

SPARK 027

(Matrix Code: **SPARK027.00** for StartOver.xyz game.)

DISTINCTION: What really matters to you also happens to be your destiny.

NOTES: A strange trichotomy splits you in three pieces. You spend the hours of your days and nights doing:

- 1) First, the things that you are sure that you have to do,
- 2) Then trying to squeeze in the things that you think you are supposed to do,
- 3) And yet you dream of being involved with something ecstatic and completely inspirational, the things you truly want to do.

Ecstasy was outlawed in Western culture long ago, so you get lost in the first two parts of the trichotomy, doing what you have to do to survive and what you are socially expected to do to be accepted. Then back in your mind you may have vague memories or fantasies of being energetically on fire and inspired beyond reason, moments where life explodes in you like lightening and thunder. Somehow now there is a block to you having your life be about those inspiring things that really matter to you. You have been convinced that doing what you would really love to do is not permitted. You have concluded that what really turns you on and feeds and challenges your soul to grow and flourish is somehow bad for you. However, when ecstasy is no longer forbidden from the equation but rather welcomed back into your life you discover that there is actually no trichotomy at all. The revelation is that all three aspects of life are actually the same thing.

Part of the block may come from the lack of clarity about what it is that really matters to you. The confusion may derive from you not making the distinction between your two inner kingdoms, the irresponsible kingdom and the responsible kingdom. Each person has two kingdoms inside of them. Each kingdom is ruled by a king or queen. The ruler of the irresponsible kingdom is the Gremlin. The ruler of the responsible kingdom is an archetypal adult man or woman serving as a true leader. We gave them the name Possibility Manager.

Sometimes you may be confused into thinking that the things that really matter to you are those things that feed the Gremlin because doing things that really matter to you can be ecstatic. Doing what really matters to you is not feeding the Gremlin. Doing the things that really matter to you feeds the Possibility Manager. It is easy to tell the difference between whether you are feeding the Gremlin or feeding the Possibility Manager. The results are different, and also different principles are called into play. When the Gremlin is fed then irresponsible shadow principles are enacted. When the Possibility Manager is fed then responsible bright principles are enacted.

Each of the kings (or queens, as the case may be) serves their own unique motivating purpose. The Gremlin's purpose is a specific set of three to five shadow principles (greed, jealousy, win/lose, blaming, revenge, superiority, resentment, betrayal, justification, being right, control, manipulation, etc.), called the hidden purpose because you are generally not aware of Gremlin's purpose until you specifically extract it from your underworld through the rather archetypal hidden

purpose process. Likewise, the Possibility Manager's purpose is a unique set of three to five bright principles (clarity, generosity, integrity, acceptance, flexibility, openness, communication, creation, inclusion, kindness, dignity, collaboration, evolution, etc.), called true purpose because through the distilling destiny process you can extract the exact bright principles you entered this lifetime to serve.

Your true purpose is what you have to do, what you are supposed to do, and what really turns you on to do. Your true purpose is your destiny. Thinking that your destiny lies somewhere in the future is the Box's trick to avoid responsibility for you being the space through which your destiny principles can do their work in the world. But if you wish you can be your destiny in action right now.

EXPERIMENTS:

SPARK027.01 In the Possibility Labs you use a process called distilling destiny to determine the principles that really matter to you. Without that process you can still get some idea of the principles of your destiny by writing out a detailed answer to this question: What would you want your obituary to say about your life? After writing the answer to this question, look over it and extract the responsible principles that you have inferred. You may find three, four or five of these principles. List the principles that you find in your obituary on a separate paper. These principles are your destiny. When you stand back and separate from what really matters to you, what you are looking at is your destiny. The experiment is to think of your destiny principles as archetypal forces of nature, and two times during each day to consciously move in accordance to their direction. Design some experiments for yourself to:

- Speak because your bright principles would have you speak.
- Move because your bright principles draw you forward from you physical-center without figuring out exactly what you are going to do.
- Write because your bright principles demand that you write.
- Listen as if the bright principles themselves were listening.

In this way you can be your destiny in action right now.