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THE SECOND TERMINAL

THE GAME ANXIETIES—WIN AND LOSE, RESPONSIBILITY AND APPROVAL

BY FRANKLIN S. SULLIVAN

DEFINITION

An anxiety is herein defined as a terrible feeling that something one considers must happen will not happen; or that what one feels must not happen will happen. It comes about on a feeling that one must control and cannot. Anxieties come about as, from the viewpoint of the Thetan the game deteriorates.

THE GAME ANXIETIES

A game is a game as long as it contains interest. Anxiety is interest that has turned sour and solid. We call the anxieties upon win and lose, responsibility, and approval game anxieties, because these are the anxieties occurrent in the deterioration of the game. Further, their presence causes a deterioration of the ability of the player to play the game. They come about primarily with a major disruption of the Look to Action Sequence. This is, per Issue 10, Lookingness, Thought, Emotion, Effort, Action, to create an effect upon Solids.

OTHER ANXIETIES

There are many other anxieties, which form into two general categories. The first is upon above game attitudes such as appear on the top line of the attitude chart, which comes with the Handbook For Preclears, by L. Ron Hubbard, such as truth, am, always, etc. These may effect man, and do key in under peculiar circumstances. They do not constitute the magnitude of obstruction to the sanity and ability of the being that the game anxieties bring about. The similarities and differences between Responsibility as it appears on the Attitude Chart, and Responsibility as herein denoted, will be thoroly discussed in the section on this subject.

The other category, the secondary anxieties are complications resultant from the Game Anxieties. Typical among these are the anxieties on appearance, position, survival, being judged, blame, good and evil, secrets, reality, communication, love and affinity, others derived from social agreement ad infinitum

HISTORY

When Ron first developed Scientology, the premiere recognition was that man was basically a spirit; that if his status were to be improved, it can be done only to the degree that man better himself as a spirit. Ron developed processes designed to do this directly. He soon found that this approach was not successful in the achieving of his goals. He found that it was necessary to address all that is man-- that man considers himself to be. He recognized that it was useless to process the reactive mind, directly, but that reactivity and reactive considerations cannot be by-passed. He then "headed south" as he calls, to reduce the totality of thetan plus bank, plus genetic entity, plus body, to the levels of controllability necessary to free the "native" sanity and ability of the thetan.

Our southernly nadir has been passed with the effective application of O-C-H processing. We can look forward toward the achieving of our original goals set by Ron back in 1952. But, the processes to be used in our ascent will not be the ones formerly used, tho many of them will be most useful. The importance of the game, and the necessity of restoring the game condition is now realized, and processes are now aimed toward its restoration. Directly in the path of this progress lie the anxieties upon the game.

THE FOUR STATUSES

In order to understand the relationship of these anxieties to other data in Scientology, I have set up the chart, which will be found below. Many of our past confusions have been brought about by our inability to differentiate relative to the four statuses.

ABOVE GAMES	GAMES	ANXIETY UPON GAMES, PSEUDO OR PRESCRIBED GAMES	BELOW GAMES
CREATES RESPONSIBILITY	CAN OWN OR NOT OWN RESPONSIBILITY	ANXIETY UPON ENFORCED RESPONSIBILITY	RESPONSIBILITY AS BLAME AND NO RESPONSIBILITY
ADMIRATION	APPROVAL	ANXIETY UPON APPROVAL	CANNOT GIVE OR RECEIVE APPROVAL
NO OPPONENTS	KNOWN COMMUNICATIVE OPPONENTS	UNKNOWN OPPONENTS, BARRIERS AS OPPONENTS	IDENTIFICATION WITH BARRIERS AND PURPOSES
CREATES ACTUALITIES	ESTABLISHES OWN CERTAINTIES	ANXIETY UPON OTHER DETERMINED CERTAINTIES	SCARCITY OF CERTAINTIES
CREATION	ASPIRATION	FUNCTION	DUTY
PAN-THEAN DETERMINISM	THEAN DETERMINISM	SELFISHNESS	SELFLESSNESS
FREE THEAN	THEAN LOCATED	THEAN PLUS RELUCTIVE BANK	THEAN OWNED BY RELUCTIVE BANK PLUS BODY

