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## Sector Operations Bulletin No. 18

Modelists and Scenario Makers  
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OT Base - Germany

(See [Sector Ops Bu 12 "Models and Scenarios"](#) for the background to this Operations Bulletin.)

### "Scientology, the Final Handling"

Since the publication of [Sector Operations Bulletin No. 12 "Models and Scenarios"](#), a great deal of information has become available. None has contradicted the data of "Models and Scenarios" although there is a slight change in the final objective: instead of immediately driving the Church of Scientology into receivership, it was decided at a meeting in September 1983, held in Washington D, to allow the Church to continue operating for the "select few" under the direction of its infiltrated agent and chairman of the board, Alan Hubbert and its "monitored beings" of RTC, D. Miscaviage and P. Broeker (and aliases).

The precise "final handling" instructions of course did not originate in Washington D, but in Basel, Switzerland, from Herr J. himself. They were given to his deputy for the United States, Paul Volker, Chairman of the Federal Reserve Board, and laid out at a meeting in the Office of the Secretary of the Treasury, Donald Regan. Also present were top representatives of the FBI, Justice Department and IRS. All, of course, robotically agreed to comply with the instructions from Switzerland and did so. Thus, in late September '83, the news article appeared in which the IRS gave the Church 3 more years to "handle" its tax situation.

To fully understand the strategy behind these actions and indeed the whole model run on the Church and covered in Sector Ops Bu 12, it is necessary to bring forth more of the background data on the individuals responsible - i.e. the Modelists and Scenario Makers. Who are they? What is their track? What is their ultimate objective? And who is this Herr J., who seems to (and actually does) issue orders that affect the entire world, its religions, politics, and economics?

### Games - Levels of Play

To fully grasp what is and has been occurring on Earth, it is necessary to realize that life is basically a game with freedoms, barriers, and purposes. Also, that it is played at several levels concurrently. These are larger and larger spheres of control and influence, as every OT becomes aware of when expanding his viewpoint.

Also, when viewing one's whole track, it is usually clear that the further one goes back, the larger the game appears, until far far back, thetans were exterior, fun-loving beings, who actually mocked up whole games involving planets, forms, colors, sounds and lots of action and sensation.

To deny that higher level games are going on in the present time is only an admission of how far such a person having this viewpoint has come down the spiral. Such a person's reality level, confront level, ethics level and overall responsibility level are just not up to it. Such people thus remain at effect of any such game. Indeed, they become mere robotic pawns or broken pieces as far as the players of such games are concerned and they are totally incapable of affecting it in any way whatsoever. This the position or condition that anyone who denies you knowledge or tries to keep you from "finding out for yourself" intends you to be in! So, in the remainder of this bulletin if you find data of a game level you never ever suspected, please realize that the data has been actively kept from you in the past by the perpetrators of these models and scenarios. Modelists and scenario makers are very secretive persons.

### Game Level - Planetary Control

There is a game going on for planetary control. It has been going on actively for hundreds of years. This is not the game of Communism versus Capitalism, East versus West or Catholics versus Heretics or Islam versus Infidels. Those games and others like them are tailor made "red herrings" and are well publicized and used by modelists and scenario makers to seem like the biggest, most attention grabbing, problematic, dangerous, involved, revelatory, expensive, fearful and significant games and conflicts around.

People "believe" in them, live and die in them, hate them, love them, try to escape from them, etc. They are very "real" and continually made to seem so by constant media coverage.

However, the planetary control game remains hidden behind the glitter and blare of the latest social, political, religious, and scientific "news".

#### Penetration

When one attempts to penetrate the morass of misinformation, false information and controlled release of "secret exposes" and other tantalizing bits abounding on this planet, it is mandatory to be well versed in and have no misunderstandings on the Data Series Policy Letters. Otherwise an investigator or "questing spirit" soon finds himself in one of the "cul-de-sacs" - traps set up exactly for that purpose: to dead-end any investigator.

