

Part 4 FOLLOWS . . .

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Part 4

In November, 1994, I had my first Knowledgism services. My first action was the Prime Source Axiom "Codes" Course and processing.

For those wondering about the Codes, here is one of Alan's answers to the question on public lines: <ftp://ftp.lightlink.com/pub/archive/acw/codes.memo> The specifics of the Codes tech is held as confidential. There is good reason for this as, mishandled, the negative side of the Codes case will cause real strife to an individual. We saw too much of that kind of thing with the old own goals GPM handling in '62-'63.

After I'd found my Codes, the next action was an attempt at the 1994 version of Alan's "Games Matrix" R/D to package my Codes as part their applicable Games Matrix.

That process bombed out. I won't get into the details here, for various reasons, but will say I believe it was because the way in which the Games Matrix tech was presented at the time has an inherent little flaw in it.

Basically, Alan's Games Matrix is diagramed thus:

Alan's Games Matrix

Power Identity

+40

Opposing
Power Identity

Power-Split / Lifeforce Vector Reversal

2.0

Failure

0.0

Death

Weak Identity

Malicious Identity

-40



This four part matrix is as outlined in his November 8, 1994 taped lecture: "Free Radical Identities."

You'll note he has the two top power identities as opposed and indeed conflicted. In Case Advisor Series 4, he articulates this further in these terms:

1. The Empower--the Spiritual Being himself
2. The Power Identity--an identity created by the Being
3. The Opposing Identity as an Anti-Power of Destructive Identity--it is an identity created to oppose the Power Identity
4. The Malicious Identity--a combination identity that is a result of shocks, overwhelm, lies, harmful acts, kepts (W/Hs). It is created by the conflicts of the Power and Destructive Identities colliding. This identity is held together by the Being's hatred of power and authority.
5. The Weak Identity--a multi-other-determined creation that is brought about by others to handle the malicious identity. The Being keeps this in place by resisting all those aspects he does not like about others.

All this follows and is aligned based on Alan's rather phenomenal work on the subject of "Paradigm Matrices" as expounded on in his book: "The Paradigm Matrix, and its Effect on Future Prosperity and Human Events."

There are a number of matrices diagramed in that book, including the human Ability Paradigm.

What is being expressed in this work is that our human (and spiritual) activity goes through cycles. And one of the cycles is a cycle of decline, as in one declines down the mood scale from successful activity to failure.

Here is a presentation of a matrix that expresses that phenomenon from his above cited book. Note also the sequence of the life-force flow through the paradigm wherein the Malicious Identity is in the position of receiving and processing the flow before the Weak Identity at the end of the cycle.

"All that is human must retrograde if it does not advance."
Edward Gibbon (1737-1794)

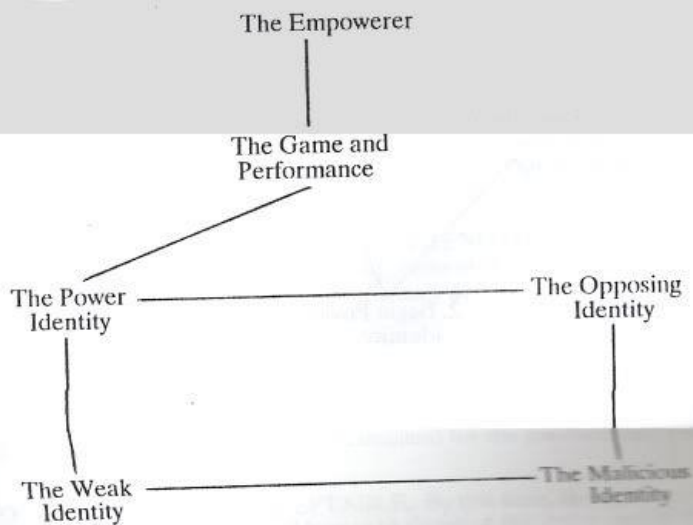
CHAPTER NINETEEN

THE INDIVIDUAL CYCLE

My main thrust of work has been in the area of improving the individual. Recently, I made a tremendous breakthrough in the recognition that each individual has five basic identity personality traits. These make up the Identities Paradigm Matrix of man.

