



God is Good Gamez

Going Deeper Ambassador (GDA)

Handbook

1. Introduction

There is a deep hunger in our world for ***tangible, creative and interactional fun***. There is also a desire for a ***kind and consistent rewards system*** to provide motivation for all participants. Creativity and Consistency create a life changing phenomenon called the Train Track of Trust. Enhancing trust on vertical and horizontal planes at the same time is like using railway ties and iron together to create a solid supporting track for locomotives transporting tons of cargo and people.

Increase of trust inside healthy relationships happens organically while playing games before any 'talk' of the vertical feels safe. Smiling, laughing and encouraging while playing a simple yet effective game communicates trustworthiness and enhances spoken truth. The joy of healthy camaraderie and competition can deliver value to all players *beyond* merely winning.

My name is Luke Grover. I cannot stop loving Jesus *because I learned to trust while playing games*. Every day I am encouraged while interacting with people of all ages using the gift of games. I enjoy seeing people change literally before my eyes as they interact with God and others through games. My desire is to duplicate trusting smiles worldwide to reach many with the life changing source who is above all and in all... The Lord Jesus Christ.

Mission Statement: **God is Good Gamez** exists to glorify God by helping people of all ages *go deeper* in tangible *Creativity* and kind *Consistency* along the **Train Track of Trust**.

Trusting others and God works hand in hand. Trusting others in a fun and safe setting is currently underutilized in our culture. Most faith stories involve a connection between a seeker and someone they can observe in a real life 'non-religious' setting. Much pain and *disconnection* happens when well-meaning followers of Jesus rush past the horizontal to force the "more important" dialogue about the vertical. Just as going deeper into an area along a train track must progress step by step, earning the right to be heard takes longer than ever in our modern age. www.GoodGoodGamez.com and www.GodisGoodGamez.com are designed to move any player gently along the Train Track of Trust using games to demonstrate authentic connections among all participants.

For me, examples sadly abound. Well-meaning parents have enforced the ‘correct’ and sincere vertical doctrines with vigor, only to have their adult children live in complete rejection of those same sincere and correct beliefs. I often say “I cannot stand *theory*; what I desire from my toes is *reality*.” **God is Good Gamez**, using simple games and these websites, is my passion because it empowers and enables all people from all backgrounds to engage in sustainable and authentic growth in learning to *trust* others as a part of trusting Jesus deeper.

In my life games have always been about far more than just ‘having fun’. Games help us know how to relate fairly with others. Games encourage unity in any community. Games help challenge and focus our efforts. Learning with those we love while laughing and being challenged is engaging and effective. I learned how to transform anything into a game from my imperfect and loving father. I loved playing games with my family because there was encouragement, nurturing and mutual respect all wrapped up in the fun and consistent boundaries of a game.

*** While playing a favorite game with my friends at our coffee place, we routinely have total strangers stop and ask “What game are you playing?”

We also pray for each other quite often and **never** has a stranger stopped and asked “Can I get some prayer too?” ***

A: Consistent rewards systems are *not* the enemy of true trust *but* the ‘track’ to it.

In seven summers of working with kids at a mobile home community we play the same *goofy* “water game” whenever the weather allows. We put three large buckets of water in the middle of a circular boundary with water guns and cups of all sizes piled between. There is only one rule which makes the simple game memorable as enforced consistently. When any player is *inside* the circle, they cannot get others wet. Once they fill their water launching device they must wait to step *outside* the circle, then they can splash others with abandon and glee. Anyone breaking the rule must sit out until the next game starts. At the start of each game, which lasts about 3 minutes, players are outside the circle listening for the word “go”. They must discern and stay still if other ‘G’ words are used like “Godzilla” or “God loves you”.

The ‘fame’ of the ‘Water Game’ is demonstrated in how often I get asked about it! One kid even mentioned it when he saw me *months later* in another setting. He did not even remember my name, but he remembered my smiling face and that game. Parents showed their approval by nodding and smiling while watching. What makes the ‘water game’ special? There is no expensive equipment and kids can play it whenever they want among themselves.

1) The safe, fair organization and consistent execution of the game by loving and real adults communicates beyond just ‘fun’.

2) Points are promoted and awarded for all the following: Attendance; Remembering ‘the word’ from the previous week (Attribute of God); Participation and results of various games; Kindness game; Stillness Game; Helping clean up.

3) Rewards are distributed based on the points at the end of the summer.

*** The drawback to most contests, school programs, church programs and even marketing programs is they do **not** mimic real life. Real life is daily progress towards clearly defined long term goals. Having a school year, then summer vacation leaves most students and even some adults feeling aimless during the summer. The www.GodisGoodGamez.com rewards system is based on daily acts of obedience tracked weekly or monthly. Every day counts and good habits make a great life and an even better eternity. All organizations are encouraged to use both websites as a tool. ***

B: Understanding the ‘trust’ progression.

