

9ACC10-5412C20 GAMES (FIGHTING)

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GAMES (FIGHTING)

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Let's take up the anatomy, the anatomy of communication again. And let's find out there's a cycle of communication. This cycle of communication goes from Bill to Joe; Joe' to Bill'. And we've got a horseshoe. That's a cycle of communication.

A two-way cycle of communication requiring origin, this time by Joe, goes from Joe to Bill; Bill' back to Joe'. And that is the picture of communication.

Articulating with communication, what communication is, is quite a trick. It is a fantastic trick that it has been accomplished at all. Now, that it has been done it looks very simple, very easy, and there's nothing much to it except that misaudited to some degree or audited under unoptimum conditions, the auditor finds himself auditing straight at - straight into the teeth of any core of aberration in the entire case. He's auditing straight at it.

Now, you can turn on the manifestation called psychosis simply by making it impossible for the individual to withdraw and insisting that he do withdraw. He will feel batty, he will feel psychotic; the glee of insanity and so forth will all turn on. That's a highly specialized harmonic of pain and should be understood as such. Pain is that sensation which occurs when an individual should have been gone and wasn't.

Similarly, on a lower harmonic where effort can no longer even vaguely be tolerated, we get exactly the same condition resulting in the phenomenon we call psychosis. Anybody who has been badly hurt has cached away, in the moment of intense pain and so forth, a feeling of insanity on the subject.

Now, an auditor can just - it's a very interesting thing, an auditor can simply tell a preclear, "Now get the idea that you must withdraw. Alright. Now get the idea that you can't withdraw." "Now get the idea" - or reverse - "get the idea that you must reach; that you can't reach. And get the idea that you can't withdraw, must withdraw, can't reach, must reach," back and forth.

He could just make the fellow get the idea of this and all of a sudden, flick, this feeling of psychosis and so forth will flutter away, if it is present. Not much of a trick to turn off this emotion. But what of the franticness of the man who is facing an imponderable mystery? He must solve it - he can't solve it.

A secret is totally this: It is the absence of a communication. Now, we could say it more $A = A = A = A$. What is the secret? The secret is the absence of an answer. What is a problem? A problem is the an - the absence of an answer. What is an answer? Well, an answer is a solution, is a reply, is an equating of factors, or is an as-isness, or you could say anyway of these things whether you understand what the anatomy is. A problem is a bundle of unfinished communications. That's all there is to a problem. It's a bundle of unfinished communications.

Well, once in a while we take somebody and we say to them, "How about you doing so and so and you'll feel better and you'll be freer and so on if you do so and so."

And this individual takes a look at you and he says, "That wouldn't be any good."

You say, "But there you are, down in that little cistern there, and you're just there. And - and all I want you to do is walk around the yard and look at the flowers."

And the fellow says, "Flowers? Yard? Hah! I know what life's like, it's the walls of this cistern."

You say, "Well, just take a few steps up here and take a look at the yard."

And he says, "That's silly. Nobody could do that. And besides, I like it here!" He'll protest at length.

Theoretically you could imprison the person sufficiently long that he would think that his prison was the most desirable place that he was ever in. And if you took him out of that prison perforce and placed him in a free space, he would probably get sick at his stomach and be very upset and he would not even be happy again until you had put him back in the prison.

Well, when you're trying to create a civilization out of a civilization that nobody bothered to create, you take a look around you and you will find out that the people believe completely that they are unable to have any greater degree of freedom. It would not be safe!

Alright, you see this exact condition if you were to walk up to a fortress which had been besieged for a very long time, and you were to walk up to the front gate. And you were to tell the defenders, which were back of the walls crouched there with their Greek fire or flaming arrows or Kentucky rifles or something of the sort, and you were to say to these people, "Hey! There's nobody around here." And you were to walk around the fort and take a look behind all the bushes and the far hill and say, "Boy, there's, there's not even any sign of a campfire here. I mean, there's nobody been here for weeks."

And you were to walk all around and you come back and say, "You know that - there isn't anybody out here to fight."

And all too often somebody going up - not in fairy tales or storybooks, but in actual happenstance - the fellow so informing them is quite often thought to be utterly daft. And he would be haled up immediately before the officer of the guard and questioned very closely on the subject. And the continuous guarding of the battlements is liable to continue.