By isolating these five basic traits, we have been able to produce tremendous gains in the prosperity, success and happiness levels of our clients. What has also amazed us is that these traits dovetail into the basic cycles phenomena discovered by R.N. Elliott, the noted discoverer of the Wave Principle, that have stood the test of time.

This paradigm matrix is:



In my view, this alignment as a **Games Matrix** structure is incorrect. Note the distinction I am making here between a Games Matrix and an operating Paradigm Matrix. I believe the errors in the presented Games Matrix tech and package that I have seen/heard, and including the latest

tape dated July 10, 2007 are two-fold; which points I'll discuss in detail below with diagrams.

For now I'll present what I find to be a more workable and correct structure of the ***Game Matrix***:

Roger's Games Matrix

Power Identity

+40

Complementary
Power Identity

Power-Split / Lifeforce Vector Reversal

2.0



Failure

0.0

Death

Malicious Identity

Weak Identity

-40

Since 1994, I have worked assiduously at recovering all of my highest level ascension states as have occurred over the fifty-plus years I've been processing and training. This is a critically

important action for anyone who has had major spiritual ascensions from any practices of spiritual enlightenment, etc. It is so important, Alan at one time referred to his subject as "Ascensionism."

About a year ago I was working on one such old ascension, cleaning up the crash and burn charge that had occluded it and, as I said in my presentation in Pasadena, I was working toward what had been the prior positive, high state of Being of that ascension area *before it originally* got charged up, muddled and was descended from in a universe way prior to this physical universe.

And as the higher, earlier spiritual state began to be recovered, I became aware of the elements of the Game Matrix of that game. It is to be noted that I had already spent many, many hours over the years erasing the forces, charge, mass and case turmoil from the negative, below the Power Split areas of this game (for now, we might call it the Game of Relationships). And what happened as I was recovering the positives present in the game is, I began to see how it had been begun (created) as a harmonious relating between complementary powers (or terminals) assuming positions to work with each other.

Wow! This was an eye-opener. Then the whole of the Game Matrix construct below these two complementary Power Positions began to become perceivable to me. I became aware of how, as we variously screwed up and goofed and, as charge in the relationship built up, we descended the Tone Scale of moods and emotions and eventually went critical of each other and into opposition at the Power Split.

The whole cycle and sequence was visible and experiential to me. Further, as I addressed each of the Power Identities with the Identity Handling R/D, I experienced and was able to run how, as I declined in the game and on the mood scale, I created myself as and into being the Weak and the Malicious Identities. Yes, you had some help on the way. Yes, as Alan says others also create you as and in these conditions of being--*but the real deal is that I did so as my solutions to the problems presented in the game as it progressed.*

And the fact that I had created these conditions and Beingnesses for myself as solutions is what stuck them there for me. That others also created me as these Beingnesses is simply added force that can either be processed for its own sake, or it unlocks and blows as you erase your own creating of the identities (actually, in practice the area resolves with address to both flows, though mostly the Flow Zero).

It is to be noted that this processing "*from the top down*" is wonderfully easy, and things pop to view easily and simply because you are senior to, above, earlier in time to, and more powerful than the case you are wanting to address and restore an optimum scenario to.

