

PURPOSE OF LIFE

Excerpt from the Lecture 1 February 1957, Auditing Techniques: Games Conditions.

You can assign purpose to life, and if you don't, nobody will.

A game is composed of *freedom, barriers, and purposes*.

And we've got one of these trick triangles, like the ARC triangle. You increase any corner of it, you increase the other two corners; increase two and you certainly increase the third. That's a highly selective triangle, and it works!

Oddly enough, in *games* there is a singular triangle: it's freedom, barriers, and purposes. You increase somebody's freedom, you increase his barriers and purposes. You increase his barriers, you increase his freedom and purposes. You increase his purposes, and you increase his freedom and barriers. And that's the wildest-looking thing you ever studied.

And I'm going to have to ask you to look that over and find enough examples to satisfy yourself that interrelationship does exist, because it looks absolutely mad that if we put a nine-o'clock curfew on the streets of this city, that people would have more freedom. It's the wildest thing you ever saw.

It's only when somebody unbalances this triangle violently that we have trouble, exclamation point! Real trouble.

An individual has no purpose. There he goes! He won't have freedom or barriers. No purpose: no freedom, no barriers.

There isn't any purpose to life at all. *You* can assign purpose to life, and if *you* don't, nobody will. Purpose has to be assigned to life because it is purposeless.

When you can swallow that bitter pill, you can live. But to swallow it requires that you conceive a static. Thetan native state: no purpose. But it is a solvable thing. It's solvable. Just invent a problem of comparable magnitude to anything; invent some games. Raise the whole trio here — raise those three corners at once: freedom, barriers, and purposes.

L. Ron Hubbard