

RON'S ORG



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Technical Briefing Number 5
Captain Bill Robertson
14th September 1985

CLEAR AND ABOVE

This is the 14th of September 1985, and this is just a little organizational and technical briefing here. The data we have here is that people involved here are wanting to make a technical team, all right? That's what you are here to do, make a technical team to handle not only the point of getting guys up the bridge and out of the soup, but the exit-point type of action here, where we really handle people and beings of all types. So, you want to eventually have the skill to handle the Implanter guys, all right?

To do that, you have to confront a few things. That's a very good purpose, by the way, because I haven't found many people that have enough courage to even want to do it, or even admit that they still may be around; but, of course, they are, because we are still around, and it's silly to think that just because we are around, the other guys aren't around; that's not the way to think.

If you look at it logically, you look at all of why we are doing Scientology here in the first place on this planet, and you find out that we're doing it here because this is a real aberrated area of the universe. And why is it so aberrated, and why did Elron Elray — or Ron — want to make this the testing place for the tech, is because a lot — well, all the people here have received one or more, I would say, in most cases, more implantings on the track, right?

And they have been very confusing and very degrading to the Thetan, and make the Thetan very confused about who he is, what he is doing, why does he think he is a meat body, why does he have to live on this planet, why can't he exteriorize, and all of that stuff; in other words, they FORGET that they are spiritual beings, all right?

Now, THAT you all know from Scientology basics — but the rest of it you can read in HISTORY OF MAN and basic books like SCIENTOLOGY 8008, THE AXIOMS. Those are the things that tell you what happened

to a Thetan, and what he should be like when he's cleaned up, all right?

But, here we are just dealing with a special thing and that is, logically, when you look at it — now take the viewpoint of the Implanter for a minute. This is the only way to see it ethically, and when you are in Ethics you have to be able to confront evil, right? You have to confront evil, to handle Ethics. I mean, you can't just sit there and think, "everybody is great ..."

Ok, so to do that, you have to look at: What is the game of an Implanter, what do they want to achieve, right? Well, it's pretty obvious that they want to achieve an enslavement or a control over all Thetans, for their own reasons, all right? So, they want to stay at the top and make all the other people stay down here. That's the basic suppressive mechanism. So, it's a game.

All life is a game. This is a very serious one, of course, on that level. It's very serious, when you first contact it; it's here is the Implanters and they are trying to put all Thetans down here, so they can control everything. Have all the wealth, all the Planets, all the control-lines. Now, if you're an Implanter and you're doing that, what would be the most dangerous thing to your game? That's where you must set this, you see?

Well, first would be a person that understands what an Implant is and what a Thetan is. That would be very dangerous. Because Implanting, by it's very nature has to keep you in mystery — it has to — keep the person confused, and keep them: "what happened, what happened ...?", you see? It has to be secrecy, it has to be 1.1, somebody around understood what a Thetan really was and what an Implant really was.

And, of course, LRH understood both of those. So, of course, they had to attack LRH and his family and Scientology. So you know, those were really after LRH, I mean, knocking off Quentin, throwing his wife in jail, law-suits against him, several attempted assassinations, that were prevented in the Sea Org, a lot of things, right? This is — would happen to anyone that tried to say: "you know what Thetans are and I know what Implanters are." Right?

You have to be a little careful. 'Course you don't want to stop doing what you're doing, but just be ready to watch for these guys trying to come along the line and stop you from doing that, you see? Ok. Now that's the ONE thing they would be afraid of; it's an individual that knows about Thetans and Implants, all right?

Now, what's even more dangerous for them? You see, 'cause they're organized... Implanters are organized — they have Implants like you have cassette records or books in here on your shelves. All right? I mean, if they want to say: "Ah, we're going to handle the population of England. Ok. What's the Implant we have here that would be very

useful to restimulate in England? Ah, here are some good ones about the coal mines, ah, here's the 'Coal Mine Implant' for instance, you know. So, let's put all that on television. A lot of these pictures on television. Key everybody in. HAHA, blowing up coal mines, people dying from gas in the coal mines, that's good" — good for them, you see?

