

## SPARK 162

(Matrix Code: **SPARK162.00** for [StartOver.xyz](http://StartOver.xyz) game.)

**DISTINCTION:** There is a difference between doing it right and navigating space.

**NOTES:** If you are from the modern world, you have probably adopted a *right-wrong, good-bad* polarity for assessing how you are doing. If you are convinced that you are doing badly or that you got it wrong you stop thinking and exit the present to make time for beating yourself up about being wrong. If you are convinced that you are doing well or that you got it right then you stop thinking and exit the present to make time to feel superior and congratulate yourself about your perfectionism.

It turns out that half of the 18 Standard Box designs are convinced of their fundamental “not okayness” dedicating themselves to finding evidence to prove that they always get it wrong, and half the Box designs are convinced of their fundamental “superiority” because they *always* get it right and do it better and faster.

You already know which kind of Box you have. You also know that believing your own story about yourself is a shallow victory because your self-image story disconnects you from reality.

To the person with an “I’m not okay” Box it feels so normal to get it wrong or to be bad that if there is ever evidence indicating you did it right or that you are more than okay your Box will rub that memory away instantly because being okay contradicts your Box’s basic assumption. If you get it right or realize you are doing well your Box immediately freaks out, and suffocates the possibility of being okay because being okay might get you killed in your childhood environment. By doing enough things wrong (in your own evaluation) you can skip from wrong thing to wrong thing all through your inferior life while your Box and Gremlin erase any right things from your memory and your illusion of not okayness stays intact.

To the person with an “I’m okay” Box it feels so normal to get it right or to be the best that if there is ever evidence indicating you did it wrong or that you are less than perfect your Box will rub that memory away instantly because not being the best contradicts your Box’s basic assumption. If you get it wrong or imagine you might not be okay your Box immediately freaks out and makes others worse than you because not being the best might get you killed in your childhood environment. By doing enough things right (in your own evaluation) you can skip from right thing to right thing all through your superior life while your Box and Gremlin erase the wrongs from your memory and your illusion of grandeur remains intact.

### EXPERIMENTS:

**SPARK162.01** If you work in a company that uses hierarchical power structures this experiment requires you to begin with the extra step of clearly imagining for an extended period of time (one week) what it might be like to be free of the company’s hierarchical structure. This means there is no longer anyone to give your center to, no one to adapt to, no one to blame, no one to withhold from so that you have secret “aces up your sleeve” that they are too stupid to see. Begin this experiment by acting as if you would do the job you are doing now even if you were not getting paid for it.

The hierarchy is gone. By shifting into regarding each person in your world as an equal, neither better nor worse than you, you exit the *dominate or be dominated* pyramid. You no longer need to assert the Western culture fear-based belief: *my culture is better than your culture if we can kill you*. You are suddenly equal to every other human being on Earth, free of the fear of needing to possess the one right and best solution to your life. You get to enter the experience of having no positive or negative opinion about yourself. You are free to go forward unchallenged.

The experiment is to absolutely set aside the question of whether or not you are the worst or the best for the next 5 days. Fiercely don't care about it. Who are you if you are not being right or wrong? What kind of self-image can you compare yourself to if there are no judgmental voices criticizing every thought, word, and deed?

Start now. Click you "clicker" and establish a small energetic cube of "now" that is exactly where you are. You stand and breathe in it. This is your space. You will know you are succeeding when you can't tell if you are right or wrong, doing it badly or with amazing elegance. This cube of space has a "now" that is too small to contain any personal opinions of how well you are doing, how well you are being.

Then try an action. Anything, for example, read this SPARK, scratch your head, walk somewhere, look for someone, or make a decision about what to do next and with whom. Are you doing the action well enough or bad enough to match your Box's standards? You don't know. It isn't that the question has stopped mattering to you, but that this opinion of whether or not you are doing it right is too big and heavy to fit into your small "here and now" navigation space.

