

Data (1)

(1)

The head of the Galactic
Confederation (76 planets around
larger stars visible from here)
(owned 55,000,000,000,000, very space opera)
Solved overpopulation (250 billion
or so per planet - 178 billion an
average) by mass implanting.
He caused people to be brought to
Deegceack (Earth) and put on H-Bomb
on the principal volcanoes (Incident 2)
and then the Pacific area ones
were taken in boxes to Hawaii
and the Atlantic area ones to
Las Palmas and there "packaged."
His name was Xenu. He used
renegades. Various misleading
data by means of circuits etc.
was placed in the implants.
When through ^{with his crime} royal officers
(to the people) captured him
after 6 years of battle
and put him in an electronic
Mountain Trap where he ^{confined} stayed
is. "They" are gone. The place
has since been deserted.

Date (Cont) - 2 -

The length and brutality of it
all was such that the
Confederation never recovered.
The implant is calculated
to kill (by pneumonia etc)
anyone who attempts to
remove it. This liability has
been dispersed with by my
tech development.

One can FREE WHEEL
through the implant and
die unless it is approached
as precisely outlined.
The "free wheel" (auto running
on and on) lasts too long
drives sleep etc and one
dies. So be careful to be
only incidents 1 & 2 as
given and not play around and
fail to complete one or the other.
In December 67 I knew
somebody had to take the
plunge. I did and
emerged very knocked out.

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Teach Data (3)
but alive. Probably the
only one ever to do so in
75,000,000 years. I have
all the data now but only
that given here is needed.

One's body is a
mass of individual P^{H} s
stuck to oneself or to the
body.

One has to clean them
off by running Incident One
then Incident Two. It is
a long job, requires care,
patience and good
auditing.

You are running beings.
They respond like any
preclear. Some large, some
small.

They believed they
were one. This is the
primary error.
Good luck. # # #

Incident One

Occurs at Start of Track

4 and 1/2 min

Land snaps

Waves of light

Chariot comes out, turns
right and left.

Cherub comes out.

Blows Horn, comes close

Shattering series of snaps

Cherub fades back (retreats)

Blackness dumped on the face

Effort to stop must be gotten off
(Sometimes to hurry).

Run as AN Engram.

#

Incident Two

75,000,000 years ago on this planet. Sometimes capture was on another planet and explosion on this planet, then called Vergeack.

locate area of explosion.

Pictures of explosions follow it.

get original explosion.

Effort to stop usually present.

Bomb dropped on Volcano.
Explosion.

Terrific winds.

Thetan carried over peak.

Electronic ribbon came up
He stuck to it.

It was then pulled down and
he was (as part of a group)
implanted with it.

Picture of pilot saying he is
mocking it up.

(Rehearsal follow, Then days
of pictures, God, Devil etc)

(Thetan usually recognizes on
pilot or before (on an 1st incident)
and leaves.)

#

Include in all aigins III Packet. 20 am 68
IMPORTANT NOTE SECT III

III Completion

It does not matter whether or
not you run Inc 1 & 2 on
self.

THE END PHENOMENA OF
III IS GETTING RID OF
ALL BODY THETANS. This
does not necessarily include
self.

If you overrun III I will be
by trying to get rid of more
body O's than there were or
by then, ^{having gotten} ~~being~~ rid of the
others, starting in on self.

So III is complete for
purposes of overrun as above.

If you have not done Inc 1
& 2 on self when above is
achieved, direct completion
and then do 1 & 2 on self. H

1st Note

28 Oct 68

Inc 1

Incident 1 occurred
about 4 Quadrillion
years ago + or -.

It is very much earlier
than Inc 2 which occurred
only 75,000,000 years
ago (a bit less).

Incident 2 is only
peculiar and general
on this plane and
nearby stars; whereas
Incident 1 is to be
found on all the planes.
F

2nd Note

- 3 -

7. Various picture sequences.

8. The Ts and C.C. & OT II materials.

9. 36 days of picture implant which give a vast array of materials and 3 explanations for the bombing.

10. Transport to Hawaii or Las Palmas for packaging up into clusters.

The pictures contain God, the Devil, Angels

Ind Note

-4-

Space Opera, Theatres,
helicopters, a
constant spinning,
a spinning dancer,
trains and various
scenes very like
modern England.
You name it, it's in
this implant we
call it entirely
"R6".

