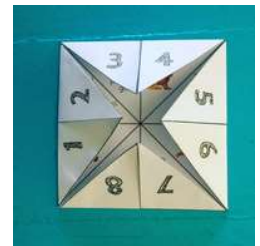
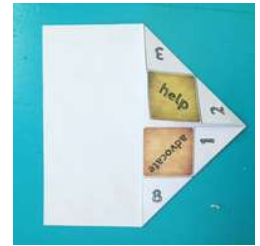


Ready-Made FORTUNE TELLER ASSEMBLY INSTRUCTIONS

**images may not match but directions work the same!

1. Cut along all four sides of the fortune teller's perimeter.
2. Turn the printed side face down.
3. Fold the square diagonally in half. Unfold. Repeat on other side. Unfold. This step marks the center.
4. Fold the 4 corners of the square to the center. This creates a smaller square.
5. Flip fortune teller over. Repeat step 4, folding the 4 corners of the square to the center. This creates an ever smaller new square, with the numbers showing.
6. Fold this square in half, so that words now show. Unfold. Now fold the other side in half. This makes it easier to pinch and pull during game time.
7. Place both thumbs and index fingers into the 4 corner pockets.
8. Have Fun!





FORTUNE TELLER BASIC GAME RULES



1. In the spirit of using a Fortune Teller, the person getting their "fortune told" can "ask" the fortune teller a conflict resolution related question I like, "What's the best way to deal with this problem?", "How can I make this situation better?", or "How do I handle this fight?"
2. In pairs, Person-A holds fortune teller while Person-B picks one of the words written on the outside of the fortune teller (example: try, practice, hope, growth).
3. Person-A spells the chosen word, with each letter, pinching and pulling, moving in an in and out motion, the Fortune Teller. For example, the word "listen", l-i-s-t-e-n, would require pinching and pulling 6 times (since there are 6 letters in that word.)
4. When Person-A completes spelling the word, Person-B chooses one of the four visible numbers. Person-A repeats step 2, but this time pinching and pulling the number of times based on Person-B's chosen number.
5. Person-B chooses another number. Person-A lifts the flap and reads player B's fortune out loud, which will either be in the form of a statement or question.
6. Continue playing for a few more turns, then switch roles, so Person-B holds the fortune teller and Person-A gets their "fortune told" by choosing the words and numbers.
7. HAVE FUN and get your CONFLICT RESOLUTION ON!