They might even send out a terrorist team to blow up a coal mine, just so they get the pictures on television. I mean, that's the way they operate, you see? They actually think like that, you see? "Oh, these are getting unruly, you know, they're not paying their taxes and stuff, ah, get some coal mine implants and let's key them in."

Or if it's rain, you know, rain, they say: "Oh, we got any good rain pictures, rain pictures of Implants? Here, let's key them in on rain, yeah, here's some where they get sick when it rains. Ok, let's put this on television."

Somebody writes a story — here's a guy who wrote a story about rain making people die from pneumonia, and all that and the 40 days of rain in the Bible — "Let's put a lot of that on television and key everybody in." They do that! Implanters think like that, right? "Let's get the files." They know what pictures people have already — of course you are Clear, you don't have pictures — but the composite case has pictures, and the bodies might be having pictures sticking to them — ok.

Well, what's MORE dangerous than one person — that knows about Implants and knows about Thetans — is a GROUP. Hmm? 'Cause they're organized and they know they can't be really hurt by anything, except an organized group, all right? And they know also, that if it's just on the body dynamics, if it's just a group that's out for money, if it's a group that's out for control of the land, if it's an army, if it's, you know, business, trying to take over their businesses, they can handle that, 'cause they can restimulate those Thetans that were doing that, because those guys are operating on the BODY dynamic and they're operating on a Thetan dynamic, so they can handle them by keying in their Thetan, and that's it.

So, they don't worry about that too much, and even print it in the newspapers: "This guy tried to take over IBM and he failed and we'll put him in jail" — and stuff, discourages people from trying to do something against the Implanters.

Anyway, what they are really afraid of is a group that is on the 7th Dynamic. In other words — Thetans that understand this, and are organized and trying to handle it, all right? They're afraid of that. So the first thing they try to do is to make it seem that there is not such things happening, and nobody should believe them and they're all crazy and they're all hallucinating. That's what they're trying to do — also all "Science Fiction", that's it. Try to do that with Scientology, and so on,

you know, all the stories: "Oh, Scientology is just Science Fiction" — you see? Ok.

But the group — when you look at it in present time, and right now today — when they see a group in present time — they're also afraid of another thing: that that group might have existed before, ' cause they know THEY existed before, so it might be the same group coming after them, that came after them before, and often got them, and often won, breaking up their Implants or arresting their top guys in it, or whatever...

Like LRH did in "Revolt in the Stars", he ended up arresting and capturing the guys who were doing the Implants, and the destruction of the populations — he arrested and brought them to court, to trial. Ok. So, they are afraid of that.

Now, do you think in the long history of the universe, which is gone on a long time, that anything that's happening now on this planet is the first time things happened? Or the first instance of that? It's not! Because the group, which is getting together to fight Implanters on this particular planet NOW, probably was the same group, one of the same groups, that did it before, see? You understand...? Now, some of the times they won, and some of the times they lost. Any game — you win some and you lose some, right?

Now, we got a real good Tech, see? We can win all the time, I guarantee you, we can win all the time now, if we just get the Tech done.

Ok, but sometimes you did lose. Now, what happens when you lose, what is an Implanter going to do if you're the one that get's captured and you're one of the dangerous group members, right? They're going to give you a special treatment, right? A special treatment is going to be to prevent those too dangerous from coming up, they're going to give you a special treatment, let's call it PDH or Implant: Pain, Drug, Hypnosis, Implant — all the same area — but they're going to make you believe, first of all that you're not a Thetan. That you're a body or a — you know — just something, but not a Thetan.

Second thing they're going to make you do — trying to make you believe — is that you're very suspicious of anybody that talks to you about Implants or anything like that, and you don't believe them — in other words: they try to keep the group from getting back together. They're trying to make you totally stay by yourself, hm? They try to keep the group split apart. They might even install false Overts & Withhold Mechanisms between the group, you see, putting a guy here and somebody over here, that he believes is a member of his group, and then saying: "Now you just did this to this person, and that person did that to you..." — and Overts and Motivators and all that — "you're going to be punished for it now..." — and then — zapp, zapp, zapp —

with the big electricity shocks, so that the persons then go: "Ha, ooh! I must have done something bad, I got a really bad shock" — you see? And the next time they meet that person in another lifetime, or on down the track, you know, and then they go: "Huuuh, I want to have nothing to do with that person" — you understand? That's the second thing they're going to try to do: keep the group from getting back together.

