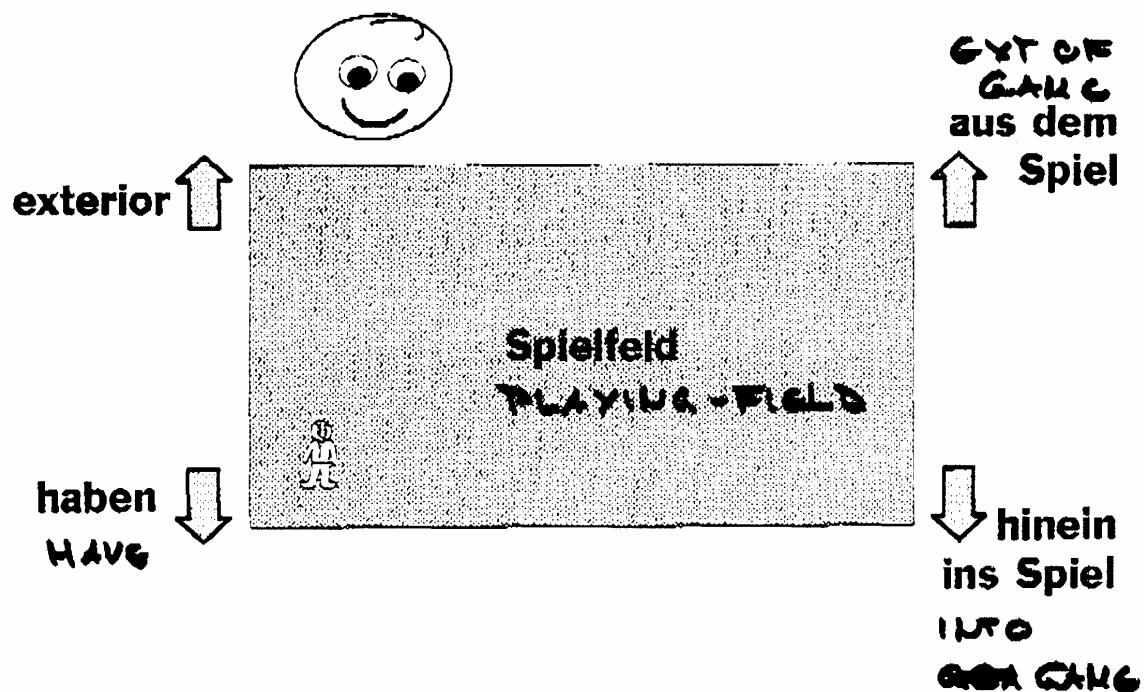


Postulate-Being Introduction

1. Games theory

Postulate-Being

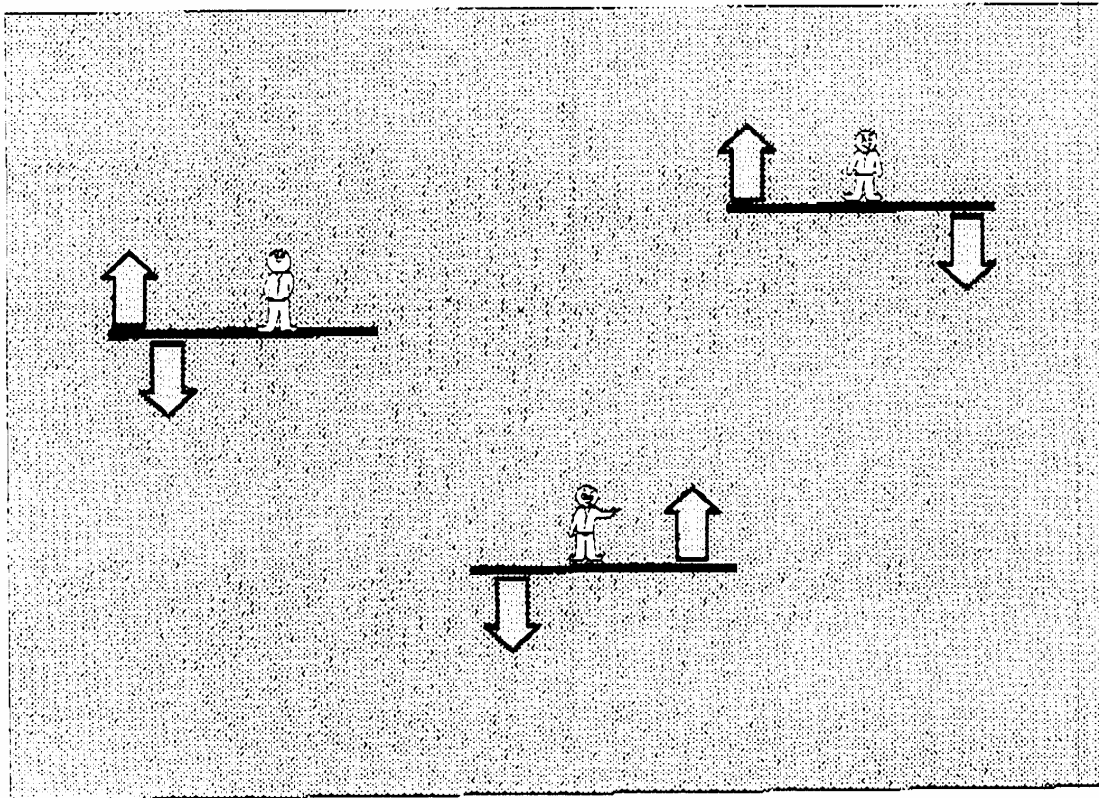
One can be more or less involved in a game. One follows the laws of “exteriorization versus havingness”. The more one involves oneself in a game, the more ‘havingness’ one gets out of it - havingness in the sense of its definition as pressure and mass”. The less one involves self in a game, the more exterior to it one is. Processes are ways and means to bring a being from a state of being involved in masses to a more exterior state.