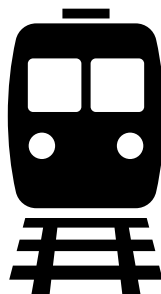
Going Deeper in trusting Jesus and people takes time. Most who share how they came to faith say it involved a *series* of interactions with a trustworthy person. Since inception in 2018, God is Good Gamez has encouraged many with consistency of tracking results for games played and personal obedience for kids and adults. The trust continues to grow, with steady follow through, in the most loving and trustworthy person of all time, Jesus. Unfortunately stereotypes and assumptions about “God” and “Church” and “Boring religion” have so distorted perceptions in many people that even the name “God” in “God is Good Gamez” has become a hindrance to initial involvement.

In February 2020 I *happened* to teach a community education theatre class for Homeward Bound Theatre Company for grade school aged kids. The class was designed to use games to teach kids about theatre. Since it was a ‘secular’ program mention of God was not allowed. Words cannot describe how much fun I had using games and even some points and rewards to keep the class in order and teach about respect, team work and theater. The trust built with those kids and their parents in just 4 (90 minute) sessions was *electric*.

*** Any consistently executed game with enthusiasm tied to a clear rewards system is the ultimate deep trust builder. This simple yet earth shattering idea is exciting because it impacts people right where they are. ‘Use games as a train track of trust where every stop builds deeper trust’ ***

www.GoodGoodGamez.com feeding into www.GodisGoodGamez.com with your help as a Going Deeper Ambassador (**GDA**) can build and maintain the ultimate ‘**Train Track of Trust**’.

www.GoodGoodGamez.com



www.GodisGoodGamez.com

www.GodisGoodGamez.com

Deeper growth on the “Train Track of Trust”

2. ~ Train Track of Trust, Stop One ~ Play Games; Track Points; Earn Rewards.

“The best ideas = The simplest ideas” (Stop One *and* Stop Two are duplicated in “EZ track our points guide” at www.GoodGoodGamez.com)

A: Play Games Whenever you play a game or series of games with 2 + players (Age 5+) track your scores and submit using options below. Create your own games also.

- 1) Board Games and Card Games: Using video conferencing **is** allowed.
- 2) Team games/sports: Each winning team member ~ 2 position points. Each losing team member ~ 1 position point. If series of games in same day, total results averaged.
- 3) Create your own games. Be clear, simple, consistent, fair and fun!
- 4) Invite all age 5+ to play. Encourage but never force.

B: Keep accurate scores & track at www.GoodGoodGamez.com. (EZ track *our* points)

- 1) Keeping accurate scores builds trust and excitement:
 - a) A minimum of **one** player signature **plus** scorekeeper’s signature is best for **each** score sheet with results to count towards standings and possible year end rewards. A few details about how players know each other helps also.
 - b) If no players are able to the sign the score sheet, one non player can verify score accuracy, sign and print name on the score sheet.
 - c) **Two** pieces of contact information for the scorekeeper are required so we can verify accuracy, distribute potential rewards and resolve questions.
 - d) Video games: (2+ Players) Submit screen prints of results as long as player ‘screen names’ in the game are identified.
 - e) We will strive to retain paper and digital copies of all submissions. Resolution of a dispute that cannot be reached with documentation will use common sense and reason to estimate points in as fair a manner as possible.
- 2) Submit **picture** or **screen print** of signed score sheet via;
 - a) Mail: Good Good Gamez, 12530 74th Ave N, Maple Grove, MN 55369.
 - b) Email: **Info@goodgoodgamez.com**
 - c) Website: **www.GoodGoodGamez.com (EZ track our points)**
 - d) All score sheets and screen prints (mostly video games) of results are *reviewed by us* before adding position points and 1% bonus to standings.
 - 1)) Position Points + 1% bonus points X quarterly multiplier are listed in Standings on www.GoodGoodGamez.com.
 - 2)) Screen prints of a digital word processing score sheet can be used provided they are accompanied by a picture of a statement signed by **one** players approving that digital score sheet.
 - 3)) For games using Skype or video conferencing forward email from at least **one** player validating scores or submit screen print of the email.
- 3) Use your Score Sheet to *best* transmit your game results to the standings page:
 - a) *More* detail is better: Legibly record: How players know each other; Details of the games played and the results. Review all notes on score sheet for accuracy.
 - b) Minimum of 2 Players: May include scorekeeper:

