

SPARK 221

(Matrix Code: **SPARK221.00** for StartOver.xyz game.)

DISTINCTION: Any hierarchy you are in you made it yourself.

NOTES: These days, when trying to perceive the hierarchies, unravelling deception is the standard. So often, hidden power games (read that as ‘[Gremlin](#) games’...) are revealed only twenty or fifty years later when they are already dwarfed by new corruptions. Who really killed John F. Kennedy? The answer becomes boring the instant you ask: Who really dynamited the World Trade Center so that all three buildings (...there were [three buildings](#)???) dropped into their own footprint?

If you are co-creating the regenerative infrastructure for [archearchy](#), it pays to investigate the real [purpose](#) and [design](#) of your [gameworld](#). Where does the money actually go? (Whoever gets the money is at the top of the hierarchy.) What are the true environmental impacts? (Whoever must clean up the mess is at the bottom of the hierarchy.) Who makes decisions behind the scenes? You have the [Authority](#) to find out, but there is one step further to take: [Radical Responsibility](#)!

Radical Responsibility is the difference between being a [Victim](#) of a theoretical hierarchy, and being a [Co-Creator](#) of a new and different future. The strategy of a Victim is to use the rules of the so-called hierarchy to complain, blame, [resent](#), make wrong, [judge](#), and if you are a skilled Victim, then by announcing your lack of privilege you can take [revenge](#)! All of this is tasty [Gremlin food](#). The strategy of a Possibilitator is to bring people through [Doorways](#) into [hierarchy-free](#) collaborations in a [paradigm](#) of Radical Responsibility. All of this is tasty [Possibilitator](#) food.

This S.P.A.R.K. claims that after you are eighteen years old, you need never participate in any hierarchy ever again. How does that work? Learn to make [Transformational Proposals](#) like this: Stand in the moment-to-moment [Clarity](#) that you are either part of the problem or part of the solution. [Shift identity](#) from being a powerless Victim forced into participating in an already-existing and commonly-accepted illusion of hierarchy, to being a [self-respecting](#) independent [Person Of Agency](#) making free-flowing [co-intelligent](#) collaborations. Even if you have not yet invented a proposal for the next experiment, you can [Take A Stand](#) that Transformational Proposals are possible. On what basis can you rationally assert this? Simple. It is the basis that you are a [Team](#) with [inexhaustible](#) Proposals. You need never be an ‘employee’ again, and can instead relate to friends, relatives, and organizations as a Person Of Agency, serving as a Transformational Consultant, providing an ongoing wealth of Transformational Proposals.

As a Transformational Consultant you need never fight *against* the existing gameworlds. After you have formally delivered one-hundred Transformational Proposals to a gameworld and it refuses all of them, you have already Invented so many powerful Possibilities that you can simply assemble and inhabit them yourself as a new gameworld that makes the existing gameworlds irrelevant! Your final offer to your Clients can be: “*Don’t be left behind playing in a stupid gameworld.*”

EXPERIMENTS:

SPARK221.01 RESEARCH UNTIL YOU TRULY ‘SEE’ THE HIERARCHY GAME Is hierarchy real or imagined? It is imagined. Why? Because [hierarchy](#) is a construct, a mental concept, created from the particular perspective that is held. For example, if you face a corporate hierarchy from the perspective of its power positions and pay scales you may be low in the hierarchy, but from the perspective of the capacity to be yourself and experience the aliveness of your [uniqueness](#), you are at the top of the hierarchy. No one else can [Be you](#), [Feel](#) for you, [Speak](#) for you, [Choose](#) for you, etc. In this way you can leave behind every perspective that creates hierarchy like a lizard steps out of an old skin. The result is recognizing that any hierarchy you are in, you created it yourself (by perceiving from a particular [Part](#) of you...) You created this imaginary hierarchy to have a guaranteed [Low Drama](#) food supply for your [Gremlin](#). Do you want a place in the hierarchy or not? The answer depends on which ‘I’ (identity) is answering this question. Your Gremlin ‘I’ *definitely* wants a place in the hierarchy! Why do so many questions regarding hierarchy go unanswered? Because the hierarchy (like any delusion...) defends itself against being discovered. How can there appear to be hierarchies everywhere if there are none there at all? Because you are not [initiated](#) into taking Radical Responsibility for your own Gremlin. What else is possible other than playing in the hierarchy? Ahhh, now that is an interesting [question](#) leading directly into this [Experiment](#): Write and publish a three-to-five page [article](#) titled something like: *Using Clarity To Escape The Hierarchical World*, or *Reinventing Hierarchy*, or *Taking Your Aliveness Back...*

SPARK221.02 SHIFT IDENTITY TO BEING A PERSON OF AGENCY Shifting Identity is not done in your mind. [Shifting Identity](#) is done in your [Being](#), by relocating your [Point Of Origin](#) into a different [Context](#). Your Context establishes the culture you live in. If you do not [Hold Space](#) for yourself by being [Centered](#), [Grounded](#), and [Bubbled](#) in self-responsible culture, then you live in the default [Standard Human Intelligence Thoughtware](#) culture. This Experiment is for the next 7 days, instead of feeding your Gremlin complaining, blaming, gossiping, [reacting](#), and taking [revenge](#), tell him in each case to help you interact as a [Person Of Agency](#) making [Proposals](#).

SPARK221.03 PRACTICE DELIVERING TRANSFORMATIONAL PROPOSALS Your first [Transformational Proposals](#) may be too big or too small, too simple or too complex. This Experiment is to practice with your Team naming a situation that would normally cause you to complain or blame, and then make 3 different Transformational Proposals that would make things better for everyone. A traditional proposal opens the door to incremental change. A ‘Transformational Proposal’ [reinvents](#) the gameworld. Catalysts for reinvention include using more profound distinctions, taking greater responsibility, serving something greater than yourselves, shifting alliances, tapping more archetypal resources, changing purposes, for example, from mere survival to being on a true hero’s journey. Such proposals may at first sound [unreasonable](#) because they originate outside the current worldview, but become exciting when people see the benefits. After practicing at [your Team](#), then deliver your Transformational Proposal for real. Report what happens to your Team.

SPARK221.04 LOOK EYE-TO-EYE WITH EVERYONE, EVEN GOD Let’s start with God. Give yourself 20 minutes to stroll on a road or sidewalk where you do not have to concentrate on looking down. Instead, diffuse your focus and look forward at everything altogether without looking at any one thing in particular, even for an instant. Soon the space will shift. This is the experience of looking into the *Face Of God*. Stay with it. After this, looking ‘eye-to-eye’ with anyone else will be easy-peasy.