For each individual there is an individual ideal relation between exteriorization-havingness. One feels enough exterior to not be stuck in the game, is on the other hand enough involved in the game to experience some havingness.

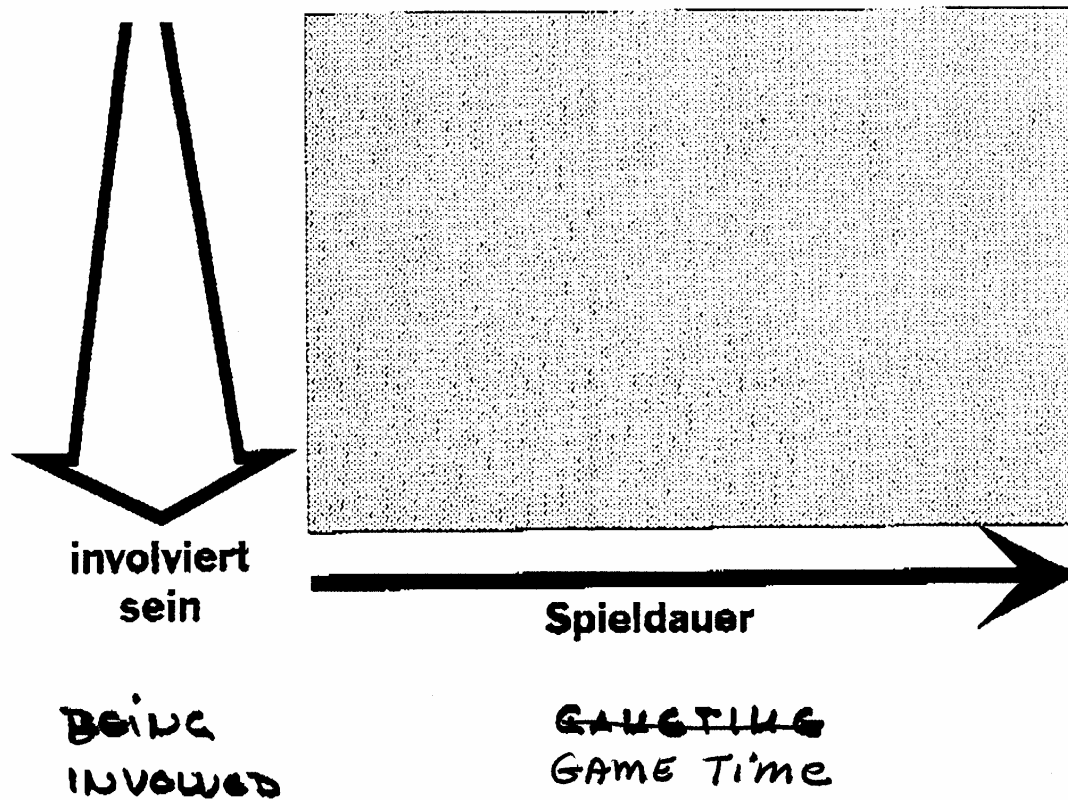
To find one's individual ideal relation for the various games one is participating in is - amongst other things - the subject of the levels above games master. (SOL levels).

The ideal relation is always an individual proposition and not the same for everyone.



