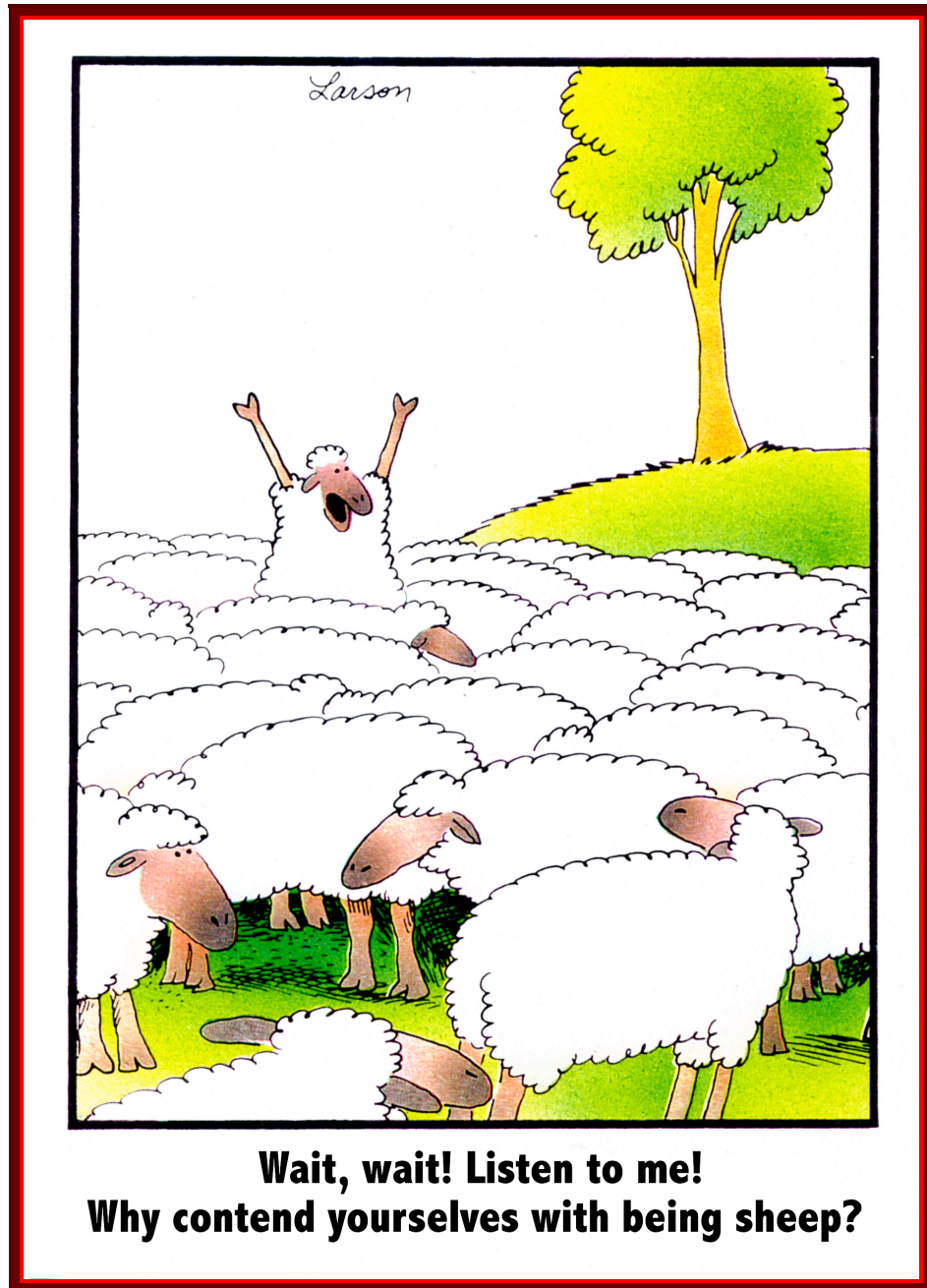


*Are you searching for  
a solution to money?*



**Wait, wait! Listen to me!  
Why contend yourselves with being sheep?**

*Then, become a GAMER!*

# The GAME

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***NOTE: In the following text, the feminine is used instead of the masculine, to remind readers of equality of both genders.***

# Section A – Overview of The GAME

## A1. Introduction



Historically, humanity started to exchange goods and services by using **barter**, a direct swap that is always **bilateral** - between two parties. (For example, someone can swap carrots against someone else's chicken.) Bartering is usually simultaneous, but it can also be deferred. (The carrots have been picked, but the chicken may only get killed the following week.) When simultaneousness is not possible, a written or verbal promise is made, a numbered agreement that says both "yes" and "how much".

If such a written promise is later used during another exchange with a third party, it automatically becomes **money**, a **multilateral**, **deferred**, **written** promissory note.

Let us use an example. I weed my neighbour's garden. She promises that, tomorrow, she will give me three pies in exchange for my labour. She writes down this promise on a piece of paper. An hour later, I exchange this paper note against a friend's hammer. The next day, this friend goes to my neighbour's house and claims the three pies. My neighbour's little piece of paper has become money, a **written promise** that allows for a multilateral exchange between three persons or more.

