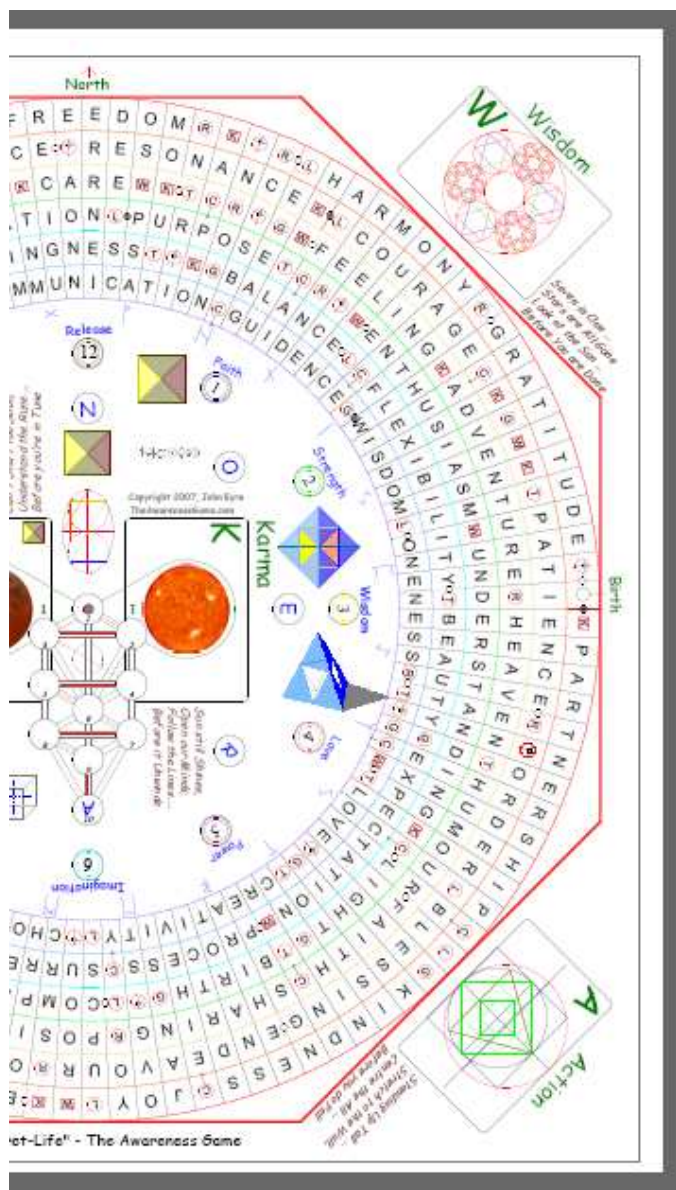




<http://TheAwarenessGame.com>



There are
NO Rules ...

will be
the whole of
the Rules ...

The Booklet that accompanies “Secret-Life” – The Awareness Game

Designed, Created and Produced by John Eyre

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“Secret-Life” – The Awareness Game

[Edit: John] It's now November 2021, 14 years after starting to create this board design, and then the "game". I've had the game board pinned to various walls in a number of locations and I've considered how and why it was created. I re-read this document and look at the board design and find them inspiring, but I still don't know what to do with them.

So, I am putting the various documents on my current web site and if people "find" them, then I hope they will spend the necessary time to consider the topics. Although nothing is ever completely removed from the Internet, nothing remains where it was and all domain names will "die" at some point - as have the ones associated with my University Research work and my Spiritual studies.

My current web site address, where some of my creative activities are represented, is <https://BritishFool.com/>

If you read all of this document, you should be able to work out how to print the associated game board secured PDF file (at full size) - it will fit on a 2 foot sheet of paper (as with everything that makes up this package, all numbers and sizes are important).

Life is a Game, so have fun ...

“Secret-Life” – The Awareness Game

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Introduction

Thank You for acquiring “**Secret-Life**” – **The Awareness Game**, the game that most closely mimics “**Real Life**”. It brings together a number of Mystical and Scientific disciplines and shows how they all describe the same thing. Using Mathematics, Geometry, Words and Symbols, the game board design focuses the Power of the Universe to create Awareness in the Players. Playing The Awareness Game on this board, you will be encouraged, gently and patiently, to confront your inner reality. You and your friends will each come to understand more about how you have been Playing the Game of Life.

This is not a game to be frightened of. It can not harm you or make you do anything you do not want to do. It is infused with positive vibrations that will help you to grow. This may feel uncomfortable at times. You may be asked to do something that you might prefer not to do. You always have a choice. It is always for you to decide. This will help to show you areas of your personality that may be holding you back. You will most likely notice this kind of thing appearing in the other players, before you notice them in yourself. This is normal. Try to avoid confronting your friends with what you perceive as their failings. Focus on your own thoughts and feelings as you interact with the game and the other players.

Unlike most games, there is no need to hurry, no race, no place to get to, no sense of urgency. It is more about the journey, the experience, the awakening. I understand, you want to know what the aim of the game is. How to win the game? How to demonstrate your skill, your patience, your wisdom, or even your luck? What is it that will separate you from your fellow players? The world has already separated you from your fellow players. This game will help to re-unite us all.

Until this becomes your reality, the aim of the game is to have a successful birth and an interesting and productive life, as you make your way back home, learning about who you are and what life is, as you travel. You can reach home by dying or by transcending.

To win the game, you must transcend life and return back home without dying. The first to do this would be the winner. If you run out of time and need to stop playing, you could assign winning status to the person on the track nearest the centre (e.g. 6th or 5th or 4th track etc) and if there is a tie, the one with the highest value of tokens would win (value order – awareness=3, talents=2, gold=1 each).

As you become more familiar with the game, you may choose to vary the rules. Whatever you decide, agree between you, before you begin the game.

“Secret-Life” – The Awareness Game

It is highly recommended that the owner of the game studies this manual before inviting people over to play. Don't expect to unpack the box and start playing.

Enjoy playing life and have fun!

What is in the Box?

The Magic Board

What makes this a magic board? That is part of the “Secret” that you will discover as you play the game and investigate further the symbology presented in its layout, its diagrams and its words. Please visit <http://TheAwarenessGame.com>

Avatar Icons – The Player Pieces

12 Player Icons are coloured and numbered to match the 12 “home-base” circles in the centre of the board. Each one represents a personal power or strength that you may possess and use.

Tokens

Awareness – Represents Spiritual and Conscious State: start game with 1

Talents – Represents Skills expressed and dormant: start game with 2

Gold – Represents Physical things such as money, food, toys: start game with 3

Cards

6 Packs of Life Cards:

K – **Karma** Cards – Something seems to be “Interfering” with my game

E – **Ego** Cards – Keeps you focused on the Only Thing There Is – You!

W – **Wisdom** Cards – Demonstrate Applied Knowledge and Experience

P – **Power** Cards – You have the Power to Choose, to Change and to Grow

A – **Action** Cards – In order to Grow, you have to take Control and take Action

U – **Unity** Cards – You are One with All of Life

Direction Cards:

Clockwise/Anti-clockwise - identifies which direction you are moving around the board. There are various ways to change your direction. Start the game with one card each, showing Anti-clockwise side up.

Record Cards:

Record all your moves, the cards you receive, the thoughts and feeling you have.

Power Player Cards:

A card for each player gives an overview of the characteristics of that energy.

Instruction Cards:

Summary instruction cards to be distributed to the players. Rules are to be monitored by the group, with each person only holding a part of the whole.

“Secret-Life” – The Awareness Game

Dice

1 D12 Dice - used to plan ahead, decide things and move around the board.

Booklet

This booklet that you are reading. It describes the basics of the Game.