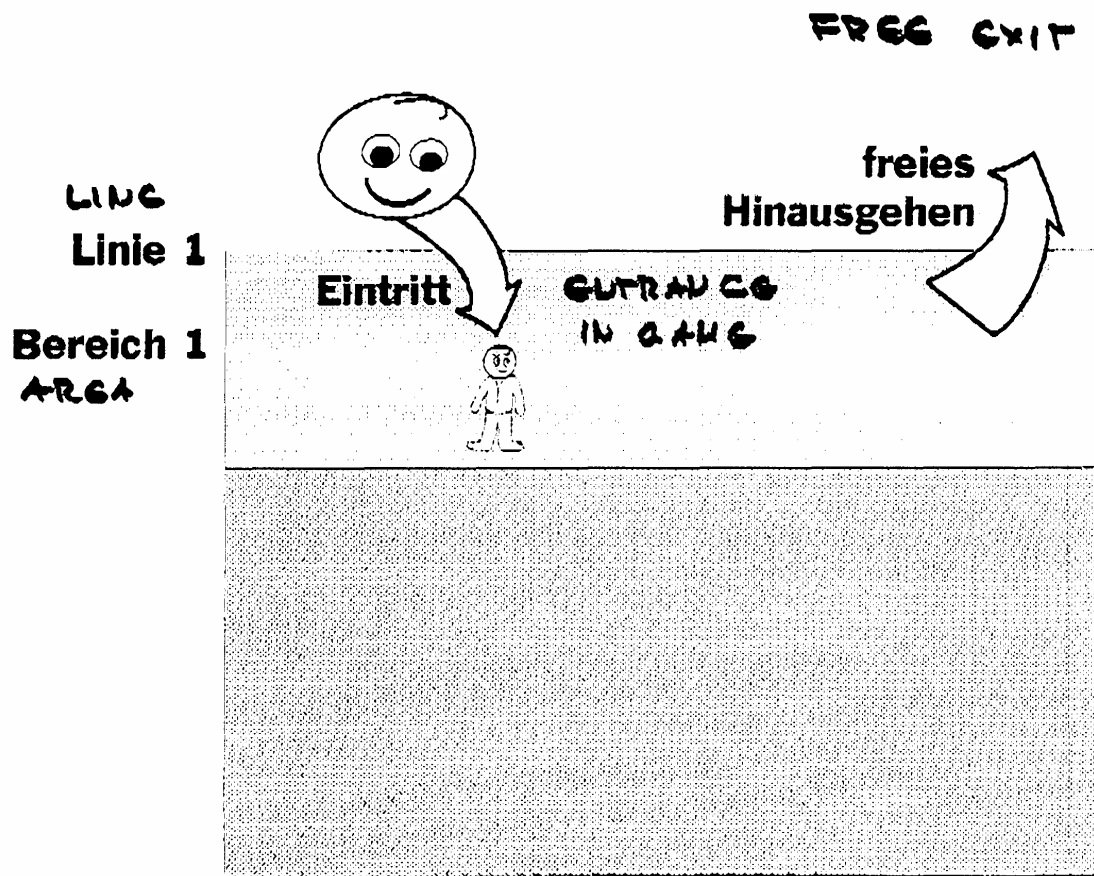
There are however some rules and laws and observation to this relation that are common to all games.

The following picture shows the playing field of a game. The vertical line stands for involvement in the game, how deeply involved the player in the game is. The horizontal line shows the lengths of game or “game time”.



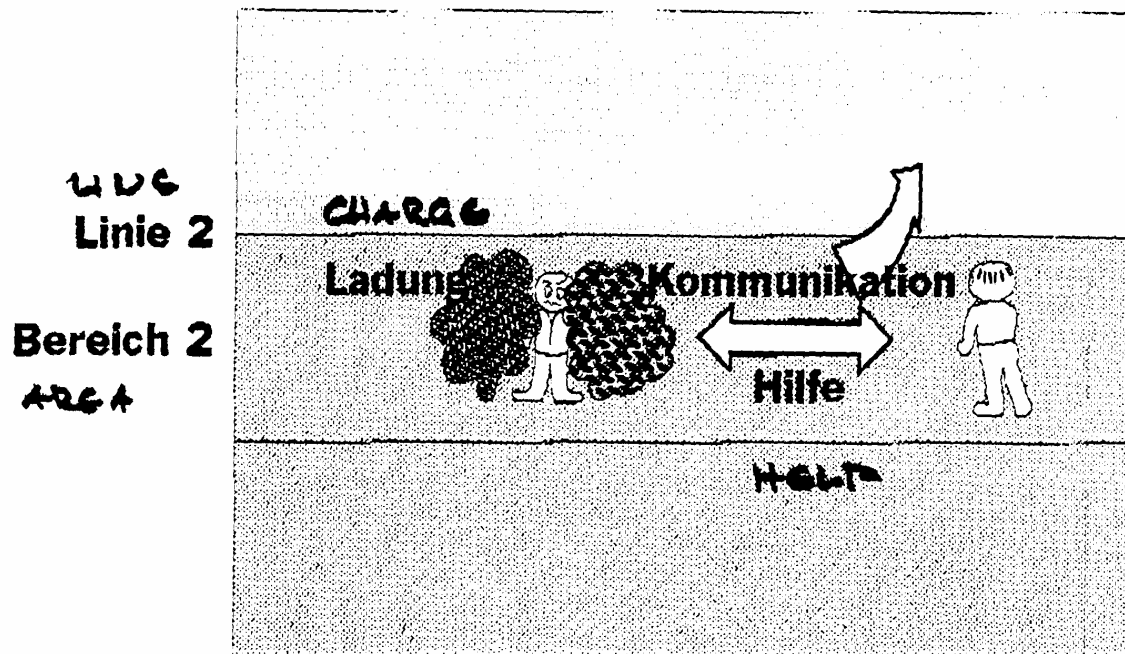
Line 1 shows the entrance of game, the change from “being static to game” to “participating in the game”.