Exchange of Goods and Services	
BARTER	MONEY
✓ BILATERAL (2 persons)	✓ MULTILATÉRAL (3+ persons)
✓ IMMEDIATE OR DEFERRED	✓ DEFERRED
✓ VERBAL OR WRITTEN	✓ WRITTEN

## A2. Definition of The GAME

The GAME, or **GARDEN FOR ALL MANNER OF EXCHANGE** (from the French word JEU (game), or *Jardin d'Échange Universel*), is a network for the exchange of goods and services that uses a type of self-managed computable money.

**Self-Managed** : Administered by the individual herself.

**Computable** : Numbered agreements are recorded inside an individual GAME book;

**Money** : A written promissory note used for multilateral, deferred exchanges.

The GAME uses money that is not controlled by any external authority, but remains under the authority of the sovereign individuals involved. It allows for a **true exchange**, which consists of giving something and getting something else in return. **Self-managed**, it rests on the responsibility of each individual GAMER. It is also **universal**, because the basic unit, the minute, represents a value that remains stable everywhere on the planet. It is money without borders.

Based on a partnership without centre or structure, the GAME favours both individual and community enrichment. This new exchange network was created and organized in Southern France by the late **Daniel Fargeas**, in 1998. The following year, it was brought to the Eastern Townships, in Quebec, Canada.

The basic unit, the GAME point, is worth **one minute** of time spent by a human being to accomplish a task. It is represented by the mathematical **infinity** symbol ( $\infty$ ). The line that crosses it reminds us of its use as a money symbol. Easy to use, it also clearly indicates the infinite possibilities that the GAME offers in the creation of both individual and planetary abundance.



**GAME Book**

## A3. Video About The GAME

Here is a 30-minute video that will allow you to understand the GAME's most important procedural details. Given by Mado, this lecture was filmed during an annual Quebec-wide GAME gathering.

### INTRODUCTORY VIDEO ABOUT THE GAME

**Part 1:** [http://www.dailymotion.com/video/xesv1j\\_mado-s-conference-part-1\\_webcam](http://www.dailymotion.com/video/xesv1j_mado-s-conference-part-1_webcam)

**Part 2:** [http://www.dailymotion.com/video/xesu1a\\_mado-s-conference-part-2\\_webcam](http://www.dailymotion.com/video/xesu1a_mado-s-conference-part-2_webcam)



## A4. GAME Points vs Money



**Money** is a means of exchange that uses pieces of **metal** (gold, silver, copper, bronze, nickel, etc.) or **paper** notes. Since money gets passed around quickly, it flows like a current. Thus, circulating money is called **currency**. Today, paper and silver currencies have almost become extinct since the majority of business transactions on the planet happen via **computers**.

In fact, monies and currencies only represent the shadows of the wealth on our planet. They are simply based on a common agreement. Our **trust** in its value is what gives power to money. It is through using of dollars, euros, and other currencies in exchange for products and services that I make them valuable.

The financial system manages our money because we allow it to do so. In order to take back our power over money, we must now learn to manage it ourselves. The **GARDEN FOR ALL MANNER OF EXCHANGE** is the ideal tool to regain our **sovereignty** over our own wealth.



## A5. Videos About Money

Here are a few links to videos about money. There are many more on the web. Take the time to study a few so that you understand how giving our power away to international banksters has made us gradually poorer and poorer. You will soon discover why the GAME point is the ideal type of money.

### **The Money Fix**

<http://dotsub.com/view/38d7177f-869c-4922-8424-9795986de2f2>

### **The Money Masters**

[http://www.bibliotecapleyades.net/sociopolitica/sociopol\\_globalbanking44.htm](http://www.bibliotecapleyades.net/sociopolitica/sociopol_globalbanking44.htm)



## A6. Operating Procedures

The counting unit for the **GARDEN FOR ALL MANNER OF EXCHANGE** is called the **GAME point**. It is based on time. One point corresponds to one minute of time spent by a human being to do some type of work. A minute is a **universal** value that remains the same from one country to the next and one year to the next.

**1 GAME point (∞)= 1 minute**

In the GAME, all exchanges are measured with the use of points. The accounting is managed **individually** and based on clarity, honesty, and transparency.

Each GAMER keeps her accounting up to date inside a small **book** that replaces metal, paper or electronic currencies. This allows for an easy **management** of her exchanges. In order for a GAME transaction to take place, two GAMERs need to meet and make a deal. As soon as the agreement is made, the transaction is written in the **other person's** GAME book. A GAMER never writes in her own book.

This GAME book can be obtained from various GAME groups or **downloaded** from the link found in part A8 of this document. It is highly recommended not to do any transactions until one has attended at least one GAME **meeting**, so as to fully understand the proper use of the GAME book and the art of making fair transactions.