How do you Play the Game?

The first thing to note is that this is no ordinary game. The Board was designed to be a meditation instrument and therefore should not be put back in the box or hidden in a cupboard. It should be hung on the wall and **attention** paid to it. It can be turned through 90 degrees at regular intervals. Each time you look at the Board, focus your attention on a different item, a word, a symbol, a diagram and ask your “Higher Self” for some guidance on its meaning for you. Ask specific questions and listen for answers. Have a conversation with your Self about it. Don’t limit the answers to coming from within you, they can come from anywhere at anytime – news papers, television, a book, a conversation, a phone call, a bill-board, any number of ways. The more you practice, the more open you are to receiving guidance, the more you recognize and acknowledge **synchronistic events**, the more they will happen and the faster they will appear.

I will talk more of this later, but for those that want to get started playing the game, I have a suggested framework that you might like to try out. You may choose to modify it in your own way, later.

Life is a **game**, but it could also be a **play**.

Some people have suggested that this game board “looks” complex and busy. Some people have said that the rules are hard to learn and understand. Remember, this is not an ordinary game. It represents Life and to most people, life looks complex and complicated and difficult to handle. *Life is really simple and there are no rules, but there are laws.*

This game is designed to be played at various levels. I have defined three here, but you can create your own. Like most things in life, it’s worth starting with the simple version.

For the quick easy, introduction, we have the **Unconscious** Game.

For more interaction and involvement we have the **Conscious** Game.

For the dedicated group of players we have the **Super-Conscious** Game.

Before you begin

Before the players are seated around the board, orientate the North of the board with Magnetic North. Use a compass or use the knowledge of your home layout. This will align the energies, in the same way as a magnet aligns itself.

“Secret-Life” – The Awareness Game

Place all the 12 Player pieces in a bag or box and each player takes one, at **random**. This becomes who they are for the duration of the game. The Player pieces have many attributes, some more obvious than others. There is a Number, a Colour and a Power word. Other attributes can be researched later.

Once the players have selected their piece, they arrange themselves around the board in relationship to each other, based on their numbers. Order of play follows the numerical order of the players, lowest to highest. If you have 5 players, you may have selected 2, 4, 5, 7 and 11. Sit around the board, in this order and roughly opposite your own player’s home-base circle.

There are a number of support cards to distribute.

Each Power Player has its own descriptive card with some clues as to the characteristics of that Power. Make sure that each player gets to hold and read their respective text.

There are Record cards, for recording your moves and your experiences. They can be kept and re-used for subsequent games. You may notice patterns of behavior and signs if you keep track of your experiences from game to game. Each player is given a record card.

There are 6 decks of Life cards. Depending on the level of game you want to play, you will use either 2 decks (Ego and Karma) or all 6.

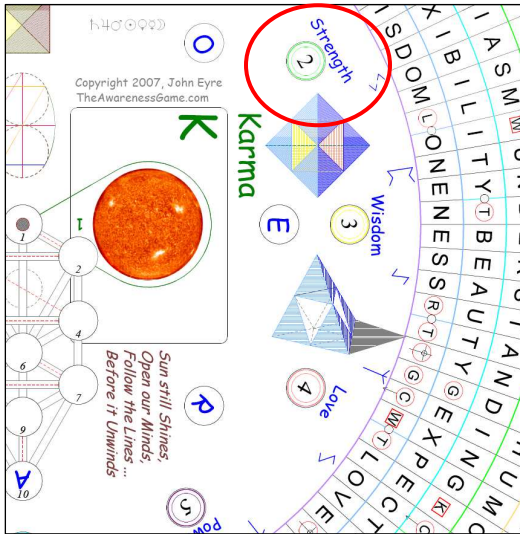
Before a player is **born**, they do not fully occupy **physical space**. At the point of successful Birth, each player receives the following items to help them live in the physical realm:

- 1 Direction card, with **Anti-clockwise** Face-Up
- 1 Karma card – do not look at the content, keep it Face-Down
- 1 Awareness token – you are born with awareness, but is it recognized?
- 2 Talent tokens – you have talents, both latent and expressed
- 3 Gold tokens – family and friends give you all kinds of goods



First some common “rules”.

Everyone begins at the **centre** of the board, on their numbered **home-base** circle.



Play starts with the lowest numbered player, for example, number 2 (Strength).

Only one person can occupy a single **space** at a **time**. If your turn would result in you landing on a space already occupied, you forfeit your turn and stay where you were.

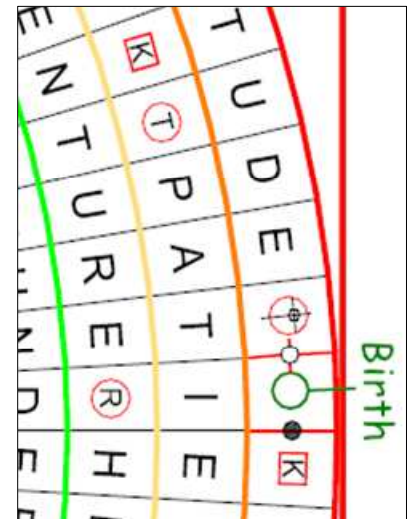
No-one can land on the Birth space (East side of the board in the 3 o'clock position), this would be equivalent to throwing a 1 (one) on the dice, when you start. You must throw a 2 or higher to

become born.

You only get one throw per turn, unless something over-rides this.

You only react to a spaces symbol when you first land on it, not if you remain there after a failed move.

Everyone begins by moving anti-clockwise around the outer track (red, track 1).



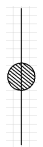
50/50 Chance

To represent “Chance” and to help demonstrate that your Intention can affect the outcome, we use the dice in many situations in the game. The Die (a single dice) has 12 faces and 12 numbers. A 50/50 choice will allow you to pick either high/low or odd/even. You do not have to predict both together. So, low numbers are 1-6, high numbers are 7-12. Odd numbers are 1,3,5,7,9,11 and even numbers are 2,4,6,8,10,12. Depending on the situation, it may be tactically “better” to choose odd (for example) when you really want a high number, just because the high-even numbers may land you on “difficult” spaces. You never have to verbalize this 1 in 4 chance, but you may inwardly make this choice. Failure in rolling the dice may be “better” than an inappropriate successful choice.

Changing Direction – in life, people (as with all things) tend to continue to move in the same direction unless a force is applied from another direction. Changing direction often turns out to be a good thing, although it may not look like it, when it happens. So, changing direction in this game has to take some level of effort.

You can try a **free 50/50 chance** and nominate to change direction before any of your turns. You have to choose – either high or low, or odd or even and roll the dice. If your prediction was successful, you change your direction card and then move the number of spaces that you threw. However, if you fail to make your chosen throw, you move the number of spaces in the current direction – **momentum** keeps you going.

You can take the chance out of the change and simply **Pay** one Gold token before your throw and any value that turns up will be valid (note: level 2 and 3 rules also require **intention** in order to pass Barriers). Don't **forget** to turn over your **Direction Card** or you will revert back to the old direction on your next turn – **You always move in the direction that your Direction Card shows.**



Normally, you have to travel all the way to the **Bounce** point before changing directions (that is the bar with the solid circle in the middle, between spaces – there is just one on each track, such as alongside the Birth Space on track 1). Count your score up to the bounce line then continue back in the opposite direction until all the count is complete. Only count the space next to the Bounce point once. Change your Direction Card over to show you have reversed direction.

The Circled Symbols, what they mean and how to react to them

The following symbols have variations for each level of game, so you will need to read further to find out exactly what to do. Here we introduce them and their basic qualities.