First thing is going to try to make them think they're not Thetans. Now, I know that all of us — at one point we didn't really have the idea what a Thetan is. I didn't — early in this life I was going along: "Yeah, but there is something more, something more." I didn't know what to call it exactly. You know — "ME, I feel more than just a body..." — but I didn't know exactly what it was.

But everybody got to the State of Clear right here, so they do understand that they're beings, right, thanks to LRH. So we got out of that first trap. We now realized again that we are Thetans. Second thing is, we realized that there are other members of the team that we want to handle things with. You know, to handle the Implanters.

Then we get into the third thing they will do — that's simply distraction. A distraction, you know what I mean? To take your attention away from doing this, and put it over here. Ja? Q & A, make you Q & A, that's what it is. They say: "Well, IF they realize they're Thetans" — 'course the Implanters are thinking of — "IF they ever realized they're Thetans, and IF they ever get back together as a group, and IF they run out this stuff about having conflicts between them themselves, well, let's get them something else to worry about, you know, let's give them some distractions, all right?" PTPs, ARC Breaks, Problems, Missed Withholds, you know, everything...

Now, one of the easiest things to give people to distract them is, of course, anything to do with the body, ja? If they figure they're going to have you in a body, or you're going to be operating from a body after they knock you with the Implant, then any distractions with the bodies: "So let's give them a whole thing of programming them to get sick. Let's give them a whole thing of programming to have 2D troubles. Let's give them a whole thing to have them programmed — to have troubles with eating, you know — can't eat certain foods, and ah, must eat-can't eat, ah, food, ah, I'm worried, disease, I don't know whether I should eat..." you know? "Let's give them a lot of problems: food, sex, bodies, sickness — yeah — illness, that's good. What else? How about air? Let's give them some trouble with air. Breathing — yeah — all right, pollution — yeah — that's a good thing." Worry, worry, worry.

They try to restimulate with all this stuff, that's all. So if you give a person a body, enough to worry about, you know, and you can do it many ways, by sickness or illness, good food or bad food, good air or bad air, 2D problems, you know — should it be this person, I'm jealous, Missed Withhold — all this kind of stuff, you know, sex flows, all of that.

And they can also give you things to do with "bodies killing each other", you see. So keep showing a lot of pictures of wars, bodies killing each other, and movies and stuff like that, and that gets people worried that they might die, you see, that distracts them.

So, they have to buy life insurance, and then you get down to the BIG distraction, which is they have to have money to do all this: to go see the doctor, to go to buy the food, to have 2Ds, to have good air around, to keep from getting in wars, you gotta have to defend yourself, you've got to have a house to protect yourself, you've got to have locks on the doors — all of this. So you make an economic trap to hold all this together, you see? A nice economic trap and then people are totally distracted. They have to keep getting the money to handle these problems all the time.

And if they are doing that, they can't realize — they hope, they hope — that they can't realize that they are Thetans. They should be working together as a group, and they should be organizing to knock out the Implanters, you see?

Now, all this goes on all the time on planet Earth. It's going on continually, it has been going on. When you're at the effect of it, you don't even notice it as a plan. When you come above the level realizing that you're a Thetan — a Clear starts looking around and you all say: "Hey, this is crazy". And they only do what they have to do — to do basic survival, and so on — and then always keeping some attention going on the purpose. And then as you get more and more ability — like as you guys all get trained as auditors — then you can be more fulltime on the purpose, you see, you get stronger and stronger, klar? Alles klar?

You see, training auditors is another thing that Implanters would not like, you see? 'Course people can't get out of those traps by just reading a book, they have to be audited — they can maybe get part of the way out — but they can't get all the way out without some good solo auditing, all right? So, if you have the purpose to get trained and so on like that, and realize all these other distractions — or what is meant to keep you from doing that — is the Q & A mechanisms, you know?

