Insanity Point Lecture 3
Sensations
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Today is the 27th of July 1994 and I want to take up now, on this third tape of material on the upper level tech of TROM, I want to take up this subject of sensations.
This tape in common with its predecessor shouldn't be… must not be separated from the remainder of the set.
00:33

The word sensation is ahh…. One of those words that when you look it up in the dictionary you… you rapidly wish that you hadn't. It's one of those words that ahh… the dictionary doesn't really help you very much on. The further you… the further you… you look it up in the dictionary the more confused you tend to become.

00:55

I suppose that ahh… the best definition of a sensation that we can find in English would be umm… a sensation is that which is sensed, that which is sensed. A sensation is that which is sensed, but unfortunately, you won't find that definition in the dictionary.

As a person works with ahh… with the exercises of TROM, they ahh… they sooner or later become aware of ahh…of something on this subject of sensations and ahh… this something can be exp…. Can be best expressed as the following: that sensation is generated at the boundary between opposition postulates in games play.

I'll just check that back, it's not garbled so I won't repeat it.

Now if you know about that. If you know that about a sensation you probably know more about sensations than anyone else does, cause that is a very, very fundamental datum about sensations, Very, very fundamental datum.

02:09

That sensation is generated at the boundary between opposing postulates in games play. Now that umm…that proposition umm…leads us to a definition of a sensation. We could actually define a sensation in TROM as saying that sensation is that which is generated at the boundary between opposition postulates in games play. And that would be a very good definition of a sensation, and it's a far, far better definition of a sensation than you will ever find in any dictionary, a far, far, better definition.

02:51

It's a better definition simply because it's a more useable; it's a more practical definition than what you will find in a dictionary. It does actually help you and it doesn't confuse you. It actually solves confusion rather than adding to your confusion.

03:06

Let's ahh…let's go through the definition a bit and take it apart and see if we can learn something by just examining the definition. First we have this subject of… that sensation is generated at the boundary…generated. Now that tells you that…that sensation is not created in games play, it's generated in games play, and it's generated at the boundary or boundaries of this… enough that the boundary between opposition postulates.

Well we know what opposition postulates are, we…we…we know of the goals packages and we know…we can define an opposition postulate. So we… we know what an opposition postulate is. It… it's ahh…that which is generated at the boundary between opposition postulates in games play.

4:00

Now this is the way it works out, this is the way it appears to be, and this is our… our… our… our simplest look at this subject of sensation. But as soon as you separate yourself, as soon as you separate the…the universe into the classes of self and not self and you occupy the class of self, now this is all done with postulates, and as soon as…as soon as you achieve this state of self then you look across at the class of not self and notice the postulates over there, that any slightest opposition, postulate that you put up to what you perceive over… to a postulate in the class of not self a gen…sensation will be generated at the boundary between those two postulates.

04:46

So if you can get that you understand what sensation is, it's something which occurs at the boundary there between a postulate and it's opposition postulate. It's something which occurs at the boundary when the classes of self and not self are in… are in conflict with each other.

In…in…in strict…strict ahh… fact the un…. Unless the postulates are complimentary, unless the two postulates involved are complementary postulates, some sensation will be generated at the bourdary between the postulates. It may be a very light sensation, a very, very… very, very tenuous sensation, but **only when the comp… when the postulates are complementary is no sensation generated at the boundary between them**.

Now that… that… that's about as close as we can get now, that's about as close as we can get. If the…if the two postulates are not complementary postulates then there's always the possibility that…of sensation being generated at the boundary between them. And if the postulates are opposing postulates, as they become more and more direct opposition, more and more correct opposition, as I should say, more and more correctly opposed to each other so the sensation becomes more and more pronounced and more and more obvious.

06:12

Now this tells us right away that sensation is a phenomena of games play, it's a phenomena of games play. In the absence of games we don't get this subject of sensation. In the no games state there is no sensation. There's no sensation in the no games state. You have to be in a games state, in one of the game conditions, you have to be either a non compulsive, a voluntary ahh…games player or a compulsive games player or in the insanity state to be…to be…sensing any form of sensation.

06:52

That simply has to be this class of self and the class of….you have to have divided the universe into the class of self and not self in order to…in order to ahh…generate sensation, in order to sense sensations, in order to generate sensations.

In other words there's got to be a games…there must be a games condition, there has to be a games condition there. So sensation is a phenomena of games play and that…that is absolutely fundamental.

07:23

Now ahh…I mentioned …to say that ahh… that umm…sensation is <u>generated</u> at the boundary between opposing postulates in games play. The question immediately arises is that can a spiritual being create sensation. The answer to that is, yes.

Obviously a spiritual being can create anything, but a spiritual being can only create sensation when he knows what he's creating. It's like anything else, you've got to know what your creating before you can create it. You've got to know what it is before you can…before you can mock it up. And it's quite useless to a… for a spiritual being to attempt to create sensation without understanding it's anatomy.
When he understands it's anatomy he can create it. But until he understands its anatomy, or what it consists of, he won't have any success in creating it.

08:30

The ahh… The great joker in the pack is, of course is, as there is a joker in the pack here, that ahh…**at the point where he understands the anatomy of the sensation and so can create the sensation he has no need to create the sensation because he has no desire to create it**. And ahh…

So there's a little… there's a little… there's some ramafications here at the subject of learning what the anatomy of sensation is. And ahh… in other words it's not a simple as it might appear. I mean, a man might say, " whoa marvelous this ahh… if I take up TROM I can umm… learn the anatomy of sensations and ahh… then I'll be able to create sexual sensation and then I won't have to go down to a brothel every Saturday night and spend all my money in a brothel, you see. I'll be able to… I'll be able to mock up all this sexual sensation." Well umm… the… the joker

there is by the time he… he…by the time he knows all about sexual sensation… there's various things he has to do before he will get into this state and by the time he gets into the state of being able to umm…to ahh… to…to ahh… first of all knowingly generate the sensa… the sexual sensation, and then mock it up simply as ahh… as ahh… as a postulate configuration or whatever it consist of, it's anatomy, to create it's anatomy umm… he's long passed any desire spiritually to spend his Saturday nights inhabiting a brothel. You see that?

He can think of far, far more interesting things to do with his time on a Saturday night than spend it in a brothel. In other words he's had a case change and his change of case will… will…will change his ideas on these things.

