

SPARK146

(Matrix Code: **SPARK146.00** for the global StartOver.xyz thoughtware upgrade game.)

DISTINCTION: Human beings interact with each other through Gameworlds.

NOTES: This one S.P.A.R.K. cannot possibly do justice to such a fascinating and important field as Gameworlds. Let it be your *Gameworld Mechanic's Mini-Manual*, rich with [Experiments](#). We start by defining 3 terms: [Gameworld](#), [Context](#), and [Distinction](#).

A 'Gameworld' is field of commitment that creates an interaction-space in which collaborators agree that a particular Context applies. NOTE: An interaction-space is not restricted to a physical-space.

A 'Context' is a clarity-platform built out of a specific set of Distinctions.

A 'Distinction' is a refinement in your discerning that reveals new options to choose from. New Distinctions land in your Being, not in your mind. This is why getting a new Distinction changes who you are.

Deleting, adding, or modifying even one Distinction in a Context changes the entire Context, which immediately changes how the Gameworlds that emerge from that Context work. In other words, the Context determines what is possible in a Gameworld. Therefore, an effective way to evolve a Gameworld is to land a new Distinction in its Context. However, this is the exact thing most Gameworlds are defended against, unless the Gameworld itself is Contexted in the [Bright Principle](#) of Evolution.

A Gameworld's Context is implemented through rules. For example, by signing an employee agreement, you enter the Gameworld of 'having a job', promising to follow company policies even if the policies generate toxic wastes, use slave labor, promote war, or intensify global warming. If you sign marriage papers you follow legal and social rules. If you drive a car, play soccer, enter a beauty contest, join a religion, a political party, or a government agency, you agree to behave according to that particular Gameworld's rules.

Gameworld rules are unique and arbitrary. Rules from one Gameworld do not necessarily apply in another. For example, it is nearly unthinkable to play golf with knitting needles. It would be absurd to use Parliamentary Procedure at a birthday party. Square dancing is not allowed at the Post Office! Whether you buy and sell postage stamps, run in a street gang, holiday with a kayaking association, practice at an Aikido dojo, purchase groceries through a food cooperative, sing in a choir, build [Earthships](#), study at a university, heat your house with oil, create an [ecovillage](#), perform with a Kabuki theater troupe, or go on quests in a [massively-multiplayer on-and-offline personal-development thoughtware-upgrade real-life-adventure computer game](#), each Gameworld requires you to formally or informally sign a user agreement that commits you to that Context's ground-rules so everybody who plays is playing the same game.

Humans have an uncanny ability to 'snap' from one Gameworld into another without noticing the shift, even if the rules of the new Gameworld utterly contradict the rules of the Gameworld you only moments before defended with your life. A prison guard, for example, can return home to his family and not torture his children even if they disagree

with him. A corporate manager can pick-up a piece of litter from the street even if he spent his day ordering toxic wastes dumped into the Amazon River. As a Gameworld Mechanic you start noticing Context rifts between the Gameworlds in your life. If you allow yourself to feel the pain of the rifts, you may start making changes that bring more resonance to the Contexts you serve. Humans only change behavior when it hurts too much to keep doing it the old way.

Gameworlds can weave together into a formidable Hydra so complex that it seems like reality. But it is not reality. It is only a Gameworld built of Gameworlds. Modern culture's [capitalistic patriarchal empire](#) is a composite Gameworld that includes: the rule of law of western civilization, land ownership, copyright, franchises, national sovereignty, mega-governments, international banking, currency exchanges, corporate personhood, stock markets, and mega-religions. Modern culture has already failed to create a bright future for humanity on Earth. As the catastrophe becomes visible to more and more people, modern culture's self-defenses become more fanatical. Luckily, a Possibilitor skilled in Gameworld Mechanics can write themselves out of any scenario and, in no time, start new Gameworlds serving a [regenerative](#) Context.

Either you consciously design each Gameworld you live in. or you live as a pawn in someone else's Gameworld. It is not 'bad', being a pawn. Psychopaths need pawns... millions of them. And there are benefits for acting as a pawn, benefits for your [Gremlin](#). For example, if things go wrong you always have someone to blame! You are allowed to expect someone else to take care of you (the doctor, the government, the insurance company, your boss, your parents) and when they don't do it well enough, you can seethe in righteous [resentment](#) and take [revenge](#)! Plus you have a [reasonable excuse](#) for not doing what you came here to do: "*Because I am exhausted by just surviving!*" "*Because my Boss won't give me the time off!*" "*Because they never showed me how!*"

Self-deception is required to play a pawn in someone else's Gameworld because [avoiding responsibility is an illusion](#). Even as a pawn you are co-creator. The contracts for entering and exiting modern culture Gameworlds always have your blood on the dotted line. Taking [Radical Responsibility](#) for co-creating Gameworlds initiates you as a [Gameworld Consultant](#): assessing Gameworld [Purposes](#), what they cost to play, what you get, reinventing Gameworld Contexts, hacking [thoughtware](#), redirecting power flows... in other words, consciously owning Gameworlds rather than acting as if they own you.

