

A NETFLIX ORIGINAL SERIES

DREAMWORKS

SHE-RA

AND THE
PRINCESSES OF POWER

NETFLIX | NOW
STREAMING

BALANCE for BETTER LABYRINTH GAME

PLAYERS:

4 to 6 + 1 adult narrator

SYNOPSIS:

The Evil Horde has set out to destroy the kingdoms of Etheria. This battle is far too much for you to conquer alone, so you must call upon the unique forces of the Rebellion as you guide your runestone through the labyrinth. Which friends and princesses will you dispatch to your location? Who offers the most balance to your team of rebel warriors? With the help of your friends, find a safe path to Bright Moon before it is taken over by the Horde!

PLAYING THE GAME:

With the help 4-6 players, balance the maze to guide your runestone to each of the kingdoms. In order to rescue a kingdom, you must call upon your friends and princesses for their skills and strengths for each challenge.

ACTION 1: Discuss and determine which friend's or princess' characteristics would be a powerful solution for each scenario and why.

ACTION 2: When you've selected the character, dispatch them to that kingdom by sticking the character marker into that spot on the board.

Important! You may dispatch each character **only once** along your journey.

ACTION 3: Now guide the runestone to that kingdom, and repeat these actions until you reach safety at Castle Bright Moon.

Tread carefully and stay alert! If you run into a villain, return the marble to your last completed kingdom. A safe path will require constant communication, solutions, and teamwork from all players!

NOTES TO NARRATOR:

Important! It is recommended that players complete the "**Finding My Inner Balanced Hero**" book before playing the labyrinth game. This will familiarize players with the characters and their strengths and struggles.

Suggested answers are not the only answers. Players are encouraged to come up with their own parallels to each dilemma. There are no wrong answers. Use the discussion time as a tool to compare character strengths or struggles and how they might be a good fit for the task.



International Women's Day

A NETFLIX ORIGINAL SERIES

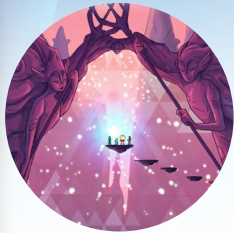
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SHE-RA AND THE PRINCESSES OF POWER

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BALANCE for BETTER LABYRINTH GAME

NARRATOR SCRIPT / CHARTING THE COURSE:



FIRST ONES RUINS to SALINEAS

Dispatch 1 friend/princess

Light Hope has instructed you to travel to Salineas to restore the protective gate and defend the kingdom from the Horde. The journey across the ocean is long,

choppy, and lonesome. Which companion will you call upon to keep yourself in good spirits and navigate the unknown waters?

Suggested answers: Seahawk, Swift Wind, Bow



SALINEAS to PLUMERIA

Dispatch 1 friend/princess

Perfuma has sent out a distress signal for help from the Rebellion. Plumeria is being taken over by an army of Horde bots, setting the

gardens on fire with dangerous lasers. Who will you dispatch to control the blaze, stand up to the Horde, and restore calm to the kingdom?

Suggested answers: Mermista, Frosta, She-Ra



PLUMERIA to KINGDOM OF SNOWS

Dispatch 1 friend/princess

Frosta is among the most powerful princesses in the alliance, but as the youngest princess, she has less experience as a leader. Who would you add to your alliance to act as a

mentor for Frosta, encourage her and let her know she is a valuable and important force in the Rebellion?

Suggested answers: She-Ra, Bow, Glimmer



KINGDOM OF SNOWS to MYSTACOR

Dispatch 2 friends/princesses

Shadow Weaver is furious over the progress you're making on your journey to Bright Moon. She has summoned evil Horde spies to confuse you into thinking the

Rebellion does not believe in your courage and strength. Who will you dispatch to keep your confidence strong as you battle the spies and defend Mystacor?

Suggested answers: Bow, Glimmer, Swift Wind, She-Ra, Perfuma



MYSTACOR to DRYL

Dispatch 1 friend/princess

The kingdom of Dryl is a high-tech land of confusing twists and turns, and super smart robots delivering tiny sweets — but it's not all code and cute cupcakes. Hordak has

programmed a glitch in the robots, causing them to follow out a deadly attack on you! Who will you dispatch to defeat the robots and keep your friends of Dryl safe?

