

ONCE UPON A TIME...

GB

All players must help the pussycat to get to his dream castle, where it rains cheese, where rivers flow with milk, where there are countless balls of wool to play with, and where the constantly shining sun means he just has to lie down and have a snooze. Life in the castle is a paradise for cats, and only a chosen few are invited in. However, even out of the chosen few, only the most creative, the cleverest, and the wisest cats can reach the castle. Only they can create an unusual story with words about animals, plants, objects and colours which they might never have seen or heard of. And what is most important is not to get confused by all those words, to keep the story interesting, and not to lose the thread of the story.

An entertaining game for the whole family.
The game develops the imagination and creativity, enlarges the vocabulary,
and cultivates the memory and powers of observation.


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For ages: 7 years and up
Number of players: 2 – 5
Duration: 30 min.
This box contains: one figure of a cat, one dice, 80 cards with pictures, and a board for the game

GETTING READY

The players sit around a table.

The board is placed in the middle of the table (so as to be easily accessible to all players).

The cards are shuffled and placed in the smaller hole on the board (the larger is for cards that have dropped out of the game).


The figure of the cat is placed in the start position .


The players should find out who saw a cat last. The last player to see a cat starts the game, and the game continues clockwise.

If the players cannot agree who was the last to see a cat, the youngest player starts the game.

THE GAME

The first player starts the game by throwing the dice. If the following numbers appear:

1.  – the figure of the cat is moved forward as many spaces as numbers shown on the dice. When the cat lands on a space:


 – the player takes a card from the top of the pack, and, showing it to the other players, starts telling a story with a sentence including a word describing the picture on the card. For example:


“Once upon a time, at dawn...” or

“Once upon a time, when the sun was rising...” or


“Once upon a time, when the sun was sizzlingly hot ...”

This way, the story to be created by everyone begins. Each player has to listen to it carefully, because he/she will have to repeat it from the beginning when his/her turn comes to continue the story. If a player does not make a mistake in telling the story, he/she places the card in front of himself/herself. Now it is the next player's turn to throw the dice. If a player makes a mistake, he/she puts the card in the groove for dropped-out cards, and that card will not be used for the game anymore, while the game is continued by the next player;

 **“card +1”** – a player takes one card from the top of the pack, and, showing it to the other players, places it in front of himself, but he/she is not supposed to start telling the story – the next player will continue. The player who continues the story must include a sentence with a word describing the picture on this card;

 **“card – 1”** – a player takes any card he/she already has, shows it to the other players, and puts the card in the hole in the box for the cards which have dropped out of the game. That card will not be used in the game again, and the sentence with the word describing the picture on the card will not be repeated (i.e. it has dropped out of the story);

 **“switch-over of cards”** – a player puts one of the cards he/she has into the hole for dropped-out cards in the box, and takes a new card from the pack instead. He/she is not supposed to continue the story – it will be continued by the next player. All the players must remember that there has been a change in the story. The player who is supposed to continue the story must remember to say another sentence in place of the dropped-out card, by using a word describing the picture on the new card.

2.  – **failure.** The figure of the cat remains standing, the player does not get a card, and he/she must not say anything (i.e. the possibility to get a card is missed). The dice is thrown by the next player.

A MISTAKE IS MADE, WHEN:

- At least one sentence of the story is omitted;
- The sequence of the sentences is mixed;
- A sentence with a dropped-out word is said (or is substituted by another).

NOTES:

Each player places the cards he has received face-up in front of him on the table, so as to be seen by the other players. Each card taken gives the possibility to add only one sentence to the story. It is not necessary to continue the story by repeating it exactly word by word. It is important to keep close to the meaning and to the plot of the story.

THE PURPOSE OF THE GAME:

To tell a story with the help of the cat, and to collect as many cards as possible.

THE END OF THE GAME

The game is over when the cat reaches the castle. The player who has collected the most cards is the winner.