

Gameworldbuilders Training

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(NOTE: Possibility Management is open code thoughtware. The copyleft notice affirms that this material cannot be copyrighted. The use limit is to assure that if an unqualified person tries to deliver this initiation and runs into problems, they alone are responsible. This is a powerful initiatory process that tends to catalyze expansion in personal consciousness. It needs to be delivered within a specifically held context by a person with a specific skill level, quality of consciousness, and intention.)

NOTE: This initiatory training space was first delivered by Anne-Chloé Destremau and Clinton Callahan 12-13 January 2019 at Möglichkeitenraum in Steinhagen. As with all Possibility Management training designs, this is a work-in-progress. 3 days is possible.

DAY 1/2 SESSION 1/4:

1. Welcome and Short Introduction acknowledging their courage to come here. The purpose of this training is to enable each other with clarity and skills to build the gameworlds their heart knows is possible that they would love to play.
2. Write Your Vision: sink down deep inside of you and write the vision that you have perhaps secretly been carrying your whole life. If you have written about your vision before, this time let the vision write itself in words you have never used before to communicate it.
3. Set the Context by landing the distinction 'gameworld'. Example after example with how to play it. What are the gamerules? What is the gameworld's relationship to consciousness and responsibility? E.g.: post office, money, having a job, bank, credit card, automobile driving, family, culture, religion, army, school, monogamy. Humans do not interact with the world as it is. We interact through our gameworlds.
4. Culture is a gameworld that is subtle and powerful, interesting to examine. Authorities enforce the rules of the gameworld: status quo. How do you play the gameworld of Gaia? If you think a gameworld is reality you are in prison.
5. Once you understand and interact with gameworlds as gameworlds then you get freedom of choice about the gameworlds you play in.
6. You support the values of any gameworld you play in. The definition of a Zombie is someone who does not know the values of the gameworld they are playing in.
7. If you are not consciously choosing the gameworlds you play in then you are a pawn (a playing piece) in someone else's gameworld.
8. There is a Gap between gameworlds. What is in the Gap? It is a Gap in Rules. A Possibility Manager lives in the Gap between gameworlds where they are radically responsible for their behavior instead of assigning responsibility to the rules. If the behavior of a Possibility Manager happens to coincide with the rules it is mere coincidence. In the Possibility Management gameworld, every option is an option.
9. If you break a rule in the gameworld you immediately discover who the owner of the gameworld is. They are the person who feels threatened by your uncontrolled behavior and take action to enforce the Rules of Engagement to protect their gameworld.
10. There are 3 Kinds of Games.
 - a. I win, you lose (competition).

- b. I win, you win (win-win) (cooperation), which degrades to lose-lose through compromise, and degrades to I win, you lose if you think, "It is okay with me if you win as long as I win just a little bit more."
 - c. Winning Happening (a Bright Principle) in which there is no "I" and no "you". This is creative collaboration in service of the Bright Principle Winning Happening.
11. If someone is identified with their gameworld and regards it as real then if you suggest they might want to consider playing in another gameworld or changing the rules of their gameworld they might want to kill you.
 12. Shifting from one gameworld to another during your day, e.g. from home life to office to sports field to party time, etc. includes shifting identity. Usually we do this unconsciously.
 13. A distinction creates new light in the dark to build a bridge to a new gameworld.
 14. You commit to a gameworld because it feeds your ebody and your values.
 15. The first and often overlooked component of a gameworld is its context. The context is the gameworld's relationship to consciousness and responsibility. What is modern culture's relationship to consciousness and responsibility? In modern culture (capitalistic patriarchal empire) consciousness is a swear word, and success means avoiding responsibility.