R

Give and Receive – Give what you have and Receive what is available. Gold tokens represent all physical things. Life might be easier to play if you have lots of Gold, but will you learn all the right lessons?

G

T

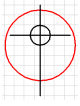
Teach and Learn – You are born from infinite potential and have talents to share. If the talents are ignored, they will not grow and not bring life to others. Share what you know and ask others to share what they know. The power is in the word.

L

C
↓

Change Lane – when you land on a Change Lane symbol, you get a chance to progress toward the centre. The Unconscious Level 1 game is simple, just move to

the adjacent space on the next inner track. Act on any new symbol or letter found there, before passing control to the next player. Continue moving in the same direction on your next move. See Level 2 and 3 for more complex (realistic) options.



Death Space - there may appear to be a lot of these symbols on the board and they show-up pretty quickly – the very first accessible space is a Death Space (by throwing a 2 at the beginning of the game). That’s just the way life is. You could die in your first blossom of life. How you understand death will determine how you react and how you play the game, as in “Real Life”.

What happens next?

You begin the fight to survive. You could just be **lucky**. Predict the roll of the dice and you can survive. You choose either high or low, or odd or even, so you get a 50/50 chance to be right. This first go is **free**. Make your choice then throw the dice.

If you are correct, you survive and stay on the Death Space until it is your turn to play again, then you move forward. No one else can land on this space while you are recovering.

If you failed in your free attempt, you can **buy** another chance. If you completely lack any of the Token types, you do not have the opportunity to use that method of survival. With Gold, miracles can happen. You spend **HALF** of **ALL** your Gold, rounded up (half of 3 is 2 and half of 1 is 1) and choose a 50/50 again (it can be the same or a different choice). Survive or Die, you still loose your stake – give it back to the bank.

If your Gold did not buy your life, you will now need Magical Talents to avoid your immanent departure. Take **HALF** of **ALL** your Talents and use them wisely. Another 50/50 choice and throw for your destiny. If you survive the wroth by means of Talents, you keep your stake, as Talents need to be used in order to persist and grow. Otherwise, the bank will receive your lost Talents.

If you failed at this 3rd attempt, you are now in dire stress. Only a person of Great Awareness could survive a forth attempt. Take **HALF** of **ALL** your Awareness and focus your consciousness.

Predict the roll of the dice or you will **die**. 50/50 again, it seems a long process, but dying can be like that – how do you feel about that?

Survive this time and give thanks. Your Awareness has overcome death and it must be expanded – collect one extra Awareness token and keep your stake. On the other hand, failure at this stage has no reprieve. You **return** to your **Home-Base** at the Centre of the board and what happens to you there is determined between you and the Game Master and the Level of Play - see the **Rules about Being Dead**. Play now passes to the next player.

Some people are so adverse to the idea of dying that they will go to any lengths to try to avoid it. The rules define no other way to avoid your fate. However, you may know something that I don't.

Did you Die?

What happens to dead people is one of the age old questions. It has as many answers as there are people. In this game we will represent 3 levels of understanding. First, nothing happens, you are simply gone. You become a living memory in the minds of your friends and family. Second, you continue to exist but are unable to communicate directly with physical beings. Third, your life continues and you can influence physical beings. For more details, see each of the 3 Play Levels.

Are you starting to get the idea? The game plays like any other board game with a track. There is a start point and an end point and ways to move from outer tracks to inner tracks. When someone reaches the centre, they win. There are events to respond to, after some of your moves. The more complex the level of game the more events become available. The more players and the more events the slower the game goes. The slower the game goes, the more you will learn.

Play Level 1

This forms the basis of the game and each of the other levels will define enhancements to it. You should have already read the **Common Rules** section.

The Unconscious Game

At this level, it is simply the usual “Race to the Middle”. The first person to get to the middle, without dying, wins. The game can take an hour or two to play. There are ways for a person to transcend life very quickly, but it is unlikely in the unconscious game.

We know that in life there are no winners (do we really know that?), but in games, movies, sports and just about everything that people do, we are taught that we better win (some people have to win at any cost).

As you make moves, pick up cards, receive gifts and anything else that seems significant to you, mark it on your **Record card**, you may need it.

In the unconscious game we only play 2 decks of Cards – **Karma** and **Ego**. The other Cards are not put on the board.

K

Take a Karma card when you land on the associated boxed symbol [**K**]. You take an Ego card whenever you land on an “**E**” in the middle of a word, such as “**FREEDOM**”. E’s are everywhere, just as Ego is everywhere. Read the card and act on what it says.

The following **Circled Symbols** are limited at this game level - R G T L C.

R

R – Receive one Gold token from the bank (or another player if the bank is empty)

G

G – Give one Gold token to the bank (or another player – you choose)

T

T – Teach, give one Talent token to any other player

L

L – Learn, collect one Talent from the bank (or another player if the bank is empty)

C

C – Change Lane, move to the adjacent space on the next inner track and collect one Awareness Token. It is more difficult than this in levels 2 and 3

L

Death – the death space. When you land on the death space, you face death. See earlier discussion on this process.

C

↓

⊕

If you successfully “Die” you are out of the game. You are expected to watch the rest of the game until it is over. However, if this happened at the time of your birth, you simply miss 3 turns and then try again. You watch the other players as they move away from you. Will your set-back become an advantage?

“Secret-Life” – The Awareness Game

If you are the last remaining player, you are immediately the winner and the game is over.

If you are running out of time, I suggest that you end the game the next time someone successfully Changes Lanes, at the end of their turn. Add up all the tokens you have collected. The winner is the person on the track nearest the centre. If there is more than one person on this track, the one with the highest value of tokens wins. **The value of each token is – Awareness=3, Talents=2, Gold=1 each.**

Play Level 2

The Conscious Game

One of the main aims of the Game is to Encourage **Mindfulness** and **Intention**. Therefore, you need to pay attention to where on the board you are **before** you throw the Dice. Otherwise you could be wasting your turn.

By now, you should be wondering what the more complex game might play like. I’m sure that you have “secretly” taken a look at the remaining card decks, just to get an idea what to expect. This is like asking older people what life is like for them, or having your “fortune” told or reading your daily stars or listening to the weather forecast. It’s natural for us to want to look ahead at what might be coming along. This allows us to “worry” about things that might never happen, but also to get excited about “good” things that might happen.

The Cards

The conscious game uses all the cards. Separate and Shuffle each of the card decks and place them on their respective board images. You have to respond and read the appropriate next card, associated with the letter you land on. These letters form part of the words spelled out in the spaces of the board. For example, the first word is GRATITUDE. It contains 1-A, 1-U and 1-E. If you land on one of these you pick up the associated Action, Unity or Ego card, from the top of their packs.

K

Remember that Karma has a special symbol on the board [K], as does the Wisdom card deck [W]. Pick a card from the appropriate deck.

W

As with “real” life, you may forget or not notice that your move had a matching card available. You may even decide to try to bluff your way to not having to pick up a card. This is all part of the game and how you and your fellow players react is up to you. There are no rules about what you should do if you are “found out”.

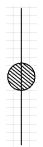
There is one caveat, you get to choose **not** to express your inner-most thoughts and feelings. You can decline any suggestion made by the cards that you should talk about your experiences or ideas. However, any other instructions need to be followed as described. You can always make something up (who would do such a thing?).

