SPARK 213
(Matrix Code: **SPARK213.00** for StartOver.xyz game.)

DISTINCTION: Your nanonation is bigger than modern culture America.

NOTES: If you scan people walking past you in town, how many of them think about upgrading their Thoughtware? How many Stand in Radical Responsibility for the values of the Gameworlds they engage? How many are arranging their next healing Process on their authentic Adulthood Initiatory Path? Perhaps not many. The sensation that your culture is tiny can be overwhelming. You are vastly outvoted.

This S.P.A.R.K. is about using different criteria than physical dimensions and number of inhabitants to decide the relative size of your gameworld.

Every so-called 'culture' or 'nation' is a gameworld. Every institution within any gameworld is also a gameworld. We human beings interact with each other using the *Rules Of Engagement* of a written or unwritten *Codex* in the Gameworlds we play in.

The concept of defining a 'national' gameworld as 'ownership' of 'a piece of land' is invalid. If the concept was functional, then each time you stepped over one 'national border' into another 'country' you would be given a new 'passport'. This does not happen. For example, if you carry an American passport, then no matter where you live on Earth, the American gameworld requires you to 'pay taxes' back to their gameworld. By seeing through the myth that 'a country owns land', you can prove your 'citizenship' according to the passport you carry, not the land you stand on.

The size of a 'national' gameworld can be defined using various values. For example:
- Number of square kilometers claimed, in which case **Russia** is the largest national gameworld on Earth sized at 17 million square kilometers.
- Number of participants, in which case the 'male' gameworld is the biggest human gameworld on Earth, primarily due to patriarchal cultures valuing 'males' more than 'females' and adjusting the balance through sex-selective abortions, and gendercide. The national gameworld with the largest human population is **China** with 1.44 billion participants (as of 20 September 2020).
- Quantity of currency in their computers adjusted to its Purchasing Power Parity, in which case **China** is the largest national gameworld on Earth.
- Quantity of currency indebted to external gameworlds, in which case **America** is the largest national gameworld with nearly 9 trillion US Dollars of debt.
- Number of deployed nuclear warheads bunkered in ships and silos pointed at other country gameworld's capitol cities, in which case **America** is the largest national gameworld on Earth with 1750 deployed nuclear warheads.
- Number of years in participants' life expectancy, in which case **Hong Kong** is the largest national gameworld, females living 88 years, and males 82 years.
- Number of options to choose from based on distinctions in the thoughtware of the gameworld's Context, in which case Possibilica may be the largest national gameworld on Earth.

In one sense, all national gameworlds are equal in size because each one occupies a single line in an alphabetical list of names of national gameworld's on Earth.

However, each national gameworld is unique. You cannot experience its uniqueness except by entering the gameworld itself and exploring it from the inside. This, by the way, is immensely entertaining, and – with the exception of Transformation – travelling to new cultures is perhaps the most matrix-building experience on Earth.

Think of crossing a border into a national gameworld as entering Hermione's purse (from the Harry Potter series). Her magical purse is far larger on the inside than it appears to be from the outside. By entering a national gameworld you experience how big it is depending on the criteria you Choose for determining relative size.

If you gauge a nation's size according to the extraordinariness of its thoughtware, then entering any modern culture nation feels cramped and predictable. You see Starbuck's and McDonald's franchises in every town pumping local resources into corporations' foreign bank accounts. Villages are designed around automobiles and not around strolling hand-in-hand with your friends. Local people believe they need money to live and spend so much time and energy doing work they do not love. Children are sent to schools where they are forced to compete against each other to memorize what is already 'known' instead of going through authentic initiatory processes to become themselves, unfold their unique potential, and bring new treasures into the world. Modern culture's highest values are trying to externalize responsibility to make 'profits', trying to consume the most, and trying to have the most numbers in your computer. Then you die. Such a nation is very small indeed, compared to a nation that avoids corporate brands and franchises, connects its citizens to unlimited resources such as Bright Principles and Archetypal Lineages, places Transformation and Love at the center of its values rather than money, uses circular organizations that have unlimited space at the center rather than hierarchies with very limited room at the top, and so on. Which do you choose? Prove it.

EXPERIMENTS:
SPARK213.01 TAKE YOUR THOUGHTWARE AUTHORITY BACK Why have you adopt someone else's value system as your own? To survive? Perhaps it is time to exit mere survival and start living? This experiment is to partner with 1 or 2 like-minded people for the next week. All day long, each of you Observe your thoughts and behavior to capture in words in your Beep! Books what your Thoughtware actually is. Not what you *think* it is, but what your choices and actions *prove* it is. *Do not criticize or try to change what you Notice.* Simply observe it and document it. Check in with your cohorts daily. Share what you discovered at your Possibility Team, a safe place to feel the anger, sadness, fear (and possibly joy) about your Thoughtware. Do not judge or change your Thoughtware. Be in awe of it.
SPARK213.02 START YOUR NANONATION Use your notes from the Experiment above privately select examples of your Thoughtware that you want to keep and examples of what you want to change. Ask 2 other like-minded people to do the same. After the private thought time, meet online or offline for 3 different sessions. During each session ask the same questions: *What if we start our own Nanonation?* A Nanonation Gameworld starts with 3 people. Is it a nomadic Nanonation or stationary? What is your Purpose? What is your Context? What are your Values? Patriarchy or Archearchy? When you enjoy each other's company, Declare that your Nanonation exists. Give it a name. Build your website. Tell others. Tell us. Walk through the world as a co-creator of a nation that you are proud to live in.