

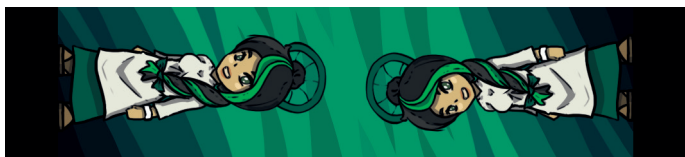
Anki (Well of Fortune)



Zeto (Well of Fortune)



Phen (Well of Fortune)



Hara (Well of Fortune)



Rufus (Well of Fortune)



Nera (Well of Fortune)



Elodie (Sunstorm & Nightfall)



Mamoru (AERA)

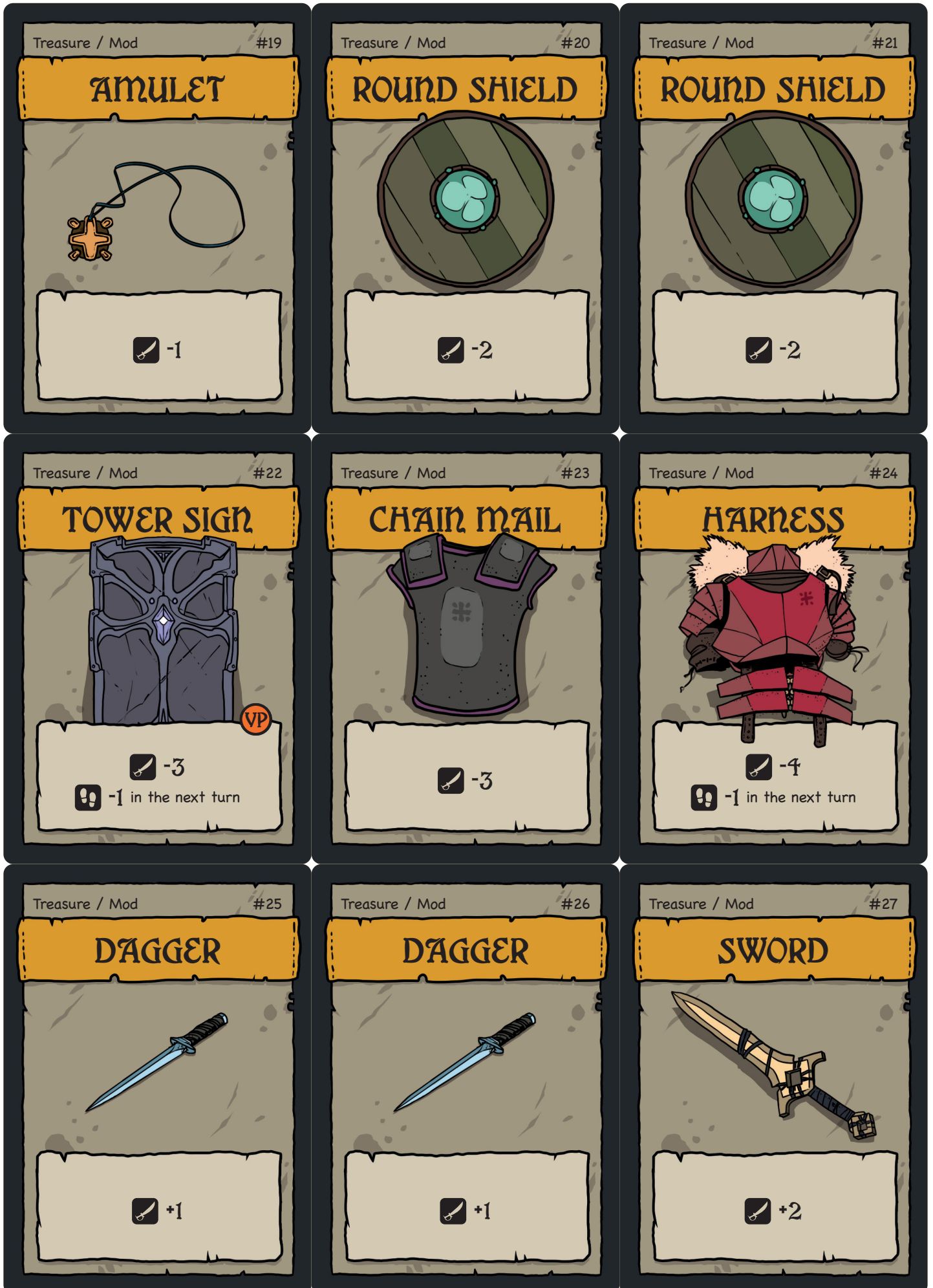


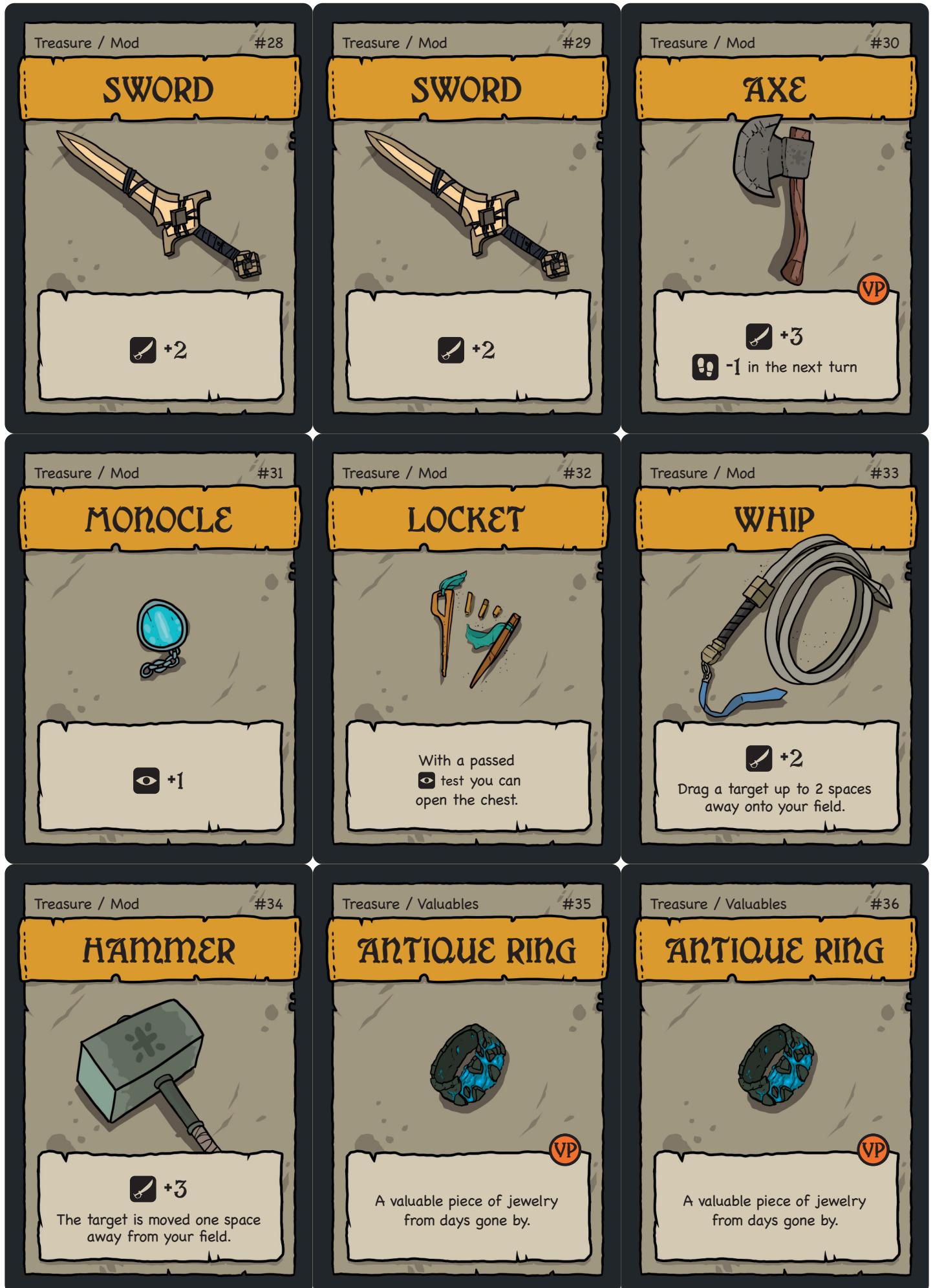
Class	#01	Class	#02	Class	#03
<div> <div>RONIN</div> <div> <div> <div>♥ 4</div> <div>👣 2</div> <div>🔪 2</div> <div>👁 0</div> </div> <div> <div>+9</div> <div>+6</div> <div>+4</div> <div>+1</div> </div> </div> <div> </div> <div> Battle-tested: Each Treasure Card with Mod gives you +1 in combat. </div> </div>					
<div> <div>MARAUDER</div> <div> <div>♥ 3</div> <div>👣 3</div> <div>🔪 0</div> <div>👁 2</div> </div> <div> <div>+9</div> <div>+6</div> <div>+4</div> <div>+1</div> </div> </div> <div> </div> <div> Trap expert: If you score a 12 on a test, draw a Treasure Card. </div>					
