

The Surprise Game
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Today is the 16th of August 1994 and ahh... I want to take up today the subject of surprise and ahh... surprise and the subject of delusion and ahh... various other related subjects.

This umm... this tape is most closely associated with tape number 2 of this set (on dissociation) and ahh... it will be advisable to put the two of them together actually, tape 2 and this number tape , which will be tape number 14.

They do.... They.... They...they do come out as a pair, these two... two tapes do.

00:43

Now the subject of surprise is ahh... is one of the more interesting subjects, one of the more interesting psychological subjects, the subject of surprise is. The reason for this is that umm... well it's not only interesting it's also umm... it's a rather unique subject; the subject of surprise is. For as far as I know that if you postulate that you'll have a surprise then it's the only postulate that you can make in this universe and be absolutely certain that it's going to work and that you will in fact get the surprise.

01:17

It's ahh... it... th.... The postulate simply never fails. If you postulate that you will have a surprise then you will have a surprise, and that's all there is to it, but the mechanism is quite fascinating and I hope to be able to explain it on this tape.

01:35

In order to do so it's ahh... it will be of interest to take up one of the ahh... take up one of the more obscure paradoxes and this is known as the ahh... the surprise... the paradox of the surprising blackout. And this is the way it goes:

A ahh... an army commander umm... calls all his troops together in the main hall one evening about 7 o'clock and ahh... he says to them, he says, "In order that we should be prepared for every contingency," he says, "and be on the alert," he says, "I'm... we're gonna have... sometime this week between... one evening this week Monday, Tuesday, Wednesday, Thursday or Friday and sometime between 7 o'clock in the evening and 9 o'clock in the evening I will arrange that we're going to have a ahh... we're going to have a ... a... a surprising blackout. All

the lights will go out so you must be prepared to have torches handy to go to your action stations and ahh... we will... we will go into the mode of a surprise attack on the military installation.” So he goes ahead and ahh... with his blackboard and gives all the details of what he wants everyone to do and so forth, and ahh... and he dismisses the men and they all wander back to their barracks and ahh... sit and talk about this surprising blackout.

And ahh... then the barrackroom lawyer finally speaks up and says, “Look chaps,” he says, “this whole thing... there is something very odd about it.” He said, “there’s something very odd about it.” he said, “Look,” he says, “clearly he told us that this surprising black out is going to occur one evening this week, Monday... Monday between 7 and 9, Tuesday 7 to 9 so on right up through Friday and 7 to 9.

Well,” he said, “if this is so,” says the barrack room lawyer, “quite clearly the... the ahh... the surprising blackout can’t occur on Friday evening because if we haven’t had it up till 9 o’clock Thursday evening, obviously it’s going to occur Friday evening and then it won’t be a surprise will it?” and all the men agree that this is so. “So the... the ahh...the surprising blackout can’t occur on Friday.”

“So,” he said, “by similar reasoning it can’t occur on Thursday evening,” he said, “ because ahh... if we know it can’t occur on Friday so therefore ahh... if it hasn’t occurred Monday, Tuesday and Wednesday it must occur on Thursday, see. But then again if it occurs on Thursday it won’t be a surprise.” and they all nod their heads in agreement that his reason... reasoning is quite impeccable. And he said now by similar reasoning,” he said, “it can’t occur on Wednesday evening and it can’t occur on Tuesday evening and it can’t occur this evening,” he said, “so this surprise... this surprise blackout simply can’t occur.” And at that moment all the lights went out and they had a surprise.

04:36

Now what on earth is going on here? The... the barrack rooms lawyer’s reasoning is quite sound it’s quite sound. Well, how come, how come they got the surprise. He... he’d proved by cold hard logic that umm... they couldn’t possibly have a surprising blackout. Yet there they had one. And had the surprise... and because they... because they just proved they couldn’t have one but then when it happened they of course got the surprise.

