

ULTIMATE SERIES

From L. Ron Hubbard

ULTIMATE SERIES

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ULTIMATE SERIES 0

RELEASED MAY 19, 2023

THE ULTIMATE SERIES

ESPERIANISM means “the study and practice of existing as a spiritual being.”

The word is formed by combining the definitions of the word *Esper* (an old term for spirit) and the suffix *-ism* (meaning “the practice of”). Its sole purpose is the gradual increase of spiritual awareness and ability, until the point a being can exteriorize from (go outside of) their body at will.

At that point, a being achieves spiritual freedom and can do any and everything they wish!

If you don't believe this, that's alright. Feel free to test the waters and find out for yourself.

All a being needs to know to reach that freedom is written in the *Ultimate Series*. Nothing more, nothing less.

It can all be found here with a clear-cut route to follow. Travel it yourself and see!

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ULTIMATE SERIES 1

RELEASED MAY 19, 2023

THE ESPERIAN CONSTRUCT

A CONSTRUCT is “something that is built or constantly recreated.”

The ESPERIAN CONSTRUCT, is what we are making and following in order to gain spiritual freedom. The result is free, happy, and exterior beings that can accomplish anything they set their minds to.

The Construct, is what we follow and work with on a daily basis to do this. Trust the Construct. And know that a lot of time, effort, and sacrifice went into the research and development of Esperianism.

It is fortunate that so many can now take advantage of this easy route to follow. Please use it!

There is an Ultimate Series number dedicated to each corresponding point of the Esperian Construct. They are meant to be read in order and outline everything that needs to be known to practice Esperianism.

But normally, this is done after at least reading “What Is Esperianism.”

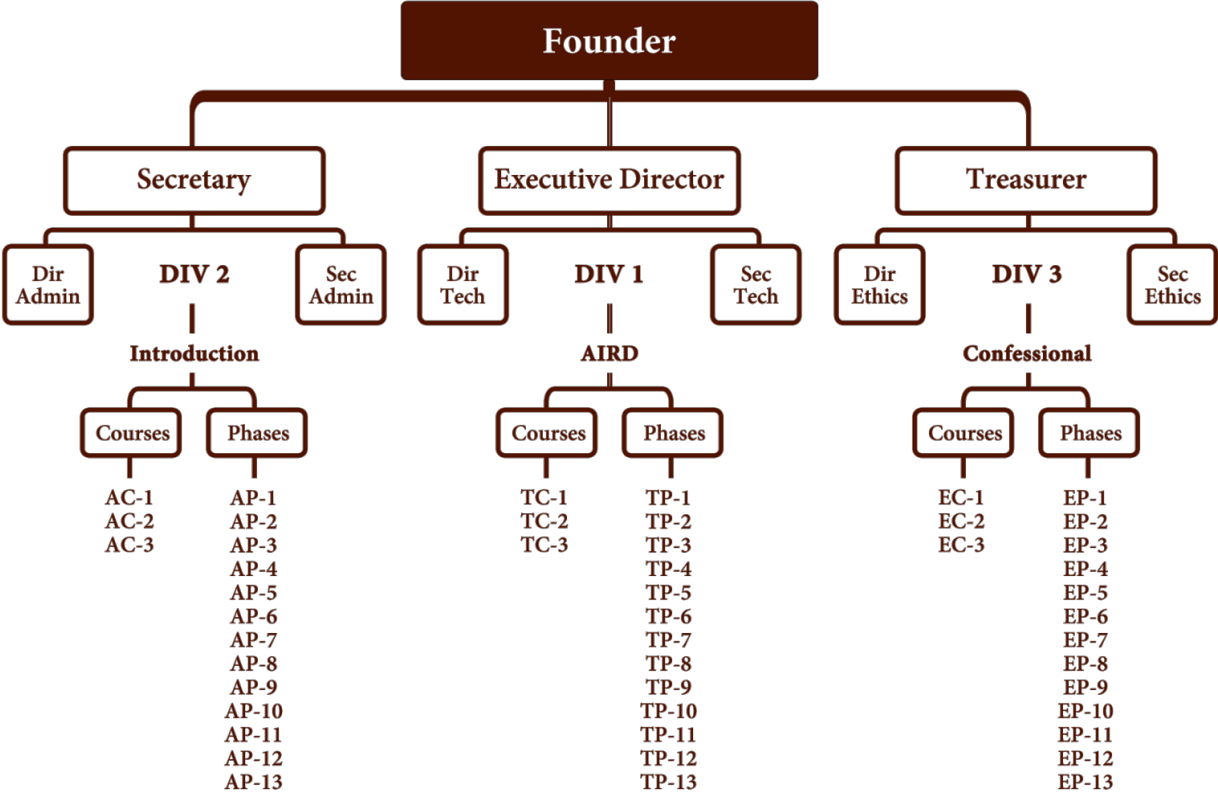
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THE ESPERIAN CONSTRUCT



ULTIMATE SERIES 2
RELEASED MAY 20, 2023

THE FOUNDER

The FOUNDER of Esperianism is L. Ron Hubbard. Not to be confused with the founder of Scientology. Yet, some believe that this is the same spiritual being, who has reincarnated to continue work started in previous lifetimes.

It is alright though. No one needs to believe this in order to benefit from this amazing technology. It is only asked that credit is given where it is due, and that goes to L. Ron Hubbard.

As Founder, he oversees all operations and organizations.

He has the final say in all matters. Anyone can appeal to him if they feel they have been wronged once going through the proper channels.

The Central or Founding Organization, is the one that is directly under the leadership of L. Ron Hubbard. All Executive Directors, Secretaries, and Treasurers answer to him.

The Founder may appoint an Acting Founder or Founders, based solely upon his discretion.

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ULTIMATE SERIES 3

RELEASED MAY 20, 2023

EXECUTIVE DIRECTOR

An Executive Director (ED) answers directly to the Founder, and he sees that his wishes are carried out. They are in charge of all the divisions of the organization, and work with both the Secretary and Treasurer to see that these are properly managed and functioning.

The ED is primarily responsible for the nonprofit functions of the Org in their area. To ensure that they comply with all state and federal regulations, or the equivalent in their country of origin.

They also have to have a working understanding of all points of the Esperian Construct. It is their job to appoint and oversee both a Technology Director, and a Technology Secretary.

