

SONG OF TALES

Beta Test PnP V2.0 20/08/20
By Glenn Ford

I hadn't planned to make a Print and Play of Song of Tales due to the necessity for some unusual bits and pieces, but a few people expressed an interest so I've put one together. This is very much a Work in Progress, much of the artwork is only partially complete, and all the graphic design and image manipulation is my own. I'm not great at graphic design and tend to hire somebody for the final product, so don't judge that too harshly please. This file contains all the cards needed to play with up to eight people, the rules should be nearby to where ever you found this.

What You'll Need.

A 60 Second Sand Timer - You can play with as little as 30 seconds if you're feeling brave, but the timer must be one that you can flip and reverse the flow of, not a simple stop watch.
Up to 8 tokens per player, they should be identifiable from all the other player's markers, Euro-cubes are ideal if you can find them in enough colours.
A means of keeping score. The main rules will refer to a scoring track with meeples moving around it, but sets of D10 or a piece of paper will do fine so long as you remember to ignore the track references in the rules.

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Once Upon a Time...



...Lived Happily Ever After.



...cursed them like so...



...apart from one mistake...



...would be cursed until...



...was much beloved
because...



...regretted their actions
and so...



...called them each by
name...

The Swan Princess

Blessed - Kennings

Bairn - Baby

Bonny - Pretty

Glamoured - Enchanted



Cursed – When Storyteller, once per tale, during Preparing, you may swap one card in your tale of your choice for a random card from another player's hand.

The Swan Princess



In the days when wishing
still worked.....

...my tale is done, see
that mouse run!

...the warning was...

...should not be trusted...

...told they must never,
ever...

...although they knew
they must not go in...

...lured them there by...

...so they would never
guess...

The Wolf Stranger

Big Bad Wolf – Alliteration



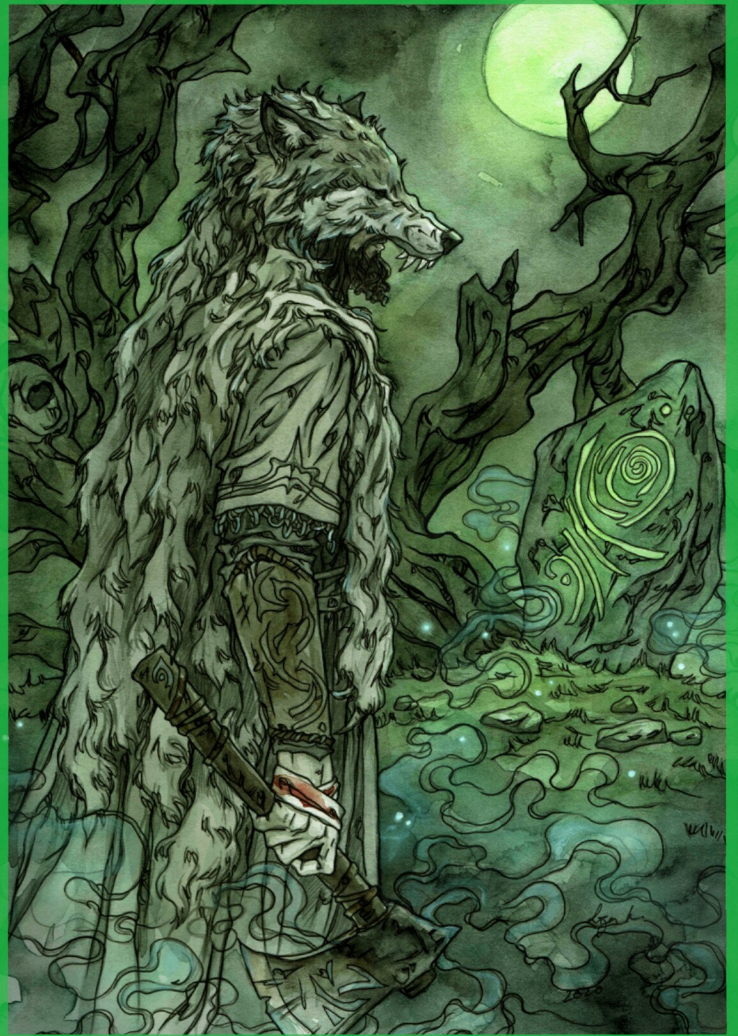
Puddock – Toad

Hobgoblin – Small Man

Scunner – Disgusting

Off the path – Before 'Drawing' you may exchange one card of the current Story-Teller's colour in your hand for one of your colour in play.

