

SAM KENNEDY

LOCK & SPELL



RULEBOOK
&
FORTUNE GUIDE



CONTENTS

PAGE 1 : INTRODUCTION

PAGE 2 : COMPONENTS

PAGE 3 : SET UP

PAGE 4 : GAMEPLAY

PAGE 8 : SPELLS

PAGE 10 : END OF GAME

PAGE 13 : FORTUNE GUIDE





LOCK & SPELL

A GAME OF FORTUNES

1 PLAYER 30 MINUTES

**DESTINY AWAITS YOU
WITHIN THE CHESTS OF FATE.**

OPEN THREE CHESTS, AND THE TREASURE IS YOURS. BUT ONLY KEYS ENCHANTED WITH THE CORRECT SPELLS CAN UNLOCK YOUR FORTUNE. YOU MUST SUMMON THE CARDS AND CAST YOUR HAND UPON THE KEYS. IF YOU CAN'T DRAW THE RIGHT SPELLS, OFFER A TOKEN OF FATE AND TRY AGAIN. GET CAUGHT UNABLE TO ENCHANT A KEY, AND YOU LOSE A FATE TOKEN. RUN OUT OF FATE TOKENS, AND YOU LOSE THE GAME.

**CAST YOUR MAGIC UPON THE KEYS
AND UNLOCK YOUR FATE!**

COMPONENTS

5 CHEST
CARDS



5 TREASURE
CARDS



41 SPELL
CARDS



20 KEY
CARDS



5 FATE
TOKENS

1 RULEBOOK &
FORTUNE GUIDE

SET UP

SHUFFLE THE FIVE TREASURE CARDS AND PLACE THEM FACEDOWN IN A ROW. PLACE THE CHEST CARDS ON TOP OF THE TREASURES, IN ORDER, FROM HIGHEST SCORE TO LOWEST.

NEXT SHUFFLE THE KEY CARDS AND FAN OUT FIVE CARDS FACEUP BENEATH THE CHESTS. PLACE THE REMAINING KEYS FACEDOWN IN A DRAW DECK. SHUFFLE THE SPELL CARDS AND PLACE THEM FACEDOWN IN A DRAW PILE. TAKE THE FIVE FATE TOKENS AND BEGIN.



GAMEPLAY

AT THE START OF EACH TURN, SHUFFLE THE SPELL DECK AND DRAW FIVE CARDS. THIS IS THE PLAYER'S STARTING HAND.

THE PLAYER THEN CHOOSES FROM ONE OF THE FOLLOWING ACTIONS.

ENCHANT A KEY CARD

IF A PLAYER'S HAND MEETS THE SPELL SHOWN UPON A KEY CARD, THEY MAY CAST THEIR MAGIC AND GAIN THAT KEY.

THE ENCHANTED KEY IS PLACED UPON A MATCHING LOCK. IF THERE IS NO LOCK AVAILABLE, THE KEY IS INSTEAD DISCARDED. (NOTE THAT EACH CHEST HAS THREE LOCKS. ONCE A KEY HAS BEEN PLAYED UPON A LOCK, THAT LOCK IS NO LONGER AVAILABLE.)

AFTER PERFORMING THIS ACTION, THE CURRENT TURN ENDS.

USE A FATE TOKEN

IF THE PLAYER HAS AN AVAILABLE FATE TOKEN, THEY MAY PLACE IT UPON A KEY. (NOTE THAT A KEY CARD MAY NOT HAVE MORE THAN ONE FATE TOKEN UPON IT.)

AFTER PLACING A FATE TOKEN, THE PLAYER DISCARDS ANY NUMBER OF SPELL CARDS FROM THEIR HAND AND REDRAWS BACK UP TO FIVE. THE PLAYER THEN TAKES THEIR NEXT ACTION FOR THE TURN.

