

SPARK 058

(Matrix Code: **SPARK058.00** for StartOver.xyz game.)

DISTINCTION: Your job as a Possibility Manager is to redeem the darkness.

NOTES: If you were to place the forces that invite you to be conscious during the day on one side of a balance and on the other side of the balance the forces that invite you to be unconscious, in which direction would the balance tip? Are you educated to take responsibility or to avoid responsibility? Do you have more support to be a creator or to be a consumer? Are you taught the technology of clarity or the technology of distraction? Are you trained to be a pilot or a passenger?

Almost without exception you are encouraged to sleep. The forces of unconsciousness are huge. From an archetypal perspective, darkness now predominates in the world. Darkness continues to expand with unstoppable momentum.

If you dare to take even a glimpse of the world situation (overpopulation, proliferation of nuclear weapons and nuclear waste from power plants, chemical/electromagnetic/environmental pollution, the instability of monoculture – in both agriculture and human culture, global warming, wanton consumption of natural resources such as petroleum, fresh water, deforestation and loss of topsoil, degradation of human relationship through telecommunications and the nuclear family, the failure of educational systems – doctors drugging children, boring sitcom reruns, and so on...) you may at once conclude that against such massive forces you are powerless. One individual is so insignificantly small. The world's tendencies are so massive. There is obviously nothing that you can do to change things, so why even bother to try?

(Ask yourself where such thinking might be coming from in the first place? You would be surprised how many people do not ask this question and so are easily derailed from the dignity of delivering their full worth.)

What you should recognize about yourself is that even in the face of hopeless odds, you are enquiring after Possibility Management. Such efforts make no sense until you yourself do experiments to discover the catalytic effect of the principle of Possibility Management that says: The problem is the solution. The way out is through.

Darkness happens to you every day of your life in small subtle ways. The raw truth is that your job as a Possibility Manager is to redeem the darkness that arises in your life. You redeem darkness by revealing its value. Anger can initiate clarity. Fear can trigger alertness. Sadness can open the heart to communion. Possibility Management is a force that obtains the release of wisdom and intelligence from unconsciousness. Such redemption does not make the darkness good; it makes the darkness useful. The betrayal and abuses of your past provide the exact preparation you need to implement your true destiny now. Revealing the use of darkness is an act of daring creation. Revealing the use of darkness reframes what the darkness is for. Suffering is redeemed when you take responsibility for being the sufferer. Darkness is redeemed when it is used to create consciousness.

EXPERIMENTS:

A Possibility Manager knows how to deal with the darkness because Possibility Management teaches how to go into the unknown and be effective without any personal means of staying standing.

The experiment is to develop the habit of engaging what your Box would avoid. Each Box is different. By observation you can learn what circumstances your Box avoids. Examples of what your Box finds threatening may include conflict – or peace, intimacy – or isolation, power – or invisibility. Once each day this week enter the unknown. Here are some suggestions to get started. Each experiment lasts at least ten minutes.

SPARK058.01 Start a conversation with a complete stranger, an outlander, someone from another department, or a person with whom you have had previous conflict. Have no particular purpose in this conversation.

SPARK058.02 Enter a store or section of a store that you would never normally enter (women's lingerie, pet food, vitamins, makeup, tools, cleaning supplies, fishing gear, etc.). Pick up and look at things closely.

SPARK058.03 Join a conversation uninvited that is clearly a conflict, and create possibility for the people involved, but not as a rescuer.

SPARK058.04 Sit on the ground next to a child or someone who is begging for money or living on a park bench. Be with them where *they* are. *Do not* impinge your thoughts or experience on them.

SPARK058.05 Walk into a closet. Close the door behind you. Stand in there.

SPARK058.06 Set your alarm for 03h00; get up; go outside, and walk silently, slowly around the block.

SPARK058.07 Take a physical position that is uncommon for you (example: lay on your back, lift and bend your knees, touch your fingers together behind your knees) for ten minutes.

SPARK058.08 Wear something wrong that you would never wear and spend time in public.

SPARK058.09 Give a short improvised non-political public talk, uninvited, in the park, in the WC, or in the elevator when other people are around. Always agree with what anyone says.

SPARK058.10 Take something mechanical all the way apart and put it back together again.

SPARK058.11 Go to the hospital and watch a birth or a surgery.

SPARK058.12 Ask your parents or siblings what they believe about God and just listen to them.
No discussion.

SPARK058.13 And so on. By repeatedly entering the unknown, the reasons you have for avoiding these spaces become less influential. You then regain the ability to enter the unknown. Resting in the unknown is the first step in redeeming the darkness.