

Bella Sara Sledding

A Bella Sara Family Activity



SET UP: One deck of Bella Sara cards containing at least 30 cards.
No energy or treasure cards required.

PLAYERS: 3-5

OBJECT: The goal is to score the most points by being the first to get to the other side and by helping your friends get there as well!

PLAYING THE GAME: To begin, each player chooses any horse card they want. This represents their horse for the race. Each player places her card face up on a table in a row along one edge of the table.

Players take turns starting with the youngest player and moving clockwise.

On a player's turn, they draw a card from the deck. If it has the same kinds of symbols in the upper right corner as her horse card, she moves her card a number of spaces forward equal to the number of the symbols on the card she drew.

A "space" is the length of one card, so if a player needs to move two spaces forward, she can place two cards end to end and move her horse card that far.

If there is another horse card in the game that has the same symbols as your horse, you may move your horse all of the spaces or you may give some of those spaces to the other horses.

For example, if I have hearts on my horse and Jared has hearts on his and I draw a card with four hearts, I can move four spaces ahead or I can move my card two and Jared's card two.

If the card a player draws does not have the same symbols as their horse, she may either move her horse one space forward or she can choose another horse in the game that does have the same symbols and move it forward equal to the number of symbols on the card.

SCORING:

- First player whose horse reaches the far side of the table (which represents the bottom of the hill) first gets 2 points.
- Each other player gets 1 point when their horse reaches the far side of the table.
- If a player moves someone else's horse to the far side of the table, they get 1 point.

The game ends when all horses have reached the far side of the table. A player still draws a card on her turn even when her horse has reached the far side. Her horse doesn't move any more, but she can move other horses and score points if they reach the other side of the table.

For a longer game, players should play this game 3 times and add their scores together to find out who won.



For more fun activities, go to WWW.BELLASARA.COM

A Winter Tale

A Bella Sara Family Activity



SET UP: One deck of Bella Sara Cards with at least 4 cards per player. Players will also need pencils or crayons and a clean sheet of paper.

PLAYERS: 2-6

OBJECT: The goal is to score the most points by being the first to get to the other side and by helping your friends get there as well!

STARTING THE GAME: To begin, each player chooses any horse card they want. This represents the horse she rides throughout their adventures.

The oldest player should read the following aloud: The story begins with the horses walking through a snowy field on a bright sunny day. Birds fly overhead; mountains can be seen in the distance. The forest sits quietly covered in snow nearby. A rabbit runs from her burrow...

The oldest player should draw a picture of the snowy field in the middle of the piece of paper.

PLAYING: The youngest player starts the game. Each player takes turns clockwise around the table.

During her turn a player can do one of two things. She can either add a new place on the map or she can add to the story.

When a player adds a place on the map, she takes a pencil or crayon and draws on the paper. Draw a place or feature -- like a castle or a mountain or a cave or forest.

When a player contributes to the story, she talks about what she and her horse do in the story of the group.

There are a couple of rules about adding to the story. First, the player can't take the group to any place that isn't on the map. Second, the player can't say what any of the other players does in the situations that come up.

When she's done, she passes her turn to the next player saying, "And then what happened?"

The next player can say, "Yes, but..." and talks about how things in the story change. Or she says "Yes, and..." and talks about how what happened in the last story turned out unexpectedly better than the previous player imagined.

If you're stuck for ideas either for what to draw on the map or for what to say in your story, draw a card from the deck. Use the card's horse, location or message for inspiration to either tell more of the story or to add a location to the map.

SCORING:

The game ends when the players agree that the story has reached a satisfying conclusion or after the last card is drawn from the deck.

If the deck does run out, the player to draw the final card may add a feature to the map and wrap up the story. She should try to include a bit about everyone in the conclusion.
horses and score points if they reach the other side of the table.



For more fun activities, go to WWW.BELLASARA.COM

Bella Sara Snowball

A Bella Sara Family Activity



SET UP: One deck of Bella Sara cards containing at least 40 cards.

PLAYERS: 3-5

OBJECT: The goal is to score the most points by being the first to get to the other side and by helping your friends get there as well!

PLAYING THE GAME: To begin, each player draws a card from the deck.

Players take turns starting with the youngest player and moving clockwise.



On a player's turn, that player looks at the card in her hand and guesses whether the card on top of the deck will have more or less symbols than the one they are holding. If they guess it will have more symbols, they put the card in their hand in a pile on the left side of the deck. If they guess it will have less symbols, they put it in a pile on the right side of the deck.

