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Once Upon a Time in the Classroom

Once Upon a Time is a game for all ages — especially younger children exercising essential skills in reading, decision making, cooperative play, and creativity. In ESL and foreign language classes it also strengthens a variety of fundamental skills. And, best of all, it teaches those skills in a way that kids find fun and familiar.

Visit our website for info on foreign-language editions and using *Once Upon a Time* in the classroom, plus downloads, variants, and more!

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讲述者被『挑战』的情况一般发生在大多数游戏成员高喊“好长啊！”或者“别！太蠢了！”之类的时候。如果这种事情发生不是显而易见的，你们应该根据表决来做出选择（举手，或者竖大拇指上/下，等等。）。

当讲述者因为被『挑战』而失掉她的回合时，她必须从故事牌叠抽一张牌，然后她左手侧的玩家成为新的讲述者。另外，如果觉得她最后打出的牌也没有在故事中发生，她应将这张牌移回手牌。

以上规则是为了鼓励大家讲述更为有趣和可信的故事，并确保游戏尽可能快速地进行。一般来说，只需要一个委婉的提醒，讲述者就会很好地修正自己，这时候便没必要剥夺她的回合。

『挑战』不应该被当作一种夺取即将获胜玩家故事控制权的策略；它们当然也不应该被用在打击年轻玩家或者不擅长流利表达的玩家。

Unsuccessful Challenges & Interruptions 挑战&打断失败

『挑战』失败没有惩罚。但如果有人试图『打断』并且这个『打断』被裁决为不正确的，失败的打断者要扔掉她用来打断的牌，并且从故事牌叠中抽两张牌。

如果有两个人同时试图『打断』，那么第一名将牌正面朝上打到桌面上的玩家成为新的故事讲述者。这种情况下，不惩罚打断失败的玩家。

如果在讲述者已经打出另一张新的牌才想起『打断』或者『挑战』，这时候已经太晚了，不能成立。

如果一个打断是否公平不是显而易见的，你们应该根据没有卷入争议的其他玩家举手表决来做出选择。

Ending the Story 结束

当故事讲述者出完她所有的故事牌（包括打断故事牌）以后，她可以打出她的结局牌来完成这个故事。如果这给故事带来了一个明白易懂和令人满意的结尾，那么这轮游戏和本故事结束，打出结局牌的玩家获胜。

如果其他玩家裁决这名故事讲述者的结局牌不能令人满意或者有意义地结束整个故事，那么该玩家必须弃掉她的结局牌，并从结局牌叠中抽一张新的，再从故事牌叠额外抽一张牌。故事将转移给她左手侧的玩家。

你不能用故事牌或者打断故事牌来打断结局牌。

Starting the Next Story

最后手上留有最多手牌数的玩家成为下一把游戏的首位讲述者。他负责把牌归拢，洗混，发新的手牌。

Once Upon a Time

Once Upon a Time 是一款鼓励创新与协作互动的讲故事型卡牌游戏。玩家运用带有童话中典型元素的纸牌——例如王子、森林或精灵等——共同创造一个故事。

第一个讲述者运用他牌上的元素开始一个故事——她口中的王子可能正在森林里躲避追捕，正在这时遇见个顽皮捣蛋的小精灵。每当她提及一个故事卡牌中具有的元素时，讲述者就将该卡面朝上打出来。她需要尽量将故事线索引向她手中的结局，每个人手上的结局牌都不一样。但如果他在故事中提到了别人手上正好拥有的元素时，或者在讲述者打出一张故事牌时另一个玩家有符合条件的打断故事牌时，改名玩家就可以取而代之成为新的讲述者。

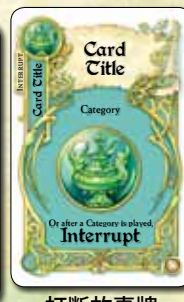
当一个玩家首先用光她所有的牌，然后用她的结局卡结尾，她就是赢家。游戏的目的不仅仅是获胜，更在于玩家能够一起度过一段欢乐的时光。

The Cards 游戏卡牌

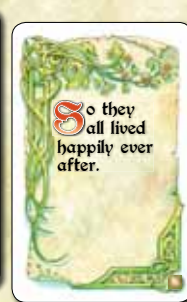
游戏中有三种牌：故事牌、打断故事牌（一种特殊的故事牌）和结局牌。



故事牌



打断故事牌



结局牌

Story Cards 故事牌

每张讲故事牌上画有一个人物、场所或者将出现在你故事里的某样东西的图像。它们被分为五组。每张牌都清楚的标明了它的组名；并且有一个图标表示这种组别。



角色



物品



地点



状态



事件

Rules Summary

Deal each player an Ending Card, and Story Cards equaling eleven minus the number of players (five minimum).

