

SPARK 225

(Matrix Code: **SPARK225.00** for StartOver.xyz game.)

DISTINCTION: Between potential and current reality exists the Mage Interface.

NOTES: (This is for all you Mages out there, still quivering in your boots, fearing the Inquisition. Well, the Inquisitors are lost in their old thoughtware, and we need you out here working with us. Consider this an invitation as well as a mini-handbook.)

The 'Mage Interface' is a name given to that 'cubic centimeter of chance' in which you can take productive action in your particular time and circumstances. Exactly there, in the multitude of fine details where potential meets reality, that is where transformation is caused or avoided, that is where healing is catalyzed or blocked.

Without conscious intervention, things evolve at the ordinary speed of evolution directed by unconscious purposes. Typically life on Earth evolves between generations, causing 'the generation gap'. Yes, the Mage can evolve things quicker and transcend the ordinary, but only through clear [noticing](#) and skillful means.

'Mage Work' consists of endeavors that amplify human awareness and therefore human responsibility. Such orientation is not common in ordinary life, but completely possible, benefitting many. A human adult is designed to navigate [Archetypal Domains](#). This is why Mage actions can liberate a different sort of life than the life promoted by modern culture. New outcome derive from loving [Nonmaterial Value](#).

Material Value includes clothes, cars, houses, pink papers declaring you 'own' something, numbers proving that you 'have money'. Nonmaterial Value includes elegance, possibility, healing, intelligence, creative-collaboration, wonder, regeneration, nonlinearity, excellence, generosity, brilliance, awe, easefulness, genius, wellbeing, clarity, love, astuteness, presence, readiness, fruitfulness, kindness, abundance, transformation, liberation, agency, play, and so on, conditions that cannot ever be sufficiently paid for. Becoming a source of Nonmaterial Value begins at adulthood. It starts with who you and your worldview become after leaving childhood and adolescence. Adulthood is the entrance to an expansive world. One profession in an archaical culture is 'Mage'. (There are [many others...](#))

Try to imagine what an intense place the Mage Interface must be. Time is focalized into a very [small NOW](#), a moment where potential meets detail and an action is possible. Responsibility remains absolute there, due to the [Law of Consequences](#). Everything is [your fault](#) exactly because you have [agency](#). Evolution in any direction is imminent. Current conditions cannot remain stable, yet the instability is not apparent because your NOW is so small. The [Nine Gaps](#) persist, ever accessible. Aliveness thrives, juiced by a million volts of nonlinear options to choose from. It is a fine line to walk, yet that is exactly the place where you are capable of causing beautiful outcomes, similar to being the conductor improvising a concerto with an ensemble of masterful musicians. How much High Level Fun could be generated in such collaboration! It is the equivalent of how much [Low Drama](#) can be generated unconsciously.

At this thin but resilient Mage Interface any decision can be made, but only some can be implemented in reality, and only a few of those have valuable impact. The Interface provides the circuitry where Bright Principles and your Archetypal Lineage provide intelligence and energy to discern what is needed in a world that is what it is.

Tools that function at the Mage Interface are your [Center](#), [Grounding Cord](#), and [Bubble](#), your [Attention](#), your [Split Attention](#), your [Purpose](#), your [Conscious Will](#), your [Conscious Intention](#), your [Point Of Origin](#), your [Transformed Gremlin](#), your [Decontaminated Adult Ego](#), and the energetic tools from your [Possibilitator Toolbelt](#).

Forces that delete your ability to work at the Mage Interface are [reasons](#), [fantasy worlds](#), [prejudices](#), [projections](#), [assumptions](#), [conclusions](#), [expectations](#), [positionality](#), [judgements](#), [beliefs](#), [stories](#), [resentment](#), [reactivity](#), [revenge](#), being [hooked](#), etc.

Subtle gestures that have creation power at the Mage Interface include mood, tone, emphasis, timing, [Noticing](#) which body needs what, [Resonance Field](#), [Scanning](#) for [Matrix](#), conscious Gremlin rule-breaking, [Unreasonableness](#), and [Nonlinearity](#), [appreciation](#), who consciously or unconsciously [Takes A Stand](#) for what, etc.

Procedures that are effective at the Mage Interface include: [Memetic Engineering](#), Sewing Up [Brain Splits](#), Bypassing [Mind Machines](#), [Rewiring Fear](#), Removing [Energetic Blocks](#), Retrieving Parts Of [Your Being](#), [Morphing](#), [Shifting Identity](#), detecting [Bullshit](#), [Questing](#), [Navigating Space](#), landing [Distinctions](#) in the Space, using the intelligence of [Low Level Feelings](#), [Pulling The Rug Out](#), [As-Ising](#), etc.

