

BETWEEN LIVES IMPLANTS

A lecture given on
23 July 1963

Well, this is nice motorcycle weather. We've had a couple of summers and we now have another one, so cherish it.

Those of you are lucky you know. You're going to be leaving here just in time to have another summer.

OK what's the date? 23rd? Well what do you know. Alright 23rd July AD 13 Saint Hill Special Briefing Course.

Couple of new students to introduce here - stand up and take a bow. They are Laurie Stokes, and I looked back there and I thought I saw a new student Donna Fisk, not of course for Retread.

Now I had two choices here. I'm working on an assembly line process for you, and trying to smooth out your dating problems and that sort of thing. I'm collecting a lot of information on that, all of it very important. As far as Tone Arm action is concerned I followed through that wrong date or bad dating or misconception of date, or whatever reason the Tone Arm action is.

I found out that the PC's time sense is his basic aberration. Therefore I am working like mad to get you processes that rehabilitate a PC's time sense. Of course the most exaggerated statement you could make is the time for a PC to run engrams is when he can recall the date. If you did that. If you did that it'd be absolutely sure that the PC would be getting Tone Arm action on R3R.

Discovered a new rundown of R2H. You're using an R2H in a training pattern right now. Well R2H exists of course as a highly therapeutic process too. In fact more or less the way you're doing it. I've been refining it, getting it down to about a ten-step action which gives the maximum Tone Arm action. I looked around for something I could use you see, to rehabilitate a PC's time sense and there it was-lying right in my lap. So I am refining that to just rehabilitate a PC's time sense. It does wonders for a case, and finally found that I may be looking at a one-shot OT process.

As simple as it is, actually it becomes much simpler for the process to run than the one you're running right now as R2H. But that is not quite ready to release. There are a couple of questions that are still kicking around about it. Such as what happens when the PC gets into an engram. You say "When was that?" and he is very surprised indeed to be in this engram. Then you say "well, it's bypassed charge. It is so and so and so and so.", and he has to put that together for you while sitting in the middle of one engram. It's all very interesting. I've got to answer a couple of questions like that and then I'll release it.

The common denominator which I what I have been looking for of case levels is simply that and no more. It is just time sense to the individual. That doesn't mean how well timed he is, or this doesn't mean that Jean Cooper and so forth. That's rhythm sense. Just time sense. The "whenness" of things. The deterioration of this sense is what gives you the case level. That is not the end of that, but tremendous ramifications to this. There are lots of other things that can make the PC unhappy, your aberrative significance's by the ton. But the common denominator of case levels is time sense. Knowing that, then you could probably establish case levels which we were trying to do by test a short time ago. By some kind of a test of our time sense. The "whenness" of things.

It is as simple as this. What's your earliest memory in this lifetime? And the PC says "Well let's see, I can remember back to when I was 29, and so forth, you've probably got a case level

7 or something like that. Maybe a case level 6 or something like that. You say "What's the farthest back you can remember?" and so forth, and he's trying to puzzle it out and he looks awful cloudy and you wonder what he's puzzling about so hard. He's trying to find out if he can remember back to breakfast. Well you've got a case level 8 don't you think? Or if he can't grasp what you're asking him. It is an indication here of this type of thing.

Your best case programming however is a discussion with the PC about what process that you're dealing mainly with long-time PC's. What process have they been most interested in? You're liable to get a very interesting ramification out of the PC, is that they have never been interested in the higher level processes, they were really making gains when they were running, and they will give you some other process. And that merely gives you the Class of process you know. That doesn't give you just, don't know continue to run the process necessarily as they were running that they were interested in. But it tells you where the interest of the PC is along the case levels and therefore you can run the PC. He will feel that he can do these processes, and you may be running a PC who is uncomplainingly and actually unaware of it himself, running processes he doesn't feel he can do.

You understand, you may be doing something like this you see? The PC is sitting right there slugging and crying and sweating at it, and that sort of thing and you just start the discussion of interests. Interests discussion that's all. And the PC says "well so and so and so and so, and they were really interested as they were doing some 8C at one time or another, and he found that was terribly interesting. Actually there's no process more interesting than that 8C don't you think? You've got your answer right there. Now they've done an objective type process that is one that they feel they can do.

These are all in the lines of estimation of cases don't you see? But right now I have a little assignment for you. Is just have a discussion with your PC on this basis. There is a bulletin that will be out tomorrow on that subject, scheduled to go to HGCs but you will find it considerably interesting. It tells you more about this discussion but actually it is more or less what I have just told you. Just have a discussion with your PC as to what process has been the most interesting to him and what does he consider a interesting process, and all that sort of thing. Put it down in your auditors' report and don't necessarily shift his gears but it might be very revealing to you and also to the PC.

Now I have a reality on doing a process that is too steep. I have never had this reality before, but this is the subject of today's lecture. I got confused and didn't much appeal to me. The process was just a bit too steep. That's a brand new experience for me but I can sympathize with the guy who is wading along now and doing that sort of thing. Running something that is a bit over his head.

I had some adventures recently that I'm going to tell you about in this lecture and if any of you faint or anything like that why fall straight back into the chair, not into the aisle. If you start screaming or anything I think the pavilion speakers are off aren't they? Go out there and scream.

Anyway the difficulty of exploration are based on the fact that you can most easily go when you know. I think the British motorist deserves the gold medal amongst all gold medals for knowing before they go.

