

SPARK ACO

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

DISTINCTION: The value of Conscious Theater is that it teaches you how to function in groundlessness.

NOTES: Books try to give us a structure. A program, a method, a guideline. What happens is everybody who likes structure reads a book to get more structure and we start to think that the world has structure. Laws rules pillars like a house, solid, something you can hold on to and if something breaks you can easily get it fixed or replaced.

When something somewhere happens, we cannot support the intensity of our concept of reality falling apart. The only chance in a tsunami is to go with the flow.

The unique value of Possibility Management is that it teaches you how to function in groundlessness.

Give the structure tools to Possibility Management knowing that the tools are theater. They are not slaves of methodology, structure, or strategy our emotional reactivity is neutral. Other methods cannot pick up and use fear for anything because it is already known as bad.

The problem is we do not bridge the gap. People in Possibility Management are not successful in standard measures of the world. The standards are not true but we still need to work with it.

We need consciousness to go back into Conscious Theater. Make it small again to bring what we know back into the game.

EXPERIMENTS:

SPARKACO.01

SPARKACO.02

SPARKACO.03

SPARKACO.04