- c) Date and Name of Game(s) played:
 - d) Show the individual order finish for every game. Team sports: Each winning team member gets double the position points of losing team member.
 - e) First Name, Last Initial, City and State of every player. (Age 5+)
 - f) Full Name, City and State and **2 ways** to contact scorekeeper.
 - g) Total points per game per player by category of game, plus the following:
 - 1)) "Good Sport Game" is a great tiebreaker for the entire game gathering. Points given by scorekeeper must be documented *separately* for each player. (See Updates/Gamez Ideas/ Good Sport Game)
 - 2)) "Stillness Game Points" List movements by L/M/S for each player on score sheet, **submit then delete**. (Updates/Gamez Ideas/ Stillness Game)
 - h) A minimum of **one** player's signature **plus** scorekeeper's signature per score sheet is easiest way to authenticate players. Any common sense verifications to prevent fraud can be used as well.
 - i) If there is not **one** player able to the sign the score sheet, non players can verify score accuracy, sign and print name(s) to authenticate the score.
 - j) Scorekeeper must submit results of any game by the **15th day of the next month** in order for results to count and maintain current contact information with us to aid in rewards distribution if needed.
- 4) Screen Print(s) requirements for **video games** so results are added to standings:
- a) Minimum of **2** Players. (Includes scorekeeper)
 - b) Date of Video Game(s) played:
 - c) Name of Video Game(s) played:
 - d) First Name, Last Initial, City and State of every player. (Age 5+)
 - e) Screen Name (Shown in video game result) of each player If different from player name.
 - f) Full Name, City and State and **2 ways** to contact scorekeeper. (Submitter)
 - g) Total points per game per player:
 - h) Screen Print of digital communication from each player (text, email or message) stating they approve the results of each video game played.
 - j) Scorekeeper must submit results of any game by the **15th day of the next month** in order for results to count and maintain current contact information with us to aid in rewards distribution if needed.

Starting July 1st, 2020, all players (Age 5+) receive **Position Points** and **1% Points Bonus** for **(1)** game or series of games submitted by scorekeepers to www.GoodGoodGamez.com per day.

C: Year End Rewards are based on Position Points + 1% bonus X Quarterly Multiplier

- 1) **Position Points** are calculated by US based on submitted picture/screen shot of in-game point totals. Game points **never** count as Position points.
 - a) 4-10 Players: **1** position point per finishing position.
 - b) 10-20 Players: **.5** (1/2) a position point per finishing position.
 - c) 20+ Players: **.25** (1/4) a position point per finishing position.

Examples: A player finishing **5th** in game(s) with **9** players receives **5** position points. A player finishing **5th** in a game(s) with **16** players receives **6** position points. A player finishing **5th** in a game(s) with **26** players receives **5.5** position points. **We** calculate position points based on submitted scores.

2) 1% bonus Applies to average points submitted per game per player per day. The 1% bonus may seem insignificant but it works well to break ties and motivate best effort regardless of finishing position.

a) Games using a method to determine finishing position **other** than points:

1)) Games with play currency/chips: Each unit equals 1 point.

Examples: (Monopoly: 1 point per \$)(Tripoly: 1 point per unit of chip)

2)) Games using cards or tokens: Each unit = 1 point.

Example: (Apples to Apples: 1 Green card = 1 point)

3)) Team sports: Team total score counts for each team member.

Remember “Good Sport” and “Stillness game” points are assigned by scorekeeper on score sheet separately and receive 1% bonus as well.

4)) Miscellaneous: Submit description or photo of the unit used for scoring and the total each player received per game and the 1% bonus will be applied.

b) Games where most players finish with ‘points per game’ less than (>) **30**.

1)) One game: Total points (> 30) will be prorated to (< 30) for 1% bonus

2)) Multiple games: Total prorated points divided by total games gets 1%.

c) Games where most players finish with ‘points per game’ from **30** to **300**.

1)) One game: Total points (30 < > 300) receives 1% bonus.

2)) Multiple games: Total points divided by total games gets 1% bonus

d) Games where most players finish with ‘points per game’ more than (<) **300**. (Includes Video Games)

1)) One game: Points (< 300) will be prorated to (> 300) for 1% bonus

2)) Multiple games: Total prorated points divided by total games gets 1%.

3) Multiplication of points per quarter To encourage participation *any time* in the calendar year approved points are multiplied as follows *by us* & reflected in standings.

a) Q1: January thru March: Points earned at face value assigned.

b) Q2: April thru June: Points multiplied **2X** face value assigned.

c) Q3: July thru September: Points multiplied **3X** face value assigned.

d) Q4: October thru December: Points multiplied **4X** face value assigned.