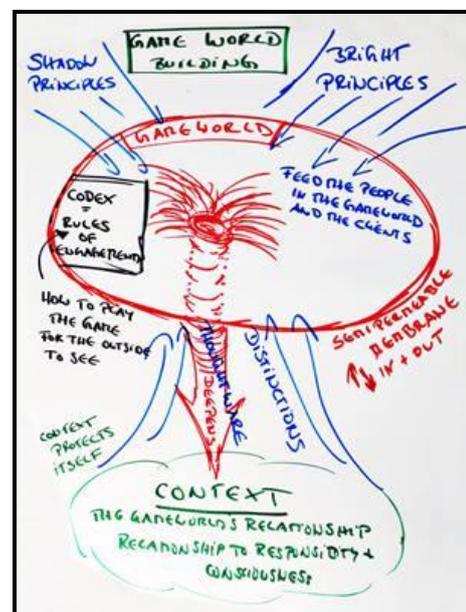
MAP OF RESPONSIBILITY
YOU CAN UPGRADE YOUR THOUGHTWARE

MODERN CULTURE	NEXT CULTURE
OBLIGATION	THE UNIVERSE IS RESPONSIBLE
DUTY	YOU DECIDE
BURDEN	YOU HAVE POWER TO CREATE
PAY → FINE/TAX	TO NAVIGATE
THE LOSER CARD	TO CHOOSE
"BLACK PETER"	YOU ARE THE SOURCE
SLAVE - CREATES FREEDOM FOR THE OTHERS	ABUNDANCE
IDIOT	FREEDOM TO MOVE
WILL BE PUNISHED	TO ADAPT
CANNOT ESCAPE	TO EVOLVE
A PRISON	YOU ARE THE CAUSE
YOU HAVE TO "MOTIVATE" THE OTHERS	YOU BUILD THE WAY
TRY TO AVOID IT	EVERY OPTION IS AN
STUPID	OPTION
MUST FIT IN	ACTION
GET OUT OF IT	

RESPONSIBILITY IS
APPLIED
CONSCIOUSNESS.

RESPONSIBILITY IS
CONSCIOUSNESS
IN ACTION.

CONTEXT IS YOUR
GAMEWORLD'S
RELATIONSHIP TO
CONSCIOUSNESS
AND
RESPONSIBILITY.



MAP OF CONSCIOUSNESS AND GAMEWORLDS

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Gameworldbuilders Training at Möglichkeitenraum

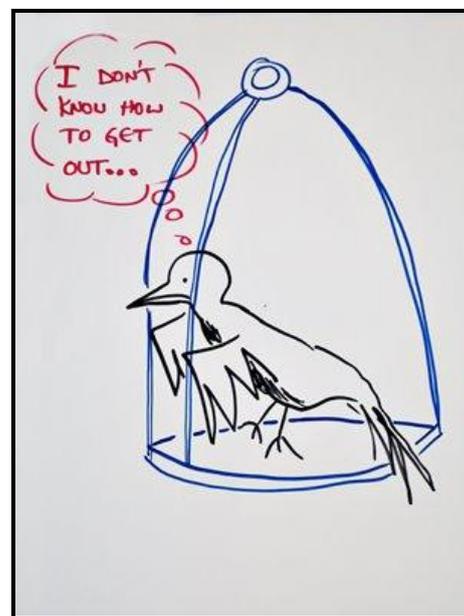
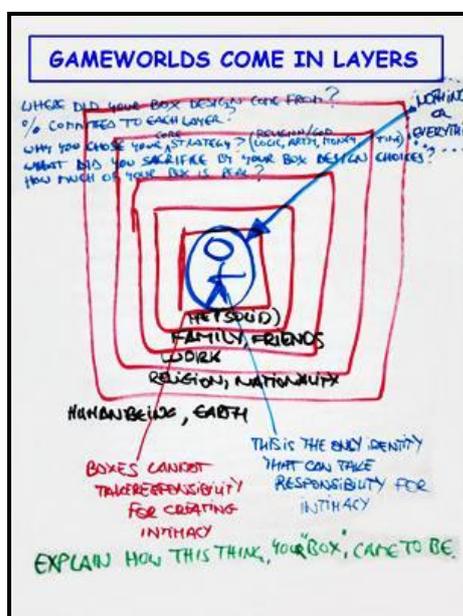
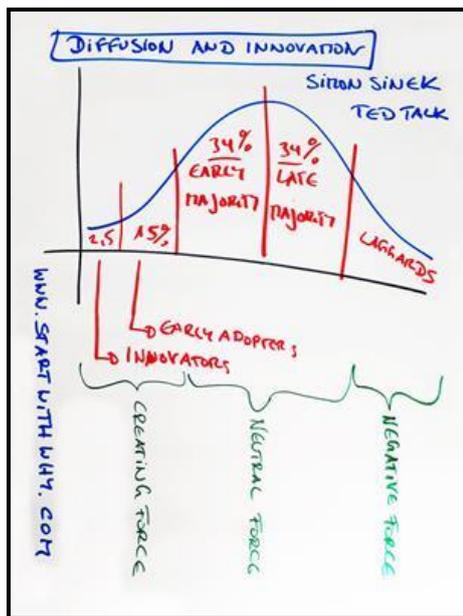
This thoughtmap explains the evolution of consciousness during your participation in gameworlds.

