



THE GAMEStorm™ Newsletter

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*“THE GAME goes on and on,
and gets better and better...”*

Updates to THE GAME Plan

Jai Hudes

Welcome to this edition of the eXperience-Technologies **GAMEStorm™** Newsletter. This is our way to reach out to all of our wonderful supporters, ambassadors, sponsors, and investors who we have dedicated time, energy, and money to help launch one of the greatest games of all time!

Here are some of the ways we are fulfilling our bold objectives: *Andy Moore*, eXperience Technologies, C.O.O. is building a solid organizational infrastructure; *Richard Adoradio*, our first official Level 1 certified Ambassador, has been creating documentation for our ambassadors and their players as well as developing THE GAME certification program; and *Leonardo Gonzalez*, Technology Officer, has been building the back end of our online environment, bringing our website to its next level; *Shanti Hudes*, Co-Founder of XTECH, has been developing a powerful derivation of THE GAME called, The Mandala of your Life™; and I am focusing on fund raising activities and building the next version of THE GAME.

In every edition of our newsletter, we will introduce members of our team. I want to thank all those on board who are helping to spread THE GAME around the world to inspire healthy relationships on personal, interpersonal, and global levels.

Our next major focus is the 2008 custom content production to position us in the mass market. A number of alliance partners and businesses want to play with us in this space.

Custom Content Productions

Over the next months, THE GAME will move to its next level as we begin development of the next printing of eXperience-THE GAME™. Four main categories have been identified as venues and distribution markets.

- 1) Youth issues
- 2) Baby Boomer issues
- 3) Global community issues
- 4) GAME elements, stories, and the Living Theater

Content is organized and stored in *THE GAME Lifecircle Library*. When the word “Essential” is used in a project title, it represents core, commercial-free content.

Following are projects presently slated for the 2008 printing. If you are interested to find out more about creating your own custom version of eXperience—THE GAME™, send an email to customcontent@XTHEGAME.com, or call 408-605-6418.

*Join our eXperience tele-GAMEstorm™ Sat.,
Sept. 1 at 1PM. 218.486.1300, bridge 151205.*

Lifecircle Library GAME Categories

1) Youth series: The focus of the *Essential Millennial eXperience* and other aligned GAME projects, is to create dynamic content, to form a rich and compelling environment empowering the Millennials (born between 1980 and 2000) to “build a better future now.”

2) Baby Boomer series: The content in the *Essential Boomer Business eXperience* is designed to assist individuals aged 40 to 65 to enjoy the next phase in their lives, offering processes to better deal with common challenges facing them and their ultimate legacy. Other related yet stand alone decks include *MonaVie X*, *Yaktiviate X*, and *High Fashion X*.

3) Global Community series: The *Essential Global Community eXperience* is designed to represent the global village and our place as global citizens. A *United Nations eXperience*, *ResolutionaryX* and a league of other *Community eXperiences* will be managed by global GAME Ambassadors through local projects such as *Napa X*, *New Zealand X*, *Santa Cruz X*, and many others.

4) GAME Elements and Storyline series: This series represents core Game essentials like *GameStorming™*, *The Living Theatre*, and an unveiling of the sci-fi dream-myth-reality series, leading with “*Emails from the Traveler*”.



New York X: July 13-18, 2007

During a recent trip to New York, a number of opportunities opened up:

On August 14th, I met Muriel Glasgow at a UN Youth Council meeting. She is a 32 year veteran of the UN with a firm belief in it’s original intent. We briefly played THE GAME together and it became evident that the time has arrived to build the UNITED NATIONS eXperience. Even after retiring in 1998, Muriel remained a light within the UN and works now with UNICEF and other projects, including the Youth council and Millennial project.

What a blessing to have Muriel on board. This new relationship brought back the original vision of THE GAME 27 years ago: I saw

THE GAME being played at the UN for conflict resolution and purposeful creation. Muriel plans to enlist UN Ambassadors to represent a cross section of our world’s continents, becoming GAME ambassadors. Our goal is to produce suits of Lifecircle cards to represent a cross section of our present world. We also plan to have a GAME played on the General Assembly floor. This amazingly high profile project can catapult our non-profit organization, *Global Community eXperience*, into the forefront. This one program could truly make a difference in the world, and could captivate our collective imaginations towards our ultimate goal to “build a better future now”.