I remember one time getting a routing form from the Royal Automobile Club for an African trip and they gave me little cards. Everything was measured off in tenths of a mile. I read these cards all over. You went over the top of a brow of a hill you see and there was a small can of stones to the right and that was 1.7 miles from the point you just left. Down at the bottom was a small bridge and it had a barn on the right. That was 1.85 miles you see. I read all these cards and didn't bother to take the trip! But exploration has it's disadvantages. It definitely has its disadvantages because more than once why one finds himself out on the end of a ridge and there's no way back. He can't get up the sheer surfaces he's come down, and he looks in front of him and finds there's no way down. That is it. So it can be too much of a good thing, not

knowing before you go. You actually can't know too much about where you're going before you go, when you're doing anything like exploration of a time track.

I've been fronting up on this for some little while and I find very few times that I had any faint heart or upset along that until just recently, and I got the creeps, frankly.

Well it starts like this. I was up in the Van Allen belt. This is factual, and I don't know why they're scared of the Van Allen belt because it's simply hot. You'd be surprised how warm space is. Down amongst the clouds and so forth it can get pretty cold and damp, but you get well up and sunlight shining around and that sort of thing. It's quite hot. The Van Allen belt was radioactively hot, a lot of protons get trapped in that area. I was up there watching the sun rise.

That was very interesting and my perception was very good and I was just taking a look at Norway and Essex and the places around you know. And getting myself sort of oriented. Then something happened to me that I didn't know quite what had happened to me. I felt some facsimiles must have appeared in front of me. But they didn't look like facsimiles. Some other things happened and I had a feeling like I might actually go into the sun and a few other little uncomfortablenesses there.

That wasn't what awed me, but I got confused. I got confused because the sun was suddenly larger and then it was smaller. Somehow or other I was doing a change of space process that I myself was not familiar with. It made me bite off my thetan's fingernails just a little bit. I said "Well I'd better look this over a little more thoroughly." and proceeded to do so.

A bit later that day I did some reach and withdraw on the polar cap and so on. Orientation. We got quite a bit out of this because I was able to establish some reach and withdraw processes. I knew how the world must look to somebody who was in a body and had pictures appearing in front of them. That sort of thing. I knew they could get kinda queasy about the situation. That wasn't what over-awed me. What over-awed me was when I found out I hadn't been looking at pictures. That was upsetting. I was invalidating my own perception. It didn't look like pictures don't you see? I was busy invalidating my own perception and so on, and I wondered why I was nervous. That was what was really puzzling me. What was this all about? I couldn't quite figure out what had happened and then I finally did find out what had happened.

I had actually appeared in a despatchers' tower on Venus and had appeared back there I was above here. I had done it like that, with no volition on my own part at all. So that was upsetting. You start doing appear and disappear you see, automatically and you say "What's happening?" "You mean to say I'm going to be prowling around in the stratosphere and all of a sudden find myself appearing and disappearing elsewhere without any volition on my own part?"

Actually I didn't think all this through until later, but I thought "Well prowling round up here is a little bit over my head now. I'd better know a little bit more before I go."

That was some weeks ago and since that time I've been exploring around and finally found out what I was looking at. You talk about a fellow, he's brought home this nice pet, tame, riotous snake you see. He's put it in a box and then a snakeologist comes along and he says "Good heavens man, where did you find that King Cobra?"

That was the way I felt. I've been looking at where you go every time you die.

I finally found out what this planet is and why life is so loopy.

Now we got some of this back in '52, dishing it out in intellectually. I had a good intellectual reality on it, we'd talked about the between lives area and we dished all this off the cuff. This is not data which is not unknown to us you see? That isn't the same as going there! It isn't the same as going there with your eyes wide open, and realizing that all you had to do was to be

there at the exact point which you're supposed to appear at and willy-nilly you would've gone over Niagara Falls through the implant.

That is what has happened to me, over the last few weeks and so I have been studying the situation very hard and eventually I've come up with the data with regard to all of the nasty, mean and vicious implants that have ever been invented - this one is it. It has been going on for thousands of years. It is the most complete memory wipe-out system and the biggest bunch of lies that anybody ever had anything to do with.

Now your understanding is that when you die why somehow or other about fifteen minutes later you appear in another body.

Let's look at this thing from a time-disorientation basis.

That is a lie. It takes sixty-nine days plus, more than sixty-nine days. You very often go - this has upset some of our calculations, we wondered what had happened to some of our people, why they didn't show up again immediately and that sort of thing. You've gone as long as eight or nine years between death and birth.

Now I'll just give you a fast rundown on this situation. What happens is, you've got a compulsion to appear, and this is why this yo-yo you see? You've got a compulsion to appear at the between-lives return point. Of course you just do a disappear at death and an appear there. You don't travel to there. It's all nicely implanted and you're supposed to arrive at this exact point.

Having arrived at this point, you go through the works. The works consist of a false death given to you in pictures. You're caught there and beamed in and you get a bunch of pictures which they have taken. These aren't your pictures and it tells you all about the death you just died. Only that's not the death you just died. So you've got a completely false death.

Now this gives us a moment of pause right at this point. This is alleged by the way to be a fifteen day time-track. It isn't. It isn't. It's days, but it isn't fifteen days. It says it's fifteen day time-track and this is fifteen days from where you last were.

