

THE SECOND TERMINAL

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THE FOUR UNIVERSES

A Consolidation and Summarization

In several fairly recent issues, I have referred to the four universes, as herein denoted. The first reference, however was made in Issue 10. Some of the present content was borrowed from these earlier issues--extra copies of which I do not have-- and a lot of it is new material. The four universes as seen from the viewpoint of the Thetan are:

1. CREATIVE UNIVERSE.
2. GAMES UNIVERSE
3. PHYSICAL UNIVERSE
4. REACTIVE UNIVERSE.

The older category of body, mind, spirit, physical universe is a confusion. The largely other-determined reactive mind is not to be lumped with the theta-determinism of our analytical-- or games-- mind. The body is just a hunk of meat, a part of the physical universe. I believe that the following listing provides better exposition of the content of these FOUR UNIVERSES than would a lot of verbose prose.

<u>CREATIVE UNIVERSE</u>	<u>GAMES UNIVERSE</u>	<u>PHYSICAL UNIVERSE</u>	<u>REACTIVE UNIVERSE</u>
Pan-Theta Determinism	Theta Determinism	Selfishness	Selflessness
Creation	Interest, aspiration, adventure	Function	Duty
Created Responsibility	Elected Responsibility	Agreed To Responsibility	Imposed Responsibility
Games Maker	Games Player	Piece	Broken Piece
Above Games	Games	Pseudo Or Prescribed Games	Below Games
Admiration	Approval	Anxiety Upon Approval	Cannot Give Or Receive Approval
Above Counter-Effort	Can Allow Counter Effort to pass thru	Tries To Return Counter-Effort Effort In Kind	Absorbs Full Effect Of Counter-Effort
Ownership By Creation	Ownership by Per-vasion(reach-With-Draw Havingness)	Titular Ownership	Anxiety On The Consideration of Havingness(Old Definition)
Beingness	Theta-Determined Doingness	Other-Determined Doingness	Anxiety On The Consideration of Havingness
Differentiation	Differentiation & Association	Identification With Solids	Identification With Other-Determinism

Well... after giving it another bounce or two, maybe we should talk about these four universes.

### CREATIVE UNIVERSE

This is the realm of actuality--beingness of that which is divine in man. It is the seat of immortality in man. It IS. It IS actuality. It is not ethical, responsible, courageous; it IS ethics, responsibility courage-- and all of the attitudes on the top side of the chart. It IS Beauty.

It is that which emerges when the smuck of the reactive bank is dissipated. IS, as above referred to is not in terms of the isness of agreement. It is beingness, full determinism-- as totally uneffected by other-determinism. It is totally uncontrollable, but can create somethingnesses which it can consider itself to be-- with precise limitations on determinism and ability-- which can be effect, and can be controlled. These are individuations, or valences of Theta.

All that is alive is a valence of Theta. In this, the highest original individuation down to the lowly insect, or craven entity that flees from your glance, or each individual living cell is of the same nature and quality, which is a nothingness, a static, as described in the first Scientology Axiom.

But, there is a tremendous variation in the ability to DO, to understand. This variation is dependent upon the Thetan endowment of the individuation. Until one gets quite a ways down the ladder, each one of these endowments seem to be different. And, even quite a ways down, there are some quite badly decayed thetans who are plowed under that have quite a bit on the ball. When I was first sticking my nose into places that "somebody" did not like me to stick my nose into, they used to send around some of the biggest and blackest entities or "demons" you could imagine. Well, I would be supposed to have the hell scared out of me, but what I would do was to immobilize them, place concepts within their space. Soon the blackness would disappear, and often a fairly able thetan would appear. Could spend the rest of this issue telling about interesting skirmishes I have had. If you want to get to O.T., I feel that you will have to slay a few dragons-- but for the first few times-- DO NOT TRY IT ALONE. Have one or two able people working with you.... rambling again.

THETA IS CAUSE. The basic lie of Theta is the creation of a somethingness, and assigning cause to it. I herein refer to the individuation of a Thetan. A Thetan is a somethingness to which Theta has assigned responsibility. Again, the lie is that a somethingness-- anything less than Theta can be cause. As much as I do not go for Christian Science, they got the right dope with, "There is no life, truth, intelligence nor substance in matter, all is infinite mind and its infinite manifestations....." Of course, this is compounded many, many times until one gets almost to the very bottom where in one falls from the great and glorious "I am" of original individuation to saying that "I am-- the one who did all of these terrible things" or withheld doing them. You will never be more than what you say you are, and if you say a thousand times that you are a manifestation of the reactive mind, that is what you are. This is the road to decay.

