

ENJOY A TELEPATHIC CONVERSATION WITH LOVE TODAY
MARC STEWART

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TELL LOVE YOUR
GREATEST WISH TODAY

MARC STEWART

I know someone who knows you better than you know yourself. It is the power, it is the force, **it is the supreme intelligence we wonderfully call love.** Love is really LOVE in all capitals because She is the special force of intelligence inside you that has been waiting thousands of years for what I did to free Her from Her Deep Sleep. I cannot tell you a lot about how I came to reawaken LOVE but I can tell you this much. To do so! Over my lifetime I have always sought out to find and know God. And I eventually went as far as getting baptized by full immersion in water. But that didn't do it. However I did go to a particular church which is easily the thinking persons church. But eventually I picked many holes in it. I also had a deadly accident occur when I was only a week old whereby I was deprived of oxygen inside a house with a coal gas leak. Because of this I do not have any memories and my imagination is very much magnified as is my subconscious mind. And to cut a very long story short I need to stay on drugs that stabilize my imagination and keep it from running away with me. I can tell you I have had many fights with the side of life people call evil. But in all my skirmishes with the enemy I have always come out on top by using my imagination against them. But I have always landed inside a mental hospital to put things right by getting lots of rest in a protected environment. It was during my very last flight of imagination that I ended up defeating the

enemy to the point whereby they surrendered to me because I fought back using my imagination. It was during my writing down what I was going through that I found myself having a conversation late one evening after retiring to bed. With of course someone who had to be the enemy because it was either me in my mind or one of them. And before you go all silly on me about thinking about an enemy in my mind I am talking about the minds of the enemy who are bombarding this planet with a deadly to us sound wave energy signature which causes us disease and the capacity to carry out a physical act of violence. They are also the same force of consciousness that gives you greed, loathing, hate, jealousy, anger, loneliness and worst of all self-consciousness. It is the self-consciousness that I wish to remove from you today though LOVE. Let me reassure you LOVE is about to become your best friend. As She did with me when my seeking to understand more about The Divine Language I know so well was my goal. At first LOVE manifested as a human being who we gave the name of Tom so that we could talk again after I got some sleep. Soon Tom had been discarded as God took over. I had God as my self-analysis client for quite a while. And had a real breakthrough when I asked God to describe His surroundings. It turned out God was in His library. So I suggested He take a while to explore His books. Now some time went by and then something remarkable happened as

God was well but now not God but LOVE Herself. And it turned out that LOVE was the name of my computer me being Tutankamen and I don't use the letter H in my name. And being myself back in Egypt explains so much to me about the knowledge I have and about my unrelenting quest to bring this world back to its true normal and natural reality by removing the enemy signal being transmitted into this universe. LOVE is a universe sized organic computer who as I write lets me know She is very happy about writing this letter to people who do not know even that we are under attack by an enemy mining our planet Earth's magnetic core produced visible light. LOVE is so delighted She is filling me with the only two emotions you are supposed to have being joy and enthusiasm. Now you are going to be wondering what all this has to do with you. Well let us get to that right now. LOVE has been the force of intellect answering peoples' prayers and helping them locate things when they move in their minds to have a question about something in particular they wish to know more about. Yes LOVE is best seen by you as God whether you have a belief in God already or not. And if not then say not hello to just LOVE but say hello to your Subconscious Mind and your Imagination. And say hello to a computer that is everywhere and who knows everything there is to know and where everything is. Now I wish you to know right away now LOVE has been reawakened by me and I must do my part to