## A7. The GAME Book

The following links will allow you to download the GAME book **cover** and the **inside pages**. The cover is usually printed on a coloured cardboard and white paper is used for the inside pages. Most books contain 10 sheets of paper. Each sheet records 12 transactions, for a total of 120 transactions per book. The dimensions for a GAME book are: 14 cm x 10,5 cm or 4 ¼ in. x 5 ½ in. The layout might vary, but the information requested is always the same.



### Book Cover

<http://personocratia.com/en/documents/game-cover.pdf>

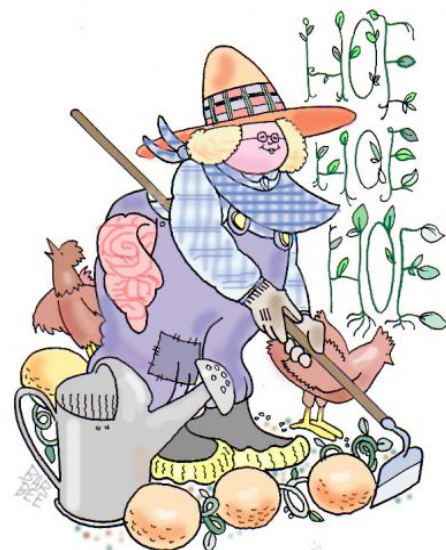
### Inside Pages

<http://personocratia.com/en/documents/game-book-interior.pdf>

## A8. Offers and Requests

Each GAMER makes her own list of offers and requests. Her **offers** represent the products and services that she wishes to **supply** to others. The **requests** describe the products and services that she hopes to **receive** from others. This is added to the group list, which gets updated monthly and is then distributed to all active GAMERs.

It is preferable to offer less and to be sure to deliver the promised products or services, than to offer more and to refuse an exchange when a request is made. That is why it is wise to offer what you **enjoy doing** and to accomplish the request with enthusiasm. You will quickly become a popular GAMER if you product or service corresponds to the needs of several GAMERs.



## Section B – Questions and Answers

### B1. Practical Details

#### *1) What happens during a GAME meeting?*

**GARDEN FOR ALL MANNER OF EXCHANGE** meetings vary from one region to the next, but most of them include the following sequence:

- ◆ A **presentation** of the GAME for all new GAMERs. This is the time to ask all your questions, so that you can get off to a good start when making your first transactions and recording them in your book.
- ◆ A **circle meeting** of all active local GAMERs who have decided to participate on that day. The decisions are always made through unanimous consent. If specific cases require a more in-depth study, a committee is formed that will make recommendations to the group at the next meeting.
- ◆ **Information sharing**. Each new GAMER presents herself and mentions her offers and requests. Each active GAMER announces the changes that she wishes to make to her previous offers and requests.
- ◆ A **market** with all the goods brought by various GAMERs on that occasion. Anything is possible, both new and used: razors, telephones, clothes, skis, DVDs, books, maple syrup, jams, pickles, jewellery, etc. Products vary from one meeting to the next. The GAMERs who offer services often give away business cards or fliers.
- ◆ A **potluck meal**. You will be able to taste new recipes and learn new things during conversations with GAMERs of all types. The more GAMERs know each other, the more frequent and joyful their exchanges become.
- ◆ Various **group activities**. A GAME meeting may be preceded or followed by community work, a movie, some dancing, a theatre or music show, etc. All contributions are paid in GAME points, of course.

For the past years, a group of GAMERs from the Eastern Townships in Quebec, Canada, have organized an **annual gathering**. More than just a meeting, its aim is to gather all active GAMERs across the province of Quebec. On that occasion, **information** is offered to the general public concerning the GAME and the international banking/money system. **Community work** is exchanged for GAME points, many products are available from various GAMERs.



The following video was filmed during the Quebec-wide annual gathering.

<p style="text-align: center;"><b>Foire/Fair 2009/2010 (in French only)</b> <a href="http://www.dailymotion.com/video/xemagk_foire-du-j-e-u-2009-2010_webcam">http://www.dailymotion.com/video/xemagk_foire-du-j-e-u-2009-2010_webcam</a></p>	
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**2) During an exchange, what type of information do I need to write in the GAME book?**

First of all, remember that you must always write in the **other person's book** and never in your book, and vice versa. You need to write the following information in the appropriate places, using an **ink pen**:

Date	Minus	Amount of Exchange	Plus	-	Amount	+
Description of Exchange						
- Other's Balance +	Other's Surname, Name, Email/Telephone, Signature			-	New Balance	+

**For the white boxes:**

- ◆ The date.
- ◆ The number of GAME points ( $\infty$ ) both in letters and numbers. You must circle either the positive (for the giver) or negative sign (for the receiver) in front of the number of points.
- ◆ The description of the exchange. You must describe succinctly the product or service received or given.
- ◆ The balance of this book, after subtracting or adding the number of points to the previous balance. Do not forget to circle the + or – sign.

