

SPARK 209

(Matrix Code: **SPARK209.00** for StartOver.xyz game.)

DISTINCTION: Possibility is the Third Force.

NOTES: Black-and-white polarity logic from modern culture promotes the assumption that irreconcilable conflict is inevitable. War is then justifiable in public: *There are 'good guys' and 'bad guys', and we fight the 'bad guys'*. In private, war is justified as the lawless environment in which Gremlin finances thrive. And yes, war is also one form of population control, although far less effective than educating women to be Possibilitators with [archearchal](#) authority beyond the grip of patriarchal religions. The silliness of war, overpopulation, 'profit', and patriarchy becomes irrefutable during initiation into Third Force skills. What is the Third Force?

1. The First Force is generative. It creates through assertion, declaration, affirmation, confirmation, and being a 'yes'.
2. The Second Force is resistive. It destroys through over-criticism, denial, defensiveness, sabotage, and being a 'no'.
3. The Third Force departs from the 'yes / no' world by [going 'orthogonal'](#) into transformational breakdown. ('Go orthogonal' means 'go at right angles to'.)

It is not necessary that a conflict already exist between two irreconcilable forces before a Possibilitator applies the Third Force. Being a source of the Third Force can become your way of life, your first option, a strategy that [induces transformation](#) like 'greased lightning', sometimes referred to as [The Path](#), [Your Quest](#), or [authentic-adulthood healing](#) and [initiatory processes](#).

What is Possibility? [Possibility](#) is a [Bright Principle](#), a [force of nature](#), a diffracted ray of consciousness at large. Possibility is a highly valuable quality: the measurable number of real options you have to choose from. [One person with Possibility can reinvent the world](#). You can be the space through which Possibility does its work.

What is initiation? An initiation is any procedure that [builds the matrix](#) in [your Being](#) for taking greater practical responsibility. Responsibility is applied consciousness, consciousness in action.

This SPARK helps you [build the matrix](#) to become [radically responsible](#) for applying the Bright Principle of Possibility as a Third Force in everyday situations, in other words, it helps you to become a *Possibilitator*.

Possibility Management says: *Something completely different from this is possible right now*. Telling this to your client can get you a new job, [but can you do the job?](#) Actually doing the job may depend on your ability to deliver the Third Force even in seemingly impossible situations. How to learn this? Experiment!

EXPERIMENTS: APPLY THE THIRD FORCE: MAKE NONLINEAR SPACE SHIFTS INTO SPACES WITH NEW POSSIBILITY *If you want to change the results, but you cannot change the circumstances, then change what is Possible.* No one can right now perceive new Possibilities because new Possibilities are not visible in the current space. What you *can* do is remember that valuable new Possibilities already exist over there in other spaces. By moving your current space sideways into a new space with a new [context](#), you immediately access new Possibility.

The context of the space you are in determines what is possible. By shifting into a new space, you obtain immediate access to new Possibility. All spaces already exist in the [Great Labyrinth of Spaces](#). Spaces are separated one-from-the-other by the [Gap Between Spaces](#). Since the [nothingness](#) that is in the Gap Between Spaces is the same everywhere, by entering the Gap Between Spaces a Possibilitator can get to anywhere from here. Shifting yourself and others from one space to another space instantly gives everyone in the space access to new options to choose from that were just a moment before [inconceivable](#).

Below is a short list of ways (there are many more...) to go 'orthogonal', that is, to 'go at right angles to the assumptions of the current space' into new spaces. Each Experiment offers different tactics for applying the Third Force. By practicing these skills you increase your 'catalytic agency', that is, you more effectively apply the Third Force. You become a better Possibilitator. Start each Experiment by jumping to the indicated websites, practicing the tools and distinctions, then spending an entire day activating the Third Force in every situation you encounter using your new tools. Next day, do the next Experiment. Here is your 24-day list:

- ☹ SPARK209.01 Enter a [Metaconversation](#) and identify [Gremlin](#) purposes.
- ☹ SPARK209.02 Use your [Sword of Clarity](#) see [Fair/Unfair Conversations](#).
- ☹ SPARK209.03 [Improvise](#) unexpected [Transformational](#) actions.
- ☹ SPARK209.04 [Complete incomplete emotions](#) to have a [Do-Over](#).
- ☹ SPARK209.05 Let your [Bright Principles](#) speak.
- ☹ SPARK209.06 Move from [your Center](#) instead of [Reasons](#) or [Logic](#).
- ☹ SPARK209.07 Do [Dragon Speaking](#) to go nonlinear.
- ☹ SPARK209.08 [Speak from the Unknown](#) as the [Doorway](#) to a new space.
- ☹ SPARK209.09 Use [Vacuum Learning](#) instead of giving Feedback.
- ☹ SPARK209.10 Relate as a [Possibilitator](#). Pull the rug out under the space.
- ☹ SPARK209.11 Let your [Archetypal Lineage](#) speak new space into reality.
- ☹ SPARK209.12 [Take a Stand](#) for a new and different future.
- ☹ SPARK209.13 Build out the current [Gameworld](#) into totally new territory.
- ☹ SPARK209.14 Identify Assumptions and put that [Poop On The Table](#).
- ☹ SPARK209.15 Verify if people are having [Feelings or Emotions](#).
- ☹ SPARK209.16 Check actual [Purposes](#) with your [Purpose Sniffer](#).
- ☹ SPARK209.17 Face the hungry Demons. Become a [Trigger Hunter](#).
- ☹ SPARK209.18 [Paint](#) a [Doorway](#) and bring others through the Doorway.
- ☹ SPARK209.19 Do a [Consciously Chosen Experiment](#).
- ☹ SPARK209.20 Be explicit about [your fear, sadness, anger, and joy](#).
- ☹ SPARK209.21 Use the conflict as the beginning of [Memetic Engineering](#).
- ☹ SPARK209.22 Use your [Voice Blaster](#) to shoot the voices in your head.
- ☹ SPARK209.23 Use your [Red Cloth](#) to let any attacks pass you by.
- ☹ SPARK209.24 [Keep one Gremlin arm](#) out to hook into other spaces.

You might have made the decision that since you cannot put the entire world onto new tracks *right now*, you hopelessly give up. I ask you to think about your situation as a Possibilitator, an agent of the Third Force. Nobody can go through a Doorway to new Possibility *unless they are standing at the Doorway*. The practice is to open the Doorways to new Possibility *where you are already standing right now*. At the same time, keep building your matrix and reinventing your gameworlds so that you can create and go through more-and-more powerful Doorways.