These people have been under siege for so long that they understand no other condition. And such a thing has occurred in the annals of warfare, not once, but many times. The very most that would happen would be a thoroughly armed sortie would thereafter be sent out to carefully scout each and every bush and blade of grass - a very cautious sortie. Remember, the garrison hasn't gone out yet. And the sortie comes back.

I've seen men, two and three years after a war, duck and dodge because they had faced - suddenly seen a bush or a mound of earth which would have just been a perfect machine gun emplacement.

And one of the craziest things I ever saw in my life was a number of officers - pilots - who had just been flown in from the South Pacific. They got out of a transport plane in San Diego and the noon whistle blew. And these boys, all of them - they were nicely dressed up because they'd been in Hawaii, you see, and they'd been given a little leave and so forth, and they were all spic-and-span, and it'd been something of a rainy day - threw themselves flat in the mud. Bang! The whole bunch. They were still at war; they were still in prison; they were still compressed by the force and ferocity of the enemy.

Well, don't think that you have any great difference in a preclear. You'd think it would be a sad and wonderful thing if this garrison were to be permitted, for the rest of its natural days, to simply crouch behind those walls. I dare say, if you permitted a garrison to sit behind walls for four or five years, the effort to get them out would be something for a Scientologist - definitely would be. I

mean it would require that much understanding of human mechanics. And they just wouldn't come out.

I like London, it's a very interesting town. I'm very fond of London. But I was fascinated to go banging down Kensington highroad or street one night, and just after dark in a car and of course I hadn't been there very long. And it was a very dark street, all the street lamps were shaded and they were very carefully sheltered and everybody was driving with his parking lights on. Well, I said, "Well, maybe everybody else's cars are out of commission, but this one isn't," and so I turned on my lights so I could see where the highway was and not run over bobbies or anything like that.

And a very young constable stopped me and he says, "Man, ye've every lamp lit!"

So I sighed and agreed with the British idea that they were still running a blackout. You see it was my gasoline that was furnishing the light to those things. And I suppose they've got it worked out, they've got - probably got this beautifully rationalized, but the truth of the matter is the number of night accidents is quite considerable. And British and Americans alike have no vertical pupil to the eye - they're not cats. There's no reason why you shouldn't burn your lights, at least on dim. But everybody goes around in the dark. But look at that, look at that. How many, many years, really from September, wasn't it, of 1939. September 1st, something like that, or 3rd? Fifth? When was it?

Female voice: Third.

Third?

Female voice: Third.

Third? Yes. Well from then right straight on through until sometime late 1945, wasn't it?

Female voice: Sixteenth.

I'd lost interest in the war. I actually had lost interest in the European War and the Japanese War too, by that time. I was sitting in a hospital and studying how to make men out of veterans.

And the fact of the matter is, though, look at that - look at that vast number of years of no light, that vast number of years of expecting any moment for the black skies of night to open up and the pavement to erupt beneath your feet. You get a conditioning, you might say - a habituation. But that habituation actually is composed of a great many impacts. You would have to have had some real menace present, you would have to have had many engrams, facsimiles, built up on this basis before you would get a conditioned mind whereby it's best not to have any lights at night. See, that would be the condition of mind which you would have to achieve. And, of course, London got this; London really got clobbered.

And the fact of the matter is, right now, it would probably please the Londoner to know this if he hasn't been over there, but the German town isn't just dark, they turn on negative lights, if possible. They don't even walk out on the streets, not because there's a curfew or anything like that because there isn't much of a curfew. The British and Americans now governing what is left of Germany - there isn't anything left of the Russian side - have an interestingly mild attitude toward the German, yet he doesn't walk out at all. He keeps real close to that dining room table to slide under in case. And he hasn't even gone so far as to pick up the debris.

In London all you see is empty spots where buildings were and so forth. You can see these empty spots around. And you don't see, however, lots of debris, I mean everything's all slicked up. That's not true in Germany; the debris is still spilled out into the highroads, still out into the streets, it's still lying in the vacant lots. There's dead men underneath those bricks, too. They haven't even begun to clean up the debris. I challenged a few Germans like this in a sort of a snide way. Ran into an awful lot - Germany is very engineer conscious - and ran into an awful lot of young engineers, still going

to school, still ambitious and so forth, and say to these kids "What's the matter with you people? Why don't you clean up this stuff?" And "You just don't understand."