Just like a kid with a bicycle, we go where we are looking. If we keep our awareness on being someone who is guilty of or not guilty of doing terrible things (except that we become so certain and comfortable in doing so, that it does not seem like guilt at all) that is what we become. If we wish

to improve our levels of thetan operation, we merely become ourselves as such and BY THETAN DOINGNESS eliminate the fixed obstacles to our ability. We can go as far as the original one, the postulate of limitation of ability of our original individuation, or we can go past this, return to Theta.

Some time ago, I published herein a small piece to the effect that postulates are thetan confrontations; considerations are thetan considerations; opinions are thetan conrearerations. A true thetan confrontation is just that-- totally free of any methodology, mechanics. This is what Ron has told us, and Dr. L. Ron Hubbard has repudiated by his actions: You address abilities, not debilities. DO, as a thetan. Do not spend the time post-mortem-uming about the terrible things he did or did not do.

Ron's processes, some as late as the 15th AM. ACC were thetan doingness processes. But, now, Dr. L. Ron Hubbard says that these are to be avoided; the Thetan is apt to feel queazy, or something, when he operates at all as himself. NUTS!! The way out is the way thru. If he gets queazy, it is because of the interference of the solids of the bank. The answer is to have him, as himself, the thetan, directly address these solids and eliminate them. The use of complex mechanical ritual, merely complicates things. The solids just move out a bit, but pack in tighter-- will likely hit even harder the next time they are keyed in. This just makes the preclear more and more sensitive. It takes quite a bit of "auditing" to get the preclear to the point that a single teentsy weentsy missed withhold is a "flaming reality." By Dr. L. Ron Hubbard's own words, you will probably have to do it over again next week...then next week...then nex--- Hey what is this a squirrel cage? By all evidence: WHEN A MASS IS BLOWN USING VACUUM CLEANING PROCEDURE, IT IS GONE. The preclear will no longer be sensitive to that hunk of bank.

From the viewpoint of the preclear-- who is a viewpoint, or at least a dimension point of a dimension point to some  $n^{\text{th}}$  degree, there is still some pipeline of knowingness to Theta. Of course, the pipeline is undoubtedly somewhat to totally clogged with the considerations and opinions which constitute the invalidations of the MEST universe. Until some awareness of our own true beingness comes thru, we consider or opine ourselves to be just a somethingness. The purpose of auditing, leading to an increased Thetan operational abilities, is to remove these solids which block and invalidate our knowingness.

The crux of it is this: A person at a high operational level does not have a thing that a plowed in individual does not have. But the plowed in person has plenty that the high toned one does not have: smuck.

How does one go about knowing, postulating? There is no "how" to it. If any methodolgy, mechanics is employed-- any thetan machinery whatsoever-- the result is figure-figure and/or no postulate. The obstacle is mainly self-invalidation. If one considers himself to be anything less than Theta-- tobe, at the moment of postulation, at least, anything more than native nothingness-- the machines will start acting-- and nothing will happen.

It is as Ron said some years ago, the key is in gaining familiarity-- in this case familiarity with our true beingness. The basis of this is the prime action of a Thetan-- the mockup. Mockup processing-- excepting the horrors of the mechanization of Step 6-- will effect this.

The creative universe is not bound by any time continuum, nor by any fixity of time. When related to a bound continuum, it deals in the future. Your plans to go to a picnic next week lies in your creative universe. It is the source point of all that is not mechanical.

THE FOUR UNIVERSES KNOW-TO-MYSTERY SCALE

CREATIVE UNIVERSE	GAMES UNIVERSE	PHYSICAL UNIVERSE	REACTIVE UNIVERSE
Willing to know or not know			
Know			
Look	Look	Look with Physical Eyes	
Thought (Evaluation)	Thought (Evaluation)	Think via logic, reason past dictates, experience	
Determine	Emotion (Decision, Determinism)	Decide thru yielding to, from expediency to strongest impulse	
Postulate	Effort (Command)	Physical nerve response reaction	
Create	Act (Cause an effect on solids)	Bring about an effect on the physical universe by physical exertion	
Creation	Solids as effect, and as games problem.*	Solids as problem by Huborg definition	Solids as cause Reaction Thinkingness Misemotion Symbols Eatingness, Sex, other body impositions Mystery Total unknowingness
Create-create counter-create cycle of action	Start-change- stop cycle of action	Birth-growth maturity-decay death cycle of action	Survive-survive cycle of action

\*As per definition of a problem as "A unit of game."