The Wolf Stranger





It is a common saying
that...



...which is a tale I
consider passing strange.



...scared them by...



...but they gave
themselves away...



...transformed into...



...wasn't what it seemed
to be...



...boasted they would not
be fooled...



...made this bet...

Bake Danuki

Bunbukuka – Consonance

Tengu – Demon

Clan – Family

Sake – Wine



Pon Pon Pom Poko – Once per tale, while Listener, during Cleaning, if a card of your colour would be discarded you may discard two cards from your hand to draw it.

Sean Donnan

Bake Danuki



Sean Donnan



In a certain village of a
certain province there
dwelt...



...And forever offered up
prayer, sacrifice and
shrine to remember it.



...was once called...



...they faithfully...



...bravely and well by...



...by these means they
repaid their debt...



...if they must die...



...wisely said...

Kitsune

Zenko – Rhyming

Tofu – Fine food

Tycoon – Merchant

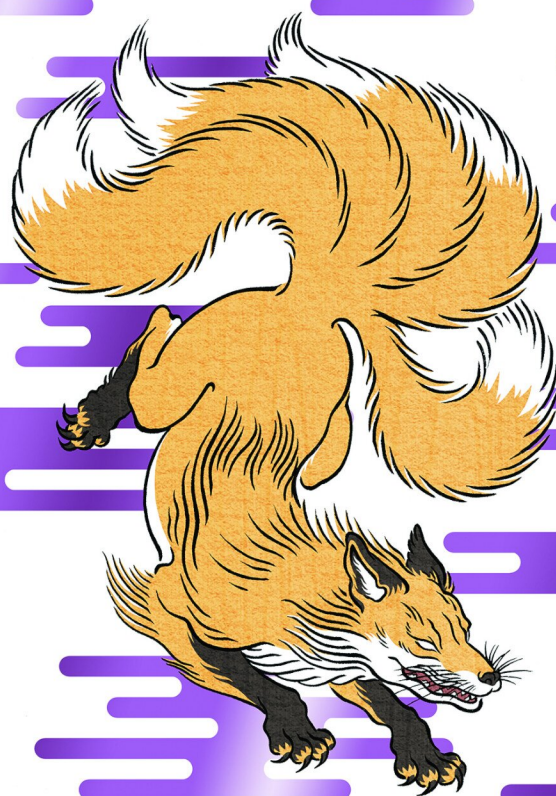
Samurai – Retainer



Kitsunetsuki – When Storyteller, during Drawing, you may draw the top card of your colour in the discard pile.

Sean Donnan

Kitsune



Sean Donnan

A story, a story; let it
come, let it go...

...if it be sweet, or if it be not
sweet, take some elsewhere
and let some come back to me.

...making them the very
first ever...

...most cunningly...

...so from that day and
forever more...

...cleverly tricked them by
saying...

...so they could finally turn
the tables by...

...because of that they
bought into the world for
us all...

