

SPARK ACR

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

DISTINCTION: The world moves, so we need to be still or we are hypnotized by the movement, it takes a trained Gremlin to not be hypnotized.

NOTES:

EXPERIMENTS:

SPARKACR.01

SPARKACR.02

SPARKACR.03

SPARKACR.04