05:09

Now what’s going on here? Well let’s have a look at this. Now bear in mind what the ahh... what the military commander told them. He told them that they were going to have a surprising blackout. Now if he’d of just told them that they were going to have a blackout on one of those evenings, either Monday, Tuesday, Wednesday, Thursday, or Friday evening then, of course, they wouldn’t have been able to use this reasoning that they used, and so forth, and they would have simply said, “Ok,well the blackout is either going to occur Monday, Tuesday, Wednesday, Thursday or Friday and they would have gone about their business knowing that one of the evenings they were going to have a blackout. And the ahh... the thing wouldn’t have been a surprise at all.

05:57

They would have maybe got up to Thursday evening and said, “Oh, well it’s going to be tomorrow evening sometime.” But it wouldn’t have been ahh... there would have been no paradox here at all, everything would have been quite straight forward. They would... the lights would have gone out sometime during that... either Monday, Tuesday, Wednesday, Thursday or Friday between 7 and 9 o’clock in the evening, you see, and they would have had... had their military exercise.

06:16

But he didn’t ... the commander didn’t say that, he said, “You’ll have a surprising blackout.” And because he said that they made this reasoning, which is val... quite valid reasoning on the basis of what he said and arrived at an erroneous conclusion. Their conclusion was obviously false because they concluded that the... that the surprising blackout couldn’t occur, but it did occur and they got their surprise, so therefore, although their reasoning was... was... was valid. Their reasoning was valid, their premise.... Their premises were false. They were basing it on a false premise.

06:52

So what was the false premise they were basing it upon? Well the false premise they were basing it upon was that they were going to have a surprising blackout. Look , the... the mit... the commander told them... the military command told them, “Your going to have a surprising blackout.” Now that was false, they were... the truth of the matter was they were going to have a blackout. You see that? That’s the truth of the matter.

07:19

When he said, “Your going to have a surprising blackout.” That was false. There was a lie in the statement. You see, once he said you’re going to have a blackout the blackout can’t be a surprise, but he just told them they’re going to have a blackout, you see. So it can’t be a surprising blackout because he’s just told them that their going to have a blackout. Get it? So it can’t be a surprise.

07:45

So therefore the blackout they’re going to have is... is a non surprise. But they all... once he... once they agree and say, “Oh yes, we’re going to have a surprising blackout.” They buy his lie. And once they buy the lie, of course, all their deductions they make turn out to be false because their based upon a false premise. Then, of course, they end up in the ridiculous state of affairs where they say, “Well, we can’t have a surprising blackout.” And then of course the lights go out and they have their surprising blackout, when they all get a surprise.

And , of course , they all agree to the postulate that there would be a surprising blackout, so the postulate came true. The military commander said there would be a surprising blackout and there was a surprising blackout. Get it?

You see the paradoxical nature of the... of the situation. And the fact that what I said earlier on in the lecture that the surprise is the only postulate that we know of ... the only postulate I know of; that you can be absolutely... if you make this postulate you can be absolutely sure that your going to get the surprise. Never fails.

08:56

The Surprise Game

Well why doesn't the postulate ever fail? Alright to understand that I better give you another example.

Back in the 1950's in London we use to... there used to be a game us auditors played and it's based upon a very, very old... very, very old game on the time track. Very, very... very early in this universe there's a game called the "Surprise Game" . You see, the spiritual he... he... he goes up to another being and says, "look now," he says' "imagine this box here." He got this box... imagine a box. And , "Yes," says the other being and he imagines a box. "Just imagine," he says, "when you open the lid of this box and look inside you will get a surprise. Just... just... just agree that that will be so." And the other being says, "Alright. I agree that when I open up the box and look inside I will get a surprise."

09:53

So he and the... the first being says to him, "Ok, now go up... go ahead and open the little box and look inside." So he opens the lid of his... of the box that he's just mocked up. Opens it and looks inside and, of course, gets a surprise. see?

10:03

"What a marvelous game," you see, surprise game. And ahh... we used to play this game in London. Ron Hubbard introduced the game there is... he told us it was an early track game and many of us checked it out and found it is so you can find it, you can find this game on anyone's timetrack. Right very, very early on. Very early universe this game is. But the... the ahh... the surprise game.

