



Trust Takes Time

1. Introduction

Trust is the *foundation* upon which all things of value are built. The success of every organization, business and relationship is directly connected to the level of trust developed between members. **Good Good Gamez** with passion believes that the trust nurtured **in** games played with others tied to a *clear* and *consistent* rewards system will become an unstoppable force for good in our world.

Trust is tricky. In most cases if a person says “Trust me,” or “Honestly _____,” it is directly connected to them trying, with sincere eloquence, to get you to do something, buy something, vote somehow, volunteer for their cause, or think the way they think. Beyond sad are *scandals* in every party, denomination and self proclaimed bastion of virtue. Corruption, embezzlements, the art of spin; ‘look you *right* in the eye while still lying’ all reveal instead a complete trustworthiness **void**. *Each time* individuals are **burned** by sparkly personalities in slick marketing campaigns for noble causes, hope of regaining any level of trust fades progressively like the colors on rewashed clothes.

Trust related platitudes are ever present in modern language: “Forgiveness is required. Trust is earned.” “Talk is cheap.” “You know lawyers and politicians are **lying** whenever their lips are moving!” “Value that withstands the test of time”? “Tried and true principles”? “I will love you *forever*”? “I must level with you.” “Gillette, the *best* a man can get”? “Don’t take *my* word for it...” Before deciding to associate with anyone in any way certain steps, over time, can establish a trust connection that lasts. **Research, Structure, Participation** and **Follow Through** are the required ingredients necessary to build, over time, a trust connection with any company or person.

2. Research

In our fast paced culture time is at a premium. Careful choices must be made from a myriad of options vying nobly as worthy to be researched. Your decision to research the **Credentials**, **Integrity** and **Control** of this company is valued at the highest level. Since **The Company** is 100% owned by **Luke Roger Grover**, using “Ownership”, “We”, “Us”, “Our” gives interchangeable brevity.

A: Credentials

- 1) Resume: Ownership has worked in various fields for over 35 years always maintaining the highest professional standards. I am *far from perfect*, but value trust, integrity and mutual respect in all personal and business relationships
- 2) Skills: All these skills are impossible without respectful, trust connections. Sales; Customer Service; Care Giving as a Homemaker Companion; Work in education of children, teens and adults; Ride Share Driver and Food delivery; Engagement with the public in thousands of respectful interactions in many and varied settings.

B: Integrity

- 1) Background Checks: Ownership has completed multiple background checks for various past and present roles. All are available to any inquiry at any time.
 - a) Volunteering in multiple educational settings.
 - b) Volunteering in a highly sensitive community service setting.
 - c) Ride share driving requires extensive background checks before approval.
- 2) Ownership has been *fingerprinted* for various volunteer and employment roles.
- 3) Letters of Recommendation: A great benefit of 100% private ownership is the fact that letters for Luke Grover, available upon request, also apply for The Company.
- 4) In January 2021 the benefits of personal integrity have resulted in a *part time* position for ownership with a long lasting and high reputation 501c3 company.

C: Control

- 1) Private ownership verses Public ownership.
 - a) Remaining Private eliminates dreaded bureaucratic bottlenecks.
 - b) Vast amounts of wealth associated with Stock Options are *not* our goal.
 - c) **Mutually Beneficial Partnering Relationships** work best.
 - 1)) Partnering relationships with individuals of all incomes.
 - 2)) Partnering relationships with companies of all sizes.
- 2) Oversight: Built in to the desire for “correct” oversight is the assumption that simply having a perfect oversight *structure* is enough to maintain trust in any organization.
 - a) Oversight by any board is only as effective as the honesty and integrity of each board member, yet control of most boards still rolls up to **one** chairman.
 - b) True leadership understands that the most important oversight is that of the **Partnering Participant**. Partners vote with their feet if trust is violated.
 - c) We are *not* arrogantly walking a tight rope without a net and thumbing our nose at the conventional structure of many organizations.
 - d) We simply desire steady improvement in a model of purposeful oversight and unity called **Mutually Beneficial Partnerships**. *Every* person’s input counts.

2. Structure Walls that restrict also protect.

The word Structure simply put relates to construction. Building anything requires a good foundation. Our foundational structure is the result of years of experience in different professional and volunteer environments. **LLC versus Non-Profit; Progress versus Perfectionism and Invitation versus Indoctrination** explain the reasons and foundations of this company’s structure.

