

Alchemical Conversions

Play your cards right and
you might make gold!

Stefan, Avi, Miles



Contents

1. Introduction
2. Key Mechanic
3. Learning Goals & Potential
4. Our Process
5. Individual Reflections
6. What's Next?



Introduction

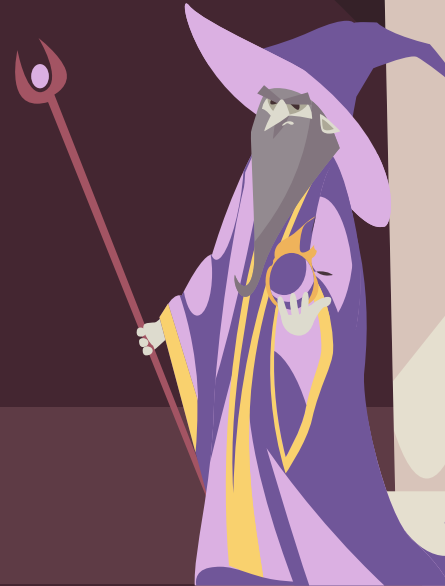
Alchemical Conversions is a card game where you become an Alchemist seeking to create gold. Players will find themselves in an Alchemist's Laboratory with their very own workstation, where they will use the materials at their disposal and their knowledge of converting different units to produce as much gold as possible. However, gold can only be created if all the materials are used properly so that they all cancel out, leaving a pure numerical value of gold behind. Can you rise to the challenge and make more than your classmates? Enter the Laboratory and find out!



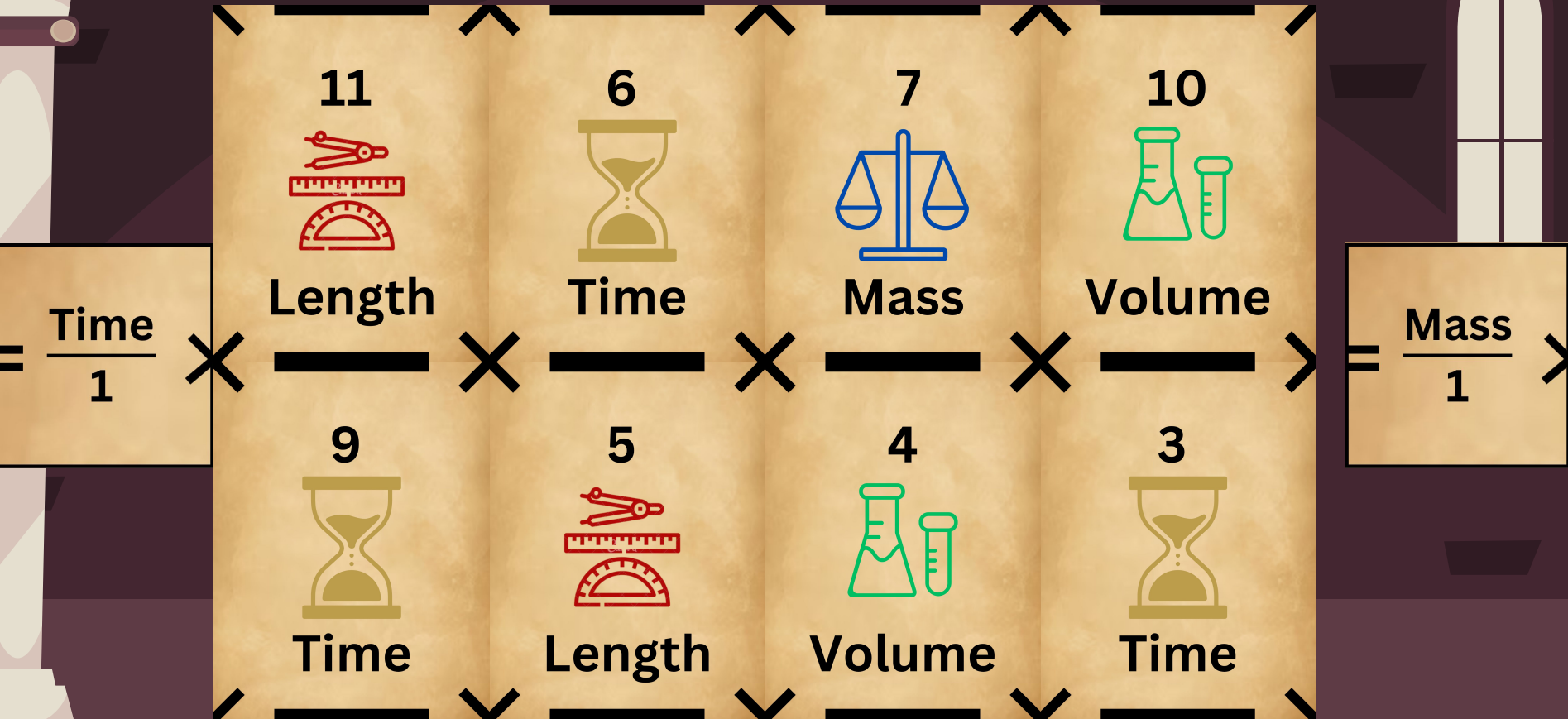
Rules!