In Area 1, one can play the game and be involved, but one can, upon ones own decision, withdraw out of the game and return to a static point in relation to that game.



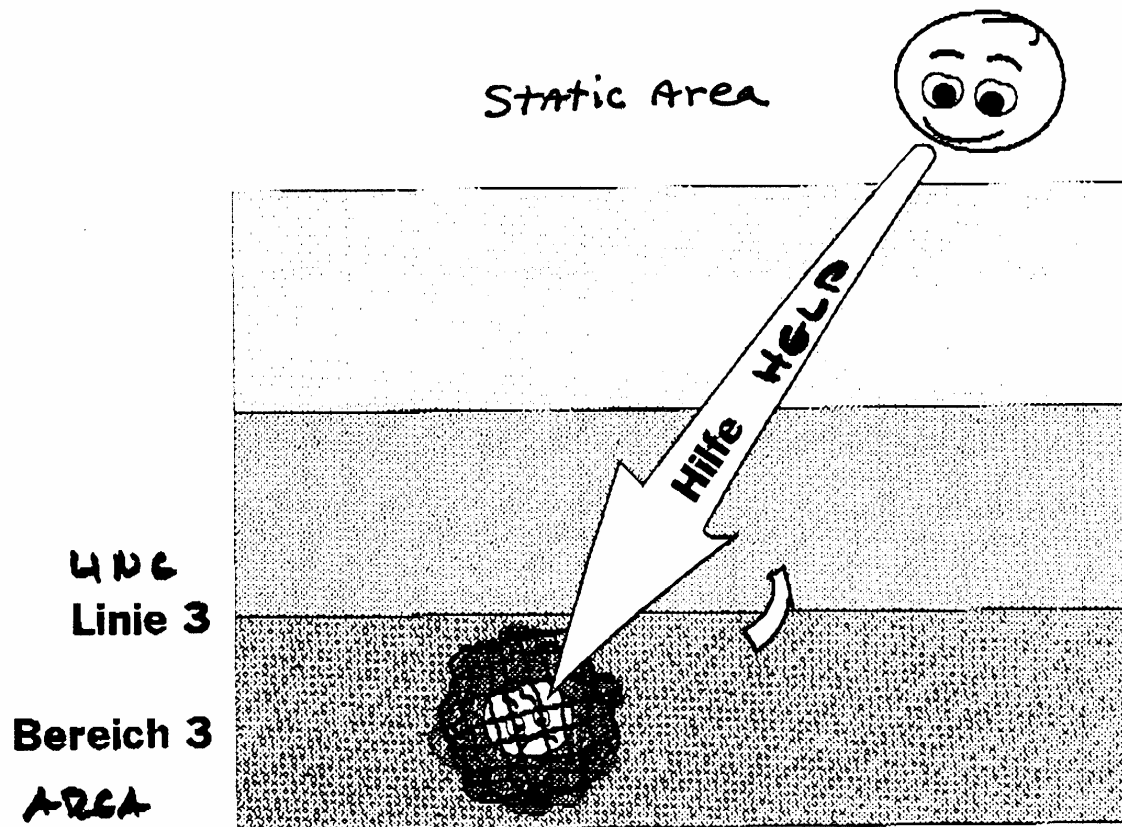
Line 2 stands for a degree of involvement in the game, where one cannot leave the game and return to static without communication, without the help of another player.

In area 2 then we find the player who can play the game, but cannot exteriorize himself out of the game. He has made too many mocos already, has ignored them and needs the help of a second being - a **teamplyer** - in order to as-is the accumulated charges.



