

## **SPARK259**

(Matrix Code: **SPARK259.00** for the global [StartOver.xyz](http://StartOver.xyz) thoughtware upgrade game.)

**DISTINCTION:** You do not change things by fighting against the existing Gameworlds.

**NOTES:** The inventor and futurist R. Buckminster Fuller discovered this distinction while walking neck-deep into a freezing cold Lake Erie with stones in his pockets intending to commit suicide. He had fought against modern culture's economic, social, and business systems, and failed even to support his young wife and child. In that breathtaking moment he realized that if he was willing to throw his life away, his life no longer belonged to him. He turned around and walked out of the lake into a life that belonged to humanity. From that moment on he dedicated himself to designing and building 'livingry' instead of weaponry. His first invention was the geodesic dome...

Updated to Archan terminology, Bucky Fuller's distinction is: *"You don't change things by fighting against the existing Gameworlds. You change things by creating and inhabiting regenerative Gameworlds that make the existing Gameworlds irrelevant."* Bucky originally said, *"To change something, build a new model that makes the existing model obsolete,"* but modern culture Gameworlds are already obsolete.

Modern Gameworlds are Contexted in [win-lose competition](#), which means their Gameworlds are expert at defending themselves through attacking and undermining others. So many good people waste their lives trying to 'change modern culture Gameworlds from the inside'. The mistake is not realizing that, in order to gain enough power to make changes in a modern culture Gameworld, you must climb its hierarchical power structure. By doing whatever it takes to climb that hierarchy, you must pretend to be psychopathic. As [Cat's Cradle](#) author Kurt Vonnegut Jr. said, *"Be careful in your pretending, because you become who you pretend to be."*

Your skills for creating Gameworlds grows by soaking yourself in Gameworld theory. For this we recommend starting with [S.P.A.R.K. 146](#), then the [StartOver.xyz](#) websites [<Gameworldtheory.mystrikingly.com>](#) and [<Gameworldbuilder.mystrikingly.com>](#)

There is a crucial difference between Gameworld rules, and laws of nature: Gameworld rules are arbitrary. The laws of nature are not. If the rules of a Gameworld conflict with the laws of nature, Mother Nature always wins. Being confused about this can bring an entire culture to its grave. Through Gameworld Mechanics you learn how to reinvent your Gameworld before Mother Nature smashes it with a hammer.

If you notice that a Gameworld's rules are suicidal because they contradict the laws of nature, why would you continue to play in that Gameworld? Continuing would be a sign of insanity. For example, when you see that the Gameworld called 'national sovereignty' emerges from a Context of competing to consume the commons, the national sovereignty Gameworld is no longer legitimate. Or, if you must hand over your personal authority to a 'representative government' which can be hijacked by a corporate agenda, the way to maintain self-respect is by exiting that Gameworld. It may be beyond most people's awareness to see that they have the power to choose the Gameworlds they live in. It does not have to be beyond yours. That is why taking responsibility at the level of Gameworlds turns out to be a central [adulthood initiation](#).

Think how many people do not yet have this initiation... Could it be part of your Destiny to bring it to them?

You have an obligation to create the cultural Gameworlds in which you would love to live. Your obligation is to others, because if you do not create that particular Gameworld on Earth, who will? And, your obligation is to yourself, because why did you come here? To play in Gameworlds created by others? Or to deliver the Gameworlds you brought with you when you were born.

Human Gameworlds are maturing from tribal [Matriarchy](#) (*"If you are different from us we eat you."*) to national [Patriarchy](#) (*"If you are different from us we kill you and take your resources."*), and are now shifting to planetary [Archiarchy](#) (*"There is no essential difference between humans."*). Exploring the diversity of initiated adult Gameworlds is the currency of Archan edutainment economics, directly [experiencing](#) raw appreciation of the unfathomable richness of human potentials.

Archan Gameworlds are Contexted in being [regenerative](#) by using [Torus Meeting Technology](#) rather than [hierarchical power structures](#), [Resistance Decision Making](#) rather than 'majority vote', [Grownnesses](#) rather than businesses, [Nanonations](#) rather than 'meganations', [Nonmaterial Value Archan Economics](#) that creates [Winning Happening](#) (a [Bright Principle](#)) rather than 'Win-Win', which often degrades into 'Lose-Lose' through compromise, and also rather than 'I Win-You Lose' competitive economics which is a [Gremlin](#)-feeding [Shadow Principle](#). There is a lot to create. Let's Experiment! Don't get left behind playing in a stupid Gameworld.

## EXPERIMENTS:

**SPARK259.01 START YOUR OWN GAMEWORLD** Big or small, temporary or life long: create a Gameworld you would love to play in. Here are a few hints: First, soak in the vision of what you want to exist. Distill the [Context](#) it emerges from. [Clarify](#) your Gameworld's [Purpose](#). Then give your Gameworld a [Name](#). With your Context, Purpose, and Name you can open the [Door](#) for others to join. Interview [creative collaborators](#) and write down why they want to get in, what attracts them to your Gameworld, then circle the 3 to 5 central reasons to distill as the [Bright Principles](#) of your Gameworld. Over recent years I (Clinton Callahan) have co-created a number of Gameworlds that many people have loved to play in, including: [Personal Growth Co-op](#), Computer Effects Company, XSO Company, Industrial Learning & Magic, [Possibility Management](#), Brückendorf Nanonation, [Possibilica Nanonation](#), Next Culture Research & Training Center, [Trainer Path](#), [Gaian Road Team](#), [Puls der Erde](#), [Rage Club](#), [Fear Club](#), [Bridgehouse](#), [Thoughtware Press](#), [General Memetics](#) and [StartOver.xyz](#). I can't wait to hear about the Gameworlds you create.

**SPARK259.02 CREATE ATTRACTIVE AND INSPIRING LEGENDS ABOUT YOUR GAMEWORLD** At your next Possibility Team, study the [Legend Making](#) website <[legendmaking.mystrikingly.com](http://legendmaking.mystrikingly.com)> and do some of the [Experiments](#). Then jump back here and use what you learned to design actions that create unrestrained yet inspiring Legends about your SPARK259.01 Gameworld. Be clear and specific about how your actions will cause Legendary outcomes. Include [Writing Articles](#), [Making Films](#), giving [WorkTalks](#) and [Workshops](#), [Writing a Book](#), being [Selfishly Generous](#) while also [responsibly Arrogant](#). Practice in Teams of 2 or 3, then deliver your Legend Making to your whole Possibility Team while they give you live [Feedback and Coaching](#). Practice 3 times, then take your Legend Making to the streets!