A: LLC vs Non-Profit An LLC (Limited Liability Company) has many advantages over a Non-Profit (Often referred to as a “501C3”)

- 1) Though an LLC pays taxes, organizationally they are *easier* to maintain.

- 2) An LLC does not require a governing board which actually *streamlines* effort.
- 3) We believe strongly that as long as mutually beneficial partnerships are maintained an LLC can accomplish much more in less time than any other business model.
- 4) We feel that the term Non-Profit used for organizations with multi-million dollar budgets and salaried employees who obviously are profiting can sometimes cause trust lowering confusion in persons considering partnering or being involved.
- 5) Though *no tax deductions* for partnering with an LLC *seems* to be a negative, we feel tax considerations should be the *last* thought when partnering with any entity.
- 6) Businesses may deduct any partnering with us as marketing expenses. Please consult your tax professional.

B: Progress vs Perfectionism Progress builds hope. Perfectionism stifles progress.

- 1) Tracking results for all players in a game *promotes* progress for all.
- 2) Providing consistent annual potential *rewards* for effort in trust building activities promotes progress and community spirit regardless of size.
- 3) Progress encourages *development* in real life relationships.
- 4) Perfectionism says, “Winning is the *only* thing” and “Second is just the *best loser*.”

C: Invitation vs Indoctrination A simple and humble invitation is most respectful.

- 1) An empowering *Invitation* given to any individual to choose to do anything, is the most respectful action one human can give another, regardless of the answer.
- 2) Playing games naturally builds trust. Inviting others to join the fun is also natural.
- 3) Only as players experience value are they invited to help expand the reach and potential rewards offered consistently and annually to all players.
- 4) Partnering with us is *never* required in order to qualify for year end rewards. Respect and loyalty earned by consistency over time are rare commodities in this age.
- 5) Indoctrination is widespread beyond legalistic cult like organizations. Conformity to external behavior codes to appear superior in values while using these appearances for marketing and fundraising purposes, is common in our culture but *not* authentic.
- 6) At its core, indoctrination does not respect each individual’s personal responsibility to make decisions. Adjusting course in life due to consequences of personal decisions, is rarely realized by those who fight to fit in and gain external acceptance in flashy shiny programs run by charismatic, beautiful, talented and hard to relate to plastic people.
- 7) Pleasant invitations to join a games gathering, if followed through on, can reap intrinsic benefits for all concerned which far surpass any external indoctrination.

3. Participation

In our over stimulated culture, peer pressure barrages our brains like a hail storm against a paper roof. Truly Trendy parents: Sign kids up for every camp and club available; Attend *all* the parties and business functions; Download every new app or social media craze. We seek to respect the time constraints of all players by keeping participation **Simple, Steady** and **User Friendly**.

A: Simple Genius is the ability to make the complex simple.

- 1) We are wise enough to not claim perfection at keeping participation *simple*, yet we have and will work hard to make participation as simple and easy as possible.
- 2) We take advantage of technology allowing submittal of pictures of score sheets via www.GoodGoodGamez.com to track progress, while being extremely intentional about *protecting* players information.
 - a) We **never** display players names, photos or private information via website.
 - b) We **only** use contact information as instructed by our players. Scorekeepers are used to communicate to their players if they qualify for year end rewards.
 - c) We **never** ask for videos or pictures of players and encourage scorekeepers to *delete* all videos related to any games *as soon as* they have submitted results.
- 3) Simple games connect people the best. It is so encouraging to see simple games teach people how to be better to each other.
- 4) Our tracking system, the *secret sauce*, draws in persons and groups when they realize that every act of participation counts and matters because **they** matter.

B: Steady Life is a marathon, not a sprint.

- 1) Flash in the pan contests build hype but offer **no** consistency. Every worthwhile endeavor has always required *consistent persistent effort*.
- 2) Increasing Quarterly Multipliers and year end potential for rewards tells players "Start now and never stop!" (See "EZ track OUR points guide")
- 3) Longer term and consistent goals cannot be emphasized enough for all ages.

C: User Friendly Over complicated brings confusion.