Possible answers: Entrapta, She-Ra, Bow



DRYL to CASTLE BRIGHT MOON

Dispatch 2 friends/princesses

You have made excellent choices along your route, but Hordak has been closely watching your teamwork and progress. He has called upon Catra to disrupt your

path to Bright Moon by leading an army of Horde robots to the castle. For your final journey, you will need 2 companions to destroy the robots, then capture and deliver Catra to Princess Angella at Castle Bright Moon.

Suggested answers: Spinnerella, Netossa, Entrapta



International Women's Day

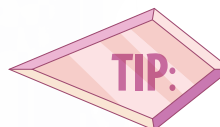
DREAMWORKS

NETFLIX | NOW
STREAMING

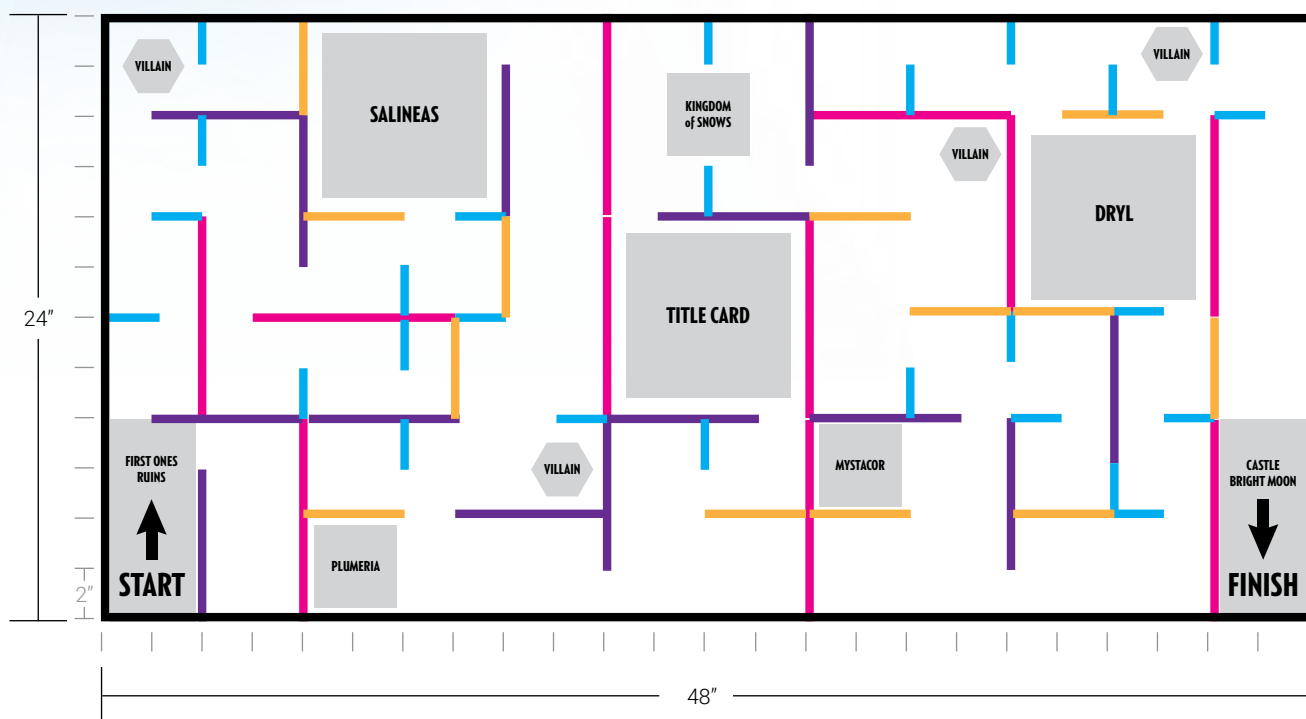
- 1 sturdy, large cardboard box top, approx. 24" x 48"
- 38 (8-inch) plastic straws
- 11 toothpicks

- 1 marble or wooden bead (runestone), approx. 1/2" to 1" dia.
- Kingdom cutouts (enclosed)
- Character cutouts (enclosed)





- Villain cutouts (enclosed)
- Scissors
- Hot glue gun/glue sticks
- Double stick tape



Check with your school cafeteria for a large box top!