Your first discoveries in Gameworld Mechanics may not be pretty. You may see how often you have disgraced yourself, giving away your [Authority](#), rejecting chances to expand and evolve. You may see that pretending to be 'an extra' in other people's Gameworlds does not respect the gift of having been given a life. You may see all of this... and more... and so what? It is how you learn Gameworld Mechanics.

For more on Gameworlds, please explore S.P.A.R.K 57 and S.P.A.R.K 259.

EXPERIMENTS:

SPARK146.01 LIST ALL THE GAMEWORLDS IN WHICH YOU PARTICIPATE For example, money, working for a company, riding buses, purchasing groceries at a supermarket, paying for health insurance, using credit cards, being in psychotherapy, being an African American, being a Freemason, playing Bridge, being Gnostic, renting an apartment, making microloans at [Kiva.org](#), writing SMS messages, paying Microsoft

to use Word, doing [permaculture](#) gardening, using public water and sewer systems, having a cat, eating at McPizzaBucks, taking university classes, uploading to Instagram, etc. Get out your [Beep! Book](#) and put on 'glasses' to see and document your minute-by-minute involvement in Gameworlds. This is a Gameworld wake-up call.

SPARK146.02 WRITE DOWN THE RULES OF ENGAGEMENT FOR EACH OF YOUR GAMEWORLDS Explain how to participate in each Gameworld of your life as if you are speaking to an alien, or someone from an indigenous tribe never before exposed to modern civilization. What does a 'newbie' need to know? For example, you could explain how to work at a job like this: *"You must show up at a building on time, sit where they put you, and do what your boss says for 8 hours each day. In exchange for your time you get almost enough money to survive."* What is the Gameworld of time? *"Time is the opportunity-spaces that come and go until it gets dark again."* Money? *"It's a number in someone else's computer that you use to buy things. You win if you have more numbers in the computer than other people, even if you don't know what to use them for."* Boss? *"He's the big chief. You have to act like you are his slave and arrange things so he wins, or you lose your job and then you won't have enough money to survive."* The purpose of this [Experiment](#) is to become acutely aware of how [adaptive](#) you are to Gameworld rules. You are not living your life. You are living the life allowed by your Gameworlds. Seeing the rules gives you a chance to re-decide what you want to do. Read your list to your [Possibility Team](#) and work together to design a life you would each love to live. The life Gameworlds can be completely different.

SPARK146.03 FIGURE OUT WHY YOU WERE NOT TRAINED TO DESIGN AND BUILD GAMEWORLDS Dedicate a series of Possibility Team meetings to investigate exactly why 'Gameworlds' and 'Gameworld Building' are not standard subjects in High School or College curricula. Make in person interviews with members of School Curricula Design Boards and ask for their curricula design [justifications](#) in writing. What is their intention? What are their [Hidden Purposes](#)? Each of you [write and publish individual 3 page articles](#) on how your life was shaped by not knowing Gameworld Theory until now, and how your life could have evolved if you learned how to [Build Gameworlds](#) when you were 12 years old.

SPARK146.04 EXTRACT YOURSELF FROM ONE GAMEWORLD The purpose of this Experiment is to notice how a Gameworld that you were long-inside looks from the outside by exiting it. Pick one Gameworld – big, small, central, peripheral, any Gameworld that has been part of your life – and get completely out of it. Do this by changing your mind (after all, whose mind is it?) and deciding not to continue playing in that Gameworld. It has always been just a game, even if you previously thought it was real, true, or inescapable. Then you suddenly recognize there are ways out of every Gameworld! For example, I have extracted myself from the Gameworld called The United States of America. The 2025 fee to apply to stop being a U.S. citizen is a non-refundable \$2,350. They emphasized how serious this change is and asked me to reconsider. The exit ritual included me and the large woman sitting behind the bullet-proof glass raising our hands together and saying, *"I do so swear."* Two sticky Gameworlds to extract yourself from are health insurance and the church. Leaving the church in Europe is easy. You go to city hall, sign a paper, and you can stop paying church tax. The fear blocking most people from leaving the church was instilled during 700 years of [Inquisitions](#) and is still handed down, generation after generation, as the fear of being killed by the church, or being buried without having the church's blessings. The fear of getting out of the health insurance system is equally gripping, but it helps to know that it is possible to get out. While stepping out, it can help to join or start a local branch of a self-governed solidary group for promoting general health called [Artabana](#).