- 1) We provide many ways to submit results of games.
- 2) We seek to be responsive within 7 days to any questions or disputes.
- 3) We seek to provide the *structure* that encourages and keeps building excitement.

4. Follow Through The power of a steady and consistent example cannot be measured.

All the previous noble sounding and sincere intentions fall woefully flat without *follow through*. This irony illustrates the point. Can a new company prove trustworthiness when trust takes time to build? Insurance companies only issue policies to *established* companies with a track record of avoiding lawsuits, but if a business has never been sued, why do they need costly liability insurance? Reality: Insurance companies want premiums while paying few claims.

Despite these frustrations, we are committed to follow through because it provides the refreshing water of security in a baking hot desert strewn with shifting sands of good intentions, wishful thinking, bold sounding visions and sadly, never implemented plans. Follow through is so vital to all trust and must be **Demonstrated, Taught** and **Rewarded**.

A: Demonstrated Talk is cheap, actions speak best.

- 1) We strive to under promise and over deliver.
- 2) We strive to consistently exceed expectations with clear communication.
- 3) We strive to *model* respectful dependability, humility and sincerity over time.

B: Taught Teaching is much more *selling* than telling.

- 1) The parameters of any game and reward system *teach* follow through. “Clearly defined expectations” is a fancy way of saying what has become a 5 letter *swear word* in our modern mindset, “RULES!”
- 2) We use games to teach all players that rules are **not** a ‘buzz kill’. In life and games alike guidelines; parameters; rules, however labeled provide relational fun and security.
- 3) We use a merit based rewards system to teach that achievement is the balance between the sad extremes of “Win at all costs” and “Everybody gets a trophy”.
- 4) Teaching while playing anything is so relationally basic and effective.
- 5) We use games like “Stillness Game” and “Good Sport Game” to creatively encourage habits that build a good life. (More of these games coming!)

C: Rewarded Delivered rewards provide motivation and cement solid trust relationships.

- 1) Year End rewards teach steady progress and consistency.
 - a. Each scorekeeper can add their own annual rewards to promote the games they operate in their locale.
 - b. Please follow through on any promises of rewards made to maintain trust.
 - c. **Never** imply that helping fund rewards is required in order to play.
- 2) Investing the time in tracking results of games played is rewarded.
 - a. Unity develops as players realize every game can count towards potential rewards regardless of athletic ability. Everyone needs healthy competition.
 - b. Cheering the progress of **all** effort builds the community spirit of any group.
 - c. A consistent game time with the knowledge that every ‘choice to play’ is tracked towards a consistent rewards system builds enthusiasm.
- 3) Business partners benefit from helping with the worldwide Year End Rewards by a presence on the website.
- 4) Rewarding the effort of keeping score, playing games and submitting results is the ultimate in *leading by example* in demonstrated following through.

5. Response Progression to Value The Reaction to any gift of great value is instant joy.

Trust built over time in any community through the value of playing games by itself is a great tool for solid change in a wishy washy world. The greatness of trust built in playing games is heightened exponentially by a well run rewards program. The **Experience** of relational benefits in playing games and the consistent potential for receiving rewards will naturally be **Transferred** through actions of **Loyalty** to the source of those same benefits.

A: Experience Learning by doing in community is by far the best way to learn.

- 1) The experience of learning to relate to others in a kind, fair and enthusiastic manner during any game is a healthy way to be *addicted*.
- 2) The experience of 'being cheered for' is so affirming when the person being lauded knows it is the *effort* of trying, failing and trying again that is being encouraged.
- 3) Experiential understanding at a person's core that every improvement matters because every person matters is life affirming and transforming.

B: Transferred Trust, like a disease, transmits only in close proximity.

- 1) Ideas, attitudes and habits are Transferred from one trusted person to another.
- 2) Barriers to natural transference are emotional and physical distance.
 - a) Emotional distance creeps in to all relationships without the protection of trust maintained inside the structure and communication of playing games.
 - b) Physical distance being a barrier is actually a benefit because the power of small groups of people building trust playing games is a built-in benefit.
- 3) Just as relay runners must have a mutual connection to transfer the baton, real transferred trust only happens in the safe structure of a games and rewards system.

C: Loyalty True Loyalty is never coerced.

