

SPARK 150

(Matrix Code: **SPARK150.00** for StartOver.xyz game.)

DISTINCTION: Your first priority as an adult is to design and move into the country you would love to live in.

NOTES AND EXPERIMENTS:

SPARK150.01 In indigenous cultures it used to be that your first priority as an adult was to build and move into your own *house*. Now the style of houses is unsustainable, and besides, there are already enough houses. The task has changed. Adulthood comes from building enough matrix to take responsibility at the global playing-field level, and your task is to establish the cultural space in the global ethnosphere that you would love to live in. How to do this? Start by getting with your Possibility Team or another small group that is flexible enough to grant you some experimental time. Arrange to have a meeting about the possibility of becoming a *nanonation*. (For more details about this, please see the article entitled: 100 Million Nanonations

[https://possibilitymanagement.org/studyingit/article/100-million-nanonations/.](https://possibilitymanagement.org/studyingit/article/100-million-nanonations/))

It is already established that a nation-state exists wherever the bearer of a passport of that nation-state stands. Therefore nation-states do not have to be associated with pieces of land on Earth. Nation-states can be defined as the cultural-context-space being held by a group of three or more people mutually committed to each other while serving a common purpose. Jesus was reported to have said that wherever *two or more* are gathered their common purpose would come to life. We have learned some things since then. It takes three or more people to start a new nanonation.

Why three or more? Because human beings function within an identity-framework we have used since childhood to assure our survival. When two identity frameworks – each one functioning under the survival imperative that they be right – come into conflict, who provides the clarity that the two individuals are simply misidentified as their Boxes? This is the job of the third person.

The nanonation begins as soon as at least three people mutually commit to each other's wellbeing within a specified context. The commitment is beyond family, beyond marriage, beyond cultural customs, beyond money, beyond reasonableness. Radically-responsible initiated-adult mutual-caring is the most profoundly rewarding human experience.

Four factors are sufficient for mutual commitment with another human being. When you find all four factors with someone, there is a solid chance that your mutual commitment will be ecstatic:

1. Physically: The other person does what they say they will do.
2. Emotionally: The other person can repeat back the information and the feelings they hear you say, and can communicate their own thoughts and feelings with you.
3. Energetically: The other person can shift their behavior when they receive the feedback that what they are doing is not working.

4. Intellectually: You and the other person agree about the context in which you mutually support each other.

Contexts are built out of distinctions (such as the distinction between you and your Box, the distinction between low drama and high drama, the distinction between child-level, adult-level, and radical-level responsibility, the distinction between feelings and the three kinds of emotions, the distinction between being centered and being adaptive, etc.) and determine the characteristics of your gameworld.

It is important to be both clear and transparent about the context of your own nanonation so that you can hold the distinction as a semi-permeable membrane, like a cell wall, not cutoff from the world, but at the same time not open for other people's spoken or unspoken intentions. Having clarity means you don't need to surround yourselves with an impenetrable wall, and at the same time you are clear about who is in and who is out, and how someone shifts from one to the other so there is no confusion about this.

The rules of engagement can be as bold as you want, and need not be complicated. A simple foundation for regenerative culture could include something like this: *The context of our culture is radical responsibility. Irresponsibility is an illusion. If you see a job that needs doing, it is your job. When you are serving something greater than yourself and you ask for what you want you are asking for what the space wants. The entire culture depends on you asking for what you want. We work in circles with spaceholders and context holders and the bright principle of nonlinear possibility. We meet until everyone knows what to do next. There are no employees. There are no absentee landlords. There are no franchises or copyrights. Manufacturing is cradle-to-cradle. If you cannot carry it with you it is too much to own. Companies are not people because companies cannot take responsibility. There are no company owners or investors – we anarchistically cooperate. Time is not money; time is time. Money from any other nation-state has no value here. We do not need money to survive. We need each other empowered through creative collaboration, which is our currency, and which has no exchange rate with currencies from other nation-states. Land is not owned. It is cared for. Buildings are not owned. They are cared for. Animals, minerals, water and trees are not owned. They are cared for. We are kaitiakitanga, guardians, stewards. Earth cannot be monetized because Gaia is a being and we are Gaia. Education does not conform to a curriculum because we don't know what children need to learn in order to become themselves for the future. Each child knows. Television, alcohol, drugs and gambling are questioned. Ongoing adulthood initiatory processes drenched in extraordinary and archetypal love evolve at the core of our gameworld. The rest of our culture -- music, clothing, festivals, foods, architecture, thoughtware, and ceremonies -- falls into place around ongoing adulthood initiations.*

You never have to put the bubble of your nanonation's context away so as to conform to the expectations and assumptions of other people's cultural norms. Conversations between citizens of different nation-states become interesting rather than conflicting. They start something like this: "You may not be aware of this but you are speaking with a person who lives in a different nation-state than you. Do you allow that the laws and customs of my nation-state apply to you?" "No." "Then don't expect that the

laws and customs of your nation-state apply to me. However, we can certainly learn from each other. How are such things handled in your nation-state? Here is how we handle such things in my nation-state."

When you first begin your country it will not be perfectly in alignment with the vision that drives it. Don't worry. Start anyway, but meet regularly to clarify and deepen each person's embodiment of the context of your gameworld.

Create a flag for your country and fly it regularly. The flag should include a unique symbol that radiates the energetic clarity of the context of your country.

Create clothing, foods, pottery, musical instruments, jewelry, songs and dances from your country. Figure out how children are born and raised in your country, how collaboration skills are learned and practiced, how people get married and divorced, how people die.

Never forget that you hacked reality to create your gameworld out of stories. Meaning that, if there are two things in life: *bullshit* and *nothing*, your nanonation falls into the category of bullshit, *as does every other nation and culture in the world*. What you have from creating the nanonation yourself, is choice about what happens next. This is far more than people living in the UN nation-states have. Try to give this benefit away to others during speeches, workshops, and trainings that come from the context of your country. Your presentations build bridges for those who are still imprisoned in the mainstream worldviews to better understand what you are up to so they do not have to be skeptical or afraid.

Register your nanonation online in such places as the Global Ecovillage Network www.ecovillage.org, Fellowship of Intentional Communities www.ic.org, Eurotopia www.eurotopie.de, Ecovillage Forum www.ecovillages.eu (only in German), Ecovillage Road www.ecovillageroad.eu, and so on, so others can more easily find you, and so you can connect with like-minded activists.

Go out of your way to make *critical connections* with other nanonations both locally and long distance. A *critical connection* is a bond over which valuable and mutually supporting exchanges occur. The exchanges can be material such as youth programs or locally produced specialty products, or nonmaterial such as nonlinear meeting technologies, website upgrade ideas, specific adulthood initiatory processes, beneficial contact referrals, personal or organizational development possibilities, deepening contextual clarity, knowledge of best practices for sustainable and regenerative infrastructure, and so on. Active critical connections between communities of practice strengthen a field of influence for the emergence of next culture.

This experiment may continue long past your lifetime and can become one of the most immensely rewarding experiences of your life.