

# UNVEILING THE MAGIC

## A Q&A WITH YUKIA, CREATOR OF SACRED WORLDS

Interviewed by Lisa Bell

**H**ave you ever dreamt of a game that transcends mere entertainment, fostering connection, creativity, and self-discovery? Look no further than **Sacred Worlds**, a revolutionary board game designed by Yukia, a visionary leader with a passion for transformation. In this insightful Q&A, Yukia delves into the inspiration behind the game, its unique approach to education and family bonding, and the exciting future ahead for **Sacred Worlds**.

Throughout this conversation, Yukia sheds light on the game's development, its core mission, and the impact it aims to create. We explore the transformative power of play, the importance of fostering a child's unique gifts, and how **Sacred Worlds** bridges the gap between generations. As Yukia shares her vision, you'll discover how **Sacred Worlds** is more than just a game; it's a catalyst for meaningful connection, a celebration of self-expression, and a gateway to a deeper appreciation for the natural world.

**INTERVIEWER:** You've embarked on a fascinating journey. Can you tell us about your path that led to the creation of **Sacred Worlds**?

**YUKIA:** My life has always been about transformation and change. I started my

career in the corporate world, but I was drawn to using my intuition and empathy to help people unlock their full potential. This led me to explore the power of games and play in facilitating change, especially within organisations. Recently, witnessing the frustration my grandson, a creative and imaginative child, faced in the traditional school system reignited a passion for bridging the gap between education and meaningful connection. This became the seed from which **Sacred Worlds** sprouted.







**INTERVIEWER: What inspired the birth of Sacred Worlds?**

**YUKIA:** The drive behind Sacred Worlds was to empower families and educators to connect on a deeper level. I saw a need for a tool that fostered collaboration, unlocked creativity, and celebrated the unique gifts within each child. This game is more than just entertainment; it's a catalyst for meaningful conversations, shared experiences, and a renewed appreciation for nature.

**INTERVIEWER: What gap does Sacred Worlds fill in the world of games and education?**

**YUKIA:** Many games focus on competition, leaving children feeling discouraged. Sacred Worlds fosters a collaborative environment where everyone contributes and wins together. It encourages free expression,

celebrates neurodiversity, and allows children to connect with their inner wisdom and creativity in ways traditional education often overlooks.

**INTERVIEWER: What is the ultimate goal for players who experience Sacred Worlds?**

**YUKIA:** The core goal is self-discovery and connection. We want children to feel empowered to step into their authentic selves, reconnect with their hearts and intuition, and appreciate the interconnectedness with nature. Families and educators can build stronger bonds and create a more joyful learning experience by playing together.

**INTERVIEWER: How does Sacred Worlds bridge the generational gap and create a sense of community?**

**YUKIA:** The game breaks down barriers by erasing competition and encouraging cooperation. Everyone plays together, regardless of age or background. It fosters open communication, allowing parents and children to freely share their thoughts and feelings. Ultimately, Sacred Worlds builds a bridge of understanding and respect, strengthening family bonds and creating a collaborative learning environment.

**INTERVIEWER: Can you share insights into Sacred Worlds as a business venture?**

**YUKIA:** We are a registered company with a passionate team working diligently to bring Sacred Worlds to life. The game is currently in production and slated for launch in August 2024. We've secured initial funding and are incredibly grateful to investors who believe in our vision.

**INTERVIEWER: How can people get involved with Sacred Worlds?**

**YUKIA:** There are exciting ways to be a part of this journey! Pre-ordering the game allows you to be among the first to experience its magic. We also seek a passionate publisher to help bring Sacred Worlds to schools and organisations worldwide.

**INTERVIEWER: What are the most pressing needs for Sacred Worlds?**

**YUKIA:** We're actively seeking investors who share our vision for transforming education and fostering stronger family connections. Additionally, partnering with a publisher who understands the power of Sacred Worlds is essential to reaching a wider audience.

**THE MUSICAL WONDER**

We would love to acknowledge the musical genius behind Sacred Worlds, Jimi Sofo. His evocative compositions weave a tapestry of sound that transports players to a realm of wonder, perfectly complementing the game's transformative experience.

Are you ready to embark on this magical

journey? Learn more about pre-ordering the game, explore partnership opportunities, and join the Sacred Worlds community by visiting [www.sacredworlds.com](http://www.sacredworlds.com).

Remember, the magic lies within the game and the connections we forge along the way.



Yukia is considered one of the next generation's Game changers and a Creative Visionary Leader, Healer and Teacher. She has a corporate background in change, transformation and innovation. She has developed new transformational empowerment tools focused on Holographic Sound and Light tuning regeneration frequencies together with visionary art to assist humanity to remember and evolve.

Yukia's journey began when she was just six years old when she had an awakening experience that left her feeling different from others. It wasn't until later in life that she accepted her full mission as a healer and teacher. Yukia aims to help humanity step into its sovereignty in the New Earth. She believes that we all have the potential to create a better world for ourselves and others.

[facebook.com/Yukia.Elizabete](https://facebook.com/Yukia.Elizabete)  
[facebook.com/Sacredworldsgame](https://facebook.com/Sacredworldsgame)  
[instagram.com/yukiasandara88](https://instagram.com/yukiasandara88)  
[instagram.com/sacredworldsgame](https://instagram.com/sacredworldsgame)  
[linkedin.com/in/yukia-sandara](https://linkedin.com/in/yukia-sandara)  
[linkedin.com/company/sacredworldsgame](https://linkedin.com/company/sacredworldsgame)  
[yukia@sacredworlds.com](mailto:yukia@sacredworlds.com)  
[sacredworlds.com](http://sacredworlds.com)