It starts with a repetitive picture which gets you good and lost. In other words they keep giving you this same picture and the same picture and the same picture, so that when you try to back out of the incident you keep running into the same picture and you keep thinking that you've got the beginning of the incident. You haven't. You've got a picture in the incident you see, and then you go to an earlier picture and you think you've got the picture new, that starts the incident and that's wrong too. So the trick is to get ahead of it. But that can be varied one way or the other and I needn't go on about this. But usually you see an actual scene and then you see a picture of a picture. So you don't really get outside the pictures in order to begin the incident. You can't find the basic on the incident that's all that amounts to.

What this whole series of pictures represented as happening in the space of fifteen days, counted off day after day, is give you your death which is a false death. It's not the right death at all. As matter of fact in scouting this in session I found a death where I got me 'ead blown off about 1150 and they showed me a picture of a death by exploding bombards . It was very interesting because they didn't have bombards in 1150. You get the idea? They didn't have them for another couple of hundred years. They slipped. But these pictures they show of your death are all Earth pictures.

I don't know how we explain this. It could be explained by them coming down and taking some pictures. I'd hate to explain it so esoterically that they pick up somebody's photograph and photograph his facsimiles, because in this particular character it wasn't possible. Either that or they in some fashion pre-ordain the destination of the society at that point and expect your pictures will be concerned with that don't you see? But they are Earth pictures and they compare to the historical periods of Earth. For instance a death at 750, you get knocked off

your horse or some sort, or die in bed with your boots off, and you go up there and find yourself having died in a battle amongst knights. You had a helmet sitting on a cross as your grave and so forth. It's not your grave but it's a Norman helmet. Interesting you see?

Messed up like fire-drill. In other words they give you the wrong death, That's the way it begins. Now you move up to a point called the year "0" and thank God they've got a year 0 because you can always date the incident by dating the year 0, because there is no year 0 on your time-track. So when you want to take one of these incidents apart for dating, always look for a hole. Look for a hole in the incident you see and you'll find something like there's a year 0 there.

Well good, date the year 0 for God's sakes don't date the incident. I'll show you why in just a moment. Because they give you a future history of your life. This is going to be your life. Television program "This Is Your Life" has no bearing on the thing at all. I often wondered why I could never stand the stinking program. But this is this will be your life, and they now give you from the year 0 which they communicate to you as the year 0. This is given in another room. This is given in a room alongside another chamber.

See you're first fifteen day period that all finishes up you see? Alleged fifteen days, Then you go to the year 0 and this is a great big room. A great big room and this screen is a whitish colored screen. A whitish surround to a copper grid. This copper grid is many feet long and I haven't tape-measured it. I didn't have a tape-measure. I'm not really up there very high yet, I can't carry things like that. Anyway it's at a guess 75 feet-125 feet-150 feet something like that - copper grid. It's very long and very high. But it is much narrower than it is long don't you see? It'd be on the order of 3 feet high and 75 feet long or 5 feet high and 150 feet long, something of that sort. This has some compulsive effect upon the thetan. The whole thing is to make him make pictures.

Now they don't show you your future life at all. They show you what happened to you at the year 0 at the time you entered the universe. Now it so happens that there are a lot of incidents where people have told you you entered the universe and some happened not so long ago and some happened a long time ago. It could be such a thing as a guard-room or something like that, and there's a bunch of angels sitting around in the guard-room. And you walk in in a doll-body at the beginning of the universe. You walk in in a doll-body, slight discrepancy there. You're madly out of valence you see. That's you over there but it's a facsimile of some kind or another and the year 0 usually takes one of these facsimiles.

Now there isn't really a picture in the whole sequence of the next section of this. There aren't any pictures you understand? Except yours. So what actually happens is from the year 0 to the year 1 trillion trillion trillion trillion trillion years in the future, you're given a compulsion to mock up your own track on this screen. And date by date by date by date by date from the year 0 forward to 1 trillion trillion trillion trillion trillion years, you're given a compulsion to put your time-track up there. Now all that's very interesting. You finally come to the second significant date which is 1 trillion trillion trillion trillion trillion years in the future. This is the wrong date, the wrong date cake if there ever was one. But you actually have put your own facsimiles; from your own year 0 forward to that far from what you consider the year 0. Of course this makes a scramble too, but they're just your own pictures.

Remember there wasn't a single picture in that whole thing except what you put there, But what did you put up there? Man, you put up the early implants, you put up the glade, the bear, the gorilla, the Helatrobis implant. You put up the whole lousy lot, entrapments and everything else and you just did that and this was probably in the course of the next sixty days - NOT fifteen minutes. Sixty days.

Long time isn't it? Sixty days of restimulation, and wrong dates.

Those are all your pictures, you scan somebody through that sequence and what're you scanning him through? You're scanning him through the mis-dated Helatrobis implant. You're scanning him through anything and everything that you can think of, all mis-dated.

So you say "Alright you can't scan through these things so it's impossible to get through it. n This was about the time I started to feel queasy and felt that I was just being run just a little bit over my head. I was scanned through it twice and I felt I was a little bit over my head.

Because to take at a gulp a scan through all of the goals of the Helatrobis implant in one single pass, made me feel just a little bit odd. And I felt this was a little bit too steep for me, I'd better find some way to take this thing apart so it can be taken apart.

So there's this middle period, that's in the main room, the middle period. And how a thetan is moved through there I don't know yet. I think he must be moved there on a very slow endless belt proposition. Very slowly, fantastic slow speed. Ho spends sixty days going past this cotton-pickin' screen you see? It's not that big, putting his pictures on it.