1) Trim straws to the following lengths:

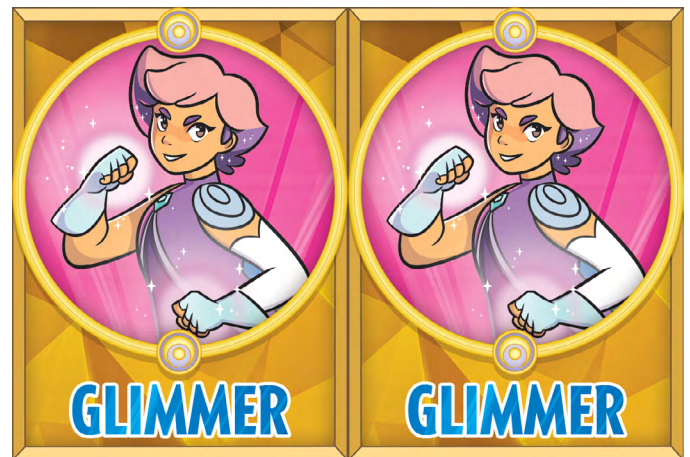
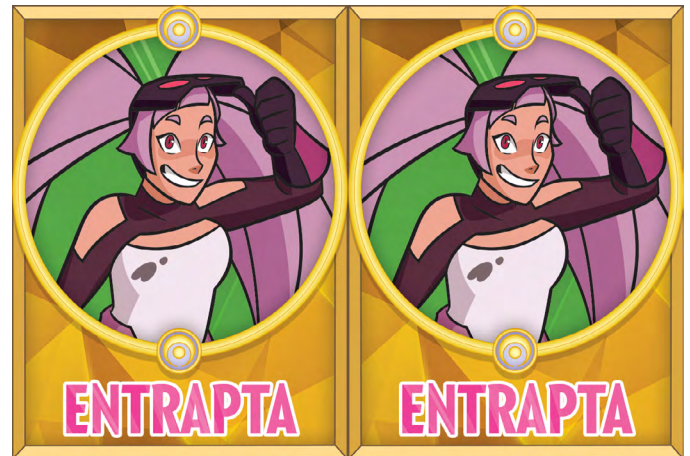
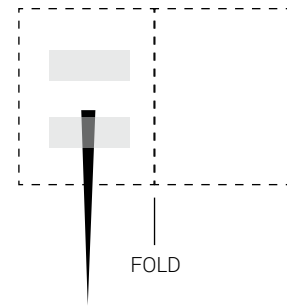
- 1) Trim straws to the following lengths:
8 in.: Qty: 11 
6 in.: Qty: 14 
4 in.: Qty: 13 
2 in.: Qty: 26 
- 2) Place straws on cardboard using above diagram. This layout is for a 24"x48" game board. Mark grid guidelines every 2 inches along box edge to help determine an evenly spaced layout. Straw length and grid may be adjusted to accommodate a different size maze. You may wish to draw your maze in pencil first.
- 3) Apply a little hot glue to one edge of a straw. Glue one straw at a time, working your way across the maze layout until all straws are secure.
- 4) Cut out all kingdom cards and villain cards.
- 5) Apply double stick tape to back kingdom and villain cards. Glue cards to maze according to diagram. Be sure all edges are secure to ensure a smooth journey for the runestone.
- 6) Cut out character markers. Fold the marker in half along solid line, and affix to toothpick with double stick tape.
- 7) Keep the characters within reach, and in a visible place as the story is told.