This is expansion of content in issue #11. This dealt only with the games and reactive universe, showing it to be an inversion of the former. I checked this with Ron, and he privately told me that it was accurate. It is now evident that each is an inversion of the one-- and ones-- above it. The principle is that anything found in the physical or reactive universe is but an imitation of, or burlesque of that which is found in the games and/or creative universe.

As you study this, you will note that what is herein set down is almost self evidently existent, true, not categorical.

GAMES UNIVERSE

This has been discussed in several past issues. It is mentioned again because it is so doggoned important. Huborg denies its existence--totally ignores all mention of it. A being who is operating within his games universe could not be controlled or enslaved by any other determinism.

It is the space of one's actuality, which enables a creative unit to participate in physical universe games. For example: from the viewpoint of the games universe, barriers are solid because the Thetan says that they are solid. Wherein the Thetan has abandoned responsibility in this area, barriers are solid because they, as an other-determinism, say they are solid. Invalidation, is the the imposition of other-determinism within the games universe.

Are we talking about something theoretical, hypothetical? Heck no. In the creative universe, we make our own mockups. These occupy space. In communication and agreement with other thetans, we agree on certain mockups. These also occupy space. The space that these mockups occupy, along with the mockups, themselves, is the GAMES UNIVERSE. It is real solid. It is a duplicate of that which we consider to be our games space, and contents thereof.

The physical universe, itself, and the reactive universe may be of a same subject matter. Wherein we own it in our games universe, we are cause. Wherein we fail to duplicate our playing field, conditions, all pertaining to it, we become its effect. It is therein, and just about only therein that duplication is of interest to us.

There is one serious omission in the Scn. Axioms. Ron never defined "moment," particularly as used in #11. To be erudite and technical, we could say, "A moment is when nothing happens." Or, "When particles start to interact, there ain't no more moment." How long can a moment last? Well, forever, if we become convinced that we can do nothing about something. Nothing happens, and it just sits there maybe forever-- right in the same moment.

This is what the bank is made out of, solid games universe material and complexities thereof, just sitting there in a state of no change, no time continuum, no responsibility, cause-- right in the same moment. The space occupied becomes a space which we cannot prevade, have, own. It is "sacred"-- whether this term is even imagined, or not. It is directly comparable to physical paralysis of a body part. It is herein that the reactive universe is an inversion of the games universe.

It is only in the uncluttered unfettered freedom of the Theta-Determinism of the games universe that there can be wins, fun, interest, aspiration, adventure. And how do we assure ourselves that it is the games, not the imposition of the physical; nor the domination of the reactive universe that governs. Simple way: are you having any fun? Otherwise regard the look-action sequence of, Look, Thought, Emotion, Effort, Act, to create an effect on solid. This, in detail-- below.

LOOK TO ACTION SEQUENCE This column, under games universe, on the last chart, makes up the steps taken by a free Thetan as he initiates a start change-stop cycle of action. He perceives as himself, reaches toward and at his election withdraws from all pertinent data, considerations, etc. In this, nothing immediately slams into him, commanding his attention. HE selects that which he considers pertinent. Things in the physical universe do not impose an undue importance merely because they are large and/or nearby. He first, just LOOKS, accepts things just as they are. In order to truly do this, he must be CAUSE as himself thruout his own games universe. If there is any area of reactivity, which is out of control, it flips out of the games

universe. These, again, are areas in which the solids are still in the present time of their moment of creation; and as modified by secondary, tertiary and on up, postulates, impositions of other-determinisms, implants, PDHes, to make it really fixed.

If the Thetan is not cause, does not have full dominance over his own space, he as an identity, IS NOT. He will drop out of the level of Theta-Determinism, into his reactive universe, some attention in the physical universe. Vacuum Cleaning Procedure directly addresses the rehabilitation of ownership and control over this space.

