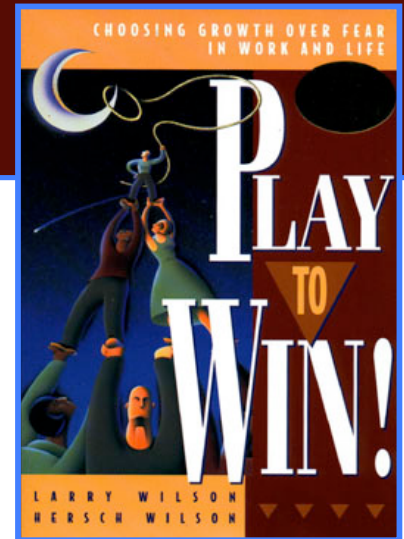


# Play To Win!

Choosing Growth over Fear in Work and Life



Do you “Play To Win”?  
Or, do you “play not to lose”?  
There’s a huge difference!

Life is an adventure and our task is to grow and thrive. When we “play to win” in this adventure, the traditional definitions of winning and losing don’t hold up. Winning is not defeating someone else or making the most money or having the most things. To redefine winning and losing requires us to ask the question: “On this adventure of your life, what is the game you’re playing?”

Playing not to Lose is about playing it safe. Surviving, but not necessarily thriving. It’s about avoiding fear. It’s about staying in your comfort zone. And, when you do that, there is very little that you experience or learn. You are living no where near your true potential!

On the other hand, Playing To Win is about embracing life to the fullest! It is about consciously choosing to not automatically avoid situations in which you might fail, be embarrassed, or be rejected. Why on earth would you consciously choose to do something that could lead to failure, rejection, embarrassment, or worse? Because your goal is to grow! Playing To Win is about

engaging with life, with the desire to thrive on the adventure. Emotional, spiritual, and intellectual growth are the game’s payoff.

Play To Win provides you with the strategies and tools to help you live your life full-out! Through Play To Win, you learn how to think differently in order to get better results. You learn simple yet powerful tools that help you solve problems and stay on track to realizing your full potential.

With Play To Win, you learn about the Four Fatal Fears:

- Fear of failure
- Fear of being wrong
- Fear of rejection
- Fear of being emotionally uncomfortable

And, you learn strategies to manage each one of them!

Play To Win helps you build a new mindset and skill set that helps you get the most out of life!



## Play To Win

**Going as far as you can  
with all that you’ve got  
and learning from whatever happens.**