



Add more chivalry
and valorous deeds
to your storytelling with

Knightly Tales



Add more enchantment
and magical adventure
to your storytelling with

Enchanting Tales



Add more furry
and ferocious creatures
to your storytelling with

Animal Tales



Add more fairy dust
and mischievous folk
to your storytelling with

Fairy Tales



Add more pirates and
high seas adventure
to your storytelling with

Seafaring Tales



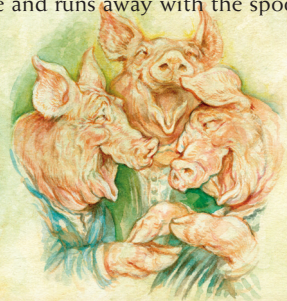
Add yourself, your
friends, and your
favorite things
to your stories with

Create-Your-Own Storytelling Cards

Once Upon a Time™

Fairytale Mash-ups™

Welcome to *Fairytale Mash-ups*, an expansion for the *Once Upon a Time* 3rd Edition card game. It helps you use everything you know about classic fairytales, from Cinderella to Snow White, to create mixed-up fairytales where (as just one example!) the Gingerbread Man shoves the dish aside and runs away with the spoon himself.



Credits

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A New Way to Use Expansions

The *Once Upon a Time* core game has a broad mix of cards appropriate to a wide variety of fairy tales, while each expansion focuses on a theme. Previously, we've suggested two ways to use expansions with your core game while highlighting the expansion's strong theme. (Read about them in *Animal Tales* or *Fairy Tales*.) Here's a new way:

Don't shuffle your *Fairytale Mash-ups* cards in with your core game cards. Instead, at set-up, deal each player half of their Story Cards (round down) from the *Mash-ups* deck, and the remainder from the core deck. Deal everyone's Ending Cards from the *Mash-ups* deck.

During the game, alternate draws between the two decks. After each draw, the next draw comes from the other deck, no matter who draws next. You can move a marker like a stone, spoon, or magic bean back and forth between them to help keep track.

As you play more games with the *Mash-ups* deck and become familiar with its endings, mix up to 17 core game endings into your *Mash-ups* ending deck. The *Mash-ups* endings will tend to make the expansion's theme a strong presence, but a rotating cast of core game endings will lend variety, too.

Around the Table

For younger players, and for very large groups, here's a fully cooperative *Once Upon a Time* variant where more regular turns give everyone a more predictable chance to shine:

One leader deals out out a Story Card to each player, but takes an Ending Card for herself. Then, starting to the leader's left, the first player begins a story, incorporating the element on their card. As soon as they finish the sentence that mentions their card's name, they lay it down and the next player takes up the story where the previous player left off. Each player contributes to the story in turn using their own Story Card. (Interrupt Story Cards are used for their named element; there is no interrupting in this variant.) When the tale comes back around to the leader, she must end the story using her Ending Card.

For smaller groups, go around the table more than once (skipping the leader until it's time for the ending). In this version, each player draws a new element card only after they play their previous one.

EXPANSION ICON



Cards from Fairytale Mash-ups all have this icon in the corner. Use it to help you separate the cards from this expansion from your other *Once Upon a Time* cards.