If we was a Local
Officer on Tegeach
the sequence was

- ① Capture
- ② #5 above on.

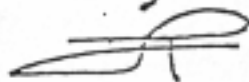
2nd Note

-5-

If one was a citizen
of Tegeelach there
was only

\$5 on.

The material
given at the various
"volcanoes" was
longer or shorter but
dove-tailed into the
same sequence of
pictures. We have the
whole text but it is needle
People who feel
dizzy have gotten
into the spinning part



3rd Note

28 Oct 68

Running Incident 2

Anything a pre OT
gets into on Inc 2
is destimulated by

(a) Running "Capture
to Pilot" or
"Explosion to Pilot"

(b) Then running the
Inc 1s of the beings
who had Inc 2 in
restimulation.

Also, a Plan VIII
in Review can fund and
run the OVERT Sequence

3rd Note

- 2 -

I engraves that
makes the motivator
(Inc 2 & Inc 1 are
motivators) key-in
so hard.

Either of these
actions (A & B) or
finding the overt
sequence of implanting
some one) will stop
any serious "spin"
a pre OT gets into
in doing incidents
1 & 2 in OT III.



Section, III - OT

Additional Sheet

Notes on Running

Certain "buttons" have to be gotten in when running a "O" through incidents.

The Effort to Stop the Motion hangs up the action and gives a stuck picture. One gets the Effort to Stop off and the scene races through.

The Effort to Withdraw is important "also" and hangs up the action and creates a vacuum.

RUSH, PROTEST, NOT-IS, SUPPRESSES are also present.

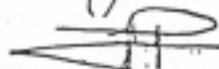
There were actions - Thoughts the "O" had during the incident and are picked up only when the incident doesn't run well.

+ 2 - SECT III OF
add. Sect - Notes on Running.

Sometimes 2 "buttons"
such as Stop and Withdraw.
are in combination.

On's in the body may
obsessively copy the pictures
of other On's. Therefore you
can find it seems that the
On who just left is still
there because there is a
picture left. Spot the fact
that someone else copied
it and it usually goes.

If you do an S & D on a
body On be sure you give the
right item to the right On



Instructions

(Revised 12 Aug 1969)

Locate by meter read on an area of pressure, a body that is on group (cluster).

Run Incident 2.

If the BT does not blow off or the group break up and blow, then Run Incident 1 on individual BTs. Each will blow off with a FIN.

When you can find no more on which to run Inc. 1s, Once more locate a pressure area on by meter read on looking over body, Run ANOTHER Inc. 2. Then Inc 1s on any.

Inc 2 made clusters of BTs. Severe impacts AND EXPERIENCE also make clusters. (see the data called "Milazzo" in this Pack.) Those who do not leave on running the impact or its chain will leave when Inc 1 is run on them.

Inc 2 sometimes forms gigantic clusters. In such there is a leader, an Alternate leader and several (8 to 18) more. These were all implanted in different volcanic areas with fractions of the main 36 day implant and then "packaged" in Las Palmas on Hawaii. Thus if you run Inc 2 as far as "The Pilot" it blows up or loosens up and those who don't go away can be run on Incls.

Do not speak your commands. Just "Intend" them. A BT controls easily.

BTs can be ARE broken by rough or careless auditing. You can also run an Inc 2 on a BT and he doesn't blow but you accidentally run an

Inc 1 on another one and leave the first still there. The remedy is to run Inc 1s on anything you find.

A very ST BT can be run on Grades and Power and should then respond to Inc 2 and Inc 1.

After a BT leaves some other BT may copy him or the incident just run.

If you have found a cluster (pressure area) that does not respond or disintegrate to Inc 2 running, get Dianetic auditing, listing "What impact on incident would make a cluster?" AND R3R on the items found. Then do more Inc 1s to clean up strays with Solo. This is

Instructions (cont) 5c
a refined "Milazzo".

There are hundreds
of BTs you will find.

If you find none, get
audited on Dianetics in
general and as above
(Impact hist), and if you
still find none, get a
Review GF#40 and handle
all items, then go back to
solo.

If you find only one or
Two, get The Dianetic Impact
hist done.

All "none on OT III" cases
were later found loaded.

Do Inc. 2 and Inc. 1s on
what you can find to begin
with. You will do fine.

Good Hunting.

