# SPARK028

(Matrix Code: **SPARK028.00** for the global StartOver.xyz thoughtware upgrade game.)

**DISTINCTION:** Before you can Create Possibility for someone else, you must first Create Possibility for yourself.

**NOTES:** One way to Create Possibility for yourself is to Shift Identity. A useful Identity to shift into is the Identity called 'Possibilitator'. Why is 'Possibilitator' a useful Identity? Because of the following Possibilitator Declaration: *"A Possibilitator is resourceful."*

If you Shift Identity and plant your Point Of Origin into the Context of a Possibilitator, certain ordinary restrictions fall away and you gain instant access to new forms of resourcefulness. Yes, it is true... the Possibilitator Declaration is Elaborated Bullshit. At the same time, this Declaration can provide you with a bridge from one Context to another Context which you can cross by Conscious Choice. The bridge is made with Is Glue.

It is interesting to Self Observe that you naturally Shift Identity many times a day, however, you rarely recognize the Shift because, in both the identity you start from and the identity you shift into, you are completely Identified. Being 'Identified' with the Stories you painted on the walls inside your Box means that what the Stories say is all you are able to perceive. It is not, however, all that is Possible to perceive!

Human beings go unconscious during the transition from one Identity to another Identity, but rarely Notice the shift, just like you rarely Notice when you blink your eyes, even though for a moment you are completely blind. You can, however, easily observe other people unconsciously Shift Identity. For example, you may be having a conversation with someone when their phone rings. If the caller is, for example, their Mother, their boss, their child, their partner, or the police, the changes you see in their tone of voice, speech patterns, physical posture, facial expressions, vocabulary, and so on, are sudden and shockingly thorough. Then the moment they end the call, they snap back into the Identity they use for interacting with you, having zero recognition that they Shifted. As a Possibilitator, you can make conscious use of your vast Identity Shifting skills.

The kinds of resources you gain by Shifting Identity to 'Possibilitator' include decision-making agency, new organizational designs, Team building capacity, new energetic Tools, Nonlinear Possibilities, and nearly unheard of levels of Unhookability, as well as making time, deepening relations, material and financial resources, and so on.

Standard Human Intelligence Thoughtware (S.H.I.T.) presents the linear view that resources such as these are scarce and limited, that only a few people will get to have them, and that either you must fight to be one of those few people, or else you relegate yourself to being a victim of the circumstances. Neither fighting nor playing Victim, Persecutor, or Rescuer in a Low Drama includes much Possibility for serving others.

A Possibilitator sources resources which makes them no longer scarce. If there are apparently not enough resources, a Possibilitator reinvents what is Possible to include vastly more resources. For example, in the situation where it appears as if a market for a product or service is limited, the ordinary strategy is to struggle against 'the competition' to try to take from them a percentage of the 'market share'. A Possibilitator, on the other hand, uses their nonlinear resources to open up unexplored new 'market space'.

When trying to create Possibility for someone else, or for a gameworld, you have more Possibility to offer if you create Possibility for yourself first. One of the greatest inhibitors of Possibility is your Box. The way to create Possibility for yourself is to exchange the Box with which you are normally identified for another Box with greater access to resources. If you think that who you are is who you usually are, then what is possible for you is what is usually possible for you. If you take on an extraordinary new Identity such as 'Possibilitator', then you gain access to all of the Possibilities inherent in the new Identity. The Box called 'Possibilitator' is designed to include unlimited Possibility.

**EXPERIMENTS:**
**SPARK028.01 PRACTICE DOING POSSIBILITATOR EXPERIMENTS** Get with your Possibility Team and slowly read out loud the https://possibilitator.mystrikingly.com website together. Ask dangerous questions of each other. Be okay with not knowing. Notice your reactions to ideas you do not like, and which ideas you are attracted to. Then do the 3 following Possibilitator Experiments at the meeting and in your life.
1. Create 7 new Possibilities when there is already a plan or a decision. Purpose: to detect if the current plan or decision was made due to assuming there are no other Possibilities to choose from, or if it is actually the desired plan or decision.
2. Create 7 new Possibilities for someone in your Team who would like to have more Possibilities. They start by saying, *"Please give me Possibility about…"*. Purpose: to build the Context that everyone on your Team can live in an abundance of Possibilities because they participate in the Possibility Team.
3. Create 7 new Possibilities when there is no problem or need. Purpose: To detect whether the Space you are in is defined by an unacknowledged lack of Possibilities, or it is the actual Space you want to be in. Being generous with Possibility for no reason is the home Context of a Possibilitator.

**SPARK028.02 PRACTICE SHIFTING BACK AND FORTH BETWEEN YOUR USUAL IDENTITY AND THE IDENTITY OF A POSSIBILITATOR.** This week, whenever you answer a question or make a statement, either to yourself or to another person, speak twice. First speak as your old usual self speaking, then stop, spin around once quickly, and start speaking all over again from the beginning, this time speaking as a Possibilitator. The spinning around brings your Box into a momentary Liquid State during which time some of the components of your Box can rearrange themselves with each other and the Identity Shift between ordinary Box and Possibilitator Box can take place. It helps to Shift from your normal Identity to the Possibilitator Identity if you click your Clicker, (snap your fingers) while spinning around and say, *"A Possibilitator is resourceful."* The Identity of Possibilitator originates in the Context where Possibility is a possibility. With Practice, the Possibilitator Context can become your new home.

**SPARK028.03 NOTICE THE POSSIBILITIES YOU GAIN WHEN YOU TAKE RADICAL RESPONSIBILITY FOR SOURCING THE RESOURCES.** Each time before you start Creating Possibility for someone else (or for a Team or gameworld), make an extra bit of Possibility for yourself first. This means you are sourcing resources for yourself first, and then for others. The question to ask yourself is: *"Do I have enough Possibility to create Possibility?"* which is a VERY different question from, *"Am I good enough? Can I do it perfectly? Will everybody be happy and nobody criticizes me?"* The answer to these questions is never, *"Yes,"* so forget about them! If you love Possibility and have your Possibility Stone then you are already connected with the Bright Principle of Possibility. By being the Space through which Possibility can do its work in the world, you have more than enough Possibility to create Possibility! This is how to take Radical Responsibility for sourcing the Resources. Once each day for the next 3 weeks, touch your Possibility Stone and then go ahead and Create Possibility for others. (Remember to have Fun.)