

Fortune Teller(Heaven and Hell)

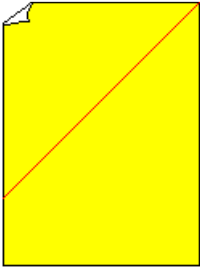
A *fortune teller* is an old folding game for children.

You don't only fold the figure; you can also play with it.

The *fortune teller* is spread out all over the world.

How to make *Fortune Teller*

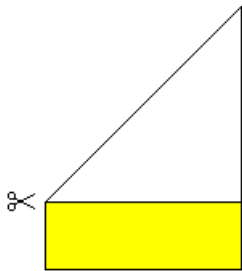
1



Take a sheet of paper of the size A4 . Paper used for ink jet printers will do.

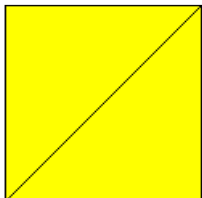
Fold the upper half down on the red line.

2



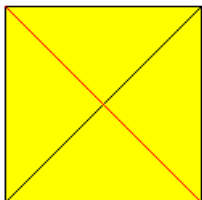
Cut off the lower strip.

3



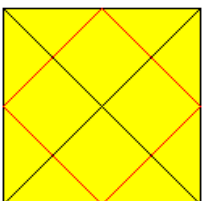
The result is a square.

4



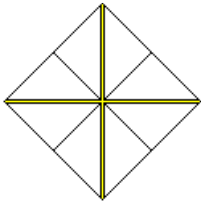
Fold upwards on the red line and unfold.
The centre of the square is marked in this way.

5



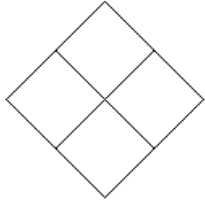
Fold four times, so that the corners of the square meet in the centre.
Folding on the red lines upwards is the same.

6



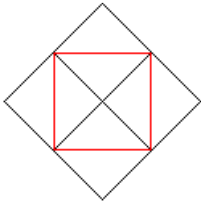
It must look like this.

7



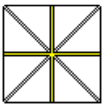
Turn the paper over. The folded middle lines of the square are seen.

8



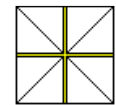
Fold upwards again four times up to the centre.

9



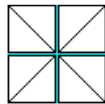
There is a half size square with four (actually eight) triangles, which meet in the centre.

10



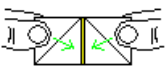
Turn the paper over. Four squares meet in the centre.

11



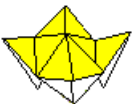
Fold the paper backwards on the blue lines and unfold.

12



Fold the square a last time. Hold the paper and push the upper corners in direction of the arrows.

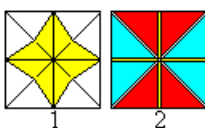
13



The figure on the left develops, if you lay the square sheets outwards.

The *fortune teller* is finished.

14



Picture 1 shows the *fortune teller* from above.

Picture 2 explains the German name "Heaven and Hell":

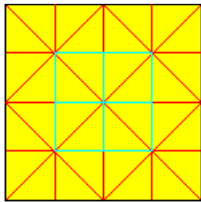
In former times you coloured the half reverse side red for Hell, the other one blue for Heaven.

Some Mathematics [top](#)

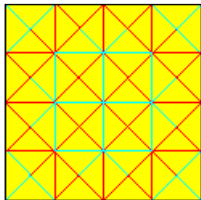
While making a *fortune teller* and also after having finished it, you get two basic geometric forms, the square and the half square, which is an isosceles, right-angled triangle.

If you divide the square in two, you get two isosceles, right-angled triangle.

If you divide the isosceles, right-angled triangle in two, you get two isosceles, right-angled triangles half the size as before.



If you unfold the *fortune teller*, you have got a triangle pattern. You can recognize 4x4 squares. Every square has a diagonal. Blue means mountain, red means valley.



You can give the *fortune teller* double walls. Then go to step 10, add step 5 and 6 and continue with step 10.

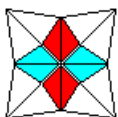
If you go back to the square, the 16 small squares have got both diagonals.

Games with *Fortune Teller*

1st Game: The *fortune teller* has four bowls and can be used for putting things in. This leads to the German name *pepper and salt*.

2nd Game: Put the thumb, the index finger, the middle finger and the ring finger into the bowls. You can pinch the nose with these "gloves". This explains the other German name *nose pincher*.

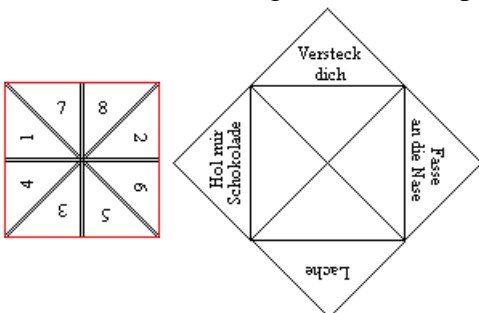
3rd Game: A game is played since the 1950s as follows.



Put the thumb and the fingers in the bowls. If you look at the opened reverse side, you see red and blue (picture). If two suitable bowls touch each other, there are only red or blue. If you close the paper, you must not see any colour.

The children's game is to close the *fortune teller* first. Then the other player must give a direction how to open it. He will go to Hell with red and to Heaven with blue.

4th Game: The third game is developed further in many ways in Germany. Here is a version



Write the numbers 1 to 8 in any order on the reverse sides of the triangles. Then lift two triangles each and write funny tasks on the reverse side.