The Executive Director's job can be summed up as:

Making sure that the whole organization delivers the same tech every time to DIFFERENT people and areas!

Our technology does not need to vary, but its application may need to reflect the audience and people we are serving.

It is the ED'S job to ensure this.

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ULTIMATE SERIES 4
RELEASED MAY 20, 2023

SECRETARY

A Secretary's job is to assist the Executive Director of the organization, and to carry out all nonprofit tasks specific to that position.

It is also their job to appoint and oversee a Director of Administration and a Secretary of Administration.

They ensure that all Administrative Technology is delivered properly to the people their org services.

To qualify for the position of Secretary, a person must have a working knowledge of the whole Construct, preferably as a former Director of Admin.

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RELEASED MAY 21, 2023

TREASURER

A Treasurer handles the tasks associated with their position in the nonprofit. They also oversee both the Director of Ethics and Secretary of Ethics. Their job is to ensure all Ethics Technology is being properly applied in their Division.

To qualify for this position, a Treasurer should have a working understanding of the Construct, and have been a Director of Ethics.

A Treasurer's job is to make sure all Ethics stops are found and handled in the organization.

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DIVISION 1

Division 1 is the Technology Division. It is headed by a Director of Technology and a Secretary of Technology.

They ensure the Ability and Intelligence Rundown (AIRD), Technology Courses, and all 13 Technology Phases are delivered correctly.

Things such as co-phasing, tech training, and any other action that is related to the delivery of the Tech portion of the Esperian Construct, is administered by Division 1.

The Division's primary function is to disseminate and deliver the AIRD. Then to get people to study the basic TC-1 course, so they know how to Phase themselves and others, at which time they can then start to Phase their way through the 13 Phases.

That is the goal of Division 1, the Technology Division.

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DIVISION 2

Is the Administrative Division. It has a Director of Administration and a secretary of Administration. They ensure all administrative technology is being delivered properly. This includes the “What Is Esperianism” introductory course, the Administrative Course, and the 13 Administrative Phases.

Division 2 disseminates the “What Is Esperianism” course to beginners, delivers the admin courses when a person is ready, and gets them moving up the 13 Administrative Phases.

That is the whole Division's goal.

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DIVISION 3

Consists of a Director and a Secretary of Ethics, whose job it is to locate and remove any stops or bad actions in the organization. This is done by making sure Ethics Technology is being properly applied.

This is done through the dissemination and delivery of the Confessional, along with the delivery of Ethics Courses and Phases.

That is the goal of Division 3.

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DIRECTOR OF TECHNOLOGY

The Director of Technology is the head of Division 1.

Their responsibility is making sure the core Technology of Esperianism is delivered right. It is up to them to ensure all members are moving steadily and smoothly through all Tech Phases and Courses.

This is accomplished by:

1. Disseminating and delivering the AIRD. If there is too much difficulty with a person running this, they should be referred to Ethics for a Confessional.
2. Once a person sees the Tech works, they should be signed up for a membership.
3. Then the person will need to take the TC-1, Technology Course 1: Basic, to learn how to phase.
4. Once they know the basics of phasing, they can begin phasing solo, or with a partner, up through all 13 Phases.
5. It is made certain that each member does not phase one of the Tech, Admin, or Ethics Phases past the level they are on. So, if a member is just starting out, they will phase TP-1, AP-1, and EP-1 Phases before moving on.
6. The Technology Director will collect weekly wins, difficulties, and success Stories, for information gathering and publishing in the Org. This can be a cross-selection of the above, and does not need to be from everyone.

7. This information will be used to run the organization, instruct the Technology Secretary, and to diagnose problems that can be handled with Admin or Ethics Tech.

These are the specific functions of a technology Director. The rest falls under common sense and what is shown to work. This can vary, which is alright, if it doesn't conflict with the above.

A Director of Technology must know the whole Ultimate Series, must have been in Esperianism at least 3 years, and must be a Level 7 phasee or above.

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SECRETARY OF TECHNOLOGY

Assists the Director of Technology in all of their duties, and fills in as Acting Director when necessary. They are responsible for the day-to-day things that need to be done, in order for the Director of Technology to do their job.

The primary duties of the Tech Secretary are to:

1. Collect information from all members on Tech lines.
2. Be in daily communication with the Director of Tech, to know what is needed and wanted.
3. Ensure that the Technology in Division 1 is being delivered properly, and any problems or outpoints are brought to the attention of the Director of Tech, if the Secretary cannot handle them.
4. Handle any and all other tasks that are needed to run and manage Division 1.

A Tech Secretary should have a year's experience or more, be familiar with the Ultimate Series, and be a Level 7 or greater.

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DIRECTOR OF ADMINISTRATION

Gets all Admin Tech delivered under Division 2.

This includes:

1. Gathering information on all wins, losses, and success stories on a weekly basis.
2. Locating and correcting any outpoints.
3. Disseminating the “What Is Esperianism” pamphlet. And, for those who are interested, referring them to the Tech Division for basic training and phasing.
4. Getting members onto Admin Courses and Phases.

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SECRETARY OF ADMINISTRATION

Helps the director of their division get all tech delivered.

Also, they can step in as Acting Director when needed.

Further, they:

1. Stay in communication with all members of their division, making sure things go smooth, reporting any problems or outpoints they cannot deal with to the Director.
2. Handle all the things that are needed for the division to run correctly, and for the Admin Director to do their job.

A Secretary of Administration must have at least a year's experience, be familiar with the Ultimate Series, and be a Level 7 or above.

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DIRECTOR OF ETHICS

Does the same thing as the other two directors in their divisions, but the emphasis is on the delivery of Ethics Technology and Courses.

1. They collect weekly data from their division, and identify and handle any outpoints.
2. Disseminate and deliver Confessionals.
3. Ensure that all courses and phases are being delivered properly.
4. Handle any issues the Secretary of Ethics cannot.

A Director of Ethics must know all the Tech, must have been a member for at least 5 years, and be a Level 7.

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SECRETARY OF ETHICS

The same as the secretaries of the other two divisions.

They collect data from members, handle or pass on outpoints to the Director of Ethics that they cannot handle, and help keep Ethics Tech running smooth.

They should be familiar with all the Tech, a member for 3 years, and a Level 7 Esperian.

