



**Strategize &  
Socialize**

## **ESPiegle Boardless**

*(The great games game)*

### **Quick Start Rules**

**OBJECT:** Collect one of each of the eleven types of ESP cards in your bank. First to collect all eleven, wins!

For shorter game, first to collect any five ESP cards (including the property card) wins!

Your bank is the group of ESP cards placed face up in front of you.

**SETUP:** Player with the longest hair goes first (the dealer) and puts "stack" in the middle of the table. This is the draw pile.

**PLAY:** The dealer flips up the top card from the stack and places it face up on the stack. This is the game the group will play, and it's the card you are playing for to put in your bank. For instance, if (s)he turns up the Rummy Poker card, dealer deals one hand of Rummy Poker with the playing cards. Whoever wins that hand gets the ESP card to put in his/her bank.

Deal passes to the left of the dealer, and that person flips up the top card from the stack, and deals the next game.

If a property card is flipped up, instead of dealing a card game, the dealer may exchange the Executive Suites Property card in exchange for three (3) cards in his/her bank, or (s)he can simply discard the property card. Those three exchanged cards go into a discard pile next to the stack, and play continues to the left. You must have a property card in your bank to win. Strategy tip: you might want to wait to buy this card till you have duplicate cards in your bank, or you might want to buy one as soon as you can to be safe. Your choice.

Deal keeps passing to the left with each hand of a game played until one player has all eleven types of ESP game cards in his/her bank. Inherit card can take the place of (substitute) for any of the eleven ESP cards except for the property card.

Refer to Detailed Game Rules for instructions of how each game is played. There are eleven game hands, and one inherit (wild) card.

Use your strategy to make your game choices wisely, but most of all, learn about your opponents, and of course, have fun!

#### **SCORING:**

Only the one ESP card played to start the hand (flipped to the top of the stack) is won for the winner's bank, unless stated otherwise on the ESP card.



**Ask Me** – Choose one player to ask you a question. You may decline to answer the question but must then give your ESP card to that opponent. If you answer, the card goes into your bank.

**Blackjack** - Dealer pays winning player from the stack. Dealer keeps the turned over ESP card and cards from the stack when dealer wins. If dealer busts (loses), the ESP card is discarded.

**Cribbage** - Deal 6, discard 2 to crib. If crib has more than 4 cards, shuffle and take the first 4 to count. Tally points... Whoever has the most points at the end of the hand takes the ESP card for their bank.

**Draw Poker** - Deal 5. Discard. Replace. The player with the best five-card poker hand wins and takes the ESP card for their bank.

**ESP (Executive Suite Properties)** - Instead of dealing a card game, the dealer may buy the Executive Suites Property card in exchange for three (3) cards in his bank or he can simply discard the property card. Those three cards go into the discard pile.

**Kalooki** - Deal 10. Stack and one discard turned up. Initial meld is 51 points. If there are more than 3 players, deal 5 and initial meld is 30 points. The first person to play all the cards in their hand wins. The winner gets the ESP card for his/her bank.

**Oh Well** - Deal 5. A player who wins the exact number of tricks (s)he bid wins the ESP card. If more than one person makes his/her bid, starting left of the dealer, (s)he takes a card from the ESP stack and places it directly in his/her bank.

**Question Someone** - Select one opponent and ask him/her a question. Player may decline to answer the question but must then give the dealer a card from his/her bank. Dealer keeps the ESP card.

**Rummy** - Deal 5. Stack and one to discard pile. The higher hand wins this ESP card. If an opponent "undercuts" (s)he receives the ESP card PLUS an additional ESP card from the player who knocked or "went out" (if he/she has a card in the bank).

**Spice (stands for Solitaire Played In Competitive Environment)** - Deal 5 cards down (hand) or if more than 3 players, only deal 3 cards for the hand, **3 down, 1 up (Spice pile)**. Someone wins by playing the last card of his or her **Spice pile** to the center. The winner gets the ESP card.

**Texas Hold 'em** - Deal 2 cards down to each. Then, shared cards... 3 up (flop), then 1 up (turn), bet one card from your bank to stay in, then 1 up (river). The best five-card hand wins and gets the ESP card plus the card they bet to stay in. To borrow, see details below.