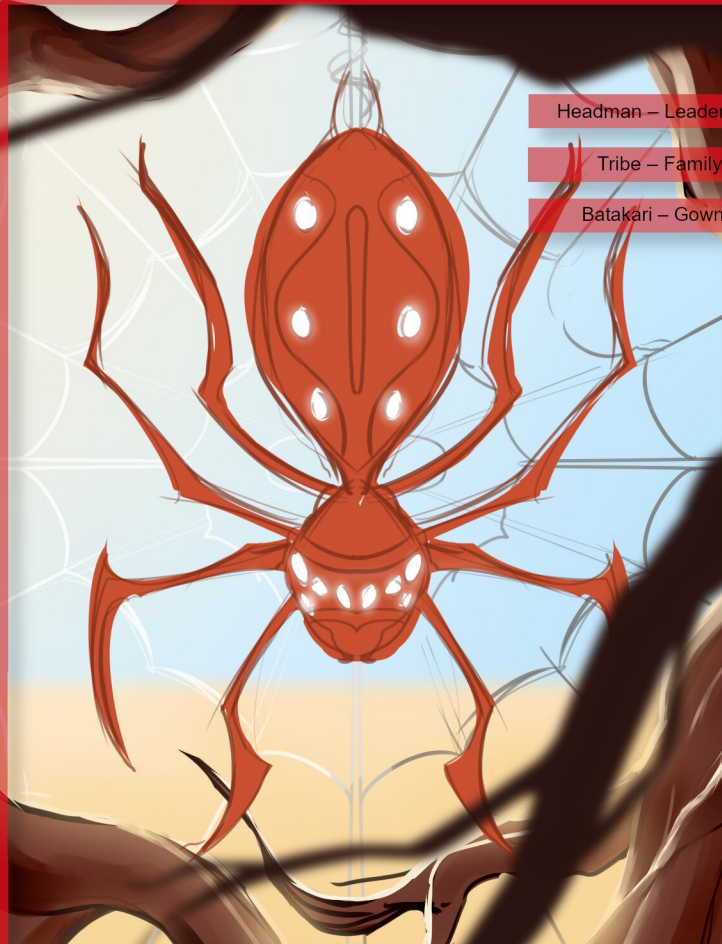
Anansi

Akan – Assonance

Headman – Leader

Tribe – Family

Batakari – Gown



Holder of Tales – When you play, only you may gain the 5 point bonus for scoring a tale with as many cards of your colour as you have Envoys.

Anansi



We do not really mean, we
do not really mean that what
we are about to say is true...

...this is my story that I
have related.

...so they learned the
lesson...

...this cruel trick...

...which they swore to
never do again...

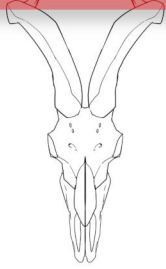
...they suffered...

...their mistake was...

...foolishly...

Ti Bouki

Yigidi – Onomatopia



Taboo – Forbidden

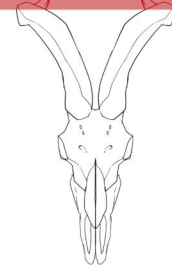
Fufu – Simple food

Calabash – Tree



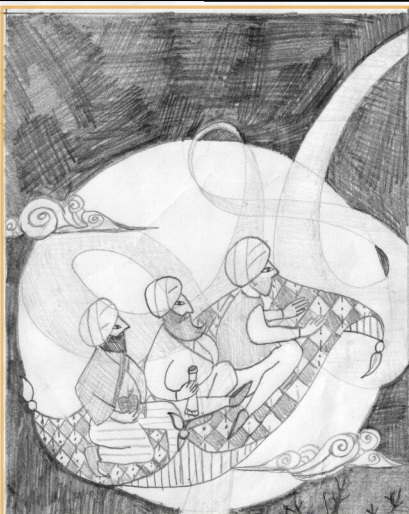
Born Loser – If you score the fewest points of all players that score at least one point from a tale, score one additional point.

Ti Bouki

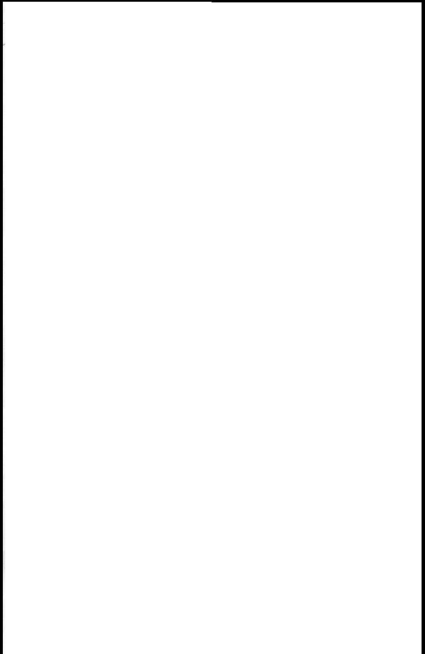




It is told, but heaven alone
is wise and all knowing...



...until they were visited by the
Destroyer of all earthly
pleasures, the Annihilator of
men.



...for all of time...



...a magical...



...the sorcerer...



...a great and terrible...



...so all could know...



...beyond even their
power...