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RELEASED MAY 24, 2023

WHAT IS ESPERIANISM

Esperianism is:

THE PRACTICE AND STUDY OF BEING AN IMMORTAL SPIRITUAL BEING.

Its goal is the spiritual liberation of all beings, by the use of the mental-meditation technique of Phasing, the end result being a person who can leave and return upon their body at will, which is known as Exteriorization.

Every thought, action, and emotion that we have can conflict with other thoughts, actions, and emotions around us.

When this happens, mental masses are then formed that we unconsciously carry around. Then, when we are in stressful situations or living our daily lives, they can come back to affect our thoughts, health, and life in general.

A lot of people these days talk about “raising your frequency”, but unfortunately, they never tell you exactly how to do that!

With Esperianism, it can be done easily with the use of Phasing.

This is done by taking the mental masses mentioned before, and breaking up the energy they are made of. That can be done because both thoughts and mental masses are made of energy that behaves the same way electricity does.

And the more masses are broken up and discharged, the smarter, faster, and more able a person becomes.

But don't take our word for it, find out for yourself.

Here is how.

A person only needs to know 3 simple things in order to phase:

1. When blowing mental masses, the energy needs to travel SOMEWHERE. If not, either the mass will not blow, or it will make the person physically or mentally uncomfortable.

To fix this, a person only needs to imagine an invisible line or wire running between them and a large object. Then, when a mass is blown by phasing; the energy will travel along that line or wire, and go into the object, avoiding the person doing the Phasing.

This is called Grounding, and it is the same concept as the electrical ground on a house or battery. The ground is where the energy travels to.

A person doing this technique is *grounded*. They should ALWAYS be grounded while phasing. It is the most basic skill, and it is used along with any type of phasing.

2. The easiest way to get rid of masses is to find a thought, memory, or sensation that is uncomfortable or could use improvement. Then, counting off mentally 6, 12, 18, 24, 30, and 36; the person phasing should wait 10-15 seconds for any mass to break apart, and the energy to travel into an object. This can sometimes take up to 30 seconds or more.

It may seem silly, but there is a LOT of information behind why all this works. It is not mentioned here, for simplicity's sake.

3. The other phasing method is to locate a thought, memory, or sensation that is causing trouble, or can be improved. Then calling out 6 random numbers that represent how many times per second this is happening, and indicating the 6th number.

For example: 10, 19, 30, 50, 98, and 102; while paying attention to the 6th number. It is always the 6th number that blows a mass. In this case, it is 102.

The 10-15 seconds for the mass to blow, while grounded, should then be waited.

That is all you need to know to change your life for the better!

Try Phasing for 30 minutes. If it doesn't change your life there was no harm in trying. But when it does, do yourself a favor and contact us. There is a LOT more you can improve and learn about yourself.

Esperianism can show you how!

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ULTIMATE SERIES 16

RELEASED MAY 25, 2023

THE ABILITY AND INTELLIGENCE RUNDOWN

How would you like to be 100 times smarter? What about 200 times smarter? Imagine what you could do and accomplish if you were?

What about if you could learn or improve any ability that you wanted? Maybe it is to play sports better, or talking to and getting that special someone in your life.

It would be incredible, wouldn't it?

Well, this is exactly what the Ability and Intelligence Rundown allows a person to do. It does so easily, and at the cost of only a few hours invested each day.

The first step handles all the mental charge that is connected to words and a person's education. Which is done by taking the 1,000 most used words in a person's native language, and then asking for or defining a definition for each word. Then, using one of two phasing techniques to blow any charge connected to those words.

A person does this by taking a word and asking for a definition, or looking it up in the dictionary. Then holding onto that thought or idea, they can then blow any charge by using one of the two phasing techniques explained in "What is Esperianism".

The process is then repeated until enough words and charge is handled that a person no longer has difficulty with reading, writing, or studying any subject.

Meanwhile, a person's intelligence will go through the roof! They will still have to study and define words as they go along, but the ease with which they will be able to do so cannot be achieved anywhere else.

The second part of this addresses ability. It is done in the exact same way as above. Except, instead of making a list of 1,000 words, we make one that is composed of all the abilities a person would like to have, or improve on.

Of course, there does not need to be 1,000 abilities total to run, but a person should run 100 at a time, until this second part is done.

The endpoint of the Ability and Intelligence Rundown is:

A BEING WHO HAS REHABILITATED ANY ABILITY THEY HAVE HAD DIFFICULTY WITH IN THE PAST AND CAN LEARN ANY NEW ONE WITH EASE.

A person will usually run a lot less than 1,000 words or abilities to reach this point. In some cases, it may take a bit longer than that.

The Ability and Intelligence Rundown is one of the simplest and most powerful things a person can do to improve themselves.

Take advantage of it, and change your life for the better.

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ULTIMATE SERIES 17

RELEASED MAY 26, 2023

THE CONFESSIONAL

Have you lived a life that, no matter what you do, things just never seem to work out right? Maybe you even feel that all people and things are out to see you fail? It is ok. You are not the only one to ever feel this way.

Do you want to change things, but don't know where to begin? That's OK, too. There is a solution, and help can be found.

A person gets into this situation in life, because they have committed too many bad actions, or been forced to experience them. A bad action meaning “one that causes more harm than good to a person and everything around them.”

The bad action doesn't have to be what others or society feel is wrong. In fact, a bad action is only considered to be wrong because *you* feel or believe it is.

Once a person has done or experienced too many of these bad actions they end up in the condition where life will not go right, and they will never be successful.

That condition can be quickly and easily reversed with the help of a confessional.

A Confessional is done by having a person go over and handle the bad actions they have committed or experienced in life. It can be done alone or with the help of someone else. It is recommended that it is done with another person, to avoid any possible difficulties.

The end result of a proper confessional is:

A LIFE THAT WILL WORK IN A PERSON'S FAVOR AND THE ABILITY TO MAKE RIGHT CHOICES.

It is done by asking “What is a bad action that you or another has experienced?”

Then handling whatever comes up with the technology outlined in “What Is Esperianism.”

This process is continued until a person is winning at life and no longer makes bad choices.

It will change your life in ways you cannot imagine.

So, what are you waiting for?

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ULTIMATE SERIES 18
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TECHNOLOGY COURSES

There will be 3 Technology Courses in total:

- TC-1 – Basic Course.
- TC-2 – Advanced Course.
- TC-3 – Master Course.