**DETAILED game rules for each hand in alphabetical order are as follows:**

**Ask Me** - Choose a player to ask you a question. The question must be about you... i.e. your life, your feelings, your likes or dislikes, your views on a subject, or a “would you rather” question. You may decline to answer the question but must then give your ESP card to that opponent. Be careful what you ask and who you choose!

## **Blackjack** –

**OBJECT OF THE GAME:** The object for the player is to draw cards totaling closer to 21, than the dealer's cards, without going over 21. The cards 2 through 10 are worth their face value. kings, queens, and jacks are each worth 10, and aces may be used as either 1 or 11. The best total of all is a two-card 21, or a blackjack with a face card and an ace. Try not to make a face when you are dealt an ace!

**THE DEAL:** The dealer (one who flipped up this game card) gives one card face up to each player in rotation clockwise, and then one card face up to him/herself. Another round of cards is then dealt face up to each player, but the dealer takes his second card face down. Thus, each player except the dealer receives two cards face up, and the dealer receives one card face up and one card face down.

**NATURALS:** If a player's first two cards are an ace and a "ten-card" (a picture card or 10), giving him a count of 21 in two cards, this is a "blackjack." If any player has a blackjack, and the dealer does not, the dealer immediately pays that player one card from the stack. If the dealer has a 21, he immediately collects a card from the stack. If the dealer and another player both have 21, it is a tie, and neither gets a card.

**THE PLAY:** The player to the left goes first and must decide whether to "stand" (not ask for another card) or "hit" (ask for another card in an attempt to get closer to a count of 21, or even hit 21 exactly). Please, no physical hitting is allowed (unless it is your spouse.) Thus, a player may stand on the two cards originally dealt him, or he may ask the dealer for additional cards, one at a time, until he either decides to stand on the total (if it is 21 or under) or goes "bust" (if it is over 21). In the latter case, the player loses and the dealer collects the ESP card immediately. The dealer



then turns to the next player to his left and serves him/her in the same manner. The combination of an ace with a card other than a ten-card is known as a "soft hand," because the player can count the ace as a 1 or 11, and either draw cards or not. For example, with a "soft 17" (an ace and a 6), the total is 7 or 17. While a count of 17 is a good hand, the player may wish to draw for a higher total (but not if you're smart or risk-adverse). If the draw creates a bust hand by counting the ace as an 11, the player simply counts the ace as a 1 and continues playing by standing or "hitting" (asking the dealer for additional cards, one at a time).

**THE DEALER'S PLAY:** When the dealer has served every player, it is not time for a nap, but his face-down card is turned up. If the total is 17 or more, he must stand. If the total is 16 or under, he must take a card. He must continue to take cards until the total is 17 or more, at which point the dealer must stand. If the dealer has an ace and counting it as 11 would bring his total to 17 or more (but not over 21), he must count the ace as 11 and stand. The dealer's decisions, then, are automatic on all plays, whereas the player always has the option of taking one or more cards. Is that fair?

**SIGNALING INTENTIONS:** When a player's turn comes, he can say "Hit" or can signal for a card by scratching the table with a finger or two in a motion toward himself, or he can wave his hand in the same motion that would say to someone "Come here!" When the player decides to stand, he can say "Stand" or "No more," or can signal this intention by moving his hand sideways, palm down and just above the table. I like to use that signal with my spouse.

**SPLITTING PAIRS:** If a player's first two cards are of the same denomination, such as two jacks or two sixes, he may choose to treat them as two separate hands when his turn comes around. The player first plays the hand to his left by standing or hitting one or more times; only then is the hand to the right played. The two hands are thus treated separately, and the dealer settles with each on its own merits. With a pair of aces, the player is given one card for each ace and may not draw again. Also, if a ten-card is dealt to one of these aces, the payoff is one card from the stack.

**DOUBLING DOWN:** Another option open to the player is doubling his bet (winnings) when the original two cards dealt total 9, 10, or 11. When the player's turn comes, he says "Double Down," and the dealer gives him



**just one card**, which is placed face down and is not turned up until the end of the hand. With two fives, the player may split a pair, double down, or just play the hand in the regular way. Note that the dealer does not have the option of splitting or doubling down.