So, if you want to get trained, get together, have your common purposes and so on and just take the other stuff and laugh at it and say: "Well, that's probably some shit the Implanters laid on us, man, let's just go ahead and get trained. Or let's just go ahead and enjoy life, you know, really enjoy."

First, give an example of what it's like to be a Clear, to be more or less knowing what the game is, so that other people can see that you're not affected by it, you see? So, you have a duty as an auditor, and as an OT

or Clear, to give an example to people, say: "Hey, you don't have to be Qing & Aing and restimulated by all that stuff."

Yeah, as you really get up there you know that: "Hey, man, the attacks are getting really heavy on the 7th Dynamic!" Take it as a win! You weren't getting attacked ten years ago by the 7th Dynamic. They held you totally under control, all the way pushed down to think you were a body and you were probably going back and forth between the hospital and the job and the foodstore and the television, you know? Now, you're becoming an auditor, oh boy!" "Hey, look man, I must be winning, the Implanters are attacking me, that's great!" you know?

And then you pop through that, you finally just pop right through, and as you do the Solo Course, do the Clearing Course, do the OT Levels, you come through that, and you're just looking and: "These guys are crazy. They're just crazy, aberrated Thetans that are doing this game on Earth to just keep people keyed in and so on."

That's it, it's all it is. Then you can pick out what is the good part of the civilization, and what is not the good part of the civilization, and that the not so good parts are the ones controlled by the Implanters. But they don't control everything, 'cause there's too much Theta around. There is too much Theta because people do survive. And they survive because of their Theta, not because of the Implanters...

So, there are some good Thetans around, you have good ARC, good friendship, good group, good culture, good environments, there are good places around, good things, good people.

So, you can recognize that and sort of: "call them over to your side" so to speak — and the auditor that will be getting PCs, ja, getting people on Comm Courses, and things like that, you just say: "Hey, come on, you know, we can help you." — but you want to always remember that you are the prime subjects of the game on the Implanter's side, right?

The Implanters are looking for people popping up above the level of confusion to become: "HEY!" — you know — "Haha, Implanters over there, look what they're doing" — you know — "Haha...". Do you see they will see them — "Oh, oh, there come some people that could knock us out" — 'cause they're easy to knock out.

All their power is obtained by restimulation of their earlier stuff they've done with Thetans. That's all the power they have. Everybody would laugh at them if there wasn't their ability to key in people, you know? It's true you get to the point on the OT Levels where anything they can throw at you, you just laugh at it. It's so, so silly, you know?

Even if it's horrible flows, and beams, and horrible pictures, and so on, you know? I mean, they try to key people in with horror movies and stuff like that. Some people can sit there and look at a horror movie

and say: "Yeah! Ok. Great! That's a good... I see how they did that in Hollywood!" you know, it doesn't bother him. Other people go: "Aaaaagh..." — like that. Well, they're more effect of the restim.

So anyway, when the Implanters see you coming up above the level of the Humans, and you're now up here as a Thetan and you're organized, then they say: "Oh, oh, those guys are playing against us."

So, you're on a game level now: 7th Dynamic — it's like a chess game, you know — 7th Dynamic: here's the Implanters, here's the guys trying to free people, see? So, then you just have to realize that once you get there, and once you realize you are there, the best thing to do is to get more able than the Implanters.

And you can do that very quickly. A solo auditor that goes on through OT III and onto SuperNOTs is more able than an Implanter. He knows more about it — I mean, just knowing LRH's data, you know more about the mind and the Thetan than the Implanters do. 'Cause we can undo them, we can get people out of them, all right?

But remember, you should be now, as a team, above the level of getting restimulated by these Implants and things like that, right? And don't fall for the silly games.

Now the other thing I want to mention is: don't try to get somebody to Itsa about things that are above the case level or should be handled in session. You understand? In other words: there are some things that can only be handled in session, right? And those are things — well, as Franz can tell you — they have to do with the case data, and the ability of a solo auditor to handle, and the level he's on.