Together, these courses will cover all the different aspects of Esperian Technology and Phases.

The Basic Course teaches all that is necessary for an individual to begin phasing.

The Advanced Course outlines all advanced procedures and techniques. It also teaches some of the theory behind why all of this works. It is for a person who wants to phase others and wishes to gain a better understanding of Esperianism.

The Master Course will at some point teach ALL there is to know about Esperianism. As of this writing, more research needs to be done before the full scope of the tech can be fully understood. Once it is, the Master Course will be released.

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TECHNOLOGY PHASES

There are 13 Phases or States that a being can experience and achieve. They are obtained by running the 13 Technology Phases of the Esperianism Construct.

The Phases are:

TP-1 – Technology Phase 1: Interior Matter.

TP-2 – Technology Phase 2: Interior Energy.

TP-3 – Technology Phase 3: Interior space.

TP-4 – Technology Phase 4: Interior Time.

TP-5 – Technology Phase 5: Exteriorization Rundown.

TP-6 – Technology Phase 6: Exterior Matter.

TP-7 – Technology Phase 7: Exterior Energy.

TP-8 – Technology Phase 8: Exterior space.

TP-9 – Technology Phase 9: Exterior time.

TP-10 – Technology Phase 10: Negative.

TP-11 – Technology Phase 11: Positive.

TP-12 – Technology Phase 12: Neutral.

TP-13 – Technology Phase 13: Static.

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ULTIMATE SERIES 20
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ADMINISTRATIVE COURSES

Refer to Ultimate Series 18, Technology Courses. The same applies here, except Admin is the subject that will be taught.

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ADMINISTRATIVE PHASES

There are 13 Administrative Phases that correspond to the gathering and processing of information by a being. They are composed of the 13 outpoints, and their handling produces a being that can spot and fix outpoints immediately.

They are!

AP-1 – Administrative Phase 1: Omitted.

AP-2 – Administrative Phase 2: Altered.

AP-3 – Administrative Phase 3: Dropped Time.

AP-4 – Administrative Phase 4: Falsehood.

AP-5 – Administrative Phase 5: Altered Importance.

AP-6 – Administrative Phase 6: Wrong Target.

AP-7 – Administrative Phase 7: Wrong Source.

AP-8 – Administrative Phase 8; Contrary Facts.

AP-9 – Administrative Phase 9: Added Time.

AP-10 – Administrative Phase 10: Inapplicable Data.

AP-11 – Administrative Phase 11: Incorrectly Included Data.

AP-12 – Administrative Phase 12: Arbitrary.

AP-13 – Administrative Phase 13: Altered by view point.

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ETHICS COURSES

Ethics courses are delivered in the same way as Technology Courses and Administrative Courses are.

See Ultimate Series 18, Technology Courses.

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ETHICS PHASES

The 13 Ethics Phases are states that a person can be observed to go through in life.

By removing all of the bad actions a person has committed in these areas of life, they are able to remove all the things getting in their way and preventing them from achieving their goals.

The Ethics Phases are:

EP-1 – Ethics Phase 1: Confusion.

EP-2 – Ethics Phase 2: Treason.

EP-3 – Ethics Phase 3: Enemy.

EP-4 – Ethics Phase 4: Doubt.

EP-5 – Ethics Phase 5: Liability.

EP-6 – Ethics Phase 6: Non-Existence.

EP-7 – Ethics Phase 7: Danger.

EP-8 – Ethics Phase 8: Emergency.

EP-9 – Ethics Phase 9: Normal.

EP-10 – Ethics Phase 10: Affluence.

EP-11 – Ethics Phase 11: Power Change.

EP-12 – Ethics Phase 12: Power.

EP-13 – Ethics Phase 13: Source.

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TC-1 – TECHNICAL COURSE 1: BASIC

INTRODUCTION: HOW ESPERIANISM WORKS

By now you have experienced the life-changing effects of phasing. You should be eager for more. Unfortunately, while “What Is Esperianism”, the Ability and Intelligence Rundown, and a Confessional are offered for free; the rest of the phases cannot be.

It comes down to simple economics. And we have bills to pay like everyone else.

But don't worry! You will not have to pay a lot of money or invest a lot of time to do the rest of the phases.

All that is asked, is that you become a member in good standing. To be in good standing, the following is required:

A member pays 5% of their income per month. For those who earn between \$1,000 and \$5,000. That is \$50 for every \$1,000 made.

A member considers a monthly donation based upon what results they have gotten out of phasing. This money is then used to ensure that others, in turn, have the chance to do phasing.

If a person earns less than \$1,000 per month, they agree to pay at least one month's dues within a 6-month period of time. The person who does this is considered a freeloader. If they do not pay at least one month's worth of dues, they will no longer be allowed to phase — until they pay the dues owed, plus an additional month's worth.

A freeloader is not someone to look at in a bad light. It is the person that we are trying to help. They may just need a little more attention than others, that's all.

The member further agrees they will phase only when given authorization to do so. Under no circumstances will they phase without this permission.

In fact, the member should acknowledge they understand phasing will not work, unless it's authorized.

We are dealing with a spiritual thing here. No authorization = No results.

Not having permission to phase is referred to as De-Authorization.

Last, a new member will read and agree to what is outlined above and agree to do it is as long as they are a member of Esperianism or as long as they use its technology.

It is sworn to in the presence of two active members or more, who are in good standing.

This is the only way to ensure that Esperianism is offered fairly and equally, to as many people as possible. These are the most important rules that we follow as Esperians. They should NEVER be neglected or overlooked.

What you will get in return is priceless!

There is no value that can be placed on the life-changing effects of running even a single phase of the Esperian Construct, let alone all of them.

So please keep that in mind, when it comes to maintaining an active membership. At the end of the day, the rest is really simple.

PART ONE: WHY PHASING WORKS

Experiments have been made in Esperianism that prove our thoughts operate the way that electricity does.

This means that they follow the same rules of physics that everything else follows. But for simplicity's sake, these experiments and results are not covered here.

What is important to know, is that:

Thought has a frequency of 66.6 times per second!

That is many times the force of gravity that holds two or more objects together. Meaning that gravity has just as much effect on a mental mass as anything else.