Now we get to the third sequence and this is far more interesting because they furnish all the pictures, which I think is very sweet of them. They don't now try to pick up any pictures. They throw you usually nearly always the same sequences, a very very stable sequence.

They use a wave-length communication system by the way. Thought-concept wavelength communication system is all I can make out of it. Not words. But you do hear some sound and part of it is a baby crying.

They throw you picking up a body and so forth. Then they show you departing, and of course you depart and then you get another picture of departing and you get another picture of departing so you really never get out of that one either you see. Then they show you a picture of being sent directly down to Earth and channeled straight into the body of a new-born baby. I think it's awfully nice, and you even hear the baby cry I think that's good. That's good. It's very clever.

Part of this and all through this thing you've got a false emotion of "We're just good Joes and we're doing our best for you." You get the feeling, I can imagine this one thought concept in there which is terribly interesting that I imagine your girls have occasionally been startled at. Which is, "We've treated you like a gentleman. Remember, we've treated you like a gentleman." Anyway, you want to know why the girls are always wearing the mens' sweaters!

But the whole idea and the whole emotional tone that shot at you all during the rest of this duress, knock-about, restimulation, mis-dating, scrambled up washout is "We're being nice." As a matter of fact I'll bet you'll occasionally get a PC that says "Well they treated me well. I couldn't get along without this." that sort of thing. Because that's the prevailing emotion. No anger, there's nothing. The light touch you know. The most effective possible touch.

You then see a picture of yourself separating from this planet and how they explain that I don't know, but it's sort of thrown in for good measure because it said so on the blue-print I suppose.

You've already been sent to Earth you see and the thing is kinda mixed up. You even get a picture of yourself being scooted across the desert on Earth with yucca a trees down under you and that sort of thing. There you are, you're on your way and you're going down to pick up this baby and everything is flush.

You see you couldn't pick up a kid without 'em you know' Couldn't do that. Magic you see, they have all these babies beamed you know? All they do is ride you down the beam and you pick up the baby and you're all set. There you are and so forth. This thing with the multiple end so you can't find the end of it easily, you know the end, and then the end, and then the end, and then the end which is the end and so forth finally winds up at what actually happens to

you. You're simply capsuled and dumped in the Gulf of lower California - splash: To hell with you. You're on your own man!

If you can get out of that and through that and wander around through the cities and find some girl who looks like she's going to get married or have a baby or something like that, you're all set. And if you can find the Maternity Ward to a hospital or something you're OK, and you just eventually just pick up a baby. You're strictly on your own man, in a state of total amnesia and gaaa, having been lied to to this degree with your track all scrambled.

Well in this sequence you're given a compulsion that the next time you die you must appear on the landing stage and that's it. That's the whole ruddy lousy cotton-pickin' lot. This is an interesting thing because this is the most vicious engram I have ever seen set up. To scan through that thing is asking you to scan through restimulation of 1 trillion, trillion, trillion, trillion, trillion years of your own time-track.

Just asking you do to it just like that you see? "It's all right just scan through it you know!" Can't do it man. To find the beginning of it, well there are other ones with false beginnings and false endings so that you can't get out of them easily, but the time line - this is specifically fifteen days. Your last fifteen days you see, on Earth. Only it isn't. It's not even fifteen days. And then the last section tells you that it's 100 days long and you get 100 days counted off to you in there. But it isn't 100 days it is more like about nine days, and then having channeled you squarely into the head of your new body the dump you in the Gulf of lower California.

Very interesting, because by the time you get out of that, this is the type of facsimile that can't be run. Nobody has ever been able to approach even looking at it. It gives you enough queasiness so that you just tend to back right straight off from the thing. How the Devil can you undo that?

Now because you have been given such a compulsion to appear there, here I am up in the Van Allen belt and I take a look around and I see the sun and I get myself oriented. I'm just spotting myself around you know getting ready to flex a bicep or something like this and I just glanced in the direction of Venus and I go (snap) and I'm on the landing stage. There's a compulsion to shift me in space right on this damn landing. I took a look around the airport and I found oddly enough I'd gotten curious about this place before some hundreds of years ago and had simply hung around for a while and hadn't gone through the implant.

But this has been going on for as long as you've been on this planet. There's lot of these. They run somewhere in the neighborhood of two to three per century. If you've been on this planet 10,000 years you've got lots. Quite a few of them. Figure it out for yourself. That's how many of these confounded things you've got. As far as I know it hasn't changed an iota.

I'm saying a little bit more than I know now. But I figure it is apparently set up and has continued on. There has been no vast change of pattern, as far as I know, but I am prepared to amend that when I start looking at a few early facsimiles on it. Which I haven't done.

The point is this. The Helatrobus implant, the Gorilla implant, the Bear implant, way-back thetan fights, all of this kind of thing, you got through all that. You got through all that and you were still OK.

They used to say about me that I'd never been the same after the second Helatrobus. You know, I used to occasionally snarl at people more than I used to earlier. But before I hit this place I was on the same post for so trillion years. Same post, same name. Gives you some idea of stability of identity. Mary Sue gave the cue on this thing. She said "Look at how hard they have to work to keep you from being OT." Hey you know that's quite a thought. Isn't that quite a thought?