1. **ZOMBIE** You participate in a gameworld as a consumer, unaware of the values you support. You have no choice about the Rules of Engagement and no choice of your identity. You are a pawn in someone else's gameworld.
2. **PLAYER** You are aware that a gameworld is a gameworld and you have consciously chosen to play in this particular gameworld and to support the values and purpose of the gameworld. You are not being manipulated.
3. **DESIGNER** You have made your first gameworld that you would love to live in, and you consciously shift identity while playing in the various gameworlds of your life.
4. **JOURNEYER** You keep a bubble of your gameworld's cultural space in addition to keeping a personal bubble of private space, even when you play in other people's gameworlds. You have freedom of movement in other people's gameworlds without being identified to their Rules of Engagement. You live in constant curiosity.
5. **GAMEWORLDBUILDER** You make interesting offers to invite others to play in the gameworlds you are building. The Rules of Engagement in your Codex include training apprentices - training trainers how to train trainers - with the intention of replacing yourself in your post in the gameworld. You don't know what will happen when you replace yourself, only that the gameworld might possibly thrive for longer than your lifetime.

DAY 1/2 SESSION 2/4:

1. **CONTEXT** The context is the root of a gameworld, its foundation, the framework, the base.
2. **DISTINCTIONS** Distinctions create clarity for how to apply the context of the thoughtware as the Rules of Engagement which are compiled in the Codex.
3. **RULES OF ENGAGEMENT** The Rules of Engagement explain how to play in the gameworld.
4. **CODEX** The Codex is part of the semi-permeable membrane which is the interface between the gameworld context and the outside world. The Codex is a public document which outsiders can read to learn how it goes inside your gameworld. In an evolutionary gameworld, the Context protects itself.
5. **BRIGHT PRINCIPLES** There are a set of Bright Principles that feed the collaborators creating the gameworld and also flow through the gameworld to energetically feed the clients and customers of the gameworld.

6. **SHADOW PRINCIPLES** Every gameworld also has Shadow Principles. If you do not distill and memorize the Shadow Principles of your gameworld then your gameworld serves its Shadow Principles unconsciously, outside of everyone's awareness.
7. **EVOLUTION** Your gameworld evolves through your matrix-building efforts to deepen the Context of your gameworld. Deepening the Context radiates a field that attracts people who are hungry for the Context of your gameworld. The Trainer-Trainers / Witches / Sorceresses / Mages / Wizards of your gameworld are empowered to guard against Founder's Syndrome (per [Diana Leafe Christian](#)), where the founders of your gameworld fail to join the gameworld as members and continue to play as if they are benevolent dictators behind the scenes thinking they know best. Founder's Syndrome has killed and continues to kill the aliveness of many existing potentially fabulous gameworlds.
8. **PREACHING TO THE CHOIR** Consider preaching to the choir as a way of enabling the most creative early adopter gameworld builders to be even better gameworld builders. What would be the result? Possibly even better gameworlds to choose from. As [Buckminster Fuller](#) said, approximately, **"You don't change things by fighting existing gameworlds. You change things by building new gameworlds that make existing gameworlds irrelevant."**



DAY 1/2 SESSION 3/4:

1. Do the *Fears of Intimacy Initiation*.

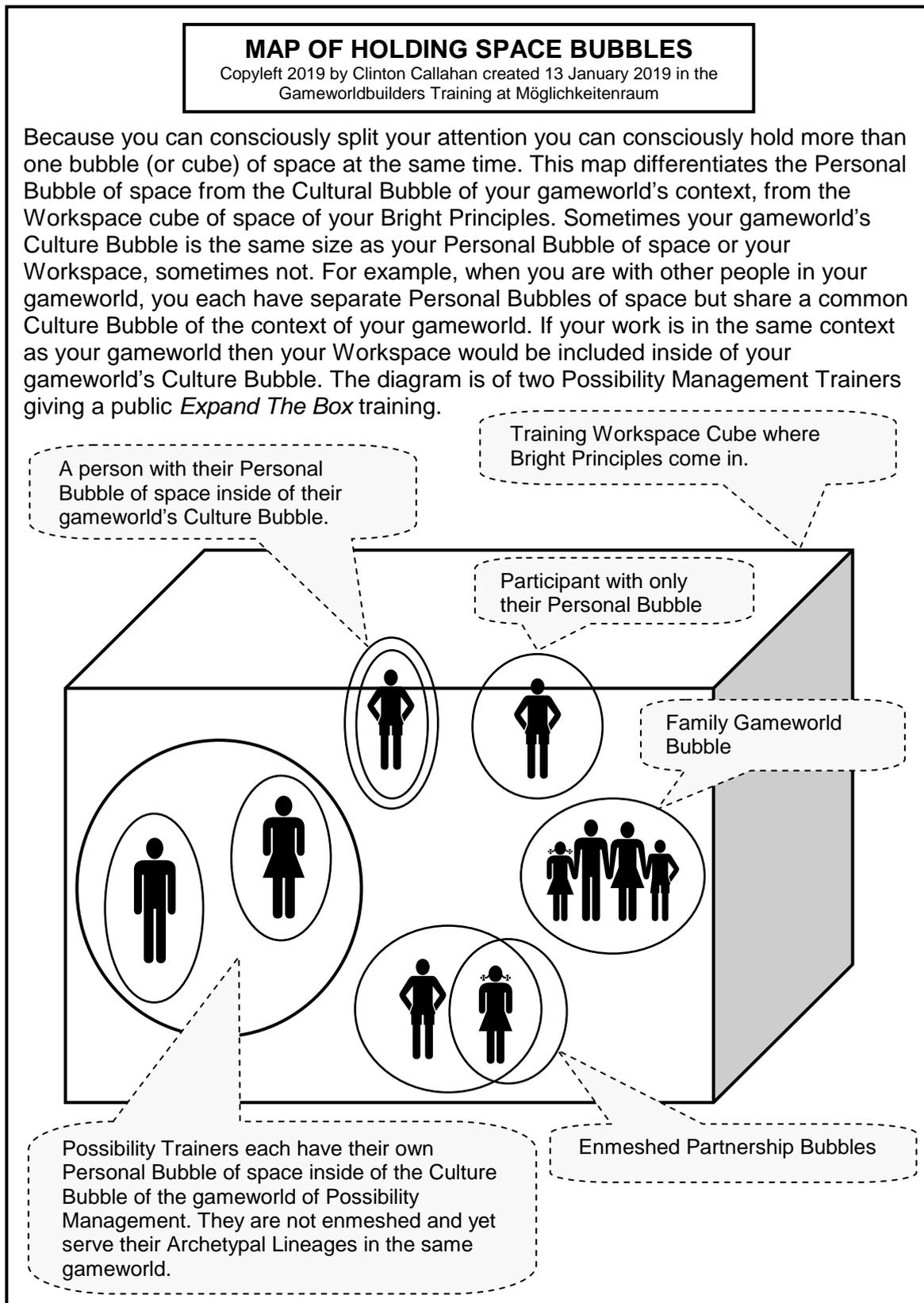
DAY 1/2 SESSION 4/4:

1. Your gameworld is you taking a stand for the stand that you take.
2. Taking a stand requires that you are clear about the stand you are taking. In other words, being clear about why you are committed to what you are committed to, how the commitment is served, and what the results are. The idea from Simon Sinek (<http://startwithwhy.com>) is that when you take a stand for 'why' first, the purpose stays unwavering and automatically answers the questions 'how?' and 'what?'
3. By taking a stand for what you are taking a stand for you are making a statement. You are investing in yourself? Are you worth investing in? How can you answer this question for yourself?
4. By taking a stand you make yourself visible. When you are visible you make yourself vulnerable because you are seen. It becomes clear what you are taking a stand for and then you are a clear target that can be attacked.
5. The clarity of you taking a stand can also bring people to take sides.
6. On the other hand, taking a stand gives you a clear connection with the resources you need for manifesting your gameworld.
7. Materializing new gameworlds seems like magic, using the power of Declaration to create something out of nothing. This is energy from your first chakra, the survival or existence energies, your power of bringing something into the world... your power of will.
8. Taking a stand for what you are a stand for... committing to what you are committed to... these are archetypal actions. It is like making a Pirate Agreement with yourself.
9. When you mix gameworlds you end up immediately with a context war. The Codexes are not the same. The Rules of Engagement may even contradict. The first question to answer is, which gameworld are we playing in? This is where Level 5 Skills in the Consciousness and Gameworlds thoughtmap becomes obviously fruitful.
10. Stage Work: Go up on the stage and do Dragon Speaking (using your feelings and your energetic and archetypal body) to communicate to everyone about taking a stand for the stand you are taking through building your gameworld. You have a Dragon inside you. The Dragon... is archetypal. (3 minutes per person)

DAY 2/2 SESSION 1/3:

1. How can you connect and relate with someone even if you are not adaptive, not playing by their gameworld Context and Rules of Engagement?
2. A gameworld builder is not just a surfer. A gameworldbuilder builds the surf they surf on (the surf is the gameworld and its people and energy and resources)!
3. Your gameworld culture bubble is distinct from your bubble of personal space, although the two bubbles may be exactly the same size when you carry your gameworld with you into the universe of other gameworlds.
4. When you move your personal bubble of space from one gameworld bubble into another gameworld bubble in your life (e.g. shifting from being at a funeral to being at in a horse race to being at the dentist office) it involves you shifting identity. The skill is to be able to shift identity consciously, and elegantly.