**Cribbage** – The dealer distributes six cards face down to his opponent(s) and himself, beginning with the opponent on his left, and places the deck in center of the game board.

**OBJECT OF THE GAME:** Players earn points during play and for making various card combinations.

**THE CRIB:** Each player looks at his six cards and "lays away" two of them face down to reduce the hand to four. Four of the cards laid away together constitute "the crib". The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played. If more than two players have contributed to the crib, the crib is shuffled and only 4 cards are used in play; the rest are discarded.

**BEFORE THE PLAY:** After the crib is laid away, the player to the left of the dealer cuts the pack. The dealer turns up the top card of the lower packet and places it face up on top of the pack. This card is the "starter." If the starter is a jack, it is called "Heels," and the dealer pegs (scores) two points. The starter is not used in the play phase of Cribbage but is used later for making various card combinations that score points.

**THE PLAY:** After the starter is turned, the player to the left of the dealer lays one of his cards face up on the table. Going clockwise, each player, then the dealer similarly exposes a card, then non-dealers again clockwise, and so on - the hands are exposed card by card, alternately except for a "Go," as noted below. Each player keeps his cards separate (in front of him/her) from those of his opponent(s). As each person plays, he announces a running total up to 31. (Example: The first player begins with a four, saying "Four." The next player plays a nine, saying "Thirteen") The face cards count 10 each; every other card counts its pip value (the ace counts one).

**THE GO:** During play, the running total of cards may never be carried beyond 31. If a player cannot add another card without exceeding 31, he or she says "Go". Continuing with the player on their left, the other players continue the play until no one can play without the count exceeding 31. A



player is obliged to play a card unless there is no card in their hand that can be played without the count exceeding 31 (one cannot voluntarily pass). Once 31 is reached or no one is able to play, **the player who played the last card scores** one if the count is still under 31 and two if it is exactly 31. Besides the point for Go, he may also score any additional points that can be made through pairs and runs (described later). The **count is then reset** to zero and those players with cards remaining in their hands repeat the process **starting with the player to the left of the player who played the last card**. The lead may not be combined with any cards previously played to form a scoring combination; the Go has interrupted the sequence.

**SCORING POINTS** The object in play is to win points by scoring.

In addition to a Go, a player may score for the following combinations:

**Fifteen:** For adding a card that makes the total 15, Score 2

**Pair:** For adding a card of the same rank as the card just played, Score 2

**Triplet:** For adding the third card of the same rank, Score 6

**Four:** For adding the fourth card of the same rank, Score 12

**Run (Sequence):** For adding a card that forms, with those just played:

For a sequence of three, Score 3

For a sequence of four, Score 4

For a sequence of five, Score 5 (one point more for each extra card).

Note that runs go strictly by rank and do not need to be the same suit;

The cards need not be played in sequential order but must form a true run with no foreign card in between.

**COUNTING THE HANDS:** When play ends, the hands are counted in order: players' hands starting left of the dealer (first), dealer's hand (next), and then the crib (last). The starter is considered to be a part of each hand, so that all hands in counting comprise five cards. The basic scoring formations are as follows:

**COMBINATION COUNTS:**

**Fifteen.** Each combination of cards that totals 15, score 2 (counted aloud: 15, 2; 15, 4; 15, 6, etc., then add the other combinations with running total).

**Pair.** Each pair of cards of the same rank, score 2.

**Run.** Each combination of three or more cards in sequence (score 1 for each card in the sequence).

**Flush in hand.** Four cards of the same suit in your hand, score 4 (add 1 if the starter is also the same suit).

**Flush in crib.** Four cards AND the starter of the same suit, score 5.





(There is no count for four-card flush in the crib that is not of same suit as the starter)

**Nobs.** Jack of the same suit as starter in hand or crib, score 1

**COMBINATIONS:** In the above listing of combinations each and every combination of two cards that make a pair, of two or more cards that make 15, or of three or more cards that make a run, count separately.

