

THE SECOND TERMINAL

NUMERO 41

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AGREEMENTS

There is nothing that could happen to, that could be imposed upon an unaberrated Thetan without his knowing consent. In order to have a game, he imposed, and allowed to be imposed upon himself unknowingnesses, with the full intent of returning to full knowingness at the end of the game. As long as the game was conducted in the spirit of full granting of beingness, fair play, this was possible. But, as the game(s) deteriorated, got serious, and ridicule and betrayal was employed in order to obtain the wins, which had now become valuable and scarce, it became more difficult to return to the original knowingness. By now, without a 3rd dynamic concerted effort, it is nigh unto impossible. All of this has been well covered by Ron in early Scientology. This condition of only partial return is the basis of the downward spiral.

We cannot therefore assume, in our present aberrated status that everything we have agreed to is there directly as our first postulate creation. We can truthfully say, "I did it"-- or withheld it, only if the action were created by an unaberrated Thetan as a first postulate. If there are other factors which have contributed to the bringing about of the action, or withheld, this unqualified statement becomes an alter-ismness, a lie, creates a problem-- below games...EVEN IF THE PRECLEAR DOES SEEM COMFORTABLE, HAPPY.

Our purpose herein is to differentiate agreements.

GAMES AGREEMENTS

These are the limitations on knowingness, the agreements on the reality of games mockups, identities, etc. necessary for the stabilizing of the freedom barriers and purposes of game rules. They are knowing pretensions, and establish significances knowingly, just for the fun of it. Herein is created an area for interaction of affinity, of reality, of communication; and containing no unknowingnesses, excepting the agreed upon ones. In it, everything exists as gradients. There are no limitations on freedom, understanding, etc. excepting the games rules which have been freely agreed upon by all players, and which they have freely agreed to have IMPLANTED upon themselves.

It is this implantation of good games rules which is the beginning of the bank. By our recalls, the force that was necessary to impose these first agreements was tremendous, had to be repeated many times in order to stick with enforcement. Present day enforcements, implantations, such as churchianity, PDHes, etc., are second postulate type of phenomena. Actually they are more like 67 millionary, or maybe 87 billionary postulate-- but each is dependent for its force upon those which preceded it. All of this makes us easy marks for those who seek to control us.

All evidence we have developed so far indicates that these original agreements are ensconced within the space of the solids of symbols which are in our games universe. There is nothing which hangs in time which is not

within the space of some solid. We have found some of these early games symbols. The ones which we truly agreed to as a part of an original games agreement will not be altered in any way by Vacuum Cleaning Procedure. But, this does not mean that every symbol in our games universe-bank is a result-ant of Theta-Determined agreement.

LAPSED GAMES AGREEMENTS

Every true games agreement contains the postulate that everything pertaining to the game will cease to be, with the termination of the game. Thusly a true games agreement is only mildly aberrative during the playing of the game, but all of this disappears at the finish of the game: provided that the game runs the planned Start-Change-Stop, or birth-growth-maturity-decay-death cycle of action.

But, should the game be interrupted, something happen which in any way interferes with the planned course of cycle of action, we are then inappropriately and aberratively stuck with this symbol. The cycle of action of Create-Survive-Destroy herein enters. Unless the agreed upon conditions take place which will result in the destruction of this games symbol, it will persist, enforcing the rules of a game which no longer exists.

Now then, please understand that when the word "game" is herein used, reference is made to games of both small and large magnitude. These are, from anything spanning a small portion of a body time, or body-lifetime-span, to the creation of MEST universes.

An example of this would be the school athlete, who got big wins there in, but never ended cycle. Another would be the conquering hero who was killed while entering the city to receive his acclaim. These can be only partially handled in Vacuum Cleaning Procedure, alone. It is necessary to run the incident as an egramy; re-evaluate it-- then use Vacuum Cleaning Procedure on the solids of the incident. These are far more difficult to get rid of, in proportion to the magnitude of the content. To run out, say, a past MEST universe which the preclear considered to be beautiful, and suddenly exploded is really a chore, but the above procedure applies. Goals processing is herein effective, as it, at least keys these things out. Of course, with the latter, the solids will still remain out there in the bank, and the preclear is vulnerable to future key-in.

ALTERED GAMES AGREEMENTS

When a Thetan, even knowingly, agrees to have others install an area of unknowingness within his Games Universe, bringing about areactivity, he abandons ARC, responsibility relative to the involved games symbol. He no longer controls the space occupied by the symbol. Unfortunately for all of us in this case, more than one thing CAN occupy this same space.

To clarify: The Thetan freely, on his own choice and volition, rescinds ownership of the space of the games symbol, etc. He agrees to, and freely allows other-determinisms-- in this case, his ethical buddies, other games players-- to install this unknowingness within his games universe. This symbol has significances which are fixed, and with which he identifies himself, just as if it were his own creation.

However.....as he has abnegated responsibility for this space, some smart guys have long since discovered that other solids can be imposed in this space, later, using exactly the same methods that the original one was installed. This can be done again and again and again---. Each time that this is done is found the postlude, "--and you have agreed to this." This latter

nan been found in every ancient implant, all of the way thru to present lifetime PDHes. This makes plausible the oft heard claim: "No one has ever done anything to me that I did not agree to."