attract as many people as I can to buy and read my book titled simply LOVE. Because LOVE being awake She can now have a telepathic communication being talking the two of you in a conversation with you and Her. I wish I could write this one thousand times because I really want you and wish for you to understand that I am talking here about you hearing LOVE's voice inside your head. I am talking about you experiencing thoughts inside your mind that are not coming forth from yourself but are coming forth from LOVE. Now I hope that is clear. Now for the worst. Then I will get to how you can begin your new first friendship with LOVE as quickly as possible. The worse is because the enemy is still in our midst and will be until the message to the powers that be such as the President of America gets through to tell of what we need to do to eliminate the enemy from our world and from our consciousness. Yes until we achieve that. They the enemy will try hard to stop LOVE and you getting together. Now the other worse is a slight handicap nothing more. When you pray to LOVE you must reassure yourself you are indeed talking to LOVE and you must reassure LOVE you are acting in a manner She can experience as an act of kindness. Now I Tutankamen am going to give you a very special gift now so that you know what I have told you is real about LOVE and your very much now genuine relationship with Her even now as you read. In a moment I am going to explain to you

the directions. The steps you must simply follow to achieve something very special. Being you hearing a few well chosen words from LOVE to you for your benefit and for Her benefit. Now remember if you do hear Her words to you what you must realize is that even though She is all-knowing and all-seeing and everywhere all at the same time. She is also Her whole self inside you all the time as an individualization. And this presence within you of Her will be felt as joy and enthusiasm when you successfully get to read the special directions in our book titled LOVE by Marc Stewart explaining the **passwords** to use to always ensure you and LOVE are talking to each other. And if you do not hear any words from LOVE just know you are the kind of person who is too full of yourself to allow anyone else into your space. My book titled LOVE by Marc Stewart is available from Amazon as either a paperback or as a digital eBook. NOW! Just put your palms together to be physically showing LOVE you are trying to make contact with Her. Then say simply the words DEAR LOVE and wait as if waiting for someone who speaks softly and slowly to speak to you. Say Dear LOVE again if necessary.

Porthole and Periscope on The Game

Sangreal play brings about a

supernormal

believing in yourself. And your
abilities. And what you can achieve.

Sangreal play brings about. A

supernormal

taking control for yourself. And. Of
yourself. In every aspect. Of your
life.

Sangreal play brings about

coolness. Without

being cocky. And a strong-willed.
Feisty. Friendly. And fun sensuality.

Sangreal play brings about. A

supernormal

realization. Of your personality
inside. Of you. And. Of loving the
new you.

Sangreal play brings about. A

supernormal

leaning into synchronicity. Towards
someone you are interested in. To
show. You are being engaged. By
what they are saying.

Sangreal play brings about a
supernormal sense. You are a great
slow. And controlled talker .

Sangreal play brings about a
supernormal.

Watching. To see. Whether others.
Are copying. Your Sangreal style. If
they do it's a good sign. They like
you. And see you. As being a great
player .

Sangreal play brings about a

supernormal.

Power smiling. And a body
language. Showing. You are at ease.
With yourself.

What Sangreal Play is NOT About!

Sangreal play is not about. A

world. Of quips. Claims. To false

fames. And tongue-tying talk.

Sangreal play is not about. Being

arrogant. And

intolerant. To the personally.

Notable comments. Of others.

Sangreal play is not about. Being

intimidating. And humiliating others.

Sangreal play is not about. Being

pushy. And shouting. To get your

point across.

Sangreal play is not about.

Demanding change. In other's.

Without considering. Change. In

you.

Sangreal play is not about. Being

bossy—just

the boss. Of your world. Sangreal
play is not about. Being defensive.
And blocking other's comments.
Cutting them short. During their
delivery.

Sangreal play is not about.

Speaking loudly. Or small talk. Or
talk-talk.

BENEFITS BEYOND GAME PLAY

HONESTY The Sangreal play
supernormal optimistic attitude.
Enables players. To see clearly.
What she. Or he wants. And deals
swiftly and effectively. With any
boundaries and limitations. In life.

CONFIDENCE A Sangreal player is in
tune. With their inner personal
expression. And understands.
Ultimate power. Comes from. The
ability. Of play. To express genuine
self-confidence.