Landing on a Word

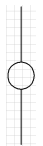
This is another “rule” that some players might try to avoid. Each time you enter a new word (for the first time), you must announce the Letter and Word that you land on and make up a sentence about it. The sentence should be positive and reflect some aspect of your Power Card personality. For example, if you are playing as Wisdom and you land on the “D” in FREEDOM, you might say “The Wiser I get, the Freer I feel”. The power player word does not have to be included in the sentence, but the essence of “Wisdom” should be there, such as “Freedom is a Choice I make”.

Intention

Before you begin, you need to know how to use your **INTENTION**, to progress around the board.



We have already introduced the **Bounce** symbol that appears between 2 spaces and has a solid black circle in the middle. There is only one of these on each track and you can not go past it. You count your move up to the bounce and then continue the count back in the opposite direction, turning your Direction card over at the same time.



There are a number of similar symbols that have empty clear circles in the middle. These are referred to as **Barriers**, and need to be navigated.

To pass these Barrier Line crossing points, you need to plan ahead. If you are approaching one of these hurdles you can nominate to pass the point on the shake of the dice. For example, if you need to roll an 8 or higher to get passed the next barrier point, you might take the chance and nominate to try. If you roll an 8, 9, 10, 11 or 12, you move as if the point wasn't there.

However, if you throw a number between 1 and 7, you fail and stay where you are. This means, the closer you get to the barrier point, the easier it is to pass it. But, you can only pass it if you “choose” to try, before you take your throw. If you are only 3 spaces away from the barrier point and don't choose to nominate to pass it, and then throw a 4 or higher, you still stay where you are, because you weren't paying Attention and setting Intention (unless you were).

If you are only 4 away from the Barrier and decide that you don't want to pass it (may be you want to get a 3 and land on the space before the barrier), you can decide not to use your intention to pass the barrier. Now you can either say nothing and just roll the dice, or state your intention to throw a 3 or lower. Either way, you

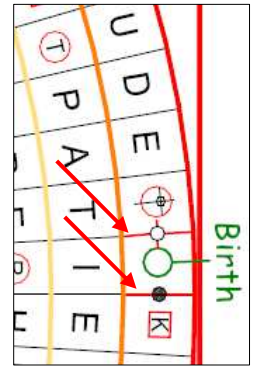
can't pass the barrier, even if you throw higher than a 4. You can use this option to try to control where and when you will move.

All this means that the “normal” practice of picking up the dice, throwing it, then looking to see what to do next, doesn't work in this game. You need to work in reverse order. Look ahead, decide what you need to do, then do it. Focus your energy on the dice and notice how often it supports you – but not always in the way you planned.

Special cases for Barriers:

At Birth

The Birth Point is a single space with a barrier then a death space. This is a precarious situation, as you might expect. You are not allowed to land on the single Birth space you have to throw a 2 or higher and pass this first Barrier. A 2 will put you on the death space and you have to follow the rules of Dying and make your 50/50 choice and throw again, in an effort to survive your birth.



Throwing a 3 or higher, at birth, is plane sailing. At this early stage, everyone is starting at the same point and the living spaces will soon fill up. Don't forget that you can't land on the same space as another player. It pays to go first, and the order is the same as the Power Numbers, so sit around the board in this order.

That is only half of the story. If you look ahead, you will see another Barrier next to the G in Gratitude. This is between the 11th and 12th space. So, if you throw a 12 at Birth, you might expect to go straight past Gratitude and land on the “R” for Receive. However, **you can not pass 2 barriers in a single throw** (anywhere on the board). This is therefore your second limitation at birth – you have to throw between 2 and 11 and not land on an occupied space.

Close Together

Now you know that you can't jump two barriers in one throw of the dice, even if you get a high enough score. You have to come to rest in between the barriers and negotiate them individually. In some places, there are 2 barriers really close together. There is even one that only has 2 spaces between them, and one space is a Death space. To go in that direction, you have to negotiate the barriers one at a time. Don't forget to state your intention, if required. Any throw that fails, results in you missing your move and you stay where you were.

R

Receive – some people aren’t able or willing to receive. In this game, you receive something as soon as you land on one of these [R] spaces. Look around. What do the other players have that you would like. Take one complete item from any player that is “alive” and occupying the track of the game board. What do you value?

G

Give – “it is better to give than to receive”, or so the saying goes. As soon as you land on one of these spaces, you have to give away something to someone else in the game. The person that you give to has to be “alive” and playing from the track of the game board. You can give whatever you have, but you should give it completely and willingly.

T

Teach – can we really teach another person anything? By the time that a child is old enough to play this game, they can recall and present millions of bits of “information” about all kinds of things. The fact that they can learn to understand the noises made by another person using the same language is nothing less than miraculous. Can you think of some useful insight, anything, to reveal to the other players. However small, “teach” the other players something, immediately. Then collect One Talent token.

L

Learn – how do we “learn” the things that we come to accept as true? How do we initiate a learning experience? We are learning all the time, or are we? Think of a learning experience that you have had and explain it to the other players. Focus, not on what you learned, but **how you learned it**. Then **collect One Talent token**.

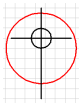
Change Lane differences

C



Change Lane – when you land on a Change Lane space, you get a **chance** to progress toward the centre (it does not happen by default). Again, you will have to use intention. Another 50/50 option with high or low, or odd or even. You make the choice as soon as you land on the Change Lane space and throw the dice again. If you are correct, you make the move on the next inner track counting from the space immediately adjacent to the change symbol and moving in the same direction as your direction card shows. Respond to any new space symbols you may land on.

You effectively received two turns, if your 50/50 choice was successful. You can not land on a space that is already occupied by another player and you can't pass a Barrier line unless you Predicted that you would. In these cases you fail to change lanes and stay where you were on the initial track for your next turn. You don't get to try to change lanes next time, it only works when you **land** on this symbol. So, think ahead. If you successfully Change Lanes, you **collect One Awareness token**.



Death – Is Dying any different in this Conscious Level? No, just review the existing rules about how to survive the dying process. However, **being Dead** is different.

If you Died – what happens when you **Die**, in the Conscious Level Game?

Well, there is a lot of emotion and commotion. Things seem to happen all at once. I'll try to indicate the things that need to be done, but it's up to you to try to keep track of everything.

First - What happens to all your stuff, the Gold for example? Come on now, you know what happens to it. There is a very nice process of sharing that takes place, after an appropriate amount of time. The bank takes its share and the government takes their share and if there is anything left, your relatives have a friendly discussion and make sure that they each take no more than is rightfully theirs.

How does that translate into practice in the game?

The dead person gets to keep their Awareness tokens as awareness is part of who you are. They also keep their Talent tokens as a “memory” of experiences had. All physical things are recycled after 3 more cycles around the remaining players (that means that the dead persons Gold remains “in-play” until each player has had three more turns each).

At that point, The Bank takes one third of the Gold (rounded down this time – one third of 5 tokens is only 1). The Government takes one third – how does that work – I don't distinguish between the banks and government, so just give the governments share to the bank.

Now the remaining players get their share, if they are lucky. If the dead person had 5 gold tokens, then one went to the bank, one to the government (bank again) and 3 were left over for the “relatives”. If there are 2 relatives, they get one each and one

left over. If there are 4 relatives, there isn't enough to equally share, so there is zero each with 3 left over.

All “left-overs” are “**Willed**” by the dead person to whoever they like in whatever proportion they like, including the bank (representing charities and other good causes). Ask the dead person to reveal his Will (after the third circuit, after their death) – asking the dead person is alright to do in this case and **no spirit medium** is required. You can't argue with the **reading** of the Will and you can't pressurize the dead person to change their mind – just listen and respond.