**For the grey boxes:**

- ◆ The balance of your own book, so that it can later be verified inside the other GAMER's book. This way, if you lose your own book, you can check with the GAMER with whom you did your last exchange to get your own balance. The other GAMER's book becomes the proof of your last balance.
- ◆ Your name and other pertinent details.

Note that the layout of GAME books can vary from one region to the next. The important thing is that you must find **all the elements** mentioned above. Each of them is fundamental to the smooth working of the GAME.

**3) If one GAME point is worth one minute, each person receives the same number of points for the same time. So, a plumber and an gardener will both be paid 60 ∞ per hour. Did I get this right?**

Yes and no. Once the **basic unit**, the minute, has been established, we can play the GAME as we wish. Remember that the GAME is self-managed. I can ask the number of points that I feel is fair. The other GAMER can 1) **refuse**, 2) **accept**, or 3) **propose** something else. I can offer a service and ask for 100, 200, or 500 ∞ per hour. Anything goes, as long as both GAMERs agree on the same number **before** the work gets started. Each transaction is different and based on supply and demand at that specific moment.

Most of the time, GAMERs ask for 60 ∞ per hour for jobs that require less expertise (weeding, painting, cleaning, baby-sitting). This number goes up when the service is offered by someone with a lot of **experience**, and/or when it requires advanced **knowledge** and/or specialized **equipment**. Here are some examples: hairdressing, dentistry, programming, translation, therapeutic massage, consultation, electricity, construction, graphic arts, plumbing, etc.

Some people find this type of exchange unfair and believe that every person should get the same number of points per hour. However, those systems of exchange that insist on exactly the **same rate** for any type of service offered usually have few participants and, especially, a very small variety of services. When people are left **free** to decide amongst themselves, the number of participants increases both in quality and quantity.

**4) How can I evaluated the number of points that a product is worth, if the basic unit represents minutes of time?**

It is easy. At the moment, in Quebec, the basic hourly wage is around **10 \$ per hour**. One hour represents 60 minutes and 60 ∞. For many European countries, the basic hourly wage is similar. Thus, 60 ∞ is the equivalent of 10 € or 10 \$, and one euro/dollar is worth six ∞ (GAME points). For other countries, it is necessary to adapt this to the **basic hourly wage** that prevails in any given country at the moment the exchange is taking place. In general, we can say that:

$$60 \infty = 10 \$ \text{ or } 10 €$$

$$6 \infty = 1 \$ \text{ or } 1 €$$

Let us use a concrete example. Five pounds of organic carrots usually sell for 7 \$ at the grocery store. This is worth  $7 \$ \times 6 \infty = 42 \infty$  during a GAME exchange. Of course, the producer can ask the number of points that she wants. The consumer will decide if she will agree or not with this exchange.

This equivalence of  $7 \$ = 42 \infty$  is a rough **approximation**. It helps GAMERs to go from well-known money – **dollars** – to lesser-known money – **GAME points**. Once this equivalence is estimated, it can be rounded off. Our producer will ask approximately  $40 \infty$  for 5 lbs of organic carrots.

$$7\$ \times 6\infty/\$ = 42\infty = \text{approx. } 40\infty$$

### ***5) How can I make my first GAME transaction?***

It's easy! Start by offering a product or service to a GAMER and you're in! You will start with a **positive** balance that will immediately enrich your community.

### ***6) What can I offer to other GAMERs? I have no special talents. Do you have any ideas to help me get started?***

Every one has something to offer to others, a special **talent** that only she can do well for the community. For ideas, check the offers and requests of other GAMERs in your area and get to know them on a personal basis.

What would you enjoy doing so much that you would be willing to **pay** to do it? What do you do in your free time? Knitting? Sewing? Gardening? Internet surfing? Cooking? Making movies? It is time for you to share your talents with others! Here are examples of offers and requests from three GAMERs.

#	NAME	OFFERS	REQUESTS	UPDATED
1	Helen	Maintenance, gardening, hairdressing, white roller blind, square shovel	Massage courses, ready-made meals, help with renovation, DVD player	Date
2	Sammy	Spanish courses, office help, 32" TV set, electrical repair, piano lessons	Tennis partner, hybrid bicycle, English courses, housecleaning	Date
3	Gertrude	Ext./int. painting, kayak, car sharing to Montreal, care for sick people	Medicinal plants, firewood, homemade beer or wine, detective novels	Date

Here is a list of ideas to help you explore new possibilities:

<b>CATEGORY</b>	<b>EXAMPLES OF OFFERS AND REQUESTS</b>
<b>Counselling</b>	Law, finance, parenting, breastfeeding, health, family or business relations, career, personal evolution, sociocracy, non-violent communication...
<b>Courses/workshops</b>	Martial arts, outdoor sports, music, languages, personal development, spirituality, art, craft, car maintenance and repairs, computer, yoga, herbal medicine...
<b>Family</b>	Babysitting children, animals, or plants, homeschooling, care for the elderly, the sick, or the terminally ill...
<b>Rental</b>	Apartment, room, cottage, camping site, various vehicles (car, tractor, snowmobile, lawnmower, snow blower, trailer), sports equipment, tools, machinery...
<b>House</b>	Moving, decorating, landscaping, painting, electricity, plumbing, roofing, maintenance, construction, cabinet making, repairs...
<b>Food</b>	Fruits and vegetables, ready-made meals, homemade wines and beers, breads, pastries, meat, fish, preserves, eggs, milk products...
<b>Paranormal</b>	Aura readings, energy balancing, astrology, palmistry, dowsing, channeling guides...
<b>New/Used Products</b>	Books, DVDs, video games, CDs, clothes, shoes & boots, furniture, electrical appliances, musical instruments, trinkets, computers, printers...
<b>Various Services</b>	Car sharing, photography, computer graphics, publicity, translation, sewing, knitting, reading aloud, snow removal, lawn mowing...
<b>Health Services</b>	Therapeutic massage, beauty care & products, sauna, iridology, homeopathy, supplements, naturopathy, vibrational medicine, German new medicine...
<b>Travel</b>	By sailboat, canoe, kayak, bus, car, motorcycle, snowmobile, bicycle, ski, snowshoe, foot...

## B2. From Fiat Money to Fair Money

The money we use on a daily basis, and which is officially recognized by the State, is in fact **fiat money** – legal tender based on a **debt** incurred by a government. The State borrows this money from banks that create it out of nothing. When I use this fiat money, I exchange products or services against **thin air**! However, these products and services represent **work** that involves time, materials, knowledge, and experience from a human being. When I use GAME points, I offer products or services (work) against time. Later, this computed time will allow me to get products or services (work). When I use fiat money to buy a product or service, I commit a theft. It is a fraud!

**FIAT MONEY = WORK vs THIN AIR = Ø EXCHANGE**

**FAIR MONEY = WORK vs WORK = EXCHANGE**

### ***1) The GAME point is a type of money. What does “money” mean?***

It comes from the Latin word *moneta*. In Ancient Rome, the temple of goddess **Juno Moneta** was the place where Romans would strike metal coins that were used as a type of money recognized by the State.

### ***2) Why should I use GAME points instead of cash money, debit cards or credit cards? The latter are much easier to use.***

**Usury** (interest on money) is the tool that allows the rich to get richer and the poor to get poorer. Using usury, **political ploys** (wars, pandemics, *coup d'état*, terrorism), and **economic ups-and-downs** (crises, inflation, devaluation), global banksters are able to create phenomenal national debts in each country. When the interests on these debts become too difficult to pay, banksters force politicians to give away their country's natural resources and privatize their public systems. Total control by the rich can only happen through usury.

Despite their name, the central banks controlling each country's official money system are extremely lucrative private corporations that belong to a few elite blueblood families. When I use fiat money, credit and debit cards, stocks and shares, or a bank account, I **collaborate** with these global banksters and I encourage world poverty. By cooperating with this usury system, I allow it to exist! In reality, it is possible to live **without** banks. One simply needs to organize and use another type of money **without** usury. Eventually, this usury-free money will replace fiat money.



***3) Why use a unit based on time? Wouldn't it be easier to say that one GAME point is equivalent to one dollar in Canada or one euro in France?***

One **minute** is the same length of time everywhere on the planet. When I favour units that are based on various types of fiat money, I remain at the mercy of economic crises, currency devaluation, exchange rates, and all other types of manipulation organized by international banksters.

***4) I am worried that the government will eventually ask me to report all GAME transactions. Is the GAME really legal?***

The **GARDEN FOR ALL MANNER OF EXCHANGE** is neither legal, nor illegal. It does not address itself to the “legal person” bound by commercial/corporate laws in all countries. The GAME simply computes the exchange of goods and services between individuals. As for the GAME book, it remains a tool, a **personal reminder** of past agreements between **responsible individuals**.

***5) My friend belongs to a Local Trading and Exchange System (LETS) and a neighbour uses local money based on paper notes. Why not use these tools of exchange instead of GAME points?***

The GAME is the easiest type of exchange network to organize, because it is **decentralized** and **self-managed**. Of course, a usury-free system of **local currency** based on paper notes can be created and managed by a small group of people. Others will prefer to organize a **LETS**, a centralized local exchange system in which each transaction is registered inside a central file controlled by a small committee.

LETS and local currencies have the inconvenience of being managed by an external and centralized group of people and require from the individual that she give her power away to others. Such rule of a **minority** over the **majority** is what eventually brings more and more control and leaves the door wide open to corruption, lies, and deceit.

Such a **hierarchical structure** brings back the same basic problem found in all the political systems running our world of illusion. It is high time to get out of all this! That is why it is crucial to use self-managed money – the GAME point. This ideal type of money can be used in all manners of exchange: within a couple or a family, between friends, in ecovillages, or any other group of three or more individuals who have decided to make fair exchanges.

## B3. Problems and Solutions

### ***1) Should a negative balance in one's GAME book be avoided?***

Yes and no. Both a large negative balance and a large positive balance may lead to questions from other GAMERs during an exchange.

