

Well's Angels

A game created by Abby Wass

Introduction:

Josh, Ryan and Chelle steal coins from the Magwhite witch well. Josh was the one with the idea. Later, the kids find out the well was cursed and that they have to grant the wishes from the coins they stole.

The witch gives them special powers to help them grant wishes. Josh's power was to control machines with his mind. He abused his power and is now trapped in the witch well. Ryan was given extra eyes that could see in the dark and were disguised as warts on his knuckles and Chelle would "blurt out" what wishers were thinking when she got close.

They also found out that they have to stop granting wishes to take away the witch's power. Can you help Ryan and Chelle lift the curse and help their friend Josh from being trapped forever?

Object:

The object of Well's Angels is to get to the center of the well with the least amount of wishes granted.

Materials:

Game pieces, a custom color die, wish chips (red chips), decks of cards: Yellow is Wisher, Green is Granted, Blue is un-granted, and Purple is what would you do?

Set Up:

Players go in start circle, and cards go in their labeled spots; yellow goes in the box labeled yellow, green goes in the one labeled green, blue in the one labeled blue, and purple in the one labeled "?".

How to Play:

The number of people that can play is three.

The Players roll the die and the first person to get the multi colored side gets to go first.

Players begin at the start circle.

Players keep score by taking wish chips. Players take them whenever they get a granted card (green) or wisher card (yellow).

Player rolls the die.

If it's yellow, move to the next yellow space and take a yellow card and a wish chip. Read the card and follow the instructions on it.

If it's green, move to the next green space and take a green card and a wish chip. Read the card and follow the instructions on it.

If it's blue, move to the next blue space and take a blue card. Read the card and follow the instructions on it.

If it's purple, move to the next purple space. The next player to the right takes a purple card and asks the player whose turn it is the question on the card. The player answers the question. If the highlighted answer is chosen, take a wish chip and follow the instructions on the card. If the non-highlighted answer is chosen, do NOT take a wish chip, but follow the instructions on the card.

If it's multi colored, the player gets to choose which color space they go to. They must pick the next closest space in the color they choose moving forward.

If a card says go to a house, stay there for one turn. Then, go to the start of the ring that you left for your next turn.

Winning:

To win Well's Angels, players have to get to the center of the well with the least amount of wishes granted (red chips).