CONCEPTUAL PROCESSING	SUBJECTIVE PROCESSING	OBJECTIVE PROCESSING	CONTROL PROCESSING
CREATE-CREATE- CREATE CYCLE OF ACTION	START-CHANGE- STOP CYCLE OF ACTION	BIRTH-GROWTH- MATURITY-DECAY DEATH CYCLE OF ACTION	SURVIVE-SURVIVE- SURVIVE CYCLE OF ACTION
OWNERSHIP BY CREATION	OWNERSHIP BY PERVASION AND CONFRONTING	TITULAR OWNERSHIP	HAVINGNESS
SURVIVAL FREE OF TIME SPACE LIMITATION	SURVIVAL AS A BEINGNESS IN TIME AND SPACE	TRYING TO "SURVIVE" BUT FAILING	TRYING TO SURVIVE THRU IDENTIFICATION WITH AN OTHER-DETER- MINISM
ABOVE FORCE	CAN CREATE AND CONTROL FORCE	RESISTING FORCE	BELOW FORCE: FULL EFFECT OF FORCE
BEINGNESS	THETA-DETERMINED DOINGNESS	OTHER-DETERMINED DOINGNESS	ANXIETY UPON THE CONSIDERATION OF HAVINGNESS
DECISION TO BE	LOOK TO ACTION SEQUENCE	AGREEMENT TO OBEDIENCE	COMPULSION
ABOVE COUNTER- EFFORT	CAN ALLOW COUNTER-EFFORT TO DIFFERENTIALLY PASS THRU	TILES TO RETURN COUNTER-EFFORT IN KIND	ABSORBS FULL EFFECT OF COUNTER-EFFORT

ALIGNMENT WITH SCIENTOLOGY SCALES

The Havingness Scale of the December 1956 Congress describes the states of Theta, as aberrated in the physical universe; or what happens to the first column as it diminishes into the second, third and fourth columns.

The Willingness to Know to Unwillingness to Associate Scale appearing in Dianetics '55 refers to Thetan Located, or the second column.

The Thetan Scale that appears on pp. 51 of 8-80 includes the entire range of all four statuses. The negative points of the scale are, of course, in the band of Selflessness-- or Theta-lessness. The Theta-Plus-Body range of this scale, above 2.0, refers to the second column; between 1.0 and 2.0 to the third column; below 1.0 to the fourth column.

OPPONENTS, BARRIERS AND PURPOSES

A game is a true game as long as it contains interest, and as long as there is an understanding of and a proper balance between opponents, barriers and purposes. This can obtain only to the extent that the Thetan is capable of true communication. As the ability to communicate deteriorates and losses prevail, he tends to fight the

game. It is therein that he fights the game-- confuses the barriers with opponents. It is therein that the Game Anxieties come about. You cannot lick the barriers of this physical universe game. Anxiety subsides, and he becomes "well-adjusted" as he identifies himself with the game-- at the status of Selflessness.

MOTION

There is interest in a game to the extent that there is tolerable motion. Each thetan has a tolerance range of motion. If the motion is too fast, he will tend to feel overwhelmed, develop an anxiety, simultaneously receive fewer wins, develops more anxiety-- and so on down, and out of the game. Further, this is accelerated by the keying in of past anxieties, which are even more effective in decreasing his tolerance range of motion.

If the speed of the game is too slow, he will intentionally reduce his knowingness to fit the game.

DEI CYCLE OF GAMES

The DEI cycle of games is as follows: Can have wins, but willing to lose; must have wins; must have wins, but cannot have wins; cannot have wins. It is at the point of "must have wins," and wins become scarce that the anxiety upon wins and losses come about. It is, incidentally, at this point that the element of pretense vanishes, and the game becomes very serious.

UNKNOWNNESS, RANDOMNESS AND COMPLEXITY

A game is as good as it contains unknownnesses; randomness and complexities. A player is as good as no is able to find these unknownnesses, randomness and complexity pleasurable and adventurous. They will be pleasurable and adventurous to the extent that one does not have anxieties upon them.

The thetan in a game condition does not have anxieties relative to certainties, because he has no particular identification with any of them. Conversely, it is only when he to some degree identifies himself with a certainty that he can possibly get an anxiety upon it.