After a theta-determined being LOOKS, accepts things just as they are, without compulsive alteration, distortion by the reactive mind, he then thru THOUGHT evaluates this data. There is, in Huborg, practically no distinction between thought and thinkingness. When there is no distinction, a person is easily controlled, because he believes that any evaluation on his part is just figure-figure. They propogandize to the effect that any "evaluation" of Huborg by any Scientologist must be strictly along party lines. So, no matter to what extent they usurp the members determinism, control his thoughts, invalidate him, Huborg is always right, the individual is GUILTY of unkind thoughts against Huborg. As long as this party line material is imposed upon an individual, his theta-determined ability to evaluate all things just as they are, for himself is impaired. This constitutes an area of shut down 7s as in Book I, wherein he has no power of choice-- and the reactive bank is made stronger.

For example, some time ago, in an english meter sales pitch, Dr. L. . . Ron Hubbard stated that he "did not have a chance" to check the american meters, after 1958, did not know that they were "inferior." Now, Huborg had printed condemnation of all but meters in which they made a profit, and everyone invested a lot of money in american meters. Now then, if this were done by anyone else, the reaction would be, "why, the dumkopf! The incompetent." They would have a righteous indignation for having been induced by Huborg for buying an "untested" and "inferior" product. Or else one would believe that this was just a sloppy alibi. But, the chances are that YOU did not evaluate this in any way. Have you been conditioned-- just like Pavlov's dog to have a blind spot in this area of sacred Huborg? If you have not, they are most urgently trying to effect this.

To a free Thetan, if something stinks, he says so. If some authority is imposing upon him, he complains. If some person or organization does something he believes to be wrong, he thinks unkind thoughts about him or them. If he does not have the ability to so evaluate ANYTHING in his environment, it is because there is some area within his games universe space over which he has lost control, and some other-determinism is occupying that space. Fortunately, these impositions can occur only in terms of masses-- and we are now finding-- and voids. When these, including Huborg, are addressed, in vacuum cleaning procedure, theta-determinism is restored to these spaces.

Just as Huborg makes no differentiation, in processing approach between adverse theta evaluation and compulsive covert hostility reaction, it makes no differentiation between EMOTION and MISEMOTION. All of the correct data in the world will not cause action-- even evaluated data. True emotion is decision, determinism. What we call an emotional shut-off is fairly accurate. Did you ever see a person with much of an emotional shut-off who could decide much of anything? It is not self-evident that each theta-determined S-C-S cycle of action is resultant of a specific emotion, but it seems to true.

When fear, for example is employed as an emotion, spontaneous, optimum action to avoid a potential danger is effected. When one is owned by the misemotion of fear, the body freezes, paralyzed.

Upon regaining degrees of theta-determinism, the idea of one commanding without force of any kind seems a bit novel. It brings a strong reality to the degree that we are commanded by other-determinism, and react rather than act.

It is also evident between the creative universe and the games universe lies in time and space, not in basic nature. The creative universe is in a time continuum of our own creation, or in no time continuum at all. The games universe-- our theta-determined duplicate of the physical universe-- is in the time continuum of the physical universe. When we do not own it, we fall into a dependency upon the physical universe or the reactive mind to perceive, evaluate, command us, so that we can react.

If a person is free of energy schlupping machines, time machines, etc., he could make a mockup, and have it just stay right there-- in the same moment, of no change. Should he put it in a time continuum, the moment cease, he would have to create it afresh each moment, create-create-uncreate cycle of action. This latter is what happens, as command, in the games universe. Both are really postulation.

This is demonstrated in the process I published in a couple of past issues, wherein, we create a mockup of the body, be the mockup, cause it to go thru S-C+S cycle of action, and cause(later, allow) the physical body to follow. When the preclear becomes proficient in this, he can handle the body practically without effort. This is akin to Ron's SOP 5 Step 3--Body Lifting. These are not parlor tricks, but portent the manner we will all be using as we operate as theta-determinism.

Create; Act- cause an effect on solids; bring about an effect on the physical universe by exertion, are a bit self-evident. Correspondingly, reaction, in the reactive universe column is an inversion.

SOLIDS were at one time included in the know-mystery scale. Dr. L. Ron Hubbard removed it for no good reason that I know of. To the Thetan operating in his own creative universe, the creations are without alter-issness-- are perfect. That which is the long story of alter-isness, not-isness, we call particles. It is these which make up the physical and the reactive universes.

It is very important to note that solids are effect to the games universe. They are cause to the reactive universe.

