

SPARK263

(Matrix Code: **SPARK263.00** in the [StartOver.xyz](https://startover.xyz) [thoughtware upgrade gameworld](https://thoughtware.upgrade.gameworld.com).)

DISTINCTION: Your Will is owned by your Gremlin until your Being hatches out of your Box.

NOTES: You may be Identified with your [Box](#) and think that your Box is you, but this is due to marketing from your Box. If you think that you are your Box, then you must allow your [Gremlin](#) to run your life so that you can Survive. Your Box uses the idea that if it can survive, then your [Being](#) can survive. This is why your Box protects itself before it protects your Being.

Your Box employs your Gremlin in its Defensive or Offensive Purposes, depending on which of the [18 Box Designs](#) you use. This is a valuable arrangement until you are about 18 years old (16 for [unschoolers...](#)) when you have [Built enough Matrix](#) in your [Being](#), to begin your Authentic Adulthood [Initiatory Processes](#).

Your Box's Survival Strategy and its Type 1 'activated' Gremlin or Type 2 'suppressed' Gremlin, serve your Being and its Will in the same way that a chrysalis serves a butterfly, or an eggshell serves a baby ostrich. There comes a time when the chrysalis is too tight and the eggshell too small, and your Being wants to hatch out into the world to fly. That Time for you is now. But you are not prepared.

Preparations give your formless Being the 'bones' it needs to stand on and walk in the world, and also the bones that your Being needs to 'fly' in the Spaces you Create and Explore. [School](#) could have been dedicated to providing you with preparations for Authentic Adulthood Initiations and [Adulthood](#) life, but school has other [Purposes](#).

Your 'Will' is the specific personal force of volition choosing what you think, feel, do, do not do, say, or do not say. Just as your Gremlin is the active component of your Box, your Will is the active component of your Being. What is painful about this arrangement is that your Gremlin remains stronger than your Will until your Being gets out of your Box.

Your Gremlin invokes a 'survival imperative' to own and control your Will to assure that your Being Survives. This equation is imbalanced further because modern culture has no wish to let your Being ever get outside of your Box.

However, if what you do during childhood and adolescence Builds Matrix in your Being, then your Being grows bigger more capable inside of your Box, expecting Authentic Adulthood Initiatory Processes to transition you to the beginning of your Adulthood [Path](#) when you are 18 years of age. By then, your Box has become very uncomfortable as a place for your Being to reside. Even if you are older than 18 and it feels insanely uncomfortable because you are still inside of your Box, you can consider yourself lucky. The alternative is that your Being acclimatizes itself to a life in the Gremlin's maximum security prison as a way to endure modern culture, like so many people do today.

EXPERIMENTS:

SPARK263.01 CREATE AN ARCHAN NONMATERIAL ECONOMICS SYSTEM If modern culture allowed the Authority [Handover](#) from Box to Being to take place, its

entire economy would collapse, because ‘a Being living inside of a Box with a Will that is controlled by Gremlin’ is an exact parallel to ‘an Employee working inside of a corporation hired as a slave to a Gremlin CEO’. The transition from school to the ‘workforce’ seems so natural, most people never notice the scam. This Experiment is to meet with your [Possibility Team](#) and design an economic system that thrives due to the Conscious Will of Beings who have already hatched out of their Gremlin controlled Box. To design a workable system, consider [Nonmaterial Value Economics](#), [Gaias](#), [Grownnesses](#), [Radical Simplicity](#), [Gameworld Demolition](#), and [Archan Law](#). Then organize into pairs. Each pair write and publish an [Article](#), or deliver an online or offline [WorkTalk](#) this month explaining your Archan Nonmaterial Economics system.

SPARK263.02 CONSCIOUSLY CHOOSE WHICH FUTURE YOUR BEING WANTS

If you run the modern culture out to its end as a ‘thought experiment’ imagining how things will turn out if they continue along the trajectory they travel now, it comes down the question: “*Would you rather have a planet with ‘an economy’, or a planet with life forms?*” As ridiculous as this question might seem right now, the threat of annihilation of the human species has not diverted many people’s full-out commitment to behaving like bacteria, overpopulating, and dying in their own toxic wastes. But then, there is you. What do you [Choose](#)? Bring this question to your next Possibility Team and put it on the table. Divide into Teams of 3 and create a written [Gameplan](#) for creating a new future for each person in their *Beep! Book*. Then return to the big circle and reveal your new Gameplans. If there is resonance between your Gameplans, consider the [Possibility](#) of creating an [Archiarchy Invention Center](#) (AIC) together.

SPARK263.03 DISTILL WHAT MATRIX IS REQUIRED TO HATCH OUT OF YOUR BOX

If your [Will is Unconscious](#), meaning, your life is uninspected and things seem to happen automatically – the [Zombie](#) lifestyle – then you won’t [Notice](#) or care about being in the ‘unhatched’ condition of still living inside of your Box with your Gremlin in charge of your affairs. You will merely continue in your life of Survival. But as you further explore and take [Responsibility](#) for your [Inner World](#), it will become more and more perplexing when your [Self Observation](#) catches your Will trying to serve 2 masters: your Box and your Being. Meet with your Possibility Team to create clear specific answers for each individual person to the following [Quest-ions](#):

- To what degree is my Being unhatched?
- In which of the [8 Prisons](#) am I still trapped?
- What [Initiatory](#) steps would it take for my Being to hatch out of my Box?
- What does my Conscious Will actually want?

Write the answers for them in their *Beep! Book* as they feel their resistance and fears. Do not seek to resolve anything. Do not make plans. Simply feel it fully.

SPARK263.04 ORGANIZE YOUR NEXT ADULTHOOD INITIATORY PROCESS

By [Going To The Edges](#) of modern culture you can locate and connect with reliable and competent Initiators. Ask people to bring their computers to your next Possibility Team meeting. Select one person as your Documenter. Divide into pairs and all go online to locate Authentic Adulthood Initiators around the world who may be able to serve your Initiatory needs. Such Processes are formidable enough to get your Being out of your Box. Soon, each of you is going to experience a ‘[Handover](#)’ of [Personal Authority](#) from your Box to your Being, from your Gremlin to your Conscious Will. After the Handover, when your [Box has become Optional](#), your [Conscious Will](#) gains freedom of movement and proficient enough Agency to create a life that serves your Being’s service to something greater than itself, for example, its [Bright Principles](#) and [Archetypal Lineage](#). Plan out and fund your next Adulthood Initiations together. Then go for it! Check out the [Go Explore](#) website for additional ideas. <goexplore.mystrikingly.com>