10:29

Now I won...use... I used to play this game with all the other auditors. We used to play on each other and play it on.... Get other people to play this game and get our preclears to... to play this game and I noticed something quite interesting about this game that umm... people who couldn't make the game work were heavy cases. In other words, if... a person who could make this game work, you could try this game on them and they could get... and open little box and get a surprise were pretty running preclears. They weren't in any great case difficulties. But when you

got some to explain the thing to them and got them to do it and they opened the box up and never got a surprise, then this was a difficult case. But we never figured out why this was so.

11:17

It was so, and other auditor spoke to me about it and they checked it out, too, and they found that all the people that could make this game work were easy running preclears. And all those who couldn't make the game work were... were rather heavy cases.

11:35

And there the matter sort of rested. Umm... I couldn't figure out why it was. Must be something to do with games, you know, must be something to do with this game of surprise and there the matter was dropped. And so forth.

11:50

It was only many, many years later when I was researching in the area of TROM that I began to put all these bits together, on the subject of surprise, and so forth, and tied it up with various other things and tied it up with ahh... understand why when a person can play this game their a pretty easy running PC. When they can't play this game, never get the surprise when they open the box up, they're a rather difficult case.

12:15

Surprise and Not Know

Well now, before we proceed we would have to go ahead and know a little bit more about this subject of a surprise.

Well before you can be surprised in this universe, before you can have a surprise you have to be willing to "not know" something. Now that is absolutely fundamental to this game.

If you are willing to "not know" something you can always get a surprise. now you can... any... almost anyone can do this, but a person who is in pretty good case shape and got good control over their "to know" postulates and their "to not know" postulates can actually... can actually do this most markedly and that is they can always make their life most surprising by upping their willingness to "not know", by just increasing their willingness to "not know" or put it another way to decrease their willingness to know. See.

13:11

And if you do this, increase your umm... your willingness to not know, you'll find that life becomes a constant series of surprises.

If on the other hand you increase your willingness to know, which amounts to decreasing your willingness to not know, all the surprises go out of your life. See?

And you can juggle these two postulates, “to know” and “to not know”, balance them up so that you can get just the right amount of surprise in your life that makes life interesting for you. It’s simply a matter of balancing the... the... the willingness to know against the willingness to not know and getting it to the level which gives you just the right amount of surprise that you think is just right for you. You see?

13:58

It’s entirely a matter of... of juggling those willingness... those postulates to... willingness to know and the willingness to not know. Alright?

14:06

Basic-Basic Solo Games

Well now let’s return to our surprise game, our game with the box, where the... where the spiritual being postulates that when he opens the box he will get a surprise and ahh... then he goes ahead and opens the box and gets the surprise.

Now, of course, this game could be played solo. It’s a completely solo game. In fact it’s the earliest umm... earliest solo game I know of in the universe. There’s no earlier solo game than the surprise game. So umm...So there we are... it’s ahh... it’s sort of basic-basic on this subject of solo games so a person could play with themselves, the surprise game.

14:59

And this is an important point which will come up later in... in the.... In the... in the talk. So bear that in mind that this is a basic game on the subject of solo games, it’s basic, it’s a basic solo game is the surprise game.

15:12

Now let’s examine... let’s examine this surprise game a little bit more carefully. We’ve got the box and the person who says, “Ok.” He mocks up the box and ahh... he say’s that, “when I open the box,” he agrees that when he opens the box... he won’t.... he will have a surprise ... and he... when he opens the box and looks into the box he will get a surprise.

15:40

Now let’s just... let’s just examine carefully what... these steps here. He mocks up the box and he agrees or postulates that when he opens the box and looks inside the box he will get a surprise. Well quite clearly he has to “not know” what is in the box. But look, there’s nobody else putting anything in the box except him. Right?

16:04

So the... these var.... these var... these various steps, this is where the “not know” bit comes in. You see?

Ahh... in order to play this game he has... he... there's various things he has to be able to do. First of all he has to be able to “not know” then he has to... also he has to be able to... to do something. Mock something up and not know that he's done... not know that he's doing it.