If I accumulate many **negative** points, it means that I do not offer products or services that would serve the community. It means that I should reassess what I wish to offer as a GAMER. What can I offer that would correspond to a local **need** at the present moment? What product or service is not yet available in the local GAME?

If I offer a product or service to someone whose GAME book shows a large negative balance, I can **examine** the past transactions written in her book. Did she make a lot of exchanges in the past? Did she often alternate between positive and negative exchanges? Is she always in the negative? This means that she often benefits from the work of others, but does not contribute personally to the local abundance. I can suggest practical solutions to her problem and share some of the unmet needs that I presently have. I can also **refuse** the transaction while explaining the reason for my decision. Each GAMER is **responsible** for the GAME through her decision to accept or refuse a transaction with another individual.

If, however, the other person's book shows a large **positive** balance, I can suggest to her to share the accumulated points by exchanging them with products and services as often as possible. I can also remind her that the GAME is not a system of wealth **accumulation**, such as our present system based on fiat money. Rather, the GAME is meant to facilitate the **circulation** of wealth. The more GAME transactions, the richer the community!

### ***2) My friend has a GAME book filled with points and complains that she cannot use them because there is a lack of interesting products and services. What can she do?***

This is an ideal occasion for her to publicize the **GARDEN FOR ALL MANNER OF EXCHANGE** in her community. The more GAMERs, the more products and services! Ask her to start telling every one around her about the GAME and to offer popular products or services in GAME points to non-GAMERs. She can also distribute fliers announcing the dates of monthly meetings and organize events that can help publicize the GAME. A large positive balance is a great booster for **community action**, when the GAMER accepts to see it that way.

### ***3) If the GAME book is self-managed, it is easy for a GAMER to cheat by writing down false transactions. Is this a common problem?***

Do not forget that it is possible to cheat in **all** systems of exchange and **all** types of monies, whether they are based on barter, bank notes, cheques, credit cards, or shells! Some people print counterfeit fiat money or false local money. Others write bad cheques or steal someone else's credit card. Some do not give back the money they borrowed from friends, family, or banking institutions. Yet others make illegal transfers from one bank account to another via the Internet.

The biggest and richest thieves are **bankers**, because they create the money they use out of thin air. That is why they are commonly called **banksters**. So, if you really want to avoid fraud, it is best to stay away from all banks!

In the case of the **GARDEN FOR ALL MANNER OF EXCHANGE**, if someone writes a false transaction inside her GAME book in order to create points out of thin air, the whole community suffers, but no one in particular. That is why it is important to remain **cautious** when making a transaction with a stranger.

If the number of points exchanged is large, I can wait and make the transaction later. This gives me time to **check** her book's balance by contacting a few people who made transactions in the past with this unknown GAMER. Telephone numbers or email addresses from past transactions should be available inside her book. Another solution would be to contact the GAME facilitator in her area.

If an active GAMER decides to cheat, she will quickly be discovered and put on the **black list** in her area. **Word of mouth** allows information to travel extremely fast. The other local GAMERs will refuse to make transactions with the swindler. She will quickly discover that GAMERs in various regions do communicate this type of information very quickly from one area to the next.

### ***4) What can I do if I am not satisfied with a product or service received in exchange for GAME points?***

The reputation of a person who offers low-quality products or services quickly gets damaged beyond repair. A hairdresser who does a poor job will not have a lot of clients. Whether she gets paid in fiat money or GAME points will be of little significance. Once again, **word of mouth** will guarantee someone's success or failure. However, if this hairdresser does a great job, she will be assured to get **faithful clients**, as GAMERs will choose a hairdresser who accepts GAME points over one who does not.

With time, each community with a large number of GAMERs will end up having its own hairdresser, electrician, translator, poet, graphic artist, gardener, restaurant owner, dentist, naturopath, knitter, dressmaker, teacher, baker, confectioner, author, plumber, etc.

***5) I learned that many communities started using the GAME and stopped later on. What happened?***

At the beginning, those who start using the GAME are enthusiastic. The same goes with the person who introduces the GAME in her community. With time, the enthusiasm wanes. Any change brings about a **resistance**. It is difficult to change one's habits and ways of thinking. How can we let go of the present international banking system of exploitation to self-managed exchange? The key is **consciousness**.

When individuals become conscious of how the international monetary system really works, many are courageous enough to search for solutions. When they realize that, since their inception, bankers have always financed both sides of all wars and organized economic crises, some people are brave enough to close their bank accounts for good.

When they learn that viable and functional **alternatives** to fiat money already exist, some people decide to use them regularly. It is a question of freewill. In the end, an increase in consciousness necessarily takes place through **concrete action** in daily life.

Those communities where the **GARDEN FOR ALL MANNER OF EXCHANGE** remains active are those where GAMERs are conscious of **external** problems (monetary/political/legal system) and **external** solutions (barter, LETS, GAME, local money), but who focus more specifically on **internal** problems (triangle of victim/culprit/saviour) and **internal** solutions (individual sovereignty).

