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For the game's duration, all players will be referred to as "Wizards." Embrace your magical persona as you navigate through the enchanting world of Open Access Alchemy!

DESIGNED FOR 2-4 WIZARDS

WIZARDS WILL NEED:

- The card decks (wizard, journal and wild cards)
- Coin tokens
- Scoring Card
- Phases Summary
- Definition Cards
- D6 (6-sided dice)*
- D20 (20-sided dice)*

*Use a physical dice or Google to roll by searching D6 or D20.

A game designed by

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André Buller

Thali Bento

Anna Gower

Elise Lagden

A collaboration between **Leeds Beckett University** and **Springer Nature**

GAME RULES

For a truly enchanting experience, appoint a game facilitator familiar with the arcane rules of the game. This magical mentor can weave in real-life Open Access knowledge, helping fellow wizards navigate the game's mystical realms. They'll distribute cards and keep track of points, ensuring a smooth journey. However, fear not! The game can still be played without a facilitator, allowing every wizard to embrace the adventure at their own pace.

SETUP PHASE
The Wizard's Awakening
(Establishing Phase)

Draw Your Wizard Card: Each wizard draws a Wizard Card, representing your character with a unique Research Goal. Achieving your goal is **not mandatory,** but can grant you bonus Influence Points at the end of each round.

Determine the Queue: At the start of the game, ask an arbitrary question to decide which wizard will enter the Marketplace first. The wizard who wins will **always** start each round. The order then follows clockwise or counterclockwise, switching directions for each new round. Here are some question ideas to determine the queue:

- *Who published their work most recently?*
- *Who has been at the institution the longest?*
- *Who has the oldest research project currently running?*
- *Who is the newest member of the institution?*
- *Who has attended the most academic conferences this year?*
- *Who has the longest publication title?*

PHASE 1
The Enchanted Marketplace
(Market Phase)

Gather APC Funding: Each wizard rolls the D6 to determine their Alchemical Processing Charge (APC) funding. The roll's result corresponds to the number of coins they get.

Enter the Marketplace: Six cards are drawn face-up from the Journal Deck to form the Marketplace. Each Journal Card contains a publisher, Open Access (OA) type, and an Influence Score.

Choose Journal Cards: Wizards take turns choosing Journal Cards from the Marketplace. Each wizard may select up to 3 Journal Cards, using their coin tokens (APC Funding).

- When a card is chosen, replace it with a new one from the deck, ensuring that there are always 6 cards available in the Marketplace.

- Place coins on top of the card you have purchased to indicate spending

- Journal Card synergy: Some cards synergise with others, increasing Influence Scores when played alongside Journal Cards from the same publisher or OA type. Check each card for instructions.

- If any coins are left over, the wizard may keep them to use in the next round.

PHASE 2
The Wizard's Conclave
(Publishing Phase)

Wild Cards: In player order, each wizard draws 1 Wild Card. These cards introduce individual instructions or a challenge for the whole table.