In other words he's got to be able to play a game with himself, here. All these are requisites to ahh... to being able to play the surprise game.

16:47

Now you're beginning to see why the person who can play this game is in ... in present time now... in the universe now, isn't... isn't.... isn't in a difficult case condition. And why people who can't play this game are rather heavy cases. You see that?

17:04

Anyone who can play games with themselves and can manipulate their “know” and “not know” postulates to such a degree that they can play the surprise game with themselves they have... still have considerable control over those postulates, don't they? And if they've got that much control over the “to know” postulate and that much control over the “to not know” postulate, which happen to be two of the postulates out of the basic goals package, bear in mind, we know that now but we didn't know it back in the 1950's, but we know that now, that goals package is fundamental, if they've got that much control over these fundamental postulates in that basic goals package, there can't be all that much wrong with their case. You see that?

17:46

It means that the basic “to know” goals package isn't charged up all that far. Get it?

17:53

So the... the... the diagnostic aspects that I discovered back in the 1950's relating this... this ability to play the surprise game and an easy running preclear and relating it to a person's inability to play this game to the rather heavy running PC, was a correct observation.

18:19

Now let's uhh... let's press on.

Now if you think about this for a moment, let's take a spiritual being who is very, very adept at playing the surprise game. Well if he was very, very good at playing the surprise game and very, very good at being able to... to... to mock things up like this and uhh... and get surprises, he would umm... would be almost self complete in terms of games, wouldn't he, because he would be able to create his opponent there and umm... which is really him mocking it up. He would be able to mock up an opponent and play a game with his opponent but the opponent is really his

own mock up. I mean essent... let's not kid ourselves that ahh... this whole thing of the surprise game there, there's nobody else involved but him. There's nobody reaching into that box putting things in there against his will, against his choice. The whole thing is being done by him. And the whole surprise... he gets the surprise but it's him that's putting things in the box or taking things out of the box and changing the conditions in the box and making all the mockups and such. He's doing... he's playing the whole game and still getting the surprise and it's all done through the dexterous use of the "to know" and the "to not know" postulates.

19:36

Now we could say, and ahh... you can't disprove this as a proposition, we could say that a being, a spiritual being only got involved with games with other beings in this universe when his surprise game became boring to him. When he could no longer be surprised or sufficiently surprised in his own little... own universe surprise game.

20:05

I not seriously suggesting that this is the way it happened but I will point out that it could have happened that way. That it could happen that way. That a being with very excellent control over the four postulates of the "to know" goals package could umm... could play a... some very, very involved games surprise games with himself and ahh... could keep himself very, very amused here, very, very amused.

20:32

Well now let's just pause here and umm... consider this... this surprise game from a therapeutic point of view.

Quite clearly when we run the basic "to know" goals package at level 5 when were handling the four postulates of the "to know" goals package, we're clearly improving the person's ability to handle those four postulates and therefore improving their ability to the surprise game. Right?

Is there any other goals package that we could use that more specifically addresses the surprise game? Yes there is. There's the "to surprise" goals package. Now the "to surprise" goals package, the four postulates of this goals package are:

To surprise
To not surprise
To be surprised
To not be surprised

And, wait for it, the package is erasable.

21:35

You can ahh... you can test this, whichever way you like. You can test the...the ahh... the ionization. You can put the postulates “to surprise” and to... “to be surprised”, you will find that they ionize... ionize mass white or colored. And ahh... or you can do the... the... the earlier test with it and find... discover the postulate “to surprise” is in no way opposed to the “to be known” of the basic package. So the ahh... “to surprise” goals package is erasable and when you test it... the third and final proof, of course, is that when you test it and run the package in therapy it does actually erase. It’s an erasable package. I... I erased it sometime ago... it’s quite an erasable package.

22:25

Now a person who has... can easily play the surprise game with themselves has next to no charge on that package but a person who cannot play that surprise game has one hell of a lot of charge on that package. They can have so much charge on that... “to surprise” package that they do best to abandon it and realize that the... the... the surprise package is within the “to know” goals package, which it is really, it’s a part of the “to know” goals package because the... the whole of the subject of surprise is absolutely umm... fundamentally bound up with this subject of knowing and not knowing as we already discussed.