"What don't I understand now?"

"Well, you don't understand how many people were killed in these towns by the American Air Force."

And you say, "Now, now, now - by the Allies."

"The American Air Force!"

"By the British Air Force."

"No, the American Air Force."

This is silly. I mean the German will get into a heated argument on this with you. He will really get violent on this. He's evidently been terribly indoctrinated on this when there wasn't a single raid over there that wasn't composed of at least 25-30 percent British planes. And yet they don't - they won't go on this line at all. It's the American Air Force did this. They're sold on this whole idea. Well, being at war with the American Air Force myself for four years, this made the Germans and myself allies.

So, anyway, they said they killed so many people, they did not leave enough people to clean up any of this debris or straighten anything up. And they have themselves completely sold on this idea. That debris is there! It fell down there, didn't it? It fell down there with violence and that is the way things are. You get the idea? That is the way things are.

It's fascinating. I mean - you mean here sits a country that has to be in the condition of just having been bombed, and there it sits. Well, now, if you were to level a sufficient velocity and violence in any direction you would get a condition which would just have to exist afterwards, you see. The facsimile would be sufficiently heavy, the resistance would have had to have been proportionately great, the failure proportionately steep, the tone drop, you see, is very, very steep in order to get a continuing condition.

Compared to Europe, why, there hasn't been any war in the British Isles. Once in a while ... The British don't talk about this with a very - they talk about it with aplomb, but they don't laugh about it. It's a serious thing to them.

I was the same way really, probably, the first two years after the war. And all of a sudden, one night, I ran an engram, something or other, and I got to laughing. And I thought of all the funny things that happened during the war. We had telephone circuits stretched all over the ship during battle quarters. And we had been patrolling back and forth, back and forth, waiting for that goddamn submarine to come up once more so we could slam it just once more, see.

And we went back and forth and back and forth and it was an awfully, awfully rough sea. And every time I would turn across that trough, why this corvette would roll about forty degrees, see, and she'd just beam-end. So now I'd bring her back in and I'd speed her up and chase her down and she'd pitch and she'd buck and she'd bury her nose and gunwales awash, see. And then I'd turn her around again across that trough and she'd go forty degrees over once more.

There wasn't any conversation. The crew generally will chitchat with each other across its telephone circuits and so on. And one of the ammunition passers - he was a mess attendant - and he says - suddenly the most plaintive voice, you see, comes over all the phone lines of the ship, down in the engine room and everywhere.

"Oh, if I could only see a tree!"

Well, but I realized to some degree I'd been trapped in a situation. That's actually one of the reasons why veterans discourse so endlessly about battles and things like that. They're stuck in them. It's just been too much commotion, too much impact in them. And they're still dwelling on these because they're still some slight degree in the area.

Well, here is your - here is your conviction of entrapment which is brought about by impacts. And the individual sometimes takes a little while to get over this. But let's say he's put up black screens - one after the other. He's just put up black screens, black screens, black screens. Well, once upon a time there was a lion walked up to him or a demon or something of this sort, and he put up a black screen. And he made it good and heavy and he put it up there good and heavy. And it's to protect him from this demon. And then the demon twiddles his thumbs and goes away or the lion walks off.

How does he know whether the lion left or not? He still has a black screen there, doesn't he? How does he know whether the lion left or not? Now, here is a shut-off of communication, see? Here is a desire not to have a communication with this lion or this demon. And he puts up, as I say, this black screen and he would have to take away his protection in order to see that there was nothing there to bite him; or nothing there to say boo at him. See he'd have to actually take away part of his protection to discover this. The rest of the time, he simply sits there. And the screen, that the screen is there tells him fully and knowingly that a lion is on the other side of it. Or that a demon is on the other side of it. See, he knows this. And he knows no further data from that moment on. There's silence as far as this lion is concerned, you see? The lion was silent in the first place beyond simply announcing his presence by his presence. So he puts up a screen and it's silent from there on out. You get the idea? He's blocked a communication line and now you start to run a process on him which just takes these black screens and it just tears them up and it throws them away and it punches holes in them and it puts up communication lines. And if there's anything this individual knows, it's that no communication line should exist in that area. There's a demon or a lion will be immediately contacted if a communication line is permitted to exist there.