All results must be submitted by the **15th day** of the following month in order to be counted. (For full points system see www.GoodGoodGamez.com)(Inquiries: Info@GoodGoodGamez.com)

4) Earn Rewards and or trophies: At calendar year end Good Good Gamez (GGG) players qualify for rewards as follows:

a) Top Ten players receive trophies and rewards.

b) Two players drawn out of the highest third of non ‘top ten’, receive a reward.

c) Two players drawn out of the middle third of non ‘top ten’, receive a reward.

d) Two players drawn out of the bottom third of non ‘top ten’ receive a reward.

e) If we cannot contact those qualifying for rewards, we will use an alternate.

(Scorekeepers keeping contact info for their players *aids* in reward distribution.)

f) Use info@GoodGoodGamez.com for any inquiries regarding discrepancies and questions. Providing **2 ways** to be contacted will expedite the process.

5) **Why use the same rewards structure for all players?** (Age 5+)

- a) Kids love surpassing the adults they respect and will naturally follow their lead. “Silly parents, Games aren’t just for kids!”
- b) The biggest benefit of trust is the feeling that “We are all in this together, pulling in the same direction”.
- c) Games played with multiple generations build communication and cooperation.

“Most games, sports and skills start with the basics and build to greater proficiency. It cannot be emphasized enough that **trust** is exactly the same way. Taking small steps gradually deeper over time inside a safe environment is the most effective way to *build* it.”

3. ~ **Train Track of Trust, Stop Two ~ Scorekeepers, Influencers and Hosts**

Players and Participants can be one, two or all three.

A: Scorekeepers are way more than just ‘accountants’

- 1) A memorable scorekeeper is part actor, showman and salesman. Smile.... Nod....laugh....celebrate every little success.
- 2) Start at the time you promised but include late comers if possible. Timed challenges work best as long as the challenge is consistent. As people arrive you simply say “You wanna take a turn?”
- 3) For game nights centered around certain kinds of games, keep players posted on results throughout the night with enthusiastic and positive language.
- 4) Be fair and consistent, players will test your resolve. Stay the course with **calm firmness**. Emphasize “Good Sport Game” often and use the “Stillness Game” for any important announcements.
- 5) Use in-game points for everything as long as the opportunity to gain is equal and you can keep track of the points. Remember points given by a scorekeeper during a game gathering are **not** Position Points. We assign Position Points based on the tabulation of the results of all games as submitted on the scoresheet.
 - a) Use score sheet for all notes about players and in-game points. Don’t trust your memory.
 - b) We manually take points from the score sheet picture sent, assign Position Points, 1% bonus, Multipliers and update standings on www.GoodGoodGamez.com.
- 6) Submit picture of score sheet/screen print as soon as possible so you don’t forget.
 - a) Deadline for results of game submission is the **15th day of the next month**.
 - b) Appeals to track points beyond previous month can be submitted for consideration by email only (Info@GoodGoodGamez.com) with explanation and documentation.
 - c) **Writing everything down** on your score sheet creates trust and helps you remember names.

B: Influencers are much more than those who “Like” things on social media.

- 1) Influence by joining a game hosted by others:
 - a) Be a leader by showing you can follow.
 - b) Build community in your area that crosses all lines of division.
 - c) Help keep score if host requests or agrees.
 - d) Serve by helping make the time enthusiastic and fun.
- 2) Influence by Inviting:
 - a) Invite players to your game or others' games by any means.
 - 1)) Receive **1 position point** for every player marked on score sheet as being invited by you for that game. (**Remember position points are of greater value than 'in-game' points.**)
 - 2)) Inviting influencer must tell the scorekeeper which players they invited to that game.
 - 3)) Each invited player must acknowledge they were invited by that influencer.
 - b) Invite anyone you know to visit www.GoodGoodGamez.com by any electronic means.
 - 1)) Receive **1 position point** for every screen print submitted to Info@GoodGoodGamez.com as evidence of referral including 'likes'.
 - 2)) Screen print must include:
 - a)) Influencer name.
 - b)) Name of person invited.
 - c)) Date of invitation.
 - 3)) Maximum electronic invites per day per influencer equals **10**.
 - c) Invite anyone you know to visit www.GoodGoodGamez.com using Good Good Gamez Bumper Stickers, Posters and Yard Signs (When Available).
 - 1)) Receive **20 position points** per emailed picture of unique placement of bumper sticker, poster or yard sign.
 - 2)) Picture must include unique identification of placement: (Example ~ Include license plate of the car, bulletin board or the house whose yard the sign is placed in the picture.)
 - d) Invite anyone to visit www.GoodGoodGamez.com in any free publications promoting family and community fun.
 - 1)) Receive **50 position points** per pictured invitation/promotion:
 - 2)) Picture must include the name and date of the publication.
- 3) Influence by sharing the fun with your circle of influence.
 - a) **Do not** post videos or pictures of any persons involved in your games without **written permission** from them. (Safest; use *typed* communication only of the fun of the games)
 - b) We are *not responsible* for any actions taken by any players, scorekeepers, influencers in any places or mediums of communication.
 - c) Influencers who share about www.GoodGoodGamez.com do not *represent* us in any way.
 - d) “People never want to be first or last at anything”. Genuine sharing about the benefits of playing games makes it safe for others to do the same.