DISCARD ONE FATE TOKEN

IF THE PLAYER IS UNABLE TO ENCHANT A KEY, OR CHOOSES NOT TO, THEY MUST DISCARD ONE FATE TOKEN. IF THE PLAYER POSSESSES UNUSED FATE TOKENS, THEY MAY DISCARD ONE THESE. IF ALL FATE TOKENS ARE IN PLAY UPON KEYS, THE PLAYER MUST DISCARD ONE OF THE USED FATE TOKENS ALONG WITH THE KEY CARD BENEATH IT. IF THE PLAYER HAS NO FATE TOKENS TO DISCARD, THEY LOSE THE GAME.

AFTER DISCARDING A FATE TOKEN, THE CURRENT TURN ENDS.

FATE

WHEN A FATE TOKEN IS PLACED UPON A KEY CARD, THAT KEY MAY NO LONGER BE ENCHANTED FOR THE REMAINDER OF THE CURRENT TURN. IN ADDITION, IF THE PLAYER SHOULD OBTAIN A HAND THAT MEETS A TOKENED KEY'S SPELL, BOTH THE KEY AND THE FATE TOKEN ARE DISCARDED. (NOTE THAT THIS CAN HAPPEN TO MULTIPLE KEYS IN ONE TURN.)

AFTER INCURRING A FATE PENALTY, THE CURRENT TURN ENDS.



ENCHANTMENT BONUS

IF A PLAYER ENCHANTS A KEY WITH THE FIRST DRAW OF THEIR TURN, THEY REGAIN ONE DISCARDED FATE TOKEN, RETURNING IT TO THEIR SUPPLY.

OPENING CHESTS

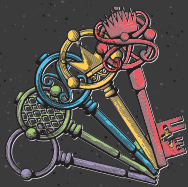
IF A PLAYER ENCHANTS ALL THREE KEYS NEEDED TO UNLOCK A CHEST, THE CHEST IS IMMEDIATELY OPENED. THE KEYS ARE REMOVED FROM THE GAME AND THE CHEST IS SET ASIDE. THE TREASURE WITHIN IS REVEALED AND PLACED UPON THE OPENED CHEST. (NOTE THAT TREASURES MUST BE KEPT IN THE ORDER GAINED.)

AFTER OPENING A CHEST, THE CURRENT TURN ENDS.

END OF A TURN

AFTER COMPLETING A TURN, ALL SPELL CARDS ARE COLLECTED AND RESHUFFLED. ALL NON-DISCARDED FATE TOKENS ARE RETURNED. ANY DISCARDED OR OBTAINED KEY CARDS ARE REPLACED WITH NEW ONES FROM THE DRAW DECK. IF NO KEY CARDS REMAIN IN THE DRAW DECK, THE VACANT KEY IS NOT REPLACED. A NEW TURN THEN BEGINS.

SPELLS



TO ENCHANT A KEY, THE PLAYER MUST CAST THE MATCHING SPELL SHOWN ON A KEY CARD.

PAIR : TWO MATCHING VALUES

TWO PAIR : TWO SETS OF MATCHING VALUES

SMALL STRAIGHT : THREE CARDS IN NUMERICAL ORDER

SMALL FLUSH : THREE CARDS OF THE SAME SUIT

THREE OF A KIND : THREE CARDS OF THE SAME VALUE

SMALL ODD STRAIGHT : THREE CARDS IN ODD NUMERICAL ORDER

SMALL EVEN STRAIGHT : THREE CARDS IN EVEN NUMERICAL ORDER

LARGE STRAIGHT : FOUR CARDS IN NUMERICAL ORDER

SMALL STRAIGHT FLUSH : THREE CARDS IN NUMERICAL ORDER OF THE SAME SUIT

LARGE FLUSH : FOUR CARDS OF THE SAME SUIT

FULL ODDS : FIVE CARDS OF ANY ODD VALUE

FULL EVENS : FIVE CARDS OF ANY EVEN VALUE

LARGE ODD STRAIGHT : FOUR CARDS IN ODD NUMERICAL ORDER

LARGE EVEN STRAIGHT : FOUR CARDS IN EVEN NUMERICAL ORDER

FULL STRAIGHT : FIVE CARDS IN NUMERICAL ORDER

FULL FLUSH : FIVE CARDS OF THE SAME SUIT

FULL ODD STRAIGHT : FIVE CARDS IN ODD NUMERICAL ORDER (1,3,5,7,9)

