

# How to Play



# Welcome to the World of Oz.

Over 100 years ago L. Frank Baum introduced the world to the wondrous Land of Oz. Now you can experience these familiar characters, fantastic locations, and disturbing creatures as never before imagined.

In *The Card Game of Oz* you are an "Author" rewriting the epic stories of L. Frank Baum. As you play the game, you can rewrite the stories in many ways! The game utilizes an innovative new Storyline Game System™ that creates strategic, challenging and fun adventures throughout the Land of Oz and beyond. Returning to the original text of the books, you'll visit the locations, meet the characters and face the dangers of Oz while you compete against your fellow Authors to see who can complete their own story first.



1. "Welcoming Committee" by Gina Canady

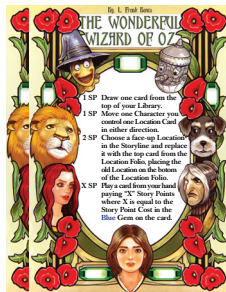
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## 1 What's Inside?

Inside *The Card Game of Oz* you will find:  
**396 Game Cards and 60 Location Cards**



## 2 Title Cards



## 4 Blue & 6 Gold Dice



1 Blue Die - 6 Faces  
1 Blue Die - 5 Faces  
1 Blue Die - 4 Faces  
1 Blue Die - 3 Faces  
6 Gold Dice - 3 Faces

## XX Tokens

## 2 Setup

1. Assemble the Locations Folio with about 30 Location card: Each Author chooses half; Two copies of a Location may be included. Each Author should also have their own Library of 40 or more Game Cards. See page 21 for tips on building your Library.
2. Shuffle the Locations Folio. Authors then take turns, drawing a location and, without looking at it, placing the location face-down from the center adding cards to the right, forming the right half of their Storyline. (see diagram on the right) The Storyline is complete when there are 6 Locations.
3. Each Author then caps the Storyline with a Title Card on the left end.
4. Place all dice and Locations within reach of the Authors.
5. Shuffling their Libraries, each Author draws five cards to make up their starting hand and places their Library face-down next to them.
6. Determine which Author goes first by whatever method agreed upon. (Die roll, coin toss, Rock-Paper-Scissors-Lizard-Spock, etc.)
- 3.

## 3 Playing the Game

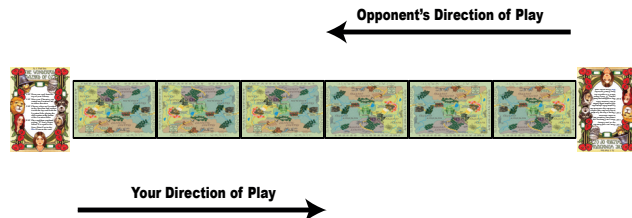
### Object of the Game

Be the Author to earn the most Vitality Points at the end of the game, after one Prime Character has reached “The End”. Vitality represents how much life each Character in your Storyline adds to the overall narrative.

### How the Game Plays

The Card Game of Oz is played in a series of Rounds. One Round is made up of each player taking one Turn. During their Turn, each Author does the following in order:

1. Draw a Card
2. Roll Dice to Generate Story Points
3. Perform Story Actions
4. Move Characters



# Playing the Game (cont.)

## 1. Draw a Card

You begin your turn by drawing one card from the top of your Library and placing it in your hand.

## 2. Roll for Story Points

You continue your turn by rolling the 4 **Blue Story Dice**. Add 1 **Gold Bonus Die** for each Character Card that you have in play within your Storyline. (Title Cards are not part of the Storyline.) You may roll up to a maximum of 10 dice during this phase.

Total the number of symbols rolled. The result is the total Story Points available for your turn.

At any time an Author may archive cards from their hand and roll a **Gold Bonus die** for each card archived to earn extra Story Points.

## 3. Perform Story Actions

An Author may now perform Story Actions. Each Story Action is paid for using Story Points. Authors may perform as many Story Actions as they wish any number of times and in any order during this phase as long as they have Story Points to spend.

Cost	Story Action
1 SP	Draw a Card from the top of your Library.
1 SP	Move one Character you control one Location Card in either direction.*
2 SP	Choose a face-up Location in the Storyline and replace it with the top card from the Location Folio, placing the old Location on the bottom of the Location Folio.
X SP	Play a card from your hand paying "X" Story Points where X is equal to the Story Point Cost in the Blue Gem on the card.

\* More details about moving to and from Locations found on page 20.