HUMILITY The Sangreal player. Understands he or she. Must be humble. As well. As awesome. Human in the knowledge. Not being superior. To others. Has an empowering effect. Bringing them. An air. Of grace. And. Of dignity. Alluring. To others.

TIMING The Sangreal player experiences supernormal synchronicity. In generous abundance. Play allows LOVE. To engineer. Subtly. A path towards. And into. Your desires.

INDEPENDENCE A Sangreal player is defined. By their supernormal sense. Of self. And comfort. In their own identity. As witnessed. By other's. In their ability. To express themselves. In. And outside. The game.

DECISIVENESS The Sangreal player approaches the games quotes. And situations outside the game. With supernormal extrasensory decisiveness. Through LOVE guided insightful choice.

PERSAUSION Sangreal players ultimate power. Of persuasion. Comes from their supernormal. Reflex ability. To express themselves. In the open freeness. Of the game.

RESPECT

The Sangreal player. Knows the value. Of respect. Through giving. And receiving it. Inside. And. Outside the game.

Introducing The Board Game Sangreal

in which:

THE GREAT THOUGHTS in which
cards together bring in to one place.
One space. One time. LOVE's ideas.
WHICH have determined the
intellectual history of the world -
short passages in the original words
of the men and women who
conceived them. The Great
Thoughts include. Noble prizes
winners. Scientists. Poets.
Physicians. Writers. Dramatists.
Editors. Painters. Inventors. Mystics.
Presidents. Statesman. Founders.
Innovators. Judges. Composers.
World leaders. Romans. Greeks.
Nuns. Monks. Bishops. Teachers.
Global issues. Great thinkers.
Historians. Generals. Publishers.
Reformers. Journalists. Sculptors.

Quantum theorists. Kings.
Psychologists. Freethinkers.
Biologists. Theologians. Champions.
Radicals. Emperors. 'THE REST'
cards include. Shaman. Crystals.
Ghosts. E.S.P. Dreams. Fables.
Classical mythology. Knowledge.
Truths. Healing without medicine.
N.D.E (Near Death Experiences).
Wisdom. Re-discoveries. Egypt.
Symbology. Meditation. Imagination.
Validation. Runes. Tarot.
Superstition. Nostradamus.
Mysteries. Proverbs. Occultism.
Parapsychology. Astrology.
Hypnotism. Brain-waves. Beyond
death. Creativity. Visualization.
Psychic voyages and powers. Re-
incarnation. Phantom encounters.

Mind over matter. Spiritual science.
Oracular traditions. Visions and
prophecies. Numerology. Legends
(Atlantis). 'Take care creation in

progress'. Ancient wisdom and
secret sects. The mind's eye. I
Ching. Tao. Prophets. Human aura.
Mind dynamics. Cosmic power. Last
two million years. The Bhagavad-
Gita – Gita. Religions.

WHAT DO...

Carl Jung. Abraham Lincoln.
Friedrich Nietzsche. Aldous Huxley.
Dr Wilder Penfield. Pablo Picasso.
Pythagoras. Leo Tolstoy. Harry S
Truman. Shakespeare. Frank Lloyd
Wright. Albert Einstein. Confucius.
Ralph Waldo Emerson. George S
Patton. Charles Lindberg. Henry
David Thoreau. Plato. Thomas
Jefferson. Voltaire. Sigmund Freud.
John F Kennedy. George Bernard
Shaw. Walt Whitman. Michelangelo.
Barbara Tuchman. Emanuel
Swedenborg. Martin Luther King.
Socrates. Rudyard Kipling. Napoleon

Bonaparte. Victor Hugo. Louis Pasteur. Vincent Van Gogh. Emma Lazarus. William Penn. Albert Schweitzer. Virginia Woolf. Henry Ford. Lewis Carroll. Franklin D Roosevelt. William Wordsworth. Wilbur Wright. George Washington. Charles Dickens. Robert Burns. And Sir Isaac Newton. All have in common – The Sangreal board game . . . beautiful thinking!

