

Game Directions At-A-Glance

(The games start out simple and get more complex.)



GAME 1: This is a memory game like Concentration. The matching pairs are either dragons in different stages or opposing Forces, Light and Dark. Each Force battles its opposite (the cards state just who that might be!) and that forms the pair. This game is intended to familiarize everyone with the cards.

GAME 2: This is a traditional non-competitive therapy game involving a small group of kids (or just a kid and an adult) who take turns picking Force cards out of the deck and answering corresponding questions about that social skill. (We provide lots of samples of these questions but also hope leaders/adults will make up questions that are personal and important for the players.) Each round of answers represents an evolution and the dragon each player selected gets older, wiser and more skilled. When the dragons have fully evolved to the fourth stage, there is a celebration, which is called a “Brightening” in Ryuu-speak.

GAME 3 & GAME 4: These are role-playing games in which the players, in the character of whatever dragon they have selected, act out a fairly detailed scenario for each evolutionary level (there are four). We have written many role-play scenarios for each level and the leader/adult can select one of those or make up one. In Game 4, the advanced version of Game 3, an unexpected curve is thrown into each scene — as would happen in other role-playing games. Once again, the game ends with a celebration of evolved learning.