- 1) Networked Loyalty uses the best power of multiplication. Each transmits their feelings of loyalty by inviting those they influence to join them in a common quest.
- 2) Loyalty always manifests as a Response back to the source of value received.
 - a) Give a sincere "Thank you" to a store clerk and the response "You are welcome" returns naturally.
 - b) Cheer anyone on in any way while playing a game and they give maximum effort instinctively as a response.
 - c) Celebrating every act of 'trying, failing and trying again' as if it matters in huge ways, because it does, creates loyalty.

~ **STOP:** *Only* continue reading *if* you have benefitted from the following: #1 Reading about our passion for games. #2 You intend to, or have, played games and tracked your results towards possible year end rewards at www.GoodGoodGamez.com. #3 You are ready to share. ~

6. Gradual and Natural next steps Gradually sustained change is the only *real* change.

Playing games is *serious fun* and is one foundation for authentic relationships. As trust is built over time, we know deep down, loyalty in action will follow Naturally and Gradually in **Participation, Promotion** and **Planned Provision**.

A: Participation and Promotion work hand in hand. All journeys start with one step. Steady *baby steps* demonstrate trust is growing. Choose to plug in using one or two actions listed below. Add more actions as it is natural. Reference "EZ Track our Points Guide" often.

- 1) **Play Games:** Games are the beginning *connection* which cannot be skipped.
- 2) **Keep accurate scores & submit at www.GoodGoodGamez.com**
- 3) **Check Standings** often for progress toward possible Year End Rewards.
- 4) **Become a Scorekeeper.**
- 5) **Become an Influencer.**
- 6) **Become a Host.**

B: Planned Provision Outward Actions reveal Inner Motivation.

Teamwork and Mutually Beneficial Partnerships find their persuasive power when *many* move a *little*. All organizations are clamoring for a solid sea of steady, consistent and loyal ‘followers’ of any kind. Choose one or two actions below to help us impact many with the power of Games and a consistent Rewards System to change lives.

- 1) Loyalty Partners. Small and Steady demonstrations of Loyalty are **Huge**
 - a) The big lie that cripples action is the perception that *small* has no value.
 - b) Your decision to *repeat any* size demonstration of Loyalty, to us, is very encouraging. The key is consistency, because it develops a habit.
 - c) Many organizations claim these same goals, yet their public fanfare over large donors does not follow through on this claim.
 - d) We promise to never reveal levels of demonstration of loyalty or the identity of our Loyalty Partners.
 - e) We promise to always apply funds *exactly* as designated by any partner
 - f) Obviously, we promise to never, ever require **any** actions of loyalty for persons to play and earn possible year end rewards.
- 2) Be creative in showing loyalty by Diverting and Raising funds of any size.
 - a) These methods remove the “Can we afford to help?” concern because they do not increase the strain on any monthly budget.
 - b) Diverting: Simply look at your expenditures and ask, “Could I give up doing _____ once a month and send what I don’t spend to help Good Good Gamez motivate people of all ages through Games and Rewards?”
 - c) Raising Funds: Recycling; ‘Loose Change’ jar; Garage Sales; Car Washes; Sales of any items not used anymore online. Send us anything you are doing that is working and we will share the ideas with other Loyalty Partners and give you points!
- 3) Use the products and services of our Business Partners on the website as you are able. Remember we never *guarantee* anyone’s satisfaction with BP products.
- 4) Use a few select products that we *personally recommend* because we have used them. We benefit from your response in referral compensations.
 - a) For years we have been exposed to many products claiming health benefits, we have narrowed the search to TWO companies.
 - b). **Eniva** is a wonderful MN company providing the highest FDA approved nutraceutical health. Visit www.Eniva.com and enter Share Code 84142.

5) Feel great by donating to the health of others with **Bio Life**. If you can donate plasma in Minnesota, you can receive nice compensation on a debit card. If you say you are referred by Luke Grover, we receive a referral bonus on our debit card to defray our costs to allow more time for expanding this business. Again, the wisdom of being an LLC with *one owner* is demonstrated.

