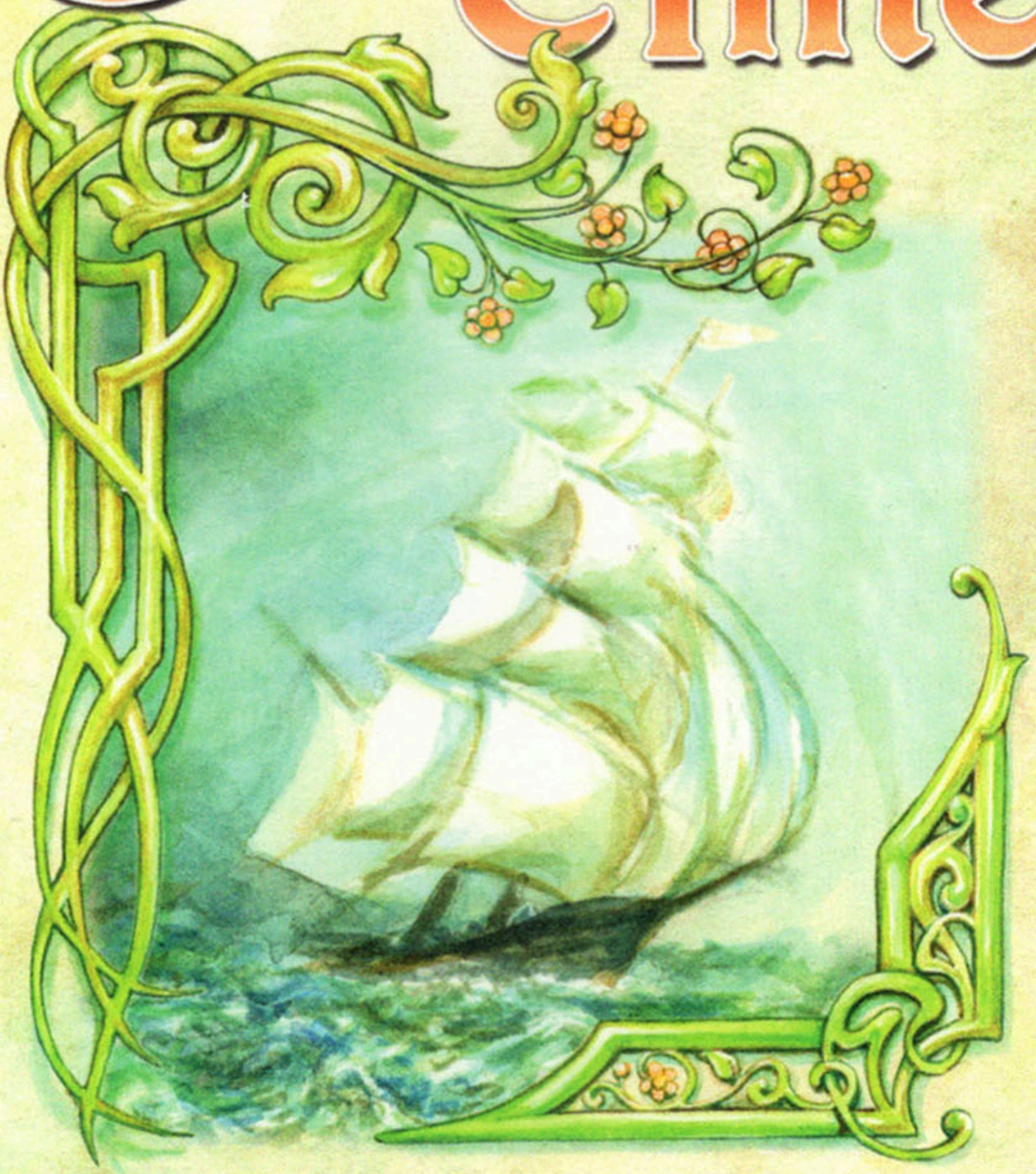
Once Upon a Time



Seafaring Tales



Weather Change

Weather Change

Event



Stowing Away

Stowing Away

Event



Swimming

Swimming

Event



Shipwrecked

INTERRUPT

Shipwrecked

Event

Or after an Event is played,
Interrupt

Drowning

INTERRUPT

Drowning

Event

Or after an Event is played,
Interrupt

Swallowed Whole

Swallowed Whole

Event



Someone is Exiled

Someone is Exiled

Event



Chest

Thing



Boat

Thing



Raft

Thing



Stars

Thing



Map

Thing



Pirate Ship

Thing



Interrupt

Knife

Thing



Or after a Thing is played,
Interrupt

Interrupt

Bottle

Thing



Or after a Thing is played,
Interrupt

INTERRUPT

Buried

Aspect



Or after an Aspect is played,
Interrupt

INTERRUPT

Unconscious

Aspect



Or after an Aspect is played,
Interrupt

Breathing Water

Aspect



Washed Ashore

Aspect



Missing a Limb

Aspect



Deserted

Aspect



Diseased

Aspect



At Sea

At Sea

Place



Tavern

Tavern

Place



Island

Island

Place



Foreign Land

Interrupt

Foreign Land

Place



Or after a Place is played,
Interrupt

Port

Port

Place



Underwater

Underwater

Place



Beach

Beach

Place

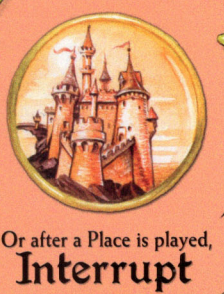


Cliffs

Interrupt

Cliffs

Place



Or after a Place is played,
Interrupt

INTERRUPT

Sailor

Character



Or after a Character is played,
Interrupt

Mermaid

Character



Captain

Character



Rat

Character



INTERRUPT

Fisherman

Character



Or after a Character is played,
Interrupt

Sea Serpent

Character



Fish

Character



Pirate

Character





The terrible sea monster destroyed the boat, and all but one of the sailors was drowned.

But she chose to stay with the pirates.

They proved themselves to the captain, who took them back home.

And they swam back together to her kingdom beneath the sea.

With its treasure returned, the monster was never seen again.

This strange creature saved him from a watery grave.

With the disease cured, the island became rich once again.

Even though the ship was lost, he had made his fortune.

She had lost everything in the storm except her true friend.

He sat on the beach and thought of the treasure he had lost.

Then she realized her love had returned from that foreign land, as he had promised.

So she became the richest merchant in all the world.

Which is how she came to be queen of that barbaric island.

They dug up the chest, but the treasure was long gone.

So he became the most feared pirate in history.

They clung tightly and it carried them all the way home.

The king ordered the island to be removed from all maps so no-one could ever go there again.

Tales of Seafaring Adventure

In *Once Upon a Time*, players tell a story together using cards that show fairytale elements and endings. Now add even more adventure to your game with the *Seafaring Tales* expansion. Inspired by daring pirates and stories of the sea, the cards in this set can be shuffled into your deck to add new themes and more variety to your game. For an even stronger nautical feel, try removing some of the core game's Story or Ending cards.

Created by Richard Lambert, Andrew Rilstone, & James Wallis
3rd Edition Artwork by Omar Rayyan
Edited by Michelle Nephew • Published by John Nephew

ISBN: 1-58978-137-6 • AG1033
ISBN-13: 978-1-58978-137-5





This box contains
38 Story Cards &
17 Ending Cards

Visit www.Atlas-Games.com