EXPERIMENTS:

Matrix Code SPARK225.01 CHOOSE TO IMPROVISE The self that you built as a child produces a certain result. If you want to keep that result, do not do this Experiment. Adulthood emerges through ongoingly [starting over again from the beginning](#). If this does not excite you, then Transformation does not excite you. Mage Work is a transformational [Path](#). There are plenty of other paths. Being afraid of starting over again from [Nothing](#) is a sign of not really living. Trying to know what to do is pointless. Anybody who 'knows what to do' is not grounded in reality, because, in reality, nobody knows what to do. Saying or thinking, "*I don't know what to do,*" indicates unconscious fear of [Improvising](#). This Experiment is to do the [EHP](#) that transforms your fear of not knowing into creating options for improvising. Make it your practice to not say the first thing you think of, but instead to [Speak From The Unknown](#) and say the second or third thing. Realize that it is all improvisation.

Matrix Code SPARK225.02 LET YOUR PRETENDING CRASH If you pretend to be one thing but you actually are something else, then you cannot open yourself for connection with other Beings, or with the Mage Interface. By keeping up the show, your heart starves for connection and your soul starves for adventure. If you let down your wall, they will see that you are fake. You have to keep the show going. It is a trap. The only way out is annihilation. This is the way of the Mage. That which burns is not real. This experiment is to [Become Authentic](#). Meet with your [Team](#) and each week ask for [feedback](#) and one new [Practice](#) to become authentic.

Matrix Code SPARK225.03 IDENTIFY YOUR FEAR OF THE MAGE INTERFACE You have internal conditions that block you from finding and working with the Mage Interface. Most of these can be bypassed by Decontaminating your Adult Ego State.

For example, when urges come such as, "*I want everything. I want to be everywhere. I don't want to miss anything.*" These come from your Child Ego State contaminating your Adult Ego State. Arrange for your [Adult Ego State Decontaminations](#).

Matrix Code SPARK225.04 DISCOVER 'TRIALITY' GAPS OF OPPORTUNITY

Most 'spiritual' traditions speak of Duality. But duality cannot exist unless there is a Gap, otherwise there would be only Unity. The Gap between is the third thing. This is called 'Triality'. There are [9 Gaps](#). Learn to enter Gaps to gain meta-perspective, to [notice what you are noticing](#), and to [share it](#). At this point, do not do anything with what you [Notice](#) during [fine-sensing](#). Focus on sensing the interface between what is, and what is possible. Stay in the Gaps where the rubber meeting the road.

Matrix Code SPARK225.05 SPEAK FROM THE MAGE INTERFACE Remaining at the Mage Interface requires slowing down, shrinking your NOW, being with exactly what is HERE, as it is, without stories attached. This is where you have leverage. This Experiment is to practice speaking from present time [experiential reality](#), even if you never had the experience before. This is not self-referenced. It is experience referenced. Let the experience speak for itself to benefit those around you.

Matrix Code SPARK225.06 GET USED TO MAGE MADNESS By many measures, staying on the imminent edge of multiple possible creations at the Mage Interface is complete madness. Mage Madness is the fierce recognition that something completely different from this is possible right now. This Madness is the key to providing your [Nonmaterial Value](#), because you deliver it regardless. There are plenty of reasons to retreat from your Value, to put your 'sane person' show back on. Reasons are ten cents a dozen. This Experiment is to [stay in connection](#) with your Clients, and provide them with the Nonmaterial Value of your Mage Madness.

Matrix Code SPARK225.07 LEARN TO USE THE PAIN OF DIRECTED MAGE MADNESS The pain of mixed emotions is not the Mage's natural condition. Mixed emotions is not adulthood. If you still experience mixed emotions, you did NOT unmix them. *Children have parents in front of them. Adults have ancestors behind them.* There is a different kind of pain that occurs at the Mage Interface. It is the pain of holding two things inside of you at the same time. You hold the experience of what exists now in current reality, on top of the experience of what is possible. This is a special sort of pain similar to longing, wistfulness, a sense of the miraculous in everyday life. This pain has a direction. It is 'Directed Mage Madness'. This pain frees you from irrelevancies enough to do your work. This Experiment is to use 'Directed Mage Madness' to do the next things, even if they seem counterintuitive.

Matrix Code SPARK225.08 KEEP MOVING EVEN DURING TRANSFORMATION

Your life as a Possibilitator unfolds at the Mage Interface between your [Archetypal Lineage](#) and [E.C.C.O.](#) That interface is an evolutionary storm. Between one place that is 'dry' and another place that is 'dry' is the middle place where you are wet, lonely, lost, cold, and scared. Being in the transformational storm is where you can serve something greater than your own Comfort Zone. Once you have started on your way, the only choice is to keep taking steps. It is not comfortable. You can go back, of course, or you can go forwards, but being afraid of the wet and cold when you are already wet and cold does not help. What does help is fellow journeyers to take steps with, your [Team](#). This Experiment is to meet with your fellow journeyers as wet and cold Mages in the transformational storm. During your meeting, consider the idea that building your [Gaian Gameworld creates the Necessity](#) for your Archetypal Lineage to jack-in to your Being. Now that could be High Level Fun!