<div> <div>VAGRANT</div> <div> <div>♥ 3</div> <div>👣 3</div> <div>🔪 1</div> <div>👁 1</div> </div> <div> <div>+9</div> <div>+6</div> <div>+4</div> <div>+1</div> </div> </div> <div> </div> <div> Pathfinder: When you draw a Dungeon Card, decide once per turn whether to take it or put it under the pile. </div>					
<div> <div>VIATOR</div> <div> <div>♥ 4</div> <div>👣 2</div> <div>🔪 0</div> <div>👁 0</div> </div> <div> <div>+9</div> <div>+6</div> <div>+4</div> <div>+1</div> </div> </div> <div> </div> <div> Healing: Whenever you take WOUNDS from your character, take one more away. </div>					
<div> <div>THAUMATURGE</div> <div> <div>♥ 1</div> <div>👣 4</div> <div>🔪 1</div> <div>👁 1</div> </div> <div> <div>+9</div> <div>+6</div> <div>+4</div> <div>+1</div> </div> </div> <div> </div> <div> Immortal: If you faint, you reappear on the entrance field. </div>					
<div> <div>WANDERER</div> <div> <div>♥ 3</div> <div>👣 2</div> <div>🔪 0</div> <div>👁 0</div> </div> <div> <div>+9</div> <div>+6</div> <div>+4</div> <div>+1</div> </div> </div> <div> </div> <div> Pack mule: Instead of 4 cards, you can have 6 cards at the same time. </div>					
<div> <div>ONI</div> <div> <div>♥ 3</div> <div>👣 3</div> <div>🔪 3</div> <div>👁 -1</div> </div> <div> <div>+9</div> <div>+7</div> <div>+5</div> <div>+1</div> </div> </div> <div> </div> <div> Frenzy: You inflict an additional WOUND in combat on defeated opponents with +Modifiers. </div>					
<div> <div>SHADOW</div> <div> <div>♥ 3</div> <div>👣 4</div> <div>🔪 0</div> <div>👁 1</div> </div> <div> <div>+9</div> <div>+7</div> <div>+3</div> <div>+1</div> </div> </div> <div> </div> <div> Invisibility: Your opponent has -2 on fields with red grass. </div>					
<div> <div>STIGMA</div> <div> <div>♥ 5</div> <div>👣 3</div> <div>🔪 0</div> <div>👁 0</div> </div> <div> <div>+9</div> <div>+7</div> <div>+5</div> <div>+1</div> </div> </div> <div> </div> <div> Cathalsis: Take a card from the discard pile if you received a WOUND this round. </div>					