FULL EVEN STRAIGHT : FIVE CARDS IN EVEN NUMERICAL ORDER (2,4,6,8,10)

FULL HOUSE : THREE CARDS OF THE SAME VALUE, PAIRED WITH TWO CARDS OF ANOTHER VALUE

FOUR OF A KIND : FOUR CARDS OF THE SAME VALUE

WILD SPELL CARD

THE WILD SPELL CARD CAN BE ANY SUIT AND VALUE THE PLAYER CHOOSES. HOWEVER, A CHOSEN WILD CARD CAN STILL TRIGGER A FATE TOKEN PENALTY IF THE DESIRED CARD DOES SO.

END OF GAME

THE PLAYER WINS THE GAME BY UNLOCKING THREE CHESTS.

THE PLAYER LOSES WHEN THEY MUST DISCARD A FATE TOKEN BUT HAVE NONE REMAINING.

ADDITIONALLY, IF THERE ARE NO MORE KEYS IN THE DRAW PILE AND THE REMAINING KEYS WOULD BE INSUFFICIENT TO WIN THE GAME, THE PLAYER LOSES.

SCORING

AFTER WINNING A GAME OF LOCK & SPELL, THE PLAYER SCORES THE FOLLOWING:

+5 POINTS FOR EACH FATE TOKEN NOT DISCARDED, PLUS THE NUMBER OF POINTS SHOWN ON EACH OPENED CHEST.

-1 POINT FOR EACH KEY DISCARDED DURING THE GAME, EITHER FROM FATE PENALTIES OR ENCHANTING KEYS NOT NEEDED.

FORTUNES

UPON WINNING A GAME OF LOCK & SPELL, THE PLAYER'S FORTUNE IS TOLD USING THE ORDER OF TREASURES GAINED, PLAYERS CAN FIND THEIR FORTUNE IN THE FOLLOWING GUIDEBOOK.

DESTINY FAVORS THOSE WITH A HIGHER SCORE . . . 50 POINTS IS A PERFECT GAME!



FORTUNE GUIDE

FIND YOUR FORTUNE BY FOLLOWING
THE ORDER OF TREASURES GAINED.

	PAGE
MIRROR SWORD AMULET	18
BOOK	
SKULL	
MIRROR AMULET BOOK	19
SKULL	
SWORD	
MIRROR BOOK SKULL	20
SWORD	
AMULET	
MIRROR SKULL SWORD	21
AMULET	
BOOK	

SWORD MIRROR	AMULET	—	
	BOOK	—	22
	SKULL	—	
SWORD AMULET	BOOK	—	23
	SKULL	—	
	MIRROR	—	
SWORD BOOK	SKULL	—	24
	MIRROR	—	
	AMULET	—	
SWORD SKULL	MIRROR	—	25
	AMULET	—	
	BOOK	—	
AMULET MIRROR	SWORD	—	26
	BOOK	—	
	SKULL	—	
AMULET SWORD	BOOK	—	27
	SKULL	—	
	MIRROR	—	
AMULET BOOK	SKULL	—	28
	MIRROR	—	
	SWORD	—	
AMULET SKULL	MIRROR	—	29
	SWORD	—	
	BOOK	—	

	PAGE
BOOK MIRROR SWORD	30
AMULET	
SKULL	
BOOK SWORD AMULET	31
SKULL	
MIRROR	
BOOK AMULET SKULL	32
MIRROR	
SWORD	
BOOK SKULL MIRROR	33
SWORD	
AMULET	
SKULL MIRROR SWORD	34
AMULET	
BOOK	
SKULL SWORD AMULET	35
BOOK	
MIRROR	
SKULL AMULET BOOK	36
MIRROR	
SWORD	
SKULL BOOK MIRROR	37
SWORD	
AMULET	







1

MIRROR SWORD AMULET

REFINE YOURSELF BEFORE
TAKING ON THE WORLD.