And so your preclear, being processed directly and overtly and harshly upon this process, is made relatively unhappy. He does not get happy right away. He gets confused. He's still trying to look around and find out if that lion, that demon, is still there. That is the secret. That's a significant secret. But just the fact that there's a black screen there tells him there must have been a dangerous secret there.

There was a dangerousness there, and he made it - he walled it off; he forgot about it and now there must be something there! That's one of the most interesting tricks that an individual can play upon himself. It's the besieged fortress all over again. And you're trying to get this preclear to come out.

"Hey, hey, hey, there's nothing but air around here. There - there's - there's no Persian cavalry. None. There are - are - are no Athenian women. There are no legion sergeants. There are absolutely no bishops."

You could just go on down the list of everything that he has put a screen up against or has thought dangerous, clear back from the beginning. And it'd just take an awful lot of talking on your part. And actually, as an auditor, if you fully understood the situation, trying to do this process to get somebody to take a look around those screens or something, is very much in the role of the fellow who saunters, whistling up the street toward the besieged fortress and finds everybody behind the walls, manning them violently.

And he looks around to find out what's there, and there's nothing there. He's outside, he can see. There's nothing there about to attack this fortress. And he tries to whistle the guys out and he gets

into a violent argument with the sergeant at the gate and gets cursed and told he's insane and so forth. This is the most horrible thing - news that they have received yet; that they are not at war.

Well, all right, let's look on the other side of this picture. If a condition exists, there must be a desire for the condition to exist. This is a horrible thing, but you can put that down in your rule book. One of the rules of the game: For a condition to exist there must be a desire for it to exist. Not necessarily an aberrated desire, but a real desire that the person would reassume again the second he contacted it and saw it.

And that desire has to do with the mechanics of electricity. Nobody's going to ask you to understand ohms, amperes, yamperes and volts meters. In the first place, it's a very, very abstruse subject. But if you were to study it from beginning to end, the only thing that you would learn out of it of use to you in auditing is the fact that a flow takes place between two terminals. And if you opened up an electric motor, you would find at least two terminals. And if you opened up any kind of a tape recorder, you'd find there were a couple of terminals. And if you hook in a light plug, you'll find out there are two terminals.

In Europe, there are three terminals there, but one is simply a ground; it's to filter off any excess fluid that happens to be running around. There are the two terminals that are at work. You can cut that ground wire, by the way, and the equipment will still go on working.

You look in every electric light plug, you'll find out that there are at least two prongs. It would be a peculiar rig that had only one prong.

Now, the electrode on an E-Meter has been boiled down to one hand grip, but it actually has two terminals in it which are separated, one from the other, by some kind of an insulative band. There are two terminals - two terminals at least, two terminals at least. To get what? To get automatic juice.

Now, if we were to open up a flashlight battery, we'd find out there were two terminals in there. And one has one potential and the other has another potential and the flow between gives you juice which, when you permit the flow to take place, gives you juice and gives you a flashlight light. It's a very complicated mechanism.

They say that water - one empty vessel sitting beside one full vessel, if the two are connected, will level itself out between the two vessels so that you'll get equal amount of water in each one. Well, that's a very crude analogy. The actual truth of the matter is your flashlight battery won't work any more when the plus and minus poles in it - just poles, just like two poles - the plus and minus poles in it no longer have anything to argue about. One has more juice than the other and they try to equalize and their effort to equalize permits you to burn some electricity. That's about all there is to this.

If you can get two terminals arguing, you get electricity; you get a flow; you get energy. The only way you can set up any kind of an automatic machine so that it'll go on running forever is to set up a couple of masses. One of which will flow to the other one.