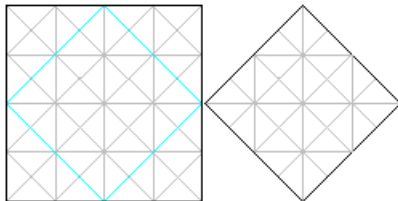
In the game the first player puts the thumb and the

fingers in the bowls. The reverse side is closed. The second player chooses a number, i.e. 6. The first player must open and close the paper 6 times and end with opening. four triangles and so four numbers are to be seen. The second player must choose one of the numbers, i.e. 2. The other one lifts the triangle 2 (and 6) and reads the task. The second player has to obey ;-

Fifth Game:

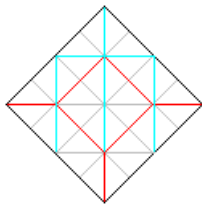
Today (in 2002) the tasks are replaced by statements like "You're going to get a rich man", "You're going to be a movie star", "You're going to have three children", "You're going to go around the world", or "You're going to win in the lottery".

Modifications of Fortune Teller



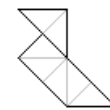
In the chapter "Some Mathematics" you can read how to produce the pattern on the far left. If you fold the triangles on the blue line backwards, you form a square standing on one corner. It is the start for new figures.

Duck



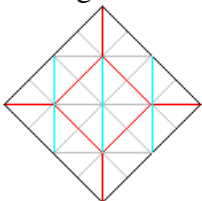
Fold the blue lines for mountains, the red lines for valleys.

You receive a figure (photo), which easily becomes a duck, if you fold the two lower points forwards and hide them inside.

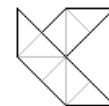


x

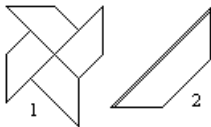
Sailing Boat



You get a sailing boat, if you slightly change the duck pattern.



Windmill Sail and Katamaran



You can make a windmill sail or a double boat by folding the sailing boat in a different way.

All the British people I've talked to played this kind of folded paper game as children, but no-one could remember its name. 'The game with no name' seems to exist in many countries under different names:

Some international variations:

The Fortune-Teller versio

Russia: "Gadalotschka" - refers to fortune telling (& possibly 'frogs'?)

Norway: "Spå" (pronounced 'spoor') or "Spålapp", which means something like "fortune telling piece of paper".

France: "Cocotte en papier" (cocotte is slang for a hen).

"Heaven and HellThe inside 'mouth' was drawn on to make a picture of 'heaven' when opened one way, 'hell' when opened the other. Common in **Austria, Germany, and Slovakia** (there called "Nebo Peklo

How to play:

Person 1 (holding the game)	Person 2 (responding to questions)
"Choose a colour" (Holding the game closed together).	.
.	"Blue"
B...L...U...E (spelling out the word, and opening the game one way on "B", the other way on "L", etc. see <i>animation above</i>).	.
"Choose a number" (Continuing to hold the game open on the four numbers visible when the last letter "E" was spelt)	.
.	"3"
"1...2...3" (as above, only counting instead of spelling).	.
"Choose a number"	.
.	"4"
The person folds open the flap with the number 4 on it, and reads out the text underneath the flap.	.

That seems to be the basic pattern of use, with variations of the number of times the choice of numbers is made. Often the messages inside are 'fortunes' like "You will marry Dracula", or rude like "You Smell!". Variations include the central European *Heaven and Hell*.

Sample fortunes:

A millionaire will buy you a pool of Jell-O to swim in.

You will find a Lifesaver stuck to your ..

You are becoming a puppet to those around you, step back and rely on yourself.

You are in a state of discovery, don't let others pull you down and you'll be exactly where you want to be.

Weather game by pupil from Woodmoor Elementary School.

You will not like the weather tomorrow no matter what.

The weather will be whatever you want it to be tomorrow.

You will have BIG feet.

I see nothing in your future.

Schofield (Cowboy hats and boots)

Guess again cowboy.

Your future will be cool

You will like the look of the moon.

You will be "Hot, Hot, Hot" (music!)

No School.

Eat Mexican food.

You will be rich and respectful.

You will be disgusting and mean one day.

You are nice.

You are too nice

A fortune teller, (cootie catcher, scrunchie, chatterbox), is [origami](#) used in fortune-telling games. A player asks a question, and the fortune teller operator answers using an [algorithm](#) to manipulate the fortune teller's shape. Questions, answers, colors or numbers may be written on the fortune teller. Manipulations are done by various similar methods, for example:

The player asks a question of the person holding the fortune teller; this question will be answered by the device. The holder then asks for a number or color. Once the number or color is chosen, the holder uses their fingers to switch between the two groups of colors and numbers inside the fortune teller. The holder switches these positions a number of times: which may be determined by the the number of letters in the color selected, the number originally chosen, or the sum of both. Once the holder has finished switching the positions of the fortune teller, the player chooses one of the flaps revealed. These flaps often have colors or numbers on them. The holder then lifts the flap and reveals the fortune underneath. Steps may be repeated to suit the users.

These devices can be "rigged" by the placement of only even numbers on one "position" and only odd numbers on the

other, causing forced placement to an even position. This will generate only good or bad fortune.

EL PAÑUELO (THE HANDKERCHIEF)

The handkerchief is a traditional and very fun game we usually play at our school. I will tell you how to play.

First make two groups and each group in circle have to assign each child a number or a word about some topics agreed previously

Two lines are drawn and each team gets behind his line

A child is placed in the middle with a handkerchief in his hand and if it says a number or a word, children have to go with that assigned number or word, one from each team.

Who take the handkerchief has to run to their side of the field running for the opponent does not catch.

Every time you pick up the handkerchief and get into your field will get a point for your team. You also earn a point if the opponent has picked up the handkerchief and you catch him/her

This is a continuous game because it never ends, you play the rounds you want