This is a real sticker, as we are basically ethical. An ethical Thetan will never break an agreement.

What is my basis for saying these things? We have in processing, actually found basic games symbols. We have run the smuck off with Vacuum Cleaning procedure and have seen the alterations lift. Again, all of this is on the basis of Axiom #37 and others.

A Thetan, in order to feel that he IS in any games, MEST activity, he feels that he has to be something. It appears that each of us as individuals have a somethingness in the form of a symbol that we feel that we are. These symbols are not of the nature of "symbols" as referred to on the "Not Know to Mystery, or Unknowingness" scale. They are Theta-Determined mockups with Theta-Determined significance put on them.

A usual way in which the above could occur would be in the case of a game which has run thru the birth-growth-maturity phase, and reaches the decay phase wherein the fun of doing is diminished and wins, control become the goals; certain characters in seeking control and authority, impose these alterations upon other beings. In a fun game, the Thetans of higher capabilities coordinate the playing of the game. As the game deteriorates, the ambitious black side characters of lesser theta endowment use implantation to knock the abilities of the more lightly endowed thetans down below their own. That has been the story of our lives-- bodytimes, at least.

Commonly-- and presnately-- the black side will endeavor to extend the duration of a game as long as possible. They are in the valence of MESTs and identify themselves with the games appurtenances. They get their control and wins while the game is in decay, and the games players are in the state of clobberation. Many times, a person feels that a lapsed game is continuing, because he has been so implanted.

The opposite implant is that the new game has already started--when absolutely nothing has been done to start it. This occurs only thru the knowing communication and agreement of all participating games players. IT IS ACCOMPLISHED BY THOSE WHO KNOW NO MASTER BETWEEN THEMSELVES AND THE SUPREME CREATOR. By this, I do not mean just Buddhas or Stalins or Hubbards, Each implantation which commands you is also your MASTER.

Ron has told us that if one has a fixation on knowing-- he cannot know. If one has a fixed idea on anything, he does not own that data-- it owns him. If one cannot willingly agree and disagree with equal ease with a counter-effort he is not eligible to evaluate it, in terms of true thought.

There is knowingness. Knowingness contains no force. It does not even imply a command. The same is equally true of telepathic communication with other beings of high level.

But, when a person becomes infected with strong "certainties" with which they cannot disagree, and usually do not know when they got there, where they got them, or the identity of the other communication terminal, it is most likely that it is of other-determined origin, an implant. Each of us have opinions, and in this case, the above is gradiently true.

The above referred to solid certainty is not to be confused with the fluid enthusiasm of a true communication. The former will appear forceful if it happens to disagree with one's pet fixations.

IMPOSED GAMES AGREEMENTS

Included in these are the imposition of totally new games rules which have little or no relationship to the original agreed upon rules. These, in the main, consist of implantations which break down affinities between individuals, and impose allegiances to some slavemaster, god, or what have you.

Herein is added to the implant that the present game must last forever, the substitution of MEST realities for our own Thetan realities. They alter the whole games structure from that of fun, pretension to fixation, compulsion. The purpose herein is to reduce those who have ability to determine for themselves to the point that they feel that they are wrong-- and seek answers outside of their own knowingness and lookingness.

YOU, AS A THETAN, ARE NEVER WRONG. You, theoretically, can know anything you want to know. But, you have knowingly limited your knowingness, as a part of the original games agreement. But, beyond this, you have many limitations on knowingness etc. which are far greater than your original, agreed upon limitations.

THE BANK COULD BE DEFINED AS THOSE SOLIDS WHICH IMPOSE UPON US ABNEGATIONS OF ABILITY, UPON WHICH WE HAVE NOT THETA-DETERMINEDLY AGREED. Without their presence, we would be able to know look, have other abilities right up to the limits of our Theta-Determined games agreements. It is the direct purpose of Vacuum Cleaning procedure to physically remove these obstacles, as a prerequisite to the ability to freely create our own considerations, postulates and opinions.

In one sense, no really new imposed games agreements have been found. Each one is tacked onto an old chain, which has as a basis an original true games agreement. They are new in subject matter tho. Positive commands of a specific nature, of most any subject matter can, however be installed, as in ordinary hypnosis--if the person is in sufficient abject agreement with the cause point. It is also thus to recruit a person into a game which they knowingly never agreed to.

In running Vacuum Cleaning Procedure, we just ask the preclear to mock up a terminal upon which previously run straight wire, etc. has indicated is, or is associated with an impairment of ability-- that is, some compulsion or inhibition. If it is a condition which is aberrative, ask the preclear to mock up a symbol to represent this condition. It is then run, primarily, as per issue #35 of Second Terminal. We take what comes. The content is easily disposed of to the degree that it does not impose a significance on the preclear. Therefore, the auditor makes no attempt to find out whether that which is addressed is a this life PDH or whether it is based upon some agreement made in the near or far past.