So it’s no surprise to discover that ahh... once you realize that the “to surprise” goals package is so closely associated with the basic package that it will collapse. It will quite easily, quite readily collapse and uhh... So it’s an easy... it’s an easy one to erase but it’s very diagnostic of the heavy case. A person umm... has trouble with the “to surprise” goals package you can know that there going... goina have a lot of trouble with the “to know” goals package and they’re going to have a lot of trouble on the subject of knowing and not knowing.

23:51

The Playmate

Now the, as I’ve already mentioned the surprise game is the earliest solo game on the track and the “to surprise” game leads quite naturally into what is the second earliest solo game on the time track.

The way it happens is this... this is the... this is the way... the...the way the... the... the cycle progresses. The person plays the surprise game, and bear in mind in the surprise game there’s no opponent actually mocked up, is there? There’s no ahh... the opponent is there but the opponent is only there because of his postulates. You know? His postulates that he’s... his know and not know postulates that he’s using in the surprise game give the illusion of ... of the... of the opponent. Right?

Well, umm... eventually the person playing the surprise game thinks to himself it would be a nice idea to actually create the opponent whose putting things into the box or whatever the surprise. In other words he creates an identity over there that’s giving him the surprise and this would be a natural extension of the “to surprise” game. Now this is the game called “The Playmate”

25:11

It's a definite point on the track, you'll find it, the game is playmate. Actually the word... the word surprise will read quite strongly on the meter if this area is charged. Is with many people and the word "playmate" will read on the meter too. Their def... def... definite games on the time track, is the "playmate".

25:31

Now there's the "surprise game", which leads into the game of the "playmate". Now the "playmate" is the being, mocked up, it's his own mockup, is the being he mocks up to play games with. See? That's his "playmate".

And uhh... at this point of the track of the "playmate" you'll find the spiritual being goes into great conversations with his playmate and ahh... the playmate's always with him and he... he carries this mockup of his playmate around with him and umm... no matter what he's doing the playmate's always sitting there and uhh... if he gets into any difficulties he'll always have a little word with the playmate.

26:08

Now as I'm speaking these words do you recognize something from childhood on the subject of the playmate? Recognize something that is common to almost all children in childhood? Yes you've spotted it, the teddy bear. The teddy bear.

The teddy bear phenomenon in human childhood is a... is a direct... direct throwback, you might say, to the playmate game from the early... early track in this universe. The child simply mocks up the playmate. The young child mocks up the playmate and he personifies it as the teddy bear.

And we see this young child... this young toddler carrying this teddy bear around with him all the time. He converses with it, often not in English, in some language that's best known to himself and he won't... he can't ... he won't be parted with it when he goes to bed every night he takes his teddy bear with him. And the teddy bear is in bed with him all night long. When he plays his games with his... in the house during the day his teddy bear is sitting there watching him.

And if you watch the child you'll see him converse with the teddy bear. He'll say something to the teddy bear and you'll see the child stop and he's looking at the teddy bear and the teddy bear is speaking to the child. You can't hear it, of course, but the... the... the...the child is conversing with his playmate. The teddy bear is very, very real to the child and is a very real identity to the child, is his teddy bear.

27:39

If you've ever picked up this period of your own time track of your early childhood you'll realize that what I'm saying is completely true, completely true and factual. That this is ahh... the

playmate is a definite solo game that all children, don't want to say all, but darn near all children play, is the game of the playmate.

28:00

Umm... the surprise game which is a predecessor on the track, the surprise game precedes the playmate game but strangely enough the surprise game is just a little bit too intellectual for the young child so he'll play the playmate game with his teddy bear but the surprise game is a bit too much... Too intellectual for him, he won't play that. It's as if he needs the substance of the teddy bear, he needs the identity there. Something he can lay his hands on, something he can see to play the playmate game.

28:34

But essentially It's the surprise game and plus mass, that's all the playmate game is. It's the surprise game plus the... plus the... the ... the mass of the ahh... of the... of ... of the identity that is his playmate and can be his opponent in the games that he plays.