#### PHYSICAL UNIVERSE

The physical universe of solids, agreement is but a dramatization of that which exists in Theta and Games Universes. The reactive universe is but an inversion of the physical universe. The more we look, the more apparent this becomes.

Science, chemistry, physics, et al have long since shown us that in the physical, there is nothing which occurs, which does not have a physical explanation, reflect known and knowable physical laws. THESE KNOWN PHYSICAL LAWS AND AGREEMENTS HAVE EXACT COUNTERPARTS IN THE OTHER UNIVERSES. Every single facet of each universe has not been investigated, aligned. But enough of them have been checked-- and the more we look, the truer this seems to be. It now seems that there is nothing in any universe which cannot be understood as thoroly as are the sciences in the physical universe.

I make no claim herein for originality of concept. Ron has hinted at it. Refa Postel uses a portion of this in processing out goodness and evil using acid(picric) for evil, sweet (glucose) for good. Some man named Russell, I am told, has found some of these counterparts.

EVERY THOUGHT, EVERY FIGURE-FIGURE THINKINGNESS, EVERY EMOTION, EVERY MISEMOTION; EVERY ELEMENT WITHIN OUR GAMES AND IN OUR REACTIVE UNIVERSES IS REPRESENTED BY A COUNTERPART FOUND IN THE PHYSICAL UNIVERSE. For example, in our games-- or, for that matter, in our creative universe-- when we think of hate, we mock up tannic acid. Every tree acid, it seems, IS a specific emotion-misemotion. Cataloging not at all complete, but Ron's reference to "unnamed emotions" which occurred early, is understood. There just does not seem to be words to describe them. But, I assure you, they are very real. There are, of course, thousands of compounds in the physical universe, and the determination of the games-reactive counterpart of each would really be a job. It is only of academic interest, as it is not necessary to identify the swill in order to dispose of it.

The importance of the physical universe in processing lies in the ease with which a preclear can at least get some basic realities. So, we have him touch walls. A THETAN, HOWEVER, WILL NEVER GAIN HIS OWN DETERMINISM HOWEVER, UNTIL HE HAS ALSO GAINED AN EQUAL REALITY\*ACTUALITY ON THE OTHER UNIVERSES.

#### THE REACTIVE UNIVERSE

The reactive universe is consistent of masses which are not in games-physical universe time continuum, and VOIDS. This latter is data that is new. After a solid of the bank is removed, there is a sort of hole that is not a vacuum, often seems to be lined in sort of a funnel shape with old burned out energy. I had been seeing these things for some time. Then I got a long typed, 5 page explanation of Totality from Hardin Walsh this spring. Hardin and Joanna, I had eschewed for many years as "squirrels." Well one thing he wrote really rang a bell-- about voids. Took a look at this, got reality. My colleagues got an even greater reality. It is interesting that T.N. wrote quite recently telling me all about them. Ladies and gentlemen, THEY ARE.

I have been telling you that the masses we have been running out are mostly other-determined. But, no other-determinism can put anything into our space unless we first abandon responsibility for that space. Running out the mass in Vacuum Cleaning Procedure is not a completion. It is ALSO necessary to run out the void which will be found connected to it, seemingly beneath it.

It is now found not necessary that it be perceived-- as often it has a "not have" computation which seemingly makes it invisible. All this means is that terminals should be run longer. They should be run until only the original vacuum comes out-- Yes, Vacuum Cleaning Process, IV in Issue 35 should be used on voids.

Do not stop just because "nothing" comes out. Have the preclear sky or ground the "nothing." If it firecrackers or burns, keep going. The void may even seem like a vacuum, but do not be surprised when somethings come out of it when the vacuum is pulled out. When nothing comes out which will react in any, go to the next terminal.

This is too new to have produced any so-called O.T.s, but it does appear that the masses represent compulsions, and the voids represent inhibitions. It is the removal of inhibitions which restores abilities, mainly. So, in this, we have opened up a whole new vista.



**THINKINGNESS.** This is the inversion of thetan command-efforts, not an inversion of thought. (Symbols are an inversion of thought.) When the player drops to the status of "piece," he sets up the mechanism of thinkingness to make things palatable for him. It is automatic lookingness, logic. When it comes about, every physical action is stalled in a jumble of opinion ABOUT. Compulsive walls of words, and thinkingness processes come in this category. No one ever built a bridge or discovered a new truth thru opinionation. Its use generally stick one in the lower levels of the reactive mind.

