Nine cards, one little adventure

Choose one WHO, one WHERE and one WHAT. A player may always pass.

WHO



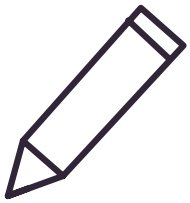
A careful unicorn

WHO



A curious visitor

WHO



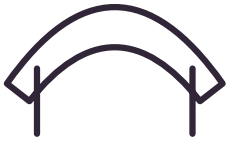
A maker of maps

WHERE



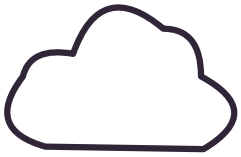
The garden gate

WHERE



A little bridge

WHERE



A cloud workshop

WHAT



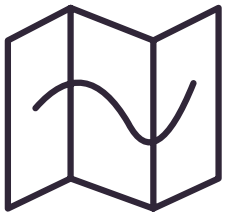
A letter with no address

WHAT



A bell that will not ring

WHAT



A map with a missing path

Cut the rectangles. Keep the three categories in separate piles.

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