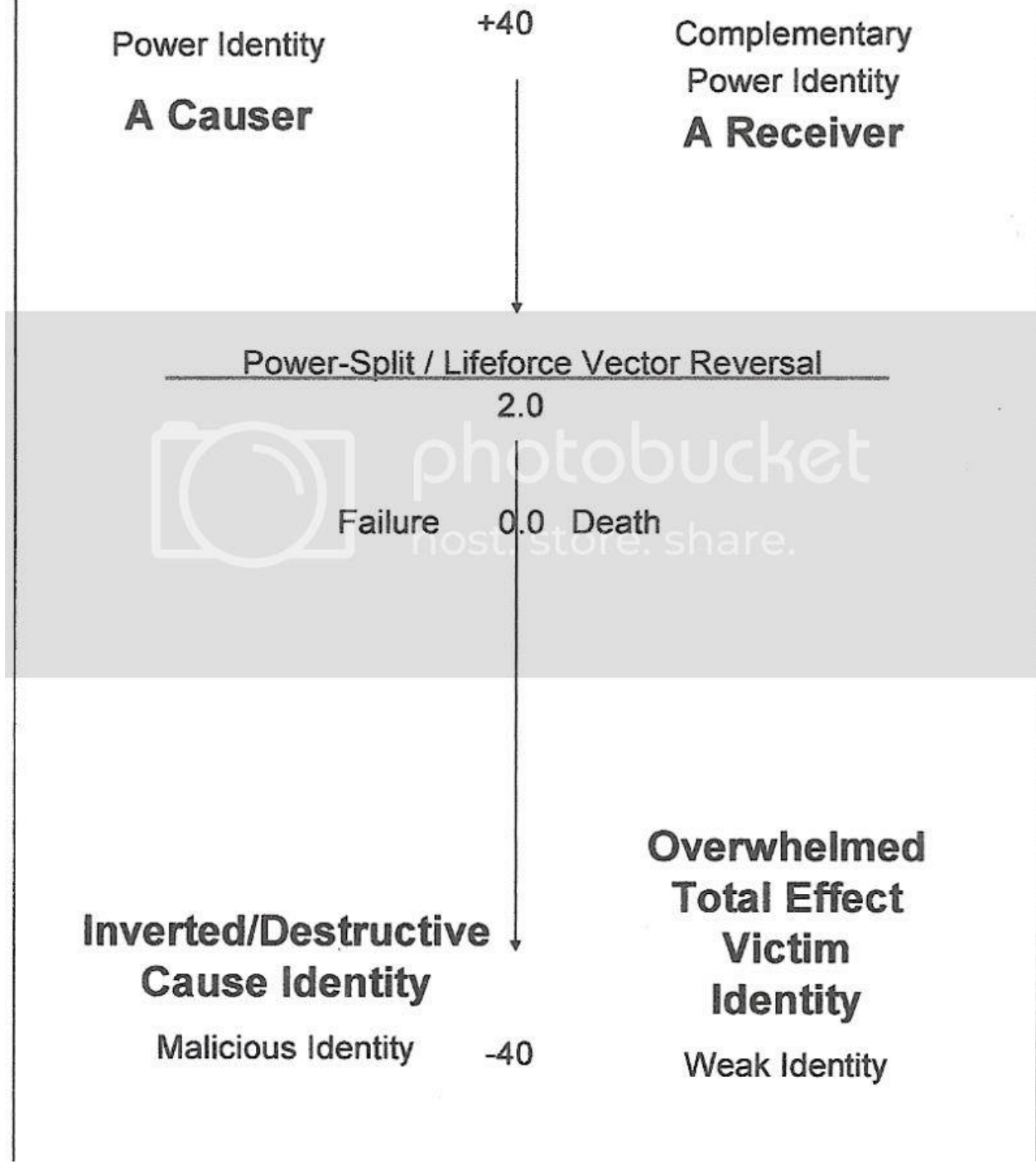
Below is my first full Games Matrix as found. It is one of three I have addressed. Senior to and actually outside of the "Matrix," of course, is me the spiritual Being as "Empowerer" and source. I have not shown myself in this position on this diagram.

Note two things: 1) the two top, beginning-of-game identities are complementary. They

reciprocate in a positive and empowering manner. They are not in opposition and nor are they destructive to or disempowering of each other. 2) The Weak Identity is vertically below the Complementary Power Identity (the Receiver Identity in the example given); this being the result of declining in power down the mood scale to loss of volition and failure in the game in all respects. The Malicious Identity, likewise, is vertically below the Power Identity where it has declined down the mood scale to become a destructive, delusional cause.

This is very well diagrammed in the presentation below of my first actual Games Matrix successfully packaged and addressed. You'll notice I have refined the concept and name of the Weak Identity here as compared to what was shown in Pasadena. More came to view on it since I first prepared the slide--case progress is a "work in progress." I noted that the complete name/concept of the identity includes the condition or concept of "*victim*."