5. You may need a Guardian (Ranger) of your gameworld context who says: “*This distinction is alive in the space of this gameworld. You will not avoid it.*”



DAY 2/2 SESSION 2/3: CULTURE TO CULTURE CONVERSATION

1. Growing up and being yourself in your own gameworld involves freeing yourself from the grips of a series of traditional bubble gameworld constructs, for example:
 - a. Getting out of your mother's belly (Birth Initiation).
 - b. Getting out of your parents' bubble (Mom and Dad Initiation).
 - c. Getting out of the gameworld of school and healing the wounds, (School Day Initiation), e.g.
 - i. Taking your center back.
 - ii. Taking your imagination back.
 - iii. Taking your attention back.
 - iv. Taking your time back.
 - v. Taking your power to decide for no reason back.
 - vi. Taking your connection to Gaia back.
 - vii. Taking your voice back.
 - viii. Taking your intuition back.
 - ix. Taking back expansive learning.
 - x. Taking back experiential reality, etc.
 - d. Getting out of the church gameworld and healing the wounds, (Beliefs Initiation.)
 - e. Getting out of modern culture's economic survival bubble. Who owns the money? (<http://becomemoney.startover.xyz>).
 - f. Getting out of the patriarchy (both men and women) (Exiting the Patriarchy Initiation).
 - g. Getting out of society's linear life plan you are imagining for yourself. (Nonlinear Life Plan Initiation).
2. Now you can finally enter the initiation (<http://initiations.org>) of creating your own gameworld (<http://gameworlds.startover.xyz>), maybe even your own nanonation (<http://nanonations.org>).
3. You have either gotten out of your parents' bubble or you have not. The test is when you visit your parents in their own house do you shift into their gameworld context of taboos, assumptions, expectations, and rules of engagement? Or do you easily keep your own bubble of context and stay authentically curious about theirs?
4. (45 min) (grp of 3 sitting) Do the *Culture to Culture Conversation Initiation*. (<http://culturetoculture.startover.xyz>)

DAY 2/2 SESSION 3/3: WRITE YOUR CODEX

1. (20 min) Write a new incomplete and imperfect draft of the Codex of your gameworld. It should include:
 - a. The name of your gameworld.
 - b. The online and offline location of your gameworld: website, address, or is it a nomadic gameworld?
 - c. Purpose, the why, the raison d'être, the reason for being.
 - d. The vision.
 - e. The mission.
 - f. The products and services.
 - g. The context – meaning the relationship of your gameworld to consciousness and responsibility.
 - h. How the gameworld works – the Rules of Engagement.
 - i. How people come in.
 - j. How people leave.

- k. How people replace themselves.
 - l. How your gameworld interacts with other gameworlds such as other countries,
 - m. The Constitution of your gameworld including the Bill of Wrongs.
 - n. The flag of your gameworld.
 - o. The economy of your gameworld – what do you use for currency?
 - p. Is your currency convertible into any other currency?
 - q. What about school? Healing and health? Spirituality? Property ownership? Franchises? Copyleft and copyright? Lawyers or mediators? Initiations?
 - r. Do you allow belief systems?
 - s. Etc.
2. (30 min – or a full 2-hour Hypernet Café) Go to a party of other gameworld builders and interview them about their gameworld. Find out how it works while having a culture to culture conversation, meaning, do not give up your center, your personal bubble of space, or your own gameworld context bubble. The key is authentic curiosity. You are journeying into foreign lands and you can be as amazed as Dr. Livingston entering Africa for the first time. Make no assumptions about other people and their gameworlds, and do not let other people make assumptions about your gameworld.

ADDITIONAL POSSIBILITIES:

- 1. Play the Pigs, Sheep, Wolves, and Gameworldbuilders Game.
- 2. Build a first draft of a website for your gameworld.
- 3. How do deepen the context of your gameworld – practice that. (Discovery Speaking).
- 4. Legend making.