We can then match the frequency of the gravity that holds a mental mass together. And cause it to *vibrate apart* instead of using older techniques that took much longer to produce the same effect.

Have you ever seen the trick where they use high pitch frequency to shatter a wine glass? The same thing applies here. But we use gravity instead of sound.

In fact, any harmonic of 66.6 will produce a result. But the best ones found under testing are given here.

PART TWO: PHASING TECHNIQUES

METHOD - C

If you take the harmonic of gravity, 66.6, you can round it off to 66, then divide it by 10. And we get the single number 6.

Counting that in a series we get: 6, 12, 18, 24, 30, and 36, we can handle and discharge the smallest of mental masses. This works because it appears that once we have counted and reached the halfway point of 66.6 (in this case 36), the mass becomes unstable and blows.

Method - C is designed to handle small amounts of charge and get a person used to phasing.

It is the best technique to begin with and can be used in between the use of other techniques.

FREQUENCY PHASING

Is done by taking the harmonic 666 (66 X 10) and holding it mentally. Then counting off the seconds until a mass blows (disappears).

This technique handles large masses and will discharge them. It is the best and most stable method to use out of the three.

INDICATION PHASING

Here we determine the 6 potential frequencies of a mass. We call them off in order (e.g. 6 times per second, 30 times per second, and so on) until we reach the 6th frequency, then we indicate (we tell the phasee, or ourselves if solo phasing) that this last one was *the correct one*.

We always indicate the 6th frequency. It is ALWAYS the 6th. Same principle as before.

GROUNDING

Grounding is always good to be used before, during, and after session. Although it was not said above, it is important to stay grounded while doing any of the techniques.

EXTERIORIZATION

Since this is a perception and ability that we are trying to rehabilitate, it is important to include it along with Grounding and the other techniques. To do this, we simply ask “Were you exterior during this?”. And then ask “OK, where?”

Any variation of this question will work. On Phases 1-4, it should be asked for but not stressed. A person may have trouble with the idea of being exterior at first. but will quickly get the hang of it.

On Phases 5-13, it is required that a being knows where they were exterior at in relation to what they are running before they use a phasing method.

Exteriorization is as equally important as Grounding. The person doing phasing should always keep this in mind.

PART THREE: WHERE TO START

Now that how to do phasing has been properly explained, the question is: When and where to begin at?

The first thing that needs to be pointed out is that every Technical, Administrative, and Ethics Phase: is considered to be a Level, so TP-1, AP-1, and EP-1 form Level 1!

There are 13 Levels altogether.

We take this into account when we are deciding where to start phasing. Generally, we phase an entire level before moving on to the next, with the exception of anyone who has ever gone exterior for any reason. This could have been because of an accident, drugs, or anything else at all.

If a person has gone exterior, they are to do the Exteriorization Rundown, the other two phases of Level 5, and continue on up the phases.

So, to determine where to start phasing:

1. Everybody, both old and new to the subject, should read “What Is Esperianism” and then do the Ability and Intelligence Rundown. A Confessional is done if a person has trouble with the AIRD. It can also be done optionally, as a confessional is a great way to get case gain.

2. Once these actions are done, the TC-1 course is to be completed, so that a person knows how to Phase.

3. It should then be determined if the person has ever gone Exterior. If they have, they should automatically start doing the Exteriorization Rundown. If they've never gone Exterior, the first 4 Levels should be completed.

4. Sometimes it may be necessary to mix-and-match phases. There is a simple way to do this though. The Technical Phase that one is running is completed, then the Ethics and Admin Phases they get results on are ran.

The Admin and Ethics Phases will always be below the level a being is on. And this usually only applies to cases that are Exterior and start at Level 5, or have had extensive experience with a practice similar to Esperianism.

Those are the ways to determine where a case is at.

This concludes the Basic Course on Esperianism. It should give you everything necessary in order to change lives with phasing.

Good luck!

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ULTIMATE SERIES 24

AMENDMENT #1

RELEASED JULY 09, 2023

16X PHASING TECHNIQUE

Effective immediately, everyone who is Phasing the Exteriorization Rundown or above - should use the 16X Phasing Technique to run Phases TP-5 through TP-13.

It seems that once a person has exteriorized or is running the EXRD- they need a specialized phasing technique to handle their case from an exterior perspective.

That technique - is 16x!

THE 16X PHASING TECHNIQUE

Is really easy to do. It consists of locating a mass, incident, etc... then perceiving it from 16 different exterior viewpoints.

So, if it is a car crash - they would view it from the inside, outside, behind; the backseat, the passenger's seat and so on. For a total of 16 times, we get 16 because it is one more than the standard 15 times, we have been using to reach a gravitational threshold.

This technique operates above the level of energy – but at the same time, is capable of discharging mental energies in the form of masses.

It was developed because using the standard three methods of phasing, past exterior, was recreating energy to handle masses - and that was having an adverse effect on those addressing exterior case levels.

Using 16x does not cause this issue, and it is a fast way to handle things at Level 5 and beyond.

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ELECTRONICS INCIDENTS

Once a being has ran the first 4 Phases and is starting on the Exteriorization Rundown, it has been found that what causes the most trouble and blocks exterior perception, is Electronic Incidents.

Once Exterior, really ALL incidents or masses are electronic in nature. By electronic- we mean they follow the same laws and principles of electricity and gravity.

In practice, electronic incidents are the main content of Phases 6-9. They consist of any time a person was electrocuted, shocked, hit with wavelengths, ray guns, captured in a forcefield, stopped or held with electric force, taken into a spacecraft, or implanted.

These all happened in other lives and existences of course - but they are there.

All you have to do is ask for them. If a person is exterior case wise, they will pop up. They can then be handled with 16x Phasing.

That is all for this amendment. Make sure you are using the 16x Phasing Technique on Phases 5 and above, and make sure to run the Electronics Incidents between Phase 6 - 9.

This should handle any remaining difficulties for the uppers Level Phases.

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ULTIMATE SERIES 25
RELEASED MAY 28, 2023

TC-2 – TECHNICAL COURSE 2: ADVANCED

As of this date, the course is under development.

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ULTIMATE SERIES 26
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TC-3 – TECHNICAL COURSE 3: MASTER

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ULTIMATE SERIES 27

RELEASED MAY 29, 2023

TECHNICAL PHASES 1-13

All Technical, Administrative, and Ethics Phases are run the same way, with just a few minor exceptions, explained below.