Game Setup/Procedure:

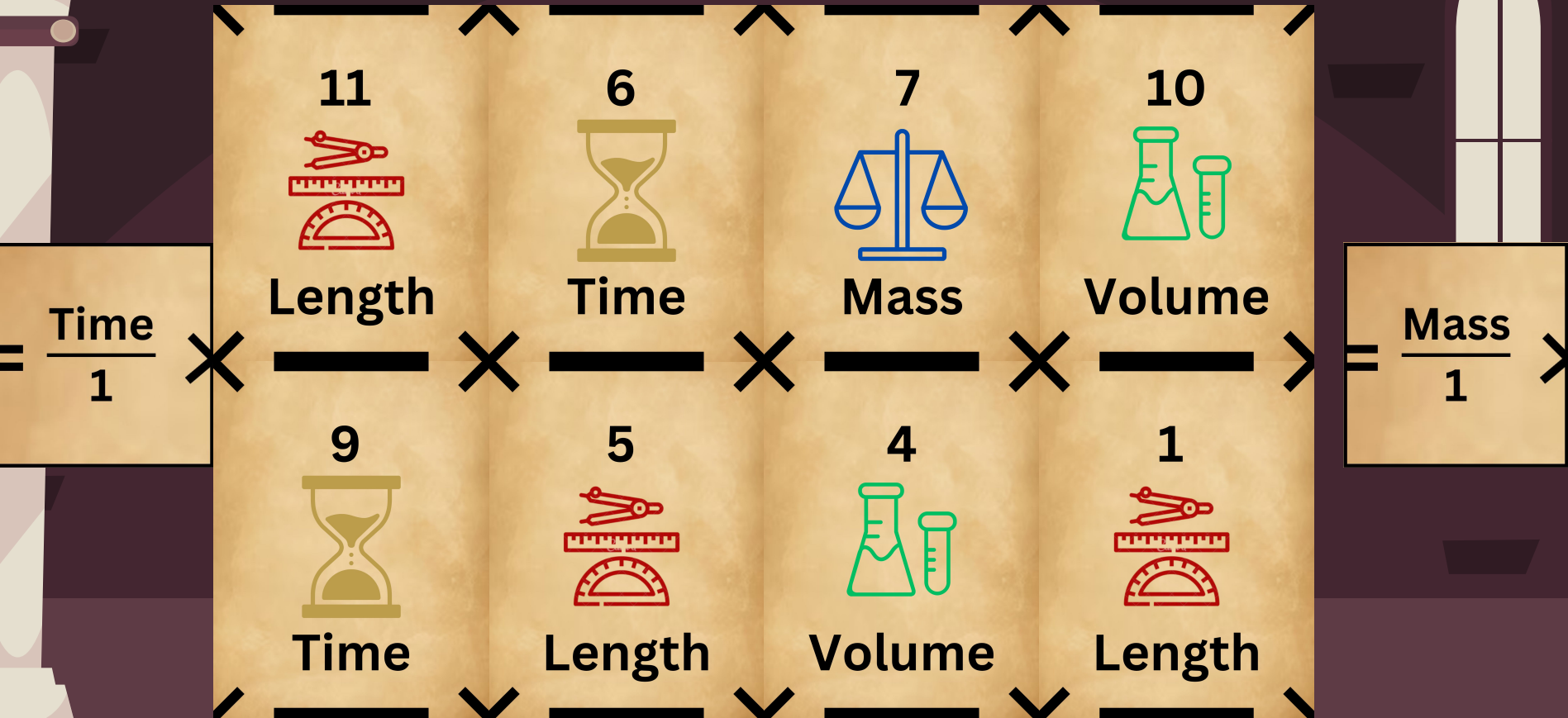
1. From the Suit deck, give each player two cards to represent their starting and ending unit. Players can decide what unit is their beginning or ending unit.
2. Shuffle your deck of cards, and then deal out 5 to each player.
3. Round Procedure:
 - a. During each round, players choose one of the 5 cards to play onto one of the spaces into their workshop, FACE DOWN.
 - b. Once every player has played a card, everyone reveals their card.
 - c. Once all cards have been revealed, players pass their cards CLOCKWISE.
 - d. Once all players have received a new hand, they draw a card from the deck to fill their new hand to 5 cards.
 - e. The round continues until 8 cards have been placed
 - f. Once the round ends, points (gold) distributed as follows
 - i. 2 points: complete conversion and highest number (use calculator to solve if not immediately noticeable)
 - ii. 1 point: complete conversion
 - iii. 0 points: not a complete conversion
 - g. Repeat until one player hits 5 points/pieces of gold, that's the winner!