International Women's Day

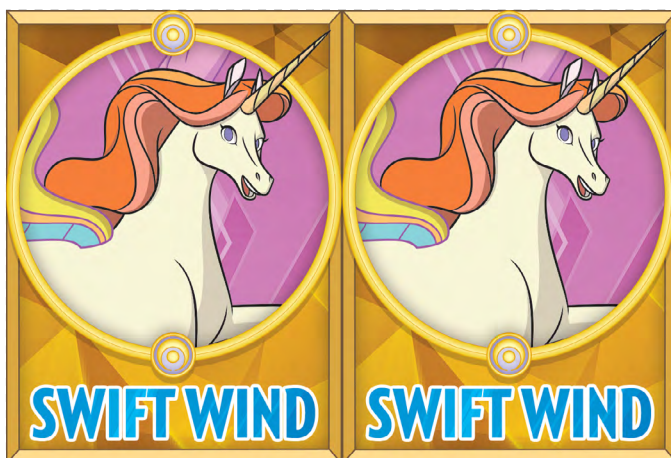
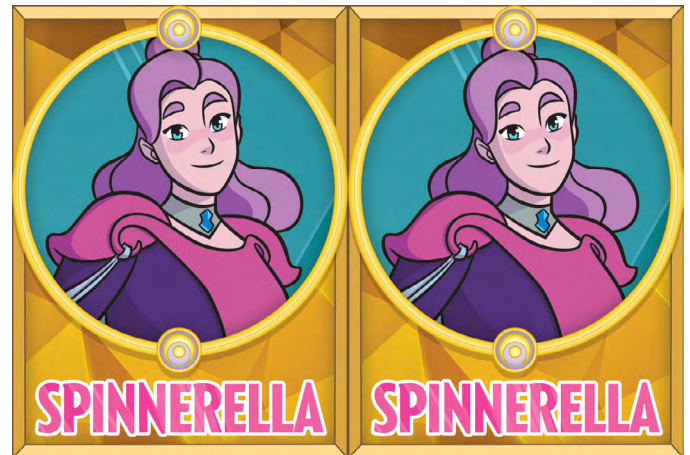
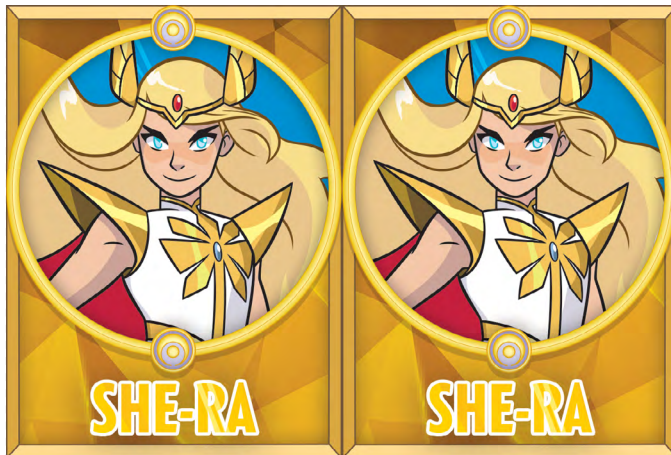
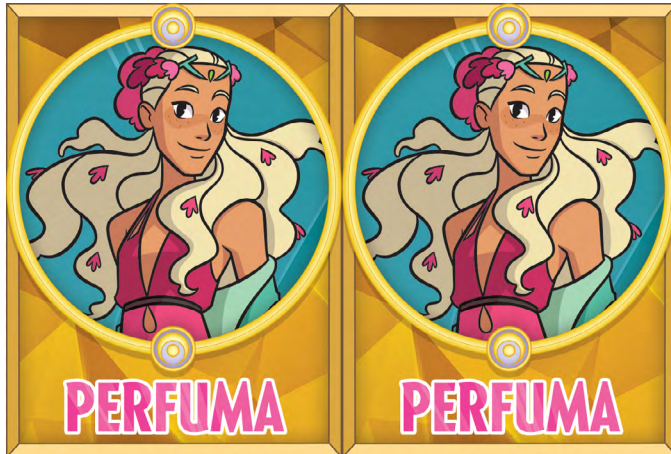
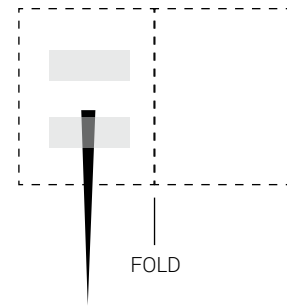
CHARACTER MARKERS:

Cut out characters along dashed lines. Apply double stick tape to back cards. Place a toothpick at the bottom center of each card. Fold along solid line, matching the two sides and sandwiching the toothpick between the card.