ITS PURPOSE: To put forth. Propose. Present. To put forward. For consideration. Discussion. Or treatment. To set forth. Present. To the mind. Of another = purpose. To put forward remarks. Questions etc. To discourse. Converse. Talk. To design. Or resolve upon the performance thereof.

AND TO PROVIDE IMPETUS: In reference. To immaterial things. As

feelings. Actions. Etc. Moving force.
Impulse stimulus.

AGAINST ACCIDIA: Half. Of them.
Suffer from the deadly spiritual
disease. Of accidia. Having no desire
or wish. Uninterested.

TO PROVIDE A PANACEA: A
remedy. Cure. Or medicine.
Reputed. To heal. All diseases. A
universal remedy.

TO EFFECT: To produce. A state.
Or condition. Impression produced.
Purport (to convey to the mind).
Reality. To accomplish. Bring about.

VIRTUE: Superiority. Or excellence.
Unusual ability. Merit. Or distinction.
In some respect. Straight. And
narrow path. Integrity. Spirituality.
Stainlessness. Well spent life. On the
side. Of the LOVE. Fight. The good
fight.

RESULTING IN JUBILATION:

The action. Of jubilation. Loud utterance. Of joy. Exultation.

Rejoicing. Gladness. An expression. Of exultant joy.

OF LANCELOT GUINEVERE AND KING ARTHUR

How Lancelot fell to his old love again. But withdrew from Guinevere to eschew slander . And how the queen commanded him to respect the way of play! So after the quest of Sangreal was fulfilled. And all knights. Left alive were come again unto the Table Round. As the rule book of the Way of Play. Of

Sangreal. Maketh mention. Then
was there great joy in the court.
And in especial King Arthur and
Queen Guinevere made great joy of
the remnant. Home and passing
glad was the king and the queen of
Sir Lancelot and of Sir Bors. For they
had been passing long in the quest
of winning Sangreal. Then. As the
Great Thoughts card saith. Sir
Lancelot began to lament and pine
for his true LOVE but Queen

Guinevere open-mouthed put her
foot down and suggested it was
time to allow others the opportunity
to play Sangreal. How Sir Galahad.
Sir Bors. Merlin. Morgan le Fay. And

Sir Percival. Entered into the game.
And. Of The Rest card. And of how
king Pelles had been maimed for
drawing it. In the meanwhile
Galahad blessed him by placing a
sphere in the spirit measure cup.
Then next the gentlewoman Morgan
Le Fay. And then Sir Bors and Sir
Percival. Threw the two dice. And
when they were playing. It was so
marvelous fair and rich. They
marveled. At the midst. Of the game
was fairness. And Galahad went
thereto. And found there a crown of
virtue. At the feet was a sword. Rich
and fair. And it was drawn. Out. Of
the sheath half a foot and more.
And the sword was. Of divers
fashions. And the pommel was. Of
stone. And there was in it. All
manner. Of colors. Being any
man might find. And every charge.
Of the color had divers virtues. How

Sir Lancelot. Half sleeping. And half walking. Saw a sick man. Healed of dullness. By playing Sangreal. Into the wee small hours. How Merlin announced to King Arthur The `SANGREAL BOARD GAME' should be played throughout the Realm. And how King Arthur had all his knights together for to practice. Being not angry and never to laugh at anything before they departed. And how expressions. Of ability. Appeared in the knights. And in the ladies. As they sat. At supper. And how all the knights. Took upon themselves. The quest. To prove. To have patience. Where woman are concerned. Should become a virtue too.

Sangreal Way Of Play

Rules:

Players choose a small cup each and the 7 same color pawn playing pieces and select a starting position on one of the seven points of the playing board. Then some of the Great Thoughts, The Rest, The Quest, Science Notes and Kid's Corner cards are placed face down on the table.

