Once Upon a Time



Knightly Tales



Breaking a Vow

Breaking a Vow

Event



Quest

Quest

Event



Betrayal

Betrayal

Event



Ransomed

Interrupt

Ransomed

Event

Or after an Event is played,
Interrupt

Challenge

Interrupt

Challenge

Event

Or after an Event is played,
Interrupt

Battle

Battle

Event



Siege

Siege

Event



Jousting

Jousting

Event



Armor

Armor

Thing



Lance

Lance

Thing



Shield

Shield

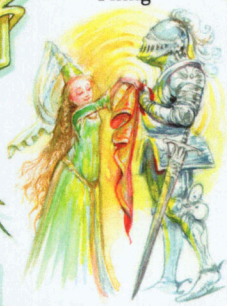
Thing



Love Token

Love Token

Thing



Moat

Moat

Thing



Drawbridge

Interrupt

Drawbridge

Thing



Or after a Thing is played,
Interrupt

Relic

Interrupt

Relic

Thing



Or after a Thing is played,
Interrupt

Holy

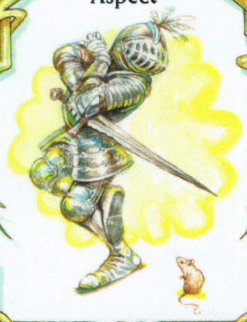
Aspect



Holy

Cowardly

Aspect



Cowardly

Merciful

Aspect



Or after an Aspect is played,
Interrupt

Interrupt

Merciful

Unarmed

Aspect



Unarmed

Angry

Aspect



Angry

Dishonored

Aspect



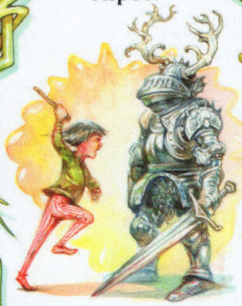
Or after an Aspect is played,
Interrupt

Interrupt

Dishonored

Reckless

Aspect



Reckless

Castle

Castle

Place



Shrine

Interrupt

Shrine

Place



Or after a Place is played,
Interrupt

Tournament Field

Tournament Field

Place



Pavilion

Pavilion

Place



Manor

Manor

Place



Tomb

Tomb

Place



Battlefield

Interrupt

Battlefield

Place



Or after a Place is played,
Interrupt

Border

Border

Place



INTERRUPT

Army

Character



Or after a Character is played,
Interrupt

Army

Squire

Character



Squire

Beloved

Character



Beloved

herald

Character



herald

INTERRUPT

Priest

Character



Or after a Character is played,
Interrupt

Priest

Bandit

Character



Bandit

Knight

Character



Knight

Wizard

Character



Wizard



Because of her skill with a lance, women were allowed to become knights from then on.

Although she was unarmed, she defeated that mighty opponent and won back her manor.

And so the squire overcame his cowardice and saved the day.

His beloved touched the relic to his lips and he was healed.

He won back his weapons and armor through his skill and cunning.

Because of his recklessness, his betrayal was revealed.

Because of her holiness, the terrible war was finally ended.

He continued to wear the symbol on his shield from that day onward.

He proved his love by winning the joust.

Her courage drove the bandits away and saved the one she loved.

The herald said it was the strangest joust ever seen in that land.

The priest's clever solution resolved the border dispute, and so their anger faded.

Because the vow had been broken, the battle was lost.

Her quest was completed and her castle was repaired at last.

They finally overcame the castle's defenses, and so the long siege ended.

The queen banished the wizard and had the tomb restored to its former glory.

The search revealed the stolen love token in his pavilion, and he was punished.

Tales of Knights and Chivalry

In *Once Upon a Time*, players tell a story together using cards that show fairytale elements and endings. Now add even more valorous deeds to your game with the *Knightly Tales* expansion. Inspired by legends of gallant knights and their ladies, the cards in this set can be shuffled into your deck to add chivalrous themes and more variety to your game. For an even stronger knightly feel, try removing some of the core game's Story or Ending cards.

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Edited by Michelle Nephew • Published by John Nephew

ISBN: 1-58978-142-2 • AG1034
ISBN-13: 978-1-58978-142-9

This box contains
38 Story Cards &
17 Ending Cards

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