10:24

So ahm… when you walk this route towards umm… the understanding of sensations and the creation of sensations do understand that it ahh… it can produce some considerable changes to your life.

10:38

Now moving on, umm… one of my original earliest discoveries on the subject of sensations working with the goals package…was when… when I was working with the goals packages was this discovery that umm… that the… that the sensation generated in any particular goals package is peculiar to that goals package. Now that is a very, very interesting discovery, very interesting discovery.

That the ahm… that every goals package, the sensation generated between the opposition postulates in…in …in any goals package, the sensation is peculiar to that goals package. In other words you take the "to know" goals package the sensations generated between the opposing postulates in that goals package are peculiar to that goals package. And similarly for the "to eat" goals package would have its own….particular sensation, and the "to help" goals package would have its own particular sensation, and so on across the boards. That ahh… that the sensations are ahh… every goals package has its own peculiar sensations that are generated between the opposition legs in that goals package.

12:14

Now this fundamental discovery was quickly followed by another discovery which is a much more important discovery. And that is… and that is that the sensation that can be generated in a goals package can be generated by occupying any one of the four legs of that goals package and simply creating the postulate in that leg of the goals package and… and opposing it to its opposition postulate in the environment.

12:57

Now to give you an example of that umm… if you wished to generate sexual sensation in games play. Now that…. There's sexual sensation is peculiar to the "to sex" goals package. You don't

find sexual sensation in the “to eat” goals package or in the “to know” goals package its peculiar to the “to sex” goals package. And if you wish to generate that sensation in life, in games play, you can take any one of the postulates of the four postulates of the “to sex” goals package.

Ahh… in other words you could .. you could occupy the… take the “to sex” postulate and create that postulate, put yourself into that class and say, “Right well I’m gonna… that’s me and I’m gonna create the “to sex” postulate and providing you can get someone out… over that way to oppose you with a “to not be sexed” postulate. Providing that, providing only that then you can generate sexual sensation with a “to sex” postulate.

Similarly you… you can generate sexual sensation with a “to not sex” postulate, providing you can get someone over that way in the class of not self to oppose your “to not self… “to not sex” with a “to be sexed” postulate. Or you can generate sexual sensation by… by mocking up a… in the class of self a… “to be sexed” postulate and providing you can get somebody, an opponent over that way to… to ahh… to oppose you with a “to not sex” postulate. Or and finally, you can generate sexual sensation by… by mocking up a “to not be sexed” postulate and opposing it to someone over that way who is directing a “to sex” postulate at you.

15:10

So you’ve got… there’s four ways in the goals package…. There’s four options you have… there’s four ways you can create this sexual sensation.

15:20

Now that is a tremendously interesting datum. That is a tremendously interesting datum. When you start to think about that something very, very fundamental occurs. There’s a very, very valuable… very, very important datum immediately is deducible from that state of affairs. And that is that… this important datum is that… that if this is so, if the sensation is peculiar… first of all if the sensation is peculiar to the goals package and it can be generated by occupying any leg of the goals package in opposition to… its opposition postulate in the environment in the class of not self. You can generate this sensation by occupying anyone of the four legs of the goals package and opposing it… and getting it… and opposing it to its opposition postulate in the environment then it follows that the sensation being generated must only consist of four postulates of that goals package.

16:36

Now this is one of those datums that once you’ve grasped it… it you know…the penny’s suddenly dropped and you say, “Oh my god why didn’t I think of that, before.” It’s obvious, you take…let’s say the “to sex” goals package, if you can ahh… if you can generate this sensation by occupying anyone of those four legs in the package all you require is the opposition postulate to the postulate your occupying. All you require is that somebody over that way is gonna oppose your postulate in other words, and you can generate this sensation while using anyone of those four postulates, then the sensation itself that you are generating can only consist of the four postulates of the “to sex” goals package.

17:31

If you think about it it's obvious isn't it… it's obvious. I mean if you've got a "to sex" postulate sitting in space and it's opposed by a "to not be sexed" postulate and at the boundary between them we have this thing called sexual sensation being generated then we have a "to be sexed" postulate and a "to not sex" postulate sitting there and between them we find that there's sexual sensation being generated and it's the same sensation that was being generated as was… that was being generated between the other two postulates.

Well the… this thing that's being generated… this sensation being generated can only consist of some configuration of the four postulates of the "to sex" goals package. See we already know that the sexual sensation is peculiar to the goals package, we know that. That was the first discovery. Then we find out that it can be generated from anyone of the four legs of the package. Oh, therefore, the sensation, it follows logically, that the sensation must consist and can only consist of the four postulates of the goals package in a particular postulate configuration and it's our job to find out what this configuration is.

19:11

If we can discover what this configuration is we then know… know the anatomy of the sensation. Do you get that? The anatomy of the sensation then in the particular goals package is… is simply a matter of determining, "What is the postulate configuration that occurs at the boundary between the opposition postulates?"

There's some configuration of postulates there and this configuration consists of all four postulates of the goals package, no more no less. See?

19:50

It's not those four postulates plus other things. No, no it's exactly, that is the four postulates of the goals package are necessary and sufficient to produce the sensation. Get it?

20:05

Now this might be a new idea to you, this idea that umm… that a thing… that a sensation can actually only consist of postulates. That it's anatomy can be entirely a matter of postulates. That it's total existence is subject to postulates. Now this is…this is… ahh… unusual, maybe it's a new thought to you, but never the less your gonna have to come to grips with this idea.

20:47

Unfortunately a part of our general philosophy in the west, and this philosophy has been continued in the subject of Scientology, is the idea is to separate out mass from postulates. To keep them separate and uhh… distinct classes. In other words it's ahh… In Scientology we have the idea that you can mock things up with a postulate. You make a postulate to create, and you

create something and that which you create may be a mass. See? So the mass is the result of the postulate.

But the idea of a mass or whatever it is, a creation, consisting of a postulate, ahh, now that's something new. Now that's something you… you… you have to get your… to wrap your mind around. That's a new idea and it can be…. A new idea to many, many people who listen to this or listen… who… who…. Who come to grips with this material in TROM for the first time, it's a new thought. It's a new idea. But never the less it's one that your gonna have to come to grips with, as will become very, very obvious as we proceed. So just bear with me for the moment.

