

SPARK 232

(Matrix Code: **SPARK232.00** for StartOver.xyz game.)

DISTINCTION: Thinking there is a plan for what to do next makes you a Zombie.

NOTES: Wouldn't it seem 'comfortable', 'safe', 'secure', and 'peaceful' to think that there is a design for what to do next? If everyone knew and followed the 'plan', we would not make mistakes! We would not need police, courts, armies, or prisons! All would be 'safely orchestrated and controlled' and then we could go on about our sweet little lives without concern. Each [Decision](#) that you or anyone else made, each action that you or anyone else took would be a predicted, coordinated part of the plan.

The problem is that Reality longs to be seen. Your wish for immunity from responsibility kills the natural one-to-one connection between your actions and their consequences, thus becoming an [Energetic Block](#) between you and Reality. The wish seems reasonable because modern culture teaches two things: 1. Cleverly avoiding responsibility is the road to 'success', and, 2. Compressing your Being into a hierarchical-organization-career is the road to 'security'. Then modern culture markets itself as the only possible solution to life.

A result of participating in modern culture is that you become a [Zombie](#).

You might think, "*Um... what is a Zombie?*" This is funny... because the word 'Um...' is an American Zombie-Induction Mantra. By saying, "*Um...*", you send Zombie sleep-waves into the Space, causing others around you to slip into the Zombie state.

- A Zombie [Assumes](#) that someone else already made a plan about what to do next.
- A Zombie pretends they are not supporting the [Values](#) of the [Gameworlds](#) in which they participate.
- A Zombie remains unaware of the [Path of Evolution](#) of [Consciousness](#) that exists as a [Potential](#) in every human being.
- A Zombie keeps a [High Numbness Bar](#) to avoid feeling anything that might make them more aware.

It is neither good nor bad, right nor wrong, positive nor negative to remain a Zombie. Every human being has the option to remain a Zombie. And... [what if something completely different from this is Possible right now?](#) What if it feels delightfully alive to be [Radically Responsibility](#) for Inventing each action you make or don't make in each [Minimized Here](#) and [Minimized Now](#)? What if there is Transformational entertainment in [Noticing](#) and [Learning](#) from the rapid undiminished impact of [Consequences](#)? What if there is absolutely no plan for what to do next, and the [Choice](#) is yours?

EXPERIMENTS:

SPARK232.01 PAY ATTENTION TO NOTICING HOW MANY TIMES AMERICANS SAY, "UM..." Americans say, "*Um...*" while talking in person, sharing in Trainings, speaking on television, at parties, during speeches. A truly committed Zombie may

say, “Um...” five times in one sentence without even realizing it! In your [Beep! Book](#), write down the results you [Notice](#) that occur in you personally, and also in the Space, each time someone says, “Um...” Also describe in detail the RESULTS YOU ARE UNABLE TO NOTICE due to being subjected to the Zombie Trance. Then use your [Purpose Sniffer](#) to detect and write down the Purpose why a person says, “Um...” (Remember, when your Purpose Sniffer goes blank and you think there is no Purpose, this is the Zombie Trance at work!) Write down each speaker’s fear just before they say, “Um...”? And write down each person’s Gremlin’s benefits each time they say, “Um...”? Share what you discover from doing this Experiment at your next Possibility Team meeting.

SPARK232.02 DO WHATEVER IT TAKES TO STOP SAYING “Um...” Perhaps you have been infected. Perhaps you caught the “Um...” Disease. If so, then you spread this disempowering ailment wherever you speak. You are a carrier of Zombieism. The cornerstone of healing yourself from Zombie Um-ism is feeling so much pain about saying “Um...” that you reflexively go ‘Cold Turkey’, which means ‘to abruptly and completely cease using the drug to which you are addicted, and feeling the unpleasant symptoms caused by suddenly ceasing to take a drug to which you are addicted’. Only by making it painful enough will you stop. One tool is to keep a [Pirate Agreement](#) with someone in your [3Cell](#) to donate \$25 to [Archiarchy Kiva](#) each time you say, “Um...” as the first word of a sentence. Please publish an [Article](#) about your [Experiment](#) so that others can also exit [Zombieism](#).

SPARK232.03 DO 5 EHPs TO FIND THE SOURCE OF YOUR FEARS OF BEING 100% RADICALLY RESPONSIBLE FOR INVENTING YOUR LIFE It is common to discover deep fears about stepping out of your [Fantasy World](#) that if you follow modern culture’s [Linear Life Plan](#), everything will work out wonderfully for you. The blind-deaf woman Helen Keller wrote, “*Security is an illusion. It does not exist in nature. Life is either a daring adventure, or nothing.*” The part of this that excites a [Possibilitator](#) is that, what you fight against to escape Zombieism and enter the world as a [Person Of Agency](#) is only [Delusions](#). This Experiment is to arrange for a series of 5 EHPs ([Emotional Healing Processes](#)) diving into whatever emotions come up in you each time you consider actually doing what your Being really wants to do. Such kinds of EHPs have layers. Be sure to go layer after layer to the core.

SPARK232.04 CAVITATE NEW CULTURE SPACE TO DO WHAT YOU HAVE NEVER DONE BEFORE Start off each morning for the next 15 mornings with no plan. Do not do what seems ‘safe’ or ‘acceptable’. Instead, Invent your moves according to your unedited connection with Reality. This is not a ‘carte blanche’ for your Gremlin to ‘finally be free’. Quite the opposite. This is the Experiment to withdraw power from anyone else’s intentions for your life, and to [Choose](#) every bit if it yourself, [Radically Relying](#) on [Bright Principles](#), your [Archetypal Lineage](#), and [E.C.C.O.](#) (Earth Coincidence Control Office) as your [Infinite Resources](#). [Cavitate new Culture Space](#) for your day, and proceed. Relinquish no element of your culture.

SPARK232.05 INTERACT WITH ZOMBIES USING CULTURE TO CULTURE VACUUM LEARNING CONVERSATIONS Most everyone you meet in your day is an unconscious Zombie. This is neither their fault nor their choice. Zombieism just happens as a side-effect of not have [Authentic Adulthood Initiatory Processes](#). Soon after 18 years old, when Initiations would naturally begin, most people crystallize into Zombies for the rest of their lives. This Experiment is to become an expert in [Culture To Culture](#) Conversations, going 3 levels down using [Vacuum Learning](#) to meet the [Being](#) inside of the Zombie, even if only for a moment. Celebrate the moment.