Second - Everyone goes into mourning for **9 throws** of the dice and the dice can only muster up half of its value, rounded up – i.e. a 2 is only worth 1, a 3 is only worth 2, a 9 is only worth 5 etc. Make sure you keep track of the 9 weak throws, the board will know if you cheat or forget!

Third - The Dead person goes back to their Home Base Circle in the middle of the board and rests for **three turns**. This is not a time to send the dead person to the fridge or to make coffee or take a smoke break. They are dead, they are not converted into house maids. By the time the three turns are complete, the other players have forgotten all about the dead player and are back on their own journey, Oh! except for their Gold. However, the **dead person is still playing**, so what can they do?

Not Really “Dead”

After the dead person has missed their three turns and begun to understand that they still “exist”, they naturally want to try to “help” the people that are still alive. But, the living players don't believe that the dead person is still there. And, in order for the dead to provide any help, they have to be **asked**. To represent this in the game, both the living and the dead are going to have to work hard to make their presence felt.

When it is **the dead persons turn**, they throw the dice and move clockwise around the 12 power player home-bases (this is when the living should be focused on what number they want the dead person to throw). Skip any home-bases that are occupied – and don't count them either. If there is a player still in the game using the power name that the dead person just landed on, we will consider this a Psychic call from that living person, to that dead person. This connection needs rewarding.

The dead person can now take a second throw and move that living player appropriately. All consequences are felt by the living player, as if they had moved themselves. The Dead and Living people do not communicate with each other,

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with regards to the play or intentions. When the dead person is playing for a living person, the dead person makes all the decisions, while the living person takes all the physical actions and consequences.

In the extreme case that there are 11 players dead and only one still alive, the dead player would have to throw an odd number in order to land on the living player's home-base (an even number would put them back on their current home-base). No other dead person can land on that home-base while it is occupied. So, while it might look at first as though the living player would be helped by every dead person, every time, it will become clear that each dead person will need to move around the one empty home-base until the previous helper moves away, which could take several rounds.

The dead can only help the living when they actively move onto that player's home-base, and not if they simply fail to move away and remain there.

You may be starting to see how easy it is to make up rules for living, and for dying. We've been making up rules for centuries. Are they working for you?

Play Level 3

The Super-Conscious Game

This version of the rules is especially for the dedicated Spiritual seeker. Not because other people can't join in, it's just that they won't have the patience or life skills to stick with it, unless they do, of course. It will be a long game that could last for days, or may never end.

At this level, we want to contemplate what is presented before us. We will think and express who we are in relationship to the words, the symbols, each other and life in general. It won't matter who is “winning” because there is no way to win. The game is cyclic and any dead person can choose to re-Birth at any time.

After Death

Now, when you Die, you continue to take a full and active part in the game. You take your turn, just like everyone else, except now, you get to choose whether to help the other players reach their centre or try to Re-Birth yourself or go for Gold and Return to the Source.

Option 1 - Help another:

For a dead person to influence a living person, they have to work hard. Before each turn, you decide which player you will try to help (if any). You are not allowed to discuss this decision with the group or the individual, but you must announce before you through the dice, who you have chosen. You can choose the same or a different person each time. At this level of consciousness, you do not need to occupy the players home-base in order to play for them. You can send your energy to anywhere in the universe and be in multiple places at the same time.

As in level 2, you can choose to make a move for a living player. But now you need to have a conversation about their preferences (this is a Psychic conversation because it is about physical energy – moving around the board).

If you chose someone and they don't want you to help them, they can say “no thanks”. If they would like you to throw an Odd number (for example), they can state that. If you both agree on a strategy you now have the power of two working together and the chances of success will change in line with that relationship. If however, you, as the dead person, think that there is a better strategy and decide to follow your own plan (for helping the living person), you can do so. This is one reason that the person you chose to help may decide they don't want your help, if your previous influences haven't proven very effective.

So, the sequence goes like this (and don't forget, you are “dead” and the conversation isn't going to be that **clear**)

1. Choose if you are going to help a living being and who it will be.
2. Ask that person if they want your help (if not, your turn ends now).
3. Have a short conversation with that person about their preferences.
4. You make the decision as to what you will try to do for them.
5. Take your action, announce intentions, throw the dice etc.
6. If it works out correctly, the living player responds as normal.

At point 4 above, you could **intend** to **change the direction** that the living player is moving in. State this intention and make your dice choice – high or low, or odd or even. If you throw correctly, that person will have to turn over their direction card and will have to leave it that way at least for their next turn.

Option 2 - Try to Re-Birth:

This is more straightforward than you might imagine. All you have to do is make sure you are occupying your home-base and then set the intention to be re-born. To confirm that you are ready for this, you have to predict the dice throw again – high or low, or odd or even. If you predict correctly, your dice value will be used to make your move towards GRATITUDE, again.

This time round, you may still have existing Karma cards, Awareness and Talent tokens. Any Gold tokens from your past life will have been grabbed by the living. You still collect your new Tokens for this round and don't forget to add to your hidden Karma with a new Karma card. You can use your old Record Card but you can choose to either keep your existing Power Player or change it for any free one that isn't in use. If they are all in use, you can exchange it with any currently dead player, if you can find one willing to do so. As you get more experience with more Power Players, your Game and your Record Card will reflect this.

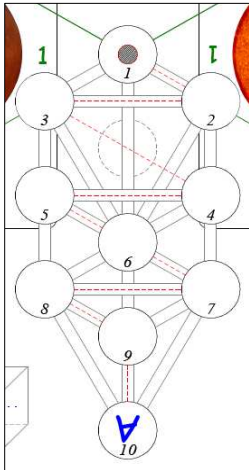
If you didn't happen to be on your home-base, you can not choose to be reborn. Why wouldn't you be on your home-base? Well, you could have tried to **merge with your maker**, and that requires another journey, see the next option.

Option 3 - Return to the Source:

This option is only available to people that **transcended** to the centre and did not get there by death. Your journey was recorded in your record card, remember?

Your home-base is not the Source, but it is a place where you are whole again. Here you understand both your relationship to the Source and the Power of the

Physical world. Your Third option is to choose the arduous journey of the *Flaming Sword*, to reach the Source.



Make the choice then try to stick to it. You can quit and head home at any time, except if you have already stepped on to the Tree of Life. Once on the Tree there is no turning back.

In order to reach the desired level of awareness, the dead player that wants to **Merge** has to reach the centre point of the board. They do this by taking their normal turn and throwing the dice. They move around the Power Player home-bases, counting only those that are not occupied, moving Clockwise only, there is no way to move anti-clockwise during this process.

The first stage is to land on the first circle of the Qabalah Tree of Life – it is marked with an “A” and the number 10. It is alongside “Imagination” – Power Player 6. If your dice throw doesn’t land you directly on this circle, you have to continue on around the Power player home-bases and try again next time round. An example would be:

You are occupying home-base 3 – “Wisdom”, and the dice throw results in a 5. The count would go – 4, 5, 6, A10, A9. This fails, as a 4 was needed to land on the A10. So, the result is – 4, 5, 6, 7, 8 – “Order”. You go round again, and have just one shot for each circuit. It could take a while. The goal is a “big” one though. Don’t forget, you only count unoccupied home-bases.

Once you have successfully left the circuit of home-base travel and stepped on to the Tree of Life, you begin the ascent of the **ladder** towards the centre of ALL things. Follow the Red line but don’t count the “dotted” circle (between 3 and 4), this is not a stopping point, it represents **Knowledge** and **the Abyss**. The Ladder contains 10 circles, if you include the start and the end circles.