Now, when you get alternating currents, you keep reversing this thing by adding mechanical energy to it. You turn a crank or something and you keep 167 displacing the out of phase terminal, see. I mean, you keep displacing these terminals so that the flow goes one way and then it goes back the other way and then it goes the other way and then it goes the other way and then it goes the other way. But it's doing the same thing, you're just putting more stress on one terminal and more stress on the other terminal by mechanics. This is a peculiar thing.

If you recognize electrical current in terms of an argument, you've got it whipped.

If one terminal doesn't have another terminal to fight, you get no juice. If two terminals are exactly equal, you get no juice.

One terminal has to be of less potential than the other for an automatic machine to run.

And that's just as true of your brain and the energy mass which you've got sitting up in front of your prefrontal lobes and that beautiful facsimile of a Fac One, as it is of any other law in electricity.

Actually it isn't electricity which gives us these laws. We give those laws to electricity and we agree that this is the way you make juice and so you make juice that way.

The actual truth of the matter is, is all you have to say is "let there be juice" and there is juice. But everybody's gotten out of the habit of that.

They've set up the body to run automatically and their car to run automatically and everything to run automatically and Earth to automatically hold them in with gravity and - and oh, my gosh!

So, in the absence of something to fight, you don't get juice. I wouldn't even mention this to you if it didn't work right out in processing, zing - if it didn't work out instantly in processing, if you couldn't see this in a moment.

The first process that would demonstrate this to you is "Give me something you could fight." Any preclear that's having a rough time with currents and flows and so forth will do a comm lag on this question which is a beautiful thing to behold. It is too rough a question to start in with. There are two earlier processes which have to be run if you're going to run this - let's call them a quatrain. It's a quatrain of processes.

The first process that you would run on this gradient scale, which would be the lowest process is, "What are you willing to repair?" "What are you willing to repair?" That's the first workable process in this quatrain. This is a quatrain of workable, not demonstration, processes. "What are you willing to repair?" Okay.

The next one after that, "What must and mustn't happen again?" "Give me some things that mustn't happen again," that's usually the first question. A person's having a rough time, can't find something that must happen again. "What mustn't happen again? What mustn't happen again?" On and on and on and on and on. All right.

Now, you get that one flat and you go up into fighting - these are all in The Creation of Human Ability, by the way. They're in there in reverse so as to trap the untrained. They - that is to say they're not there overtly in reverse, they're simply numbered in reverse. Pan-determinism is first, Fighting is second, Must and Mustn't Happen Again is third, and Repair is fourth on its listing. So let the unwary behold - Hubbard is growing teeth. Now, "What would you be willing to fight?" "What would you be willing to fight?" is the third process up the scale. And the last process up the scale is Pan-determinism, "What would you be willing to control?" Those are the auditing questions and the processes. I'll go over them again. The lowest echelon of the processes is, "What are you willing to repair?"

The next one, "What mustn't happen again? What must happen again?"

The next one, "What are you willing to fight?"

And the next one is, "What are you willing to control?" That's Pan-determinism.

Individual walks up these rather rapidly because it's a lie that everything has to be automatic and there has to be terminals. This is a lie. But when you first run into him, boy, is he convinced there's got to be terminals.

This garrison, actually crouched behind its walls, only gets unruly, upset and sick when there is no enemy for it to shoot at and shooting at it.

Siege warfare went out of fashion because it was just too darn boring. Morale went to pieces, traitors became rife, things went blooey. Siege warfare. Actually today, siege warfare is very little - very little known, very little attention is paid to it. They bypass these things.

If you want a fortified point, you want it so that you can sortie from it. The only way that you can win in siege warfare, is to make sorties from the fortress. And if you can make enough sorties from enough postern gates at unexpected moments and cut up enough supply trains, and go through and upset the opposite general's soup and do various other clever things quickly and so on, they will get the idea that this fortress stings and will go away. Or they will simply wait for everybody to die in his tracks. But the fortress itself can win only when it takes sorties. This is very well established military principle.

I can remember teaching cadets this and they get over this quickly.

Now, if you look at a preclear as a problem in siege warfare, something else must be recognized. The morale of the garrison in a besieged fortress goes utterly smash because they can't see, too long and too often, something to fight. See that? Also a besieging force gathers more problems in morale than anybody could solve back in the days of the condottiere and so forth. It's just problems in morale. How to keep these boys plugging away at this fortress and investing it - just trying to invest it. It is a very rough deal; very rough deal.

