

SPARK ACL

(Matrix Code: **SPARKACL.00** for StartOver.xyz game.)

DISTINCTION: Windows are for seeing through, doors are for going through.

NOTES: When a Possibilitator comes to a door his vigilance is constant because she knows something is going on on the other side of the door even before she enters. Without the vigilance we are put to sleep by the appearance of things – which is that there is a door – and the world ends there.

EXPERIMENTS:

SPARKACL.01

SPARKACL.02

SPARKACL.03

SPARKACL.04

