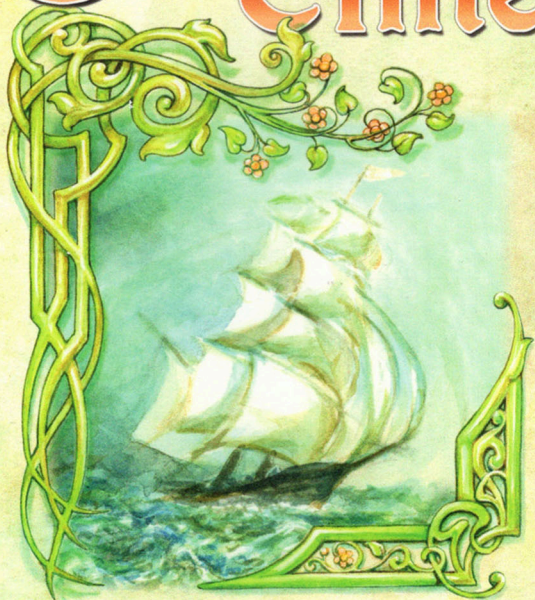
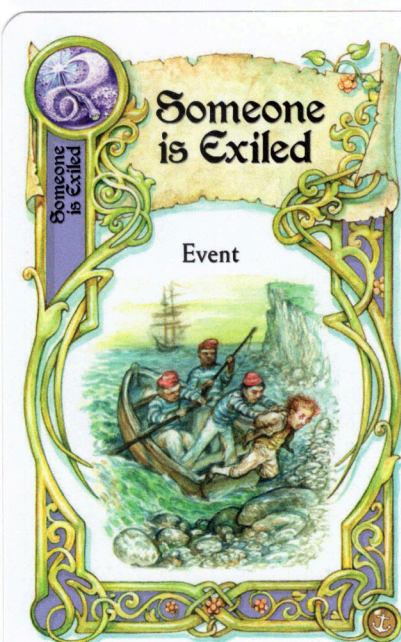
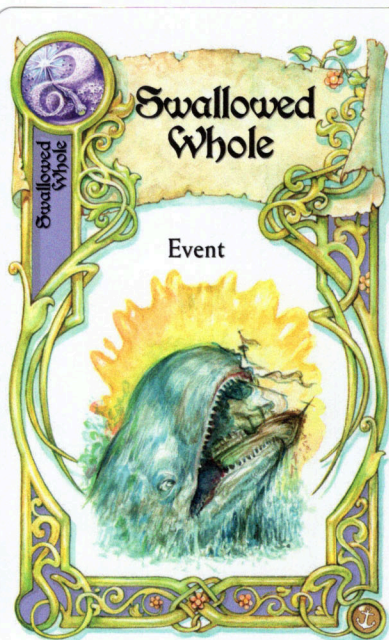
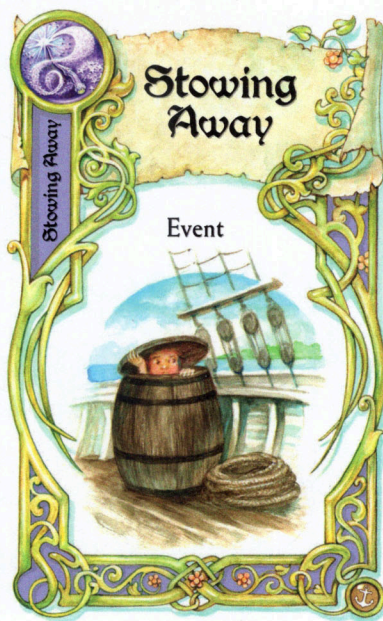
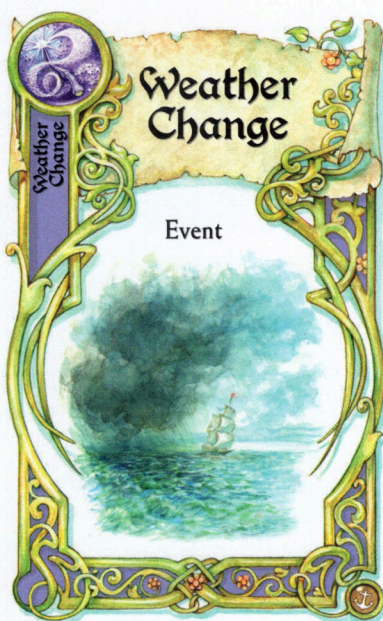


