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Simplified Instructions: OA Alchemy

Summary: You will be playing a card game structured around Open Access licenses, magic, and publishing. There are **three stages** to this game, which will proceed with each player taking turns in a circle to draw cards.

The goal of the game is to collect journal cards and score as much ‘Influence score’ as possible based on your selections. The winner is the player who has the highest score at the end of the game, and the winning group will have the highest collective score.

Please note:



The term ‘D6’ refers to a six-sided dice, looking like:



The term ‘D20’ refers to the twenty-sided dice, which looks like:

If you have any questions at any point, please ask your facilitator.

PHASE 1 (The Wizard’s Awakening)



Every player should choose a **Blue Card**: . This card represents you. Take a note of the text at the bottom, which will tell you how you can earn bonus points at the end of a round.

PHASE 2 (The Enchanted Marketplace)

Starting with the player to the left of the facilitator, you will all **roll the D6**. Your result determines



how many **coins** you have to buy the **Purple Cards** (Journal Cards) . You will be given your coins by the facilitator.



There will be **6** of these **Purple Cards** laid out on the table.



The price of these cards is in the **bottom left corner** and looks like this: . Bear in mind, some of these cards are free, so even if you have no coins left, you can still choose cards.

You will take turns in a circle again. On your turn, you may use your coins to buy **no more than three Purple Cards** from the six on the table. **Whenever a card is chosen, the facilitator will replace it with one from the deck.** Once every player has 3 cards or has spent all their coins, this stage ends. **If you have any coins left over you may keep them for the next round.**

PHASE 3 (The Wizard’s Conclave)



You will take turns in a circle to draw one **Red Card** (Wild Card): **Read out the card to the table.** The bottom of the card will have an instruction that will impact the game. Please note that the middle section will tell you if the card applies to **just yourself, yourself and another player, or the whole table.**

Once every player has drawn a **Red Card**, you will then **add up your total ‘Influence score’ from your Purple Cards and any Red Card bonus.** The influence score on a **Purple Card** can be found



in the **bottom right corner** and looks like this: **Don’t include any bonus score from your Blue Card yet.**

You will then take turns to roll the D20: **The Pitch.** Based on your roll, the following applies:

Your total score is the same as or higher than the dice roll:	Your total score is lower than the dice roll:
<ul style="list-style-type: none">- Add any Blue Card bonus to your total score. Tell the facilitator your final score, as you have banked these points. Discard your Purple Cards- don't put them back in the deck.	<ul style="list-style-type: none">- You do not gain any Influence Score for the round. You may choose one of your Purple Cards to keep for the next round, which you can have in addition to the three you may choose in stage two.

FINISHING THE GAME:

Repeat Stage Two and Stage Three for a total of two rounds. At the end, the facilitator will announce the winner.