So, you have to get them all excited. You have to make sure that you have enough scaling parties. And you know very well you're not going to take that wall, but you have to lose enough men and you have to get miners and sappers at work. And you have to do this and you have to do that. Actually although you're just waiting for them to die of starvation or something of the sort, you see. You've got to keep at it. Otherwise your troops will scatter around - the besieging troops will scatter around the surrounding countryside and just go get lost. That's what happens to a besieging fortress.

If an auditor can't fish the preclear out, he'll just scatter around the surrounding countryside and finally he'll clip off a few little things out here and he'll say, "Oh, the dickens with it." You know. And he'll finally go off and find another preclear. He won't keep at it because he really can't find anything there to fight.

The upset in processing and the most upsetting case to process - maybe you've never processed one, I hope you never have to - is a catatonic schiz. They're obviously a besieged fortress but they just lie there and they don't fight, not even vaguely. You almost go out of your mind. There's nothing to push against; there's nothing to resist in any way. Well, the electronic principle of terminal against terminal is taken from and developed from the life principle that we must have a game and is that thing which life uses in order to form a battery and so get things to work on energy alone.

And that is why 8-C works. And you think that's nonsequitur, don't you? That is why Opening Procedure of 8-C works. You demonstrate to the person that he's got a wall to push against.

You say, Hey, look there are walls. Why are you pushing against all of your facsimiles? There are walls to push against." And he goes over and he at least can push against this wall. You make him touch it. You show him it's solid and so forth. There's something there to resist, isn't there? Something which will resist him.

And the trouble with fighting is, is you can fight just so long and then something stops resisting you or you stop resisting it. Somebody loses.

In fighting you don't want wins and loses, you just want it to go on and on, a fact which is dramatized by more generals in more wars than I've taken accurate count of.

The fighting must go on, the wins and loses, no, no. No. We want a good fight; that's what we want.

The preclear, to keep all this automatic machinery running, must have some thing to press against, he must have another terminal. He has to have this other terminal, otherwise there is nothing that will fight back at him; he has nothing he can fight at. And so, for another terminal he uses his body. He uses - when he can't use his body and push against it anymore - he begins to use his energy ridges. He always wants something to fight against. So, you get rid of this beautiful ridge this fellow has right in front of his face, you see? You get rid of this ridge; you clean it all up; you finish it off entirely - and he's an awful unhappy man. And two days later he put it back. Wow, what's this? Fighting depends in a marked degree upon communication. What are you willing to communicate with? Now, if you - if you're going to be on a side fighting something, then you should be in good communication with your fellows, and in good communication with the enemy too, but on a different part of the Tone Scale so that you get a difference of potential. If you could consider that a Tone Scale runs this way: Electricity flows downward on the Tone Scale, so we get a 4.0 flowing down to a 1.1 and all of a sudden he'll feel discharged too. Somebody's picked up the energy. The 1.1 has.

A thetan, to get energy to flow in against him so that he'll have an adequate reason to fight - and now we have the overt act-motivator sequence - does the interesting thing of lowering his potential sufficiently so a flow will come toward him. And maybe this flow was a little bit too big and he decided that after he had the flow come toward him, that he couldn't fight it, so now he's got it. And so he has masses.

But wherever we're processing on such a process as you've been running recently, with answers, you recognize that we're trying to get an individual into communication. That is the first real step that has to be taken before you can get him to fight, to fight, to let him discover there is something with which to communicate. The communication is possible because he believes it is not possible. And this is the one thing which he will believe utterly sometime during the process. It's not possible to communicate!

If a person were to self-audit this, he is liable to - would be likely to strike one of these points and stop running the process because he's just come across the greatest conviction he ever had in his life - that a communication is not possible. Oh, he's really convinced. Well, what's he run into? He's simply run into a solid ridge which has overcome him entirely and beyond which he cannot communicate. He can't fight it and he can't communicate beyond it. So communication is therefore impossible.

Now, do you think it's possible for you to communicate at this moment with one of the watchtowers of Mars?