<p>Class #10</p> <p>BEAST</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 2 </p> <p>  +8 🌊 +4 🌊 +1 🌊 </p> <p>Lightning reflexes: Your 🦶 is not affected when you move away from an occupied square.</p>	<p>Class #11</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>	<p>Class #12</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>
<p>Class #13</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>	<p>Class #14</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>	<p>Class #15</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>
<p>Class #16</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>	<p>Class #17</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>	<p>Class #18</p> <p>ADVENTURER</p> <p> ❤️ 3 🦶 3 🗡️ 0 👁️ 0 </p> <p>  +9 🎲 +6 🎲 +4 🌊 +1 🌊 </p> <p>Soldier of fortune: Reroll a die with the number 1 once per round.</p>

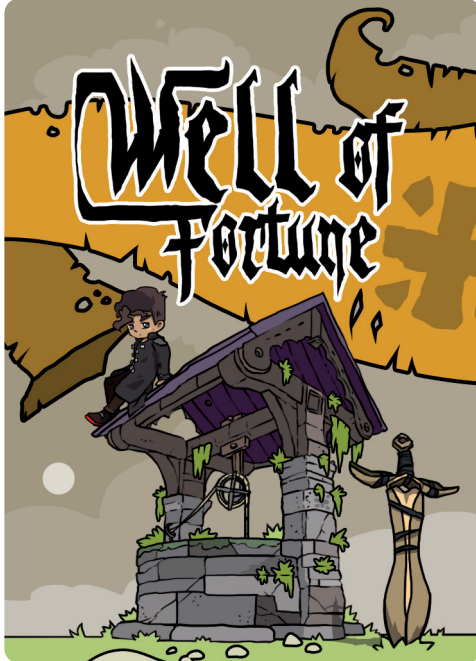


<p>Treasure / Item #10</p> <p>LEECH BRACELET</p>  <p>Your new best friend!</p> <p>You can only discard this card on the Slime trap field.</p>	<p>Treasure / Item #11</p> <p>SHOCK TOAD</p>  <p>All other players discard a Treasure Card.</p>	<p>Treasure / Item #12</p> <p>DUNGEON MAP</p>  <p>VP</p> <p>Swap 2 uncovered Dungeon Cards with each other.</p>
<p>Treasure / Item #13</p> <p>LUCKY COIN</p>  <p>When you draw a Treasure Card, draw 3 cards and choose one. Place the others under the pile.</p>	<p>Treasure / Item #14</p> <p>LUCKY COIN</p>  <p>When you draw a Treasure Card, draw 3 cards and choose one. Place the others under the pile.</p>	<p>Treasure / Item #15</p> <p>IDOL</p>  <p>All players who have previously received a blessing from the source lose it.</p>
<p>Treasure / Mod #16</p> <p>LEATHER BOOTS</p>  <p>! +1</p>	<p>Treasure / Mod #17</p> <p>AMULET</p>  <p>🗡 -1</p>	<p>Treasure / Mod #18</p> <p>AMULET</p>  <p>🗡 -1</p>









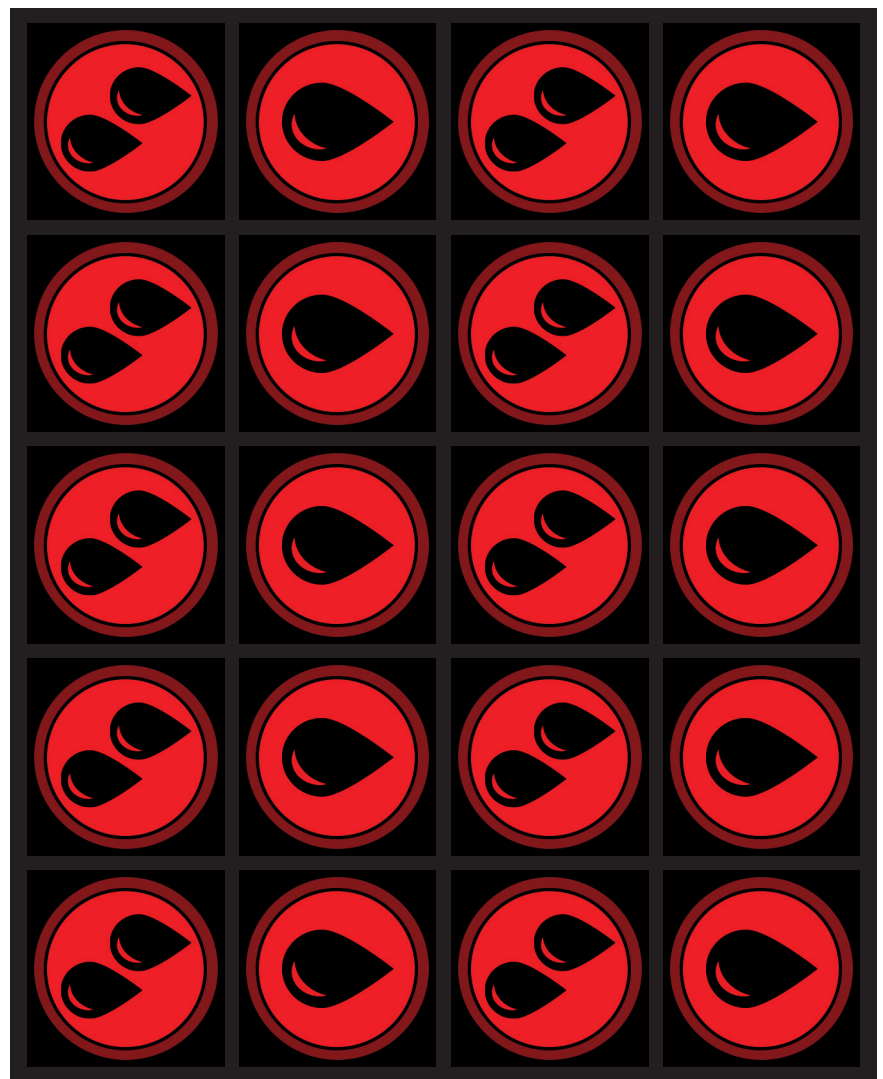
WELL OF FORTUNE PRINT & PLAY VERSION 1.0

