

SPARK 224

(Matrix Code: **SPARK224.00** for StartOver.xyz game.)

DISTINCTION: Wanting people to change for the better means you are a researcher.

NOTES: Perhaps you realized as a child that things in the world are not right. Perhaps you adopted a [survival](#) decision: *I must change people, or the planet will die.* The more you discover how things actually [are](#), the more you pray: *Things could be better! Policies could change! Conditions could improve! Corporations could be given the death penalty. Women could learn to protect themselves so the human population decreases to sustainable levels. People could live without needing to have money. School could be about unfolding each person's potential and preparing us for adulthood initiations. Hierarchies could be replaced by local authority circles.*

Perhaps you attempted to change people's awareness, their attitudes, their behavior, and you failed. The vast majority of people ignored you and stayed the same, keeping humanity on the fast track to doom no matter what you tried. You might conclude that you are powerless against multinational banks and corporations controlling governments, and you are tired of suffering from the consequences of their ignorant actions. This is painful. Pain comes from staying in the fantasy world that things should be different from what they are. In fact, things *are* what they are. And things *are not* what they are not. That IS *what is*.

However, there are two very different paths of working with 'what is', a passive path and an active path. The passive path is 'accepting what is'. The active path is 'creating what is'. Possibility Management is an active [Path](#) of working with what is.

By trying to figure out *How to create a bright future for humanity on Earth*, you have been researching a question that you care about. Probably you already found valuable ideas. Frustration and grief arise from [expecting](#) people and organizations to wake up as a result of you *caring* about their future, while seeing them stay sleeping.

Honestly ask yourself: *Do I want to change?* Or: *Do I want other people to change?* Trying to force other people to change is egotistical, manipulative, and ultimately abusive. There is a difference between judging your worth according to how much you cause other people to change, and judging your worth according to how much your own awareness and creation skills expand. One of these you can influence

Trying to force others to change according to your wish (even your mother...) includes the [assumption](#) that people are willing to be forced to change. *Do you like being forced to change? Do you like doing what other people want you to do because they decide it would be better for you?* Your pain vanishes if you abandon trying to manipulate people and organizations, and focus on creating the *possibility* of possibility. After that your goal is to share about your [discoveries](#). You stop trying to change individuals and instead research new options that *anyone* can choose.

Either you research and develop new [regenerative gameworlds](#) and SUCCEED – because people are shoppers looking for cool new stuff... or, you fight against

existing gameworlds, trying to force people to change and FAIL – because people don't like to be manipulated and fear the discomforts of enforced change.

If you base your happiness on things actually changing, you must eventually stop caring because the lack of change is too painful. *To stop caring is to stop living.*

The alternative is to shift your happiness away from causing other people to change, and place it on researching how to create enticing new possibilities. Your joy then doubles. Each new possibility you personally use is a success. Plus, each new bit of infrastructure you build for all to use is cause for celebration. Redirect your frustration towards designing, building-out, and inhabiting new gameworlds that make the existing gameworlds irrelevant. By shifting identity to, “*I am a researcher,*” your exploring is unlimited and you can focus on sharing what you discover.

EXPERIMENTS:

SPARK224.01 DETERMINE IF YOU HAVE THE SURVIVAL STRATEGY: *I MUST CHANGE THINGS OR THE PLANET WILL DIE*. If you do have it, ask your [Team](#) to navigate an [Emotional Healing Process \(EHP\)](#) for you to discover what this is about.

SPARK224.02 BUILD AND MOVE INTO NEW [REGENERATIVE GAMEWORLDS](#) THAT OTHERS COULD ALSO INHABIT RATHER THAN TRYING TO FORCE PEOPLE TO CHANGE. This is a total strategy shift from pressure to [vacuum](#). You may go through multiple [Liquid States](#) while making this internal reorientation. Take baby steps. They add up fast. Write an article about each gameworld you build, and give the link to it as Proof while entering Matrix Code SPARK224.02 as [Startover.xyz](#).

SPARK224.03 FIND OUT WHAT STOPS PEOPLE FROM SHARING YOUR COOL NEW POSSIBILITIES WITH THEIR FRIENDS. Interview 10 people who have received benefit from your work. Ask, “*What blocks you from telling other people what they could get from me?*” Write down exactly what they say. Ask them for 3 things you could do to change that. This gives you 30 new [Experiments](#). Do them all.

SPARK224.04 REDEFINE YOURSELF AS ‘A RESEARCHER OF NEW POSSIBILITY’ RATHER THAN ‘A CHANGE AGENT’. Shift from creating possibility for people and organizations, to creating the *possibility* of possibility for people and organizations. Leave behind you a trail of [Doorways](#) that others can find and enter.

SPARK224.05 EXAMINE YOUR ASSUMPTION THAT IF PEOPLE OR THINGS CHANGE YOUR PAINS WILL GO AWAY. Consciously experience and express your [feelings](#) and [emotions](#) with your [Team](#) without attributing them to external causes. By expressing your emotional intelligence, new options spring open for you. Use them.

SPARK224.06 CHANGE ‘CARING’ INTO CREATING THE POSSIBILITY OF POSSIBILITY. Stop assuming that caring about problems will cause change. Learn to care [for no reason](#). *Trying to force someone to change is not care*. Instead, use your caring energy to [Connect](#) with the person, [Hold Space](#) for them, and open 3 [possibilities](#) for them. If they do not accept any of your 3 [Proposals](#), then it is clear they said, “*No, thank you.*” With this clarity you can stop flowing energy towards them and instead craft amazing new but realistic possibilities that you yourself try. Share your research. Build a [Website](#). Write [Articles](#). Give [WorkTalks](#). Write a [Book](#). Give [Workshops](#). These actions use the intelligence of your inspiration and care to create the *possibility* of [possibility](#) for anyone in the world. Perhaps the reason people keep doing the same old thing is that they never thought of doing something different.