(There is also a standard "handling" for any one who does manage to successfully penetrate the "mystery", which will be covered later.)

Following is a partial list of dead-end, cul-de-sac groups, which either have been created by the players of planetary control or have been infiltrated and taken over by them in the last 200 years:

The Masons  
The Rosicrucians  
The Middle Earth Society  
The Golden Dawn  
The Great White Brotherhood  
Mensa (genius group)  
Transcendental Meditation (TM)  
The Church of Scientology of California  
Religious Technology Center  
The Isis Lodge  
The Golden Centurians  
The Shriners  
The Knights Templar of Jerusalem  
The Theosophists  
Anthroposophists  
Sekkulum (Student Organization)  
The Church of God (of California)  
The Unification Church (Moonies)  
New Bhuddism of Shous  
Brotherhood of Cona  
Isthar (Mystic Group)  
The Trogdolytes (Satanic Cult)  
Temple Order of Bahomet  
The Witches Guild  
The Symbolists  
Abrahamin (Biblical Group)  
Madaer (Revelations Group)  
The Order of Sufi  
The Aquarians (sometimes called the Aquarian Conspiracy)  
Prieure de Sion  
The Bilderbergers  
Rotarians  
Better Business Bureau  
Council of Foreign Relations  
Scottish Rites (Masonic)  
Illuminati  
Illuminae  
Communist Party  
Red Brigades  
Social Democrat Party  
Socialist Party  
Liberal Party  
Republican Party  
Labor Party  
The World Council of Churches  
National Council of Churches  
World Federation of Mental Health  
"Ban the Bomb" Groups  
The World Bank  
American Medical Association  
London Times  
New York Times  
BBC  
NBC  
CBS  
ABC  
Associated Press  
United Press  
Reuters  
The United Nations  
World Health Organization  
Food & Agriculture Organization  
Club of Rome  
Central Intelligence Agency  
Federal Bureau of Investigation  
MI-6  
MI-5

Interpol  
Harvard University  
London School of Economics  
The Seven Sisters (Seven Major World Oil Companies)  
The Federal Reserve Board & Banks  
International Monetary fund  
Eximbank  
Chase Manhattan Bank  
Swiss Bank Corporation  
P. AG  
IBM  
ITT  
Bank of England  
Central Banks of EEC Countries  
Over 150 Banks in 3rd world countries  
Bank of International Settlements  
Major Aerospace Companies  
The Royal Families of Holland, Spain, England and Sweden  
Data Resources Institute  
The European Parliament  
Sandoz Laboratories (LSD producers)  
Flying Tiger Freight Airlines  
New Economist Magazine  
Omni Magazine  
Der Spiegel Magazine  
Der Stern Magazine  
Penthouse Magazine  
Playboy Magazine  
National Enquirer  
Los Angeles Times  
Washington Post  
US - USSR Trade and Economic Council  
The Business Round Table  
Business Council  
American Bankers Assn.  
Council of Europe  
Council of European Industrial Federations  
Fulbright Research Foundation  
World Assn. of World federalists  
Research Group of Public Information  
Appeal of Conscience Foundation  
Four Freedoms Foundation  
Rho Delta Epsilon  
Delta Sigma Rho  
Phi Kappa Psi  
Alpha Delta Phi  
Phi Beta Kappa  
Pilgrims  
Rockefeller Foundation  
Woodrow Wilson School  
Council on Foundations  
Carnegie Endowment for Int. Peace  
School of International Relations at Columbia University  
Council for New York University Schools of Business  
Royal Economic Society  
Council for Science and Society  
Council on Christian Approaches to Defense and Disarmament  
Council for Arms Control  
Stockholm Economic Club  
Scandinavian Club  
International Energy Agency  
Permanent Court of Arbitration  
Humanists  
Odd Fellows  
Legion d'Honneur  
American Philosophical Society  
Academy of Political Science  
American Economic Assn.  
American Statistical Assn.  
American Academy of Arts and Sciences  
Committee to Fight Inflation  
International Monetary Fund  
American Enterprise Institute  
Bureau for Economic Research  
International Institute for Management and Administration  
Paris Club  
European Monetary Co-operation Fund  
International Finance Corporation of the U.N.  
International Bank for Reconstruction and Development  
European Investment Bank  
Ciba Geigy

