

SPARK 040

(Matrix Code: **SPARK040.00** for StartOver.xyz game.)

DISTINCTION: Something completely different from this is possible right now.

NOTES: You are a human being. A strong and frequently unacknowledged characteristic of human beings is our propensity for being absorbed into whatever reality is defined by the prevailing story. This is why you love movies, gossip, plays, songs, magazines, newspapers, TV and the Internet. When you see, read or hear a tempting story, your mind shifts from being snapped into its present reality to being snapped into the new reality as fast as clicking your fingers. Most of the time you do not even notice the shift from one reality to the next, even though the consequences of shifting may be enormous.

When you are involved with a reality that is generated by a certain story, your mind excludes the possibility that any other reality could exist. This is called being identified. Your Box loves to be identified because then you function as if you *are* your Box. When your Box is identified with one reality you never want to leave that reality. It is like a child and a bath: first you cannot get the child into the bath, then you cannot get the child out of the bath.

You are already an expert at shifting from one reality to the next. The point is that you shift unconsciously, with 100 percent of your attention fully absorbed. In order for you to do your job as a Possibility Manager you need at least the tiniest gap between your attention and the prevailing story, even (or especially) when it is you who are telling the story! You need the gap to have freedom of movement, so you can easily shift from reality to reality as needed. You do not necessarily *have* to go to another reality; you just need to have the *possibility* of going to another reality.

The perfect tool for keeping you from being 100% permanently identified with any one particular story is your Gremlin. Your Gremlin is king or queen of your shadow world, dedicated to serving the shadow principles of your hidden purpose. Gremlin has the ability to (and delights in) instantly destroying any space at any time for no reason whatsoever. Gremlin is neither good nor bad but definitely can produce certain results. Left to operate unconsciously Gremlin's results can be quite destructive. Using Gremlin's abilities consciously turns out to be crucial to the successful creative efforts of a Possibility Manager. For Gremlin to be put to responsible use a new relationship to Gremlin must be established where Gremlin has its needs met and can then help you do what you need to do. For example, consciously using Gremlin skills is what prevents a Possibility Manager from being completely sucked into any reality no matter how convincingly the reality is woven. It is Gremlin sitting alert at your feet on a short leash who keeps you from being hypnotized or lulled to sleep. Gremlin always keeps one hairy little paw stretched backwards out through any space into another space. To keep you from being hypnotized or trapped all he has to do is jerk his arm and you are pulled through the hole he made into a completely different perspective about everything that is going on. The rules and assumptions of the old space no longer apply to you.

The tool that a Possibility Manager uses to move in perpendicular directions to the prevailing story is called the Possibility Wand. When applied the Possibility Wand is a declaration: "Something completely different from this is possible right now." Gremlin's little paw stretched backwards outside the space stands ready to prove the statement true in any instant. With Gremlin's help a Possibility Manager establishes his capacity to move perpendicular to any reality without hesitation. The Possibility Manager thereby always has direct access to the space where possibility is a possibility.

People around you can sense this power. It is no secret. Their experience can range from excitement about the constant eminence of a new possibility, to an appropriate fear about experiencing the flimsiness of realities that were always believed to be solid. Be cautious when first consciously exercising your Gremlin's power. It is easy to let your ability to run circles around other people's Boxes serve your Gremlin's irresponsible purposes. Take that as a serious warning. The Possibility Wand is powerful. Like any tool, the Possibility Wand can be used to serve either conscious or unconscious purposes. Pay attention to how *you* use it!

EXPERIMENTS:

SPARK040.01 In order for you to do this experiment you must go to a party, a meeting, or a talk this week. Prepare yourself before you go by bringing a reminding factor, such as tying a string around your finger, sticking a carrot in your shirt pocket, or carrying a telephone book with you and never putting it down. Use your reminding factor as a bothersome prompt to continue doing the experiment and not forgetting your intention.

Here is the experiment: Make a vow that not once during the party, meeting or talk, will you become identified with the prevalent story. Use your reminding factor to always remember that it is a party, a meeting or a talk and not absolute reality. Focus beyond the edges of the space. Rest in the gap of knowing that no matter what reality-creating story is being generated, something completely different is possible right now.

Count how many times you forget your intention and become identified. Try to observe what most easily hypnotizes you. Keep practicing to minimize the number of times you lose the doorway to possibility. And think of this question: If a Possibility Manager loses the doorway to possibility, how can you be of service as a Possibility Manager?