Draw a Story Card. The player who looks most like it is the first Storyteller.

WHEN YOU ARE THE STORYTELLER

Start to tell a story, or continue the story where the last Storyteller left off.

When you mention an element on one of your Story Cards, place that card on the table.

If you've played all your Story Cards, read out your Ending Card to win the game.

If you're interrupted, your turn as Storyteller ends. Draw a Story Card.

WHEN YOU'RE NOT THE STORYTELLER

Listen to the story, looking for chances to challenge and interrupt:

If the Storyteller mentions an element on one of your Story Cards, you can play it to become the new Storyteller.

If the Storyteller plays a Story Card that matches the category of an Interrupt Story Card in your hand (the colored icons are the same), you can play it to become the new Storyteller.

Drawing & Discarding

Every time the Storyteller loses the story, she draws a Story Card. If she passed the story, she may then discard a Story Card.

If a player interrupts unsuccessfully, she discards that card and draws two Story Cards.

If the Storyteller's ending fails then she discards it, draws a new one, and draws a Story Card.

Examples of Important Elements

STORYTELLER: "Once upon a time, there was a evil king who lived in an indestructible palace at the top of a distant mountain."

At this point, the Storyteller could use the Palace card (or King, or Mountain) because that's an important part of the story she's telling.

STORYTELLER: "One day a hero went in search of the mountain. On his way, he saw lots of villages where there were horses, stepmothers, and frogs, and also many strange things like giants, wolves, and talking giraffes. Finally, he arrived at the mountain."

The Storyteller couldn't play Horse, Stepmother, Frog, Giant, Wolf, or This Can Talk. Although these things were mentioned, they're of no importance to the story.

Examples of Playing Interrupt Story Cards

STORYTELLER: "After digging for hours, he finally uncovered the hidden treasure."

The Storyteller plays Treasure, which is an Interrupt Story Card, but she uses it as a normal Story Card. It has the green Thing category icon.

PLAYER: "Interrupt!"

The player correctly plays an Interrupt Story Card with the green Thing icon, and so interrupts. The Storyteller who was interrupted draws a Story Card, and the interrupting player continues as the new Storyteller.

The player couldn't have played an Interrupt Story Card with the blue Aspect icon, though. Yes, a Story Card called Hidden exists, and it's an Aspect, but the Storyteller didn't actually play that card.

角色（黄色）：故事涉及到的人物或者生灵（如“王后”或“狼”）。
物品（绿色）：故事描述中重要的物件（如“剑”或“法术”）。
场所（橙色）：角色在故事中将拜访的地点（如“宫殿”或者“森林”）。
形态（蓝色）：描绘故事中角色、处所和物品的方式（如“高兴”或“装模作样”）。
事件（紫色）：故事中发生在角色身上的一些事（如“一场争论”或者“人们碰面”）

Interrupt Story Cards 打断故事牌

打断故事牌是一类特殊的故事牌。你可以像普通讲故事牌一样使用它们；它们各自包含了一个故事要素，并且各属于五个组别之一。不过你也可以以一种特殊的方式运用它们，当故事讲述者打出同类型的故事牌以后打断她。之后将对此详细说明。

Ending Cards 结局牌

每张结局牌展示了一个童话故事可能的结尾。玩家们各自只能拿到这些纸牌中的一张，而且必须尽他们最大努力去讲述这个故事以保证这个结尾在逻辑上说得通。

Playing the Game

将两类牌分成两组并各自洗混：结局牌构成结局牌叠，故事牌构成故事牌叠。（游戏过程中还会形成弃牌堆。）发给每个玩家一张结局牌，以及「11-玩家人数」张故事牌（最少也要发五张）。

从故事牌叠中抽一张卡并弃掉。最符合卡片描述的玩家被公推为第一个讲述者，由她开始讲故事。她可以用她喜欢的任何方式来讲这个故事，并且不被她手中的牌所限制。每当她提到一个包含在她的牌中的元素，她可以打出这张牌，把它正面朝上放在桌上（不是放到弃牌堆）。这会在桌上形成一连串的卡牌，每一张新牌放在前一张之后。