**Example:** A hand (including the starter) comprised of 8, 7, 7, 6, 2 has a TOTAL score of 16 this way:

- scores 8 points for four combinations that total 15: the 8 with one 7, and the 8 with the other 7; the 6, 2 with each of the two 7s.
- The same hand also scores 2 for a pair, and
- 6 for two runs of three (6, 7, 8 using each of the two 7s).

Thus, the total score is 16. An experienced player announces the hand thus: "Fifteen 2, fifteen 4, fifteen 6, fifteen 8, 6 for double run (14), and 2 for the pair is 16."

Note that the ace is always low and cannot form a sequence with a king. Further, a flush cannot happen during the play of the cards; it occurs only when the hands and the crib are counted.

Certain basic arrays could be learned to facilitate counting, but I like to use my fingers.

The highest possible score for combinations in a single Cribbage deal is a PERFECT 29, and it may occur only once in a Cribbage fan's lifetime, in fact, experts say that a 29 is probably as rare as a hole-in-one in golf. Note that no hand can make a count of 19, 25, 26, or 27.

**Note: The “winner” of the ESP card is the one who made the most points in that hand, so keep track of your points.**

**Draw Poker** – Deal 5 cards down to each player. Any pair opens.

**OBJECT OF THE GAME:** The object is to make the best poker hand – best 5 cards.

**THE PLAY.** Players look at their cards and determine which cards to keep to make the best poker hand, and disposes of the cards unwanted. Then follows a round of drawing. Each player specifies how many cards he or she discarded and dealer replaces them with new cards from the deck. If you do not want to draw any cards, you “stand pat.”



Once the drawing round is completed, a showdown occurs in which the player with the best five-card poker hand wins and takes the ESP card for their bank.

**POKER HANDS FROM HIGHEST TO LOWEST:**

- Royal Flush: The best possible hand is the combination of ten, jack, queen, king, ace, all of the same suit.
- Straight Flush: Five cards of the same suit in sequential order.
- Four of a kind: Four cards of the same number value
- Full house: Three of a kind plus one pair
- Flush: Five cards of the same suit
- Straight: Five cards in sequential order
- Three of a kind: Three cards of the same number value
- Two pairs: Two cards of the same number value (pair), plus another pair
- One pair: Two cards of the same number value

**ESP (Executive Suite Properties)** – Instead of dealing a card game, the dealer takes the Executive Suites Property card in exchange for three (3) ESP cards from his/her bank (if he/she has them and wishes to do so). Those three cards go into a discard pile. Otherwise, the ESP property card is discarded, and each player has the opportunity to buy that Property card, starting with the player to the left of the dealer. Note: you must own a property card to win.

**Kalooki** – Deal 10 cards down to each player unless there are more than 3 players, then deal 5, place deck in center of game board, and 1 card up as discard.

**OBJECT OF THE GAME:** Kalooki is a Rummy game. Through drawing and discarding, the players try to meld (lay down) their cards by forming them into sets of equally ranked (numbered) cards (called a group, set, or book), such as three 7's or three Jacks and/or runs of consecutive cards of a suit (called a sequence or run), such as 4, 5, 6, of spades. (see illustration below) Part of your hand can be melded on each turn, and you can add to another person's melds. The hand is won by the first player to empty his/her hand.



**THE PLAY:** The person to the left of the dealer starts, and the turn proceeds to the left. At each turn, a player must take either the upcard(s) (top card[s] of the discard pile), or draw the top card of the stack, then meld or not, and then discard one card face up on the discard pile. When a player has elected to take the upcard, he may not put it in his hand, but must play it as part of a meld immediately. A player may take previous discards but must play the first card taken and keep or play the cards above it.



*Group (set or book)*



*Sequence (run)*

- For melding purposes, Aces count 15 points. All other cards count as 10 points. The requirement for an **initial meld is 51 points**, unless there are more than 3 players, **then initial meld is 30 points**, but cards built on other players' melds can be counted towards this requirement, but (s)he must make at least one new meld of your own.
- Cards cannot be taken from the discard pile before having put down your initial meld. You can, however, take the top discard to use as part of your initial meld.
- Aces can be counted as high or low (but not both at once), so A-K-Q and A-2-3 are valid runs, though 2-A-K is not.