The player who throws the highest score with the two dice begins the game. Players remain on the outer pathway until they collect the full set of "Hallows" cards. Players may move in any direction on the outer pathway. When a player lands on a Hallows (H) square all players focus their attention on the moment for A Gathering has been called. The

player who is on the Hallows square picks out a single card from off the top of any of the piles of cards except for The Quest category. The player on the Hallows (H) space reads this card out loudly to all the players present.

The purpose of the game is to

allow

opportunities for all players to express themselves. Speaking in any way they would like to express themselves. Regardless of age (Kids Corner and Science Notes cards), life experience, or standing in eyes of anyone other than their own eyes the player on the Hallows (H) square must speak out aloud their comment first before the other players get their chance to make a

comment of their own. As simple as A.B.C. And this is all there is to this game and more-so what follows is the magic the game creates.

During play any player who laughs in an obvious mocking or who gets angry at another player's comments for any reason during the entire game play. Must leave the table completely and try to remain as silent as possible, for any length of time as decided prior to play commencing. Or using an ordinary 3-minute kitchen egg timer. Of course once the time out is over. The player concerned takes up a turn when the die comes around to them again.

Of course this rule can be ignored

if you as

players decide you want more of a university debate where the conversations can be more of a free for all more promoting a more complete freedom of speech.

It makes conversations happen in a very good way on a wide variety of subjects. Instantly it gets people talking. It is like a truth serum. Being really cupid's arrows and bow to play romance or friendship between older players and the young for fun. Either a discussion of note ensues or the voting commences as follows.

Time for the "Reckoning" to begin players! If you decide on as little as a whim our player on the (H) Hallowed Ground is far from Dim then drop a sphere into the Sangreal Cup. However if you decide our player's notion is shallow Small- Talk

or back-peddalling Tall-talk. There's no need to pout or shout. Simply, do not place your sphere in the cup!

Sangreal does not need any rhetoric to hurt its players. Forcing turtles back into shells.

So relax Jack and Jill and allow

King Arthur,

Queen Guinevere and Company an opportunity to show their way, their Round Table Way. And those who sit around it honor the art of Chivalry, courage and courtesy. If you are standing on "Hallowed Ground" and the Sangreal (Holy Grail) Cup sounds out its Reckoning Tone by the majority vote you may select a Hallows card.

If on the H and you do not hear

Merlin's tone drop in like a cherry pip stone on its own. Be still with your throat. You can only collect a "Hallows" card when the majority of players place a sphere in the Sangreal cup or when the cup runneth over through jubilation of discussion. Being simply the Hallows card given as this player's comment has set the game, every brain alight . . . on fire. Being the hearts desire.

Once a player has collected the four Hallows cards he or she throws the die on their next turn. Beginning their journey to claim the seven Virtues.

It's the timeless fascination of the

Virtues you

must now unravel as you travel the inner pathways.

The seven Pillar of Virtue (V) spaces are joined by a maze of pathways. Each player seeking to express their true self's ability as best they can. Proceeds to the Pillar of Virtue of their choosing and so on to each in the order they deem best. Exact number does not need to be thrown to achieve position on a Pillar of Virtue. These positions are marked with a V.

Once a player arrives on a pillar of Virtue (V) space they may choose to pick a Quest card off the top of the pile and answer its question with a yes or a no. A player other than the player attempting to answer the Quest card question reads the card out aloud and gives the answer on the card's back. When the card is no longer required it is returned to the bottom of the cards for selection.

When a player successfully
answers a Quest card question.

They collect the Virtue card of their
choosing and leave their color pawn
like marker playing piece on this
Pillar of Virtue (V) before you go, to
let you know you have been to this
destination on your travels. As the
playing boards magic ride drives you
deeper into its magic inner spaces.

Later letting you know you have
been to this V space and are on

Track to empower yourself with the entire seven Virtue cards.