So, I can talk about Implants, 'cause all of you have seen them in your folder, and you know what LRH says about them and so on, right? But then, to go in and try to figure out very little things that happened in that Implant, right? — let me tell you, some of them are very, very tricky. If you got a thing F/Ning, and it's not bothering you anymore, leave it, it'll come up later, you handle it on a higher level. But they have — but it's not bothering you anymore, ok, it'll still be there — if you have attention on it — it will still be there later to handle.

You don't have to — you know, somebody comes in and says: "You know, oh God, I've got this pain here, I think it's, you know, from an old thing they drilled into my head or something..."

"Yeah, well, tell me about it."

And the guy says: "Yeah, well, you know, feels like a drill in my head, you know, oh, maybe it was an Implant, you know, they implanted me, put me on a pole, and drilled that thing through the body. It was...a doll body, that's what it was, and they drilled this thing through, but something else...eh,eh..."

But you don't have to go and find out, you DON'T HAVE TO find out ALL the details of the Implant, because that will come up later, you'll find it. You'll be more experienced on Implanting than anybody in the world when you run through OT III and SuperNOTs. You'll understand Implanting better than anybody.

But you don't have to find out how they did this whole thing, all you have to do is: date it and locate it — and it will key out. Or a little even if some of the charge may erase and blow. So, all the guy has to really know is: "Oh, it isn't now, it happened back here on the track, oh yeah, over there..." — POOM — "Ahh..." — and it relieves.

Because what they're doing is: trying to restimulate the earlier one in present time by doing different beams, radiations, television programs, news stories, etc. like that, they try to keep that restimulated.

You can also, at the lower levels, key it out, not even by D/L, but just finding when it keyed in: "Oh, when did you start feeling that?"

"Oh, yesterday about 3 o'clock."

"Ok, yesterday, 3 o'clock. Where were you yesterday 3 o'clock?"

"Well, I was at my house and was watching television."

"Oh, ja, ja, what did you see on television?"

"Oh, ja, ja, I saw how people get shot in their head. Oh ja, that's what it was. Haha..."

So, at a lower level, he can get it just by getting the lock of the restimulation off. For a person that's Clear, they can D/L the Implant itself and that blows it even further away. It didn't — not likely to even restim him again, you see? So, a lower level guy gets it off as a lock, and a Clear gets it off — as a sort of — like a date/located engram, and then on SuperNOTs and OT III you actually can find out EXACTLY everything that happened, right? And you erase it and anything connected with it.

And it's not advised for a lower level, 'cause you have to be a solo auditor, you have to be trained, and you have to be able to handle the stuff very fast and understand what it's about, right? So, the best thing you can do when you get together as a group is to get yourself up the bridge to that point, right?

Now, I don't want you to think that the whole of OT Levels is "negative gain", which means only things being done to you that go away, right? You also get a lot of abilities back, and you find out WHY you don't — weren't able to hold those abilities and they come back to you as "positive gain," as well.

So, those are the two sides of it: You find out — yes — what has been done; but you also find out what you DID and also your abilities come back as these things, which were blocking your abilities, leave or get as-is-ed, right? So, there you come out of it having a lot more ability.

You have all experienced telepathy and different things turning on as you go up the bridge. You get more telepathic, more control, you get more knowledge of your wholetrack, you get more certainty of your beingness and your identity, you don't particularly fear for your body anymore, you may even find you have a "preferred name" as a Thetan, rather than as a body, you know, so all this shows that you're coming along up the bridge.

But I just want to caution you. Don't get too diggy into the details of these things, because they ARE very complicated. They HAVE to be complicated otherwise any guy walking on the street could certainly read a funny-book about it or something, or an LRH book and totally go out of it. But he doesn't. Why not? Because it does need auditing and it does need training and it does need a special handling of the whole complexity of it, all right? THAT — then you can get through. I guarantee you, right? So, as a group you can operate very well, just keep in comm, but don't try to dig in on it, just date/locate — psst — blown — out.

Or: "When did you first notice that?"