2

MIRROR SWORD BOOK

WISDOM IS SUSTAINED BY
SELF DISCERNMENT.



3

MIRROR SWORD SKULL

GRANT YOURSELF GRACE WITH
GENTLE ADMONITION.



4

MIRROR AMULET BOOK

PEACE LIES WITHIN
ACCEPTING YOUR FATE.



5

MIRROR AMULET SKULL

VANITY MISGUIDES YOU LIKE A
BROKEN COMPASS.



6

MIRROR AMULET SWORD

THE WISE FIND PERFECTION IN
THEIR CIRCUMSTANCES.



7

MIRROR BOOK SKULL

FAITH CAN BE DANGEROUS WITHOUT
EYES SET UPON YOUR HEART.



8

MIRROR BOOK SWORD

KNOWLEDGE IS A TOOL THAT
CUTS THROUGH TIME.



9

MIRROR BOOK AMULET

YOUR MIND CAN UNLOCK ANY DOOR.
YOUR HEART KNOWS WHICH TO OPEN.



10

MIRROR SKULL SWORD

LIFE REVEALS ITSELF TO THOSE
WHO HAVE DIED.



11

MIRROR SKULL AMULET

FRIENDSHIP IS A LIVING TREASURE.
CHERISH IT WITHOUT GREED.



12

MIRROR SKULL BOOK

THE FAULTS OF YOUR PAST ARE
KEYS TO WISDOM.



13

SWORD MIRROR AMULET

COURAGE IS NOT POSSIBLE
WITHOUT FEAR.



14

SWORD MIRROR BOOK

YOU MUST BE WILLING TO FAIL
IF YOU WISH TO SUCCEED.



15

SWORD MIRROR SKULL

HESITATE BUT A MOMENT, AND
YOU WILL SURELY LOSE.



16

SWORD AMULET BOOK

JUDGE YOURSELF AS YOU
JUDGE OTHERS.



17

SWORD AMULET SKULL

THERE IS MUCH TO LIFE THAT IS
OUT OF YOUR CONTROL.



18

SWORD AMULET MIRROR

JOY FOLLOWS RESPONSIBILITY.



19

SWORD BOOK SKULL

LIVING WITHIN REASON WILL LEAD
YOU AWAY FROM FALSE REALITIES.



20

SWORD BOOK MIRROR

YOU MUST FOCUS ONLY
ON THE PRESENT.



21

SWORD BOOK AMULET

DRINK FROM THE ENDLESS
WELLSPRING OF YOUR MIND.



22

SWORD SKULL MIRROR

WITH EYES UPON MORE THAN ONE
TARGET, YOUR AIM CANNOT BE TRUE.



23

SWORD SKULL AMULET

YOUR MIND MUST FIND A
COMPANION IN YOUR HEART.



24

SWORD SKULL BOOK

LOGIC CUTS AWAY AT THE VEIL
OF POOR JUDGMENT.



25

AMULET MIRROR SWORD

COMPASSION IS THE KEY
TO UNDERSTANDING.



26

AMULET MIRROR BOOK

MANIFEST YOURSELF, AND THE
PATH WILL BE MADE CLEAR.



27

AMULET MIRROR SKULL

THE WEEDS OF LUST, LEFT UNWATCHED,
WILL GROW FOREVERMORE.



28

AMULET SWORD BOOK

A SINGULAR AMBITION CAN
CHANGE THE WORLD.



29

AMULET SWORD SKULL

DANCE WITH UNCERTAINTY,
AND ALWAYS BE RENEWED.



30

AMULET SWORD MIRROR

LIFE MUST GIVE MORE THAN
IT RECEIVES.