Well, is it possible to fight one of the watchtowers of Mars? Let's take that up first. Let's - supposing it were manned, would it be at all possible to fight one? If it became possible to fight one and if the preclear could envision it being possible to fight one, he would take very fast steps to find out how to communicate with it.

You want to be fought in the society? Fix yourself up so that you're fight-able and announce that you're unbeatable - sure prescription.

One of the dirtiest tricks to play on the society is to fix yourself up so that beating you would not win, even vaguely, and to fix yourself up so that you weren't fightable in the first place.

Well, this would all be an interesting thing to do on a theoretical basis. How would you rig yourself up so that you could fight people but you couldn't be fought? Well, this would make you outflow an awful lot. Most people have fixed themselves up that way - they have sometime in the past - now they're paying for it. They couldn't be hit by a beam, but they could hit people with beams.

It's a sort of a joke at first, but after a while you run into this scarcity of originated communications. Right away you run into this thing.

And after a while you don't think there's anything out there is ever going to throw a beam at you. And this is the astonishment and surprise of some motorist driving down the street who suddenly runs into a brick wall and gets killed deader than a mackerel. The most surprising thing to him, you see. And it's his surprise, more than his injury, that kills him.

If you can keep a soldier who's just been shot, lying down and let him recover from his surprise, he'll probably live. But if you don't let him recover from his surprise - if you let him bounce up instantly and dramatize his amazement about this whole thing, why he'll knock right off. Maybe his wound was quite slight, but if there's - it had shock value to it at all, it's just the shock of surprise. One of the things he discovers the second he stands up is that he's hurt, which confirms the whole opinion. All right.

If you can keep him lying down, he doesn't discover this right away and he gets over the shock of surprise and so he'll live.

By the way, if you were ever in an automobile accident and somebody had - was still in the car and so forth, well, when you get him out, make him sit down at least. Don't let him walk around. Just don't let him walk around. The oddest things occur. I mean, the fellow was practically unhurt, he gets out of the car, he walks around the car twice to see how bad it's hurt, and then he falls dead.

Somebody says it was a compound fracture of the tibia and he had a skull fracture or something. Well, maybe he did, but it was surprise that killed him. Because he's rigged himself up with all of his defenses - his automobile, his skill in driving, his traffic laws, his naive belief that people who cause accidents can read and follow directions - they can't. And all of these naiveties add up into a great surprise to discover that he has suddenly had a communication originated at him. See how this would be? It's almost unheard of.

What you've tried to do and what the universe has tried to do, and the only reason it's a shock is the universe has tried - you can say this, not consciously tried, but you could say that it has - tried to run out all the lack of originated communications in the entire bank with one blow.

Now, you see what kind of state an individual would get into if you asked him to mock up too many originated communications? You're getting him over the facsimiles of all of these interesting surprises - this tremendous number of surprises. See? So he'd go into all kinds of different states on you - some less interesting than others. He'd go into some amazing states. And one of the first things he'll tell you is that communication - one of the first common manifestations - he'll run it just so long, then he'll announce to you that communication is impossible. Well, there are two reasons communication can be impossible. It's just because of - he's just stuck midway through, and a higher harmonic of it - same thing - he's unwilling to go further because he feels that if he goes any further with this he will have no further terminals against which to push. And if he can't push against the terminal, he hasn't something he can push against, why, that will really fix him.

Well, in the view of the fact that he's unconsciously pushing against Earth, he's unconsciously pushing against walls and other things around, objects. His orientation here is real strange. He is

pushing against things all the time, but he's gotten to a point of where he believes he hasn't got the right to fight a wall. He's been in too many, too many scaling parties probably.

I was running this on somebody one day and the siege of Acre suddenly turned up with a - with a bucket of Greek fire right in this guy's teeth as he hit the top of the ladder.

And I was simply running "Walls" on him. I mean, I was just having him go around and touch walls and he started to look up rather nervously at the line between where the wall ended and the ceiling began. And he kept looking at that and looking at that, and he says, "You know," he says, "I feel like I'm way down - that I'm very small alongside of this wall," and so forth. And we kept on touching walls, and touching walls and touching walls and all of a sudden, ouch! He had a nice sizzling, burning somatic, the like of which he had never experienced before. Of course, it ran on out because I went on having him touch walls. Well you can run into this same manifestation by running answers, can't you?