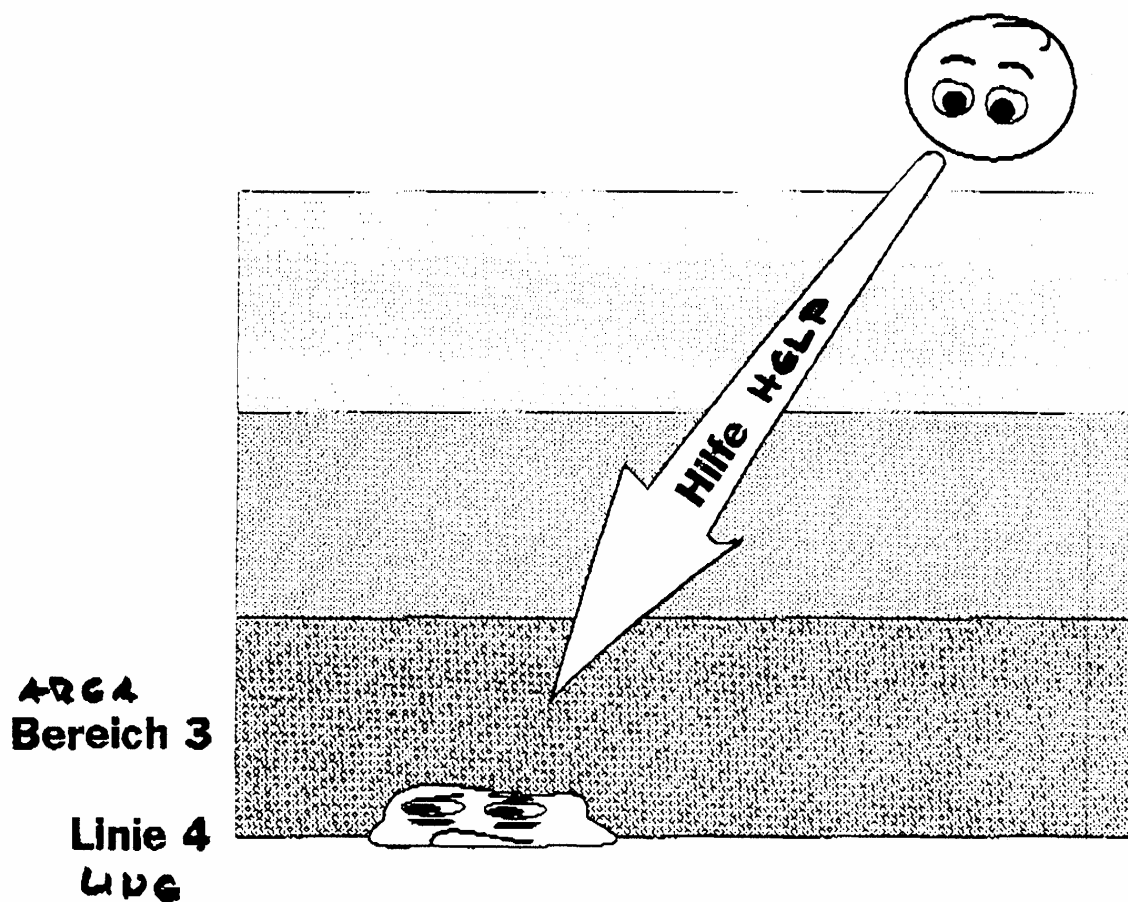
Line 3 shows the entering of an area of game in which even another player cannot help one to exteriorize from the game.

A player in area 3 has too much not-ised, that even the free theta of another player which he himself is in area 1 or 2 and has made some not-is there and accumulated resulting charges is not enough to help as-ising the accumulated charge of an individual in area 3. To help someone that came to area 3 a being is needed that is in a static area and has no charge on that game at all and has an accordingly high potential of free theta in relation to that game.



Line 4 shows the lower end of game. A being who has hit line 4 does not participate in the game anymore. It has become immobile, it has sunk into 100% havingness and 0% exteriorization and it starts to confuse having and being. In others words, it starts assuming the beingness of the subject of that game. It starts to believe that it is the subject of the game.

It can, as in area 3, only be helped by a being that is completely static to that game.



Excerpt of technical briefing 14:

A good game or a viable game would be one where people would not involve themselves deeper than to the point where they can extrovert and get themselves out of the game on their own. When one crosses that point and then there is no help available, the game gets real bad. If there is help at all, that is where it is needed, and in this particular game at this particular time there are only a few people on earth who have tried to help everybody else to get out.

We do find that implanters want to keep people in the games. They are “anti-game-people”. They intend to keep people in the lower area of games, and one can conclude that they themselves must be somewhere in those lower areas of game. Maybe they are the manifestation of games in lower areas or of beings that are trapped in there.