In a true game, the opponents, barriers and purposes are known. All else may be uncertain, random and complex. A game deteriorates to the degree that there is unknowingness and confusion relative to opponents, barriers, purposes, also relative to these stable data and the above variables. It is herein that the game anxieties transpire.

CERTAINTY

An uncertainty is defined by Ron as the product of two certainties. There never can be an uncertainty, however, which is the product of one's own Theta-Determined certainties. These certainties are qualitative-- not quantitative--are above the identification band, and we have no dependencies upon them. We can create them and destroy them at will. Uncertainties, as above defined are the product of either a Theta-Determined certainty and an other-determined certainty, or two other-determined certainties.

Within the game level, certainties come about thru the effect of the invalidating forces of the physical universe upon the perceived actualities of our own universe. This generally resolves itself into

the bringing about of a consideration wherein we invalidate the certainties, the actualities of our own universe, resolves itself into an invalidation of our own beingness. It is as this transpires, that, the game anxieties key in.

THE SOLUTION TO ANXIETIES

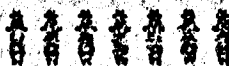
The Thetan in the band of "must have wins" cannot long stand the stress and strain of anxieties. As he becomes racked by them, he seeks something solid, some stable orientation point to which to cling.

The solution to this, as practiced in the physical universe lies in some form of agreement that we are no longer responsible. As this is done, he enters the level "can't have wins" and supinely and comfortably surrenders.

This is accomplished thru the creating of theta machines, or stimulus-response mechanisms to perform the function. take the responsibility, disapproval. It is hereby, as the only true life that exists in this universe, is removed from this area that the Game anxieties are spawned. This anxiety is truly on a matter of life and death. The Thetan lives forever. He cannot die. But, he can-- in defense against against the Game Anxieties of Win and Lose, Responsibility and Approval, plus the secondary anxieties derived therefrom "consider" his life--in terms of quality-- away.



To be continued. Future articles will discuss the individual anxieties, contain the well tested processes.



THE HASI-- AN INTERVIEW WITH L. RON HUBBARD

This interview was given in almost the ultimate of informality-- even to the extent that it was never intended to be an interview at all. Upon the completion of an incidental matter, the writer, during a Validation Course break, asked Ron if there were any remarks he wished to make about the HASI, for publication in The Second Terminal. Altho the HASI does quite a sales job in its own publications, it seldom talks about itself. Ron heartily agreed that this was in order.

The first specific question was, "How are HASI receipts expended?" Ron replied that a maximum of 50% is spent on wages. These average about 25% less than the going wages in the Washington area wherein the classification is comparable. They are sometimes even lower when the HASI weekly income is low-- say, as per above-- they are never more than 50% of the total income. Ron receives no income from the HASI, subsists on the income from his writings, and other sources.

Operating expenses are allowed 25% of the budget. This includes everything from rent to office supplies, to all research, gratuitous mailing of all scientological literature to all universities who make

it available to the public. As this activity is charged against the book fund, the book fund invariably shows a loss.

The remaining 2% is allocated for building fund and for emergencies. The average yearly income from all sources totals about \$250,000, and that just about equals the expenditures. There are 31 people on the staff at Washington, and 39 on the London staff. Practically all of the income is derived from fees paid to the Washington organization for intensives and training. The organization is solvent and has been solvent for the past five and one-half years.

There are not even any vague plans to move from Washington. Ron likes it here and plans to stay.

The basic interest of the Central Organization is research; the discovery of more effective techniques which will help the better assist man to become more sane and able. The research budget is pitifully minute, however. Ron conducts, or at least supervises, all research, himself. It is only when the effectiveness of a process has been soundly proved that it is released for use in the Guidance Center, incorporated into the training program. The effectiveness of this small research program is almost unbelievable.

Ron is most optimistic relative to the future. This is not new. The results that have been produced in the last several months have given him sound cause for his optimism. He expects the organization to expand considerably in the near future.

It has been a long pull to get things running as smoothly as they are right now. It is the writer's appraisal that we do have an excellent organization, one that we can be proud of. That could not have been said two, three or five years ago.



THE STABLE DATUM AND SCIENTOLOGY -- BY FRANKLIN S. SULLIVAN

In a true science, a stable datum is in the form of an hypothesis an assumption of truth, to be tested relative to its alignment with other data. Should its assumed correctness be verified, this data will increase in its magnitude and stability. Should the alignment not be accurate, it is corrected or rejected.

