possibility management

## **SPARK ABI**

(Matrix Code: SPARKABI.00 for StartOver.xyz game.)

**DISTINCTION:** Happiness comes from choosing what is.

NOTES:

EXPERIMENTS: SPARKABI.01 SPARKABI.02 SPARKABI.03 SPARKABI.04

World <u>Copyleft</u> 2023 by <u>Clinton Callahan</u>. <u>Creative Commons BY SA International 4.0 License</u>. Please share this SPARK. SPARKs are online at <u>http://sparkexperiments.org</u>. Free weekly Eng SPARKs <u>http://sparks-english.mystrikingly.com/#subscribe-to-sparks</u>. Free subscription to monthly <u>Possibility Management Newsletter</u> or <u>Newest SPARKs</u>. Thanks for experimenting. Experimenting <u>builds matrix to hold more consciousness</u>. Powered by Possibility Management <u>http://possibilitymanagement.org</u>.

World <u>Copyleft</u> 2020 by <u>Clinton Callahan</u>. <u>Creative Commons BY SA International 4.0 License</u>. Please share this SPARK. SPARKs are online at <u>http://sparkexperiments.org</u>. Free weekly Eng SPARKs <u>http://sparks-english.mystrikingly.com/#subscribe-to-sparks</u>. Free subscription to monthly <u>Possibility Management Newsletter</u> or <u>Newest SPARKs</u>. Thanks for experimenting. Experimenting <u>builds matrix to hold more consciousness</u>. Powered by Possibility Management <u>http://possibilitymanagement.org</u>.