31

AMULET BOOK SKULL

DO NOT HANG UPON
THE WORDS OF OTHERS.



32

AMULET BOOK MIRROR

THE STORY OF YOUR LIFE IS NOT
YOURS ALONE TO TELL.



33

AMULET BOOK SWORD

COURTESY IS THE STYLE OF A
WELL-RESPECTED SOUL.



34

AMULET SKULL MIRROR

SPEAK IN THE LANGUAGE OF
YOUR SPIRIT.



35

AMULET SKULL SWORD

TRUE SUCCESS LIES IN THE MEASURE
OF PEACE WITHIN YOUR HEART.



36

AMULET SKULL BOOK

YOU SEEK ANSWERS TO THE
WRONG QUESTIONS.



37

BOOK MIRROR SWORD

LET THE WISDOM OF OTHERS
GUIDE YOU.



38

BOOK MIRROR AMULET

LOVE IS ALWAYS PRESENT TO
THOSE THAT GIVE IT.



39

BOOK MIRROR SKULL

SOLITUDE IS REQUIRED TO
CHANGE YOUR COURSE.



40

BOOK SWORD AMULET

THE SKEPTIC WITHIN YOU
IS A PAINFUL NECESSITY.



41

BOOK SWORD SKULL

YOU MUST ESCAPE THE LONELY
FATE OF A JADED HEART.



42

BOOK SWORD MIRROR

BRAVERY IS THE RHYTHM OF
YOUR TRUE HEART.



43

BOOK AMULET SKULL

JUDGING OTHERS ONLY
IMPRISONS YOURSELF.



44

BOOK AMULET MIRROR

HUMBLE YOURSELF BEFORE THAT
WHICH IS GREATER.



45

BOOK AMULET SWORD

BARE YOUR SOUL WIDE OPEN,
AND LOVE WILL SURELY FIND YOU.



46

BOOK SKULL MIRROR

THE TRUTH MUST FIRST
BE FOUND ALONE.



47

BOOK SKULL SWORD

FAITH IN THE HEARTS OF OTHERS
LEADS YOU STRENGTH.



48

BOOK SKULL AMULET

ONLY ONE PATH
IS YOURS TO TAKE.



49

SKULL MIRROR SWORD

DISCIPLINE IS NEEDED.
CONTROL YOURSELF.



50

SKULL MIRROR AMULET

A QUIET DANGER LURKS
BEHIND EVERY TIMID HEART.



51

SKULL MIRROR BOOK

TO LIVE IN THE LIGHT OF LOVE,
ONE MUST ACCEPT THEIR SHADOW.



52

SKULL SWORD AMULET

WOUNDS, ONCE HEALED, LEAD
TO A GREATER STRENGTH.



53

SKULL SWORD BOOK

NOBLE PASSIONS ARE WORTH
FIGHTING FOR.



54

SKULL SWORD MIRROR

TIME IS THE TEACHER OF
SAGES AND FOOLS.



55

SKULL AMULET BOOK

YOUTH SHALL RETURN BEFORE
THE JOURNEY'S END.



56

SKULL AMULET MIRROR

ONLY A FOOL LISTENS TO THE
GOSSIP OF THEIR MIND.



57

SKULL AMULET SWORD

THE TENACITY OF LIFE
WILL NEVER FAIL.



58

SKULL BOOK MIRROR

KNOWLEDGE BECOMES WISDOM
ONLY BY LETTING ITSELF GO.



59

SKULL BOOK SWORD

WE ALL MUST TASTE THE
BITTERNESS OF DEFEAT.



60

SKULL BOOK AMULET

FIND WHAT GUIDES YOUR HEART
AND FOLLOW IT TO NO END.

1ST EDITION



**LOCK & SPELL IS A GAME,
AND SHOULD BE TREATED AS SUCH.
THANK YOU FOR PLAYING!**

**GAME DESIGN & ARTWORK BY:
SAM KENNEDY**

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