In a churchianity type of religion, the stable data, in terms of dogma, creed, interpretation is considered immutable, ultimate truth and all that does not align with it is rejected as untrue. It constitutes a limited frame of reference, or call it a limited playing field, which restricts knowingness and understanding.

A body of true knowledge is consistent of much data of relative stability, each co-related with one another. Such a body of knowledge is understood to the extent that these co-relations of data which make up the knowledge is understood. A true science could be so defined. The perfect science would be one that had no such limitations whatever. In theory, Scientology is such a science, as it has no limitation of frame of reference or playing field.

The only limitation is in one's ability to play; that is, one's ability to know, understand, and Theta-Determined action. It differs from any other game in the physical universe, of which we know. Its goal is to dissolve problems, so that we can then perceive bigger, more interesting ones. It seeks understanding rather than the addition of another alter-issness. Its goal is knowledge rather than perpetuation.

To the old reader of the Second Terminal, this might sound like a variation to an old tune. It is again mentioned because there are those in Scientology-- even in fairly high places-- who seem bent upon the regarding of Scientology as a single stable datum. They seem to be able to make little differentiation between Ron Hubbard as a person, the organization, and the body of knowledge. This, of course, is a Churchianity attitude with which, to the best of my evidence, Ron does not concur.

In several conversations with Ron in Washington, I drew him out relative to his attitude on this matter. He believes that everyone is basically good, that Scientology will remain in an optimum game condition to the extent that "freedom to" is allowed.

I also did my best to draw out from him criticism of anything which I had written, went out of my way to leave myself wide open to any correction of errors that he may have believed that I made. He merely replied to the effect that the more people who looked at Scientology, wrote about it, the happier he would be. I mentioned, "Of course, I do not agree with you on the matter of pills politics, and a few similar matters--." He laughed and said that the pills had been forgotten, that the activity on the political party had provided valuable data which gave bases for a study on the third dynamic, which he is now conducting, and presently intends to release at the forthcoming Congress. He has also set up a writing program, urges Scientologists to prepare manuscripts, and market them thru the HASI.

When a person has a single stable datum, he does not own it. It owns him. It is at the level of identification. So it is with those who hold Scientology as a single stable datum, tend to regard Ron and the organization as sacred. They do not own the body of knowledge of Scientology, have only a havingness on it-- cannot reach toward it and withdraw from it at will.

--But this is a plea for understanding, not a condemnation. Let us start from the beginning, the bottom.

At the very bottom is he who can cognize upon no stable datum. As Hubbard mentioned in a recent lecture, insanity exists in the absence of a stable datum. Give an insane person a stable datum, and he is no longer insane-- but he is far from able. He has found something that he can depend upon. His avowal of dependency upon the stable datum has alleviated his insanity. Correlative, ability can be gradated in terms of the amount of stable data which a person can handle-- with pleasure.

Those members of Social Melaé who first enter Scientology, do so seeking reasonable and consistent stable data. One cannot move from the status of ordinary man to a point wherein he is capable of gaining qualitative certainty without first gaining the ability of gaining quantitative certainty. It is therefore necessary that Scientology present to them a firm and solid bulwark.

On the other hand, as one ascends the scale from homo sapiens to homo novis, gradually becomes capable of tolerating greater and greater motion, randomness, complexities, there is bound to be many levels of understanding of Scientology, not necessarily in context with the one above it, or the one below it. All concerned should seek to tolerate those whose realities upon the subject is different from their present one. We will gain to the extent that we maintain "freedom to" within Scientology.

ACKNOWLEDGMENT

Much of the data herein contained in these Second Terminal writings has been developed directly or indirectly from discussion-sessions held between Arie Klopp and myself. In these, we restrict the conversation to one subject, as in a P.E. course; insure that true communication takes place. Each communication is sequeter to the one made by the other person and the changing of the subject to a new viewpoint as usually accompanied by an informal bridge. All communications are acknowledged. You might call this two-way straight wire. In any event, we both consider it to be most effective. Incidentally, my I.Q. rose 12 points between trips to Washington; with this as the chief intervening process.

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* * * * *

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