

SPARK ADL

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

DISTINCTION: It is possible to go other places than where our mind has already been.

NOTES: Where can you go without feedback and coaching from our team? Only where we have already been, only where our mind forces us or permits us to go.

But to make use of the feedback, now that is the obstacle! The feedback has already been there, or has the capacity to lead you into unknown territory because of other people's ability to explore. But how can you follow their lead? You too must change.

Staying behind the question "How can I do it?" is actually a defense against the action of receiving benefit from the offers and proposals of your team. Authentically hearing feedback changes you. You cannot control your team. All you can do is connect, listen, experiment.

If the team does not accept the payment you offer for their services you are lost.

EXPERIMENTS:

SPARKADL.01 HOW TO MAKE YOURSELF INTO WHICH FEEDS YOUR FEEDBACK TEAM? Do the experiments. Try again, listen, pay attention. And as soon as you get something, then become it, embody it, so that you create what the team proposes.

SPARKADL.02 TRY TO BE COPLICIT (CO-CREATOR WITH) THE BRIGHT PRINCIPLES OF YOUR TEAM AND ARCHETYPAL LINEAGE.

SPARKADL.03

SPARKADL.04