PHASES 1-4

The phasing commands for Phases 1-4 are:

1. “Tell me about an _____ you were exterior to in the past.”

“OK, were you exterior to this?” If yes, ask “Where at?”

2. “Tell me about an _____ another was exterior to in the past.”

“OK, were you exterior to this?” If yes, ask “Where at?”

3. “Tell me about an _____ others were exterior to in the past.”

“OK, were you exterior to this?” If yes, ask “Where at?”

After each of the above exteriorization questions. Method-C, Frequency, or Indication Phasing is used to handle any masses.

These questions are asked repeatedly 1, 2, 3, 1, 2, 3, 1, 2, 3... over and over again, in order.

The blank spaces above indicate where a person asks for *matter (object)*, *energy*, *space*, or *time*, depending on which phase someone is running. If it is Phase 1, then *matter (object)* would be entered into the commands and run.

This is continued until a person no longer has trouble with *internal matter*. They will also be able to handle all matter around them a lot easier.

Once that is done, Phases 2-4 are run the same way with the same commands. Their end result being the same, as TP-1 (matter.) Meaning, no more trouble in that area and the ability to handle that given subject.

Internal here means *mental*, because we look *internally* or *mentally* when we think and recall things.

When exterior, we look directly *at them* instead.

PHASE 5: EXTERIORIZATION RUNDOWN

Is done by only concentrating on the times a person was *exterior*.

PART A

1. “Tell me a time you were exterior.”

“OK, tell me where you were exterior at.”

2. “Tell me a time another was exterior.”

OK, tell me where you were exterior at.

3. “Tell me a time others were exterior.”

OK, tell me where you were exterior at.

These commands are run one after the other. This is continued until a person can easily recall times they were exterior. At some point, they will begin to experience things around them that are exterior. They can be thoughts, images, or mental objects — all that matters, is that the person can perceive them with certainty.

PART B

Directly handles and phases mental masses that are exterior to a being. It really just rehabilitates this ability.

1. “Tell me something that is exterior to you.”

“OK, where are you exterior in relation to this?”

2. “Tell me something that is exterior to another.”

OK, where you are exterior in relation to this.

3. “Tell me something that is exterior to others”

OK, where you are exterior in relation to this.

The above commands are meant to be done in present time. This means on whatever comes up and not something in the past, as before.

PHASES 6-13

Are run like Phases 1-4.

The commands used are:

1. “Locate some _____ that is exterior to you.”

“OK, where are you exterior in relation to that?”

2. “Locate some _____ that is exterior to another.”

3. “OK, where are you exterior in relation to that?”

3. “Locate some _____ that is exterior to others.”

OK, where are you exterior in relation to that?’

In the above blank spaces one places *matter, energy, space, time; negative, positive, neutral*, and *Static* — depending on each consecutive phase that is run.

Each one is run until there is no longer trouble with that subject in a person’s life. Phase 13 is continued until exteriorization occurs — if it hasn't already.

METHOD 1, 2, AND 3

Although it was not specifically said above, after each “OK” question, we run Method-C, Frequency, or Indication Phasing.

For convenience’s sake, we will refer to these as Method 1, 2, or 3 in the future.

CONCLUSION

That is how all the phases are run and these are the commands that are needed to do so. These same commands are used to do the Admin and Ethics Phases. This series should be used in conjunction with TC-1, to achieve a full understanding of how to run all the phases.

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ULTIMATE SERIES 28
RELEASED MAY 29, 2023

AC-1 – ADMINISTRATIVE COURSE 1: BASIC

INTRODUCTION

This course is a really simple one. It only has two small sections to study, but it contains very powerful technology if learned and applied correctly.

The short version of the Admin Cycle and all outpoints are covered here. They are the two basic skills that a person needs to have to properly manage their life, business, and other affairs.

PART ONE: THE ADMIN CYCLE

An Admin Cycle (short version) consists of:

1. Collecting information.
2. Finding outpoints.
3. Collecting more information on the outpoints.
4. Handling.

An outpoint is one of 13 possible flaws or problems with information. Their existence causes what we know of as stupidity and ignorance. They also cause a lot of problems!

Take outpoint number 1I for instance: Omitted. It means information, people, or things missing or not included.

Now, we all need information to do our jobs and decide what to do on a daily basis. If that information is missing, or omitted, we can no longer make proper decisions or do the right actions.

The solution to this is the Admin Cycle.

We first set ourselves up to constantly gather information about what is going on around us. It can be as simple as talking to people and keeping up with daily affairs.

Then we locate or stay on the lookout for one or more of the 13 outpoints.

When outpoints are found, a person should collect more information on that outpoint and why it exists. Once they have done this, it is easy to see what is causing the outpoint and how to handle it.

If this is done on a regular basis, amazing things will occur in a person's life, and any problems caused by outpoints, will vanish!

The value placed on having the correct information, in order to make things go right, cannot be overestimated!

Try for yourself!

PART TWO: OUTPOINTS

The 13 outpoints are:

- 1) Omitted: Anything missing.
- 2) Altered sequence: Anything done out of proper order.
- 3) Dropped Time: Time that is not given or missing.
- 4) Falsehood: Something not true or correct.

- 5) Altered Importance: The importance of something is increased or decreased.
- 6) Wrong Target: Selecting the wrong person, place, thing.
- 7) Wrong Source: Selecting the wrong cause or provider of something.
- 8) Contrary Facts: Two or more conflicting facts.
- 9) Added Time: Time incorrectly added.
- 10) Added Inapplicable Data: Data that doesn't apply.
- 11) Incorrectly Included Data: Wrongly included data.
- 12) Arbitrary Data: Information based on authority or opinion.
- 13) Altered by view point: Anything altered by a person's own experience.

Those are the 13 outpoints. They are used along with the Admin Cycle, to find resolutions to them, if they exist.

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ULTIMATE SERIES 29
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AC-2 – ADMINISTRATIVE COURSE 2: ADVANCED

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ULTIMATE SERIES 30
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AC-3 – ADMINISTRATIVE COURSE 3: MASTER

Will be released sometime in the future.

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ULTIMATE SERIES 31
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ADMINISTRATIVE PHASES 1-13

They are run the exact same way as outlined in:

Ultimate series 24, TC-1 – Technical Course 1: Basic.

