

SPARK 226

(Matrix Code: **SPARK226.00** for StartOver.xyz game.)

DISTINCTION: When there are enough Doorways there are no more walls.

NOTES: It makes sense, doesn't it? A wall is 'a wall' only when there is no Doorway through it. When there is a Doorway, the wall itself becomes merely a Doorframe. The relevant question here is, what stops you from making Doorway after Doorway through whatever you or your [Team](#) currently perceive as a wall?

[Doorway-making](#) is an inherent capacity of human [Consciousness](#), [Attention](#), and [Intention](#). You make either Conscious Doorways for healing, clarity, possibility, commitment, collaboration, transformation, love, and new levels of intimacy, or, you make Unconscious Doorways for competition, insults, self-criticism, blame, conflict, superiority, failure, revenge, hatred, and new levels of separation.

You create Conscious Doorways by making either Ordinary or Transformational Proposals. [Ordinary Proposals](#) are [Reasonable](#) and Linear. [Transformational Proposals](#) are [Extraordinary](#), [Nonlinear](#), and [Unreasonable](#). Both Ordinary and Transformational Proposals form the basis of [Extraordinary](#) and [Archetypal relationship](#).

I am going to introduce the term 'reality' here. By 'reality' I do not mean the Physical Laws of electricity, mechanics, strength of materials, thermodynamics, or chemistry. These Physical Laws are useful precisely because – except in extraordinary Spaces – they are immutable. The kind of 'reality' I mean here refers to the psycho-emotional-belief-story-[Memetic Construct](#)-reality that each of us uses to shape how the world works for us. If you give three people the same challenge, they will generate three different outcomes according to the design of their Memetic Interface. A person's Memetic Interface is visible. You [Scan](#) for it to choose the 'right' person for a job. In Possibility Management, we name the Memetic Interface: 'the [Box](#)'.

Many things often considered as Physical Law reality, such as 'economics', 'politics', 'law', 'culture', etc., are, in fact, Memetic Construct realities... gameworld rules that are as malleable and impermanent as a personal opinion. You might want to [Change Your Mind](#) about the way you participate in Memetic Constructs to give yourself the radical freedom of creative movement needed for creating Doorways through walls. If you regard Memetic Construct reality as if its components are welded together, then you drop out of the nonlinear [Improvising](#) and [Radical Relating](#) Spaces that are needed to detect and expand [Gaps](#) into Doorways.

How can you create a Doorway? Use your [Intention](#) to place your [Attention](#) on a Gap – a discontinuity – that you [Notice](#). Unfold the details of it using descriptive and exploratory words. When other people apply their Attention and [Clarity](#) to this Gap, you all become a magnifying glass making the new options bigger and more obvious. [Heal any Unconscious Emotions](#) and old Stories that arise. Focusing your Attention makes going through the Doorway less inconceivable. The Doorway makes a new kind of sense. Why didn't you see it before? Suddenly you and the others are sucked out of your current Space through the Doorway and into a new Space that, of course,

has more useful qualities of Context, Clarity, Possibility, Authenticity, Vulnerability, Intimacy, etc. But why stop with making only one Doorway? Consciousness that Doorways are Possible is a catalyst that frees you from your Doorless memetic survival cocoon. If you are not aware of being inside of a prison, why try to escape it?

EXPERIMENTS:

SPARK226.01 PRACTICE MAKING CONSCIOUS DOORWAYS An energetic 'Doorway' is simultaneously an exit from one [Space](#) and an entrance to a different Space. Since "*The Space determines what is possible,*" the ability to make or find Doorways plus the [Space Navigation](#) skills to go through Doorways – as an individual, couple, or Team – has high [Nonmaterial Value](#). Both finding a Doorway and making a Doorway turn out to be the same, because in either case, a Doorway that could not be seen before was invisible due to what the Doorway searcher was looking *with*. Finding or creating a new Doorway occurs through changing your shape. This Experiment is to get in a group of three, such as at [Possibility Team](#) or in your [3Cell](#). One person is the Client who shares an actual conflict, opportunity, wish, or challenge. The second person is the Possibilitator whose job it is to create or find Doorways to new conditions for the Client. The third person is the Possibility Coach offering Clarity and Possibility while going along on the journey. Possibilitators create no more than 3 Doorways for a Client. If the Client does not, or [cannot](#), go through any of the 3 Doorways, the session is over. *You can lead a Client to a Possibility Doorway, but you cannot make them go through.* Then change roles.

SPARK226.02 MAKE DOORWAYS OUT OF OBSOLETE GAMEWORLDS Obsolete gameworlds are managed and populated by Zombies and Gremlins serving Values they are not aware of and did not consciously choose to serve. Click your [Clicker](#) to energetically [Declare](#) a [Meta-space](#) around and including the obsolete gameworld's space. From your meta-clarity – but not within the obsolete gameworld – begin asking gameworld Spaceholders serious questions such as:

- What are you still doing in there?
- How is it working out for you, really?
- What if something completely different from this is possible for you right now?

Then offer them the [Transformational Proposal](#) that their current situation is a perfect Doorway to their next opportunity, a life [Path](#) that could work far better for them because there is unlimited market space and unlimited resources in providing [Nonmaterial Value](#). Tell them they are about to be left behind playing in a stupid [gameworld](#). Interview them about what they have always really wanted. Help them design and implement a gameworld that fulfills their initiated [Adult](#) wishes and their [Archetypal Lineage](#) rather than their [Gremlin](#), [Child](#), or [Survival](#) needs.

SPARK226.03 CREATE THE CLASS YOU NEVER GOT BUT REALLY WANTED Get with your [Team](#) and each person make a list in their [Beep! Book](#) titled: CLASSES I NEVER GOT BUT REALLY WANTED. Play the musical theme from [Pirates of the Caribbean](#) lightly in the background. For the next 15 minutes let your heart and soul list unreasonable classes, workshops, apprenticeships, or trainings that make chills of adventure and joyful excitement run up and down your spine. Each time you write one, say it out loud so others can add it to their list if they wish. (This is one way to use [group intelligence](#).) Then each person read out loud, feels and shares about which are their top three choices from their list and why. The idea here is: *You teach best that which you most desire to learn.* During the next three months, deliver your top three [Workshops](#), online or offline.