"Ah, this day", and you can do it by the lock, when the lock keyed in, which restimulated the earlier one.

Or in session you can do a D/L — as you know. The date-to-blow-locate-to-blow-thing erases all. Doesn't mean it's totally gone — something is gone though — it does relieve it, and erase the parts that were sticking to you.

You will find out on OT III and SuperNOTs that there may be more to it, and then it'll be totally gone when you handle it there. It will be totally gone, can never affect you again. You'll never be restimulated by the Implanters again either — that's the interesting thing on those levels. Once you handle it on those levels, IT CAN NEVER BE RESTIMULATED AGAIN. 'Cause it isn't there anymore. You understand?

And that's why they're afraid, and that's why they had to take over the Church very quickly after they started getting the NOTs tech, you see? Because if the people got through — a lot of people came through and got onto NOTs — they wouldn't be able to restimulate them anymore, you see? They would lose very badly, they couldn't CONTROL THESE PEOPLE ANYMORE.

So, when you look at it from the viewpoint of an Implanter: they want to have happen exactly what the non-optimum or the problems or

distractions you're having — they like that. They think that's great. You know, if you were poor and don't have any money — they like that. If we have problems with 2D or body problems or physical injuries — they like that — that's wonderful for THEM. All right?

So remember, in a game — look at it : what would be good for an Implanter? "Hey, let's don't validate that around here." — if it's a key-in, just say: "Well, that's good for the Implanters, but now, what is the date that this keyed in? When did it key in? Yesterday, the day before?" Get the thing — blow it out or put him in session and do a D/L on the actual doingness, the incident. That's a simple way to handle it until you get up there.

I don't recommend this for everybody, but a Tech-team should be knowing this, because they have to keep a total auditor attitude toward the public, toward new people, toward the PCs, etc., etc. Ok? You have to be totally able to do that, otherwise you can't hold your position very well as an auditor, you know, if you can't even communicate to the people you're doing the business with, that are auditing with you, or the PCs that are on your lines or whatever, you know?

You have to look at each of them as a person coming up there to realizing they're Thetans, realizing they're a member of a group with a purpose — or at least they certainly want to get free — and then helping them get there. And that's all you're doing in auditing, and you're doing a lot more of it on the OT Levels than you're doing at the lower levels. That's why we want you to get there.

I think that's the game LRH laid out very well and it is as he says on one of his tapes on the Class VIII Course. It has "booby-traps" at the upper levels. You should know that no one is going to get out of the upper levels; unless they do it the right way, they can't get through. All these guys that are still in the Church or on OT Levels a long time and not getting through, and so on like that, they're not going to get through — they can't get through. You know why? Look at it from the viewpoint of the Implanters: they can't get through because they are not EVEN IN THE RIGHT GAME! You see? These OTs come along and say: "Yeah, I'm OT, I've just finished my NOTs."

"Well, ah, what are you doing to help handle the 4th Dynamic and the condition of the Planet?"

"Oh, I don't have to do anything about that, I'm totally f r e e...!"

He's still walking around in a body, he's still on Earth, you see? No responsibility for handling the things he should have found out about, no responsibility for handling the situation for other beings that are also in the same trap.

He's still in the trap himself, 'cause he's not even confronting what an

Implanter's game would be, you see? — or they tell you: "Oh! The Implanters! Oh, no! That's all — haha — that's Science Fiction, LRH..., yes, it was there at the track, but it's NOT anymore, it's... (mumble)...it's COOL in PT, man, look at the Prime Minister, he's such a nice guy. And IBM, that's a great place, man, we have water fountains and airconditioning, it's FANTASTIC! Yeah, I know we're the biggest computer company in the world, I mean, we've taken over everybody... ah, I mean, ah... yeah, well... yes, well, I have my SUCCESS, I mean, my STATUS, I... yeah."

If a guy is talking to you like this, that says that he's finished, he finished NOTHING. He got to a release point on the 1st Dynamic and he said: "That's it! Ah... I feel g o o d ...I wanna stay that way. I'm not gonna confront anything else, because if I do, it might be d a n g e r o u s...!!"