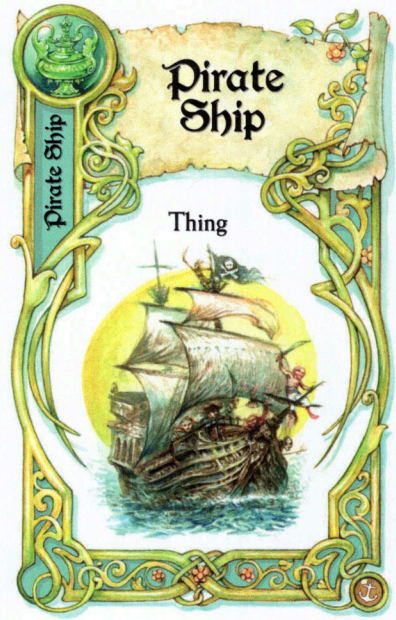
Once Upon a Time

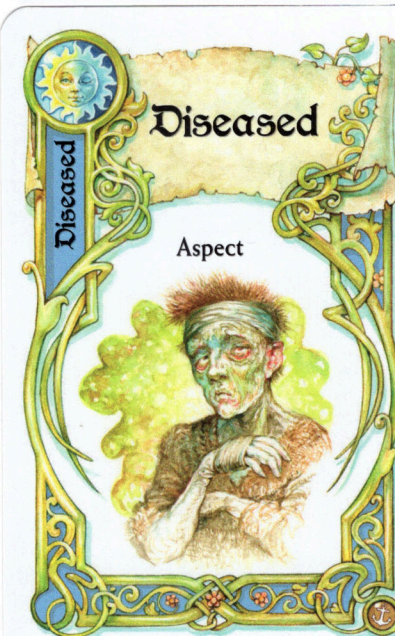
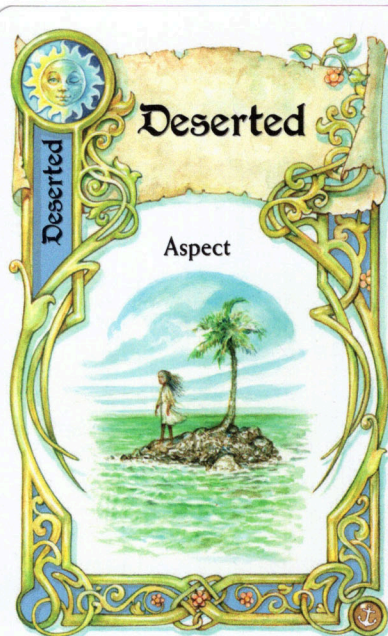
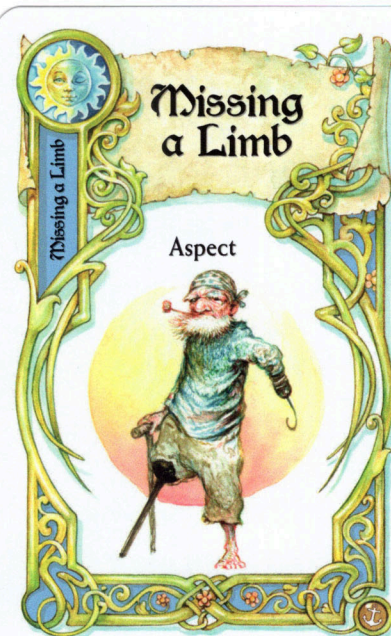
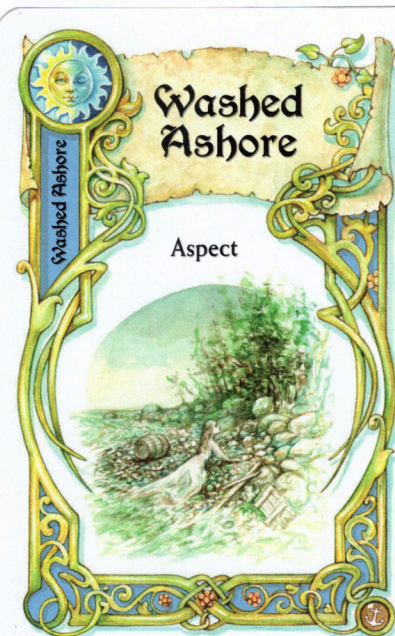
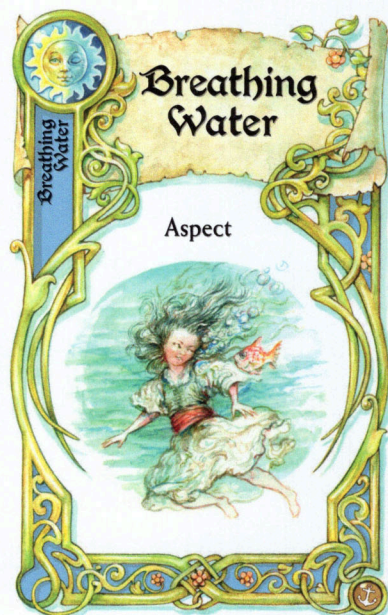