Success Example



Bust Example



Learning Goals & Potential

01

Simplicity

Taking a complicated process, and stripping it to its core.

03

Patterns

Players notice how certain numbers or ordering of units influence a conversion

02

Visual

Having the entire unit conversion process in front of the player.

04

Real Life Applications

Players realize this is a practice done in many areas of life.

Our Process



First Phase

Each card originally had a complete fraction on it and represented a specific rate, creating "tricks" with certain cards.



Second Phase

Cards are placed in a specific format in front of all players, goal of the game to cancel out all units.



Third Phase

Addition of starting and ending units, to emphasize a complete conversion.

Individual Reflections



What's Next?

Variations

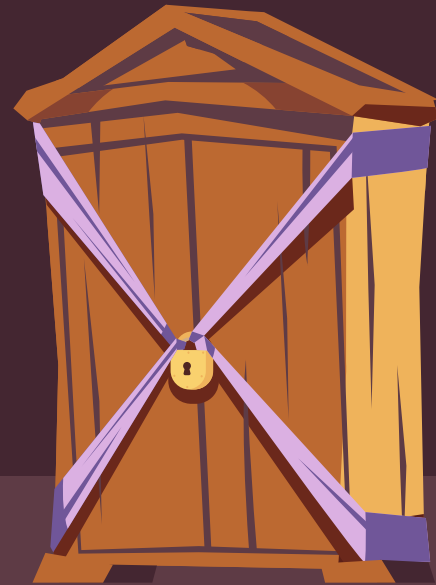
Changes in hand size, the ability to leverage gold, the "hail mary" draw....

Materials & Aesthetics

Creating next prototypes, prop pieces of gold, decorating instructional materials

Accessibility

Our hope is this can be a free resource online, where all of the cards will be available to print and cut out. Our game is also playable with a regular deck of cards.



Thanks!

Do you have any questions?

CREDITS: This presentation template was created by **Slidesgo**, including icons by **Flaticon**, and infographics & images by **Freepik**

