



versus Let's Kill!

variant rules by Aaron Pavao

one game for the price of two!

These are supplemental rules for playing a twisted mash-up between the favorite fairy-tale game, *Once Upon a Time* (or *OUAT*), and *Let's Kill* (or *LK*).

The art of storytelling is an ancient practice that dates back beyond the annals of history. We hear the echoes of Greek playwrights, African storytellers, Norse skalds, and Celtic bards in the tales told by modern narrators of the page, stage, and screen. These ancient and honorable practices are celebrated in *Once Upon a Time*, a game of storytelling, and are now combined with the satirical criticism of *Let's Kill*, allowing players a venue to express their own outrage at the modern media and its proclivity toward violence and voyeurism.

you want to play this, either because it's funny juxtaposition, or because you want to use a word like juxtaposition with

your friends, or because you know that if the brothers grimm played this they'd be blowing mead out their noses.

Object

The object of the game is the same as in *OUAT*: be the first to run out of cards and play your "Happily Ever After" card.

Materials

The *OUAT* game and rules, and the *LK* game. Any supplements for either game can be used as well.

the artist said "OUAT" right before she accidentally brutally poked out her medulla oblongata with a lawn gnome while doing yard work; it was tragic

Preparation

Prepare the *OUAT* cards as normal for the rules for that game. Shuffle all of the *LK* cards together, with the *Let's Kill* and *Victim* cards in the same deck, setting the full "Let's Kill deck" next to the *Once Upon a Time* deck. Each player takes a number of cards for his or her starting hand as listed in the *OUAT* rules, except that one (and only one) of those cards must be a card from *LK*.

only one? aw ...

Playing the Game

Play normally using the *OUAT* rules, with the following exceptions.

Drawing Cards

When you need to draw a card, you may choose to draw from either the *Once Upon a Time* deck or the *Let's Kill* deck. If you interrupt another player with a card that is not an *Interrupt* card, you may choose which deck that player draws from (indicate by pointing so as not to interrupt the story).

stop arguing over which has better art

Let's Kill Cards

When using the *Let's Kill* cards, ignore everything on it except for its title and its type. Use the title of the card as a storytelling ingredient, as you would the card name of a card from *OUAT*. The card type is used to determine the *OUAT* group to which the card belongs, as follows:

Event cards belong to the **Event** group. *duh*
Location cards belong to the **Place** group.
Surprise cards belong to the **Aspect** group. *a playtester said this threw off the balance of the game, but that was before he accidentally*
Victim cards belong to the **Character** group.
Weapon cards belong to the **Item** group.

Let's Kill cards can be interrupted with *Interrupt* cards from the appropriate group. *brutally exsanguinated himself with a wet-dry shop vac while washing his dog; it was tragic*

what, you need an example? fine here are some cards and an example. geez.



let's say we're telling a story with these cards, it might go something like this: once upon a time, there was a frog that was perfectly happy with his life. he did cute little froggy things all day. then one day, he saw a girl. he hopped over to her in his cute little froggy way, and said "hey, baby, i'm a talking frog." "totally awesome," said the girl. "i think i'm in love with you cuz i like amphibians." "i'm in love with you too," said the frog. "are you a princess?" "totally," said the girl. "rawk," said the frog. "if you kiss me i'll turn into a prince. then we can marry and you can bear my children." "\$@#! that noise," said the princess, and ran over him with a bread truck, and he made a cute little froggy splat all over the pavement.

Optional Rule: More Mayhem

If you want a wackier game, then have each draw from the decks alternate between the *OUAT* deck and the *LK* deck. One way to remember to do this is to place a token, coin, or other object on one deck; when you need to draw a card, draw from the uncovered deck and move the object to the deck from which you drew.

like a duodenum or an angry badger

Acknowledgements

Original *Once Upon a Time* Rules: Richard Lambert, Andrew Rilstone, & James Wallis

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