**Note:** This is only a partial list which includes the groups found in the course of investigation of Models & Scenarios. There are others. If you as a reader happen to know of any, please inform your nearest Galactic Patrol Representative.

#### Intention

To successfully break through the confusions and false data proliferating on Earth, one must be able to observe "intentions". To be able to observe intention one must realize there is always a source of intention, which is of course a being, thetan, "spiritual self" or source of life.

The intention of a leader of a group will be "felt" all the way through the organization. It may be amplified, dimmed, altered or hidden at any point but by checking enough data and interviewing enough members of a group, it will become quite clear.

For analyzing of the Planetary Control Game and tracing intention lines to the perpetrators, the following "intentions" were used as "homing beacons". The intention to:

- Suppress Pro-Survival Ideas
- Suppress Economics & Exchange
- Suppress truth
- Enforce conformity
- Control thought
- Suppress the true spiritual nature of man
- Prevent Expansion
- Inhibit Survival
- Reduce people's space and freedom
- Collect and use personal data for monitoring and control purposes
- Take over any "free" or other groups which pose a threat
- Invalidate opinion leaders not under their control
- Use Secrecy for power
- Handle affairs and people with "covert hostility" as a "policy"

Tracing the above intentions to and thru the organizations listed previously, anyone can find the perpetrators of planetary suppression.

They operate from Basel, Switzerland. Using Computer Models and Scenarios, they keep the world in a state of fear and confusion.

#### Purposes & Hats

To fully understand how the planetary control game players operate, it is not enough to know the names of their current bodies. One must also understand their purposes and hats in the game.

The overall purpose or goal is: "Total One-World domination and Control".

A senior policy is: "The end justifies the means".

Hatting materials or policy for the top players include the following: "As 'The end justifies the means' one can lie and spread lies about any honest man who may be against us, even the ones who might be an obstacle one day. You can thrust them aside, poison them, murder them, etc. In short whatever you need to do to help the great purpose. In case you are discovered in murdering someone, you then commit suicide - put the bullet thru your own head - so that you are immediately out of reach of the law. No king can protect the person who betrays us. A court will be called on any betrayer and if found guilty, he will be decreed to die".

Policy for executives below the top includes the following: For the secret, behind the scenes, power executive:

"Keep out of sight, never be in the public eye. But, keep your eyes on all the churches and religions who may pose a threat to our purposes. Work out ways secretly to weaken and destroy them in the eyes of the world. Or devise ways to take them over secretly for the benefit of our Order. Also watch carefully over our own Order and report anyone who might stray from the purpose or betray us."

And for the "out front" political or power executive: "Cultivate an attitude of knowing wisdom. Be quiet, unselfish, humble. Use 'please' when giving orders. Be refined so that, when giving a smiling reprimand, it cuts like a knife. Remember, intelligence wins, so run those below you so they don't 'feel' the yoke."

"Methods of control of 'humans' are uncountable, use them all in such a way as to be useful for our purposes. Secrets are wonderful as a control method, so keep the mystery going."

"High connections help to control our lines of operation. So drop names as being 'one of us'."

"Never show weakness, but you can always put the picture that you are 'weak' where you have firm control. Where we don't have control, put the picture that we are strong and feared."

"Study women. Say they are beautiful and praise them. They carry influence with men and

children and can be very useful to our purpose."

"Influence the thinking of children and young people thru schools. Also take great care to control book suppliers and publishers. Should a writer put in a book things which do not fit in our plan, try to get him on our own side or ruin his reputation and get rid of him."