- 4) Influence as many as you want by starting your own “party” business using games for maximum fun.
 - a) No ‘franchise’ costs because all benefits of www.GoodGoodGamez.com are driven by our loyalty and business partners.
 - b) If you want your games business AD to be listed on our website you can become a business partner.
 - c) You benefit by plugging in all your players to *our* tracking and rewards system.
 - d) You benefit because no-one is telling you how to run your business.

C: Hosts set the atmosphere that makes players feel special and invited.

- 1) Good hosts enjoy creating a welcoming atmosphere.
 - a) Coordinate refreshments if you enjoy that. A “Pot luck” mentality limits costs.
 - b) Have supplies available that may be needed for the game being played.
 - c) Be alert to maintain safety for all in your home.
 - 1)) The benefit of games hosted in homes and places of private responsibility is minimization of risk and maintaining safety.
 - 2)) As with any private activities the host *alone* is responsible for any actions on their property or under their control.
 - 3)) Use the “Rule of Four” as an optional resource to enhance safety for all who enter your home for games. (See “Updates/Resources” on website)
- 2) Immediate family of host may receive **5** Position Points per game gathering hosted.
 - a) Immediate family (Age 5+) must be living at the same address as the host.
 - b) Number of Non-Family players must *equal* family players to get the bonus.
 - c) On score sheet by player write “Host Family” and we will add the points.
 - d) **Do not** add “Host Family” Position Points to in-game points on score sheet.

STOP and READ: The remaining stops on the ‘Train Track of Trust’ are ordered very precisely.

4. ~ Train Track of Trust, Stop Three ~ Deeper Exemplified Leadership

A: Deeper Leadership must **start** with **you**:

- 1) Practical leadership fits the best with structured and fun game environments.
- 2) Practical leadership is all about *reality*.
- 3) “Deeper” Communicates better and more mature without sounding ‘religious’.
- 4) Your own growth comes first as a humble and authentic follower of Jesus Christ.
- 5) If you have not already done so, humbly ask the Lord Jesus Christ to remove all your sins, be Lord of your life and help you honor Him in both failures and successes.

B: Exemplified Leadership:

- 1) “Exemplified” Communicates that true transformation is first experienced then shared.
- 2) Put to use www.GodisGoodGamez.com (**EZ Track My Going Deeper Points**) as a tool to encourage *your own growth* in personal obedience motivated by love for Him.

- 3) Build trust while playing games, tracking results and gaining rewards together at www.GoodGoodGamez.com with your circle of influence. As led by the Holy Spirit, humbly invite those inside your circle of trust to **join you** in Going Deeper in **trust**.
- 4) *Show them* how, like you do, to go to www.GodisGoodGamez.com. Then select by clicking, **EZ Track My Going Deeper Points** then click **Submit My Pointz**, then click the **SUBMIT MY POINTS HERE** button. These actions of tracking will encourage you and all you influence to *grow* in personal obedience motivated by practical love for Him.
- 5) The invitation to gain deeper upgrades is the “Going Deeper” *connection* between **Good Good Gamez** and **God is Good Gamez** and must flow naturally from what you are doing yourself.
 - a) The invitation must *not* be rushed or forced.
 - b) The invitation must come *after* playing at least (3) games with players that the scorekeeper is building trust with.
 - c) The invitation should come in 2 parts.
 - 1)) Ask for openness: “_____ do you want to hear how I am getting more points and better opportunities to qualify for year end rewards at no cost?”
 - 2)) With “yes”, say *while showing* “When I go to www.GodisGoodGamez.com and click on EZ Track My Going Deeper Points, I get the most points towards the best potential year end rewards.”
- 6) As trust grows deeper natural questions regarding faith will arise. Low key, non-pressure discussions can be scheduled outside the game time.
 - a) Ask pleasantly, “That is a great question, can we talk about it later?” Or “Can I forward it to someone who will follow up with you?”
 - b) The goal is to maintain a low key, non-pressure approach in mutual trust.

