

# CHOOSE YOUR OWN ADVENTURE

*Help Suzy find Furball.*



You just got word that there is a cat on the loose that matches Furball's description (Suzy's cat). Someone spotted the flyers that you and Suzy put up so they called Suzy's mom. Excited, you and Suzy race to the location with Suzy's mom, only to see Furball running off into the spooky woods. A loud ruckus oddly scared Furball into that direction.

## WHAT DO YOU DO?

<p><b>PURPLE PATH:</b> Run into the spooky woods after Furball by yourself. You run into the spooky woods only to run into a huge spider web. Regardless, you push through once you see Furball running towards a dark cave. When you get closer to the cave, you hesitate.</p> <p><b>WHAT DO YOU DO?</b></p>	<p><b>RED PATH:</b> Wait for Furball to run out of the woods, hoping he will come out fast. You stand there for 5 minutes until Suzy's mom suggests that she drive you and Suzy to the other side of the woods in hopes that you will run into Furball there. But before you go, you see your good friend George waving you over for a game of soccer.</p> <p><b>WHAT DO YOU DO?</b></p>
<p>A. Run inside despite the fact that you do not have a flashlight. (It's nice of you wanting to go into the cave to help Suzy but your safety is important! Always be aware of your surroundings, guys! And always wait for an adult when in situations like such.) <b>GO TO THE</b></p>	<p>A. Continue helping Suzy (empathetic move). You go with Suzy and Suzy's mom to the other side of the woods to find Furball coming out of a dark cave.</p>

<p style="text-align: center;"><b>OTHER CHOICE (B)</b></p> <hr/> <p>B. <b>WAIT!</b> It's too dark and too risky. Good. Your safety is important! You observe and notice that the cave was not so long because you see Furball running out of the other end. <b>You continue running after him. He runs over to the slide at the park down the road. When you safely reach the park, you can't help but smile gleefully at the swings.</b></p> <p style="text-align: center;"><b>WHAT DO YOU DO?</b></p>	<p style="text-align: center;"><b>WHAT DO YOU DO?</b></p> <hr/> <p>B. <b>Play with George</b> (there's always time to play with George! The empathetic thing to do is help Suzy since you've already taken the steps to help her in the first place. Leaving her now to play would be like pushing her feelings aside). <b>GO TO THE OTHER CHOICE (A)</b></p>
<p>A. <b>Focus on getting Furball.</b> Great, that's the empathetic move to make! <b>You run after Furball and notice that he is heading towards a dance party on a lawn. The music is loud but Furball seems to be enjoying it. You notice that he rushes through a crowd of people.</b></p> <p style="text-align: center;"><b>WHAT DO YOU DO?</b></p> <hr/> <p>B. <b>Go on the swings</b> (The empathetic thing to do is help Suzy since you've already taken the steps to help her in the first place. Leaving her now to play would be like pushing her feelings aside. <i>But, if you need a minute to catch your breath, that is more than okay for your well-being</i>). <b>GO TO THE OTHER CHOICE (A)</b></p>	<p>A. <b>Call Furball over to you by yelling out "BOO!"</b> Furball hears the creepy sound and surprisingly runs back into the cave. He got creeped out by a loud ruckus to begin with, remember! When Furball doesn't hear the noise anymore, he runs out of the cage and towards a different direction. You guys keep following him.</p> <p>B. <b>Make cat meows hoping that Furball will hear you.</b> He does hear your cat noises but he doesn't stop running in a different direction. You guys keep driving to follow him.</p> <p style="text-align: center;">*Both options end with*</p> <p style="text-align: center;"><b>You see Furball running towards the horse stables at the end of the road.</b> <b>WHAT DO YOU DO?</b></p>
<p>A. <b>Dance through the crowd.</b> If you chose this, I'm guessing you might enjoy dancing! You find yourself swaying to the music as you move through the crowd. Up ahead, you spot an elderly woman holding</p>	<p>A. <b>Get out of the car and run after Furball.</b> You rush through the stables where you see three horses in their stalls. If you chose this option, it's either because you love to run, you love horses and</p>

onto Furball with a wide smile on her face. **GO TO THE GREEN BOX.**

B. **Run all the way around the dancing crowd.** It's okay, you just aren't in the mood for dancing or maybe it just isn't your favorite thing to do and that's okay. Everyone has their preference! **GO TO THE BLUE BOX.**

didn't mind seeing them or because you thought this would be faster or maybe all 3. **GO TO THE ORANGE BOX.**

B. **Stay in the car, hoping that by riding in the car, you will beat Furball.** If you chose this option, it's because you don't mind the ride and because you thought this would get you to Furball faster. **GO TO THE YELLOW BOX.**

Some people cheer you on as you dance your way to the elderly woman doing your favorite dance (**What is your favorite dance?**). When you reach her, you explain to her that the cat belongs to your friend. The woman stares into your eyes and asks, "**what's the cat's name?**"

**What do you say?**

**If you say the cat's correct name, congrats! He recognizes you and runs straight over once the elderly woman places him down! Yay, you helped your friend catch Furball.**

You meet Furball at the exit of the horse stables. He stops on the field and you slowly get out of the now parked car before you race over to him. You slide into the grass and being out on the open lawn reminds you of your favorite outdoor activity. **What is your favorite outdoor activity?** (Ex: playing soccer, jump roping)

After sliding onto the grass, furball excitedly runs over to you. You smile, happy that he's done running off. When your friend comes racing over, she asks if you'd like to get a treat and she asks what treat you would like. (**What is your favorite treat/snack?**) It's her way of thanking you. But before you get your treat, answer this, **what is her name?**

**If you say Suzy, then you are on the right track. You smile with Furball in your arms. Great job!**

You rush around the crowd of people and the DJ catches how fast you are going. He stops the music when he spots that you are hoping to eagerly catch Furball. To help you out, the DJ says on the mic, "help that kid catch his pet!" Someone helps you catch Furball and as they hand Furball over to you, you thank them and say, "**the cat belongs to my friend**

You look at the horses with admiration. In that moment, not only do you think of the horses but you also think of your favorite animal. (**What is your favorite animal?**) Their free stance makes you feel calm. You suddenly feel compelled to stop in your tracks and call the cat's name.

**What do you say?** (Answer: Furball)

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**Who? What do you say?**

If you say Suzy, then you are on the right track. You smile with Furball in your arms. Great job! Before you leave, the DJ offers to play your favorite song. He says a true friend like you deserves a shoutout. What song do you tell him to play for you?

If you say the cat's correct name, congrats! He recognizes you and runs straight over, eager to rest after his long run! Yay, you helped your friend catch Furball.