6) Mutually Beneficial Financing Agreements. (Promissory Note)

a) Emphasizing the significance of small and steady demonstrations of loyalty is not meant to discourage larger creative ways of showing support. We just want equal value placed on **any** size help.

b) Financial institutions profit greatly from the *difference* between the guaranteed interest they provide their customers and the income they can extract from other investment vehicles using that same pool of money.

c) Non-Profit organizations call these highly regulated pools of money “Endowments” because of the tax advantages for donors. We can provide greater flexibility as a for profit company with a non profit **heart**.

d) Unsecured Promissory Notes can be entered into by any adults or businesses at any time. Consult your attorney.

e) “Agreement” implies trust. Our desire is to create mutually beneficial partnerships with those who align with our passions and goals. Avoiding lawsuits is never guaranteed. We assert that Trust *reduces* the probability. Wasting resources on legal fees is only beneficial to lawyers.

f) Simply put, an MBFA is either a **Loan** or a **Gift** (0%) of a lump sum.

1)) **Loan**: Promissory Note with Loan Amount and Interest Rate is completed with copies saved. We use this lump sum, for a term, to generate income which we use *only* as the Lender designates.

2)) **Gift**: Promissory Note with the Gift Amount and Date of Return (if any) is completed with copies saved. We use this lump sum to generate income which we use *only* as the Giver designates.

3)) **No** MBFA will be created **unless**: A phone Q/A between all parties is completed; Promissory Note is reviewed by Loaner/Giver *and* their trust circle (Age 65+ see Senior Protection Act); Receipt of agreed-on funding is completed; Both parties sign and notarize note.

4)) Address all inquiries to Info@GoodGoodGamez.com include contact information. Please allow 7 Days for response.

~ Don't stop reading: You have come this far, why not invest a few more minutes? ~

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7. Good Good Gamez' relationship with God is Good Gamez A heavenly combo?

Even as the words “Trust” and “Relationship” are basically interchangeable so are the words “Good” and “God”. Sadly in this modern messy world, *bad* experiences with well meaning brandishers of this Name Above All Names abound. If a talented doctor enters a patient's room, but forgets his bright ‘forehead’ light is still on, the trust of the patient *in* that doctor goes down regardless of their

sincerity of motive. Similarly, when *sharing* about God happens, the receiver often *perceives* that the sharer is yelling “Here is exactly why we and our beliefs are *better* than you and your beliefs!”.

Shiny manicured church buildings filled with people posing the same veneer intimidate outsiders with the impression that access into the cool “God” club is earned by status and appearances of spirituality. Abuses of children, moral failures of clergy and out of balance use of donations in many organizations claiming service of God and community as their highest priority, sadly sully His Name. We believe, above all, the majesty of this Name should *never* be besmirched as it has been.

A: This relationship is not hidden, rather *timed* strategically. Caring *precedes* Telling:

- 1) Hiding anything is a trust *destroyer*. Our current media climate has so bludgeoned truth that distrust of all headlines is normal. 100 people surveyed by Family Feud were asked “On a scale of 1 to 10 how much do you trust the government.” The top answer was **One**. Really?! The *most* people surveyed trust our government the *least*; **putrid**.
- 2) We seek to build trust over time, not destroy it. We *use* the inherent trust building qualities of games to start small and crescendo into the authentic purpose of *all* trust: A vital, personal and life-changing relationship with the **One True God** as embodied in His Son, Jesus Christ and explained through the sound interpretation of Scripture.
- 3) Following **The Proper Order** in any step by step instruction is the key to success. Based on years of experience with people of all ages, we believe with all our hearts that the progression from Games and Rewards at www.GoodGoodGamez.com *building into* Going Deeper Points and Greater Rewards at www.GodisGoodGamez.com produces the Best Growth, Eternal Trust and Life Change for people of all ages and cultures.
- 4) **You** can *validate* the statement “Love casts out all fear”. Use the effective tool of games. Show love to those you influence. Use “EZ Track our Points Guide” to build excitement and submit results of your games. Inside these trust circles, joyful journeys of respect, trust and community will enhance every life involved. It all starts with that simple, profound and unthreatening question “You want to play a game?”

B: God is Good Gamez operates *both* websites, tracks points and distributes rewards.

- 1) Since 2018 the development of the idea of a kind and consistent rewards system for activities that are attainable **for all** and eternally important has been our driving force.
- 2) We seek to respect and help all persons on their most important journey: Finding truth and learning to align their life with that same truth. We believe that relationships nurtured by playing games are the best atmosphere in which to navigate any journey.