28:51

Now what happens to the playmate game in childhood? Where... where... where does it end up? Well the child drags this teddy bear around with him usually for some months and then one day you find the child no longer has the teddy bear and the child's ignoring the teddy bear. And umm... the game is over. It's as if the child... I remember in my case, I simply got bored with it. I simply got bored with the ahh ... got bored with the teddy bear... got bored with the ahh... the game. I decided there were better games to play out in the real universe and I didn't need this umm... this teddy bear... need this playmate anymore. I could stand on my own feet. I didn't need to keep conversing with the playmate. I realized that there was nothing he could tell me that I didn't know myself so I... that ended the game. And I think that's how most children end the game, is they simply get bored with the game and that's the end of the teddy bear.

29:56

And mum picks up the teddy bear and puts it in the cupboard and there it stays forever. The child's finished with the teddy bear.

Now it's no surprise, no pun intended here, now it's no surprise to discover that umm... that any ill effects of the playmate game can also be erased and handled in the "to surprise" goals package because the playmate game the game of the playmate is basically the surprise game. It's just got that extra bit of mass in it. And it's got the personification of the opponent in terms of the playmate. You get it?

30:34

So the little “to surprise” goals package will handle the “to surprise” game and the game of the playmate. It will not only handle it in childhood, in this lifetime for you, but it will handle it over the whole track for you. It will run the whole track, run the game out whole track.

It will also run out more than that as we will discover as we go on.

31:00

Liability in the Surprise Game

Ummm... Are there any pitfalls, any liabilities to the ahh... to the surprise game? Or more importantly, are there any pitfalls to the umm... liabilities to the ahh... to the... to the game of the playmate? Yea there is. There's one and as far as I know only one liability to this game. And this liability is quite an important... quite an important subject.

The liability is that the person believes that their playmate is alive in their own right. I'll give it to you again, it's so important I'll make sure that you've got it, I'll repeat it to you again. The liability of the playmate game is that the person can come to believe that the playmate is alive in his own right.

31:57

Now clearly such a belief is a false belief. The playmate is nothing else but a mockup. And once the person says to himself or comes to believe that his teddy bear or his playmate or whatever it is on the track somewhere in the playmate game he comes to believe that the playmate is alive in his own right, he's in trouble because it's false and the lie will persist. And once he believes his playmate is alive in his own right he starts to oppose the playmate and now... now in opposition with his own psyche and there is the danger.

32:44

Now this material I've just given you up to this point on this tape is the lead up material to the material on tape two.(taped letter to Greg Pickering, Dissociation Jan 12, 1993) You remember I gave on tape two the subject of the machines and the subject of the fixed solution to the problem and ahh... I talked then about dissociation. Well this material I'm giving you now precedes that on the time track. It precedes it.

Or another way to look at it you might say that the umm... you might say that uhh... that the ... the mental machines that I spoke about in ahh... in the second lecture are really just another name for the playmate. Yes you could look at it that way if you wanted to. That uhh... that their simply one in the same thing.

But, never the less, this bit of the tape, this lecture up to this point, this material I've been giving you belongs prior to the material I gave on tape number two and putting the whole lot together you now get the whole cycle of this subject of dissociation. This whole subject of the cycle of dissociation starts with the surprise game goes through the game of the playmate and then all falls apart when the person... or let's put it this way, if the person gets into... into later trouble on dissociations, starts to dissociate in their later life, it's because they believe that the playmate is alive in his own right, and that's the basis of their troubles on it. You see that?

34:32

That's the basic of their troubles on this game. The game... the playmate game falls apart at that point. You get it? And all their troubles with dissociation start at that point cause they then start to go into opposition with their... parts of their own psyche, which is dissociation.

34:53

So, this material I'm giving you here in collaboration and conjunction with the material on tape number two gives us the whole picture and gives us the whole... everything we need to know to resolve this subject and understand this subject of dissociation in the human psyche. I can tell you now we've got the lot. We've got it all. We've got the lot.

