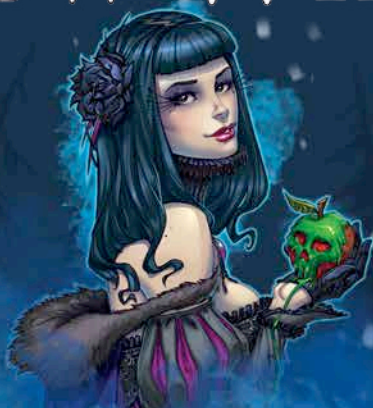


# DARK TALES

# SNOW WHITE



*“Mirror, mirror, on the wall, Who in this land is the fairest of all?”*

## CONTENTS

A deck of 26 cards:

- 24 Playing cards
- 2 Setting cards (1 × A, 1 × BI)
- 2 Gold Coins
- 6 special Items:
  - 2 Laced Bodices
  - 1 Comb
  - 1 Poisoned Apple
  - 2 Burning Shoes
- 2 blank tiles (for replacements)
- 33 victory points tokens
- these rules.



## PREPARATION

Carefully remove the tiles from their frames.

The preparation and game play proceed as the normal **Dark Tales**, with the following changes:

Replace the Setting card "B1 – The Iron Army" from the basic game with the new B1 card when playing with this expansion.

Add the **Snow White Setting card** to the two Setting cards (A and B) that you chose for the game. Play the game with 3 Setting cards: A, B, and A-Snow White. The Snow White Setting card tells you how the special Items may be used during the game, and what their effects will be.

Sort the **special Item** tiles by type and place them in the middle of the table, face up. Add the Gold Coins and the victory point tokens to those from the basic game.

Add the **playing cards** from the expansion to those from the basic game before shuffling. This will increase the playing time for a bit. **This will increase the playing time a bit.** (If you wish to play a shorter game, randomly remove 10 *different* cards from the basic game *before* adding the cards from the expansion.)

### Notes on the cards:

**Evil Queen / Prince:** These cards allow you to play one Item during Phase 3. *Play One Card.* You may even play the Item you just got thanks to the card.

### DARK TALES - SNOW WHITE

Game idea: Pierluca Zizzi

Development: Roberto Corbelli, Sergio Roscini

Artwork: Dany Onizio

English rules editing: Roberto Corbelli, William Niebling



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Via C. Bozza, 8  
06073 – Corciano (PG), Italy  
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For questions, comments or suggestions:  
[www.dvgiochi.com](http://www.dvgiochi.com) - [info@dvgiochi.com](mailto:info@dvgiochi.com)

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