

SPARK AAR

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

DISTINCTION: Give it a name.

NOTES: Giving something a name is a powerful alchemical action. Name giving transforms your relationship to the thing you name.

You can converse about it with others. You can explore the thing with freedom of movement.

Name it and you have a piece of you that is outside of it. This is the part that can call it by name.

By leveraging yourself outside of the thing you have named, by distinguishing yourself from it, then you can see it. Being able to see it gives you the power to have a choice about it.

You can ooze yourself out towards a thing like an amoeba's pseudopod.

By naming it, the Underworld can fit into the palm of your hand.

Name a process, a gameworld, an experience, a procedure.

EXPERIMENTS:

SPARK000.01

SPARK000.02

SPARK000.03

SPARK000.04