# Playing the Game (cont.)

## 4. Bonus Characters Movement

You may move each Character you control one Location in either direction without using any Story Points.\* (Note: Some Locations may require you to spend Story Points to move into or out of a Location. Even during this “free” movement, you will still have to pay Story Point costs stated in a Location’s game text.)

It is now the next Author’s turn.

## Running out of Cards

If at any time your Library is depleted, your Archive is shuffled and becomes your new Library.

## Ending the Game

You must move a Prime Character you control to your opponent’s Title Card at the right end of their Storyline. Flip the opponent’s Title Card to read “The End”.

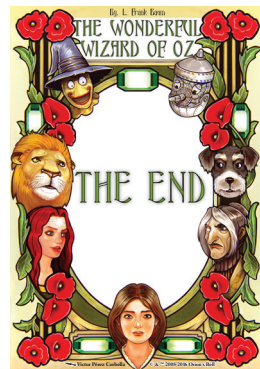
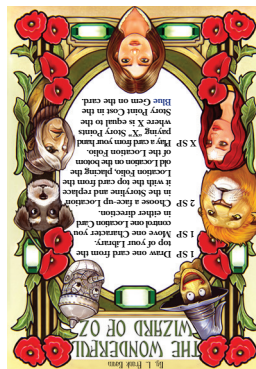
Each Author that still has not taken a turn in the current round may do so.

\* More details about moving to and from Locations found on page 20.

## Winning the Game

Each Author now adds up the Vitality (Red Gem) of each Character they have in play in the Storyline. Be sure to add all bonuses and penalties from Locations and other cards. The Prime Character used to end the game is not counted toward your total Vitality score.

The Author with the highest total wins!



Questions? visit [www.orionsbell.com](http://www.orionsbell.com)

## 4 The Cards



**Frame.** Frame color and symbol indicates a card's moral standing:



Gold: Good



Stone: Neutral



Onyx/Rust: Evil

**Title.** The name of the card. Titles may have names separated by a bullet (•) indicating there may be multiple versions of the same card.

**Keywords.** These are descriptive words found on many cards. These are often referred to by the Game Text of other cards.

**Game Text.** This tells you how a card works. Keywords start with Capital Letters. Specific cards will be in **Bold**.

**OZ Monogram.** The logo in the background of the Game Text field indicates this card comes from the Land of Oz.

## 4 The Cards (continued)



**Vitality.** The number in the **Red** Gem indicates the Vitality of a Character. This is the number used to calculate total points at the end of the game.

**Story Point Cost.** The number in the **Blue** Gem indicates the number of Story Points you must spend to play the card as a Story Action.

**Realm Icon.** Along with the color of the card, these symbols help identify the realm of a card. (ie: this card is from Winkie Country)

**Magical.** The **Green** Gem indicates that a card is Magical.

**Sorcery.** A **Diamond** star appearing in the **Green** Gem indicates that a Character has Sorcery. Other cards with a star require a Character with Sorcery to be played.

**Series Icon.** The poppy symbol indicates this card is from Series 1: *The Wonderful Wizard of Oz*.

# Characters

Characters Cards represent the many wonderful personalities in *The Card Game of Oz*. Here are some important rules for Character Cards:

- Characters are first played to your own Title Card.
- Characters are unique. Only one copy of any version of a Character may be in play. When you have a particular Character card in play, you may play a different version of the same Character to the same Location in the Storyline for free (paying no Story Points), archiving the original Character. If an opponent plays a different version of a particular Character, they must pay the Story Point cost. They then archive the original Character and play their new version to their Title Card.
- Characters whose Vitality becomes zero or less must immediately be archived.
- Only Characters with the keyword “Prime” may be used to end the game.
- Characters with the ability “Flying” may ignore any or all game text of Locations. They are not affected by any movement restrictions nor costs.



# Objects

These are the many wondrous and magical items that are found in the land of Oz. Here are some rules about Object Cards:

- Play Objects to any Location in your Storyline, or to directly equip a Character in your Storyline.
- Only **one copy** of any Object card may be in play at any time.
- At any time, if an Object is in a Location without any opposing Characters, you may equip it to one of your Characters at that Location.
- When Characters are Archived or are removed from the game, Objects stay in play in the same Location.





# Effects

Strange things can happen in the magical Land of Oz. Effect cards represent these unpredictable happenings.



- Effect cards are played from your hand as a Story Action.
- You may only play an Effect card during your turn.
- Some Effects are attached to a specific Location, Character, or Object. These Effects are archived if the attached card is archived or removed from the game.
- Some Effects will have the keyword "Spell". If a Spell has a **Green** Gem with a star at the bottom a Character with Sorcery must be in play to play the Effect.