"Take over charitable organizations so we appear to be 'serving humanity' and thus be unassailable by anyone."

"Our shapes must be changed so we 'fit' into society. If only the another organization to cover ours. For instance the Free Masons are a good cover for our secret 'higher' purposes because the world is used to them."

"Cut any affinity lines to leaders of opinion which deviate from ours so they do not get public support and devotion. Put out the story and reinforce it by evidence and examples that 'they are only humans, make mistakes, are just like everyone else', etc."

"To make our own people known, use all our resources to make them a good reputation. Praise them loudly in all our cover organizations and in the press."

"Keep secrecy about everything, but don't appear in doubt. Answer questions with total certainty - but carefully - so as not to give away anything. Occasionally you can test your juniors by putting the picture there that you are speaking 'freely' and 'slip' out some information - that you actually want to be known or is unimportant - so they trust you, and you see if they can be trusted or not. Otherwise, answer as little as possible to juniors. On big operations, consult your senior."

"Remember also that the name of Science societies are a very beautiful mask to keep our intentions hidden from the uneducated and the lower classes. It can be used if anyone finds out about our secret meetings - we can always answer that we meet secretly for "scientific research"."

"It is very important to study every aspect and organizational form of every other secret society and religion. Only in this way can we rule them." "Keep those below you in mystery as to who the real boss is so they will think 'anyone could be'."

"Publishers, bookstores, news media, schools, academies, military schools and all organizations who influence the government and education should be watched and controlled and you should continually make secret plans to take them over. Keep looking for everything we can use for our 'perfect human government'."

"Whatever is not good for our Order should remain an eternal secret."

Finally, for the Controlling executives in each planetary zone and area:

(Just below the top Players and just above the Power Executive)

"You should know the whole system as if you had invented it. You train and instruct and give approvals to plans and operations of the 'secret' and 'open' power executives. You are above them all."

"You must be born in the area you control. You work full time on our purpose but not in the open or on a public post. You give the 'apparency' of being 'retired' or just doing 'hobbies'. In other words, you are using a totally safe, harmless, unremarkable cover apparently connected to nothing at all."

"You should always be in the place that you can most easily control from. You will get a new secret name when appointed. Your old secret name will be given to another. You are now above your old position and your new secret name will be only known to your seniors."

"You use your power to support all that is good for our Order and suppress all that is bad for our Order."

"Appear to have no enemies and never tolerate nepotism."

"If you misuse the power, remember, we have the possibilities and devices for punishing you. If you use it well, you will be given money, land, services and other rewards."

#### Methods of Spiritual Control

The "devices" mentioned in the preceding paragraph are actually high frequency wave generators that can transmit intention over a distance. They are used to cause people to have "accidents", to think they are "crazy" and to restimulate people's banks. Following is a description of the most common types in "secret" use:

The Tepaphone - A high frequency wave generator that affects the mental masses around a person's body. It is used with intention behind it. It is portable and has a range of 50 to 100 meters. It can change valences and can be used to implant pictures and suggestions. It can be used very effectively in combination with hypnosis and drugs. It was invented in 1956 by Johannis Older. Its existence and use is kept a closely guarded secret by the planetary control game players.

The Eckhoff Telepathizing Machine - Based on a patent by Nikolai Tesla and developed by

Eckhoff, the telepathizing machine has a larger range than the Tepaphone. It has however a similar effect and gives both mental and physical reactions. It is used to implant thoughts over a distance, again by influencing the masses and entities around a thetan and his body.

The High Frequency Flows Machine - Developed since 1971, another machine based on a Tesla patent, the idea here being to narrow the beam and concentrate it over a very long distance so it can be effective for transmitting intention via satellite. Purpose: identical to the former two machines - that of implanting thoughts and suggestions over a distance. The machines above are only effective if the victim is not aware that there are such machines in daily use on Earth and believes that when "beamed" on by one, it is really his own case and thus interiorizing his attention and misowning the effect and getting the full impact of it.

