SPARK 240

(Matrix Code: **SPARK240.00** for <u>StartOver.xyz</u> game.)

DISTINCTION: The more Something you are, the less access you have to Nothing.

NOTES: This S.P.A.R.K. implies that there is value in having greater access to <u>Nothingness</u>. What could that value be? Modern culture emphatically promotes each person striving to possess *more* in the material world, not less. The idea of having Nothing seems crazy enough to be frightening. The worst scenario imaginable in modern culture is the disgraceful state of having *so little* that you must sleep under a bridge without a job, apartment, car, phone, or credit card. 'Having nothing' is modern culture's nightmare, a threat used to keep you on track in the program of 'getting good grades in school' in order to 'get a good job' so you can earn enough 'money' to be 'successful' and then retire. There is nothing more dreadful than having nothing!

Clearly, the <u>Values</u> and <u>Thoughtware</u> of this S.P.A.R.K. come from a <u>Context</u> that is vastly different from the <u>child-level-responsibility</u> Context of the modern <u>Capitalist</u> <u>Patriarchal Empire</u>. Indeed, this S.P.A.R.K. originates in an <u>Archan</u> Context, centered on <u>Nonmaterial Value</u> and <u>Authentic Adulthood Initiatory</u> <u>Processes</u> that <u>Build Matrix</u> in each individual for holding more <u>Consciousness</u> and proceeding along an <u>Evolutionary Path</u> into <u>Free And Natural Adulthood</u>. But even in the Archan Context, how is having more Nothingness valuable in a practical sense? Here are some clues.

Somewhere along the Evolutionary Path you are confronted with the <u>Eye Of The</u> <u>Needle</u>. This is an energetic <u>Doorway</u> through which you can pass only if you carry almost no Baggage. The name comes from an oriental proverb: *"It is easier for a camel* to get through the eye of a needle than for a rich man to enter the Kingdom Of Heaven."

<u>Baggage</u> is not limited to modern culture's idea of 'ownership' of material possessions. Baggage includes nonmaterial possessions such as <u>Beliefs</u> from religion, government, corporate advertising, culture, or art, plus components of your <u>Box</u> such as Assumptions, Expectations, Conclusions, Prejudices, Projections, Reasons, Resentment, and Stories that you believe to be true, plus <u>Survival Strategies</u> such as Addictions, being 'good', being 'nice', being 'attractive', being a Victim, getting Revenge, Being Right, Making Wrong, being Superior, etc. There is a lot of Baggage.

You built a unique interior prison out of all these components and then locked yourself inside this <u>Inner Structure</u>. It is the part of your <u>Box</u> called the <u>Memetic Construct</u>, made out of 'memes'. 'Meme' is a new word, invented in 1965 by Dr. Clinton Richard Dawkins in his book <u>The Selfish Gene</u>. Memes are comparable to genes, in so far as your genes are the smallest instructions for the design of your physical body, and your memes are the smallest instructions for the design of your intellectual body, your mind. The study of memes is called '<u>Memetics</u>'. Someone who delivers Memetic Healing Processes is called a <u>Memetic Engineer</u>. Your Memetic Construct is your interface with the world.

What is outside of your prison? Ah! Now that is an interesting question! It is the kind of question that brings you to the *Eye Of The Needle*, which is so narrow that only your Being, with its conscious <u>Stand</u> and <u>Intentions</u> can get through. On the other side of

the *Eye* begins Phase 2 of Initiated Free And Natural Adulthood. How can that be more valuable than a Porsche 918 Spyder? A yacht in the Bahamas? A house in Malibu? Only you can decide. But if you <u>escape</u> the <u>Linear Life Plan</u>, another trap sits before the Eye: the tantalizing idea of marketing yourself as a <u>Handsome Holy Tribal Man</u>.

All that you are offered by Phase 2 of the Path Of Evolution... as a vision of success... as incentive to proceed... as reward... is Nothing. Being nothing. Having nothing. Knowing nothing. Just... Nothing. Even Knowing How to be Nothing is too much Baggage to be Nothing enough to go through the *Eye Of The Needle*. But if you do not go through the *Eye*, then you remain in <u>Survival</u>, desperately serving your Box's <u>Reactivity</u> as a <u>Zombie</u> in a <u>Hierarchy</u>, scared of not having enough money to live.

In short, the value of a closer connection to Nothing is discovering more space for creating Everything. Each release of another piece of Baggage shifts you more into being an Agent of E.C.C.O., becoming the 'coin of the realm', able to create whatever is wanted and needed in the space between 'Heaven and Earth', between Potential and Reality, between the Upperworld and the Underworld, between Possibility and Necessity, through applying your Infinite Resources such as: Stellated Feelings Archetypes, Bright Principles, Transformed Gremlin, Archetypal Lineage, Gaia, 3 Powers, 9 Gaps, Chaos, Archetypal Love, Possibility, the Dragon, the Circle, the Unknown, the Void, Archetypal Domains, and your Possibilitator Skills.

EXPERIMENTS:

SPARK240.01 DECLUTTER YOUR BELONGINGS Spend however long it takes to hold and experience each and every object you own from the perspective of the *Eye Of The Needle*. The *Eye* asks: *Are you so neutral about this thing that any other equivalent thing could substitute for it?* For example, if the shoes you hold could as well be substituted by any other shoes, then you are not attached to this particular pair of shoes. Then the *Eye* asks: *How many of these do you actually need?* In other words, *what is all the Baggage making you think (and feel) that you need more than one pair of shoes?* Clearly, Emotions will arise. Write each Emotion in the back of your *Beep! Book* and do the Emotional Healing Processes (EHP). The point of this Experiment is NOT to torture yourself by tearing away physical possession because 'having less is the right way to be'. No! There is no right way to be. But there is evolution. This Experiment may take decades. The point of this Experiment is to untrap yourself from civilization's unconscious 'ownership of physical objects' habits when you are ready.

