

Welcome to Animal Tales, an expansion for the Once Upon a Time 3rd Edition card game. It helps you create Once Upon a Time fairy tales focusing on the natural creatures of places both wild and civilized, even as — if your stories are anything like ours — their special capabilities, roles, and strivings make them anything but ordinary.



## highly Flavored Stories

The Once Upon a Time core game has a broad mix of cards appropriate to a wide variety of fairy tales. Each of Once Upon a Time's expansions, though, focuses on cards of a certain theme. Enchanting Tales, Seafaring Tales, Knightly Tales, and now Animal Tales, each provide elements and endings that are specific to their subjects.

But because the core game has 165 cards and each expansion adds only 55 cards, simply shuffling an expansion into the core game can result in stories that are not as strongly themed as you might like, or be expecting.

To play with a game strongly flavored by a single expansion, we recommend making two adjustments:

Randomly remove roughly a third of the core game's story cards (but leave in those listed to the right) before shuffling in the expansion's story cards. This prevents the expansion from being too much diluted.
Use only ending cards from the expansion. That is, don't use any from the core game. (This keeps everyone's contributions solidly engaged with expansion's theme.)

## In Other Expansions

Animals occur in lots of tales! Other Once Upon a Time expansions have cards that contribute to an animal theme. For the most zoological experience, include these cards from the other expansions, too:

CORE GAME Cave Dragon Forest Frog Horse

In the Sky This Can Fly This Can Talk Wolf

ENCHANTING TALES Bird Stables

Underground Unicorn

SEAFARING TALES At Sea Cat Fish Rat

Sea Serpent Swallowed Whole Underwater



## Credits

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