

## PAB: Scientology's Most Workable Process

Hubbard discusses games in terms of "overwhelmings."

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SCIENTOLOGY'S MOST WORKABLE PROCESS

[...]

But what is important here is that games are "overwhelmings." As a person begins to be unwilling to overwhelm he, of course, begins to be unwilling to win and so loses pan-determinism and sinks into self-determinism. Games are, for our auditing purposes, "contests in overwhelmings." The primary overwhelming is to take space. Even in sedentary chess the goal is to take space and the game ends with a certain space, identified incidentally by the occupying piece, being overwhelmed but not entered. This very wise game of chess, of course, really nails it since no one can REALLY overwhelm a thing without space, a thetan. Chess ends with the space commanded, the opposing king untaken, only "overwhelmed." Thus life can be said to be a contest of "overwhelmings." The use of force, space, pieces, problems, strategy and tactics all resolve into the simple idea of "overwhelmed." A war and a business differ only in overwhelming by the use of force by the former, and of advertising and products by the latter.

A teammate is someone who assists in the overwhelming of the enemy. Aberration is mainly the overwhelming of teammates (wrong target).

When one views life as a complexity of attempts to overwhelm he begins to understand it rather well. Two people may be playing many games, some between them, some with others. They are opponents in some things, teammates in others. They succeed in the ratio that they can define their games AND overwhelm the proper enemy for each game. Marriages fail only because the games get confused between husband and wife.

[...]

In the field of engrams this becomes important. It means that engrams vanish, erase rapidly WHEN the preclear regains the ability to HAVE THE IDEA that he has won and that he has lost.

[...]

The research of Dianetics and Scientology still has its exciting moments. At least WE'RE winning.  
— L. Ron Hubbard