# Events

There are always amazing things happening in the Land of Oz. These Events might help or hinder your Storyline.



- Events are played from your hand using a Story Action
- Events may be played at any time during your turn to take effect immediately, or saved for later use. (Even during an opponent's turn!)
- During your turn, you may pay to place an Event card face-down by paying at least the required Story Points. (To keep opponents guessing what Event you are playing, you may want to use more Story Points.)
- Some Events will have the keyword "Spell". If a Spell has a **Green** Gem with a star at the bottom a Character with Sorcery must be in play to play the Event.



# Locations

The Yellow Brick Road, the Emerald City, the Castle of the Wicked Witch of the West, the Field of Poppies; Your Storyline takes place at many incredible Locations.



*An example of a Location requiring Story Points to enter.*



*An example of a Location requiring Story Points to leave.*

- To move to or from certain Locations you must pay the appropriate Story Point cost as indicated on the Location Card (see examples to the right).
- When you attempt to move a Character to a Location that is hidden (face-down), turn the Location card face-up and move the Character into the Location if possible. If movement is not possible, any Story Points already paid are lost.
- Like Characters, some Locations have different versions. Unlike Characters, different versions of the same Location may be in the Storyline.
- When a Location is replaced in the Storyline, Characters and Objects stay with the new Location, while all other cards are archived.

## 5 Building a Library

Building a Library comes down to personal preferences and reflect how you want to play the game.

For your first Library you may want to start with a theme: “The Fab Four” could concentrate on Dorothy, Scarecrow, Tin Woodman, and Cowardly Lion; “Powerful Women” might revolve around Dorothy, Aunt Em and the four witches; in a “Great Outdoors” Library, you might want to play just animals and monsters.

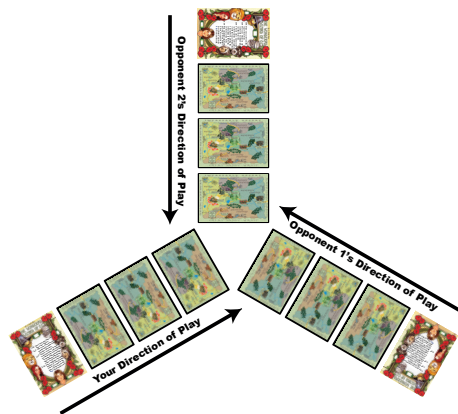
As you continue to play the game, you’ll get a good feel for which cards you enjoy playing and how the cards all interact with each other. Experimentation is the key to building Libraries you enjoy playing. Here are a few tips:

1. 40 Cards is the minimum and, though there is no maximum, about 60 cards work best.
2. Even though most cards only allow 1 copy to be in play you can have up to 3 copies of most any single card in your Library (purchase of additional cards may be required).
3. After playing an opponent, tweak your Library by adding and changing cards that counteract characters and theme they appear to favor.

## 6 Three or More Authors

Here are some special rules when playing with more than 2 Authors.

- Authors build the Storyline from the center out so that the Locations end up like the spokes of a wheel.



- Each Author’s Storyline starts with that Author’s Title Card and ends with the Title Card of the Author to their right.
- Your Characters may only move along your Storyline and may not move, nor be moved to Locations zoutside your own Story Line.

## 7 Quick Reference

**Animat** - This keyword is for Characters that are alive but not living flesh and blood. A Latin word that means *“instilled with life”*.

**The Archive** - A stack of cards that have been removed from play. These should be face-up, with the most recently archived card on top.

**Archive** - Removing cards in play from a Storyline, or from an Author’s hand.

**Banish** - Removing cards from the game altogether.

**Flying** - Characters with this ability may ignore any or all game text of Locations. They are not affected by any movement restrictions nor costs unless a Location Requires Swimming to enter.

**Immovable** - Characters and Objects with this limitation may never move nor be moved. When a Location is archived, immovable Objects and Characters are also archived with the Location.

**Keywords** - Words you will find on many cards that are referenced by other cards.

**Prime** - Characters with this keyword are the only Characters that can be used to end the game.

**Steadfast** - Characters with this limitation may not move during a normal Move (by Story Action or Bonus) in a Turn. They can only move when directed to by use of another card.

**Swimming** - Characters with this ability are immune from movement restrictions and costs at Water Locations.

$<$  - reads as “is less than”

$>$  - reads as “is greater than”

$\geq$  - reads as “is greater than or equal to”

$\leq$  - reads as “is less than or equal to”

# Credits

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