22:04

But this idea that a… ahh… a concept, the idea that what you normally regard as a mass or as an energy manifestation or as a manifestation of particles a sensation and thing may simply consist entirely of postulates in a certain configuration, by configuration I mean a pattern, a configuration, a pattern.

22:36

Another way to look at it would be to say that, "well if this is so then the actuality is the postulates and the illusion is the mass or the energy or the sensation." You see that? One perceives the illusion but the actuality is the postulates and the particular postulates of the goals package in a certain configuration. Ok?

23:06

Now let's see how this can come about. In order to find out how it can come about it's necessary for us to imagine a game situation, and that's all that necessary for us to do is to imagine a game situation then… then… to see how this can come about, and see how this can occur.

Let's imagine a person in the general case occupying a ahh… a game situation using postulate X. Here we're going to use the XY postulate set, our general XY postulate set, our general case. And we have one person umm… occupying , and using, occupying the iden…an identity that's using the postulate X.

And ahh… his opposition postulate is the postulate 1-Y, OK?

Now ahh… the person is directing this postulate towards… his X postulate towards his opponent and the opponent is directing the 1-Y postulate towards him. Now the two postulate are going out and somewhere between these two identity… call them A and B, we'll have A using an X postulate and B, the identity B, he's using a 1-Y postulate, and somewhere between the two of them, the two postulates the X and the 1-Y postulate are going to meet. Now here we have what is techniquely known as a boundary conditions, these are boundary conditions. And it…we have to go in and find out exactly what is going on under these boundary conditions.

25:07

Now let's take it from the viewpoint of the X postulate, let's take it from the viewpoint of the X postulate. The X postulate goes out and meets the 1-Y postulate. Well now the purpose, the intention of the 1-Y postulate is… is to do what? It's to drive this X postulate into 1-X. got that?

25:40

In other words, it's the… that is…that is the… that is what the 1-Y postulate is trying to do. To drive X into 1-X. if the 1-Y postulate succeeds completely across the boards then the person… then identity A will change his postulate from X to 1-X. then the postulate configuration that maintains will be 1-Y and 1-X which are complementary postulates signifying an overwhelm and the end of the game.

Remember our set is an XY set. Its got two complimentary postulates in it. It's got XY complementary postulate and it's got 1-X 1-Y on… on…ignoring the brackets there for the moment, 1-X 1-Y is the other pair of complementary postulates.

So if the 1-Y postulate can…the purpose of the 1-Y is to drive X into 1-X and so overwhelm X and drive X into 1-X and create the end of game situation and complementary postulates 1-Y 1-X. Ok?

27:00

But…But let's imagine that the situation is a stable situation. In other words the boundary is… is… is stable, it's staying at the same distance from the… from the… A is from B or … not… it's not moving, the boundary is not moving towards A and it's not moving towards B. it's staying at the… it's position.

In other words it's a static situation. But never the less the postulates are still going out and there is the boundary is there. There is this collision between these opposition postulates which is the boundary. Ok, can you imagine that? Right.

27:44

Well now what is going to happen to this … X postulate? Well let us imagine a little tiny parcel of an X postulate as it approaches the boundary.

This is rather like a ahh… this is rather like when your are working with differential calculus when you take a little ahh… a little tiny… a little tiny section, when your… remember…if you remember the old of a…of a… of differential calculus, there. Well this is very, very similar.

You take a little parcel of… an infinite… an infinitely tiny parcel of X postulate and ahh… as this tiny parcel of postulate is… goes toward the boundary it comes more and more under the influence of the 1-Y postulate on the other side of the boundary and the… this…there's two forces acting upon this little parcel. There's the ahh… there's a force behind it which is driving

it into the X… holding it and driving it into X and there's the force from the other side of the boundary. The opposition force which is driving it into 1-X.

And this little parcel it gets closer and closer until it's right up against the boundary, till the 1-Y postulate is facing it, driving it into…inexorably into1-X, but behind it there's the games player A driving with the X postulate so the little parcel is being held in X but being driven into 1-X. so it never should be…at the limit, when the limit is oc…. limit occurs, at the limiting point, the postulate… the X postulate bonds to the 1-X.

At a certain point on the… or put it another way at a certain point on the boundary the 1-Y is gonna drive a little parcel of X postulate into 1-X at the boundary… right on the boundary and … but this little point that's being…little postulate… little parcel of 1-X is… is being pressed hard up from behind by the X postulate. It's driving it from behind. Follow?

30:15

So the effect is that the X… this little parcel of 1-X postulate and the little parcel of X postulate are going to be forced to bump together. And you're gonna get the ahh…the bonding of X(1-X). Now that is gonna happen on the X side of the boundary.

30:43

Now for exactly the same reasons on the 1-Y side of the boundary we're gonna get little parcels up against… hard up against the boundary, we're gonna get the 1-Y postulate is being influenced by the X postulate on the other side of the boundary and is being driven into Y so we're gona get little tiny parcels of Y postulate there and little tiny parcels of 1-Y postulate. They're gonna be crushed together, forced together and driven together into the common class of Y(1-Y).

31:31

So one side of the…the…of the boundary we're gonna get the production of the little ahhh… the postulate configuration X(1-X) and on the other side of the boundary, immediately facing it, right up against it, hard up against it we're gonna get the… we're gonna get the production of the postulate Y(1-Y).

32:00

Now we've already met this met this postulate configuration when we discussed insanity, we know what these are, we called them IP's. We have a name for them. Remember it? We know what they are. We… we….we…we've met the beastie before. We met it on the previous tape. We met it when we were talking about insanity.

32:23

So at the boundary between the opposition postulates we see the formation of the two IP's of the goals package, on the X side you see the X(1-X) IP, on the Y side there's Y(1-Y) IP. There's the two IP's form. So the postulate configuration at the actual boundary uh… uh… uh…what we call the boundary condition, the conditions at the boundary. The boundary condition postulate is X(1-X)+Y(1-Y)=1. It's what we, when we're discussing insanity is what we call Twin IP situation. TIP, remember the TIP? Twin Impossibility Points TIP, TIP.

33:43

So we have at the…at the boundary, we have on one… on X side of the boundary we have a continuous creation of these little ahh… X(1-X) IP's. I… I… I'll drop the use of the word bracket again, for convenience. We have the X(1-X) IP on one side of the boundary being created, continuously created, masses and masses. Imagine them as little tiny parcels this… this… this IP being created continuously on one side of the boundary.
On the other side of the boundary there's a continuous creation of these Y(1-Y) IP's on the other side of the boundary, and that is all that is happening at the boundary. There is nothing else at the boundary. That's all that's there. There's nothing that's there. There's just those four postulates you see?

