

Once Upon a Time



Knightly Tales



Breaking a Vow

Event

Quest

Event

Betrayal

Event

Ransomed

Event

Or after an Event is played,
Interrupt

Challenge

Event

Or after an Event is played,
Interrupt

Battle

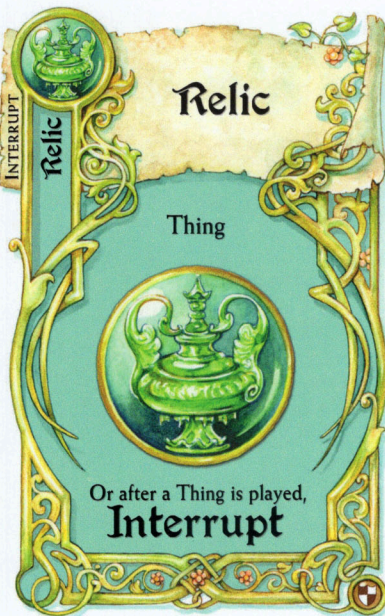
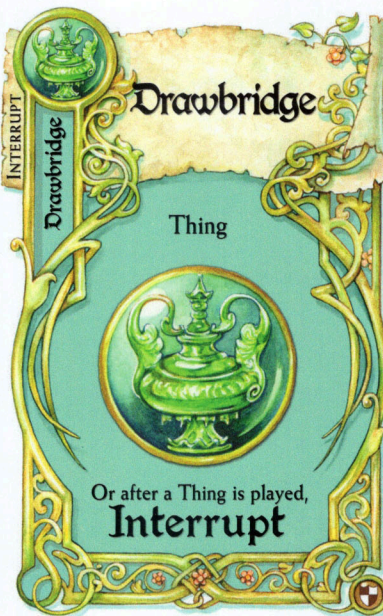
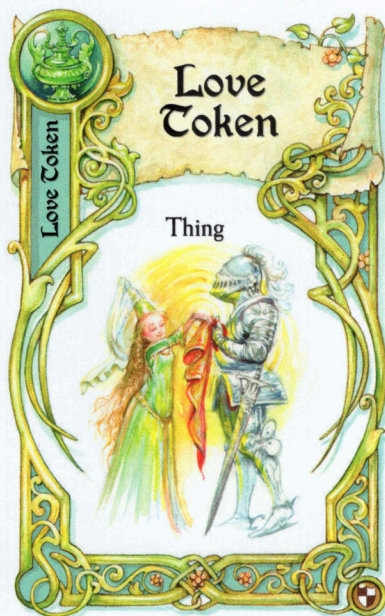
Event

Siege

Event

Jousting

Event



holy

Aspect

Cowardly

Aspect

Merciful

Aspect

Or after an Aspect is played,
Interrupt

Unarmed

Aspect

Angry

Aspect

Dishonored

Aspect

Or after an Aspect is played,
Interrupt

Reckless

Aspect

Castle

Place



INTERRUPT
Shrine

Shrine

Place

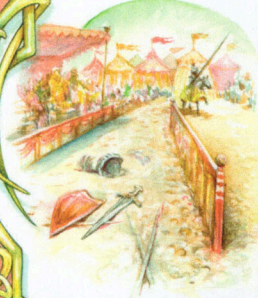


Or after a Place is played,
Interrupt

INTERRUPT
Tournament Field

Tournament Field

Place



Pavilion

Place



INTERRUPT
Manor

Manor

Place



INTERRUPT
Tomb

Tomb

Place



Battlefield

Place



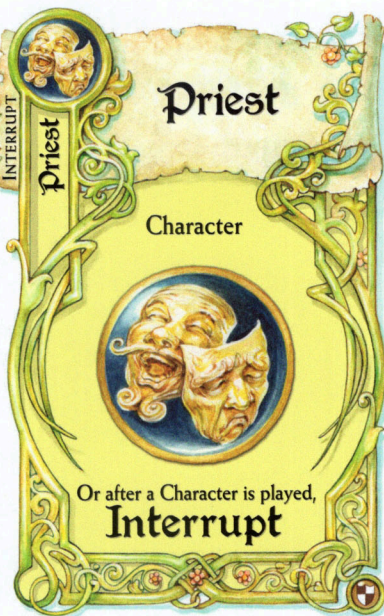
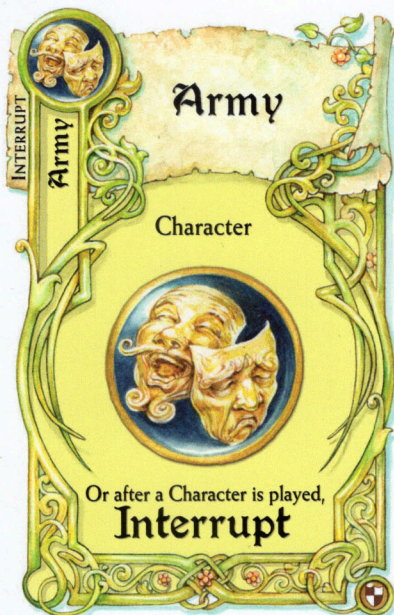
Or after a Place is played,
Interrupt

