

SPARK 121

(Matrix Code: **SPARK121.00** for StartOver.xyz game.)

DISTINCTION: You are alone, therefore, you always have a valuable contribution to make.

NOTES: You may recognize that deep in your center is the unshakable certainty that you are alone. For example, each thought in your mind is private – no one knows it. You face pleasant and unpleasant sensations, and strong or gentle feelings unaccompanied. Even your closest friends, partners and relatives can't approach being-one-with your unique experience, because they have their own unique experiences to contend with. Each of us lives in a separate world. No matter how profoundly someone gazes into your eyes or touches you or listens to what you say, they cannot really get how it is for you to be you. And you cannot really get how it is for another person to be themselves. Aloneness is our core experience.

Some people try to merge themselves with the intellectual space created by teasing the word "alone" into the two words "all-one." If you have tried this you know it can be fun for a moment but soon becomes just another concept. Perhaps you have seen someone hold up two fingers and indicate that, although they look separate, both fingers manifest from one hand. Universal oneness is tacitly obvious, yet it may not often be a personal experience because you are born alone, you die alone, your consciousness is self-referenced, nobody fully understands your viewpoints, and in the dark of night, in the depths of your soul, over and over again you have confirmed that this aloneness has no cure.

Aloneness is aloneness, and so be it. However your story about your aloneness has power. This SPARK offers you a story about your aloneness that can change your life. Your choice of story establishes you in the universe as either a pitiful dejected victim, or as a unique and essential ingredient to each situation. Think of it as marketing. If a product or service is alone, they call it *exclusive*, and then they double its price.

Here is the new story: You are *exclusive*. Each human being is one cell of Earth's consciousness. What brings each cell to life is its free will, it's free roving attention, it's impulses to creatively interact with other cells and weave a webwork of relatedness that naturally holds greater consciousness. When you combine your free will with your exclusive experiences, perspectives and wisdom, you become the key to unlocking Earth's nonlinear intelligence. Here is how.

For all the years of patriarchal empire (6,000) the predominant organizational structure has been a pyramidal hierarchy ruled by top-down ego-driven commands. If you analyze this (or have experienced this) you notice that the qualities of intelligence, relatedness and responsiveness generated by a hierarchy do not optimally use the immense intelligence available from the base of the pyramid. In today's rapidly evolving conditions, hierarchical intelligence is sadly wasteful and insufficient. Maximal linear *and* nonlinear group intelligences are required.

Unleashing this full-range of intelligence requires two things: nonlinear meeting technologies (combinations of circles, networks and meshworks), *plus*, individuals who regard their own uniqueness as an invaluable asset to the team.

On the one hand, your uniqueness makes you alone. On the other hand, *your uniqueness guarantees that you always have a contribution to make.* (Please let that sink in past your mind.) Each and every person's perspective is required at each and every decision to maximize creative intelligence. It is time to experiment.

EXPERIMENTS:

SPARK121.01 SPEAK OUT There are two basic Box stories. Half of the Boxes proclaim: *I am okay so everybody wants to hear me.* The other half of the Boxes proclaims: *I am not okay so nobody wants to hear me.* Both stories are wrong.

Regardless of which story your Box churns out, your spoken contribution is essential to the wellbeing of your partnership, family, team, or department. Without the benefit of your wild ideas and crazy impulses your groups suffer – more than you know.

It turns out that if you do not get to say what you need to say, things deteriorate. Your free thinking gets bogged down, your heart moans, your spirit slowly gyrates in waiting mode, you feel physically drained, and, *your Gremlin wakes up hungry for revenge.* Whenever Gremlin is not being used consciously he must find ways to get his own food unconsciously. This definitely deteriorates things.

Here is the experiment: three times each day speak out and explain one or more of your crazy, impulsive, contradictory ideas. Tiny or giant, the scope of your ideas do not matter. It can help to know that it is not necessary to smash other ideas in order to propose your own ideas. Simply make clear proposals. Let yourself be heard. Believe it or not, your proposals will be remembered. When others finally get what you say, things will change. The more often you make proposals the quicker people will get them. Become a proposal generator. From time to time it can be useful to implement your own proposals for the benefit of the group even if you don't have permission.

SPARK121.02 ENJOY NOT KNOWING OTHERS Since every person is unique, the *getting-to-know-you* process is endless. What a joy! This means being in honeymoon forever! Any time you think you know who someone is you are wrong. They cannot be known. The experiment is: each day, choose one person whom you assume you know and erase your assumption about knowing them: your kids, your wife or husband, your brother or sister, your boss or client. When you see or speak with them, or speak about them, make sure you have no idea who they are. Stay in the present, stay in awe. Be open to their particular brand of insanity. You might know their name (although in an evolutionary culture, you might not even know their current name) but everything else about them is a discontinuously evolving mystery!

SPARK121.03 ENJOY NOT KNOWING YOURSELF Catch your every assumption about already knowing who you are. This automatically unleashes the parts of yourself that you keep safely out of view because they do not fit into your self-image. Let your self-image dissolve away. Never have a self-image. This way you can keep discovering

yourself but you will never know yourself. (Aristotle just emailed me with an update. Instead of: *Know Thyself* what he meant was: *Ongoingly Discover Thyself*).