SPARK240.02 DECLUTTER YOUR MIND Review the <u>Baggage</u> website and list **13 KINDS OF BAGGAGE** in your *Beep! Book* that you <u>Notice</u> in your mind. Select the 3 most obvious ones. Bring these to your <u>3Cell</u> or <u>Possibility Team</u>. Ask your <u>Team</u> to help you design 5 Experiments to help you declutter your mind from each of your top 3 Baggage. Do all 5 Experiment for each of the 3 Baggage. Do not be surprised if you start having more <u>Clarity</u> in your life. Every piece of Baggage uses up your energy. When you set down the Baggage from no longer needing it, you free up that energy for other things. *It is often the case that you need to be able to see the invisible before you can create the impossible*. Make careful note in your *Beep! Book* of new jobs landing on your Bench from E.C.C.O.

SPARK240.03 PRACTICE LOCATING THE RESERVE OF NOTHINGNESS WITHIN YOURSELF Set aside 30 minutes for the first part of this Experiment. Sit in a quiet

World Copyleft 2023 by Clinton Callahan. Creative Commons BY SA International 4.0 License. Please share this SPARK. SPARKs are online at http://sparkexperiments.org. Free weekly Eng SPARKs http://sparkexperiments.org. Powered by Possibility Management http://sparkexperiments.org. Powered by Possibility Management http://sparkexperiments.org. Powered by Possibility Management http://sparkexperiment.org.

comfortable place where you will not be disturbed for 30 minutes. Have your Beep! Book and pen with you. With no one else around and nothing to do, sink down inside of yourself. Notice the unfillable emptiness inside. You may feel sad, or scared, when you notice how deep this emptiness is, and how long it has been inside of you. This Experiment is to Notice and directly Experience these sensations without trying to force them away from you, and without distracting yourself away from them. It is not a design error in a human being that you have a source of Nothingness inside of you since birth. Some people describe these sensations as, "Life is a bit disappointing." Or, "I have a sense of unfulfillment about my life." Stay in your experience and let the sensations (not your analytical mind) write a two-page free-verse poem about this immense source of Nothingness in your chest and belly. Do not judge what you write. Only write. When vou are done, say to yourself, "Hello Nothingness. Welcome in my life. I am sorry I have ignored you for so long. What do you have for me?" Again, only write down what the Nothingness tells you. Write and write. Then ask, "Anything else?" And keep writing. At the end, say, "Thank you Nothingness. I'll be listening to you again." This Nothingness has Agency. It is often the case that you need to create Nothing out of Something before you can create Something out of Nothing. To apply the Agency of Nothingness, when there seems to be something in the way of what you want to create, sink into the Nothingness inside of yourself and relate to the thing in the way from your Nothingness. Notice what changes without having to apply any kind of force. Write an Article about what you observe.

SPARK240.04 USE THE NOTHINGNESS WITHIN YOURSELF AS A RESOURCE As your inner Nothingness becomes more familiar and less uncomfortable to you, a new <u>Practice</u> emerges. It is the Practice of regarding Nothingness as an ally when coming up with ideas or making decisions. Both of these activities can seem challenging because <u>Proposing</u> an idea or making a <u>Decision</u> has Karmic consequences that could last for lifetimes. Instead of trying to dodge the Karma by avoiding making Proposals or Decisions, become Radically Responsible Nothingness. Your ego structure has enough mass to hold Karma, but Radically Responsible Nothingness can serve your Bright Principles and has nearly no mass. After consciously using the Nothingness inside of yourself as an Infinite Resource on three different occasions, please enter the Matrix Code for this Experiment in your free account at <u>StartOver.xyz</u>.

SPARK240.05 PREPARE YOURSELF TO GO THROUGH THE EYE OF THE NEEDLE Study the diagrams and video at the Eye Of The Needle website. Make sure you understand clearly what is going on in the diagrams, especially the dead-end distraction called <u>Handsome Holy Tribal Man</u>. There are so many preparations needed before it can happen to go through the archetypal *Eye Of The Needle* into Phase 2 of the Path, which is where Free And Natural Adulthood begins. This Experiment is to come together in your 3 Cell or Possibility Team every 3 months for a year (or more) to focus on the question: Where am I in my preparations becoming ready to go through the *Eye Of The Needle?* At each meeting, come away with a list of Experiments for each of you to do alone or together that bring you closer. This is not about making it a goal to go through the *Eye Of The Needle*. It is about finding your 'X' on the map and making more powerful and relevant Practices together. Why? Because this is more <u>High Level Fun</u>! After your first meeting dedicated to this Experiment, please register this Matrix Code in your free account at <u>StartOver.xyz</u>. Thank you for being an <u>Experimenter</u>!

World Copyleft 2023 by Clinton Callahan. Creative Commons BY SA International 4.0 License. Please share this SPARK. SPARKs are online at http://sparkexperiments.org. Free weekly Eng SPARKs http://sparkes-english.mystrikingly.com/#subscribe-to-sparks. Free subscription to monthly http://sparkes.english.mystrikingly.com/#subscribe-to-sparks. Free subscription to monthly http://sparkes.english.mystrikingly.com/#subscription. Sparkes are the subscription to monthly s