Roger's (Actual) Games Matrix



Here is a combo presentation of Roger's Matrix layout juxtaposed with Alan's. You can now readily see where we are different.

Roger's vs Alan's Games Matrix

Power Identity

+40

Complementary
Power Identity

Opposing
Power Identity



Power-Split / Lifeforce Vector Reversal

2.0

Failure 0.0 Death

Malicious Identity

Weak Identity

Weak Identity

Malicious Identity

-40

As further notes on this, while running the three matrices I have my hands on so far, I would say I am lucky to have had some very huge ascensions early in my processing and training "career". Working on the recovery of these states led me to some of my very early Games Matrices. My Codes Matrix being one of them.

The process used to handle own goals and GPMs by LRH was fraught with error and potential error. Not the least of which being that the listing questions used invited one's spiritual connections/entities/BTs/spiritual teammates to answer up and get into the fray. One has to be alert to this while handling these matrices, and to work with one's spiritual connections in the appropriate and harmonious manner. To ignore or by-pass them is to create and (or continue to) by-pass enormous charge!

My personal observation is that each of the Power Identities spans and operates across the spectrum of the moods from the top to the Power Split, and at various times acts out particular moods at particular times and can even appear to be stuck in some moods. Similarly, after the Power Split one's dramatized identity spans the negative moods all the way to the bottom. But it is the top and the bottom identities that are the "stuck points and fixed identities. This appears to be the case as they are at the beginning and end of the games, and hence are "stuck points."

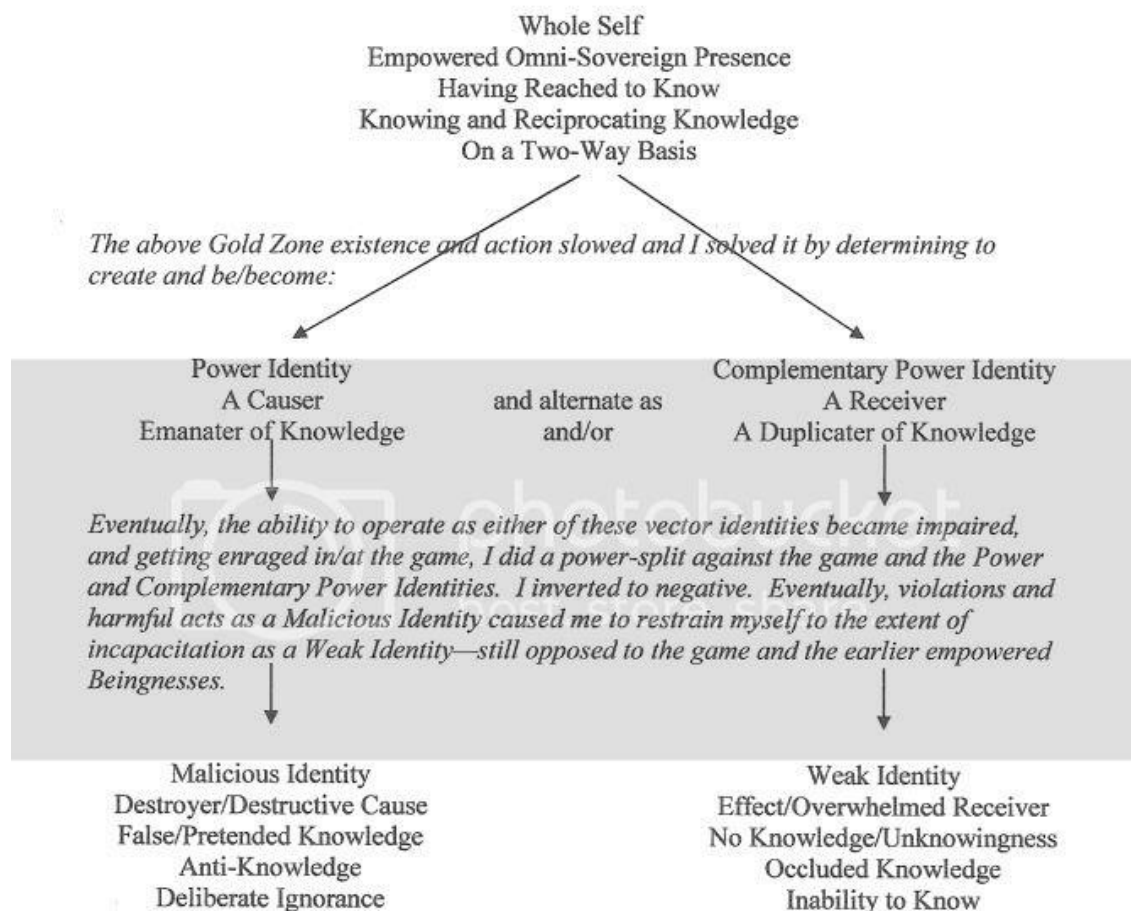
Hubbard appears to have mistaken these changes of mood and/or attitude and spiritual address to the game as being individual and separate identities that compose a "line plot." Either that, or he was unwittingly listing out implant "identities" while running own goals and mistaking them as belonging to one's own goals. What is certain, is that addressing it all from the perspective that all is opponency and the effort to counter something else, is a sure-fire way to produce and/or by-pass charge no matter what activity you are engaged in.