每一整句话里面只应该包含一个元素，而且该元素应该对故事来说具有某种重要性。你不能因为某个东西在叙述里被一带而过就打出一张关于它的牌，它要在故事里体现出作用来。

故事讲述者可以一直说下去，直到有人打断了她。甚至一个故事讲述者在其他人成功打断她之前出完她所有的牌，结束这个故事并且赢得游戏也是有可能的（虽然这极端困难）。

Passing the Story 换人

如果故事讲述者愿意，她可以随时结束她的回合并说一声“换人（Pass）”，这时候她必须从故事牌叠抽一张牌，然后可以选择弃一张故事牌。她左手边的玩家成为新的讲述者。

Interrupting the Storyteller 打断

其他玩家可以通过两种方式来打出一张牌来打断故事讲述者，并把这个故事接下去：

用「故事牌」打断：

如果故事讲述者在她的故事中提到了某个事物，其他玩家手中的一张牌正好匹配，那名玩家可以打出它进行打断。

被打断的讲述者所提到的元素不需要与写在打断者故事牌（或者是当作故事牌用的打断牌）上的词语匹配得特别精确。只要它们是用另一种方式讲出来的，也没问题。但是玩家不能通过预测讲述者还没有说出的话来打断，即使之后确实是这样发展的。

用「打断故事牌」打断：

当故事叙述者打出一张牌，任何一名手中拥有一张与刚刚被打出的牌的牌组相同的打断牌的玩家可以打断她。

当你以这种方式使用「打断牌」时，牌上的故事元素相当于没有。打断牌只有在讲述者确实打出了一张「故事牌」（或者把「打断牌」当作一张普通「故事牌」用）的时候才能打出。不允许玩家在故事讲述者的叙述过程中仅仅提到（而没有打出）故事牌时使用打断。同时玩家不能用一张「打断牌」来打断另一张「打断牌」。

当故事讲述者被打断后，她的回合结束，她必须从「故事牌叠」顶部抽一张牌。她上一张打出的牌要留在桌面上，打断她的玩家将「打断牌」正面朝上放在一旁，然后从刚才断开的故事中继续讲述下去。新的讲述者所叙述的每一件事须尽量延续前者讲述的故事线。

Challenging the Storyteller 挑战

有些情况下玩家可以『挑战』当前故事讲述者，并迫使其结束她的回合：

话卡住了：讲述者故事停顿，想不出该讲什么，或者故事线迟疑不前。停顿超过5~10秒可以表明她的故事卡住了。

前后矛盾：她所说的一些事情明显与故事之前的发展接不上。“等一下，国王不是死了吗！他已经被龙吃掉了！”

东拉西扯：她说了好一大堆，但是没有对故事发展有丝毫贡献。“于是他漫不经心地森林中走啊，走啊，走了好久，就现在该森林中散步一样到处溜达。”

犯傻行为：她开始胡编乱造，或者试图创造一些就连在童话里也很愚蠢或十分荒谬的事情。“因此王子在厨师做的腊肠面前跪了下来并说道，‘你愿意嫁给我吗，腊肠君？’”

细枝末节：她仅仅是在列出一堆东西以方便她打出牌，丝毫不考虑将这些元素融入到故事里去。

Examples of Playing Story Cards

STORYTELLER: "And so she fell asleep under the great oak tree that grew in the forest."

At this point, another player with the Forest card could play it, interrupt the Storyteller, and continue the story herself.

The interrupting Story Card doesn't need words identical to what the Storyteller says, though.

STORYTELLER: "The king fell in love with the woodcutter's daughter ..."

The Storyteller plays the Falling in Love card.

STORYTELLER: "... and they were married. A year and a day later she gave birth to a baby boy."

Now another player holding the Prince or Child card could play it and interrupt. A baby is a child, and the son of a king is a prince, even though the Storyteller hasn't used those exact words.

However, a player can't interrupt with a Story Card element that hasn't yet been mentioned at all by the Storyteller, even if she might say it soon.

STORYTELLER: "As he tiptoed through the cave, he heard a loud, deep snoring sound."

Another player couldn't interrupt with the Monster card at this point, because the snoring could be coming from a bear, or a wizard, or even an underground river that sounds like someone snoring.

Example of Winning

STORYTELLER: "When they cut down the magic tree, inside was a ring etched with the queen's name."

The Storyteller plays Ring as the last Story Card in her hand, then her Ending Card to win.

STORYTELLER: "So They Returned It To Its Original Owner. The End!"