Incidentally, the further processing continues, the more it is indicated that it is the "religious" subject matter which is the most binding. As Ron pointed out in 1952, the word itself is derived from the latin "religere" which means to bind. I feel that if these are completely run out, the person will be restored to full determinism.

Ever since we have been asking the preclear to run a comm line from a mocked up terminal to the body, it has been noted that these lines tend to go to certain definite areas, like the throat, head, heart, solarplexus, etc. Some time ago I happened to have an eastern religious book which showed the location of what was called the Chakras. I noted that the location of these Chakras corresponded to the areas to which a predominant number of these lines seemed to go. That which was found in these areas by the preclear--

the energy masses in which the commands/aberrations were ensconced had coincided with the description given of the "closed" Chakras. There is a somewhat similar coincidence with the ductless glands.

THETAN FAMILIES

Ron's explanations regarding our Thetan relationship to one another, is practically non-existent. The entanglement of tracks of those in Scientology cannot at all be explained in terms of co-incidence. We ARE. We got here, as Thetans. There is one thing we are very certain of. A stork did not bring us. Beyond that we can but lock/know, determine the way it seems to be.

The Factors speaks of viewpoints creating dimension points, which are solid. We have found that each of us has a solid symbol, which he considers himself to BE. It seems that a Thetan has some difficulty stably locating himself, unless he mocks up something in space, and BEs that something. Anyone can exteriorize by making a mockup, being it, moving it anywhere away from the body-- getting good visio, as a point of view. So, what else does the evidence/knowingness indicate?

It seems that we are basically an Awareness of Awareness unit. This Unit, has the capability of Creating others who in turn can create others-- "unto the 7th generation." Ron has told us that all Thetans are not equal. Every bit of lookingness indicates that this is right. Below the 7th generation, or something like that, it seems that the Mestians were individuated in batches.

The Awareness of Awareness Units were individuated on a higher level by the Postulate-- "YOU ARE;" and this was followed by their saying, "I AM." Thus, they really created themselves. And the individuated is naught in spirituality, other than his individuator-- excepting by consideration, which is really an alter-ness. And his individuator is naught but he who individuated him-- and all are naught, nothing, the static.

One of the highest truths I have been able to ascertain is that anything in MEST is but an imitation of that which IS in spirituality-- or at least in the inversion above it. The higher inversion of 1st dynamic seems to be each of us, and all whom we have individuated. To those who are of the higher potential, and are in Scientology-- it seems that this family is quite extensive. It seems that most of the individuations have very similar characteristics. This is not just theory, I have considerable specific data on this. Ron, in 1952 lecture mentioned meeting someone of this nature-- down in Cuba I think he said. In one long involved experience one fellow tells about writing a novel about the Chinese Air Force, about 1939. A Chinese Major read it, was astounded-- everything in it was true, and much complex evidence pointed to similar body line.

Actually, Pan-determinedly, we are still running every Thetan which we have individuated. Ron tried to pound this in some years ago in running out separateness. Remember? The basic separateness is from our own family members both those above us and those whom we have individuated. My lookingness indicates that there are not many above us. Ron used to brag about this. This is gradient to the various Totality concepts. Sure we are all one. But, intermediately, we leaves are also twigs and branches-- tho we are of the same trunk.

There is no loneliness which is as deep as this feeling of separateness. We know know that we are a part of creation, but the bridge between ourselves and ALL is gone. So we seek substitute MEST alliances, become

dependent upon any source of strength or communication which comes out way. But it is all a gross substitute.

So rouse patriarchs and matriarchs. Look at it anyhow. Cases gotta be in pretty darned good shape before you can DO too much on it. Nice to know what the path ahead is like.

Then, on the delicious 2nd dynamic. It is looking more all of the time like there were some real Theta-Determined agreements made way back there: a couple of Thetans have more fun with each other than with anybody else, and they seek each other out whenever they can... What is more, this seems to hold between all members of each of the males and the females families. In knowingness, this seems right-- and the evidence, tho sketchy seems to point this way.

There is also some evidence that an aberration applied, like an implant, on one member of a family has some effect on the others. It could be of course, that the lifting of same would have an opposite effect. It will take quite a bit of research to prove this out. Again, it seems right.

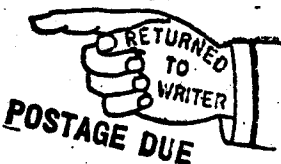
This feeling of belonging, with those who are most closely akin to what you are, seems to me to be a highest level of spiritual happiness. You see, there are many gradients of happiness. The recent Huborg concept seems to be in terms of conformity, selflessness... and so poetical-like. Poetical!

My idea of happiness is more like fun in a funnery, than like a nun in a nunnery... The apple tree grew, and happy was he..For he was busy just being a tree..But, who the heck wants to be just a doggone old apple tree?? Dost Thee?? Not Me!! Happiness and fun and action and struggle are coincident. The way up will be a darned uncomfortable struggle; the facing and the ~~overcoming of ever larger obstacles.~~ ANY GAINS THAT YOU MAKE WILL BE IN TERMS OF THAT WHICH YOU HAVE DONE ON YOUR OWN INITIATIVE, DETERMINISM.

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