**SCORING:** The first person to play all the cards in their hand (and may discard the last card) wins. The winner gets the ESP card.

**Oh Well** – Deal 5 cards down to each player, place deck in center, and turn 1 card up as trump (highest suit).

**OBJECT OF THE GAME:** The object is for each player to bid the number of tricks (the cards played in one round: one card from each player) that (s)he thinks (s)he can take, then to take exactly that many; no more and no fewer. The **hook** is that at least one player will fail on the hand (go



set), because the total number of tricks bid by the players may not equal the number of tricks available to take.

**DEAL:** 5 cards are dealt to each player. The next card is turned face up and the suit of this card is the trump suit for the hand. The trump suit beats any of the other three suits played in that hand. The remaining undealt cards are placed in a face down stack with the turned trump on top of it.

**BIDDING:** The bidding in each hand begins with the player to the left of the dealer, then continues clockwise, back around to the dealer, who bids last. Each bid is a number representing the number of tricks that player will try to take. Everyone must bid - cannot pass, but you can bid zero, in which case your object is to take no tricks at all. A bid may be changed only if the next player to the left has not yet bid. Remember the hook: the dealer may not bid the number that would cause the total number of tricks bid to equal the number of tricks available; a hand will always be "over-bid" or "under-bid".

**THE PLAY:** After the bidding commences, the play begins with the player to the dealer's left, who leads the first card. The lead may be any suit (including trump). Play follows clockwise. Each player must follow the suit led, if he can. If not, he may play any other card in his hand, including trump. The player who has played the highest trump card, or if no trump was played, the highest card of the suit led, wins the trick, takes the cards played and lays them face down in front of him/her. That player then leads the next trick. Continue until all tricks have been played and won.

**SCORING:** A player who wins the exact number of tricks (s)he bid wins the ESP card. If more than one person makes his/her bid, starting left of the dealer, (s)he takes a card from the ESP stack and places it directly in his/her bank.

**Question Someone** – Choose one player of whom to ask a question. The question must be about that person... i.e. life, feelings, likes or dislikes, views on a subject, or a “would you rather” question. Player may decline to answer the question but must then give the dealer a card from his/her bank. Dealer keeps this ESP card.



**Rummy Poker** – Deal 5 cards down to each player, deck in center and 1 card up as the discard pile next to the pile of remaining cards as the stack.

**OBJECT OF THE GAME:** Each player tries to form the best poker hand.

**THE PLAY:** The person to the left of the dealer starts, and the turn proceeds to the left. At each turn, a player must take either the upcard (top card of the discard pile) or draw the top card of the stock and then discard one card face up on the discard pile.

On the first play of the hand, if the non-dealer does not wish to take the upcard, he must announce this, and the dealer may have the first turn by taking the upcard. If the dealer does not want the upcard, the opponent draws the top card from the stock, and play proceeds.

No one may look at previous discards; the discard pile should be kept squared up so that only the top card shows.

**SCORING:** There are two ways to score in Rummy Poker: going out and undercutting.

**GOING OUT:** A player may choose to end the game by spreading the hand of 5 cards face up on the table and discarding one card. The opponents then spread their hand face up. The highest poker hand wins.

