In Taylor’s Play Between Worlds he mentions the problem with the term “fun” is that it cedes pleasure of play to an overly dichotomized model where leisure on one side and labor on the other. This fuzzy view on fun gives us insight with multiple matters. In the book, Taylor discusses many possible distinctions between what he defines as “power gamer” and “causal gamer”. For example, he states that “power gamer” are constantly evaluating, planning, and organizing their game sessions. (pp. 81) This essay argues that there is not a clear distinction between “power” and “causal” gamers as most of they cross the border towards one another from time to time and different players have different standards for fun.