

Creating happy, expressive and confident kids

### **InnerMagic Set Up**

- MagicLand (with rainbow) is in the middle surrounded by the 6 other lands
- 3 magic ring tokens are placed in each land of the same colour (no tokens for MagicLand – the center)
- The die must be rolled at the start of a player's turn, before moving along the stars (see instructions for stars inside)

### **Where do I start?**

- Place playing piece on one of the 6 stars on the edge of MagicLand
- roll the dice and move along the star pathways to get into a land

### **Aim**

- to win one magic ring from by doing something in each of the 6 lands before going back to MagicLand

### **Winning**

- whoever returns to MagicLand with all 6 magic rings (1 from each land) is the WINNER (you aren't allowed to go to or through MagicLand until you have won)

### **How do I play?**

- Each time you land on a star (on the way to a land), you follow that star's instructions (see **Star Guide** – example : On a *Red star* : *take a Do card and answer any 1 of the 3 questions with what you would **do** in that situation*)
- There is NO WRONG ANSWER for cards (as long as you answer according to the category DO/FEEL/SAY)
- If you can't answer any of the 3 questions on a card, you skip your turn and the next player continues.
- Each time you enter a land, you stop and choose 1 thing to do from the **Land Guide** to win a magic ring
- If there are only 1 or 2 rings left in a land, you can still choose any of the 3 tasks for that land

### **Important playing tips**

- Notice the suggested **AGES** for the cards (on the top right corner). You may want to **SELECT CARDS** for the appropriate age players before playing (and/or remove cards not applicable for players age)
- Allow all answers – without correcting, judging or questioning another player's answers
- Always offer players choices – in puzzle setup; choosing a playing piece; which star to start on; which star route to take; which question(s) to answer; which task to do in each land
- Let players keep their Feel Good Stickers and encourage them to say them a lot out loud
- For young non-reading players let another player read their cards
- It's fun to play in teams of two (e.g. mom and one child; two siblings; dad and another

- player)
- To get more Feel Good Stickers, go to [www.raisingkidspositively.com/game/stickers](http://www.raisingkidspositively.com/game/stickers) for your free PDF printable sticker sheet
  - For additional magic rings email [info@raisingkidspositively.com](mailto:info@raisingkidspositively.com)
  - For more detailed information about the background principles and psychology of the game, as well as FOLLOW UP tips to help bring the concepts of the game into your child's everyday life go to [www.raisingkidspositively.com/tips](http://www.raisingkidspositively.com/tips)

### **REMEMBER**

Accept all answers

All feelings are welcome

Avoid asking more about answers

Avoid judging answers or attempts

Be childlike – everyone must play like a child

(and do things to win magic rings)

Be encouraging and enthusiastic

Get excited with them

Have fun!