

# ONCE THERE WAS... 3+

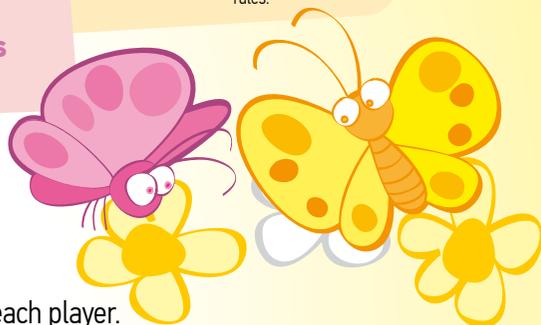
for little ones

An entertaining pre-school learning game for home and kindergarten! A game which develops the imagination and creativity, enlarges the vocabulary, and improves the memory and the powers of observation.

Murklys the cat has finished playing on the lawn and he's going home. The players help him. They roll the dice and draw cards with cheerful coloured pictures, on the basis of which they have to make up a story. The players form sentences using the themes from at least two cards. The purpose of the game is to form coherent sentences and to collect as many cards as possible.

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This game includes: 1 coloured dice,  
1 figure of a cat,  
40 cards with pictures,  
1 box-board,  
rules.



## GETTING READY:

1. The players sit around a table.
2. The box-board is placed in the middle of the table.
3. The oldest player shuffles the cards, and deals one card to each player.
4. The remaining cards are placed in the smaller section of the box-board (the larger section is for cards that have dropped out of the game).
5. The cat figure is placed on the starting point.
6. The players work out who was the last to see a cat. The player who last saw a cat starts the game, which continues clockwise. If the players cannot agree on who last saw a cat, the youngest player starts the game.

## THE GAME:

The first player throws the dice, and collects cards. If the dice lands on:

1. **One of the three colours:**



The figure of the cat is moved forwards on to the nearest square of that colour, the player takes a card from the top of the pile of cards, shows it to the other players, and says a sentence (or sentences) with words with the meanings shown on the cards he has (he received his first card at the beginning of the game, and he has just picked up his second).

For example:



***A frog was wading in a meadow...***

**If the cat happens to stand on a square with the butterfly** after the dice is thrown, the player takes two cards, adds one to the chosen card of another player, and one to his own chosen card. Players who get new cards form a sentence based on the adjacent cards.

2. **The figure of the cat**



remains standing, the player does not get a card, and he/she must not say anything. The dice is thrown by the next player.

## RULES FOR PLACING THE CARDS

The players place all the cards they have picked up in front of them, and make up separate stories based on the pictures on at least two adjacent cards.

## VERSIONS FOR PLACING CARDS:

### Version 1 :

The players link the cards together from any side, placing them in a line. A sentence is made based on the previous card and the newly picked up one. The position of the lined-up cards cannot be changed.

(There are two options for linking the cards together.)



### Version 2:

The player places the received card next to the chosen card he already has on any free side of the card. The player links both cards together, by making a sentence based on the pictures of the two cards. The positions of the lined-up cards cannot be changed. (There are several options for linking the cards together.)



### NOTE:

A player who does not make a sentence based on the card loses the card: he puts the card back in the box-board, into the section for cards that have dropped out of the game.

### THE END OF THE GAME:

The game is finished when the cat reaches its bed at home. The player who has collected the most cards wins the game. He tells his story based on the cards collected.