Now you look at this, look at this now. There's a complete idiocy on it. Somebody sits up on Venus (there are probably some other stations around up in the systems on Venus). I notice that

we all believe that Venus has a methane atmosphere and is unlivable. I almost got run down by a freight locomotive the other day. Didn't look very uncivilized to me. I'm allergic to freight locomotives thanks, always running into you. We notice that Mars doesn't have any atmosphere either and won't support life, in spite of the fact that it turns green and red and purple with the seasons. It doesn't support life. We understand there's lots of things we understand about this system. But this carefully maintained station and space opera meat-body type society maintains it very carefully.

They have a hospital. There's space craft hanging around there, despatchers stations, landing platforms, this type of thing. . It's all highly civilized but they carefully maintain this one. It's very interesting, they maintain this one. They've maintained it for thousands of years without any change. What's happening? Why are they maintaining this thing? Don't be deluded by the atmosphere they pump into you. The emotion they pump into you during the implant that it's also the best of the best of all possible worlds man. It might be that we treated you like a gentleman, but the facts of the case is I classify that as a dirty trick. Why is it so interesting whether or not somebody gets off this planet?

Well frankly your answer is exactly as good as mine, I can make a few guesses on this but that's about all. The rest of this universe isn't run this way. It's a question of where are we?

Why? Well I know this, that onto this planet a great deal of dumping has gone on. Stuff from the nearby galaxy, not this galaxy but the next galaxy over and so forth gone on there. So they take political prisoners and guys who they don't want around but it is less personal than they think. They just have excess population so they start to get rid of their excess population you see. They've got a revolt or you're on the wrong side of a war or something like that and they pick you up in droves and ice-cube you and throw you into a sea someplace.

I know this planet has been subjected to that and several planets in the immediate end of this galaxy been subjected to that. That I know. But somebody must have taken a great deal of interest in this fact and somebody must be awfully afraid. Somebody must be awfully afraid, you can almost say it isn't so many, how many are here it might also be a question of who's here.

Think of the cost, now let's just think of it in terms of just a society you see. Think of the cost of maintaining a huge station, or several stations, its' maintenance, light, power, wages. Think of maintaining it on a basis of hard work, because it is. Look at the volume that station handles. How many people die on this planet on any given day. Well that's how many guys are started in on the beginning of that line on any day. That's a lot of people man. That's something on the order of 2 billion implants every half century.

Now that's quite a volume. Of course somebody may not say that's a great volume, but look at the length of the implant. Now if it were a two second implant I would say "Well yeah, anybody could handle that." But I know that it's more than sixty nine days, and I know the stuff is ferried back here. Why I think that's all very interesting and this looks to me like a very expensive proposition.

Remember, this has been going on since before the days of Egypt. Way back, without any change. What industry. What enthusiasm. So we ask these various questions, "Who's here?" and "Who are we?" We can ask a lot of questions about this. I don't pretend to have any answers to these questions. There's no interpretation on getting it particularly beyond the interpretation, the same interpretation I'm telling you about the room you live in. I've seen the room, and you're just beginning to look at it.

Now the amount of duress necessary to produce a continuous degraded state can't be measured thereby. Look at the hard work to keep people aberrated. Now a few months ago I was telling you about if you were just left alone for a while you'd snap out of it. Remember? If you were left alone for a while you'd snap out of it. The universe itself is therapeutic, but look at how hard they have to look at it. I know that in any given situation somebody has to be awfully

active to maintain the situation in a bad state. Situations have to be maintained in a bad state, they just don't naturally exist in a bad state. That's very definitely true of people. If you were left alone; even if you could put in two or three hundred years at it you'd start to snap out of your mass. You have to pick up the next baby anyhow all off your own bat.

Well supposing you just picked up the next baby without the between-lives implant to slow you down. Well I find that would be quite interesting, quite an interesting thought. Because right there you're looking at world clearing.

We've got several ways that we can whip this situation, we actually talking about an existing situation. We're talking about the situation that your PC is sitting in, in that PC chair in an auditing session. There is his PTP. How the hell is he going to get out of here?

Well I know how to get out of here. I could have went as a matter of fact - just don't appear in this immediate vicinity of the Solar System. Go back and find your friends and bring some battle cruisers in.

But the point I'm making here is the key is the second you find yourself free to appear, don't you see? "Why appear?" I said "To hell with that" and stepped back up here again, and said "Now what the hell's happened here? What's this funny compulsion?" and ran that on down, that's it.

Well actually it doesn't take much to get rid of the compulsion.

Now an exteriorization is very easy for a thetan to exteriorize if you have him be in some place he's familiar with.

Now supposing Scientologists just elected a place to be when they kicked the bucket. And supposing why, we simply ran out (and actually it's just a section of this implant even though it jams the case up who cares?), run out that compulsion even by repeater technique don't you see? We can do that, you see, run that compulsion to appear over there, and then tell the guy very strong and hard "Now where is a good place that you're very familiar with? Well when you die appear there? Now remember that. When you die appear at such and such a place. A different place. Two or three hundred years even with no processing you'd be free. In other words you'd live it out. Look at the amount of time that's just been bought. Because it wouldn't take more than a couple of hours to do this job on anybody.

I remember it was Eugene Thompson that made this interesting discovery that if you simply told a thetan to be in a place where he was familiar with or liked to be, he would exteriorize. It was up here in London many years ago. You can ask somebody what he is familiar with, he gets tangled up sometimes and thinks he's gone into a facsimile when he's actually gone into a locale don't you see? As far as that's concerned you see, you could use Saint Hill providing you ran out all your ARC breaks on the subject! But the point here is elementary. If a guy has got to pick up his own body off his own bat anyway, he might as well a body off his own bat anyway. Nobody else is going to do anything for him.

