

HOW TO PLAY FORTUNES WHEEL SUMMARY

Determine which game style you will be using.

The style of GMing to be used:

- Traditional GM
- Shared GM
- Solo
- A mix

How it will be played:

- Pre- prepared
- Improvised
- A mix

Create characters.

- Players usually have a character each, though characters can also be shared and played collaboratively if desired. The GM, if there is one, usually does not have a fixed character but plays all the various characters the players will meet as needed.
- Cards are drawn for four Elements that represent a characters attributes. Fire (creativity and will), Earth (the physical body and material well being), Water (emotional intelligence and subtlety) and Air (mental perceptiveness and intelligence). The card numbers give you the numerical power, or energy of each Element.
- Skills can be allocated that allow a player to select cards from a hand instead of playing them blind.
- The character also has a pool of Fortune Points (FP) they can use to manipulate events in the game to change card results or introduce something into play that was not logical present.

Shuffle and set the scene.

- The GM reads from a pre-prepared adventure and players ask the GM questions about it. The GM draws cards if they do not have or cannot think of an answer or uses one supplied in the adventure.
- If there is no GM or you are improvising, draw cards and read them for a question and answer based generation of the scene. Card orientation gives a yes/no answer and card meanings add detail. If the question is an open one with no simple yes/no answer, just apply a meaning from the card.

Engage with the scene – take action!

- Decide what you are going to do in response to the information you now have. Explore a location, talk to people there, whatever feels right for the character to be doing in the scene.

- Draw and read cards as needed in response to any additional questions.
- If a conflict occurs or some task needs to be completed where the result is uncertain, move on to resolving them.

Resolve actions.

- To resolve an action players combine an Element with a card (either drawn blind or from their hand if they have a relevant skill). Circumstances and items adjust the result leaving you with a final numerical value.
- This is also done for the other character or whatever else the action is being applied to.
- The results are compared and the highest total wins, damaging the losing parties Elemental Energy by the difference.
- Players can use Fortune Points to shrug off damage if they have enough. They can also gain and lose FP by winning or losing a struggle.

Resolve scene, shuffle and move onto a new scene.

- Rinse and repeat until you the end of the play session (end on a cliff hanger?) and resume play later from where you left off. Make sure you record current Elemental Energy.
- Continue until the adventure/story is resolved and ends and apply any rewards of extra Fortune for completing the adventure.
- Move onto a new story either with the same characters or new ones.

Improve the character

- Characters can be improved by spending Fortune at any time. If you have enough FP to spend it gives you a chance to change a card associated with one of your Elements. This also changes the Elements energy available.
- The stronger the Element is the harder this will be, so it gets harder to improve a character the more powerful they are.

At every stage you can use both the numerical strength of any cards used and their meaning. This means that you get added story aspects alongside any numerical results that help drive play forward and create unexpected and engaging results.

This is where the real power of Fortunes Wheel is found – you get an extra layer of detail and meaning with everything you do in the game.