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- 3) To encourage yet never force activities that will help any person “Find and Align” with truth, we reserve the right to give greater year end rewards for “Going Deeper” points tracked at “EZ Track My Going Deeper Points” at www.GodisGoodGamez.com. Points reflected at www.GoodGoodGamez.com **are added to** Going Deeper Standings and players can qualify for possible year end rewards in **both** programs.
- 4) Our friends in Raipur, Central **India** always need our help, designate funds for them.

- 5) To **respect** Loyalty Partners, Business Partners, Players and Participants alike we will always strive to apply funds precisely *as requested* by the generous provider:
- a) **100%** of Funds and/or MBFA income designated for **Good Good Gamez** are used for GGG calendar year end rewards. (See “EZ Track Our Points Guide”)
 - b) **90%** of Funds and/or MBFA income designated as **God is Good Gamez/ Loyalty** are used for GIGG rewards. (“Going Deeper Ambassador Handbook”)
 - c) **90%** of Funds and/or MBFA income designated as **God is Good Gamez/ Business** go to GIGG rewards. (“GDA Handbook is under “Updates”)
 - d) **100%** of Funds and/or MBFA income designated as **God is Good Gamez/ Expenses** are used for operating expenses. (“Updates” is on GIGG website.)
 - e) **100%** of Funds and/or MBFA income designated as **GIGG India** go there.

- C: Marie Sandvik Center** is now ownership’s part time employer with very similar purposes!
- 1) Over fifteen years ago I started volunteering at Marie Sandvik Center as a guest speaker. In January 2021 the position of part time **Chaplain** joyfully began!
 - 2) Joy fills my heart. We can fill their need for a Chaplain (15 hrs) while also using these websites to encourage **all** who want to play and grow. This provision is one more satisfying confirmation that always keeping God is Good Gamez part time is wise.
 - 3) Please support and volunteer at Marie Sandvik Center. They have been serving the needy since **1940 at 1112 Franklin Ave E Minneapolis, MN 55404.**
 - 4) Serving the inner city is far from lucrative, but this again confirms the wisdom that a part time business **and** chaplaincy can *coexist* around one bold purpose: Help all people grow in Real Trusting of The Lord Jesus Christ. (Sandvik.Chaplain@gmail.com)
 - 5) If **your** trust in God is Good Gamez and Marie Sandvik Center has grown to the place you are ready to join the cause, please help as led by the Holy Spirit.
 - 6) If you already support Marie Sandvik Center on a regular basis please increase your consistent amount. If you already support God is Good Gamez through any of the ways listed above (**See 6:B:**) please continue or increase. **Do not** switch allegiance. **Do start** helping, as Trust grows, one or both companies. Be confident there will **never** be *co-mingling* of any funds between entities. We prefer you help *both of us equally*.

- D: Respect in correspondence** Please allow 7 days for response to any questions.
- 1) Mail: **God is Good Gamez** 12530 74th Ave N, Maple Grove, MN 55369. To eliminate bank payment processing fees please set up scheduled remittance to our address or directly to God is Good Gamez @ US BANK. (Remember to designate!)
 - 2) Email: info@GoodGoodGamez.com or info@GodisGoodGamez.com
 - 3) Social Media: Luke Grover/God is Good Gamez is on Linked In, Alignable and Facebook. *Remember* points are given for proof of sharing submitted.

8. Conclusion

Thank you for the investment of your precious time to evaluate the purpose, passion and programs of **God is Good Gamez** and **Good Good Gamez**. Since Trust Takes Time to build, the simple yet profound question that only *you* can answer is, “Right now, **do you trust us** enough to take one baby step *with* us?” Whatever that step looks like, we encourage you to give us feedback so we

can keep improving. Seeing more people *grow* in Trusting God and Others using games is our constant, every waking moment, driving force. Even if only a few lives are impacted and changed *all* the effort, prayers, time and money invested are billions of light years *beyond* worth it!

~ **Good Good Gamez** exists to use the gift of games to help people of all ages build community and learn life skills in Creative, Kind and Consistent ways. ~

~ **God is Good Gamez** exists to *add to* the gift of games by helping people of all ages build consistent habits that bring deeper growth in Trusting God in every area their lives. ~

www.GoodGoodGamez.com

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