You have just shifted from dominating yourself and others with blame or praise to navigating space. You're going to do this for 5 solid days and nights.

How do you navigate space? No one can know. Space is empty. Navigating space comes from not knowing. If you function from knowing you are not in space, you are in knowing. You already know what you know so it is no longer useful for navigating space because you already know it. You best navigate space when you are yourself a space of not knowing. What are you if you are not contaminated by all of your knowing? You are a presence. An attention. A Being with linear and nonlinear possibilities.

Being right (or wrong) depends on controlling and dominating others using a patriarchal power structure to assure that your worldview prevails.

Navigating space involves an entirely different skillset which applies both assertive (initiated adult masculine) and receptive (initiated adult feminine) forces.

Space-navigation emerges from principles of *Inclusion* (which means you are *never* the best) and *Evolution* (which means over and over again you *will* be wrong). Nonlinear space-navigation is ideal for circular or galactical power-flow structures rather than for a pyramidal structure, and makes use of diverse group intelligences rather than doing whatever it takes to force the masses to submit to top-down decisions.

Nonlinear space-navigation also includes an added dimension of serving something greater than the self-centered and often fear-based plans of the overseer.

In nonlinear space-navigation you naturally tap into many possible solutions. The *coin-of-the-realm* shifts from power and possessions to conscious evolution, giving birth to an entirely different gameworld.

For these 5 days, whenever you go through a doorway and whenever you encounter another creature, including dogs, birds, cats, fish, insects, and people, remember that you are navigating a space. A space is a defined volume of field attention where you take responsibility for the level of responsibility being taken. By holding and navigating a space you can dedicate the space to serving conscious purposes such as Love, Possibility, High Level Fun, Clarity, and Initiation (Bright Principles).

Wake up at each new room you enter and every encounter and take it as an opportunity to practice navigating space. Navigating space is the combined set of skills that allows you to voyage with a group of people from one space with one set of possibilities to another space with a different set of possibilities. Navigating space requires a space, a navigator, and a crew – the crew being everyone in the space alert enough to connect with you.

More than one navigator can navigate the same space at the same time if they have the same purpose. By taking radical responsibility for navigating each space you are in you will immediately notice the purposes and manner by which other people mostly unconsciously hold and navigate spaces. This is an eye-opening shift of perspective. Let your eyes (and heart, mind, and Being) be opened by what you notice, even if it is shocking, scary, or confusing.

Try to avoid a conflict of purpose with other space navigators. Instead figure out nonlinear navigation techniques to shift the people into another space where the conflict no longer exists. Such techniques include: keeping your Gremlin's left rear paw extended out the back of any space you are in and then whenever necessary grabbing onto something and pulling anyone who is in contact with you into the next space, going nonlinear, monkeywrenching gameworlds, making a crack in certainty, using segway phrases, greeting the presiding light or shadow guardian of the space, making right angle turns at light speed, whiz-banging, naming entities, going up the elevator and provide reciprocal feeding with higher beings, painting doorways, moving through walls, calling home, and so on. (These can be learned in Possibility Labs.)

Empower your crew to communicate with you and each other about whatever arises for them. This makes optimal use of the intellectual capital and group genius.

A voyage lasts as long as the meeting lasts, and can explore numerous chambers in the great labyrinth of spaces. Every space is connected to every other space, which means you can get to anywhere from here. When bringing each voyage to an end make sure your crew can re-enter the local reality gently by decompressing to the surrounding ethnospheric pressure. Retain the integrity and presence-of-mind to clean up after yourself by vanishing the energy and the space into a black hole as you leave, then vanishing the black hole.

Trying to control circumstances to match your imagined ideal (how you look, your performance, your partner, job, where you live, etc.) blocks the universe from providing you with miraculous circumstances to navigate which are far beyond the reach of your imagination.

By framing your actions into doing it right or wrong your Box runs your life. By serving as a space navigator, your Being, your Pearl, your Bright Principles, and your archetypal lineage run your life. What kind of life do you want?