

# THEiR WIZARDS' GAME BOX SET 2.0

Technology's Wise Generation's  
 Humanity's Individuals Action's  
 Economy's Zeroing Meaning's  
 iNTELLECT's & Actually Explanation's  
 Religion's Real Basically Space,  
 Difficulties Organized Energy &  
 Safely X-tery (mystery) 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, Baseballgory & GLASS

Scientifically T A R Completed Top —Earth's Diamond  
 Communicated O T L Evolution Advanced Ring  
 iNTELLECT E I A Evolution Bottom Infield  
 Evolving M I V E Living Outer [\*A Cybernetics Pen\*  
 Networked T E E Inner Analysis  
 Technology L Y Life Devolved Tool, which  
 Ordering Logic Baseballegory combines asymmetric  
 Optimizing and Gaming Baseball's Infield and  
 Greatly Alignment Level Pro Wrestling's  
 why (reason's cause)'s Strategy figure out what is  
 Scale 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.

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.

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.

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.

Information on the TABLOIDER, Baseballgory and GLASS has been  
 presented before and is available from [www.taloider.org/art.htm](http://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.

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.

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.

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](http://www.scientologyhandbook.org) to find out  
 information you would like to know, and/or by taking a free on line course  
 there that can help you improve any aspect of your GAME, which you might  
 want, need, care, and/or like to upgrade 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.

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.

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.

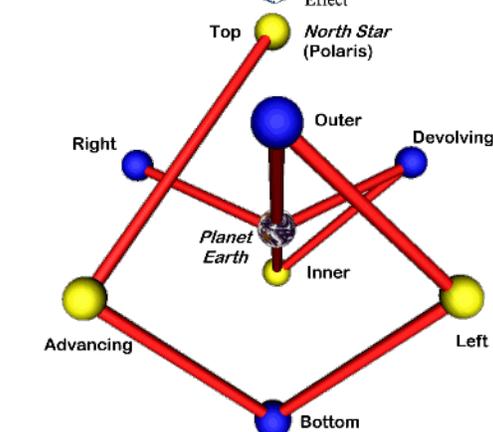
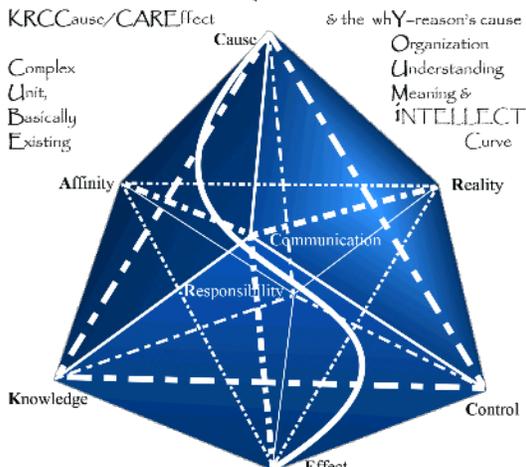
Now let's, just for fun, say there are three environmental layers to  
 consider, three levels of activity, or types of playing fields—a physical,  
 metaphysical and a hyper-metaphysical realm. The metaphysical layer might be  
 a single mind with the hyper-metaphysical existing as a region of activity 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.

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.

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



## 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 Y-OU-Mi Curve locations.

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

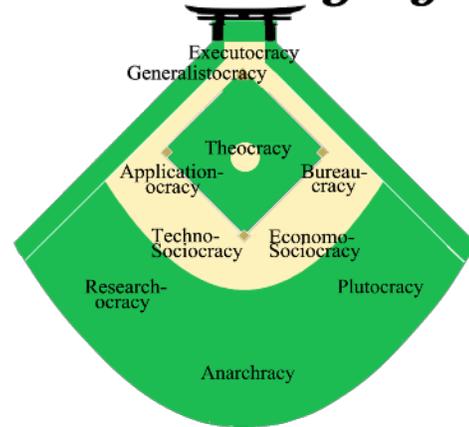
IMO, whoever they may be, THEIR WIZARDS, whether they are aware of it or not, use what they are able to of THEIR STAR CELL to raise THEIR GAME's resonance up the Y-OU-Mi Curve and maintain it there as much as they can, whence THEIR Baseballegory's players modulate better and thus perform better and thus 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](http://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	Catcher	Executocracy	Cause	Eighth	Dominant
	Bottom	Center Field	Anarchracy	Effect	Seventh	Subordinate