You know very well what would happen to somebody if he had an engram and you gave him another engram on top of it and said his engram didn't exist. You know how therapeutic that would be, and then you mis-dated everything he's got, and then told him a bunch of lies and pulled an emotional switch on him, you can imagine the state your PC would be in if you did these things. So supposing you just drained that out of the subject of death and somebody just was in a place they were familiar with and didn't go back through the between-lives area. I'm telling you true that in two or three hundred years you would have lived it out. You'd be flexing your biceps anyway, relieved from that situation you'd be starting to take a long breath. Because there must be considerable fear connected with this.

Perhaps the fear of death is mainly the fear of the between-lives area. It may not be a fear of death at all. Certainly oblivion takes place during that period and economic chaos would ensue

at once if people kept coming back and demanding their toys back. I'm sure that you'd get a lot of people who would argue against this, and say this was not the best for the best of all possible worlds. They'd say, well they could say a lot of things about this. I'm frankly not very interested in what they would say about this.

But now if Scientologists supposedly just started tapping people on the shoulder and giving them this two hour treatment which deletes the compulsion to return to between-lives area and instead of that appeared in Yankee Stadium or something and took off and found a new body.

You see the only service performed, it gives you a place to be when you're dying, you see and spares you some of the agony of death. It gives you a place to be as the only service performed, all of the rest of it cut your throat. Well you can easily perform that service. Next thing you know you start cutting down their customers.

Now a couple of things stand in the road of all this. You should know this, a couple of questions are unanswered here. How close is the liaison between these jerks, I mean these fellows and Earth? How close a liaison are they maintaining? Do they care anything about Earth at all? They must have seen a space probe going by the other day, they must be aware of some interplanetary action taking place right here. What are they going to say about it?

Within the last two weeks I've seen a full armored spaceship sitting on a landing port with my own eyes. What are they going to do? I don't think they'll do anything. I think they're hung with their own petard. The moment they appear, they blow the show. I don't think they'd do anything. I just think they get fixed on a wrongness and they are continuously executing this wrongness. So they insist on its rightness and they think that's going to solve everything. I'm interested that jamming the track to this degree and getting so little time period amongst incidents as they do to the person, is giving people a weird time zzzzzzz, so that you have fan job aeroplanes only occupying a third of a century whereas a matter of fact in most societies they'll be happy and content with a fan job aeroplane for anything up to a billion years.

Somebody invented a fan job aeroplane, fine, that's good. Over here we've got jet planes. Now we've got super-sonic planes. Now we've got space ships, you see? It's this acceleration. I've been into periods in that because I've seen as different here than it is in any other place I've ever been. This could be the primary factor. They give your time-track such a fast jam together that everybody gets an idea of more accelerated motion of the way progress has got to occur.

There could be other explanations. There could be explanations of the bases being created here for take-over of this particular galaxy since this type of implant is not native to this galaxy. Inspecting your own track, you will see that is the case. It's the next galaxy. There could be an enemy to this galaxy, sitting there quietly letting a manufacturing and production base build up for an attack into this galaxy. These could be simply prison guards, and with tacit consent from one and all, far and wide, why any of you agitators that cut up a fuss or didn't join the local A.M.A. or something like this, they capsulated you and threw you down here and they know very well that this is a prison.

Now I know that this is known in some peculiar way because bulletin board notices exist all over the place with regard to this planet. They say: "No landings on Earth." Why does everybody comply with this? I got here by accidentally landing here up in the Himalayas. But why does everybody comply with it? Why is this planet stayed-away-from? I don't know. How many visitors did Alcatraz have? This is about where we sit with regard to this situation.

Now there is another factor that is quite interesting. If they have pictures of Earth in order to show you how you died, did they get them on Earth, or are they picking them up in some weird mind-reading fact off of beings as they come up there? Have they actually figured out how to photograph a facsimile? If they've figured that kind of thing out why then that's explained. But how do they know what's going on here? That's not finally answered don't you see? No they haven't done anything about these space probes. The boys have been at it here

shooting stuff off into the heavens for the last several years, and nothing has been done about this.

Now knowing very well I suppose that any time they exceeded a certain zone or area they know very well that an armored cruiser could blow anything that this planet could build like a kids' toy, out of the sky. So maybe they're not worried about it. Or maybe they're counting on a decimation of population, a destruction of industry in atomic war. Another question is, how thoroughly do these people influence the affairs of Earth? We can understand that Earth is a very very strange planet. I have never seen populations behave with the same hecticness and weirdness, and of course if people who were rather revolutionary or upset, or non-conformists were picked up uniformly and concentrated on one planet, you'd get almost an ungovernable situation. Which I think rather tends to explain maybe what this is all about. I've seen other planets go nutty, but only when they were in external stress of great magnitude otherwise they were rather peaceful.

The days before the Helatrobis implants on some of the planets attacked by those people, you couldn't maintain a government with everything going to pieces all the time. But that's an interesting question alright. What degree of influence is exerted against this planet?

