the erasure of the general to know goals package at level 5A and prevent the ahh... prevent the ahh...completion of level 5.

37:51

So there a particular type of junior universe, a particular nasty and insidious type of junior universe, but that is all the GS is. You’ll find it’s a junior universe. It’s a junior universe.

But it has those particular qualities and ahh. I can assure you you’ll have a lot of fun with the GS’s till you finally tame them and get to under... come to grips with them and to understand them. Their more common than you think. You’ve got more than one. Everyone has more than one, but ahh... your first one will be the toughest. When you’ve got that one erased the second one’s easier because you know what your... your... your.... You know what to look for. You know the breed of cat.

And after you’ve done 2 or 3 of them the rest will go by inspection, you won’t have to do anything, you’ll just have to think about them and they will blow. They’ll fall apart.

38:42

So that’s the subject of the GS. It’s a fascinating subject, absolutely fascinating. It’s one that Ron Hubbard never got all of it. He got nearly every part of the GS except the whole mechanism; he never put it all together and understood the mechanism exactly as we’ve got it here in TROM. But there’s the mechanism and I...I ... I wish you... I wish you good luck with its resolution.

End of tape

39:05