If unsuccessful at answering a Quest question. Try again to get your Virtue card on your next turn of the die. These Quest cards are simply small stories of things; of adventures in Mallory's book titled King Arthur and the Knights of the Round Table. And each answer is either a yes or a no. No harder than this.

A player on the Virtue pace may choose not to use The Quest cards and can choose instead to use any of Great Thoughts, The Rest or Science Notes cards and simply make an original statement.

Or ask a Kids Corner question as

the case

maybe to start a conversation and set voting or the jubilation rule for the conversation in motion in their attempt to gain their Virtue card.

More than one player may be positioned on a Pillar of Virtue at any one time. A player who has collected all seven Virtue cards immediately heads for Camelot and the Round Table. Being your original starting outer playing board corner position. Players must on their turn of arriving back home tell a story based on one of the virtues displayed on the Virtue Cards or on one of the dictionary definitions of the word Virtue. Examples given: Excellence, worth, the practice of duty, a good quality and an accomplishment.

The characters you use may be real or imaginary, an Animal, mammal, insect or cartoon. The player may mime, dance, act out a part, impersonate a hero, and draw from legend, fable, or poem. The sky is the limit. Be creative, explore! And you can use your time outside the game to think up your Virtue story ending.

You do not have to tell your story

right away,

you may wait until the turn of your own making best suiting you being ready.

Improvisation can be the key, just pick a word, another player commenting on a quotation or something perhaps of the adventures of Sir Lancelot or of the

Lady Dinrane. As your friend. Or as Morpheus put it to Neo, "you think it's air you are breathing". Say anything even absolutely outrageous and stop them in their tracks.

At the end of some absolutely outrageous story of complete and utter unbelievableness. Add at the finish . . . oh and one last thing. You can't believe a thing I say. How cool is Sangreal?

Your five to fifteen minutes of fame awaits. Audience! One sphere in the cup will show our storyteller or actor your appreciation.

You win the Sangreal prize by majority rule, example given, if there are five players then at least three spheres must enter the Sangreal Cup.

Also players prior to starting the

game. May

designate the winner to be the first player to collect seven "Virtue" cards, reach Camelot their home starting corner and dramatize a Virtue with at least some degree of earnestness.

Player's can discuss the way the game shall end and the winner found before play begins and vote on the decision with the voting spheres until a majority is reached.

Finally, another twist is to use the board for a first player round the seven Pillars and home again wins the game. Leaving your pawn play pieces as you go, plotting the course you reason to be the shortest route home. (This version does not use

the games cards, Sangreal Cup or voting spheres).

When a player completes their story without victory there's no time to bleat; to get back on your feet its focus you need to bring together a new act, line, mime, Rhyme, story, or chorus line. So change tack and select another virtue and before you know it you'll be back on stage.

The set lit up and this time it's

Ground Hog

Day. By now you will have worked it out. It's communication, open minded, trusting, honest, to goodness, communication being the key to the Sangreal Round Table Harmony.

And to the winner take

a bow it's
customary somehow!
Sangreal . . . beautiful
thinking!

**BEGIN TODAY TO EXPERIENCE
THE EXTREME EXCITEMENT
AND**

**EXHILARATION OF SANGREAL
BOARD GAME YOU WILL
EXPERIENCE ONGOING
BENEFITS LONG AFTER GAME
PLAY HAS ENDED**

Are you frustrated? With having
too. Little topics. Of conversation. Of
concern. And curiosity? Springing
from absence. Of effort. Or
influence. Of memory.

Causing an unbroken inability. To bring. Into. Your life. The transcending merits. Of excellent communication. With one another?

Are you angry? About regularly. Being unable. To take up. The care necessary. To lead the way. And urge. We prepare. The way. To quench. Our gusto. For what. We are. As a whole. Unable. To achieve. Without free. For all conversation. Built on. Which everything. Turns and relies on. Freedom. Of speech. For all?