Then they draw the top card of the deck and show everyone how many symbols it has. If they guessed correctly, they take all of the cards in the pile they put their card into and put them in their score pile, they keep the card they drew, and it is the next player's turn.

If they guessed incorrectly, they do not put any cards into their score pile, they keep the card they drew, and it is the next player's turn.

If the card they drew has the same number of symbols as the one they put into one of the piles, the player can start again by placing it into one of the piles and drawing a new card.



HIGH PILE



DRAW DECK



LOW PILE



MY SCORE PILE

The game ends when the last card from the deck is drawn (after determining if the player's guess is correct.) If it has the same number of symbols as the last card played, the player doesn't score any cards for that turn.

SCORING: Each card in a player's score pile is worth 1 point. The player with the most points wins.

For more fun activities, go to WWW.BELLASARA.COM

Bake Whitemantle Cookies

A Bella Sara Holiday Activity

Bella Sara™

Whitemantle Mountain Cookies

These cookies look like the snow-covered cliffs of Whitemantle -- but taste much better! With a pizza wheel or knife, cut the dough into long, thin triangles to make your cookies look like icicles. This recipe yields approximately five dozen cookies.

Ingredients

1 1/2 cups butter (soft)
2 cups white sugar
4 eggs
1 teaspoon vanilla extract
5 cups all-purpose flour
2 teaspoons baking powder
1 teaspoon salt
Whitemantle Icing (see below)
Blue and white candy sprinkles (as desired)

Instructions

In a large bowl, mix butter and sugar until smooth and creamy.
Beat in eggs and vanilla.
Stir in the flour, baking powder, and salt.
Cover bowl and place in refrigerator for an hour (overnight is better)
Preheat oven to 400° F (200° C).
Roll out dough on floured surface 1/4" to 1/2" thick and cut into triangles with a pizza wheel or a knife or use a cookie-cutter to form the cookies into a variety of shapes.
Carefully place cookies 1" apart on ungreased cookie sheets.
Bake 6 to 8 minutes in preheated oven. Cool completely.
Brush on Whitemantle Icing and add candy sprinkles if desired.

Whitemantle Icing

3 cups confectioner's sugar (sifted)
1/4 cup milk
1/2 teaspoon vanilla
Dash of salt
Blue food coloring (as desired)

Directions

Combine sugar, milk, vanilla and salt; mix well.

Add food coloring if desired. You may wish to divide the icing into several small bowls to create various shades of blue and white. Or slowly stir in the food coloring (without mixing it completely) to yield swirly blue-white icing.



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Holiday Hunt

A Bella Sara Family Activity



The goal of the Bella Sara Holiday Hunt is to find the 21 Bella Sara cards hidden around the house.

Give your children these clues and accompany them on their quest in case they get stuck. When they've figured out a clue, have them cross it off the list of clues (which means even if they find a card accidentally, they still need to decipher the clue that went with it!).

Clues

1. Steampoppo loves to eat these...
2. It's cold in here!
3. No monsters here, just horses!
4. The Bright Tree Jungle is full of these.
5. Who's the fairest of them all?
6. A place to dream...
7. Use this to visit the world of Bella Sara.
8. Another to join your collection...
9. What goes up, must come down!
10. You could find Hummingbird here.
11. Wavebreaker would feel right at home in this place.
12. Your family's memories.
13. Climb on Nike's back to reach this lofty place!
14. Open the door to magic and adventure.
15. A friend you can depend on in time of need.
16. These aren't made of iron, but you can still use them to protect your "hooves."
17. Crunch crunch crunch, munch munch munch!
18. Shine some light on your world and see clearly.
19. A special delivery for you!
20. This runs on horsepower, the next best thing to a horse!
21. Yummy treats are made in this thing.

Answers

1. Bananas
2. Freezer
3. Under the bed
4. Plants
5. Mirror
6. Pillow
7. Computer
8. Collection of Bella Sara cards
9. Stairs
10. Flower
11. Bathtub or swimming pool
12. Photographs
13. On top of something tall
14. Favorite book, DVD or game
15. Stuffed animal or doll
16. Shoes/sneakers/sandals
17. A box of cereal or with some snacks
18. Lamp
19. Mailbox
20. Car
21. Microwave oven

Don't give this sheet of answers away!

Hide a Bella Sara card in the following locations and/or near these objects.

One card per clue.

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