

Excerpted from Scientology 8-8008 by L. Ron Hubbard

GAMES PROCESSING

The goal of Scientology is the rehabilitation of the game. The auditor can make a game better or make it possible for the preclear to play a game. The preclear is being audited because he is no longer able to take part in the game. Life is a game consisting of freedom and restrictions. Play is communication. Communication requires freedom and terminals. Life units as-is with thought. To think there must be something to as-is. To grant life there must be something to grant life to. A preclear will become as free as he is reassured of the existence of barriers at that level. When a preclear is not assured of (does not have reality on) barriers at a level he will not rise to that level. A thetan will carry to extremes making something and making nothing. Auditing is that process of bringing a balance between freedom and barriers. A game depends upon a restoration of freedom of choice on making something and making nothing. One can become obsessed with making nothing. He can become obsessed with making something. Both of these activities and the rehabilitation of the freedom of choice bring about a gain in case. There can be too many or too few universes, but when an individual is stuck in a universe it is because he does not have enough universes. Therefore it is necessary to remedy his havingness of bodies. Remedying his havingness of bodies will clear away universes in which he is stuck by letting him have freedom of entrance into universes.

Auditing is a game of exteriorization versus havingness. There is never too much of anything if the preclear is bothered by it. He may say there is not enough of it but he usually says there is something bad about it. When he says there is something bad about it he means there is not enough of it. The preclear loses his power to postulate into existence and to unpostulate out of existence energy masses, spaces and forms.

Life is a game.

Games are composed of freedom, problems, and havingness, awareness and interest.

Each of these elements contains "mood of game" (the tone scale), penalties, and the cycle of action.

Auditing improves the level of game of the preclear.

Auditing is not a game between auditor and preclear on an opposing basis but on a team basis. The auditor, and eventually the preclear, are engaged upon a game, themselves versus the opponents to survival in life.

The preclear is usually close to a no-game condition. This is reached by a preponderance of win (no-game) or a preponderance of lose (no-game). A frozen mood of game or no-mood is reached by assuming that interest can exist on only one emotional level (whereas interest can exist on any emotional tone level) or by misusing the mood of one game in others concurrently played.

A game is any state of beingness wherein exist awareness, problems, havingness and freedom (separateness) each in some degree. A game is rehabilitated or a no-game-condition eradicated in processing by handling the elements of games and their subdivision, with reality, with the intention of bettering the game ability of the preclear.

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