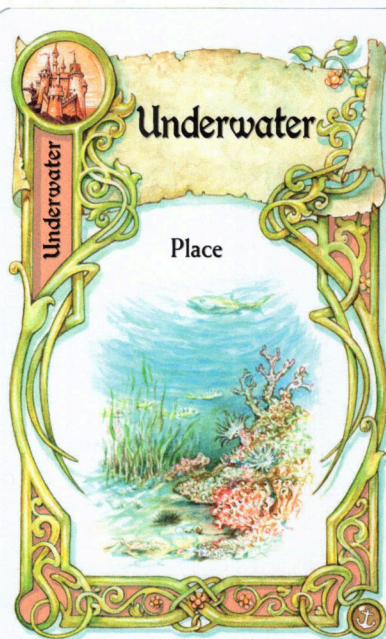
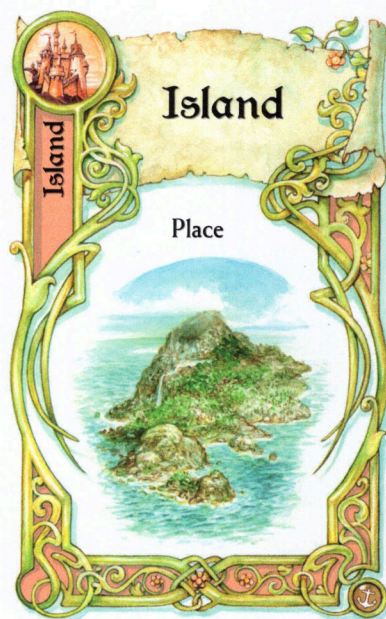
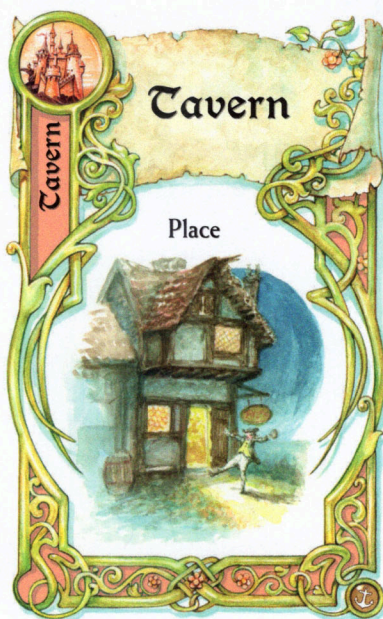
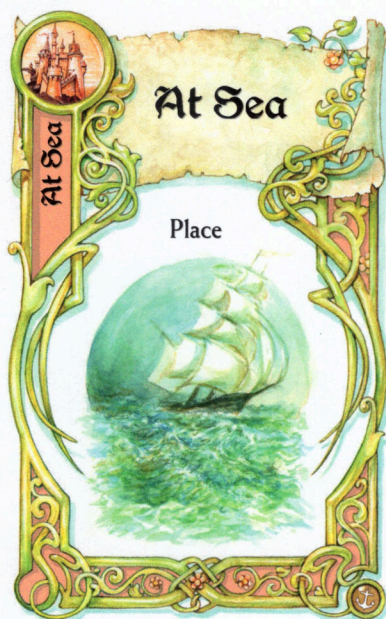
Seafaring Tales












Sailor

Character



Or after a Character is played,
Interrupt

Mermaid

Character



1

Captain

Character



1

Rat

Character



1

Fisherman

Character



Or after a Character is played,
Interrupt

Sea Serpent

Character



1

Fish

Character



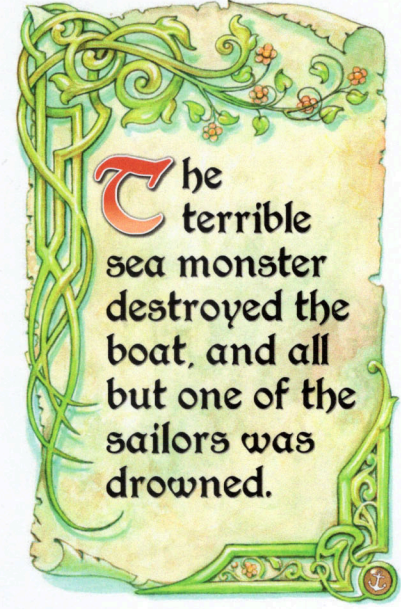
1

Pirate



Character





1




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




But she chose to stay with the pirates.