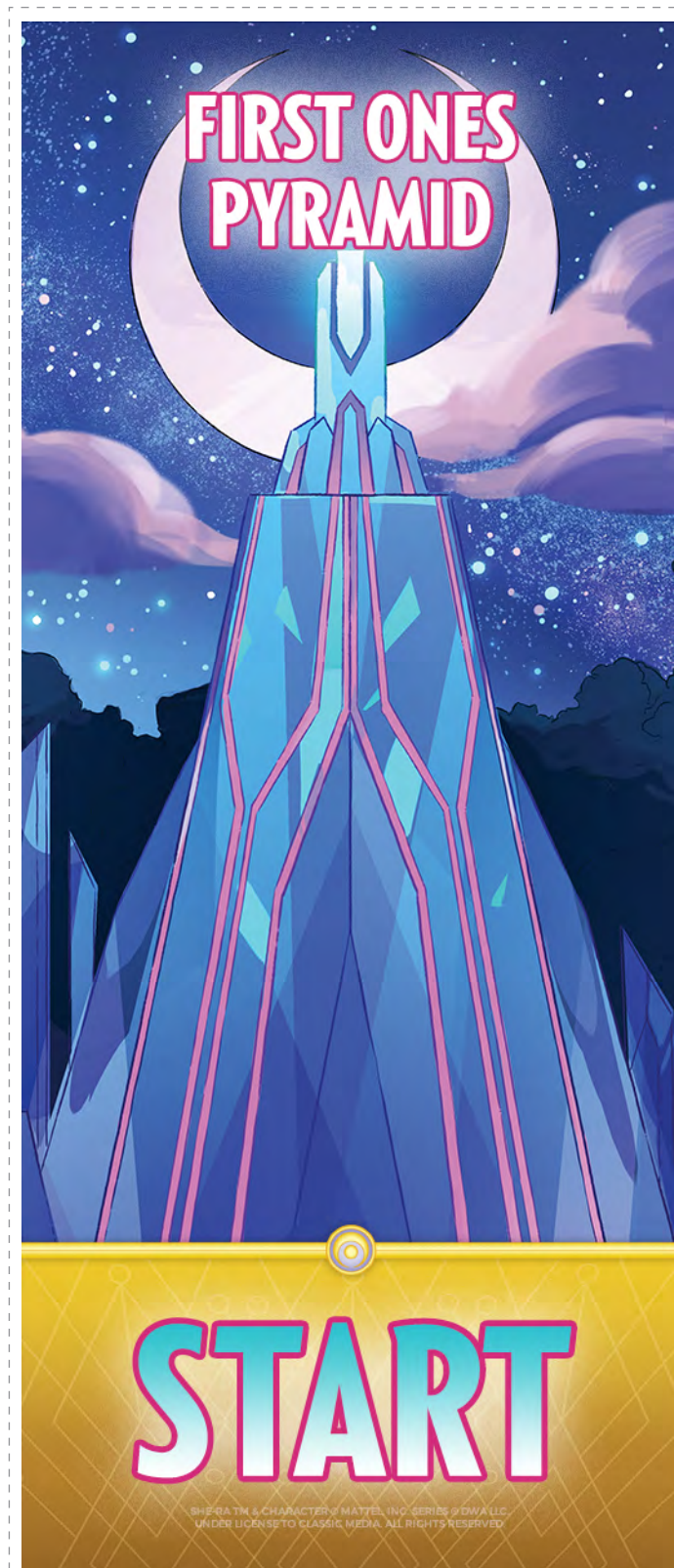
CHARACTER MARKERS:

Cut out characters along dashed lines. Apply double stick tape to back cards. Place a toothpick at the bottom center of each card. Fold along solid line, matching the two sides and sandwiching the toothpick between the card.



KINGDOM & VILLAIN CARDS:

Cut out cards along dashed lines. Apply double stick tape to back of each card. Glue cards to maze according to diagram on page 3. Be sure all edges are secure to ensure a smooth journey for the runestone.



