

SPARK ACN

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

DISTINCTION: The world moves, so we need to be still or we are hypnotized by the movement, it takes a trained Gremlin to not be hypnotized.

NOTES:

EXPERIMENTS:

SPARKACN.01

SPARKACN.02

SPARKACN.03

SPARKACN.04