



Ace: Learning from mistakes



Two: Sticking with the winners



Three: Looking at your behavior



Four: Sharing with a trusted person



Five: Forgiving yourself, forgiving others



Six: Opening your heart to good



Seven: Asking for help



Eight: Admitting when you're wrong



Nine: Apologizing, then changing



Ten: Making good choices



Jack: Being quiet and grateful



Queen: Using your gifts to help others



Ace: Your turn instead of me first



Two: Sharing instead of Jealousy



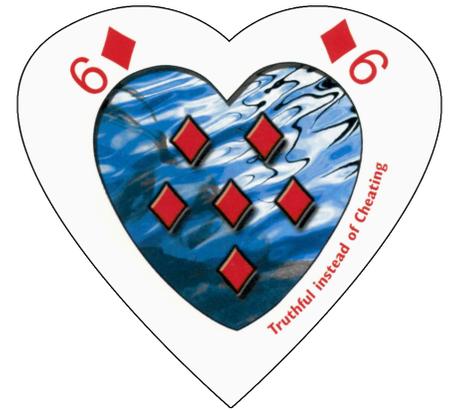
Three: Humility instead of Pride



Four: Thrift instead of Waste



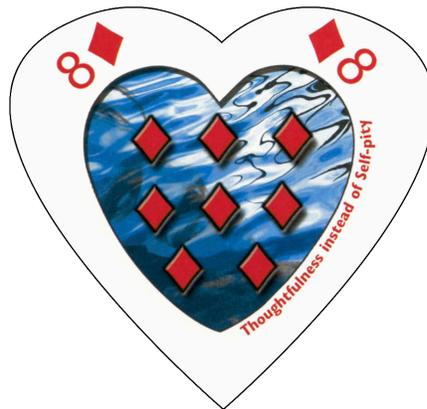
Five: Caring instead of Envy



Six: Truthful instead of Cheating



Seven: Forgiving instead of Resenting



Eight: Thoughtfulness instead of Self-pity



Nine: Honesty instead of Dishonesty



Ten: Equality instead of Big shot-ism



Jack: Peaceful instead of Worried



Queen: Courageous instead of Fearful



Ace: Criticizing



Two: Know-it-all



Three: Bossiness



Four: Sarcasm



Five: Gossiping



Six: Name-calling



Seven: Nosiness & meddling



Eight: Cursing



Nine: Pouting



Ten: Sassiness



Jack: Whining



Queen: Belittling



Ace: Throwing fits



Two: Bullying



Three: Teasing



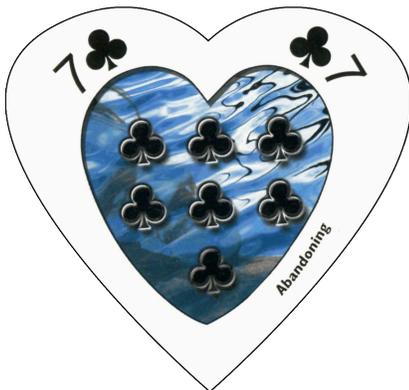
Four: Fighting



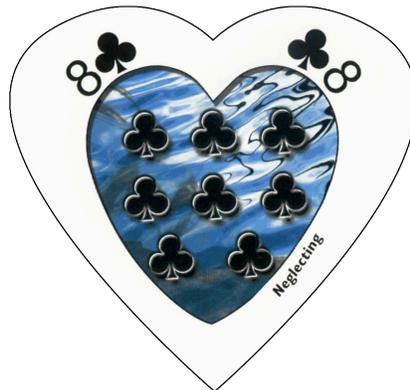
Five: Stealing



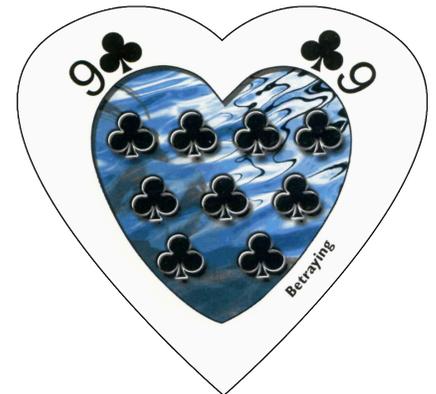
Six: Threatening



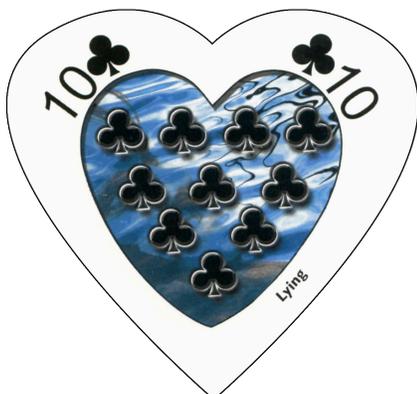
Seven: Abandoning



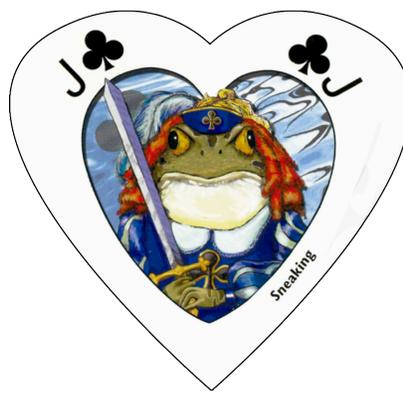
Eight: Neglecting



Nine: Betraying



Ten: Lying



Jack: Sneaking



Queen: Ignoring



King: Live the Song in your Heart!



King: Wounding others with words



King: Becoming a diamond in the sun



King: Wounding others with bad behavior





K.I.S.S. Card Game

King Is Someone Special

Betta Place, Inc.

Instructions

2 to 4 players

5 rounds with a running score

Tally the score at the end of each round

Objective: highest score; connection with friends

1 POINTS

King: All four Kings equals 20 points

Out: First person with no cards gets 15 points

K.I.S.S.: Matching one red card to one black card by number is 5 points

Truth: Sharing a K.I.S.S. (both cards) is 10 points

2 SET UP

- Deal all cards
- Player with KING of Hearts collects the other three kings for 20 points
- Set aside dealt K.I.S.S. matches for 5 points each
- Split hand into red cards and black cards

3 HOW TO PLAY

- Player dealt the KING of Hearts places a black card in the center
- Player to his/her left plays matching red number and puts the K.I.S.S. aside; if he/she can't match with the red corresponding number, pass to the left
- The player who makes the K.I.S.S. puts it aside and places a black card in the center.
- Continue moving to the left making K.I.S.S. matches until a player gives out of cards for OUT
- Unused cards are set aside and not worth points
- Optional TRUTH for 10 points: the player reads the phrase on the red card (good) and on the black card (bad) of a selected K.I.S.S.; he/she shares personal experiences, ideas, and feelings on both topics*



* Other players do not comment or react while a player is sharing TRUTH