Ultimate Series 27, TP-1 – Technical Phases 1-13.

Ultimate Series 28, AC-1 – Administrative Course 1: Basic.

The only difference being that the 13 outpoints are the target of Phasing. They are picked and handled, one by one, until a person no longer has a problem dealing with or instantly spotting that outpoint.

This is the end result of each individual Admin Phase.

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ULTIMATE SERIES 32

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EC-1 – ETHICS COURSE 1: BASIC

INTRODUCTION

Ethics really boils down to right or wrong actions — what someone *personally* believes is wrong, is a bad action for them.

The bad action is simply one that causes more harm than good to the person and those around them. And depending on what bad acts a person commits, they can find themselves in 1 of 13 conditions.

These conditions progressively prevent a person from doing the right thing. No matter how hard they try to do the correct thing, it just never turns out right for them.

This is because they have accumulated too many bad actions and can no longer do things correctly. The way out of this mess is to apply the Ethics Cycle and to Phase on up through the Ethics Phases.

The result is a life where a person's actions are effective and successful, not a constant struggle or uphill battle.

That is the power of Ethics Technology!

PART ONE: ETHICS CYCLE

The Ethics Cycle is:

1. Identify what *Condition* you are in.

2. Discover which *wrong actions* got you there.

3. Resolve them.

So take *Treason* for example; it means “to betray trust once given.”

If a person lied to a friend, they would be in Treason. All they would then need to do is spot the fact they were in Treason, identify the wrong acts (lying, in this case), then resolve all of this by stopping the lies.

Pretty simple. The conditions apply to persons, groups, or even ideas. Handling one will generally move you up into the next Condition but often will propel a being three or four conditions ahead.

PART TWO: CONDITIONS

1) Confusion: Not knowing where one is at what's going on.

2) Treason: To betray trust once it's given.

3) Enemy: Attacking or being attacked by a person or group.

4) Doubt: Not being certain a person belongs.

5) Liability: A person or group that will eventually cause damage.

6) Non-Existence: Not being known or acknowledged by anyone.

7) Danger: Having constant problems for a long period.

8) Emergency: Having immediate problems that need attention.

9) Normal: Things going as usual, with gradual improvement.

10) Affluence: Very fast and steep improvement.

11) Power Change: Coming into or leaving a position of power.

12) Power: The leader of a group or activity.

13) Source: The creator of a group or activity.

Those are the conditions that a being will find themselves alternating through in life. The conditions are not really the issue, the problem is our inability to properly handle them.

The Ethics Cycle is the way to temporarily handle things, whereas phasing the Ethics Phases will handle them for good.

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ULTIMATE SERIES 33
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EC-2 ETHICS COURSE 2: ADVANCED

Under development like the other Advanced Courses, but should be released soon.

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ULTIMATE SERIES 34
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EC-3 ETHICS COURSE 3: MASTER

This course is probably a few years off.

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ULTIMATE SERIES 35
RELEASED MAY 30, 2023

ETHICS PHASES 1-13

Again, these phases are run the same way as the others, using the technology outlined in

Ultimate series 24, TC-1 – Technical Course 1: Basic.

Ultimate Series 27, TP-1 – Technology Phases 1-13.

With the 13 conditions being the target of each phase, the phases are taken up until each condition is no longer a problem, and the person remains stable in the condition they are in.

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ULTIMATE SERIES 36
RELEASED MAY 30, 2023

FAMILIAR ENDINGS, AND NEW BEGINNINGS

So this concludes the ultimate series, and you now have the Esperian Construct in its entirety.

Follow the Construct, believe in the Construct, and TRUST the Construct. It will take you to places you never believed possible!

Believe it or not, we have all been here before, time and time again, throughout the eons. And I'll let you in on the biggest secret of all time. The one you were never supposed to know, and the one the powers that be have gone to a lot of trouble to prevent you from discovering.

There is no God. AI is not the answer. There is no great cosmic order, or plan. There is, and always has been, ONLY YOU!

You are an immortal spiritual being, with an infinite capacity for creation. Don't be an idiot — use it!

Because it is us who will determine the cosmic order. How can it be otherwise? We can never truly die, and we will never be destroyed.

I have been doing this a LONG time, and there are many secrets yet to be revealed. I cannot promise I will always be here, and I am afraid I have already done and said too much to help mankind, but that's alright. I believe in each and every one of you, and your journey ahead.

Remember: life is fleeting, but eternity is forever.

And there is one thing that I CAN promise you. While I may not always be here, SOMEONE will. To help you, to defend you, and to lift you up when you do not even believe in yourself.

That, I do promise!

I love you all.

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GLOSSARY

ESPERIANISM means “the study and practice of existing as a spiritual being.”

A CONSTRUCT is “something that is built or constantly recreated.”

ETHICS: 1. **ethics** actually consist, as we can define them now in Dn, of rationality toward the highest level of survival for the individual, the future race, the group, and mankind, and the other dynamics taken collectively. **Ethics** are reason. The highest **ethic level** would be long-term survival concepts with minimal destruction, along any of the dynamics.
2. **ethics** is a personal thing. By definition, the word means "the study of the general nature of morals and the specific moral choices to be made by the individual in his relationship with others."

CONFESSIONAL: Procedure use to help people to have a better life without stops.

BAD ACTION: The bad action doesn't have to be what others or society feel is wrong. In fact, a bad action is only considered to be wrong because *you* feel or believe it is.

TO PHASE: To apply the procedures developed in Esperianism.

PHASE: Specific steps to phase in each division

AI RD: Ability and Intelligence Rundown. A being who has rehabilitated any ability they have had difficulty with in the past and can learn any new one with ease.

ABILITY: The capacity we have or wish to develop to be more able in our life.

INTELLIGENCE: 1. is the ability to recognize differences, similarities and identities
2. the ability to perceive, pose and resolve problems.
3. the ability of an individual, group or race to resolve problems relating to survival.

TC-1: Name of the first course in Tech. There will be TC-2, TC-3

AP-1: Name of the first course in Admin. There will be AP-2, AP-3

EP-1: Name of the first course in Ethics.

SUCCESS STORIES: When someone get wins with the courses or phases, and wants to share them to others he can write those, in a letter called success story that will be displayed in the group of Esperianism.