34:43

Two postulates in the IP form on one side of the boundary and two postulates in the IP form on the other side of the boundary and they are the four postulates of the goals package. One side we've got X(1-X) and the other side we got Y(1-Y), but they are the four postulates of the goals package, of the XY goals package. You see that?

35:04

Now what happens to these little IPs? Do they just sort of sit there? No they don't. They merge. Now to see… to understand how they merge we have to just pick out of our… of our con… of our massive fusion of… creation of these IP's at the boundary. We'll…we'll pick out one little parcel of X(1-X) IP's and another little tiny parcel Y(1-Y) IP's. So we got two postulates in the IP state. We got an X bonded to a (1-X) and right by its side, imagine right by its side we've got a Y(1-Y) IP, we've got a Y bonded to a (1-Y) IP there.

35:59

Now can you imagine that? Now put those postulates into a square. Put those postulates into a square. In the top left hand corner of the square you put the X postulate. OK, now in the botton left hand corner of the square put the 1-X postulate. On the top right hand corner of the square you put the Y postulate. Now on the bottom right hand corner of the square you put the 1-Y postulate.

X		Y
1-X		1-Y

36:45

Alright now let's go to the left hand corner to the X postulate and let's see what the situation is regarding this little tiny X postulate on the top left hand corner of the square. It bonded to 1-Y which is the postulate at the bottom left hand corner of the square, Ok? That… that's the… Sorry, it bonded to the 1-X at the bottom left hand corner of the square and that is the X(1-X) IP, see that? So it bonded to its IP in the twin, but on the other side… on the top right hand corner of the square there is a Y postulate, now X and Y are complementary postulates in this universe, complementary postulates and they tend to attract each other.

37:36

Complementary Postulates attract and cancel each other out.

They have an attraction for each other, complements… remember under the laws of postulates where I gave you that complementary postulates attract each other, merge and cancel each other out. Opposition postulates oppose each other and tend to fly apart and do not cancel each other out. That's the basic law of the… of the… of the ahh… of the cannons of the postulates, of their attraction and repulsion for each other. See them as rather like electric charges.

38:13

So we have the X postulate and the… the 1-X. X in the top left hand corner and 1-X in the bottom left hand corner, their bonded together so there pulling towards each other, we have the X and the Y, that's the top left hand corner and the top right hand corner pulling towards each other because they are complementary postulates. They're trying to merge but diagonally across the square from the X postulate in the… across the diagonal is a 1-Y postulate. Now there, opposite… that' an opposition postulate, X and 1-Y are opposition postulates and they tend to fly apart. Ok?

39:01

So they would repel each other. Now the 1-Y… what I'll say for X and 1-X is true for the Y and 1-Y.

The Y and 1-Y are bonded together, top right hand corner and bottom right hand corner are bonded together they're pulling towards each other and they form the IP Y(1-Y).

So Y is also attracted to the X postulate across the… between the top right hand corner and the top left hand corner, but the… the… the bottom left hand… sorry the bottom right hand is opposing the top left hand corner and the top right corner is also in opposition to its opposition postulate which is the 1-X postulate across the other diagonal.

So you've got a square now, if you join the lines up in the square, all this… join up the X, 1-X, 1-Y, Y and X, join the f…join the four… join the four lines up the square… to form the square

then join up the two diagonals, then put in your lines of force there between the various postulates, you'll see that X and Y are pulling towards each other, X and 1-X are pulling towards each other but across the diagonal X and 1-Y are flying apart and this is true for each one of the four postulates in the configuration.

40:51

So e… e… each postulate in the … each corner of the square is being acted on… is being pulled on by two postulates to merge but it's prevented from merging because across the diagonal it's being repelled by the postulate across the diagonal.

41:10

Now if you were to take say the X postulate out and… take that postulate out there and draw that up separately the forces acting upon the X postulate by little rearrangement of the forces acting upon the X postulate you would realize, you would come to see that they form what is known in mechanics as a triangle of forces. That the… the forces… the little…you put the arrows in you'll see that there's ahh… that the three forces are in equilibrium.

Now this is a little bit of high school mechanics. But never the less it can be easily shown that the configuration is completely stable and that the X postulate will stay right where it is… it…it's… the balance…in other words it's at rest. It's got no impetus to move anyplace. It just sits there, the X postulate and similarly with the 1-X postulate and similarly with the Y postulate, with the 1-Y postulate they form a square.

The two IP's in other words come together and stick with the X stuck to the Y and the 1-X stuck to the 1-Y and the X stuck to the 1…to the 1-X and the Y stuck to the 1-Y, but the X repelling the 1-Y cause their opposition postulates and the Y repelling the 1-X postulate and those last two repulsions being across the diagonals of the square and the whole thing is a stable configuration that will sit there in space.

43:05

In other words you could leave it there, it has no intention to move anyplace its completely stable configuration. Now that stable configuration is the sensation is the basic sensation at the boundary between the opposing postulates. This… what… what you perceive as the sensation consists of those four postulates in that configuration I've just given to you. That's what the sensation is.

43:41

It simply consists of those four postulates those twin IP's stuck together, into that configuration and we call that configuration TIPM. M stands for mass because that is what you perceive. You don't perceive it as postulates; you tend to perceive it as mass. So we call it TIPM, twin impossibility point mass, T I P M. and that is the technical name we use in TROM for a sensation T I P M.

44:20
We call it TIPM, because that's exactly what it is, it's twin impossibility point mass, that's its exact anatomy. So TIPM is a much better name for it than sensation, which is a completely non descriptive term, but TIPM is highly meaningful, cause we know what we're talking about when we talk about TIPM.

44:41

Now let us consider what we might call a… a… a single parcel of TIPM in the… in this XY goals package which is generated at the boundary between the X and the 1-Y postulate, under the circumstances we've been discussing. We have the four postulates there, in the top left hand corner we have X, in the bottom left hand corner we have 1-X, the top right hand corner we have Y and in the bottom right hand corner we have 1-Y, and the forces between them are exactly as I've given and we know that this is a stable postulate configuration in a…. in…. in a stable balance of forces.

