Object of the Game:
Be the first player to fill your 7 Habits token holder with 1 of each token (and at the same time learn, practice, and share The 7 Habits of Happy Kids!).

Getting Started:
1. Find a pad of paper and pen and set both near the game board.
2. Shuffle the larger 7 Habits question cards and place them in the card holder.
3. Stack the smaller Give Away cards and set them aside.
4. Sort the round character tokens into piles by character.
5. Read the 7 Habits out loud—you can find them printed on the inside of the box lid or on the inside right page of this guide.

How to Play:
Each player chooses a character and places it on that character’s home base on the board. (See the back panel of this guide for character descriptions.)

The youngest player goes first, rolling the die and moving that number of spaces around the board in a clockwise fashion.

- If the player lands on a blank space, he or she draws a question card, reads it aloud, responds, and collects the token designated on the card. If the player needs help reading the card, any other player may read it aloud. Note – if the player already has that token, he or she should collect it anyway to use for future “trades” or “give aways.”

- If a player lands on an Ernie space, he or she collects a free Ernie token which can fill any empty slot in their token holder.

- If a player lands on a “trade” space, and they have 1 or more tokens, they must trade one of their tokens with another player of their choice. If the player does not have any tokens, play continues with the next player. The player who landed on the trade space gets to decide which player he or she wants to trade with, which of their tokens they wish to trade, and which token they would like to receive in return.

Get to know the kids of 7 Oaks!

Goob Bear
This is Goob the bear. He is the biggest kid in 7 Oaks—but he’s also very friendly. He loves the outdoors and all kinds of bugs. Ants are his favorite bug.

Lily Skunk
Lily is very crafty, especially for a skunk. She loves art. Lily spends most of her time drawing and painting and making all kinds of things. She also loves her little brother, Stink.

Jumper Rabbit
Meet Jumper the rabbit. Jumper loves to play sports. He loves soccer, tennis, baseball, basketball, biking, swimming, and jumping—you name it. He also loves sneakers and owns all different kinds.

Sammy Squirrel
From the day Sammy was born, he has liked playing with gadgets and fixing things. You will never spot him without a tool or two. Sammy and his twin sister, Sophie, live in a tree house, as all squirrels do.

Sophie Squirrel
Sophie is Sammy’s twin sister. Her very favorite thing to do in the world is read. She also loves math. Sometimes she uses really big words that she has to explain to all her friends.

Tagalong Allie
And don’t forget Tagalong Allie. She’s a mouse. Allie likes to tag along with everyone in the gang, especially her best friend, Lily Skunk. Allie lives with her granny and loves to dress up in Gran-nny’s shoes and jewelry.

Pokey Porcupine
Pokey has lots of pointy quills that show what kind of mood he is in. When Pokey is sad, the quills are droopy. When he is excited, they stand straight up. Pokey is really laid-back. He likes to lie around in his hammock all day and play his harmonica.

This is Ernie the worm. He is very shy, so you have to go looking for him...

Play Instructions
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WARNING:
CHOKING HAZARD—Small parts. Not for children under three (3) years.

EI-3411
Ages 6 to Adult
For 3-7 players
How to Play (continued):

- If the player lands on a "rest stop," they rest, relax, and wait there for the next turn.
- If the player lands on a "give away" space, he or she draws a small Give Away card from the stack, reads it aloud, and chooses any token he or she has to give away to the player who best fits the description on the Give Away card. If the player does not have any tokens to give away, play continues with the next player.
- There are two "forks" on the game board path. A player may choose either fork, but may wish to look at each path to determine which token they can collect there, to help them fill their holder more quickly. Play continues to the left until one player fills their token holder. Remember, Ernies are "wild" and can fill any spot in the holder!

To make playing a Win-Win for all players, the first player to fill his or her token holder becomes the card reader. Play continues until all players have filled their token holders.

For a shorter game – if you’d like a shorter game play session, set a timer for 7 minutes and see who can collect the most tokens before time’s up!

There are 7 different types of question cards. Below are some sample questions and responses:

**Habit #1**
Be Proactive: You’re in Charge.

**ACT OUT**
Everybody is in charge of making their own fun. ACT OUT your favorite fun thing to do in the Rain.

You and the FIRST player to pass correctly collect 3 Sunny Tokens.

**Habit #2**
Put First Things First. Work First, Then Play.

**LUCK OF THE DRAW**
You put first things first and eat your vegetables and now it’s time for something sweet.

You and the FIRST player to pass correctly collect 1 Rainbow Token.

**Habit #3**
Synergize. Together is Better.

**Good Food**
You can sit in the front on the way there but I’m riding in the front on the way back.

**Habit #4**
Think Win-Win, Everyone Can Win.

**HAPPY MEDIUM**
You’re the mediator in the argument.

You and the FIRST player to pass correctly collect 1 Tug-of-War Token.

**Habit #5**
Think First to Understand, Then to Be Understood. Listen Before You Talk.

**RA-RESISTABLES**
Put one Ear Resistant. All players draw three tokens. You draw any flavor ice cream flavor!

You repeat BACK what each of them said, matching a memory game can be the tenant answer.

Collect 1 Jumping Token.

**Habit #6**
Seek First to Understand, Then to Be Understood. Listen Before You Talk.

**TAGONIGI ABE**
I really want a new MP3 player. Maybe I can ask for extra chores to earn the money faster.

**Habit #7**
Sharpen the Saw. Sharpening Feels Better.

**SING ONE THING**
Furrowing is a great way to sharpen the saw and bring balance to your file. All the players SING ONE THING they really liked about their time favorite vacation. You sing back the answer you like best. You and THAT player BOTH collect 1 Sheep Token.

**The 7 Habits Tree**

**Habit 7**
Sharpen the Saw. Sharpening Feels Better.

**Habit 6**
Synergize. Together is Better.

**Habit 5**
Seek First to Understand, Then to Be Understood. Listen Before You Talk.

**Habit 4**
Think Win-Win. Everyone Can Win.

**Habit 3**
Put First Things First. Work First, Then Play.

**Habit 2**
Begin with the End in Mind. Have a Plan.

**Habit 1**
Be Proactive: You’re in Charge.

**Chocolate, Cookie Dough, Orange Sherbet, and Cake Batter**

I love spending all day at the lake!