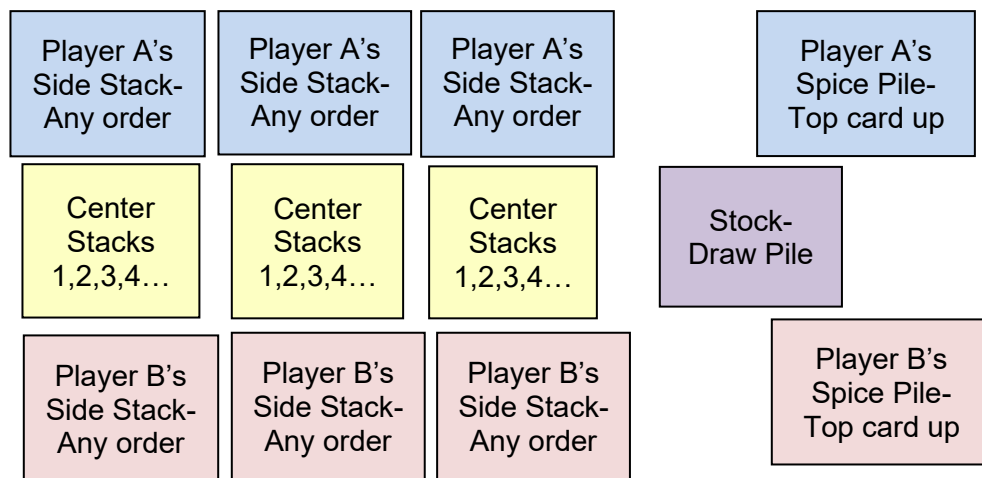
**UNDERCUTTING:** When a player goes out, and the opponent's hand beats the person who went out, the opponent "undercuts" and receives the card plus an additional card from the player who went out. For example: If player (A) who went out had 3 of a kind, and the opponent (B) had 4 of a kind, player A would give player B an additional card from his/her bank (if he/she has a card in the bank).

**END OF A HAND:** Play continues until a player goes out, or until there are no cards left in the stack at which time the hand is over, and the highest hand wins the ESP card.

## **Spice** (stands for **Solitaire Played In Competitive Environment**) –

Deal 5 cards down (hand) or if more than 3 players, only deal 3 cards for the hand, **3 down, 1 up (Spice pile)**, to each player.

**LAYOUT:** The layout of the game is shown in the following diagram:



**OBJECT:** The object of the game is to be the first to get rid of all the cards in your **Spice pile** by playing them to the center stacks.

**THE DEAL:** After the deal (above), the remainder of the cards are placed face down between the players to form the stock/draw pile. At this stage the center stacks and side stacks are all empty.

**THE PLAY:** The person to the left of the dealer plays first. Player starts by placing an ace or a wild king from his/her hand or Spice pile to the center stack. If (s)he does not have an ace or king, must discard one card to his/her side stack. Only the top card of your **Spice pile** is available for play at any time; when you have managed to get rid of the top card, you turn the next **Spice** card face up and try to get rid of that.



The first card in each center stack must be an ace, then 2, 3, and so on in sequence up to queen; each card played being one higher than the card it covers. There cannot be more than three center stacks at one time.

The side stacks can contain cards in any order, and when playing to a side stack you may put your card on whichever stack you choose. The only limitation is that you cannot have more than three side stacks.

If you have fewer than five cards in your hand you begin your turn by drawing cards from the stock to bring your hand up to five cards (or back to 3 cards if there are more than 3 players) . You may then make a series of moves, the possible moves being:

1. To play an ace to an empty center stack
2. to play to a center stack the next higher card than the card showing (for example a six on a five, or a jack on a ten, irrespective of suit). The card played may come from your hand, from the **top** of one of your side stacks, or from the **top** of your **Spice pile**, and is played face-up on top of the center stack.
3. To play a card from your hand face-up on top of one of your side stacks. **This ends your turn.** A player cannot have more than three separate side stacks at one time; if you have no empty side stacks then you must discard onto a side stack that already contains cards, making the card you cover temporarily unavailable for play.

You may play as many cards to the center stacks as you want, but as soon as you play a card to a side stack your turn ends, and your opponent may play.

Note that you can never play a **Spice** card to a side stack, move a card from one side stack to another, or move a card from a center stack to anywhere.

Kings are wild and can represent any card. You can discard a king to a side stack without committing yourself as to what it represents. When a king is placed on a center stack it represents the next higher value than the card it covers. If during your turn you manage to play all five cards from your hand, without playing to a side stack, you immediately draw five more cards from the stock and continue playing.

If you complete a center stack by playing a queen (or a king representing a queen) your opponent shuffles the completed stack into the stock, creating a space for a new center stack, and you can continue playing.

**END OF THE GAME:** The game ends when someone wins by playing the last card of his or her **Spice pile** to the center. The winner gets the ESP card.