Thank you for your interest in my game Well of Fortune. On my YouTube channel „Juraturn - Boardgames“ you will find videos that will help you to assemble the game as a prototype. A little bit of crafting skill required.

I wish you and your fellow players a lot of fun playing and I hope to see you in the comments section of my videos. :)

Best regards,

Timo



Imprint

Creation: May 2024

Author, idea, concept, design, illustration, layout, balancing:

Timo Salvador Ipach
Hauptstrasse 23a 90607 Rueckersdorf

Warning: Not suitable for Children under the age of 14.

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Hey hey hey, Adventurer!

I'm glad you're playing Well of Fortune with your friends. I wish you intense situations and lots of fun as you hunt for the hairpin in the well dungeon. Normally, I only create fully cooperative games, but for such a mobile and fast format, it was just too tempting not to create a small competitive dungeon crawler for on-the-go and in-between. I hope we cross paths again in Juraturn at one of my larger campaign games.

For more information, visit www.juraturn.de or my YouTube channel.

www.youtube.com/@Juraturn

Well of Fortune is a **competitive game** for **2 to 6 players**, **ages 14** and up, with a playtime of approximately **15 minutes per player**.

Objective of the Game

As soon as a player with the „Hairpin“ in hand moves their figure to the entrance tile, the game ends after that round. Then, all players reveal their hand cards and count their victory points (VP). The player with the most VP wins the game. The player with the second most VP comes in second, and so on. In the event of a tie, the player holding the „Hairpin“ always wins.

Setup

- **Entrance:** Place the Dungeon Card, called „Entrance“ **[1]** in the center of the table.
- **Dungeon Cards:** Shuffle the remaining Dungeon cards into a face-down deck, and place it within easy reach of all players.
- **Quest Item Cards (Red Name):** Form an open stack with the Quest Item cards (red name) and place it next to the Dungeon card deck.
- **Treasure Cards (Yellow Name):** Shuffle the remaining Treasure cards (yellow name) into a face-down deck, positioning it on the other side of the Dungeon card deck. The discard pile will be placed next to this deck during gameplay.
- **Dice:** Take the 4 six-sided dice (2 per active player) out of the box and place them within easy reach in the center of the game table.
- **Wound Markers and Figures:** Keep the Wound markers and figures in the box until needed.
- **Class Cards (Blue Name):** Spread out the Class cards on the table so that every player can clearly see and understand the different classes and their abilities.



Class Cards



Quest Cards



Dungeon Cards



Treasure Cards



Discard pile



WOUNDS



Entrance



Dice



Selecting a Figure and Class

Before the game begins, each player chooses an „Adventurer“ Class card (blue name) and any figure they like. The figures are purely cosmetic and have no impact on gameplay.

The First Class Change

During your turn, you can discard a Treasure card to change your Adventurer class to any available class. Afterward, you must use the Dungeon card, the Enchanted wardrobe **[17]**, to swap your class. You can always switch back to the Adventurer class, but the exchange using a Treasure from your hand can only be done once per player!

