

SPARK 042

(Matrix Code: **SPARK042.00** for StartOver.xyz game.)

DISTINCTION: There is no enemy.

NOTES: Since your Box is originally designed to defend itself, your Box only feels normal if it has something to defend itself *against*. Thus one of the most natural and persistent behaviors of the Box is to create enemies. At some point you may come to observe this phenomenon, that the first thing you find yourself doing upon waking in the morning or upon entering the office is recounting your enemies. The clues are noticing yourself feeling resentment, rehearsing justifications and excuses, proving that you are right and they are wrong in imaginary conversations, plotting various forms of deceit, revenge, betrayal, etc. Once you know who your enemies are, then you know who you are. In low drama, a skilled victim can find evidence to make an enemy out of anybody. If you create for yourself an enemy, then the Box has someone to defend against.

Possibility Management reveals that you only make stories for a reason. If you are story making at all, the story serves a purpose. In order to find the purpose for Is-Gluing the particular story that someone is your enemy, you must step away from being identified with your story. Disidentifying and seeing the enemy story as just another story can be extremely awkward. This is because the pay off from having such an indisputable and convincing enemy story can be so great that you cannot shift your view without throwing the Box into the liquid state. Nevertheless, it is worthwhile to at least consider this idea from writer David Gerrold, "There is no enemy. We are all martyrs to evolution."

From this revolutionary perspective every struggle that you encounter during your days and nights, whether you realize it or not, places you in the service of the principle of evolution. Therefore *any* conflict or struggle is strictly evolutionary. Every problem that you encounter is a doorway into a specific environment designed to contain all the elements needed for you to take your next step.

If you align yourself to be in agreement with your problems then you align yourself with the forces of evolution. Possibility Managers are trained to catalyze this shift in perspective for individuals and organizations. If you are in the river anyway, why not swim downstream? Problems become valuable educational change agents. Your relationships to people, organizations or circumstances that you formerly regarded as being in opposition to you suddenly change. You now relate to them as allies for your professional development. You then enter a new game in which you experience the profound benevolence of your problems.

EXPERIMENTS:

SPARK042.01 Decide to start this experiment now. Within an hour you will encounter some form of problem. Big or small, technical or personal, you will have a problem. Decide now that this problem is an ally rather than an enemy. Decide now that the next bothersome person is actually an agent of evolution in disguise, sent to you with your next evolutionary assignment. Decide *now* to agree with them. *Just already agree*. If

they are saying that you are wrong, that you overlooked something, or that you made a mistake, just agree. If they inconvenience you in some way, do not defend yourself from the irritation. Let it do its work on you.

Notice that if you agree with the enemy then you cannot distinguish yourself from the enemy. If you cannot distinguish yourself from the enemy then there is no enemy. Do not try to explain actions. Do not create excuses for inaction. Realize that because you are both striving to make things more evolved you are both dedicated to the same goal.

Say, "Wow. You are right! Look at that! It is a problem!" Do not try to find a solution. First, be where the problem is. Let yourself have the perspective that it really is a problem, and let the problematical nature of the details enter you. This will not be comfortable.

Once you have the same perspective as the bringer of the problem, the next action will become obvious. The next action will come out of agreement, not from being the lone hero, fighter of the enemy, bringer of solutions. The solutions you come up with this new way may be solutions you never would have created from your old defensive strategy. These solutions will be more evolutionary, for everyone involved. Do this experiment more than once. Notice any patterns in the solutions that get created.