You know that it’s not going to be easy to climb this ladder. You have to do it one step at a time and you need to demonstrate that you are becoming more Aware and more Enlightened as you go. How do you do this? Each turn, you have to predict the usual 50/50 throw of the dice in order to have the opportunity to move to the next circle (Sephiroth) on the ladder. However, that’s not enough. There is a trial to be gone through at each step. The lower Sephiroth is called Malkuth and refers to **The Kingdom** and number 10. The journey to number 9, Yesod, **The Foundation**, takes the middle line along the Universe or World connector, joining Earth to Air.

This is starting to get complicated and it’s only supposed to be a “Game”. OK, you can see that there are things about the design that could lead you off into a life-time of study, but just to get you through this process, we will make it simple(r).

At each successful roll of the dice, you have to teach the other players something to do with the number of the circle that you are about to leave. So, you landed on Circle 10 after traveling around the home-base circuit, and then had the chance to rest a while. In order to move forward, you have to demonstrate that you understand something about where you are, the number 10. What do you know about the numbers 1 to 10?

What could it be? What could you say about the number 10? Well, that’s up to you. You are the one on the ladder. If you can’t think of anything before the other players get bored waiting, you stay where you are until your next turn, and face another 50/50 choice.

Good luck on your chosen journey – tell me what it is like when you get there:
<http://TheAwarenessGame.com/>

There are obviously more levels to the game, but you will come to them in your own time. There will be a discussion forum on the above web site, so you can talk about your experiences, ask questions, suggest new rules or text for additional game cards and to help build a community.

Other Ideas

If you would like to consider adding your own extended rules or situation variations, feel free. I’d be interested in hearing about them and what impact they have on your experience.

Example

Any time prior to Death or Transcendence, a person can gift all or part of their worldly goods (Gold) to another member of the game. You can do this if you can present the reason in a way that supports your Power Player Persona – e.g. why would player 8 “Order” want to leave all its worldly possessions to player 9 “Will”?

Focus on the Board

Does the Game seem complicated? Were you able to follow the Rules? How about the board, is it too Busy? Or, do you find the board design beautiful and fascinating? Do you think the Rules reflect your experience of Real Life and do they present a challenge or opportunity? Remember, how you play life, is how you will play the game, even if you try not to.

You should have read enough already to understand how to play the game. You may recognize many of the symbols and ideas presented in the design and the rules. This section will give some more **clues** about the **design** and the **meaning** hidden in the game.

The board is designed with precision and mathematical and mystical law. It brings together science, art and consciousness to reveal truths that few people are aware of.

The Track

A series of concentric circles each drawn with one colour on its outside and another colour on its inner side. The tracks get smaller as they get closer to the centre. There is just one entry point (the Birth Space), multiple progression points (Change Lane) and several “Death” spaces.

Every space has some kind of symbol in it. Most of the symbols are letters forming part of a word. If you land on a letter that corresponds to the first letter of a Life Card deck, you pick that card and act on it. These letters are: WPAUEK

There are also special symbols in square boxes with K (Karma) and W (Wisdom) inside – these also require the player to pick a corresponding card.

The other symbols are presented inside circles and require a direct Action by the player. These are: Death, Change Lane, Give, Receive, Teach and Learn

Barriers and Bounce symbols stand in the way of progress, or do they provide opportunities for rest and contemplation or a change in direction?

The Words

Why select these words and not others? Why place them where they are? What reactions do they evoke? Can the reaction be negative to a positive word, such as “Partnership” or “Willingness”? How do they relate to each other and their bounding symbols?

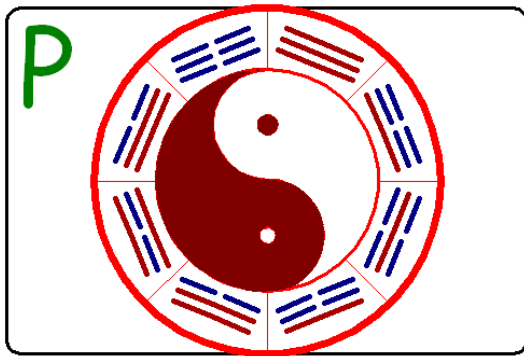
The Centre

There is such a lot going on in the Centre. It is the source of all creation and the place out of which all inspiration comes. The 12 Powers, the 24 Runes, the 9 numbers inside the zero, the 4 elements and the 8 directions, the 3 and 4 sided pyramids, the sun and moon and the two trees of life, the ouroboros and the cube of space. Why are they here and what can they teach us?

The Cards

Each card design represents a body of knowledge that can be used to help raise our awareness of the greater powers available to us. We are all divine beings expressing ourselves through physical form. Life is everywhere and everything is Life. There is nothing that isn't alive and no way for anything to die. Time is not ticking by, there is only “now”. There has always only been the now. No yesterday or tomorrow. Every event happened now. Everything always was and always will be. Just choose which part of it you want to experience.

Power

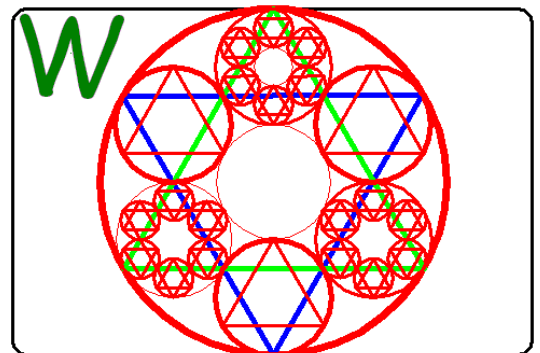


I'm sure you will all recognize the Yin Yang symbol, and possibly the I-Ching Tri-Grams. But, where do they come from and why are they presented together here. Which side is Yin and which is Yang and why have I put the Tri-Grams in this order? What are their numbers and what do they represent?

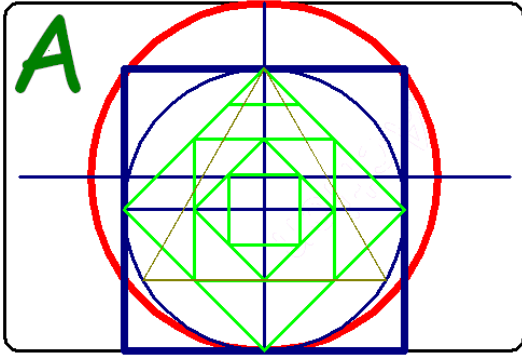
Wisdom

There is a lot more to wisdom than meets the eye, and this diagram is no exception. How many circles do you see? How many equilateral triangles are drawn here? If I had continued to fill in all the possible circles and triangles, how many would there be?

Inside every circle there is an infinite amount of space for creation. After all that Creation, the circle is still almost totally Empty.



Action



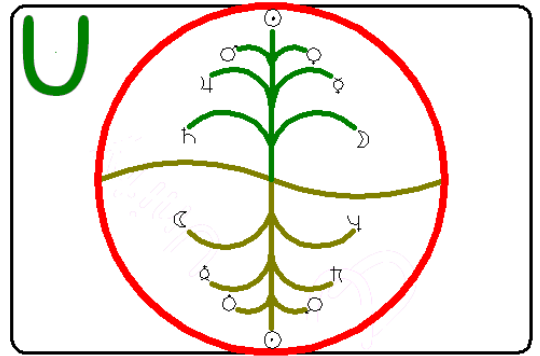
You might never have seen this symbol presented quite like this, even though it is based on one of the most reproduced pieces of art.

Life takes Action. The process of evolution works because whenever a change occurs in the environment, life takes a corresponding leap and fills the new space.

Life will go on, but Humanity does not have to.