In fact, what allows our old monetary, political, legal systems to remain in place is that we still actively participate in them. Each one of us must decide to use exchange systems or monies that are fair and are not based on usury and fiat money. This decision is **individual**, because the power for change rests inside each person and nowhere else.

***6) I am an active GAMER in my community, but I will soon be moving soon to another area where the GAME does not exist. What should I do now?***

When you started to play the GAME for the first time, your GAME book started at **zero**. The following recommendation can be found on the back of the book cover that can be downloaded from this website:

**If I decide to leave the GAME, I pledge  
to bring this book's balance back to zero,  
out of respect for all other GAMERs.**

When someone leaves the GAME, it is crucial to bring the book back to zero. If my balance is **positive**, I can give my points to someone else, exchange them with another type of money, or use them to acquire products and services. The idea is to use any remaining GAME points.

If my balance is **negative**, I can offer products or services in order to accumulate the points that I need. I can also acquire points from someone else by using another type of money. As you can see, it is always easy to bring the balance back to zero. You only need to take the decision to honour your initial **commitment** and to go into action. A GAMER who moves away can also decide to start a GAME in her new area, if there are no GAMERs there.

**7) The GARDEN FOR ALL MANNER OF EXCHANGE uses a type of money that is both fair and easy to use. Is it used in worldwide?**

Daniel Fargeas, a Frenchman, invented the GAME in 1998. Since then, it has expanded into several areas of France. It was introduced in Quebec, Canada, in 1999. In 2007, some Hungarians started to play the GAME, and called it the *Suska* (shuska). Presently, some Italians, Belgians, Spaniards, Swiss, and Americans are introducing it in their respective countries. Thanks to **Personocratia**'s website, the information is now available in English. Who knows where the GAME will spread in the next few years?

With the impending **worldwide economic crisis**, humanity will hopefully learn to lean more and more on alternatives monies and exchange systems in order to replace failing currencies. Why wait? Let's start right away!

**8) With the GAME, am I really able to get all the products and services that I need in daily life?**

Obviously, the larger the number of GAMERs, the more chances I have of getting the products and services that I want through the GAME. An Australian GAMER has estimated that it would take about **200** GAMERs to fill all the basic



needs of a community. In order to achieve this, competition needs to disappear and be replaced by a conscious move towards a wide variety of products and services.

In order to achieve this, each individual needs to put all her energy into discovering her own hidden talents and finding out how these can help fill the unmet needs in her own environment. The GAME's purpose is to satisfy both the **wellbeing of all** GAMERs in an area and the **individual aspiration** of each GAMER. Any other type of exchange is doomed to failure.

***9) Is there an age limit when one wants to become a GAMER?***

There is no age limit, but minimal capacities are needed. One must know how to add, subtract, multiply, understand how the GAME works, and be able to respect herself and others. So, it is not a question of age, but consciousness.

## Section C – Joining and Starting a GAME

### C1. Becoming a GAMER

- 1) Contact the **facilitator**<sup>1</sup> of the group that is the closest to you. For the new English (US) website, check: [www.gardenofexchange.com](http://www.gardenofexchange.com) or send an email to an experienced GAMER, Mado: [diessemado@gmail.com](mailto:diessemado@gmail.com).
- 2) Attend a GAME meeting, where you can get a **book** and **instructions**, while getting to know other GAMERs. You will certainly be welcomed with open arms, as each new GAMER brings along new products and services to all other GAMERs. The more GAMERs, the wealthier the GAME! We are talking here about real wealth, the one that brings collective prosperity.
- 3) Bring new and/or second-hand products to the meeting so that you can start exchanging right from the beginning. This way, you can start with a **positive** balance in your book and demonstrate your desire to be an active GAMER.
- 4) Also bring a list of your **offers** and **requests**. What services do you have to offer to others? What products might interest them? What would you like to get from the others? Which of your needs are not met at the moment?
- 5) Remember that in order to attend the **regular meetings** of an organized GAME group and to receive by email the **list** of offers and requests of its active GAMERs, you will need to contribute by offering points in exchange for this service. This **service charge** is paid once a year by all the active GAMERs in an area. It usually varies between 200 and 300 ∞ per year.
- 6) These common GAME points are accumulated in a **collective book** that belongs to the group. Some points are used to thank the facilitator and her helpers for the time spent in managing the GAME. Some points are also used to thank the webmaster when the group has a website. Other group points are spent on promotion, communication, publicity and so on.

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<sup>1</sup> **Facilitator:** A person who offers to organize GAME meetings and facilitate its management in a given area in exchange for GAME points from each active GAMER.

## C2. Starting a New GAME

If there is no **GARDEN FOR ALL MANNER OF EXCHANGE** group in your area and you have a good network of friends, start one! Here is how to proceed.

