

Well's Angels

A game created by Abby Wass

'UNGRANTED' DECK

Print on blue card or paper, then cut out the cards.

You didn't destroy the festival. Move to the nearest blue space.

You didn't set up Mr. Punzell and Donna, but set him up with Carrie and she was saved. Move ahead 2 spaces.

You never stole coins from the well. Go to the door of the center ring.

You didn't help someone get rich. Move ahead 3 spaces.

You didn't help Donna become popular. Move ahead 1 space.

You didn't help Josh keep his powers. Move ahead 2 spaces.

You helped Josh get out of the well by tricking the witch. Move ahead 2 spaces.

You kept the witch from gaining more power. Move ahead 3 spaces.

You only used your power of hearing people's thoughts for good. Move ahead 1 space.

You helped people out of the flood. Move ahead 3 spaces.