~ We are looking for *servant hearted* and *joyful* ambassadors to help people of all ages go deeper with each other and with Jesus using our games and rewards ~

5. ~ Train Track of Trust, Stop Four ~ “Going Deeper Ambassador” (GDA)

A: Difference between Scorekeeper, Influencer, Host, Franchisee and a GDA:

- 1) **Scorekeepers, Influencers and Hosts** are encouraged to be *aware* of GDA requirements and guidelines (“Rule of four” for example) in case they decide later to become a GDA.
- 2) Be kind and consistent even when no-one is watching.
- 3) **Franchisee**: GIGG **does not** offer franchises because of our tentmaker mentality.
- 4) **Going Deeper Ambassadors (GDA)** are an essential part of our goals and mission.
 - a) GDA must complete and submit GDA agreement to GIGG. Includes “Rule of Four” and “90/10/50 Rule”
 - b) Complete and submit background check.
 - c) Complete a phone interview and be approved.
 - d) Acknowledge they *never* speak for GIGG.
 - e) Value integrity above all things.

B: GDA use www.GoodGoodGamez.com and www.GodisGoodGamez.com to build trust.

- 1) Truly safe community is challenging in large groups. Our society easily gravitates to charismatic leaders who appear to be larger than life on the TV screen. What we need on the deepest level is authentic humble community.
- 2) What makes game sessions *work* is the small, safe gatherings available to kids, teens and adults. (See Rule of Four)
- 3) Being still connected to a larger community using a uniform tracking and rewards system provides maximum motivation.

C: GDA must have a servant heart.

- 1) A servant heart desires to use games, points and rewards to gradually build trust with people (Age 5+) in down to earth ways *starting* from the common love for games.
- 2) Knows that building trust is always job one in every relationship.
- 3) Cares more about the real truths of Jesus that are fleshed out in safe games than intellectual assent to pious-sounding theories of religion.
- 4) A servant heart knows that practical change is only possible as a result of going deeper in an internal relationship with Jesus who over time changes all behavior.

D: Incremental and lasting impact comes only with a **Tentmaker Mentality.**

- 1) A tentmaker values the example set by the Apostle Paul who always partially supported himself to keep his motives pure in pointing people to trust in Jesus.
- 2) Ownership will lead by example by *always* remaining part time. See “90/10/50” rule.
- 3) Effective and broad based influence is maintained by remaining *in* the workplace.
- 4) Is able to invest a regular and small amount of time. Ownership does **not** require a commitment of specific hours or schedule to be a GDA.
- 5) A GDA is requested to maintain the schedule and commitments *they have made*. If you cannot keep a scheduled game time then communicate with as many players as possible. Under promise and over deliver because it shows reliability.
- 6) Integrity, enthusiasm and a joyful love for Jesus and people flows *from* a tentmaker.
 - a) Integrity is **not** sinless perfection or flashy external pretense.
 - b) Integrity **is** honest, heartfelt walking with Jesus as your only hope and learning to treat people with respect and grace regardless of differences.
 - c) Enthusiasm is contagious as it flows from within a sincere follower of Jesus.
 - d) Playful, joyful, patient love for Jesus and people is contagious.
- 7) Desire from the heart to grow in honoring Jesus in every area of your life according to application of His entire, correctly interpreted Word.
 - a) Honor Him through prayer and devotion so your relationship with Him changes your behavior over time to less and less resemble Romans 1:18-32 and more and more resemble the fruit of the Spirit in Galatians 5:22-26.
 - b) Honor Him in relationships, especially legal marriages or unions by following His guidelines for being an “overseer” in 1 Timothy 3:2.
 - 1)) Based on holistic interpretation of scripture we lovingly, yet truthfully assert that the above change in behavior which flows from love for Jesus is logically inconsistent with legal marriage contracts that assume listed behaviors in Romans 1:18-32.

- 2)) **Example #1** Even though many churches and organizations interpret and define the terms “husband and wife” differently than we do, Romans 1:18-32 is clear that the very behaviors assumed ‘to be present’ in a same sex union are to be avoided with fervor.
- 3)) **Example #2** On a job application the applicant would never list a former job as “bank robber” since assumed in the title is an illegal activity.
- c) Honor Him by respecting personal choices. **Anyone** can participate in games and earn year end rewards. Please treat everyone with graciousness and love. Always respect privacy. (See “How to Handle Controversial Topics Guide”)

E: Budgeting of funds for rewards ~ Transparency in this area is vital.