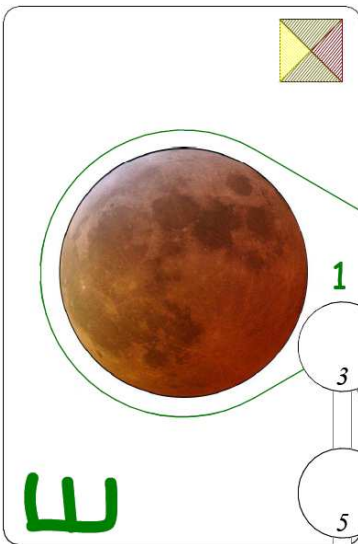
Unity

In our world, everything appears to have its opposite: Up/Down, Left/Right, Good/Evil, Love/Hate, War/Peace etc. However, these opposites are illusions that we create for our own purposes. They are created from Perspective. Our base-line or point of reference determines how we see everything. Our Perspective creates our Perception and that creates our Beliefs. Our Beliefs determine our Behavior or Actions. Our Actions Reinforce our Perspective.



There is only One thing.

Ego



Why is the Ego represented by the Moon (18) and why is there a green line connecting it to the Sun? What does the number 1 signify?

The Ego gets a bad press, especially when we think that individuals are focused a little too much on their own qualities and wants.

Is it really a “bad” part of who we are? Do we need to “tame” it?

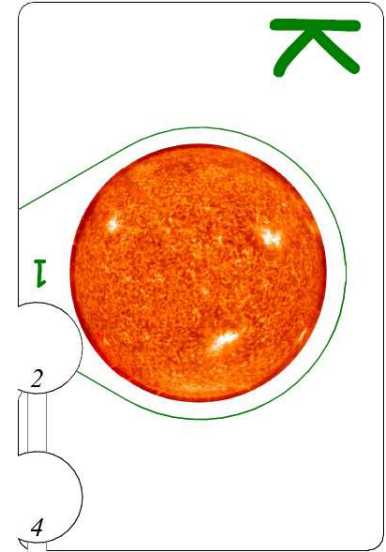
You have reached a level of mastery. You are conscious of things that other people are unconscious of. Be Patient with other people. Take control of your Actions. Be Free. Balance the Active and Passive within and without. Join the Sun to create the Stone.

Karma

The Sun (19) has always been a powerful symbol in the lives of humanity (along with the moon).

Is Karma just a way for “bad” people to get “punished” if they manage to avoid getting caught for their crimes? Is there really such a force in the universe that will “catch-up” with us, and in order for that to happen, we will have to live forever, or re-incarnate with our debts intact.

Reap what you have sown. Complete your cycle. Re-Balance your masculine and feminine and show your Unity.



The Players

The 12 Powers of Man.

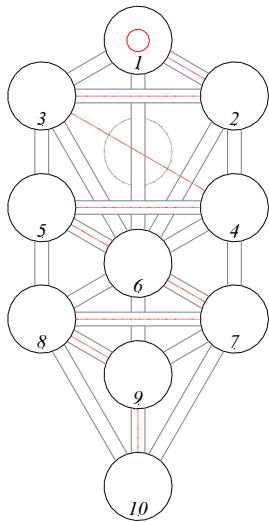
Attributions vary slightly between sources. The following list is as used in this Game.

1	FAITH	Simon Stone	Deep Blue
2	STRENGTH - Stability	Andrew	Light Green
3	WISDOM - Judgment	James - Zebedee	Yellow
4	LOVE	John	Pink
5	POWER - Mastery	Phillip	Purple
6	IMAGINATION	Bartholomew	Light Blue
7	UNDERSTANDING	Thomas	Gold
8	ORDER – Spiritual Law	James - Alphaeus	Dark Green
9	WILL	Matthew	Silver
10	ZEAL - Enthusiasm	Simon	Orange
11	LIFE	Judas Iskariot	Red
12	RELEASE - Renunciation	Thaddeus	Russett

The Symbols

The symbols presented here are not exhaustive. There are hundreds more that could have been added, such as the 12 signs of the zodiac, the chakras, the double helix or the pentagram. Are these symbols really missing, or did you just not recognize them yet?

Qabalah (Kabbalah) Tree of Life

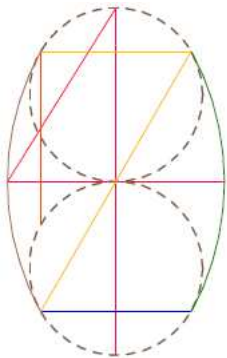


You have probably come across this Kabbalah Tree of Life symbol before. It has been used by many mystic arts and presented in a number of ways.

There is a way to traverse the tree, following the red lines. It is usually presented as a flat diagram, but you might ask yourself, what would it represent if it were a three dimensional object.

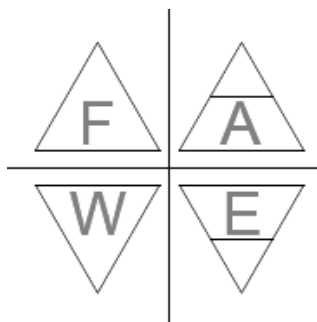
*Three trees side-by-side,
Four trees vertical,
One model not to hide,
Inside the Circle.*

Nine in Zero



Using an ellipse and some more geometry, we can create all the shapes necessary to create each of the Arabic numbers. Can you see them all?

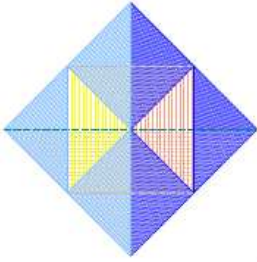
The Four Elements



Earth, Air, Fire and Water. Is there an “order” to these and what is it? Is there an element missing (Spirit)? May be there should be dozens of elements – No, why not?

What is the cross in the middle for?

The Pyramids

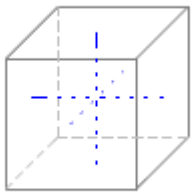


Is this really a pyramid? It looks like a square divided in to many smaller squares. How many squares and how many triangles can you see?

Can you see a 3 sided pyramid with the apex at the top, the dark blue on the right side and the light blue on the left side? May be you can see that the whole thing is made up of 4 tetrahedrons piled up to form a bigger tetrahedron. There is a clue on the game board – there are 2 pyramids in the Wisdom area on the east of the board, the other one is a view from a different perspective.

Now that you can see the three dimensional shape, what is the square in the middle? What happens inside the shape created by 4 equal tetrahedrons joined together?

The Cube of Unity or Space

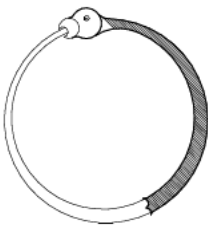


The cube is used to demonstrate the concept of three dimensional space and the associated directions of growth and movement. The centre point inside the cube is the 0,0,0 point. The outside corner points are all 1,1,1 but with minus signs in front of some of them. For example, the top right corner of the right side face might be +1,+1,+1 (depends on your point of view) and the bottom left front face corner would be -1,-1,-1.

The cube can be used to define North-South, East-West and Above-Below, for each surface. The lines that cross in the centre and those that make up the outside edges, can also define “paths” that join points or faces.

As with the Qabalah tree, the lines can represent the Keys of the Tarot.

Ouroboros



The snake or lizard that eats its own tail. Similar to the Yin-Yang that demonstrates the intertwining of the two energies of Female and Male, the Ouroboros depicts the duality arising out of the one that consumes and grows, dies and gives birth, from the nothingness out of which all things must come.