INTERRUPT
Border

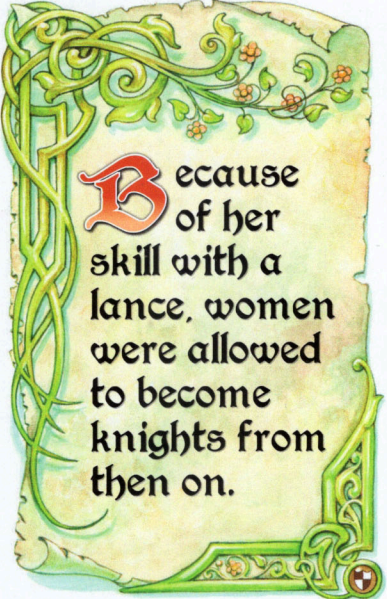
Border

Place

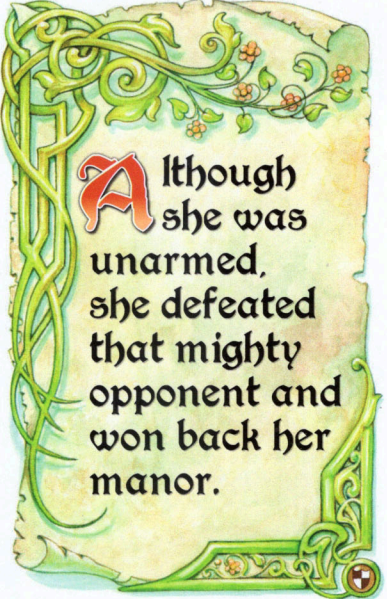




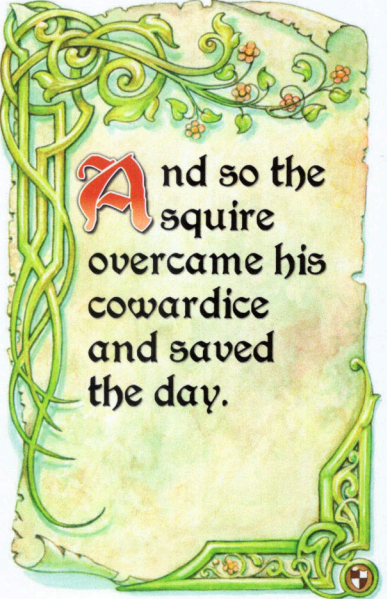




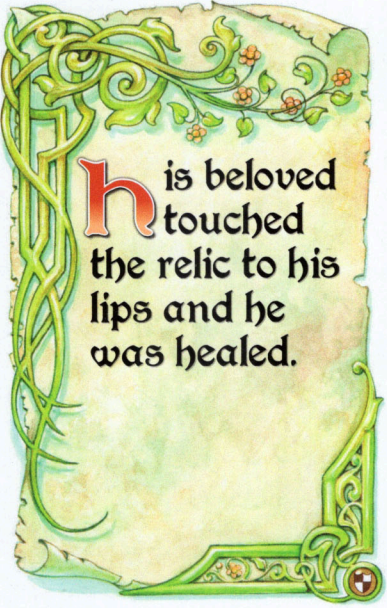
Because
of her
skill with a
lance, women
were allowed
to become
knights from
then on.



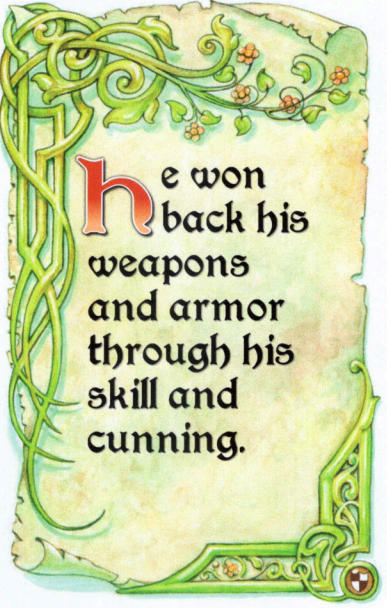
Although
she was
unarmed,
she defeated
that mighty
opponent and
won back her
manor.



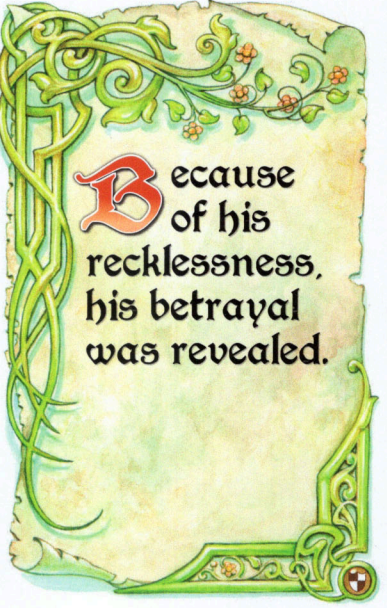
And so the
squire
overcame his
cowardice
and saved
the day.