Any WOUNDS your old class had will be transferred to your new class.

Turn Order

The turn order is determined once at the start of the game. Each player rolls a die, and the player with the highest number goes first. The player with the second-highest number goes next, and so on. This turn order remains the same throughout the game.

A round ends once all players have taken their turn.



Turn

When it's your turn, you may perform 2 different actions in any order:

• Interaction

Resolve a voluntary event on a tile (white text box), as long as you meet its requirements, or duel with another player on the same tile.


• Movement

Move your figure across a number of tiles according to your class's  movement value. You can choose to move fewer tiles if you wish. If you move your figure away from a tile that is already occupied by another figure, you must pay 1  extra movement point. Movement cannot be split!


Therefore, an interaction always ends your movement.

After you have performed or chosen to forgo the actions, your turn ends, and the next player takes their turn. You cannot interact twice or move twice in one turn!


Exploration

If you have at least 1  movement point remaining and your figure is on a tile with one or more open paths, place your figure on the table to indicate where you will expand the dungeon. Then, draw a Dungeon card from the deck and orient it as you like. The path from the tile where your figure came from must connect to a path on the new tile. The other paths on the new tile don't necessarily have to connect to existing paths, so dead ends can occur!

Next, move your figure onto the new tile. You then resolve the event on the new tile if required (red text box or one-time yellow text box) or if you choose to (white text box). Red or yellow events are always resolved as soon as a figure enters the corresponding tile and do not count as interactions like the white text boxes do.




If you still have  movement points remaining and no voluntary interaction (white text box) took place, you can continue moving or exploring. Remember: once you perform an interaction with a white text box, your movement ends!

Rolling an 8+ Perception Check

At certain points in the game, you'll need to pass a  Perception Check. Roll 2 dice! If the sum of the dice is 8 or higher, the check is considered successful.

Many classes have mods (modifiers) that can affect the check. Don't forget to add these mods to your roll!

Treasures and Hand Cards

There are many ways to obtain hand cards, one of the most obvious being searching through plunder  to . If you pass the  Perception Check, you can draw the top card from the face-down Treasure deck. A player can hold a maximum of 4 cards at any given time. If you would exceed this limit, you must discard the extra cards to the discard pile next to the Treasure deck.

You can use hand cards at any time, even when it's not your turn!


„Treasure/Item“ Cards: These are discarded after a single use.

„Treasure/Mod“ Cards: These activate their effect when played from your hand. Once played, they remain face-up on the table in front of their owner and have no effect until the owner's next turn. At the beginning of the next turn, the owner may return these cards to their hand.

To clarify:

Mods are equipment that can be used multiple times, but they have a cooldown period between uses.


Items are consumed upon use and are immediately discarded afterward.

Take a closer look around the scrap heap  after a few rounds — it might be worth your while!

The Discard Pile

The discard pile is open, unlike the main Treasure deck. Once the Treasure deck is depleted, shuffle the discard pile to form a new face-down Treasure deck.

The Duel


Interaction also includes the option to fight other players on the same tile. To do this, you roll 2 dice and add the sum of the dice. The attacked player does the same. These two sums are referred to as  Combat Values (CV).


The player with the higher CV wins the duel. If there is a **tie**, both players receive a WOUND!




The difference between the two CVs determines the extent of the victory.




The damage table on the winner's class card indicates how many

 WOUNDS the loser receives and how many

 cards the winner may draw face down from their hand.

Example: If you win a 15:9 KW duel with a „Wanderer“, you, as the winner, have 6 CV more (+6) and the loser receives 2 WOUNDS and loses a hand card to you.  +  + 



Mods (weapons & armor)

Once the players'  CV have been determined, the players can take it in turns to play „mods“. To do this, you play a „treasure / mod“ card from your hand and place it on the table in front of you. The card only counts in this turn and can only be taken back into the hand in the next round, as soon as it is the player's turn again.


If there is still a **tie** after the modification, each participating player in the duel receives a WOUND!




Fainting

If your character has as many WOUNDS as life points , it „faints“. To visualize this, place it on the square where it was standing before. A character can never have more WOUNDS than it has life points .

