Possibility Management www.possibilitymanagement.org



SPARK ACX

(Matrix Code: SPARKACX.00 for StartOver.xyz game.)

DISTINCTION: By learning the technology of creating gameworlds we learn to create life.

NOTES: Each space is a world we create with its own space and structure. We can do it for other people.

EXPERIMENTS: SPARKACX.01 SPARKACX.02 SPARKACX.03 SPARKACX .04