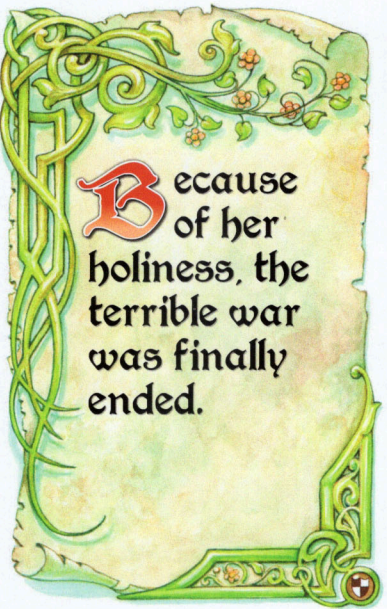
his beloved
touched
the relic to his
lips and he
was healed.




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.



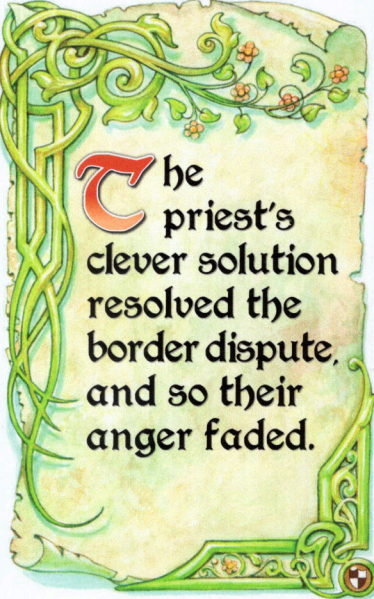
he proved
his love
by winning
the joust.



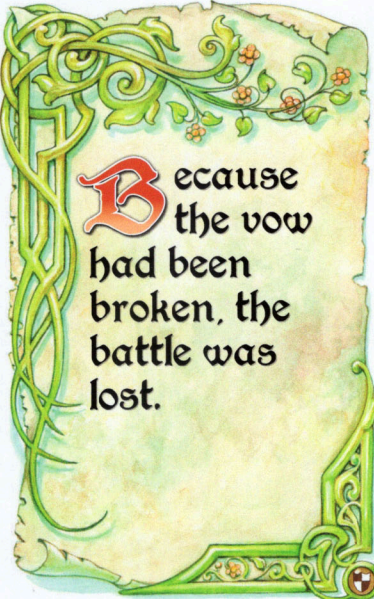
Her
courage
drove the
bandits away
and saved the
one she loved.




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



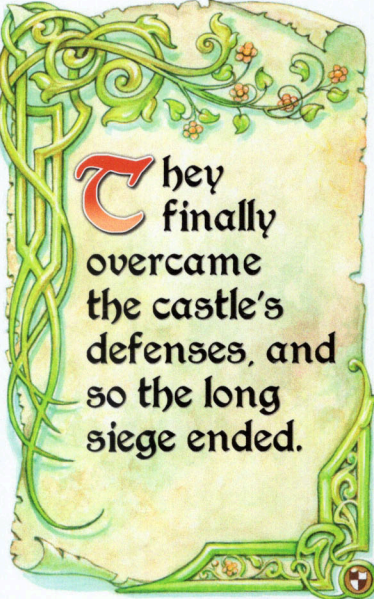
The
priest's
clever solution
resolved the
border dispute,
and so their
anger faded.




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



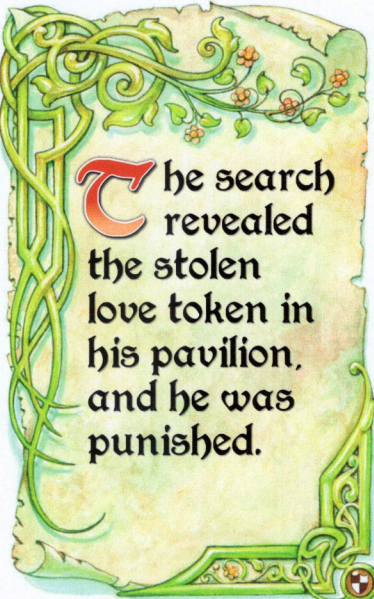
Her quest
was
completed
and her castle
was repaired
at last.



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.

Created by Richard Lambert, Andrew Rilstone, & James Wallis
Lead Design by Richard Lambert • Artwork by Omar Rayyan
Edited by Michelle Nephew • Published by John Nephew

*This box contains
38 Story Cards &
17 Ending Cards*

ISBN: 1-58978-142-2 • AG1034

ISBN-13: 978-1-58978-142-9



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