Because a barrier can be defined as only this: a barrier to a communication.

Look, there can be no barrier to a thetan. It's impossible to put up a barrier for a thetan in any kind of condition at all. He goes through them. They offer him no resistance unless he offers them some resistance.

You see, it's an impossibility to put up a barrier that a thetan actually would be able to consider a barrier unless we invited him to resist it.

But he wants to. He does. He desires to resist this barrier. "Fine thing, this barrier. Look at there. I push, zzzzt. Push, zzzzt. Look at that. Push, zzzzt. Push, zzzzt. Hey, maybe I can set up a machine, maybe I can get so and so, and so and so, and so and so, so on, and then I get terminals going between this and this and I get the flow up there and every time I think something then it'll discharge some energy in this direction and it'll go through those eight terminals there, it'll activate the goodygohobits nya-nya-nya, and those big machines over there will go into operation and, fine, and every time I run out of a little juice I'll just push against this thing again and I'm all set. Now here we go. "Now I'll put it on - all on automatic, so that every time I think anything why then so much energy will get furnished into this first electrode and that will reactivate against these other electrodes. And I'll be sure to have enough experiences and get in enough trouble so that I'll keep accumulating facsimiles. And we've got a facsimile burner. Therefore, I can have present time and all my fun in that and all these machines can run, too!" Cute!

You know how daffy an electronics man gets with this sort of thing: "If we just put the rheostat over on the other side of the gimmigahoojit, why that will filter the juice in through the condenser and turn the little wheels." Huh?

If you ask him why he was doing all this, he can't give you a reasonable answer, usually. He says, "Well, it would makes things much - well, it'll make it much easier. Then I won't have to walk across the room in order to turn this switch."

And you get a good explanation. But he had to think that up after he thought of the gimmigahoojits. Well, that's just what a thetan has done and any thetan has done anywhere on the track. He's become an electronics engineer somewhere. He's gone nuts. Now, the pushing the little current through this and that, done on a totally unconscious basis, leads you to some of the more interesting things. But this all works out on the basis of "We must have a game, and this game should be a good game, and to be a good game we have to have resistances and therefore we have a nice game going here, and so therefore we're going to get all kinds of energy flying in all directions, and that's just wonderful. But in order to have a game we've got to have masses and terminals."

About the saddest thing you can get a thetan to think of is not having enough mass with which to start an energy game.

You think of yourself out in space some place without much space manufactured yet, with - no more juice than you can - no more masses than you could erect by squirting some juice out and compacting it, and you get a - get a real sad state of mind. No material to work with. You'd have to make it all. Do you follow me? You'd have to make all this material. Well, that's the sad state that a thetan gets into.

Now, if you think that then, this fellow, this besieged fortress, doesn't want this problem, you're goofy.

He wants a communication to the limit that he can have a game, on a thinking basis.

He wants a communication to the limit that he will have something to push against.

And you've got to show him there are more things to push against than he's been pushing against or he will suddenly stop on you.

Now, he'll complain, he'll complain and give you lots of rationale and reasons why he's unhappy, but the basic reason he's unhappy is he's lost things to push against. That's all there is to it.

You've told the whole story when you say he wants an argument. Not permitted by police - and if he were to get off of the police of this county and this city, and this nation, and Earth in general, then the system police, and then the galactic police - and well it just goes on up in a gradient scale between system police and galactic police, but the fact of the matter is, he's prevented from fighting too hard because the police have got to have something to push against too. Isn't that cute? You see, they've got to have something to push against. So they can get a person to be a good citizen so he won't have anything to push against and then they can push against the good citizen - they never push against the criminals. They don't.

Male voice: They push against other police.

Oh sure, they push against police, that's a war. A war is when two police forces have run out of good citizens.

All right. Wherever you look - wherever you look in auditing, processing, you run up against this which is apparently a limiting factor; and every time you hit this limiting factor and your preclear starts to get too darn desperate about this situation (that you're going to go on processing him along this particular line and so forth), you should run something that vaguely resembles rehabilitation of something to push against - which we will say something to fight.

Okay?

(end of lecture)