Shahrazad

Dunyazad – 4+ Syllables

Jinnee – Spirit

Ifrit – Demon

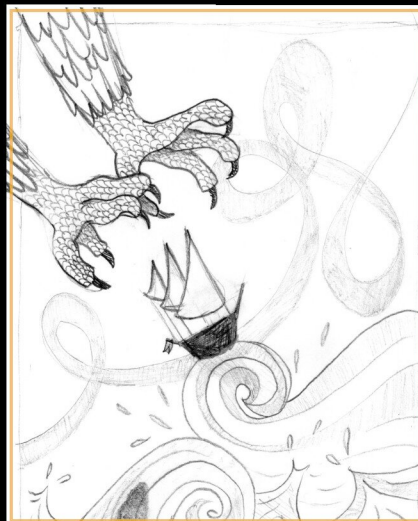
Sultan – King



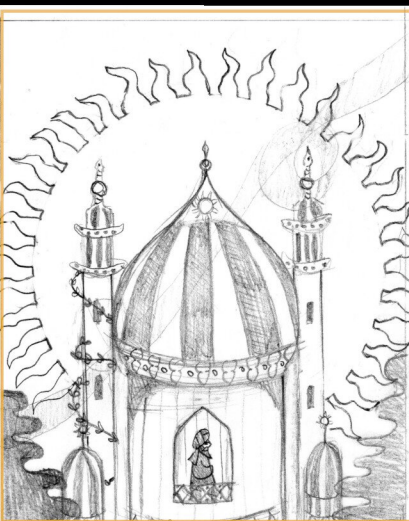
Another Night – While Storyteller, once per tale, when the next card is your Ending card you may draw the top card of the deck and add it to your tale as the next Story card.

Shahrazad

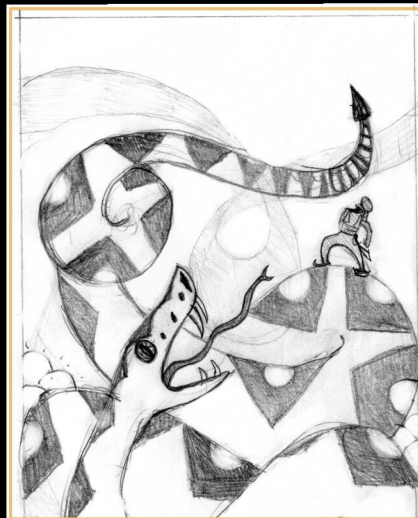




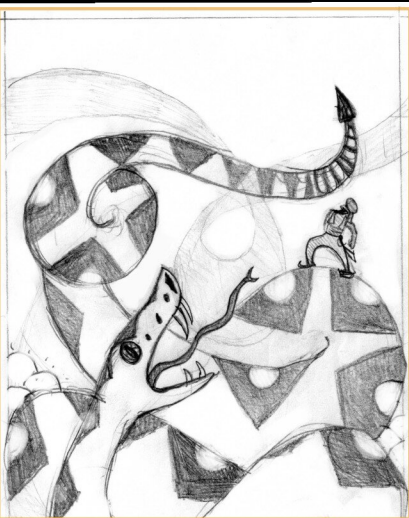
I was leading a rich and
idle life when...



...that is the tale of my
voyage, tomorrow I will
recount the next.



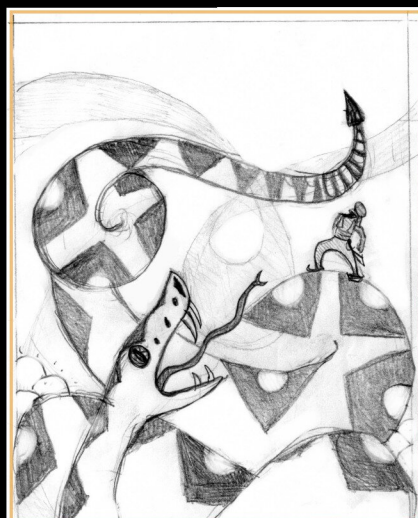
...a swarm of...



...a gigantic...



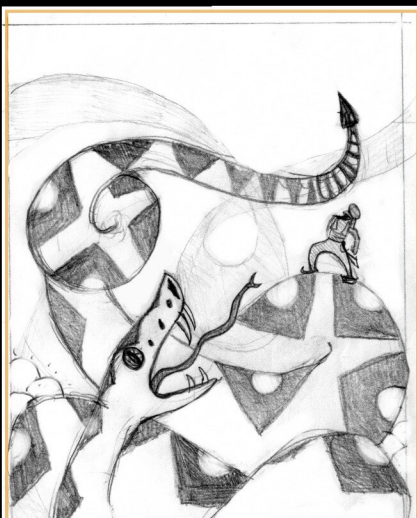
...was trapped in a...



...to the strange and
distant land...



...came from the sea...



...so all seemed lost, but...

Sinbad the Sailor

The Porter – Sibillance

Roc – Huge Beast

Turban – Headdress

Dinars – Money



All About Me – Once per tale, if you would place an Envoy due to your goal because someone said 'the Sailor Sinbad', you may place a second Envoy.

Sinbad the Sailor

