## Possibility Management www.possibilitymanagement.org



## **SPARK ABR**

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

**DISTINCTION:** Every conversation we speak is a story. Every story opens a world with unique possibilities. There are no true stories.

## **NOTES:**

EXPERIMENTS: SPARKABR.01 SPARKABR.02 SPARKABR.03 SPARKABR.04