Actually TR 0 (confront) can handle any of these machines and their operators. No effect will be felt by a person aware enough to spot what is happening and just confront it. If he also drives an intention back over the beam toward the operator, the effect will be on the operator, who will quickly turn off the machine or go play elsewhere.

#### The "Eternal" Secrets of the Players

As you may have noticed while reading the previous paragraphs there are several questions which may be asked:

Q 1. Are the players aware that they are not bodies but immortal beings?

A 1. Yes.

Q 2. Have they been the same players operating through a series of bodies and keeping the game going for the last several hundred years?

A 2. Yes.

Q 3. Is this one of their "eternal" secrets?

A 3. Yes.

Q 4. Is there then some "secret" purpose behind the "total one-world domination and control" purpose?

A 4. Yes.

Q 5. Could it be that these "players" are not from Earth at all but merely regard humans as a race to be subjected and enslaved?

A 5. Yes.

Q 6. Is this another of their "eternal" secrets?

A 6. Yes.

Q 7. Is then the "secret" purpose the purpose to take over control of Earth for the benefit of some other star system?

A 7. Yes.

Q 8. Would this by any chance be the same type of beings the late son of the Founder used to refer to in his lectures; the status oriented, total control maintaining, conformity requiring beings known as the Markabians? The ones that have 7 planets out toward Polaris?

A 8. Yes.

Q 9. Is this another of the "eternal" secrets, that is, that Earth is being subjugated to the Markabians who are trying to make it Planet 8?

A 9. Yes.

Q 10. Are the Markabians also in favor of implanting and thought control and drugs and propaganda to keep populations conforming under control?

A 10. Yes.

Q 11. Are they now putting in their form of mind-control government as the "solution" to the wars-pollution-terrorism-catastrophies scenarios that they created as the "problems" which have gripped the world with fear and apathy?

A 11. Yes.

Q 12. But aren't there some Markabians who want a safe, sane productive, peaceful planet - a free one not under control?

A 12. Yes.

Q 13. Then, there must be conflict and non-conformity and betrayal even amongst the Markabians, is that correct?

A 13. Yes.

Q 14. Would this account for some notable political assassinations, bankruptcies and power plays even amongst the insiders?

A 14. Yes.

Q 15. The group currently in control in Basel must then be the ones who favor implanting and mind control, since it continues unabated since the Church of Scientology got taken over and in fact is evident even in the Church, is that correct?

A 15. Yes.

**Q 16. This Herr J. who was mentioned in Models and Scenarios then must be the Chief proponent of the implanter faction, correct?**

**A 16. Yes.**

**Q 17. Is he the being Ron refers to as "Xenu" in the "Revolt in the Stars" film and III materials, the being, who ordered the nuclear blasting of Earth 75 million years ago?**

**A 17. Yes.**

**Q 18. Then he must have escaped from his imprisonment and taken a position with the Markabians to subjugate Earth for their use, right?**

**A 18. Yes.**

**Q 19. Are the Markabians and Xenu subject to any higher game level control or influence which could help get Earth out of the situation it's in? I mean, it's no fun looking forward to a future of being a slave on a slave planet, controlled by implants, drugs and computers. There must be some beings who can do something about it. Am I right?**

**A 19. Yes.**

**Q 20. Is it this group I've been hearing about, who can handle this mess and act and get the people of Earth to wake up and choose their own destiny as citizens of a Free Zone planet taking its place in the society of the Galactic Civilization and playing a survival, expansion, flourish and prosper, fun game called "The New Civilization Game". - Is not it the group known as the Galactic Patrol?**

**A 20. Yes.**

**Astar Paramejgian  
Deputy Sector Commander  
Sector 9  
Galactic Patrol**

**Note: Stay alert for the next issue in this series "Markab, the final Handling".**