During the week in New York, Leonardo and I were also invited to walk the American Stock Exchange floor with Chairman of EastGate Financial, John O’Dea. A great connection was forged that could become very beneficial as we proceed with our future plans. John confirmed the power of “our story” and introduced us to prominent people at the exchange and invited us to return. It was a confirmation of where we are moving as a company and the opportunity that will be presented to eXperience Technologies over the next few years.

We had a number of other meetings and GameStorming™ sessions, including giving a talk at the NYC CEOSpace meeting on August 16th. We played THE GAME with about a dozen people, many who have become ambassadors and who are also interested in becoming capital team members, investors, or in producing custom content for THE GAME.

(Next issue: Custom Content Alliances)



eXperiencing the Flow

Andy Moore

A short word about myself. My shining expertise is in the field of creating structure for start up organizations. To do this, the first thing I create is an organizational flow chart. This makes it possible for everyone to know where they are in the organization and what is expected of them. But, even more important is the direction and *flow* of communications, internally and externally.

- **Browse Cards:** You can browse Lifecircle Cards online at: <http://xthegame.com/cards/>
- **Browse Members:** View the global member map at: <http://xthegame.com/map/>
- **Make your Intention:** Just like playing with the cards, you can play online by making your intention and connecting with a Lifecircle card. To do this, first log in and then click on the “Make an Intention” link in the dashboard on the left.
- **Challenge or Relate:** While browsing the cards or the players, you can come across intentions that you’ll want to connect with. To do so, just make sure you’re logged in and then click on the “Challenge” or “Relate” image next to the intention.
- **Ambassador Signup:** Are you an ambassador? If so, you will notice a special link in your dashboard after you log in: “Enroll an Ambassador”. This allows you to sign up a new ambassador and automatically puts in your referring user ID to get credit for the signup.

Stay tuned for future developments! Many exciting features are on the horizon.



Mandala of your Life™ - Part 1

Shanti Hudes

The word "Mandala", used in a Buddhist context, literally means “circle” of tangible objects and is used as an aid to meditation to help focus the mind. It also can be seen in cathedrals, where the Mandala is usually a beautiful stained glass window below the steeple. Through times, it has become a generic term for any plan, geometric pattern, or chart representing the universe metaphysically or symbolically. (Source: *The Web-Encyclopedia*.)

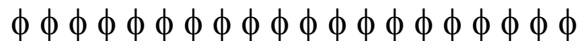
You can see how THE GAME Lifeboard lends itself to be viewed as a floor plan of circles that reflect the patterns of our lives. As we fill in the circles with our images, they give a visual impression of our current and under-current thought patterns as well as the realities they manifest.

The objective for playing Mandala of your Life™ is to find out more about the games we

play in our own mind, giving voice to different aspects of our selves. We start with what we see to be our soul purpose and move through the aspects we inherited through our genetic up line, the aspects that family brings in, the influence that work, love, friends, social status, and personal vision has as well as our greater contribution in the web of life we weave. It is a stage set for self-inquiry and is designed to help us as GAME ambassadors become more aware of our own internal dichotomies. The better we know what "moves us", the more capable we are to inspire healthy relationships between other players in the different areas of our life.

When did we stop finding games meaningful? Did we actually consciously stop, or just slip slide into so many games rules and regulations in our jobs and socio-political environments that we forgot that life is a great play? Let’s get back to this adventurous approach that we can co-create in the Play of Life! Let’s re-create our own MANDALA OF LIFE.

(Next issue: Part 2 of Mandala of your Life™)



eXperience Technologies, Inc.

501 N. Santa Cruz Ave., Suite 3
Los Gatos, CA 95030

Phone: 408-395-9665

Email: info@XTHEGAME.com

Website: XTHEGAME.com

Podcast channel: Yaktivatex.com

Our Mission: “To Inspire and demonstrate healthy relationships on personal, interpersonal, and global levels.”

All we ask is that you “Play it forward...”