X		Y
1-X		1-Y

45:29

Now each one of these postulates, each one of those four postulates is quite capable of attracting its complementary postulate exterior to this little parcel. Do you follow that? In other words the X postulate that is bonded to the… the X postulate say in the little package, little parcel we're dealing with, although bonded to 1-X and attracting and stuck to the… to its Y postulate, which it can't complete merge with , of course, but stuck to the Y postulate. It's still quite capable of attracting the Y postulate from another parcel of TIPM nearby. And similarly with the 1-X postulate in the bottom left hand corner it's quite capable of attracting the 1-Y postulate from a nearby package of TIPM, and similarly with the Y and the 1-Y postulates in the top right and the top… and the bottom right hand corner of our square.

46:53

So each of the four postulates in this stable configuration is capable of attracting its complementary postulates external to the package. The little parcel that we're considering in this whole mass of TIPM that is milling about and forming at the boundary in this… in this…in this ahh… under these boundary conditions. Where these… where these little parcels of TIPM are being constantly generated at the point of conflict between the opposing postulates. You see that?

47:33

So the tendency will be for these little parcels of TIPM as they form to join up with each other with the X joined up to the Y of another packet…. Another piece of ahh…. Another parcel of

TIPM and the 1-X joined up to the 1-Y and the Y joined up an X of another parcel and the 1-Y joined up to 1-X of another parcel, and so on. You see?

48:13

All the bits join up by the attraction of the complementary postulates. That's what pulls them together. So the little squares will join up umm… and form what we call a matrix and you will see a matrix there, you could draw it out on a piece of paper if you wanted to, you simply take you basic square and put by the side of it another square and put in your lines of force there and you would… you would have them… you would… you would see the way they would join up. Bearing in mind that the… that the complementary postulates attract each other and the opposition postulates repel each other.

48:55

So those forces would be sufficient to … to cause the whole mass of these little parcels of TIPM to form themselves into a matrix. You follow me?

49:12

And so you wouldn't… At the boundary we don't actually have … a mass of little tiny of what you might call parcels of TIPM, we have one lump, there's a tendency for the ahh… for the…for the little parcels of TIPM as they form and are generated in games play to bond to the other particles and the whole thing to coalesce and become a massive TIPM, a… a… a conglomerate of TIPM at the boundary between the opposing postulates.

49:51

Now Ron Hubbard, if you recall in Scientology, the early days of Scientology, do you… if you recall the book 8-80. Ron wrote a book 8-80 on energy flows back in 1951 or early 52 on the subject of ener… energy flows and he talked of flows and dispersals and ridges and he said when you get to energy flows crashing together they form a ridge. Well he'd spotted this phenomenon in his own psyche and this…what he… what Ron Hubbard called a ridge was actually the boundary condition between the opposing postulates in the goals package.

In other words we're talking about the same phenomena that Ron had spotted back in 1951 when we're talking about TIPM. But Ron didn't know it's anatomy, he hadn't got it's anatomy out, cause he hadn't got the… he didn't ever clearly isolate the goals packages like I have done with TROM, but he knew that when two… when two flows crash together that a ridge would form between them, and what he called an energy ridge. And that surrounding this energy ridge would be a dispersal of energy. You remember he talked of flows dispersals and ridges, well I'll… I'll tell where the dispersals fit in, in a moment, we'll get to those, we'll see how they fit in, and we will see how accurate Ron was. He was tremendously accurate in his observations but he just wasn't able to put it together in the form and to get the exact anatomy out like we can do it.

He saw it as energy he couldn't grasp that…that…the en… that what he was looking at as energy wasn't really energy it was a postulate configuration which we call TIPM, with the IP… with the postulates in the IP state. He never got that far, but we've got that far so we can analyze and get the complete anatomy of what Ron used to call a ridge, and what Ron used to call a flow, well a flow is simply the flow of the ahh… of the ahh… of the postulates. And where they crash together it forms a ridge.

52:21

And then we'll talk about the dispersal in the area of the ridge.

So we're not talking about anything here which was not forecast, you might say, by Ron… By Ron Hubbard back in the early days of Scientology, and I refer you to his book 8-80, Scientology 8-80 I think… I remember the book was called. The subject of flows dispersals and ridges.

52:48

So at the boundary we see this massive conglomeration of TIPM which will form itself into… tend to form itself into a solid lump. In other words, this TIPM has an attraction for itself. In other words, the separate little parcels of TIPM have a… they have a… an attraction for each other. Left to their own devices they will collapse on each other and form a mass.

In other words, you could say that each particle or each little parcel of TIPM, and each parcel consists of the four postulates of the goals package in the postulate configuration I've described, that each little parcel would have a gravitational pull for the other particles. You follow? So the tendency for them, if left together in space, they would all collapse in on each other by the… the… you might call it the gravitational pull of the complementary postulates involved.

And so you would tend to see the ahh… the ahh…the collapse of the ahh… of each little parcel, these little parcels together. They might start as a confusion of particles or a confusion of parcels of TIPM but they would soon collapse in on each other and sort themselves out and become a solid lump, a matrix. What we call a matrix of TIPM, which would be quite a fixed thing. It would ahh… you know you… you would have to pull it apart, it would… it would tend to stick together because of gravitational, because of the attraction between the complementary postulates that are holding it together. See it wouldn't, there would be no tendency for it to fly apart. It would have a cohesion because of the complementary postulates of which it contained, which consists of, holding it together. You get that?

54:53

So understand that cohesive nature of TIPM it tends to ahh… it tends to … to… to have a gravitation attraction for this… for other bits of TIPM.

55:09

Just thought I'd mention that in passing, we'll … we…we… we'll discuss that aspect of it more later on.

55:15

Well so far we've talked about this barrier being stuck between games player A and games player B now we must umm… discover what happens when one of those players starts to win the game. This is our…we can now move from the static situation we've been discussing to the dynamic situation that we see in actual life where one or other of the… the… the players starts to overwhelm the other player. Now what happens when this… when this occurs is that the boundary starts to move towards the loser. His… he… he no longer is able to hold the boundary out there his postulate is insufficient to hold the boundary in its position and the boundary starts to move towards him.

56:19

The TIPM is still being formed at the boundary and as he progressively loses the game the boundary gets…comes in closer and closer and closer to him. Now as this happens he will go through a definite sequence of events, a definite sequence of events there, which you ought to know about.