SALINEAS

DISPATCH **1** FRIEND OR PRINCESS



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KINGDOM of SNOWS

DISPATCH **1** FRIEND OR PRINCESS



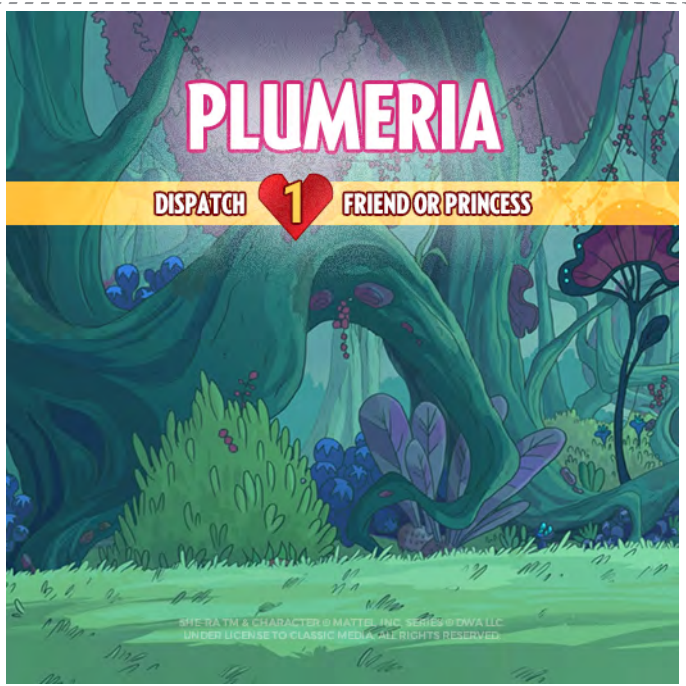
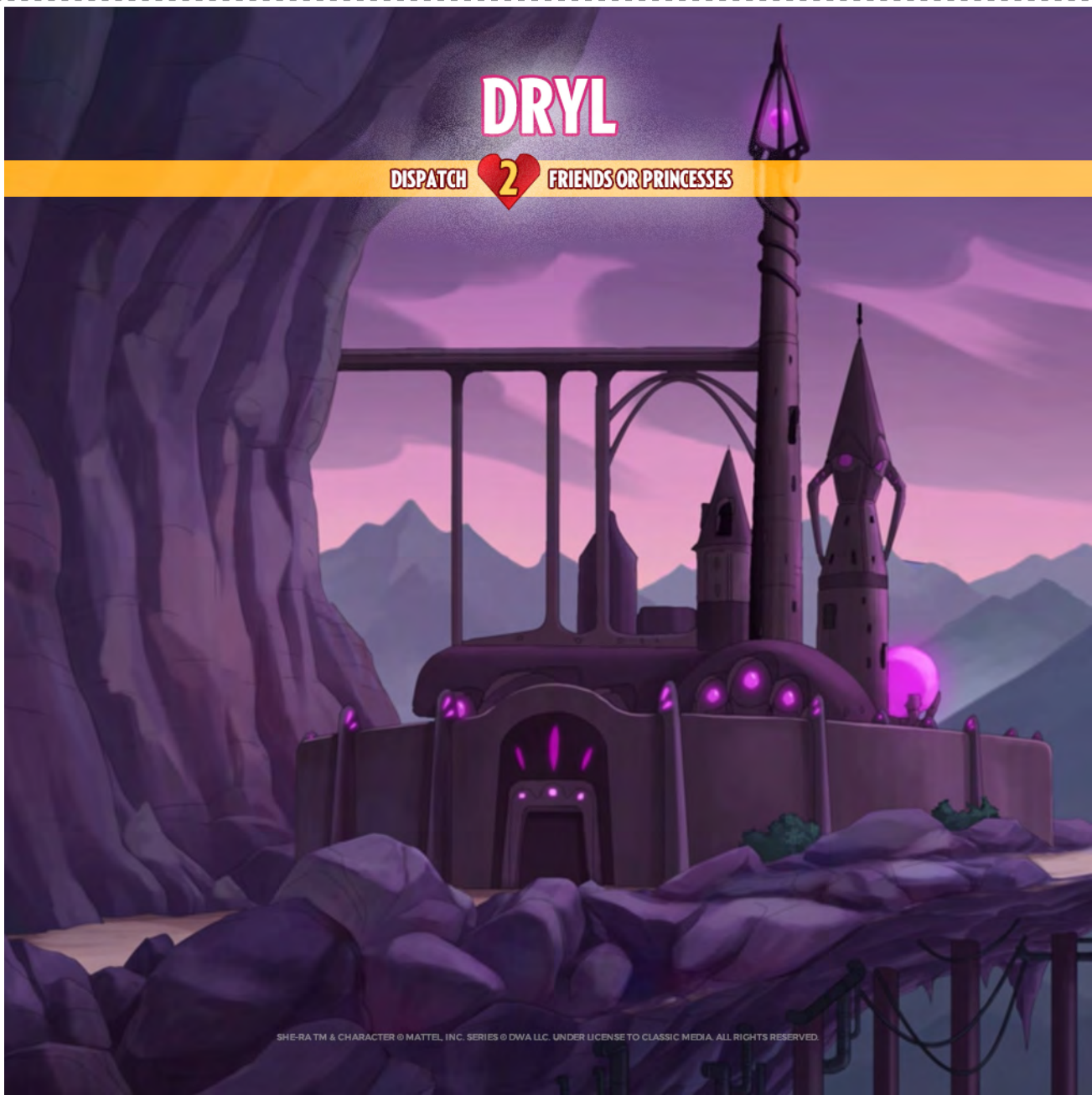
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MYSTACOR

DISPATCH **1** FRIEND OR PRINCESS



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International Women's Day

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