That's all you got, he's a guy that has a little more 1st Dynamic Ability to — sort of — make his own survival. But he's not going to help anybody else. So, he hasn't really found out what the game is yet, but he is still effect of it. Ok?

So, don't worry about it, we're making the real OT guys HERE in Frankfurt. And the guys associate and want us, because... you know, why? If the other areas were making OTs, they would have come here and said: "We wanna carry on and help!" because the Sector 9 Book has been around about a year, and everybody knows about it in Australia, even New Zealand, America, Canada, England...

I haven't seen anybody coming over here saying: "HEY, I've seen what you wrote in "Sector 9", man, we wanna help handle these guys!" You know why they haven't? Because none of them had made it. None of them have got it. I only think maybe they got through OT III, but I know none of them got through NOTs, for the first thing they would have realized is: "God, we better go and help Captain Bill, he's the only fucking guy on the Planet that's trying to get us out of this fucking mess!"

Because you can't handle those levels without running INTO that game. You can't finish the levels without running into that game, and handling that game, and it's effects on you all the way back the track. You can't DO IT! Now, all you can get is a sort of a guy, like I said, sliding out, and then being sort of 1st Dynamic — "Hehe..." — but you can't finish the levels without CONFRONTING THAT GAME! So, no one has finished those levels, because if they had finished those levels, they would have confronted the game and realized, that by the writings and data I'd been putting around, that we're the guys that are handling that game over here. And nobody has come around, except the ones you know, like the guys in Spain, and a few in Vienna, Harry Mason, a few other guys around — ja, there is a few.

But nobody from David Mayo's lines, nobody from the lines of the other independent groups over there, nobody from the Australian groups — oh, there are some good guys down there that might be playing a game, there are a few. And they're getting more and more in comm and so on, and really appreciating what we're doing.

But the big groups, independents, that I don't see on that game level yet, but will HAVE to be or they're not gonna make it, you see? The Implanters would just say: "Haha, get them!"

How can they handle? Only if they're not effect of them anymore. Only way they can do that, is complete the levels, that's it. Once you've finished our bridge of OT III up through SuperNOTs, you won't be effect of any Implanter game at all. You'll be able to make a game to handle the Implanters. You'll be able to find what they're doing just by knowing what they're doing, wherever they are on the Planet. They can't even hide, there's no way they can hide, you know. Telepathically you can just spot them, and then you can even audit them if you want, or even put Ethics in on them, if you want, you know? It's very simple, ok?

So, that's what I'm saying — it's not ok to dig in at the lower levels until you have the tools that you get at OT III and SuperNOTs to handle the whole effects of the Implanting, right?

It is ok to find when it keyed in — key it out — it is ok to date/locate it, right, and a little Itsa, that's ok. But NOT to dig in, because you're getting into something that you can only handle with processes of OT III and above, and if you don't have them, if you're not sitting there trained as a solo auditor and able to do it, then it makes a lot of trouble for the auditor, right? Ok?

And I appreciate everybody's eagerness and so on, and I know that it's just like: take your attention off of it, and put it on something else, pick up study, or do something, or listen to music — good New Civilizations Music — and so on, or read a book, or something. Get some HATTING on things you may need to get hatted on, you see? That's another thing that's interesting. There's a LOT of data being collected — Maria is helping me to collect, we're reading all this stuff all the time, about all the different scenarios that are going on on the Planet. All the ones they're building with the Outer-Space-People, and Secret Societies, and the Masons, and these Secret Mystery Groups, and Black Magic, and weird Medical Practices, and Hypnotism, and weird Mind Control Practices, there's a lot of stuff going on.

We're collecting a lot of data that shows just how corny the old civilization is, but you get interested in that — then you start to see that: "Hey, you don't have to get back to your earlier incidents and find out how complicated that is, just look at how they're trying to restimulate on this Planet" — and you will see: "Hey man, that's all

they're doing!" You can spot all the points of restimulation on the Planet today. And it also helps you to get released on this side. Knowing how it's being kept in restim today, ok? End of lecture.

Thank you.