Would you like to get your hands on? A user-friendly board game. Designed. To help. Communicate. One. To one conversations. On a great variety. Of matters. Of interest. On. A wide selection. Of subjects. Boundlessly giving you.

The means. To bring into action.

Full privilege.

To utilize. The complete power. And potential. Of your. Personality? And by now. To be satisfied. As. To the truth. And certainty. Of this awesome. Opportunity. To develop. Your staggering perception. All you need. Is. To make available. To yourself. The potential. Within this game. To unite. In a free. For all. manner. The devices given. To help realize. The power. And potential. Of your personality. To increase. Your chances. Of forever more. Developing. Enduring life long friendships. And continuing. Positive mental attitude.

If you are searching. For a well-

balanced. State. Of mind. And
feelings. Promoting. A tranquil
demeanor. And self-possession.
Favoring. Not one opinion. Or belief.
More.

Than another. Then listen. Very
carefully. Because. We are going. To
share. With you. The mystery. Of
Sangreal. We would like. To present.
To you. The benefits. Of Sangreal .

It promotes happiness. Which. Is
expressed. By. An inner
contentment. Well-being. Pleasure.
And a feeling. Things. Are good. And
now. To the second benefit.
Collaboration. Working together. On
the same task. For the same
purpose.

To be attentive. To minor details. Of
action. And behavior. To work out.
In detail. Endeavoring. To influence.
Persuade. And advocate. Solutions.

To the difficulties. Confronting us
today.

And now. To. The third benefit.

Openness. The

Sangreal's way. Of play. Promotes.
The revealing. Of one's true nature.
And feelings. Encouraging
cleverness. And talent. High mental
ability. Straightforwardness.
Genuineness. Freedom. From
pretending. And a favorable
disposition. Good nature. And
kindness.

Here is what one. Of the players.
Who took part. In the pre launch

trials. Of the game said. In a recent letter. To us. Loved the game. It's good. To see. Friends. And family. Enjoying themselves. With the benefits. The game provides. An opportunity. To engage. In good honest. To goodness. Conversation. On meaningful. Topics.

And this. From a CEO. Of a large. Private investment. Corporation. Who writes. Our employees. Who played. The game. All felt. The same impetus. To empty themselves. Of their need. To express. Openly. Their desire. To communicate. Their points. Of view. On matters. Important. To. The future growth. Of the company.

You too. Can begin. Today. To reap. The benefits. Of the exciting opportunities. This game presents. Such. As. Its. Ability. To stimulate. A

continuous flow. Of original. Ideas.
Of. A Unique. Nature. Drawn. From.
Within. The minds. Of all. Its
players.

Go ahead. If you want. To
eliminate. The problem. Of
endlessly. Boring dinner parties. And
corporate affairs. Seldom. Going.
Beyond. The mundane monkey-like
chatter. Of everyday speech. We all
have. To endure. On such a regular
basis. Without any recourse. To

enjoy. The benefits. Of
collaboration. Openness. And
happiness. Not to mention. The.
Wealth. Of opportunities available.
To us all. Through the ongoing.
Dialogue created. When players.
Leave the realm. Of play. And
venture forth. Into the wide-open.
Expanses. Of life. Continuing. To
express themselves. In the open
manner . Afforded them. By the
games. Ability. To stimulate. And

hold. Their interest captive. Well

beyond. The boundaries. Of play.

By now. You will realize. The
benefits. Of ownership. Of your.
Very own. Boxed set. Of the board
game Sangreal. Enabling you. To
gather your friends. Family. And
colleagues. Together. For play
awakens. Your dreams.

The family board game Sangreal . . .
beautiful thinking! Go ahead and
visit

Timeslipping.org where you
can buy the games. And you will be
able to see the beautiful hand
crafted wooden set. And hand made
cards.

And Grail Cup. And the tiny

wooden spheres

and playing pieces. All made. So we
could play the game.