

SPARK ADG

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

DISTINCTION: To take a stand we must lose ourselves completely, what is there is the stand – in this case – what is there is the teaching.

NOTES: What holds the teaching? Matrix. How do we build matrix? Practice. We don't stand for the teaching. We can't, the teaching stands for itself in the place where we are.

Building matrix is like piling rocks on one side of a scale. God on one side, trivia on the other. Suddenly at one point the scale flips. We can't know when or how.

EXPERIMENTS:

SPARKADG.01

SPARKADG.02

SPARKADG.03

SPARKADG.04