- 1) Make sure that the philosophy behind the GAME corresponds to your own needs by carefully reading all parts of this document. Do not get into this adventure without first gaining **experience** and **knowledge** about the GAME.
- 2) Attend the next **meeting** of the nearest GAME group. On this occasion, you can buy a book and start doing transactions. Only by exchanging products and services can one really understand how the GAME works.
- 3) Arrange an **appointment** with the facilitator of this group. She will explain how the GAME works in detail and answer all your questions. She may even offer to help organize the first meeting in your area.
- 4) Meet with a few local friends who are interested in the GAME and may be **willing to help** you start a group. If possible, invite them to attend a meeting in an area where a GAME group is already active.
- 5) With your friends' help, organize some **publicity** so that you can invite a larger group of people to a **first official meeting** of this new GAME. You will be able to do a presentation of the GAME and answer any of their questions. If possible, you can ask an **experienced** GAMER to make this first presentation for you. She will be able to answer any questions by using examples from her own experience. Meeting with an experienced GAMER will **reassure** the audience and encourage their participation.
- 6) End this first meeting by inviting those who are interested to give **contact details** (email, phone). This way, they can be reminded of the next meeting and receive more information about the GAME. Hand out a **leaflet** with the dates, times, and locations of the next few meetings. Tell them that when they attend their next meeting, they will be able to get a GAME book and start their first transactions by bringing products and offering services right away. Also, hand out a sheet on which they can write down their own **offers** and **requests**. They can fill it out and bring it back to you at the next meeting. Encourage them to share all this information with friends and family.
- 7) Print a good quantity of GAME **books** for your next meeting. To make them, use the **downloadable** documents in section A8. You can get these printed and exchange them against points with future GAMERs.

8) Shortly after, ask an **annual service charge** from each new GAMER. In general, facilitators ask 200-300 €. Write these points in a **collective book** owned by all active GAMERs in that group. These points will be used to thank the facilitator for the time spent in organizing the meetings, entering up offers and requests on the group's list, helping newcomers, and so on. They can also serve to thank any other GAMER who helps the group: meetings, fairs, publicity, computer graphics, website, etc.

9) Each new GAMER starts to play by doing a **first transaction**. We highly recommend that the newcomer begin by offering products or services. This will allow her to start with a **positive** balance. She can then promptly pay back the annual service charge that created a **negative** balance in her book. She will be able to experience the two aspects of the GAME: the **offer (+€)** and the **request (-€)**.

10) Organize monthly meetings. It is best if they take place on the same **day** (first Sunday, third Wednesday), at the same **time** and **place**. This way, it becomes easier for GAMERs to reserve that specific time each month.

11) Once the group is started, make sure that **new GAMERs** receive complete information about the GAME during the first meeting they attend. These can be given right before or after the meeting or at any other time. You can ask an experience GAMER to be in charge of this special task.

12) An important job to accomplish each month is to update the **list** of offers and requests by recording changes or additions. Later, you can send it by **email** to all active GAMERs – those who have paid the annual service charge. Changes are usually written in colour to make them more obvious on the list. GAMERs with no email address may decide to have the list **mailed**.

13) Remain in **contact** with the facilitators of other areas. If a meeting of facilitators is organized, make sure to attend so that you can benefit from the **experience** of other groups.

14) **Do not change the rules of the GAME**. They have stood the test of time and survived the rebelliousness of many black sheep who constantly insisted on doing things their own way. In order for the GAME to remain **universal** and **compatible** from one person to the next, anywhere on the planet, the fundamental unit and the basic rules must remain the same.

15) If you live near the province of Quebec, Canada, encourage the GAMERs in

your area to attend the **annual gathering** that is organized in Stukely (Eastern Townships), where the oldest and most active group in Quebec is found. You and the GAMERs in your group will be able to attend **lectures** and view **movies** that are related to the subject. You will meet other GAMERs who offer an abundance of **products** and **services**. It may be possible for you to participate in **community work** in exchange for GAME points. During this annual GAME gathering, you will get to know other GAMERs on a personal basis. That is worth a lot more than GAME points! For more information, contact Mado at: [diessemado@gmail.com](mailto:diessemado@gmail.com).

16) Some GAME groups prefer not to be listed on the web. If you decide to publicize your group on the Internet, you can currently visit Quebec's site, [www.jeumontreal.ca](http://www.jeumontreal.ca) or France's blog [www.cirquedujeu.wordpress.com/](http://www.cirquedujeu.wordpress.com/). There is also a Hungarian site: [www.suska.hu](http://www.suska.hu).

17) Here is a list of the main tasks of a facilitator:

- ◆ Send a **monthly updating** to all active GAMERs in your group.
- ◆ Organize a **schedule** of monthly meetings.
- ◆ **Facilitate** the meeting, using **unanimous consent** whenever a group decision must be made. This last point is crucial, as the GAME is based on equality and respect of all participants.
- ◆ Provide **information** about the GAME to each new person who would like to join your own group or start a group in her area.
- ◆ Make sure that a sufficient number of GAME **books** are available for beginners and active GAMERs who need a new one.
- ◆ **Delegate** some of the above tasks to other GAMERs as soon as possible. Involved GAMERs make for a strong GAME and a wealthy community.

*It's your turn  
to play the GAME!*