In thinkingness processing, the preclears attention is banged solidly against individual solids of the bank, and individual facsimiles are either blown, or reinforced by the preclears own energy expended in the session. It can be easily observed if one looks, that sometimes masses are moved out of the body to a short distance away, awaiting the next key-in to be pulled back in again. It is damned difficult and painful to change one's mind to a consideration counter to the command of a heavy energy mass, without first destroying the energy mass. The attempt to do so is what we call "charge."

On the other hand, after the energy mass is blown, thinkingness processes are most useful in giving reality to the preclear that they are gone. It gives him reality that he can think the thoughts he wants to think without big, black somethingnesses, or anything, bopping him. Wonderful thing to know the boogie man is no longer there.

**MISEMOTIONS.** These when contacted, generally flow off as a liquid, rather than a solid. As mentioned above, they have not all been cataloged, and it is not necessary to address each unless the preclear has a dominant one, which stops other address. How about some trials of your own. Have the preclear mockup a piece of wood, like walnut, for example. Have him unmock the cellulose, find the tree acid; then have the tree acid occupy the whole space, unmock it and run Vacuum Cleaning Process.

**SYMBOLS.** These "Mass, meanings and mobilities," per Ron, make up the domicile for the significances which when moved form the main basis of thinkingness. But, when they are first encountered as solids, the identity of the significances are not available. It is when they are handled that they break up into the thinkingnesses and into smuck. These constitute the main address in vacuum cleaning procedure. There is nothing of a compulsive-inhibition nature which I know of which does not have a basis of symbolization. When they impose themselves, thought-evaluation is shorted right out.

**EATINGNESS, SEX, (OTHER BODY IMPOSITIONS).** The Thetan is really a sort of impostor in the body. There is still therein the old aboriginal mechanical setup that operated before the Thetan got there. It is still there, like a 5th column, as a source of other-determinism, unless we take over.

Remember those golden G.E. anchor points. I got news for you, kiddos, they are NOT G.E. anchor points. They are our own thetan anchor points. And the quicker that we move in and take full responsibility for them, the better off we will be. We can thank George Montgomery's preclear, a potent Thetan who was not informed of Huberg teaching, and just looked, for this data. Furthermore, there is a loused up gold ball, which is our original control center-- where?-- about three feet back of the head. But, no one could ever, ever enter this mess until you cleared it up first using vacuum cleaning procedure. Run it just like any other terminal.

The finding of the black aboriginal comm system which has plug-ins that any black character who elects to can connect to and give us the business. This is not easy to perceive. Handling both of these systems, it must be emphasized does not blow them--- vacuum cleaning procedure just takes the other-determinism out of them. All evidence indicates that vacuum cleaning procedure does not effect our own determinism. It just blows heck out of

other-determined imposition, and our non-survival agreement manifestations.

**MYSTERY UNKNOWINGNESS.** This is just the black-white smuck that appears along with the grey unconsciousness manifestations. They, as well as many of the other could be addressed directly. But when you do this, you cut across chains, stir things up a bit, and the preclear gets a bit uncomfortable. It is not certain that this is not the best, fastest way, but for the time being, at least, I will continue to address terminals.

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TWO QUOTES

"We can say, then, that the highest activity which we now reach is self-determinism in these terms; that the self-determinism of theta is the ability to locate in space and time, energy and matter, and to create space and time into which to locate matter and energy." O'Brien notes, Phila. Doc. Lectures.

All of HCO Bull. 10/5/61, including: "But as we walk thru rain to a banquet hall, our happiness in processing is gained by passing thru the phantom shadow of our 'sins'.. What has made man a pauper in his happiness?. Transgressions against the mores of his race, his group, his family!"

Therein lies the difference. Ron addressed the Thetan. Dr. L.Ron Hubbard addresses the body. The Thetan does not have a race, family. But the body does. The Thetan who is basically good does not concern himself about past stimulus-response reactions, which make up all such "transgressions," whether he happened to occupy the body that made them, or someone else did. I rest my case on the fact that O.T. will be attained by increasing self, or Theta-Determinism by gradiently locating mass and energy in time and space..... not by persistently sensitizing the reactive mind to past misdeeds. The Thetan really does not give a good gosh darn about these things.

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