



is.

2

3

What

1

Without a doubt

Sources say **no**

Outlook is **good**

4

Yes



NZRDA

Don't count on it

Can't predict at this time...

Reply hazy, **try** again

You may **rely** on it

5

8

answer?

the

7

6

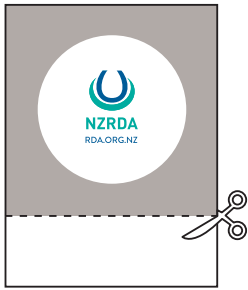


NZRDA

New Zealand Riding for the Disabled

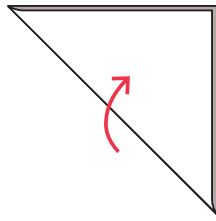
RDA.ORG.NZ

HOW TO FOLD YOUR FORTUNE TELLER



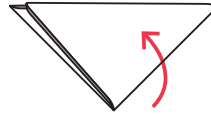
STEP 1

Cut off the bottom area to create a square.



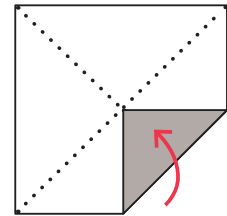
STEP 2

Fold the square in half diagonally.



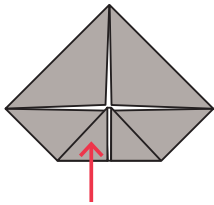
STEP 3

Fold in half again diagonally.



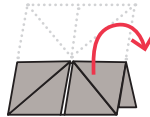
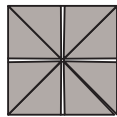
STEP 4

Open it out, flip it over, fold corners into the centre.



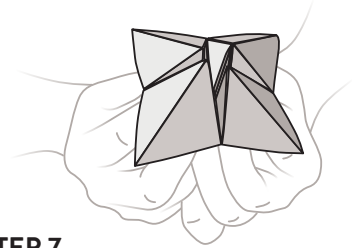
STEP 5

Now fold each new corner into the centre.



STEP 5

Fold and crease in half. Both ways.



STEP 7

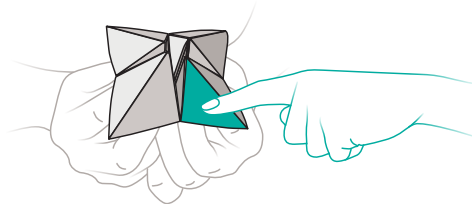
Work your fingers between the outside layers to create pockets to hold onto.

HOW TO PLAY THE FORTUNE TELLER GAME

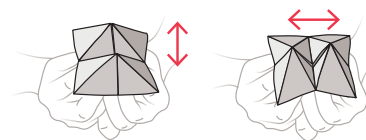
STEP 1 **Player A** has their thumb and index fingers of each hand in the four pockets of the Fortune Teller.

Player B then asks **Player A** to tell their fortune by asking them a question.

Player B then picks one of the four colours on the outside of the Teller.

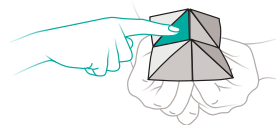


STEP 2 **Player A** spells out the letters of the chosen colour, alternating a pinching and pulling motion with the Teller for each letter.

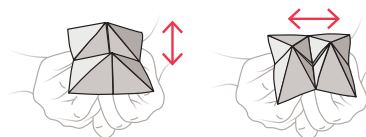


Repeat for each letter

STEP 3 **Player B** then picks one of the numbers or horse breeds shown inside the Teller.

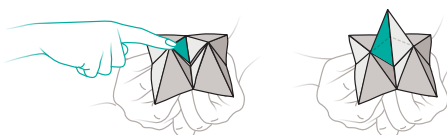


STEP 4 **Player A** now spells out the letters of the chosen number or horse breed, alternating a pinching and pulling motion with the Teller for each letter.



Repeat for each letter

STEP 5 Finally, **Player B** picks one of the numbers or horse breeds shown inside the Teller, **Player A** lifts the flap and reads the fortune/message underneath.



Read the fortune/message