It is quite evident that Implanters need much more organization to keep others in those areas of games than is needed to get people out of it. All that is needed to get out is a good consultant, good processes and a lot of study. That involves only 2 or 3 people.

The implanters however need whole organizations, masses of implanted beings and so on to keep one in. Their efficiency is rather poor and one can see that it needs much more effort to keep someone aberrated than to lift aberration.

end of excerpt

2. Postulate-Being

There are beings stuck in games, having “become the game”. In the current games these are the beings in a false static state as made in the last time around. They have played the material universe game and now believe that they are the material universe or matter.

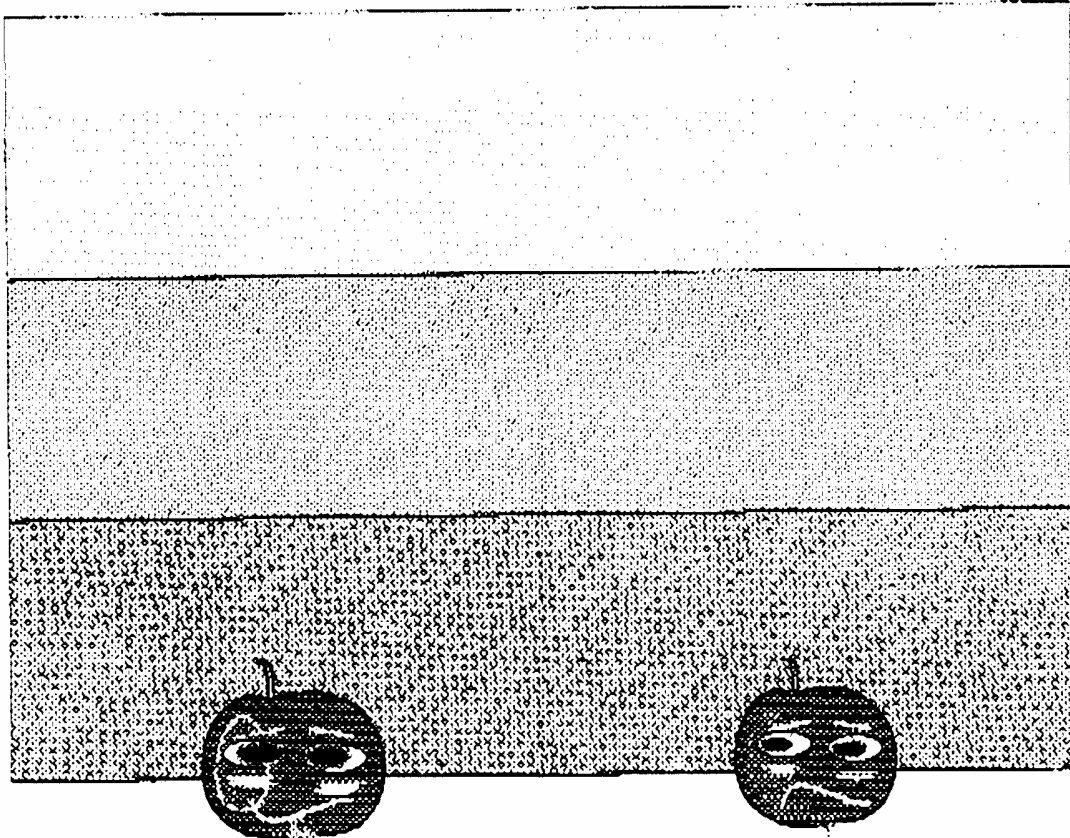


Wesen im falschen Statik-Zustand

TS 2T

There are games before or outside the ring archive games, and there are beings that hit the state in those games where they are parked on the lowest line and believe to be what was the subject of the game. These beings assume that beingness that was the subject of that game in which they hit rock-bottom.

APPLE - GAME **Apfel-Spiel**



Wesen im Sein von "Apfel"

BEINGS BEING "APPLE"

