

SPARK 227

(Matrix Code: **SPARK227.00** for StartOver.xyz game.)

DISTINCTION: By making a conclusion you lock yourself into a fantasy world.

NOTES: You make a [Conclusion](#) by [Believing](#) that a particular [Story](#) is true. Stories are human-fabricated fictions. Some people think “*Stories can be true*,” which is itself a Conclusion. Conclusions are assembled using [Is Glue](#) to connect two things together, for example connecting ‘I’ with ‘Jewish’ to create the Conclusion, “*I am Jewish*,” or, connecting ‘That statement’ with ‘heartless’ to create the Conclusion, “*That statement is heartless*.” You might have adopted Conclusions from your parents, the media, society, a religion, a political party, or a corporation, but if the Conclusion is inside of you, it functions as if you made it yourself. Each Conclusion has an unconscious benefit, and an unconscious cost. For some reason you are willing to pay the unconscious cost to receive the unconscious benefit.

A ‘[Fantasy World](#)’ is a self-contained ‘possibility-field’ that has no connection to reality because it fully specifies your perceptions, reasoning, context, and inner-dialog. Most people live within one or more Fantasy Worlds most of their lives. Fantasy Worlds are so mesmerizing that they block you from accurately perceiving real circumstances and possibilities. Your imagination fills in gaps and smooths over inconsistencies by infecting you with [Beliefs](#), [Assumptions](#), [Expectations](#), [Prejudices](#), [Positionality](#), [Projections](#), [Reasons](#), [Judgements](#), [Justifications](#), [Resentments](#), [Reactivity](#), and so on, which, to an external observer, are obvious delusions. A Fantasy World devours any energy and attention you might have for seeing beyond its borders, causing an all-inclusive experience, regardless of whether the Fantasy World punishes and tortures you, or rewards and praises you.

The first Fantasy World from a Conclusion is: “*I know*,” or, “*I understand*.” Saying, “*I know*,” indicates being in a Fantasy World, even if you say, “*I know that I don’t know*.”

By making a Conclusion you abandon the world around you. You cut yourself off from the flow and slide sideways into a Fantasy World cul-de-sac where it seems like the Universe stopped evolving. But the Universe ignores you and continues to evolve, leaving you behind in the dust. You defend your Fantasy World by arranging your Conclusions to inform you about ‘what is’, rather than demanding that ‘what is’ inform you about ‘what is’. Perhaps you know someone in this condition?

Inside your Fantasy World your Conclusions suppress your experiences while life passes you by. You might defend your Conclusions and love your Fantasy World, but this does not make them true. You might hate being without Conclusions, or long for the certainty of living within a Fantasy World, but this does not make Conclusions or Fantasy Worlds real. Facing an accurate assessment of current reality may be painful, but that pain gives you practical access to the [Mage Interface](#), which is the intersection of potential and reality where you can deliver the transformational and healing services of your [Archetypal Lineage](#).

You may have smeared your [Inner Structure](#) into a complex mess in order to avoid commitment and justify irresponsible action or inaction, but then you must diminish

the aliveness of life with Conclusions that knock you into a Fantasy World. If you start over and build a Radically Simple Inner Structure, Conclusions and Fantasy Worlds fall away like excess Baggage, allowing Radical Responsibility with the complex and rapidly evolving inner and outer circumstances. Ecstatic improvisation emerges.

EXPERIMENTS:

SPARK227.01 IDENTIFY 25 FANTASY WORLDS YOU CURRENTLY LIVE IN Bring to your 3Cell or Possibility Team this question: *What Fantasy Worlds am I living in?* They will most often be Fantasy Worlds about love, sex, relationship, work, money, fame, your past, your future, the goodness or evil of the world, god, politics, government, luck, and who you really are. For each Fantasy World you clarify, write down in your Beep! Book its NAME, PURPOSE, DATE OF ORIGIN, AND PERSONAL COST. The cost is usually a sacrifice of reality. Stop after 25 EHPs.

SPARK227.02 IDENTIFY 50 CONCLUSIONS YOU CARRY WITH YOU ABOUT YOURSELF, OTHER PEOPLE, AND THE WORLD Spend at least 20 minutes writing a list in your Beep! Book titled **MY CONCLUSIONS**. Examples of common Conclusions include: *I am not good enough. I am the best. Nobody sees me. I am superior. Life is passing me by. Nothing better is possible for me. I have no power to change things. Nobody wants to know me as I am, so I must put on a show. If I keep myself small I can connect with others and survive*, etc. After writing down at least 25 Conclusions, ask your Possibility Team to find another 25 for you. Write them down.

SPARK227.03 CATCH OTHER PEOPLE MAKING CONCLUSIONS OR LIVING IN FANTASY WORLDS For the next week, become like Sherlock Holmes by paying hyperattention to the vast numbers of unconscious Conclusions and Fantasy Worlds from people around you. Write at least 100 in your Beep! Book in a list titled **THE LIVES OF OTHERS**. Connect Conclusions with Fantasy Worlds, and describe what each pair causes in their lives. Write your guess as to their Gremlin benefit for each.

SPARK227.04 CATCH YOURSELF WANTING TO MAKE A CONCLUSION Do this Experiment with one other person. Sit at a café or walk slowly along to Notice and Experience the specific set of psycho-emotional sensations arising just before wanting to make a Conclusion. Be very clear and specific about what your fears are. Use those emotions as gateways for your next 3 Emotional Healing Processes.

SPARK227.05 RADICALLY SIMPLIFY YOUR INNER STRUCTURE Find out what it is like to move through the world without any Conclusions. All week, start before you get out of bed in the morning. Dismantle each Conclusion before it starts to speak into your mind. Breath and look around without concluding, *"I like this house,"* or, *"It is late,"* or, *"This room is a mess,"* etc. No Conclusions. Enjoy your spacious silence and inner simplicity. Once per day, occupy a Conclusion-Free Space for 60 minutes.

SPARK227.06 USE VACUUM LEARNING TO FIND OUT WHAT IS REALLY GOING ON INSTEAD OF INVENTING A CONCLUSION People around you will not stop making Conclusions or entering Fantasy Worlds, even if you do. Instead of Inventing a Conclusion about their Conclusions, practice using Vacuum Learning to go down the 3 levels and find out what is really going on behind their Conclusion.

SPARK227.07 DO WHATEVER YOU CAN TO BECOME DISILLUSIONED WITH YOUR FANTASY WORLD SO AS TO RE-ENTER REALITY This Experiment is to privately amplify your pain of missing out on life when you are in your Fantasy World, WITHOUT beating yourself up about it. Find your neutral pain of awareness. Let it grow extremely intense. Use it to write a free-verse Disillusionment poem. Publish it.