Personally, I came to these matrices by looking at my game construct from a position at the very top or most positive and powerful position relative to the game . . . that is, from the ascended to Empowerer Position.

Here is a diagram I did to forward to Alan on the matrix structures of two key Games Matrices I have so far addressed. I have combined them into one diagram. Though this is not as weird as it might seem as the condition we Beings find ourselves in Present Time is that of old games with newer games superimposed on them, running through them, triggering and accessing parts of them, and generally presenting a jumble!

Note the Empower Identity position is depicted outside of and senior to the game and its matrix.

The universe and states of Being and matrix identities recovered would be diagrammed as below with the declines from Gold Zone to Red Zone noted (diagrammed here is actually two matrices):



Of course each of these identities/Beingness opposed and is opposed by, and *has caused on and received from each of the other identity/Beingnesses in the package.*

Indeed, I find it very beneficial to run not only “restrained,” but “Done” and **“Received.”** It (Receipt/Receiving) is a key automatic and unknowing compulsion to undo!

Willing to receive, rather not receive also has applicability.

In the case of one of my key Spiritual Teammates/teams, the identity package is based on Love instead of Knowledge/Knowingness

Hubbard attacked equivalent case from a very negative perspective and position. Example, the process used to get the top present time "items" or "identities" the PC was dramatizing in 1962 was called R2-12. The listing questions used were (see, HCOB 23 November, AD12):

"In present time, who or what have you been upset about?"

"Who or what would you prefer not to associate with?"

"Who or what have you detested?"

"Who or what isn't part of existence?"

Etc., down a list of decreasing degrees of negativity.

Pretty negative stuff, no?

It is one way to enter a case. I don't know it is the best or most workable way. History shows it is either fraught with difficulty or it was an erroneous approach.

According to Alan's taped lecture dated July 10, 2007, he begins an entry to a client's Games Matrix using similar questions, particularly listing for the "Person you detest the most?" This terminal is then represented to get the underlying whole-track identity/Beingness that this present time detested person is actually triggering on your case and is appearing to be in PT to you.

I won't get into how the then found item is handled, that is inappropriate here.

My only comment is that I don't know what the case conditions of the individuals are that this line-up was designed for, and it may not be the only way Alan has of starting his address to the Games Matrix case scenario.

But I would prefer to take an individual up into an ascended state of Being, have him articulate his basic "Game" (it is a question actually run on the Vital Fundamental One Process, but unfortunately not really run on most folks by processors) and/or his Prime Identity scenario, and based on those high level truths have the client list for the components of the matrix from the top down.

It is to be noted that the negative stuff does need handling, but the question becomes: is it best and easiest handled from a position of power at the top of one's states of Being, or from the position of being weak, occluded, unknowing and suffering from the effects of same.

RogerB