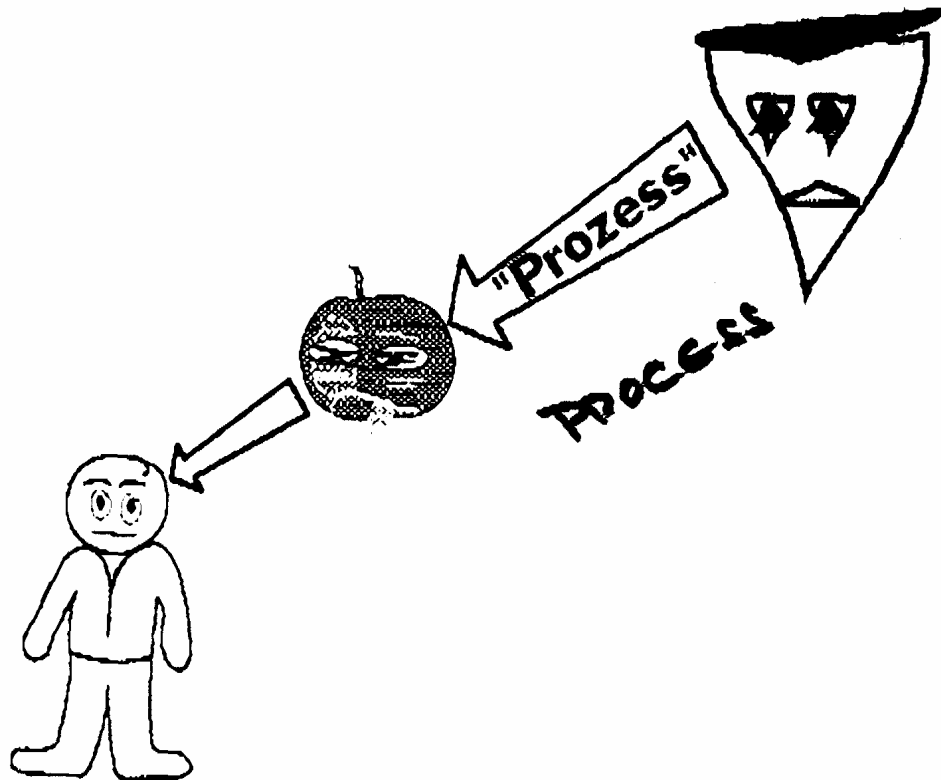
They are in this condition since they got in it, and other games that have been played since are not really in their awareness, they have no reality about it as they never played them.

In the future of the last ring, one has obviously found such beings, got in communication with them and Xenu used that immediately in order to use them as a vector to nail others in these games and nail them forever.

He had those being “processed but only to the point where they unstuck a little out of their condition and started to move.

Even for that those beings were more than grateful and so came under the influence of Xenu. Using more “processes” he had them adapted to a new “role” or “beingness” - mostly in the form of a postulate and has given them orders to attach themselves to these games or to players in this game or in an area of these games They went in and started “being” the postulate.

Of course they were promised that - if really doing their job as “postulates” - they would be freed completely one day.



They are postulates that usually run under the form of “I am...” or “it is...” and they attach themselves to a player who then of course believes all the time that he is dealing with his own postulate or with his own idea.



Maybe the so affected player has once made a similar decision, in regards to something, somewhere down the games-track and has some mocos left that “think the same thought” as now the postulate does.

Looking in that direction (thinking such thoughts) he then believes that all he gets are his own thoughts and his own postulates as he feels that they are familiar and identifies them as his own.

Excerpt technical briefing 14:

A postulate-being always repeats the postulate, so that it becomes an effort to set a counter-postulate.

When a person has effort on his or her postulates, that means that there is something countering these postulates. All “repetition-techniques” and all improvement-techniques that base on repetition indicate that a person who has to repeat her own postulate again and again has already a postulate sitting there that she tries to counter. These postulate-beings act as counter-intention to one’s own, new postulates. Running these counter-intentions out, reverts the condition so that a postulate once made sticks. A being usually does not sit there and postulate the whole time. It postulates once and that is that.

A postulate-being however has been made to continuously put his postulate there - by being it - and is therefore quite efficient in stopping the postulate of a player. The being postulates the whole time - the player only once. Running them all out means it will be enough to postulate once. Elementary.

Let’s take a look at these postulate-beings. The intention they project is not their own intention, as running it out, we free them. It is the intention of some implanter that gave them that postulate and made them into being that postulate and got them to confuse another player with that postulate - the player the postulate-being was ordered to influence. Sometimes there is not one postulate-being but whole groups of postulate-beings attached to a player. Also, a postulate-being can influence one or several or even many people.

A postulate-being can be made to just influence a certain aspect of action or thought of a person. One could nearly talk of a higher harmonic to Excalibur, a harmonic in the logic area. But it is not the same processes as excalibur and it is not the same kind of beings as on excalibur - here they are all “big” beings - players.

Some might be players that failed in the last ring and then were treated to be postulates - others might come out of other games - it does not really matter. They all are, basically, logical viewpoints, players, and they want to play a good game, a game that brings something. They will run through the processes and come in present time and then they are ok.

