

SPARK ACW

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

DISTINCTION: Playing a game can change the world.

NOTES: This is a serious fun and social game. Relating is an ongoing act of nonlinear creation.

Goals of Initiation (game):

- Educate with new thoughtware
- Support evolutionary processes
- Market the idea of global network
- Build a social community online and offline

In Initiation you get to become new without playing a role or adopting a fantasy character.

Players are involved in actions, such as:

- Problem solving
- Discovery
- Experimenting
- Building matrix online (singles and in teams)
- Building matrix offline (singles and in teams)
- Creating their evolutionary experiences/challenges
- Community building – process simulator
- Social construct – building something within a process

People do not play to lose, people play to win.

In win, how do you lose (die, get killed)? can you save a game before you might lose to go back there and start over?

- Do overs are allowed.

Players receive ongoing real time feedback and coaching so they can use rapid learning to shift and go! Means applies to the situation at hand

Win offers pirate training, side sessions, nonlinear conscious use of Gremlin, etc

Win prepares and inspires players to do new things

Win has immersive experiences that naturally cause players to learn important things by living through them and actively dealing with the experiences and interaction and nonlinear possibilities.

The problems/experiences/questions are dense enough at each matrix level to make new skills routine and then challenges that routinization with a new higher-level problem.

Define matrix levels so clearly that the structure of the game can be built around it.

Win gives players opportunities to interact both within and outside the game.

Well-ordered practice spaces – relationship dojo.

Places to debrief about their strategies.

Keeps players comfortably challenged by leveling up the game based on the player's demonstrated competences.

Players can share and publish their work in moderated ways, so they are included as active producers of engaging and meaningful content.

Win provides thoughtware, matrix and clarity to practice as experience and to build skills.

Players can shift from space to space by painting doorways with segway phrases and by being in contact with everyone in the spaceship.

Win has many mini games within the larger metagame. The mini games are reactive (action), the metagame is reflective (building matrix).

Win is action adventure, learning, exploration, collecting, puzzle-solving, navigating mazes, decoding messages.

In Win, social interaction is immersion, because no role is being played. The people are real and the skills are real. Win has rich lines (real stories) and the character being developed is you, the player.

Doors of opportunity: Win has instant experiments: e.g. “go try this next”; “say non linear hello to a stranger”; “tell me what motivates you to be involved in this situations?”. If the player does not return with an answer/confirmation in (say) 10 minutes, the door closes.

There are four types of players and they are all required:

- Hearts (emotional)
 - o Socializers – enjoy learning about and communicating with others
- Clubs (physical)
 - o Killers (competition) – enjoy manipulating and dominating other players
- Diamonds (energetic)
 - o Achievers – enjoy accomplishing gameworld tasks – be the best
- Spades (intellect)
 - o Explorers (mastery) – enjoy re-designing the gameworld – figuring it out

Motivation	Love/Create	Kill/Destroy
Players	Hearts	Clubs
Gameworld	Diamonds	Spades

The usual development is: Killer to Explorer to Achiever to Socializer.

EXPERIMENTS:

SPARKACW.01

SPARKACW.02

SPARKACW.03

SPARKACW.04