**Texas Hold ‘em** – Deal 2 cards down to each player, and in the middle (shared cards) 3 up (flop), then 1 up (turn), bet, then 1 up (river).

**THE BEGINNING:** When playing Texas Hold ‘em poker, every player is dealt two cards face down – these are called your 'hole cards'. Three shared cards are dealt face up in the middle of the table. This is called **the flop**.



**THE MIDDLE:** A fourth shared card – called **the turn** – is dealt. Then, players must decide whether to stay in or fold. To stay in, players must bet one card from their bank. If they have no cards in their bank, they may borrow and “owe” their next won card and must pay it back (if they lose) by discarding the next card they win for their bank.



A final shared card – called **the river** – is dealt.



The winning Texas Hold ‘em hand is the best possible five card poker hand from the seven. So, for example, if you have **9-9** and the shared cards are **7-Q-5-J-Q** you have two pairs. If the shared cards were **J-Q-K-7-2** you would only have one pair (two nines).

**THE END:** The players turn over their hole cards and the player with the best hand wins the ESP card plus the card they bid. The rest of the bid cards (from players that stayed in) go in the discard pile.

**RECAP:**

1. Players are dealt 2 hole cards face down.

## **ESPiegle Boardless** (the great games game) — Rules:



2. Second, 3 communal cards are turned up (the **flop**).
3. Third, a 4<sup>th</sup> communal card is turned up (the **turn**) card.
4. **Players bet** a card from their bank to stay in. If there are no cards in their bank, they may borrow and “owe” their next won card if they lose.
5. A final (**river**) card is turned up.
6. The best five card hand wins and gets the ESP card plus the card they had put up to bet.





## **Intent and History:**

The intent of this game is to bring families and friends back together at the table for teaching, learning, and fun.

ESPiegle is a strategy game about choices that can affect your direction and your life outcome.

It teaches tolerance to others' behaviors and understanding of how others in your life think and what motivates them. It can create harmony in how you react to one another, all while having fun together.

Some of the lessons I hope this game helps parents to teach:

- Make choices; choices are important and can affect your outcome
- Gambling can be a detriment when there is no understanding of how it can affect your outcome
- Risk-taking can be good if balance and weighing the options are thoughtful
- People are different in their motivations and behaviors
- Tolerance of others can be achieved by what you learn about others
- Learn about others; listen as well as talk
- Patience can be learned by what you do while waiting
- Poker, casino games, parlor games, income property investment, social skills: learn them all without losing your shorts
- How to count, figure odds, realize luck plays a part, and how to deal with the "cards you are dealt"
- That sometimes you lose

This game is meant to accommodate all types of people:

- Those who move slowly; those who move fast
- Those who are money motivated; those who are socially motivated
- Those who are competitive; those who are more in it for the journey
- Those who fidget; those who focus

A little personal history: I learned from my Dad, who was a compulsive gambler, and who left us when I was 5 years old, and never gave my Mom a dime of support, that gambling uncontrolled can affect the gambler's life, his family and those around them in a negative way. I also learned in that situation from my Mom, who worked hard, saved well, was generous, and taught me cards, that you can play well, be competitive or



not, spend some time on good family fun, without gambling your life savings or losing your dignity.

Among our family and friends, we are surrounded by some of the following types of people and behaviors. This game of strategy accommodates all types of people and makes it fun for all.

- The fidgeting one
- The builder
- The bored one
- The competitive one
- The talker
- The quiet one
- The risk taker
- The conservative one
- The rule follower
- The ditzy one
- The investor
- The spendthrift
- The thinker
- The shoot-from-the-hip one
- The questioner
- .... Are YOU any of these types?

Play to your strengths, strategize your moves, consider others, enjoy the journey, teach, learn, and have fun!

- Eat, Sleep, Play
- Enjoy Simple Pleasures
- Eliminate Stress by Playing
- Extra Sensory Positioning
- Evoke Strategic Plans
- Elicit Someone's Persona
- Engage, Support, Participate
- Executive Suite Purchases
- Everything from Spice to Poker!
- Extraordinary Satisfaction Predicted
- **ESP**iegle, a little bit mischievous, and a lot playful!