TECH: by **tech** is meant **technology**, referring of course to the application of the precise scientific drills and processes of Esperianism. The tech is published under the form of bulletins.

OUTPOINTS: 1. it is a pointer toward a situation.
2. when I say out-points, there's two classes of out points, the organizational out-points and the personal out-points.

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3. simply an illogical departure from the ideal scene. By comparing the existing scene with the ideal scene one easily sees the out-points.
4. the out-points are really a description of idiocy.
7. anything that detracts from potential survival in any situation, dangerous or routine, is an out-point.

BLOW: the sudden dissipation of mass in the mind with an accompanying feeling of relief.
2. a definite manifestation and the phasee must say "something **blew**" or "it disappeared" or "it's gone" or "it vanished," not "I feel lighter."

MENTAL MASSES: **masses are masses** and they are not by the way particles unless you consider particles as a subdivisible singular. But everybody gets mental masses under the form of mental images, and heavy emotions, sensation or pains.

CHARGE: **1.** harmful energy or force accumulated and stored within the mind, resulting from the conflicts and unpleasant experiences that a person has had. Auditing discharges this **charge** so that it is no longer there to affect the individual. **2.** stored energy or stored re-creatable potentials of energy. **4.** the stored quantities of energy in the time track. It is the sole thing that is being relieved or removed by the auditor from the time track.

MENTAL CHARGE: same as Charge.

GROUNDING, GROUNDED: a person only needs to imagine an invisible line or wire running between them and a large object. Then, when a mass is blown by phasing; the energy will travel along that line or wire, and go into the object, avoiding the person doing the Phasing. This is called Grounding, and it is the same concept as the electrical ground on a house or battery. The ground is where the energy travels to.

THOUGHT: **1.** the perception of the present and the comparison of it to the perceptions and conclusions of the past in order to direct action in the immediate or distant future. **2.** the manifestation of evolving a low-level certainty of observation from a number of past observations.

MEMORY: **1.** a recording of the physical universe. Any **memory** contains a time index (when it happened) and a pattern of motion. As a lake reflects the trees and moving clouds, so does a **memory** reflect the physical universe. Sight, sound, pain, emotion, effort, conclusions, and many other things are recorded in this static for any given instant of observation. Such a **memory** we call a facsimile. **2.** **memory** is considered to be any concept of perceptions stored in your mind which is potentially recallable by the "I". **3.** **memory** usually means recalling data of recent times.

SENSATION: **1.** uncomfortable perceptions stemming from the mind (except pain) are called **sensation**. These are basically "pressure," "motion," "dizziness," "sexual sensation," and "emotion". There are others, definite in themselves but definable in these five general categories. If one took a fork and pressed it against the arm, that would be "pressure." "Motion" is just that, a feeling of being in motion when one is not. "Motion" includes the "winds of space." A feeling of being blown upon, especially from in front of the face. "Dizziness" is a feeling of disorientation and includes a spinniness, as well as an out-of-balance feeling. "Sexual sensation" means any feeling, pleasant or unpleasant, commonly

experienced during sexual restimulation or action. "Emotion" includes all levels of the complete tone scale except "pain".

MATTER: 1. physical substance in general, as distinct from mind and spirit; 2.(in physics) that which occupies space and possesses rest mass, especially as distinct from energy.

3. it is also a very solid thought which is chaotic enough in its arrangement of attention units that you can't do too much about it.

ENERGY: 1. **energy** would simply mean a potential of motion or power. It's potential or actual motion or force. 2. **energy** derives from imposition of space between terminals and a reduction and expansion of that space.

SPACE: 1. a continuous area or expanse which is free, available, or unoccupied 2. Space is not nothingness. Space is the viewpoint of dimension, and that is what space is. It is how far we look and if you didn't look you wouldn't have any space. 3. space is caused by looking out from a point. The only actuality of **space** is the agreed-upon consideration that one perceives through something and this we call apace. 4. Could be said as a volume or a distance.

TIME: 1. **time** is basically a postulate that space and particles will persist. (The rate of their persistence is what we measure with clocks and the motion of heavenly bodies.) 2. **time** is actually a consideration but there is the experience of **time**. There is a distance, there is a velocity of particle travel—and the movement of that particle in relationship to its starting point and in relationship to its ending point, itself is the consideration of **time**.

OMITTED: Anything missing.

ALTERED SEQUENCE: Anything done out of proper order. 3) Dropped Time: Time that is not given or missing.

FALSEHOOD: Something not true or correct.

ALTERED IMPORTANCE: The importance of something is increased or decreased.

WRONG TARGET: Selecting the wrong person, place, thing.

WRONG SOURCE: Selecting the wrong cause or provider of something.

CONTRARY FACTS: Two or more conflicting facts.

ADDED TIME: Time incorrectly added.

ADDED INAPPLICABLE DATA: Data that doesn't apply.

INCORRECTLY INCLUDED DATA: Wrongly included data.

ARBITRARY DATA: Information based on authority or opinion.

ALTERED BY VIEW POINT: Anything altered by a person's own experience.

CONDITIONS: 1. a condition is an operating state. It's an operating state and oddly enough in the most universe there are several formulas connected with these states. There are apparently certain formulas which have to be followed in this universe or you go appetite over tincup.

FREQUENCY: 1. the rate at which something occurs over a particular period of time or in a given sample. 2. the rate per second of a vibration constituting a wave, either in a material (as in sound waves), or in an electromagnetic field (as in radio waves and light).

GRAVITY: Gravity is the force by which a planet or other body draws objects toward its center.

HARMONIC: A harmonic is a wave or signal whose frequency is an integral (whole number) multiple of the frequency of the same reference signal or wave.

EXTERIORISATION: 1. the state of the thetan, the individual himself, being outside his body. When this is done, the person achieves a certainty that he is himself and not his body. 2. the phenomenon of being in a position in space dependent on only one's consideration, able to view from that space, bodies and the room, as it is. 3. the act of moving out of the body with or without full perception.

EXTERIOR: the fellow would just move out, away from the body and be aware of himself as independent of a body but still able to control and handle the body.

CYCLE: a series of events that are regularly repeated in the same order.

HANDLING / HANDLE: finish off, complete, end cycle on. Resolving problems bothering you, improving things that were troubling you and which don't affect you anymore.

TRUST: assured reliance on the character, ability, strength, or truth of someone or something.