Actually if you was to continue to do level five long enough you would discover all these… all this material for yourself. You would discover all these… all these events, all about boundaries and all about TIPM for yourself but umm… it's necessary to understand it, to understand the phenomena that we're talking about.

Just what happens as this boundary moves towards the person. Here he is say… supposing X is the loser, he's losing the game. And this boundary of TIPM is moving relentlessly towards him. There's the opponents 1-Y postulate that proceeds to overwhelm him, the boundary gets closer and closer.

Now the sequence starts there, and the first sign that he gets, he starts to come under the influence of the boundary, he starts to get influenced by the boundary conditions in the game. Now the first sign that he's becoming influenced by the boundary conditions in the game is that when he begins to sense, the boundary gets so close to him that his own postulate becomes… begins to flip at random between its postulate and it's negative.

In other words this is… he's begin to get right up close to the boundary now and he's beginning to go into the boundary condition himself so his X postulate starts to… to flip, it will flip. His postulate, he can't hold his postulate in X, it flips over to 1-Y…sorry it flips over to 1-X. it gets driven into overwhelm and he goes into 1-X, then he hauls it back out again and gets it back onto X there, and pushes on with the game there. Then at the moment later he get…his postulate snaps into 1-X, then he snaps it back into 1-Y and So… at first this happens at random and the emotional that goes with this.

This random snapping between the postulate X and its negative 1-X as he's influenced by the boundary conditions, you see he… he… he's responding… he's acting like the little parcels of X postulate responded. They were… they were being pushed backwards and forewords between the X and the 1-X. well now it's happening to the games player himself.

59:22

Now the emotional, the feeling, the sense… well it's not sensation, the feeling that goes with this is the feeling of confusion. He starts to feel confused, goes into the feeling of confusion.

Now this is a quite an important part… important part of the proceeding, is this confusion, we better understand what we mean when we say confusion and analyze the…the…the word itself.

59:48

Confusion

Now the word confusion comes from the Latin *fundere* means to pour. And the word confuse and the word confound, the word confound comes from the Latin *fundere* to pour and the word confound and the word confuse mean much the same thing, to confound and to confuse.

So to… to…to ahh… the word confuse in our language almost literally means to fuse with. You know, it's an interesting word isn't it, to fuse with. And we're talking about IP's where postulates are bonding…being bonded to their negative and being fused together. It's a very, very interesting…very interesting word, its derivation. It's almost as if someone umm… way done the line sort of just picked it, picked this meaning, this idea of confusion, the idea of two things being bonded together.

Never the less that is exactly the feeling that the person gets as they get… as their IP barrier gets closer… TIPM … TIPM barrier I should say, moves up closer and closer to them. They go through a period of confusion where their postulates snap backwards and forwards.

1:01:15

They're in the X postulate and it keeps snapping to 1-X and they haul it back to X again, and they hold it at X for a while and it will snap over to 1-X and they get it back to X but it's random it's not regular it's random, confusion.

1:01:33

Now that p… feeling of confusion will intensify and then diminish and as it dem… diminishes, the barrier are now getting closer it diminishes and the person goes into what is called a pulse reaction. They're now pulsing between the X postulate and the 1-X postulate regularly.

They would be holding their postulate X then… 1-X… X… 1-X… X… 1-X but it's not random, it's regular, it's a regular pulsation between the postulate and it's negative. Now this pulsation will get faster and faster to ahh… a certain point will be reached where the person is holding

both postulates simultaneously. They're in X and 1-X, they're in both postulates simultaneously. They are in the IP, in other words, they're right in the IP.

1:02:45

Now at that point when they're right in the IP it's a rest point. There's no confusion, there's no pulse, it's a rest point. There's a…there's a… there's a moment of stillness and motionlessness in there. It's a rest point there, right in the IP.

Then they start to go out of the IP and start to go into the pulse again. They now go into the pulsation, very, very fast pulsation of X, 1-X, X, 1-X, X, 1-X. in other words they start to go out in reverse than the way they came into the IP.

They go out, first pulsing X, 1-X, X, 1-X then random 1-X, X, 1-X, X and the feeling of confusion will return then there's less and less X's and more and more 1-X's until there in 1-X. now there in overwhelm.

There now the… the…the effect in other words is to drive the overwhelm… what we call the overwhelm, is to drive the person through the IP barrier, he gets latterly driven through the barrier and out the other side, and the effect on his postulate is to change it from the postulate X on one side of the…. As he goes into the IP… as he goes…when he's on one side of the barrier he gets driven through the barrier and he comes out the other side in overwhelm holding the 1-X postulate.

1:04:30

Now that… that sequence of events I've given you can happen in seconds or it can take minutes or it can take hours but it happens in every overwhelm in games play no exceptions, doesn't matter what the postulates are the person always, if he suffers an overwhelm, he goes through that sequence of events.

He goes through the postulate… he has the barrier… he has first of all his postulate, he feels he's losing the game, the barrier gets closer and closer to him, he starts to feel confused then he starts to pulse between the postulate and it's negative postulate, then he has this rest point where there is no motion then he's out the other side into the pulses again. Then he feels the confusion again. Then the confusion lessens and he settles into the negative postulate and the sequence is invariable, and it happens every time, in every game.

1:05:35

Every time he's ever lost every game in this universe the being has gone through that sequence. Now you might say, "Well if that is so, how come it's not reported?" invariably how come that umm… the patients regressed in therapy don't report it? But they do report it. Everytime a person goes into an Engram, a pain engram, they will always report confusion if they get sufficient contact with the injury, sufficient contact with the impact, sufficient contact with the injury then they will report some confusion.

1:06:14

Well what about this pulse why don't they report the pulse? Well sometimes they do. I've known a preclear to feel say…he'll feel…say that umm… "well I don't know I seem to be sort pulsing between things here" … there but it's… you know but then the thing is gone and then there's a sort of calmness there and then he's back in the confusion again. But the real reason why the person doesn't experience all the steps in the … in the action in recall is because the rational mind abhors the IP state. You see that?

1:06:50

So he… he…he skids over it, he skids over the IP. He… He….the tendency is when you run an Engram on a person or run a point of overwhelm, he'll pick up… pick up the point where he'll start to lose the game, he'll feel the confusion, then he'll feel the impact, and then he'll be in the overwhelm. He'll go straight through the IP unknowingly, cause he abhors it. He just doesn't register it. And the next thing, there he is… he's… he's in postulate reversal and his postulates got overwhelmed, and he didn't spot it, he didn't spot the IP. See? Simply because the rational mind abhors the IP state and so it won't duplicate it.