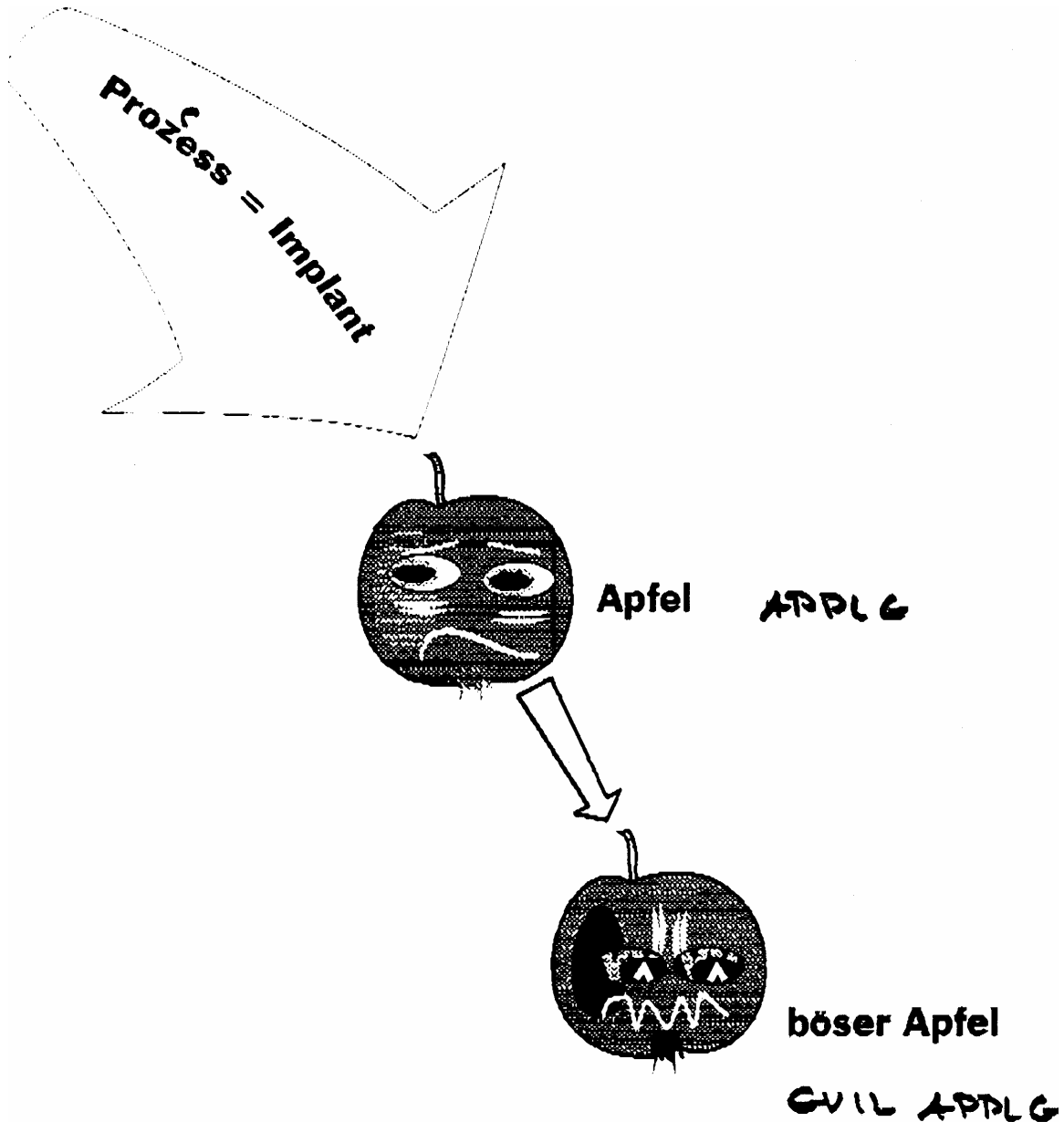
It might be very hard to run them solo - particularly if one is facing a group. Maybe one needs the help of a consultant, as obviously it is very hard to

confront them - even if one is very well trained. It is up to the C/S to decide, but one needs to be trained very well to run them.

That is the point where one is confronted with a big being - there are two beings facing each other and opposing each other - about same horsepower - just one has an implant and the other does not.

end of excerpt

These postulate-beings were “processed” (some “processes” or communications) and implanted to assume that beingness. Many were made in the last ring or between last and this ring.



One finds all kinds and variations. They can be postulates of all kinds.
One runs them in first finding the exact postulate they are being.

Then one runs them in that beingness on a PR 1, to clean off any overts and discharge the continuous counter-postulating to a player's intention. Then one runs out their own considerations about this postulate and discharges that. Finally, one runs out the implant which made them to be that postulate and then does the blow/ can't blow steps for all beings that were involved or attached to that situation.