The Rhymes

Rhymes to point the way

The Rings of the Game:

First Ring to set the Trust Next Ring to Dominate, Third Ring to Make a Crust Then Fourth to Ring a Mate.	Fifth Ring is High in Space, Use the next to Win the Race, The Seventh Ring knows “We Are One” With the Eighth Your Time has Gone.
--	---

The Tune of the Cards:

W. is for Wisdom Seven in One Stars are All Gone Look at the Sun Before You are Done	P. is for Power What do you see? Two joined to Three Spin it and Be Before You are Me
E. is for Ego Around the Moon Can’t Start too Soon Understand the Rune Before you’re in Tune	K. is for Karma Sun still Shines Open our Minds Follow the Lines Before it Unwinds
A. is for Action Standing Up Tall Stretch to the Wall Centre the All Before you do Fall	U. in for Unity Tree doesn’t Know It Stands in the Flow Ordered to Grow Before You did Sow

Do you want to Understand More?

Life really is a game and we are making up the rules as we go along.

We think that life comes with morals and ethics and good or bad behavior. We think that “other” people should live “up” to “our” expectations while we continue to fail to do the same. We create rules and elevate some of them to the level of laws but include numerous exceptions to them all.

This board game will help you consider how you are playing your game of life and naturally and effortlessly introduce alternative ways that may prove more practical.

Life is a process, designed to increase our awareness of who we are. By increasing our awareness, we grow our consciousness. As we do this for ourselves, we also do it for every other person and every life-form in the universe.

The only choice we have to make is to choose who we are, then live from that understanding. As we become more aware of our own potential and power, we can do greater things. Whenever you are faced with a choice, simply consider how you might respond in a way that demonstrates your greatest potential. Would getting angry present you in your best light? Would taking advantage of another person really bring you the benefits you expect?

Whatever situations come our way, we have the power and potential to choose how we will react to them. The way we react demonstrates in a real sense, who we think we are. The trouble is that most people react from their conditioned mind. That is, they were conditioned by their society to believe certain things and these beliefs lead to automatic reactions that may not be in anyone’s best interest.

Is there a better way?

What would a “better” way look like?

Would it make us feel better, cope better, laugh more, give more or love more?

How can “this” game help us reveal some of this potential?

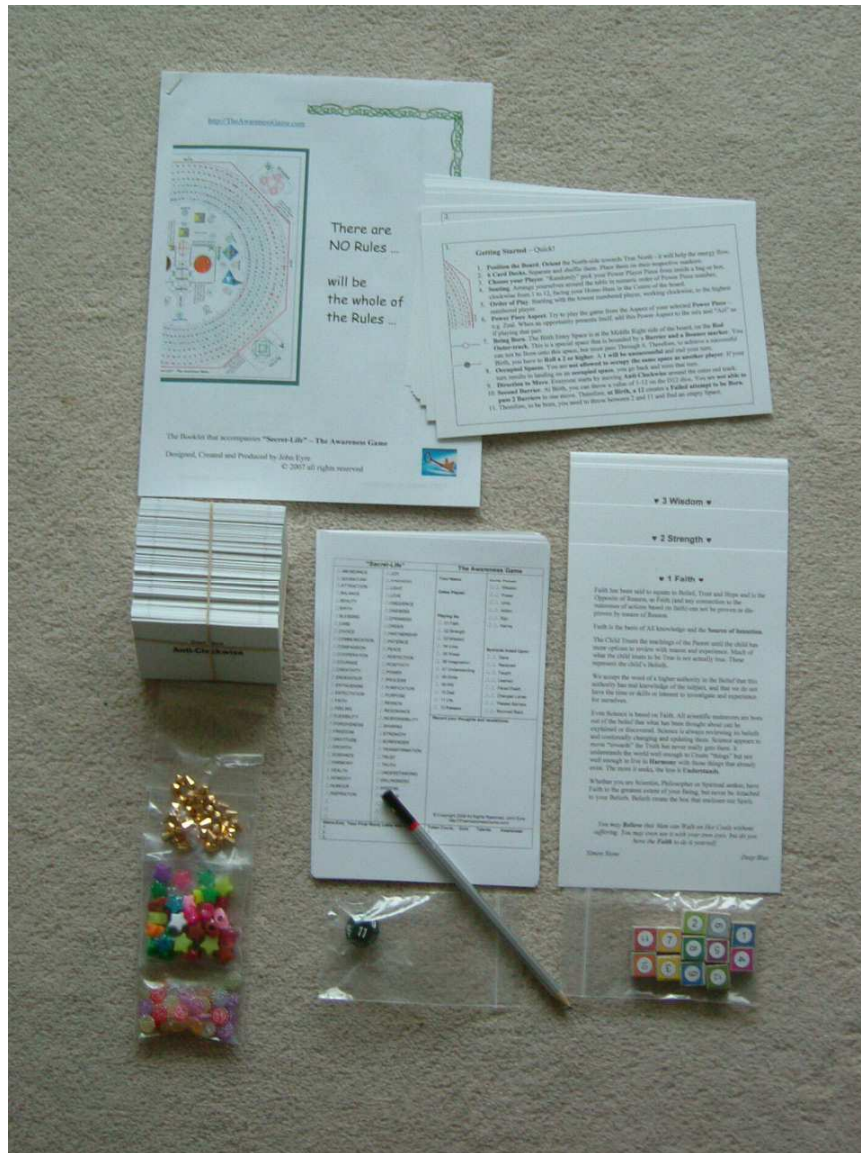
How do we play the game and what are the rules?

Life has NO rules! Ask any child. The space that life occupies does come with some energetic, mathematical and geometric laws that lead to behaviors. The process of Life becomes easier when you understand some of these laws and their behaviors.

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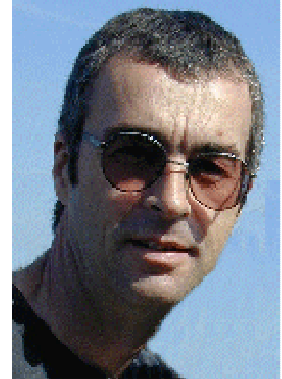
[Ed: To play the game, you will need to "print" the Board PDF at full size (22-24 inches square), and maybe have it laminated.

And, get the associated documents and make the game cards and buy some dollar-store tokens and game player pieces. You could use 2x6 number dice, but a 12 sided die will work better.]



Who is John Eyre?

I AM (THAT, I AM) an Information Technology Project Manager and Business Analyst and have been a part of the Computer Industry for 30 years, doing the full range of business functions.



I began my working life as an apprentice in a factory and learned how to make pretty much anything with just a vice, a saw and a file.

I also refer to myself as an artist (in my "spare-time"). My degree is in Computing and Cartography (maps and drafting), so my art and science come together here.

I have a life-long interest in all things "unbelievable" and “impossible”, such as ESP, Premonitions, Ghosts, Life-After-Death, Reincarnation, Clairaudience, Clairvoyance, Spirits, Consciousness, Healing and all related topics such as Religions, Cultures, Psychology, Magic, Astrology, The Tarot, Travel etc.

At present I am focused on finalizing my Spiritual Board Game and bringing it to a wider audience, although I am aware that the audience for this “game” is not likely to be amongst the usual gamers or Christmas shoppers.

My Hopes for Humanity: For a more enlightened way of living

Needs: Nothing

Wants: Help on our journey to now-here

Looking For: Spiritual board-game publisher and promoters

Favorite Sayings: We Are All One. There is Enough. Do unto others as you would have them do to you [*Ed: with limits*].

Web Access [*Ed: now all gone*]

<http://TheAwarenessGame.com>

<http://ActionForAttraction.com>

<http://DynamicCentre.net>

Living in Downtown Vancouver, BC, Canada [*Ed: now on Vancouver Island*]