1:07:38

But it… the rational mind can duplicate the confusion so preclears, when you run and engram on a preclear they almost invariably report some form of confusion. Sometimes they'll report the pulse but that's rare, but they never report the stillness right at the center of the IP, because to experience that they would have to experience pure insanity and that they can't duplicate. They can't duplicate that because that's pure insanity that they went through.

1:08:07

Now what is the difference between the person going insane and the person into an overwhelm in games play? Well there's only really one difference that the person going insane never came out. You know, he had…as I said you know he had no place to go, so he's stuck in the IP it was his last game, so he's stuck in it.

1:08:35

But your ordinary games player being overwhelmed in games play, he will go through the IP barrier, come out… and come out the other side, simply because he got some place to go. So he can come back out and he does come back out. All he suffers is a postulate overwhelm.

1:08:53

Now there's another phenomena that occurs that I haven't mentioned so far because I didn't want … didn't want to burden you with too much all at once. But there's another phenomena occurs as the person starts to lose the game and have the barrier move towards him. So he…. So

he has the IP barrier move towards him and this is that this… the game sensation which he's been sensing all the time. He's playing this game he can sense this barrier consists of IP's and he senses it as sensation. Remember I said that. He doesn't sense it as… he sees it as a mass but he also… he doesn't it as IP's, he senses it as mass…so a sensation. So he's sensing the games sensation there and as the barrier moves towards him the… the… the game sensation intensifies.

`1:09:53

It can be easily shown that the distance from the barrier, given that the postulate intensity is constant, that the intensity of sensation obeys the inverse square law in the universe. In other words, the… if the…the ahh…if the… if the barrier is half the distance the sensation is four times as strong. Obeys the same… it's the inverse square law in the universe that umm…ahh Newton's inverse square law of gravity.

1:10:26

But anyway, that ahh…that's just an interesting point in passing but never the less, that is… that is…that is what the law that it obeys. That the closer he gets that barrier the umm… the intensity of the sensation he feels goes up according to that inverse square law. And this intensity of sensation goes… increases…increases…increases…. Increases and reaches a peak, a very peak at the point where he goes into the IP, at which point it stops. Then when he comes out the other side, there's a peak sensation again and then as he's… as he settles into the overwhelm the barrier's gone and the sensation rapidly drops off to zero, because the game is ended now. He's in complimentary postulates.

1:11:29

Once he goes into the complementary postulates, goes through rapid confusion on the other side of the barrier and then complementary postulates, the games ended and all the sensation ends.

But the… the… the sensation peaks actually at the point just when he goes into the IP. Just when he goes through the IP barrier is the maximum point of sensation.

1:11:50

Now if you understand this about sensation and this relation between the IP barrier and sensation you will understand something which has puzzled many, many researchers in the human mind, in the human psyche, which we now can explain. This… this factor of why it is that games players, particularly compulsive games players will put their sanity at risk in order to enjoy games sensation. And they do it time and time again.

They will take enormous risk; they will put their life at risk in order to enjoy game sensation. What they are doing, they're pulling that barrier closer and… the IP barrier closer and closer and closer to them in order to maximize the sensation. Remember the inverse square law, the closer that barrier is to them the more sensation their going to enjoy, but you see the danger they're running for themselves. They… they could easily… if they're not… if they're not careful they

could easily get stuck in that IP. See that? In which case they lose everything, the sensations gone and their sanity's gone.

1:13:14

And if the other side of the IP is death, it may be, you know, on one side of the IP they may be alive but the negative postulate may be their death. So when they go through the IP and out the other side their dead. You see that, it can happen. You get certain types of postulate configurations, certain types of postulates.

1:13:39

But never the less we find the compulsive games player is comp… in order to generate the maximized game sensation will… will… pull himself as close as possible to the IP barrier in order t maximize his sensation, and he will often boast of this, of how close he could get to it.

It's like adolescents in motor cars, you know, of how many of them….how fast they can drive down a road at a brick wall and still be able to pull up in time before they crash into the wall. You know, they… it's that sort of a … that sort of activity, you know. It's a umm… how close they can get to the IP barrier… in other words **they're simply trying to maximize the thrill, maximize the sensation, maximize the game sensation without either losing their life or their sanity.**

1:14:40

It's a inter… fascinating phenomena of games play, one that's been recorded and noticed by many students of philosophy and psychology and therapy and so forth, but none of them have ever been able to explain it, and for the first time in TROM we can understand it, because we've got the anatomy of it, we can see it in terms of… exactly in terms of the postulates and the IP state, and we…we…we got all the bits involved and we can see exactly how the person does it, and why they do it.

1:15:12

Once we know the relationship there, that the… that the… sense… that the intensity of the sensation is inversely proportional to the distance between himself and the IP barrier. Get it?

1:15:26

You see, the… the games player is in a trem… is in a… is in an awful fix on this subject of sen…of games sensation. He can't mock it up. He can't create it. He can only generate it in games play. And every games player sooner or later realizes that this… this… this system of maximizing games sensation.

1:15:55

He might not know it exactly in the way that we got it described, we understand it in TROM. He doesn't see it as clearly as we see it but he does know that by taking risks he can maximize his game sensation, and it's the only way he knows how to generate the sensation. He can't do it any other way. He can't…can't mock it up, he can't create it so he… he… he has a … he has a love hate relationship with this IP barrier, with this barrier there. The ahh… it attracts him like a moth to a flame. It's pure sensation, the barrier is. You see? But if he…. If like the moth to the flame, if the moth goes into the flame he's a dead moth, he's gone. If the games player get's caught in the IP barrier he goes in…and gets right into the IP barrier, he's a gone games player because his sanity's gone, at least his sanity's gone, and maybe his life is gone too.

1:17:02

So there's the risks the takes, and there's the incredible fascination that the games player has on this subject of sensation. Get it?

It's a love hate relationship. He's attracted by it like the moth to the flame, he can't keep away from it and he can't… he can't satisfy his craving… his craving by his own creativity cause he can't mock it up. It won't create, it's quite incredible, it won't create. It can only be generated.