Now astrologists may have something in their favor when you realize that these planets swinging closer to Earth would make it easier to travel to Earth and further from Earth you have less traffic, or less this or that and so you would have less things happening on Earth. You see? The proximity of planets, combinations of planets or that sort of thing, maybe just to the degree of the inter-spatial relationship of the thing and so on. Maybe this has some influence on the situation, I wouldn't know. Just discussing here points.

Now here's another point, where do we sit? I think between thee and me that's the point we're interested in. Yeah well, they may be counting on an atomic war wiping out space opera and so forth. Space probes may have already excited their curiosity, there may be some purpose in this, but that they took no action when the first space probes passed them either says they're-back-up space probing or says-some other explanation exists for that. So we can neglect all that. What is the role which we occupy in this?

This is very very interesting. That I released this might be a source of great worry to you. But remember it's been in one of the books carefully seized by the Fools & Druggists, the Fools & Drugs Addicts - that's a good name isn't it - the Fools & Drug Addicts.

Anyway, in "What to audit." and between-lives area are described in the book "What To Audit." This is not unknown and "What To Audit" is many many years old, it has been kicking around for a long time, it has been available to almost anybody and look, nothing has happened. In other words, the information has already been released when the publicity on the subject of Dianetics was at a much higher pitch than it is on the subject of Scientology. So what is this?

If we really started to run with the ball and so forth we expect a couple of meat bodies in the usual white jumper that comes along with the space opera. Except those guys by the way wear khaki, it's an odd looking uniform. We expect them to appear on the front doorstep and says "Are you a Scientologist?" Well there's the space ship and they take you up and throw you in the can at Pluto or something. Is this the kind of action here that we might expect? Or is it a situation where we are no threat to them? We'll all sort of pass away. Or are they in a state where this covert action going forward for so many years would tolerate almost anything before they would disclose themselves? Or do they count absolutely on the exact camouflage which we have, we are ridiculed. That's our camouflage. I should think if anybody was in the know, or any liaison line existed between these two systems, maybe Kennedy and other Presidents find this out the moment they step into the White House. Maybe that's what makes them look so old in two or three years, the way they cave in. They find out why you boys are slaves you see?

No I don't think anything like that happens, but supposing you did get a liaison line between this society and them. What would be their best reports on us? "Fraudulent bunch of quacks." "They're space opera Science Fictioneers." "Bums." The very best authorities, the A.M.A., the Fools and Drug Addicts, the newspapers which is where they get their news, radio broadcasts, television broadcasts, all forms of news represent us as being totally unimportant. Ridiculous, and so forth.

I think they could have all of our books sitting on a desk up there right this minute and laugh themselves silly without a bit of worry about the whole thing. They'd certainly not blow the show for it, and they'd have to blow the show, understand? They'd have to appear. Not covertly. You don't bring space ships down in a dewline monitored society privately. Must be getting very hard for these characters to deliver the goods these days. Past the radar screens and that sort of thing.

I think they could be sitting there with the whole library in front of them and they wouldn't have any impulse to do anything. They say "Well a few of them .. and so on ... not important... and so forth. We wouldn't really want to do that and we never have done anything like this, besides that atomic war is coming right up..." There's no danger from these people because they're a bunch of frauds anyway. There's always some madman gets some kind of an idea like this and it all passes away and so forth."

Look at the Buddhist. We let him conquer three-quarters of Asia and he was trying to end this life-death cycle and keep from coming through our carefully maintained plant, and he never made it. Never did anything." So there's your precedent - nothing happened. Nothing happened. No, nothing happened but I was standing on their landing stage the other day, nothing happened. The funny part of it is, is a lot of us have friends. That's interesting too.

And if you have to work this hard to keep somebody aberrated and working this hard you still aren't successful in preventing a break-through, the way we have made in this society, in spite of all of the cock-eyed contrary propaganda, lies and nonsense which are leveled at this society, we are making progress. And if this continues we will make progress all the way.

This is a polite gathering and it is no time to indulge in threats or violence or anything like that, so I won't describe any future plans with relationship to these people. But I think the one thing they must be afraid of is having their planet rolled! Which, of course, is the one thing that will happen to them. Anyhow, the situation is much more favorable to us. It shows that aberration is very difficult to maintain. It shows that it is being actively maintained.

As far as the validity of this and the possession of one of these series of implants in your PC is concerned, I'll vouch for it. You may not be able to run it, but it's there. You can certainly cut a swathe out of the back end of it, that stops the thing. But to run somebody through it before he's got the track neated up is impossible.

So look at what we've got here. We're going along our own way, the first thing we ought to do is give some attention to preventing further implantation's of Scientologists. I've already given you a program by which this can be done. Your next action on the thing is dispose of them. I can see tomorrow, I can see tomorrow. The Chinese, he appear on landing stage to go through his false death and he hear words/thought wave as follows: "Be on Earth.", "Support your local Scientologist.", "There is no further reason to upset you this time. You've been a good boy.", and show him an S and a double triangle and there he goes. Actually you'd only have to do this for two or three hundred years and Earth would start to go Clear on its own, because it wasn't getting this continuous assistance.

The only other source of action is the psychiatrist with his pre-frontal lobotomy and his trans orbital schizophrenia. This bloke and his avidity for doing everybody in, if you just leave a cycle alone, why he'll come out of it. But you've got to leave him alone, got to let him have a rest, that's the best treatment of psychosis - don't do anything with a psychotic you see? Well I

think that all of a sudden through finding the worseness, we also not Pollyannaishly find some goodness but actually find the answer to our problem.