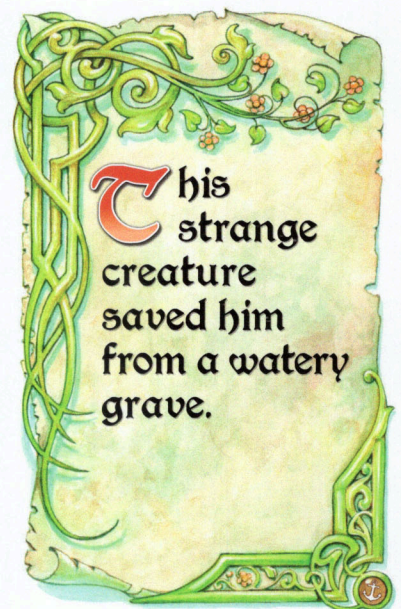

They proved themselves to the captain, who took them back home.



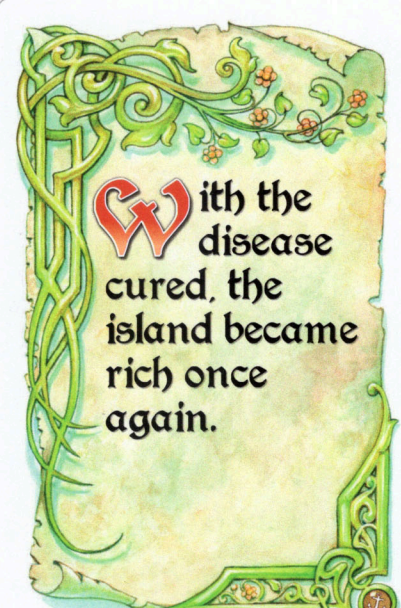

And they swam back together to her kingdom beneath the sea.



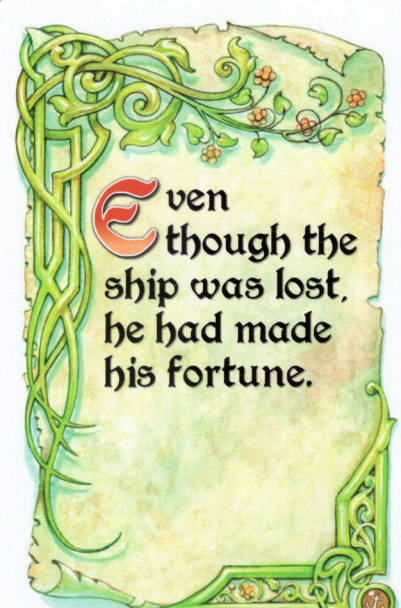

With its treasure returned, the monster was never seen again.





This strange creature saved him from a watery grave.




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

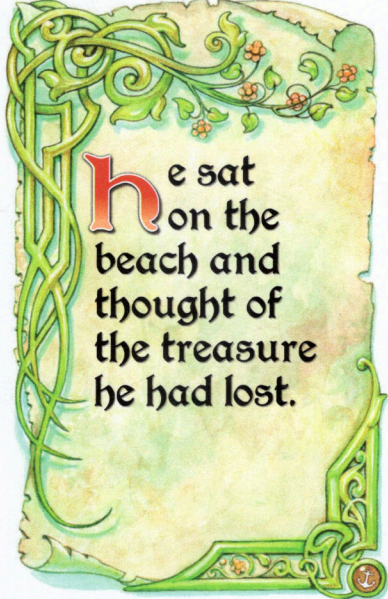


Even though the ship was lost, he had made his fortune.




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.



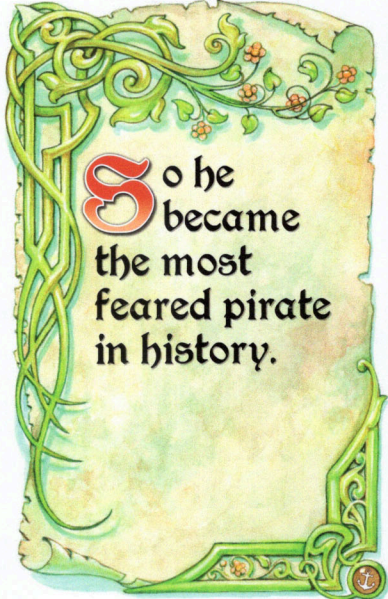
So she
became
the richest
merchant in
all the world.



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

This box contains
38 Story Cards &
17 Ending Cards

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