1:17:41

Now there's the inner datum, the inner secret, the inner button, the… the… the inner works of this subject of sensation and the craving of sensation, and its effect in games play. But just as I was telling, remember I said in ahhh… when talking about insanity, the IP state when you come to it, to experience it, come to examine it is really a toothless tiger, that when you really get into it and learn how to handle it, is a toothless tiger. It's the same with this subject of sensation.

1:18:15

You work with level five in TROM, you work with the postulates there and you work with the IP state, understand where it fits in, and so forth, into games play, and get to know it's anatomy, and get to experience all of its parts, and so forth, again you're dealing with a toothless tiger. And you reach a point eventually where you can, you… you… you don't perceive the… the barrier as a mass you perceive the barrier, the IP barrier, for what it is, a series of postulates in the IP configuration. And you know something interesting happens at that point, case wise, in level five, the craving for sensation disappears, it's gone. It's gone, at the point where you know exactly what it is, you know all about its complete anatomy you've lost all desire for it. It's gone, gone. Get it?

1:19:17

And besides…. You might say it's only the mystery of it that keeps it… it's only the mystery of what sensation is that keeps… that keeps attracting the games player, cause he can't create it. At the point where he can create it, and he can't create it because he doesn't know what it is, but the point in TROM where he reaches the case level in TROM where he can create it exactly and precisely, his need for it is gone.

1:19:50

He… he's like the man who says, "Marvelous I'll ahh… I'll ahh… I think I'll TROM so I won't have to go to the brothel every Saturday night and I'll be able to mock up sexual sensation. But ahh… but the exact point where he reaches his goal he doesn't have any need to mock up sexual sensation because he understands exactly what it is, he's got the whole postulate configuration there and ahh… it's gone. The whole thing's gone. The whole lot just falls apart, it's nothing there. It's… the whole lot just evaporates into nothing. The craving's gone,to be replaced with knowingness and understanding.

1:20:32

Now that's what happens in therapy on this subject, that's what happens.

So when a person embarks on level five of TROM, I said in the write up when a person embarks on level five that ummm… they… it might change them into something different from human. They might not be what is normally regarded as human by the time they've finished it.

Well this is one of those aspects. See your attitude toward sensation, and so forth, is gonna have a marked change and you will find instead of spending a large percentage of your life going around trying to generate games sensation, you can find other more interesting thing to do with your time than wasting it trying to find games sensation all the time. When you can simply ahh… understand it… understand the nature of this sensation, and so you lose interest in it, cause you understand it.

1:21:37

Now I've just been looking… replaying this tape so far and I've realized that I mentioned this subject of confusion and dispersal, I mentioned Ron in 8-80 and flows dispersals and ridges and I said I'd tie up this subject of dispersal for you.

1;21:52

Well the subject of dispersal is the subject of confusion. It's ahh… a dispersal, what Ron meant by a di… energy dispersal is exactly matched by a person in a state of confusion when he's bounding at random between a postulate and it's negative. That's all confusion is, by the way, that all… that is the anatomy of confusion, is the random snapping between a postulate and it's negative. That's all confusion is. You… you… you'll find that any confusion is that… that… that… that's all it is.

This feeling of confusion is the random snapping between postulate and its negative. You can take any confusion apart that way. An d that's all it consists of, there's nothing else there, nothing else in any confusion but the random snapping between a postulate and it's negative, and that is the dispersal that Ron talks…spoke about now in 8-80. That's an energy dispersal. That…

that… the feeling of confusion, the confusion is the dispersal. There isn't anything else there. That… that… that confusion and dispersal are synonyms.

1:23:02

Due ahh… if you care to pick up the points in your life when you felt confused and… and re experience them, you will… and then think of this feeling of dispersal, feeling dispersed you'll find that it is exactly the same phenomena. There's no difference between the two phenomena. To feel dispersed is the same as feeling… feeling confused, there's no difference between them. A fee…a confusion is a dispersal and a dispersal is a confusion and the con… the anatomy of confusion is the random snapping between a postulate and its negative

1:23:36

We now ought to take up the subject of the anatomy of umm… or not say the anatomy but the qualities of this stuff… this stuff called TIPM. What are its qualities?

Well we already know that the qualities of the IP's are… ok, four, remember I gave the four qualities there of ummm… of the IP, there's identification, motionlessness, timelessness or time stop and mass.

1:24:16

Well the TIPM because they only consist of IP's will also show the same four qualities. We need to take these up in turn and ahh… and…and look at them in more detail to understand the…the…the nature of this ahh… this stuff called TIPM.

Let us take up first this subject of identification. The TIPM consists of an identification between a postulate and it's negative and that is absolutely fundamental to the anatomy of TIPM but look the identification between a postulate and it's negative is the very essence of irrationality which shows you that TIPM is… is not a thing of reason. It's not…it's not rational, it's not a rational state, it's not a rational thing, TIPM. it…it…it… It's highly irrational in fact…TIPM is as irrational as … as anything can get. It's not rational.

Now this tells you right away that because TIPM is irrational it won't duplicate you, it won't adopt a complementary postulate with you. So you direct a postulate at it and order it to do something and it won't do it. You order the TIPM to jump and it…it will refuse to jump. It won't jump, cause it's not occupied… it's not… sorry it's not umm…it…it…it's not umm…it's not operating, that's the correct word, it's not operating in a rational manner, so it simply will not duplicate any postulate directed at it. It will not adopt a complementary postulate to any postulate directed at it. So that's something you should know about TIPM.

1:26:13

It's completely irrational in that respect. It won't obey your orders. Whatever order you direct at it, it will simply not… not… not comply. It won't comply with any order directed at it.

Of course, by the same token, umm… TIPM does not by its ahh… not by its nature automatically oppose postulates… any postulates directed at it. Left to it's own devices it will... it will just sit there and… umm.. it won't play games with you. It will just sit there.

In other words you…you direct ahh… ahh… ahh…to jump ahh… order it to jump and ahh… it doesn't refuse to jump, it… it just sort of sits there being its quiet uncomplaining self. You get it?

1:27:00

So it.. it neither occupies… it neither adopts a complementary postulate to a postulate directed at it nor does it ahh… nor does it ahh…nor does it produce an opposition postulate to a postulate directed at it. It just sits there being it's quiet uncomplaining self. That's TIPM.

1:27: 19

Tape ends abruptly.