- 1) **Ownership invested** funds budgeted for year end rewards and trophies:
- a): The distribution of ownership investment into year end rewards must reflect ownership values while honoring designation requests of those providing funding.
- b): In order to successfully motivate players to go deeper along the Train Track of Trust a **75% / 25%** goal for distribution of rewards for **God is Good Gamez** and **Good Good Gamez** will be maintained as the GIGG budget allows:
- 1)) Budgeted ownership funds combined with **100%** of Loyalty Partner and Business Partner funds designated for Good Good Gamez will equal **25%** of total rewards distributed as able. (See *Example* below)
- 2)) Budgeted ownership funds combined with the **90%** portion of Loyalty Partner and Business Partner funds designated for God is Good Gamez will equal **75%** of total rewards distributed as able. (See *Example* below)
- 3)) The amount of ownership funds combined with designated funds to maintain the **75% / 25%** goal of distribution of rewards is capped at reasonable & affordable. ***Example***: If a business designates \$100,000 for **GIGG** rewards, the distribution that year will **not** be a **75% 25%** split because budgeting \$300,000 for **GIGG** rewards who be needed.
- c) The **25%** total is distributed as year end rewards to qualified players of Good Good Gamez provided that contact with that player can be established.
- d) The **75%** total is distributed as year end rewards to qualified participants with God is Good Gamez provided that contact with that participant can be made.
- e) Remember, all points earned and tracked at www.GoodGoodGamez.com also count towards the standings on www.GodisGoodGamez.com.
- 2) **Loyalty Partner (LP) and Business Partner (BP)** funds provided each year:
- a) Per 90/10/50 rule ownership income from Loyalty Partner (LP) and Business Partner (BP) funds provided to *GIGG* is **10%** and will never exceed **50%** of ownership adjusted gross annual income. (**9%** of LP and BP funds earmarked as a result of referral by an active GDA go to that GDA as 1099 income.)
- b) **LP** and **BP** funds provided are distributed as rewards *as designated*.
- 1)) 100% of designated \$ for Good Good Gamez + owner funds = **25%**.
- 2)) 90% of designated \$ for God is Good Gamez + owner funds = **75%**.
- 3)) LP / BP funds **not** designated default as God is Good Gamez funds.
- 3) **Funds provided to GIGG designated for Expenses.**

- a) **100%** of funds designated for expenses are used for GIGG expenses in each calendar year.
- b) Any funds **not** designated as LP/BP or any specific expenses **default** to USA expenses until 100% of calendar year GIGG expenses are met.
- c) GDA can submit receipts for expenses for games. (See below **6:F:3**)
- d) Once **100%** of calendar year expenses are met, remaining expense funds default to the LP/BP calculations at 90% going toward year end rewards.

F: Active GDA can earn a small 1099 income

- 1) The Independent Contractor (1099) system helps protect *all* parties.
 - a) We value creativity.
 - b) GDA as an Independent Contractor can use creativity and cast their own vision while benefiting from our overall structure.
 - c) GDA can offer their own rewards for their locale and fund it to add extra incentives for their players as long as it is fair and consistently followed.
- 2) GDA receives **9% of LP and BP** funds (remitted to GIGG) provided:
 - a) They remain active by following guidelines they agreed to in the GDA agreement.
 - b) Funds are designated for that GDA using their name. (First, Last)
 - 1)) GDA is encouraged to keep records of all expenses and mileage for independent contractor (1099) tax benefits.
 - 2)) If GDA is inactivated due to the GDA agreement guidelines, the designated funding defaults back to GIGG. (See GDA Agreement)
 - 3)) Remember GIGG is not responsible for the actions of **any** GDA, volunteers, influencers, scorekeepers, players or participants in GIGG.
- 3) GDA may receive a portion of funds provided to GIGG for expenses:
 - a) Submit a picture of receipts for expenses related to running a game gathering.
 - b) Total funds received by GIGG for USA Expenses will be **divided equally** amongst total games results submitted by all GDA in that calendar month.
 - c) GDA receives **100%** funding designated for **their** expenses and received by GIGG. Designation to the GDA must be on the payment memo as their name.
 - d) GDA are responsible to follow all IRS guidelines.

G: Other GDA benefits

- 1) Only GDA & GIGG ownership can post game times on www.GodisGoodGamez.com or www.GoodGoodGamez.com
 - a) Allow 7 days for posting time and location on website.
 - b) Communicate any changes as soon as possible.
 - c) Keep a consistent schedule for best results.
- 2) Being used by Jesus to build trust over time is life affirming and joyful.
 - a) Remembering names of players happens naturally while scoring games.
 - b) Building trust happens organically in the safety of playing games.
 - c) Younger generations are craving wholesome fun with older generations.
 - d) Playing IS connecting!