This is also taken into account when changing classes.

Example: If a Viator has 3 WOUNDS and changes to a Thaumaturge, 2 WOUNDS are removed because the Thaumaturge only has 1 . At the same time, the Thaumaturge immediately faints.

Your turn ends immediately when you faint!

Whenever it is your turn in the future, take a WOUND from your class card. Repeat this until there are no more WOUNDS on your class card. When you remove the last WOUND, you can immediately carry out your 2 actions again and are back in the game. If another player moves their figure onto the space of a fainted player, they can draw a face-down card from that player's hand as an „interaction“. So put on your poker face or, at best, don't faint! Fainted figures do not affect movement points  of other players.

Quest Items

These cards are just as much hand cards as treasure cards, unless their text says otherwise. However, Quest Items are not treasures! Treasures are explicitly requested in many interactions. This is mainly to ensure that important Quest Items remain in the game.

You automatically exchange the key for the hairpin card as soon as you move the key to the treasure chest.

The Blessing is an exception, as this card is neither a hand card nor a Treasure Card, is simply in front of you and does not affect your card limit.

That's all the rules for Well of Fortune. If you're still unsure, take a look at my tips, maybe there's something in there that can help you. Have fun with your first game! – Timo

Tips from the Well of Fortune dungeon architect:


Well of Fortune is aggressive, fast and cunning, but only if its players are too. It's most fun when you and your fellow players play several games in a row. Then you know what you can do in different situations. (Metagame)


All the players are fighting on one field? Be smarter and go to the right square to gain an advantage!


Haven't found the treasure yet? Prepare yourself so that you can rob the player who finds it as quickly as possible!

The games at Well of Fortune vary in length depending on where the key and the treasure chest appear. Don't be disappointed if, on the rare occasion, they appear right next to each other. This is due to the enormous advantage of the quick game setup. Just play again!

If your opponent loses a duel to you and one of their cards can be drawn by you due to your class's damage table, there's a good chance you'll get the key or hairpin back!


The cannon  also swaps a treasure card for a card from your hand. Although the opponent can choose the hand card he has to give you, if he only has one hand card, the decision is quickly made.



If an opponent is too powerful and swings the reed scythe invincibly, outmaneuver him and interact with the jungle . An 8+ is often rolled faster than a multiple victory in a duel. The scythe simply goes to whoever finds it in the jungle – no matter where it was before.

First your opponent was annoyed by the useless leech bracelet, now he is beating up all the other players with the leech blade. The cannon , which could cost your opponent either the leech blade or the leech bracelet, can also help here. No leech blade without a leech bracelet!

The winner is not the one with the hairpin, but the one with the most victory points (VP). Collect valuables and bluff! If you do this too often, a funny dynamic develops.

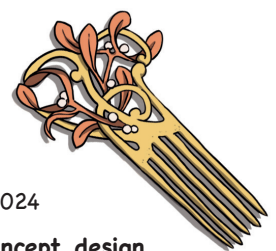
In many games, there are classes that become unbeatable in their category through constant reinforcement and improvement. This is also the case in Well of Fortune, but if you play like this, you will lose! The classes in Well of Fortune are masks and, just like in real life, you can put on a mask, change it and take it off again.

OK, you can't actually take off a mask in the game, but you change it frequently! For example, it's no use being the best fighter if the person holding the key is far too far away. Then you have to be quick and change class at the Enchanted wardrobe . Flexibility and adaptability to the respective game situation is the key to success.

If the game seems sluggish because nobody has any cards and all players are playing the same class, then it's time to be the one to make a change! It's easier than you sometimes think to get hand cards: Through „persistence“. Opponents who run blindly through the well dungeon and „only“ look for the key are defenceless against an opponent who has already collected equipment. So stand on a field of plunder  to  and search until you are satisfied with your hand. You'll have lost a few rounds, but you'll be the top predator.

Game dynamics

Well of Fortune is a game that reflects the dynamics of the players. If everyone is tensely clinging to one goal, the one who finds an alternative path will immediately triumph. This constant change of focus makes the game more exciting and creates many memorable situations.



Imprint

Creation: May 2024

Author, idea, concept, design, illustration, layout, balancing:

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Warning: Not suitable for Children under the age of 14.