



ONCE UPON A TIME

Once Upon A Time is a storytelling card game in which the players create a story together, using elements from fairy tales. The winner is the first player to play out all their cards, end with a Happy Ever After card, and complete their tale.

- 2-6 Players
- 30 Minutes
- Ages 8+

Game Type

- Card
- Storytelling
- Family

Game Mechanism

- Hand Management
- Voting
- Real-Time

Game Theme

- Humor
- Fairy Tales
- Literary

IF YOU LIKE THIS GAME, TRY
GLOOM NEXT!



Inventory

110 Story cards
55 Ending cards
Rules

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040 \$aPaGICTL \$beng \$erda \$cPaGICTL
245 00 \$aOnce upon a time \$h[game] : \$bthe storytelling card game / \$ccreated
by Richard Lambert, Andrew Rilstone, & James Wallis.
246 30 \$aStorytelling card game
264 1 \$a[United States] : \$bAtlas Games, \$c[2015]
264 4 \$c©2015
300 \$a1 game (165 cards: 91 story cards, 23 interrupt story cards, 51 ending
cards, rules leaflet) : \$bplastic, paper ; \$cin box 24 x 16 cm
336 \$atactile three-dimensional form \$btcf \$2rdacontent
337 \$aunmediated \$bn \$2rdamedia
338 \$aobject \$bnr \$2rdacarrier
500 \$a2-6 players; 20-40 minute game.
520 \$aA storytelling card game that encourages creativity and collaborative
play. One player is the Storyteller, and begins telling a story using the fairytale
elements on her Story Cards, guiding the plot toward her Ending Card. the other
players use their own cards to interupt her and become the new Storyteller. The
winner is the first player to use all her Story Cards and play her Ending Card.
The object of the game, though, isn't just to win, but to have fun telling a story
together!
650 0 \$aStorytelling \$vGames
650 0 \$aFairy tales \$vGames.
650 0 \$aCreative ability \$vGames.
655 7 \$aBoard games. \$2local