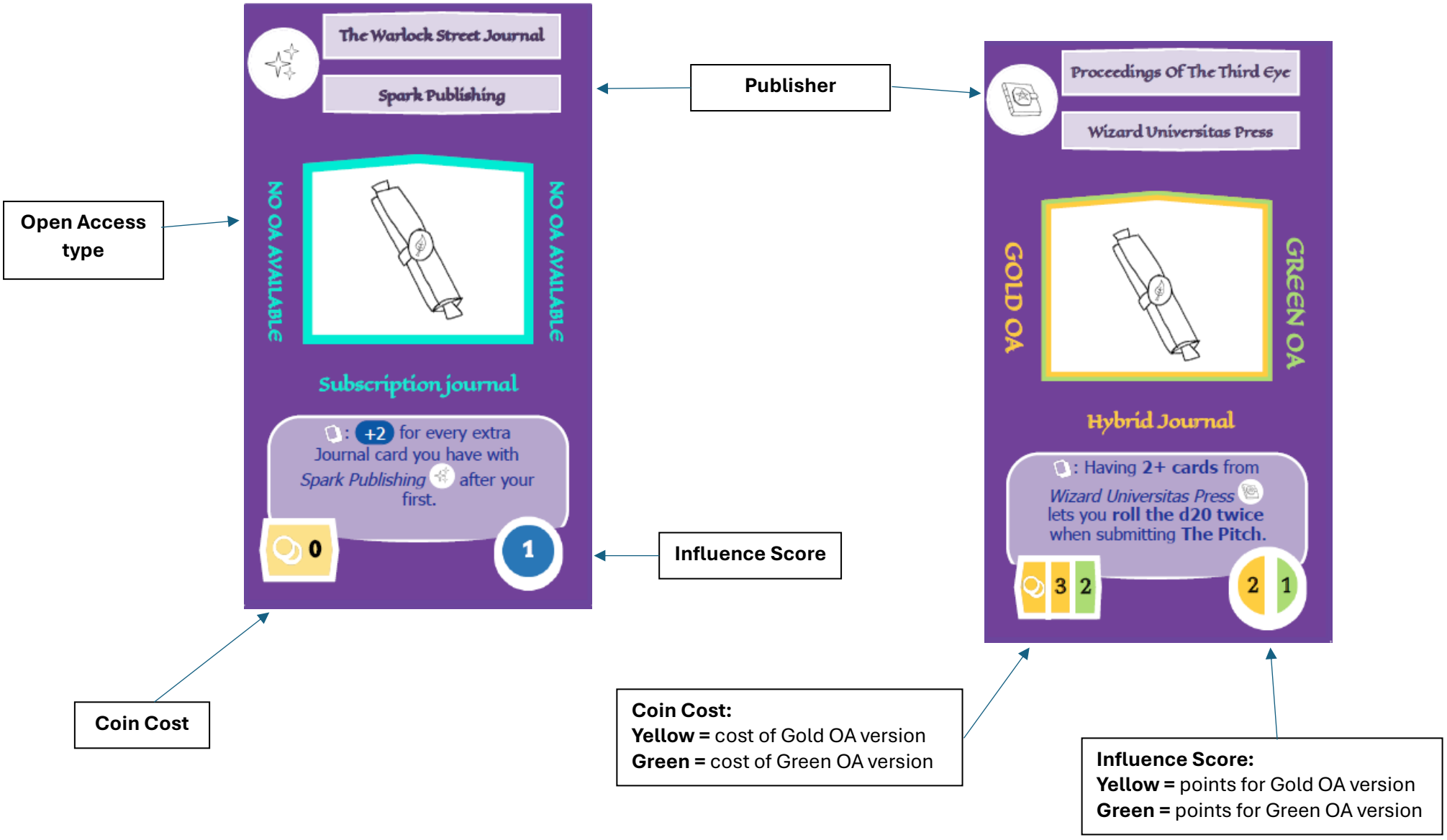
Calculate Your Influence Score: Add up your Influence Score, considering all sources, such as Journal Card Synergy and the Wild Card's effect, if relevant. Track your score in the "Influence Score" section of the Scoring Card.

The Pitch: In player order, players roll the D20.

Your publication is successful if your Influence Score **matches or exceeds** The Pitch. Your publication is unsuccessful if your Influence Score is **below The Pitch**.

Successful Publication	Unsuccessful Publication
- Record your Total Influence Score, **including Research Goal Points.** - Move on to the next round! Discard your journal cards; they **won't** be used again.	- You **do not** gain any Influence Score for the round (write 0 on the scorecard). - Choose **1 Journal Card** to use in the next round. You can still select 3 journal cards next round.

Play 3 rounds of **The Enchanted Marketplace** and **The Wizard's Conclave**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NO OA AVAILABLE
NO OA AVAILABLE
Subscription journal
: +2 for every extra Journal card you have with Spark Publishing after your first.
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1
Publisher
Open Access type
Influence Score
Coin Cost
Proceedings Of The Third Eye
Wizard Universitas Press
GOLD OA
GREEN OA
Hybrid Journal
: Having 2+ cards from Wizard Universitas Press lets you roll the d20 twice when submitting The Pitch.
3 2
2 1
Coin Cost:
Yellow = cost of Gold OA version
Green = cost of Green OA version
Influence Score:
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Green = points for Green OA version