As far as the Clearing of this planet is concerned that is the easiest end of it. The hardest end of it is right now, right here and so forth. Now how can you run this incident? That must be burning through your wits right now.

Well what you do is get your G.P.Ms out of the road. They are the only thing you can't scan through, and get your basics on this type of incident. If you run those two things, then the incident can be scanned, and we already have the tools by which the incident can be run. The only thing you've got to do is make sure that your PC gets lots of T.A. action in a session and very shortly, no matter if you ran implants, did run implants or something like this, they will be jumping up there ready to be run.

And the fact that they are, and this gave me a bad turn for a day or two, is I thought "Are all the things I have run simply jammed into this, and have I been running them at a wrong point in time?". No, because they have been properly dated. I have been running them at a right point in time, even though they were then jammed in this particular incident. I'd been running them out at a right, and I found out that not all of them had been restimulated there. In fact a very small portion of them had been restimulated, just to make it impossible to scan though the thing. But you run down G.P.Ms, you date them on the time-track, you're running them at that time on the time-track. You're not running them out of the group you see. Don't worry about that.

But sometimes a PC will give you a date - now we're dating years ago and their dating are years into the future. These two dates do not conflict. Their dates are wrong. Our dates are right. So re-dating gives you, of any incident, strips it out of this or any time you find an engram properly dated on the PC, you're away.

At first I blanched. The amount of false track I had must be fabulous and I tried to get rid of all the discreditable incidents by simply saying they were false track. Then I had to run out all of the invalidation's, because they were my own track. I thought "Well this is a wonderful way out of it. There's that time when I sat incapacitated for a long period of time and didn't feel strong any more and so on, and it was obviously just false track." No, No, it happened to me really.

There's very little unreal incident of the track. Very little incident. When you finally get something durationed exactly and right you can tell whether or not it's one of these types of implants. But the track is not the same track, it's corny track. There's something goofy with it. The pictures you run out on a PC by and large are the actual pictures of the PC, and when you can't run pictures on the PC, you've got a wrong date or a wrong duration.

So if you get a right date and a right duration you can run the picture and the picture can be run that way turns out to be what it is. It turns out to be a real picture or a bad picture, only the PC can tell you if you've got the right date and the right duration. So simply by carrying on with R3R without the slightest change, carrying on with R3M without the slightest change, you get the time-track into the kind of shape a PC could perforce actually scan though one of these implants, no matter what type or part of his time-track it had been.

It takes a less number of hours than you would think. You've got the weapons with which to do it. You get the basic series of implants of any chain of implants. That is to say, you get the basics on these things out, and you'll find very rapidly and very readily that the rest of them tend to fall away, and they de-sensitize.

For instance if you get the first two items, let's say we've got the same items firing twelve times in a row, and if you got the first two fires clean-the rest of them won't even click. Isn't that interesting? Whereas if you got the twelfth one, it takes you about fifteen minutes to get all the rocket-reads that'll go off, and then you get the eleventh one. You've got all the rocket-

reads to get off it and so forth. In other words, we've got the mechanism which turns the time-track right-side to and takes the charge out of the place where it counts.

We've got these various mechanisms solved. In other words, what we know already, can put somebodys' time-track in shape so that the person eventually can run straight through one of these incidents and damn the torpedoes. In fact without having all of my time-track beautifully cleaned up I was playing tag with one of these things in my last session, and I was terribly intrigued by the fact that I had become a bit contemptuous of it. I have moved around, I know what it is, it has been cross-dated - it suddenly occurred to me a "Alright, so if I find I can't scan through something here, I'll just re-date it."

And sure enough it disappears on the back-track the second you do so. So you could probably take it from the year "0", and re-date everything that appeared on the screen in front of the PC and throw his time-track back and the next thing you know the thing would be gone as an incident. Particularly if you were running basic on the incident. You can run the beginning of it off selectively, you can run the end of it off selectively, the last "100 days". The first "fifteen" days. Without running the PC through any of his own time-track restimulating. So there is many ways this thing can be handled.

We've over the hump on this situation but this thing must exist pretty well as a present time problem for every PC audited. He must be afraid of death. He must be trying to keep his body from getting sick and disappearing simply and solely because he doesn't want an implant at the end of this line. Alright, if you were to solve that problem by stripping out his compulsion to appear in the implant stage, tell him to appear someplace else, you've probably solved a present time problem of great magnitude on the part of the PC. The truth never hurts, it's only lies that aberrate.

The very fact that this is a prison planet that is being monitored this carefully, right this minute, right this instant I'm talking here, some Joe off this planet has appeared on that landing stage and is being told how he just got through an airplane crash whereas the guy probably dies of pneumonia. See? Right this minute you see? And in this instant another guy dead. In other words this is a continuing situation that's going on and on and on. This gives you and understanding of what's happening.

We couldn't have run them in yester-year, we can run them today. The best answer is to first put the PC in shape so that he can run engrams and G.P.Ms by making sure that you can get good T.A. action running these things on the PC. The next thing to do is to run engrams and run implants and G.P.Ms on the PC until he can go over his track rather comfortably and he can come on back on the back-track and pick up this other type of time/dislocation implant, scan through those things and knock them out.

In other words we've got it made. They've been looting down the backs of our necks and we didn't know it for thousands of years, each one of us as a person and as a society as a whole, and I just want to point out to you that the other day I was looking down the back of theirs.

Thank you very much..