

## SPARK 128

(Matrix Code: **SPARK128.00** for [StartOver.xyz](http://StartOver.xyz) game.)

**DISTINCTION:** Your mind can understand concepts that have no relationship to reality, meaning, you could be seriously fooling yourself.

**NOTES:** Concepts are symbolic building blocks that compartmentalize raw experience into shoe-boxes the mind can easily manipulate. As helpful as concepts can be, no concept is guaranteed to be connected to reality. A sphere, for example, is a simple-to-understand concept: all points equidistant from a point in 3D space. However, there are no spheres in reality. This is where using concepts gets tricky. The concept of a sphere approximates reality close enough that the concept can be extremely useful. But this does not hold true with many concepts in daily use. How can you detect fantasy concepts? It's easy. *All* concepts are fantasies. This SPARK challenges you to liberate yourself from the grip of concepts.

Two people referring to the same concept seem to understand each other, but their relatedness is confined to intellectual barter in the specific gameworld in which the concept applies. Two lawyers may happily toss around legal jargon, but only by limiting themselves to a gameworld that considers laws to be real.

Childhood is largely concerned with assembling a set of concepts (your Box) that hang together well enough that you can survive in your birth culture. When it works there is a tendency to want to protect your handiwork. If you start relying more on your concepts than on your direct unconcepted experience of reality, your Box may crystallize. Then it becomes too risky for you to consider new concepts from insights, dreams, other people, books, films, or trainings. Around a person with a crystallized Box you must either submit yourself to their rigidity (by connecting with them concept-to-concept rather than being-to-being) or be regarded as their enemy. Perhaps you know someone like this?

Shielding yourself behind a well-organized set of concepts may indicate insidious fears about someone, at any moment, asking who you are, what you are doing, or what is real. If you cannot deliver the right answers for them, if you cannot explain yourself conceptually or to their satisfaction, you may be punished beyond recognition. Modern education leaves such scars. Better to lock yourself into a concept-prison before some authority locks you into a torture chamber.

After some decades living in a sitcom-world (see the film *Pleasantville...*) you may notice feeling sick-at-heart, soul-hungry, trapped, disempowered, disconnected, or discouraged. Could it be because you have stacked around yourself a set of concepts that make perfect sense to your mind but cut you off from the vital nonlinear possibilities of reality? That would also cut you off from dynamic associations with healthily-uncivilized people. The concept-construct you have assembled to make yourself seem understandable, and therefore *safe* and *sane* to others, has now become a prison that banishes you from life.

For sure the capacity to juggle concepts has both entertainment and technical value. But you insult human intelligence by regarding your favorite concepts as holy, while

ignoring whatever you have no concepts for as if it were litter. Believing your concepts more than what does not fit into them blocks you from the vast, complex and ever-changing flow of resources needed for reinventing daily circumstances.

A concept becomes a concept when you place it between you and your ongoing direct experience of current reality. When you surround yourself with enough concepts your authenticity gets strangled. You react as your concepts dictate rather than according to what is actually happening. The discrepancy is visible.

Bigger assemblages of concepts can appear to validate the reality of individual concepts. This is like thinking that emotions must be true because you feel them even though you can trigger these emotions anytime you want by thinking a certain thought such as, “Nobody understands me,” or, “I’m so lucky,” or “There is no place for me here.”

A common concept-construct is, “I’m so behind in my work.” The first concept in this sentence is “I.” Which “I” is meant here? My mind? My body? My soul? My Gremlin? My Box? My emotional world? My role that I have adopted? The second concept is “being behind.” Behind what? Which measure am I using? Is there a universal chart indicating in which time period a particular work has to be done? And the third concept is “work.” Work is a term with countless meanings. Who defines what my work is? Without using such scrutiny you miss seeing that your concept-construct only functions in a specific gameworld. By placing your concepts in quarantine you gain the possibility of choosing a different gameworld.

Here is another example: If you don’t understand the concepts typically used in Christian propaganda such as *hell, salvation, being a sinner, Jesus died for me, the Word of God, Kingdom of Heaven, Holy Spirit*, and so on, the propaganda has no impact on you. But if your mind understands the concepts then when they are presented together in a storyworld which your mind finds some kind of logic in, the story ceases to be a story and you shift from living in reality to living in a concept world. This shift is known as a *conversion experience*. Once you are converted you no longer own and use the concepts. Instead the concepts own and use you. A similar conversion can happen in politics, advertising, economics, medicine, military, and all other religions.

One of the biggest concept-prisons in modern culture is the concept that you need money to live. Adopting this concept automatically forces you to be a victim of economic forces over which you have no control. Then it feels life-threatening when you lose your job and lack funds for buying food, beer, or cable TV, and “your” house is taken away. But the idea that you need money to live is only valid if you stay in the gameworld that is built from a particular set of concepts. Why would anyone want to stay there? The moment you exit that gameworld and let the concepts melt back into the flowing non-concepted experience out of which they were solidified, you gain the possibility of inventing an entirely different gameworld.

Modern culture promotes the concept that government and other external authorities have decisive power over each individual. When you exit that gameworld you suddenly realize that saluting or bowing down to an external authority as the source of your

wellbeing automatically cuts you off from immense resources that have been available to you the entire time. Standing shoulder-to-shoulder with your neighbors all gazing at TV casts of doomsday cuts everyone off from applying the (r)evolutionary power of a creatively collaborating neighborhood.

Facing new problems with known concepts is like trying to build a spaceship with a stone axe. By separating yourself from the concepts you use, recognizing them as intellectual tools rather than reality, you regain the capacity to ongoingly fabricate more effective toolsets out of whatever comes to hand as you go along.

## **EXPERIMENTS:**

**SPARK128.01** This experiment has three parts. The first part is to identify the concepts that clog up your free-space thinking. For the next few days, jot down the concepts and constructs you use in your daily life for explaining how things are to yourself. Also write down the concepts that come out of your mouth to explain what you think or do to others. For example, you get up in the morning and explain to yourself, “I have to go to work to earn money.” Okay, in a reserved section of your *Beep! Book* write down the concepts “I,” “have to,” “go to work,” and, “earn money.” At first there are many concepts. It is worth making the time to identify them.

**SPARK128.02** The second part of the experiment is to open up more inner space for yourself. *In adult free-space thinking there aren't any pre-constructed concepts.* (This is a HUGE clue!) Reserve an hour with a friend and gently explain to them one-at-a-time the personal concept-constructs you have identified. Ask them to help you take the constructs apart into their core concepts. (Note: This job is made easier by applying *Is-Glue Dissolver*, hanging usually on the right side of your *Possibility Manager Toolbelt*, just behind your *Bag of Things*...). Make free-inner-space for yourself by stuffing the liberated concepts back into your *Bag of Things* for times when you might need to conceptualize something.

**SPARK128.03** Part three is using your *Possibility Paintbrush* to think, speak and write without resorting to prepackaged (fast-food) concepts. The Paintbrush formulates original phrasing to deliver exactly what you need to say even if it has never been said before. This immediately takes you out of the *Verbal Reality* concept prison (where your experience is restricted to your vocabulary), and into the refreshingly unbridled *Experiential Reality* (where experience comes without words or concepts – later, if needed, you can paint experiential visions into the other person’s four bodies by using *un-concepted* ways of expression). After leaving concepts behind for awhile and dancing along in *Experiential Reality* you may come to discover that concepts are readily available whenever you need to use them in a specific communication. By storing your concepts in your *Bag of Things* you gain an abundance of free-thinking room. In this inner emptiness it becomes easier to discover exactly how adult human beings are designed to fly.