

1

In turn, pick a card and read it aloud.

2

The Princess' Cat is missing ! He fled to the magic forest.

3

The Princess asked you and your friends to help her find him.

4

She chose you because she knows that you and your friends are brave and that you will be able to help her.

5

It's up to you to be smart and find the Cat!

6

If the card asks a question, just answer it.

7

Other players can also ask you questions or help you answer. But it's up to you to decide whether you want their help or not.

8

The X card is placed in the center of the table.

9

If there is a card you don't want to play or something you don't want in the story, touch the X card. This element or card is then removed from the game.

10

If the card you just drew is removed from the game, draw a new one.

11

In turn, you can choose to pass. Give your card to the next player and ask him to answer.

12

The game ends when the card marked "Final Card" is drawn.

13

Everyone answers the question on the "Final Card", then the game ends

14

The lantern you brought to look for the Cat is broken, how are you going to fix it?

15

There are scratch marks on this tree. Who's going to help you climb? What do you discover from the top of this tree?

You arrive at the entrance of a cave that smells really bad. Who lives here? Has he seen the Cat?

You meet an Ogre!  
What are you feeding him to let you through?

You see a sad little leprechaun. How do you make him smile again?

You're looking at a big angry dragon. He lost his favorite toy. How do you comfort him?

The Cat fled the castle because he was afraid. What will you tell him to reassure him when you find him?

You have been looking for a long time, without success, and you are getting tired. Who makes you feel better?  
How?

You come across a royal jewel that's been lost for decades. Are you going to return it?  
Why?

One of your companions falls into a trap. How do you save him? Who set this trap?  
Why?

Goblins stole the croquettes the Princess gave you ! How do you get them back?

What could attract the Cat? Why is it hard to find?

Traces of cat paws fall into a hole. What's on the other side? Is it dangerous?

Traces of cat paws enter a hole, but the hole is much too small for a cat! What happened?

You don't know the forest you're going through very well. Who here knows how not to get lost? Why?

What did you take from your room to help you look for the Cat? Why?

As you search everywhere, it's getting dark, too dark to see. But you're not afraid! Why?

It's very dark in this part of the forest. Which one of you will give you courage? How?

Traces of the Cat bring you to a Witch's house. She invites you in to give you something magical. Are you doing it? If so, what does she give you?

The Cat has magical powers. What can he do? What can he do?

You meet a beautiful Unicorn. Is she afraid of you? Are you climbing on his back?

The Cat can talk and he talks a lot of nonsense! What did he say to you the last time you saw him?

Is the Cat a good cat or a bad cat? How do you know?

One day the Cat scratched a friend of yours. Who? Do you think he's angry?

What does the Princess Cat look like? Is it big, small? Does it look like other cats?

What did the Princess promise you when you bring her the Cat? Why it's important?

You know the Princess scolded her Cat this morning. Why?

The Princess is a very kind person. Who was visited on his last birthday? What did she offer him?

Final card.  
Congratulations ! You found the Cat with your friends! What are you going to tell the Princess about this adventure?

La Princesse est une personne très gentille. Elle est venu à ton anniversaire. Que t'a-t-elle offert?

Carte Finale. Bravo, tu as retrouvé le Chat avec tes amis! Mais le Chat refuse de retourner au Chateau. Vas-tu le rapporter à la Princesse ?