SPARK 229

(Matrix Code: SPARK229.00 for StartOver.xyz game.)

DISTINCTION: Being Archan liberates you to be crazy enough to do what you came here to do.

NOTES: An '<u>Archan</u>' is a person living in <u>Archearchy</u>. Archearchal cultures <u>relate to</u> fear differently than modern cultures. Since fear is inside of you, and since fear can be stimulated when someone tells you threatening stories with frightening consequences if you do not conform to their wishes, you can see how modern culture has used fear as a weapon to control you your whole life. From parents to school to government and corporations, unconscious fear forces your automatic compliance as you try to avoid feeling this 'bad' feeling. NOTE: If your true desire is to be a '<u>Zombie</u>' unconsciously serving values of Zombie gameworlds, skip this S.P.A.R.K. On the other hand, if your true desire is to create what you came here to create, then read on and learn how to defuse the weapon being used against you.

An Archan chooses to embrace rather than reject four unique fears:

- 1. The fear of discovering that your birth culture is not the one-and-only-true-andbest culture human beings ever invented, but instead is merely a <u>fictional</u> <u>gameworld</u> built from an assembly of common superstitions.
- 2. The fear of standing at <u>modern culture's edge</u> and <u>seeing with horrifying clarity</u> that your birth culture is rapidly exterminating life on Earth.
- 3. The fear of the temptation to abandon your <u>Archan values</u> and slip back into the oblivion of being one of the sleeping sheeple.
- 4. The fear of gazing out beyond modern culture's thoughtlimits into the <u>Gap</u> <u>between cultural Gameworlds</u> at the bottomless-depths of the void.

Each Archan is fear-drenched from facing the <u>Radical Responsibilities</u> of being an Archan <u>Gameworld Builder</u>, <u>disillusionment</u> about the dark outcomes of modern culture, imagining a return to the illusions of Zombieland, or teetering on the edge of <u>Nothingness</u> to build <u>Bridges to Archearchy</u>. How is this fair? It isn't even funny!

You have two options for dealing with fear: <u>Numbness</u> or <u>Transformation</u>. Modern culture is masterful at providing ways to numb yourself, for example, shopping for that next pair of shoes, building credit-card debt, staying so busy you become overwhelmed, running ten kilometers, drinking alcohol, using antidepressants, smoking marijuana, watching television series, believing the news, driving faster than the speed limit, joining a SWAT team, listening to gossip, on and on... If you numb yourself to anything that makes you scared, you are being controlled by those fears.

The other approach is transforming your fear from functioning as an 'electric fence' that traps you inside a corral of normalcy, into being a highly valuable source of intelligence and energy that you embrace. This transformation may seem crazy, but 'craziness' is contextual. 'Normal' in one Context seems 'crazy' in another Context.

You were taught to be terrified of not 'fitting in' under penalty of being 'burned at the stake as a witch', but what you actually came here to create fits perfectly into a culture which may not be perceived as 'normal'. The idea of you being 'crazy' or 'not crazy' depends on the <u>Context</u> of the viewer. Which Context do you live in? Are you

'crazy enough' to do what you came here to do? The experiments below are possible, but, as usual, might change you into a different person.

EXPERIMENTS:

SPARK229.01 DEFUSE THE WEAPON OF FEAR BY PARTICIPATING IN FEAR CLUB Go to <u>http://fearclub.org</u> and register for an 8-week Fear Club where you can shift from the *Old Thoughtmap Of Fear* to the *New Thoughtmap Of Fear* in daily-life. If you hesitate to complete any of the Fear Club experiments and challenges, go to <u>http://ehpdojo.org</u> for a <u>Process</u> to remove a <u>Block</u>, change an old decision, upgrade your thoughtware, whatever it takes to accomplish your Emotional Healing Process (EHP). Your objective for being in Fear Club is to make <u>Conscious Fear</u> your friend.

SPARK229.02 VALUE THE NOTHINGNESS INSIDE OF YOU Each of us is born with a Vacancy inside our chest. This emptiness is not a design error. You may find yourself staring into an open refrigerator but nothing in there can fill the Void. You may expect your partner to 'heal' your emptiness with sweet attentions and love, but filling the Void is not their job. You need this Void as an ever-accessible source of archetypal Nothingness. *Before you can create something out of nothing you need to create nothing out of something*. Twice each day for a week, reach deep into your inner Nothingness to bring out a new plan, design, idea, formulation, or possibility. Describe your <u>Creations</u> in your <u>Beep! Book</u>. Make the Void your home.

SPARK229.03 USE ANGER TO FIND OUT WHAT YOU CAME HERE TO DO. *What you are angry about is what you care about.* Arrange in your <u>Possibility Team</u> for each person to push on a partner's shoulders while shouting out freely what makes them angry. Help each other write down in their *Beep! Book* what they shouted. Then sit in groups of 3 and design projects to care for what you care about. These projects are what you came here to do.

SPARK229.04 MOVE YOUR POINT OF ORIGIN TO BEING 'ARCHAN' Arrange to go through the Emotional Healing Experience (EHP) of moving your <u>Point Of Origin</u> out of Patriarchy and into Archearchy. In Archearchy you can be crazy enough to center your life around caring for what you truly care about. Three times each day for a week, publicly refer to yourself as 'Archan' in your speaking or writing. Say things like, "Did you realize that you are speaking with an Archan?" or, "Because I am Archan, I can care for what I care about..." or, "From the Archan worldview, the crucial Distinction missing in this space is..." Take the actions of an Archan.

SPARK229.05 CELEBRATE LIVING IN A CULTURE WHERE IT IS NORMAL TO BE CRAZY ENOUGH TO DO WHAT YOU CAME HERE TO DO Notice how many people – with a complete lack of doubt – consider themselves to be 'American', or 'Jewish', or 'Corporate Shareholders' and then behave in ways that are insane from the perspective of Archearchy. They do crazy things because of their unconsciously chosen identity, thinking, "Of course I behave this way. This is who I am!" You can consciously behave as an Archan behaves anywhere in the world by your own Authority, by being an initiated adult Archan. You can do 'crazy' things like using Archearchal thoughtware, technology, distinctions, and thoughtmaps. You can be 'crazily' Centered, Grounded and Bubbled, Radically Relating using the 13 Tools on your Energetic Toolbelt. Consciously owning your Archan nature gives you a 'crazy' freedom of movement to do what you actually came here to do. You do not break their cultural rules because you are not in their culture. Three times a day for the rest of your Archan life, without an excuse, celebrate through caring action being Archan.