

A Message to Parents

My wish for the series is the same as my wish for my own daughters! I want kids to go on a journey with Bianca and learn with her. I love the moments when we show Bianca thinking through her problems- how she always tries her hardest, sometimes fails, but always learns life's most important lessons through it all. As a mom, I believe that teaching kids how to use their inner resources is magical!

-Angela C. Santomero, Creator & Executive Producer, Wishenpoof

The Wishenpoof series incorporates life skills—such as focus and self-control, perspective taking, and taking on challenges – that draw on and promote executive functions of the brain. Studies have found executive functions are as—if not more—important than IQ to children's success now and in the future. Bianca embraces and models each life skill throughout the series. In this Wishenpoof game, children have the opportunities to practice focus and self-control as they need to remember where each piece they need is on the board, taking on challenges in order to stay with the game as they continue to look for their pieces, and communicating when they create a story at the end of the game!

-Ellen Galinsky, Curriculum Consultant, Wishenpoof



www.haywiregroup.com

©2017 Amazon Content Services LLC. Wishenpoof ©2014-2016 Amazon Content Services LLC.
©2017 The Haywire Group, Inc. • All Rights Reserved • THE HAYWIRE GROUP, INC.® and IT'S ALL FUN AND GAMES®
are registered trademarks of The Haywire Group, Inc. Springfield, MA 01151 USA • MADE IN CHINA



/HAYWIREGROUPINC



/HAYWIREGROUP



@HAYWIREGROUP



/HAYWIREGROUP

Preschool



AGE
3+

AMAZON ORIGINAL



Wishenpoof

Wish Magic Adventure Game

Contents

4 backgrounds and matching colored stands, 16 matching tiles, 16 character and item pieces, 16 white plastic stands, and 1 spinner card

Setting Up the Game

- 1 Place all the matching tiles face down in the center of the play area. Bob, Bianca, Big, and Small should be showing. Place the spinner card in the center of the play area.
- 2 Each player chooses one of the four backgrounds. Youngest players choose first. Place each background in its matching color stand. Each player places their assembled background close to them so all players can see the scene they are building.
- 3 Place all character and item pieces in the white plastic stands. Place these to the side.

Object of the Game

Each player builds their own scene. Complete your scene by adding the Bob, Bianca, Big item, and Small item that match your background. First player to complete their scene wins.



What to Do on Your Turn

- 1 The youngest player goes first by spinning the spinner. The spinner will land on either Bob, Bianca, Big, Small, or Wishenpoof (wild).
- 2 Flip over the matching tile that matches the character or item the spinner lands on. If the tile goes with your scene (tile and scenes have color coded borders), then take the matching character or item piece and place it in front of your background. You are now building your scene!



- 3 If the spinner lands on the Wishenpoof space, this is wild. Choose any tile you'd like to turn over.
- 4 If the spinner lands on a character or item that you already have, still flip over a tile so other players can see what's on that tile.
- 5 If playing with four players and the spinner lands on a character or item that everyone already has, spin again.
- 6 If a tile doesn't match your scene, turn it back over. Players should note which character or item was in that location to help build memory skills.

OPTIONAL: if playing with younger players, instead of turning the tile back over, you may offer this character or item to the player whose scene it matches.

- 7 Your turn is now over. It is now the next player's turn going clockwise.

How the Game Ends

- 1 The first player to complete their scene wins. Play continues until every player completes their scene.
- 2 At the very end, once all players have their completed scenes, each player can take a turn telling and enacting a story with their props/characters and make their scene come to life.

Additional Ways to Play

Want to mix it up?

- Try to complete a scene using one piece from every world.
- Try to complete a scene using only one category.
- For older kids, the Wishenpoof space on the spinner can become a "Switch" space. If a player lands on the Wishenpoof space when they're playing this way, they can switch their entire scene with another player of their choice. Inheriting someone else's backdrop and game pieces can be good or bad depending on how far along they are. This challenge makes it important to truly remember what's on ALL of the flipped over memory tiles as end goals shift. This switch also makes the end of the game, when players are enacting their stories, even more creative and fun!
- There's no wrong way to play! Use your imagination!