Once we understand the basic, the earliest on the track game that the person plays with themselves, the surprise game, then that leads into the game of the playmate, which is the game of the teddy bear in childhood and that's the key in you might say of the early track game and if the person makes the terrible... falls into this terrible trap of believing that their playmate or their teddy bear is alive in his own right, their doomed from that point onward they go into diss... mental dissociation and their primed to schizophrenia, their primed to entities in their mind, their primed to having voices talking to them, their primed to all the horrors that you can read up in any psychiatric text book on this subject of dissociation but not everyone who... who makes this mistake with the play... in the playmate game will... will go insane. No obviously not. But potentially they can. The mistake has been made. You get it?

36:29

And we've now got all the data and all the material to handle it. Case wise all we have to run is the "to know" goals package, it... it's level 5 takes it apart. Level 5 takes it apart. Level 5 plus the "to surprise" goals package, that little subsidiary one the "to surprise" goals package. And if the person has entities and so forth, they can be, as I've already point out, they can be... they can be handled at levels 2 and level 3 of therapy, too. They can be timebroken at level 3 and they can be... differences and similarities with entities can be found at level two and the whole subject of entities can be made the... the umm... subject matter of the "to know" goals package at level 5C.

37:23

So we have the four addresses to this subject of mental dissociation at level 2, level 3, level 5A and level 5C. And we've wrapped up this subject now, we've wrapped it up completely, this whole subject of dissociation been wrapped up.

3742

Now do you see what I meant when I said, “this tape is... should be run concurrently with and is a ... is a ... is a pair with tape number two with this set.” The two of them form a pair and we can now wrap up this whole subject of dissociation.

So as far as therapy is concerned all we’re adding on this tape is the “to surprise” goals package. It’s just a sim... junior goals package, you can add that at level 5B. That... “to surprise” goals package. You throw that in.

So really strictly speaking you can handle... you can handle ahh... dissociation, entities, and so forth at level 2, level 3, level 5A, level 5B with the “to surprise” goals package and at level 5C by making the junior universe and entities the subject matter of the “to know” goals package.

So there’s our five addresses in TROM to this subject of dissociation, and I can assure you, in those five levels we can crack this whole subject, cause we now know where it comes from. We now know all there is to know about this subject of dissociation. We’ve now got it licked.

38:56

I can... we can know why Ron’s technique of OT 3 failed to handle the entities. The OT 3, as anyone who’s attempted it and tried it knows, it goes on forever, and it does not flatten. Now why doesn’t it flatten? It won’t flatten simply because while the person believes that these entities are alive in their own right he’s caught in the lie. And while he’s caught in the lie the process will not flatten, he can’t get rid of the entities. Get it?

39:29

He’s simply playing... falling into the trap that he fell into in the playmate game. He keeps saying that these... the playmate is alive in his own right, that’s the lie. He isn’t, the playmate is his own mockup.

39:44

While he... while he believes that the playmate is alive in his own right he starts building up mass on the playmate and he starts to oppose the playmate, he starts to go into dissociation. That’s why the tone arm rises when you dealing with entities on OT3 you get a high tone arm and a stuck needle. Why? Because you’re building up mass, you keep calling the lie.

40:06

In OT3 we have this unfortunate situation. It’s a ridiculous situation. If the preclear or the clear whatever he call... likes to call himself with his right hand he’s trying to audit out entities and holding them in place with his left hand by insisting their alive in his own right. In other words he’s playing games with himself and doesn’t know he’s doing it. Once he knows he’s doing it he can stop doing it and the only.... But the only way he’ll ever find out he’s doing it is to do the levels of TROM. That handle this material with TROM. Then one day he’ll say, “My God! With

my left hand I'm saying the entities exist and their alive in their own right, on my... with my right hand I'm trying to erase them out of my psyche. Well how mad can I get."

40:52

Then they'll go. Then they erase. That's an end to it. He's now finished with his dissociation. He's broken through and understood the truth of the matter. And he's now finished and can... and now erase the surprise game and erase the game of the playmate and erase the entities. The whole lot now will go. Gone. End. That's it.

41:17

End of tape