H: GDA can submit Going Deeper Points for those expressing interest

- 1) Submit only as your circle of influence (Age 5+) *tells you* to.
- 2) At the end of a game time the GDA can say, "I am going to be tracking my Going Deeper points, any of you have points you want me track points for you?"
Use www.GodisGoodGamez.com (EZ track my Going Deeper points)"
- 3) **DO NOT** track Going Deeper points for others without obtaining permission.
Example: If you see someone at church, **do not** track church attendance points for them *unless* they give you permission. Respect builds trust.

I: Next steps to become a GDA

- 1) Complete Background Check and submit a copy via email: dblcookies@gmail.com.
- 2) Submit receipt for background check and if funds are received for expenses you may get partial reimbursement if you are approved as a GDA.
- 3) Sign and date "GDA Agreement" and return picture or PDF scan to GIGG via email: dblcookies@gmail.com
- 4) Schedule and complete GDA interview via phone or "Google Meet", then No Cost orientation if selected.
- 5) Submit games that you invent and are using in your Gamez gatherings for possible inclusion on web site. View examples of games at www.GodisGoodGamez.com
- 6) As able, get contact information and signed Registration Forms for any participant or players that attend your game gatherings.
- 7) If any participant or player qualifies for an annual reward their GDA or scorekeeper must provide us contact information so we can advise and **send the reward** to them. Cashing our business check is proof of receipt of reward. Reissue requests available:
- 8) State specific Registration Forms for an active GDA will be available by request via Info@GodisGoodGamez.com within 7 days of GDA approval and orientation.

J: GDA are encouraged to find reliable volunteers

- 1) Volunteers must sign Volunteer Agreement and pass a Background Check.
- 2) Volunteers must be 15 or older.
- 3) Volunteers can count their volunteering for points in Going Deeper standings.
- 4) Volunteers strive to help the GDA in keeping consistency in all areas related to the games gathering. Asking teens to volunteer helps them engage in the consistent fun.

K: GDA Resources

- 1) Review Rule of Four, 90/10/10 Rule, Code of Conduct and all other resources at **Updates**, then choose **GDA Resources** from the drop down.
- 2) We greatly value your feedback. If anything is not working on the website or is unclear in any way please email Info@GodisGoodGamez.com and let us know.
- 3) Everyone associated with playing games and learning deeper trust is our *second* greatest resource. **Jesus** is our resource **#1**.

6. ~ How “Going Deeper Points” and “In-Game Points” work together ~

A: Going Deeper Standings and Top Ten reflect year long *Going Deeper Point totals*.

- 1) All activity submitted through www.GodisGoodGamez.com as shown above counts towards each participants total. Quarterly *multipliers* make anytime, starting time.
- 2) Going Deeper Points receive greater potential year end rewards because of the values and desire to serve God in ownership.

B: Good Good Gamez Standings and Top Ten reflect year long *In-Game Point totals*.

- 1) All activity submitted through www.GoodGoodGamez.com as shown above counts towards each players total. Quarterly *multipliers* make anytime, starting time.
- 2) In-Game Points receive lesser potential year end rewards, *but* they are **added** to the Going Deeper Standings to encourage players to take advantage of *both rewards systems*. God’s Word says “Whatever you do in word or deed do ALL in His name”.

C: Reminders to limit confusion.

- 1) Use In-Game points for everything as long as the opportunity to gain is equal. **Remember**, points given by GDA/Scorekeeper during a game gathering are totaled and create the Position Points + 1% bonus X Quarterly Multiplier that are reflected at www.GoodGoodGamez.com / Standings.
- 2) These point totals in “Standings” are also **added to** “Going Deeper Standings” and “Going Deeper Top Ten” on www.GodisGoodGamez.com.
 - a) Use score sheet for all notes about players and in-game points. Don’t trust your memory. Making a big deal about names of players builds trust.
 - b) **Do not** track any in-game points as “Going Deeper” points under www.GodisGoodGamez.com “EZ Track My Going Deeper Points”.
 - c) We manually take points from the score sheet picture sent and update standings on BOTH sites.
 - d) Standings make all the effort of tracking worth it. Show them how easy it is.

7. Conclusion

In my life games have always been about far more than just ‘having fun’. Games help us know how to relate fairly with others. Games encourage unity in any community. Games help challenge and focus our efforts. Learning with those we love while laughing and being challenged is engaging and effective. I learned how to transform anything into a game from my imperfect and loving father.

Join us in the joyful, steady expansion of nurturing encouragement and mutual respect all wrapped up in the fun, consistent boundaries of games as God intended. However you mutually partner with **God is Good Gamez**, let the Holy Spirit lead you. Our joyful heavenly rewards will shine forever.

www.GoodGoodGamez.com

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