



**1** – You are walking along a country road.

What is the weather like?  
If it is sunny and warm, go to 2.  
If it is cold and rainy, go to 3.



**2** – It is a nice day, and you're enjoying your walk. Suddenly you see an old castle.

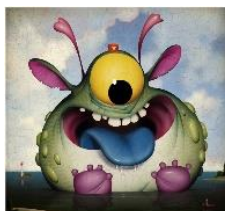
What do you do?  
If you want to have a look at it, go to 4.  
If you are not interested, go to 5.

**3** – It is an awful day, and you're cold and soaked to the skin. You see a castle and decide to find a shelter there.  
Go to 4.



**4** – You are standing in front of the gate, but it is locked. What do you do?  
If you try to open it, you break the law. Go to 6 and pay a fine.  
If you use a magic word, the gate opens and you go inside.  
Go to 7.

**5** – You continue walking, but who is that? – An ugly monster is running after you.  
Now you have no choice but run to the castle. Go to 4.



**6** – FINE.  
In order to pay a fine, you need to do a **grammar exercise**.

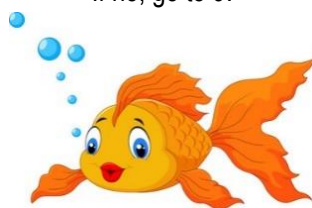


Good job! Now you can open the door and get into the garden. (7)

**7** – You are in the garden now. Do you want to look around the garden? –  
Then go to 8. If not, then go to the castle. (9).



**8** – In the garden you notice a small pond. There is a golden fish in the pond.  
Do you want to talk to it?  
If yes, go to 10.  
If no, go to 9.



**9** – You are standing at the entrance, but there is no key to the door.  
How can you find it? Go to the garden and ask the golden fish that lives in the pond.  
(10)

**10** – The fish offers you the key to the entrance door. But if you want to get it, you need to win a **vocabulary game**.  
Congratulations! You are the winner!  
Go to 11.



**11** – You are opening the door very slowly. Are you scared? –  
If yes, go to 12.  
If you are not scared, go to 13.



**12** – It seems you need some bravery pills. They will help you not to be afraid. If you want to get them, you need to write a **spelling test**.  
Good job! The pills are yours.  
Go to 13.





**13** – Don't be scared! The room is empty. Oh no...You hear someone moving.  
Do you want to hide? If yes, go to 14.  
If you prefer to wait here, go to 15.

**14** – There is a big wardrobe in the corner. Quick! Hide there!  
You are getting into the wardrobe. You are safe now. Oh no! The back wall of the wardrobe opens, and you fall into a dark dungeon.  
Go to 16.



**15** – You are standing in the room and looking around. You notice a mirror and look into it. And...you see a huge bat flying behind you. Or is it a ghost? –  
You run and run down the stairs until you find yourself in a dark dungeon. Go to 16.



**16** – You are in the dungeon. It's cold and dark there. And you hear mice squeaking...Yuck! There is a door there, but it is locked.  
What are you going to do? –  
If you start crying for help, go to 17.  
If you decide to dig a tunnel, go to 18.

**17** – You shout and shout, but nobody replies.  
It seems it is time to dig a tunnel, don't you agree?  
Go to 18.



**18** – Did you really think it would be easy? – No way.  
You've been digging for half an hour, but you can't escape.  
Do you need help? –  
Here is **an exercise** for you to get some magic potion.  
Well done! Here's the potion that opens all doors.  
Go to 19.



**19** – You drink the potion, and the door opens in front of you.  
You are in a big hall with old wooden bookcases. There is one ancient book on the floor. Do you want to open it?  
If yes, go to 20.  
If you are too scared, go to 21.



**20** – You open the book, and see a map that shows the way out of the castle and to the English class. Congratulations!  
You are back, safe and sound!



**21** – You did not open the book, and it was a mistake. You lose.  
You will have to stay in the castle forever.



The aim of the game is to do some revision exercises (grammar, vocabulary, spelling) while creating a story with the help of the cards.