

# Research Wizards:

## An Open Access Card Game for Source Evaluation

*Want to review the game directions early?  
Visit <https://tinyurl.com/loexwizards>*



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**LOEX 2025**

*Cortland* SUNY

# Download Research Wizards

*ACRL Sandbox:*

*<https://sandbox.acrl.org/resources/research-wizards>*

*Project CORA:*

*<https://projectcora.org/assignment/research-wizards>*

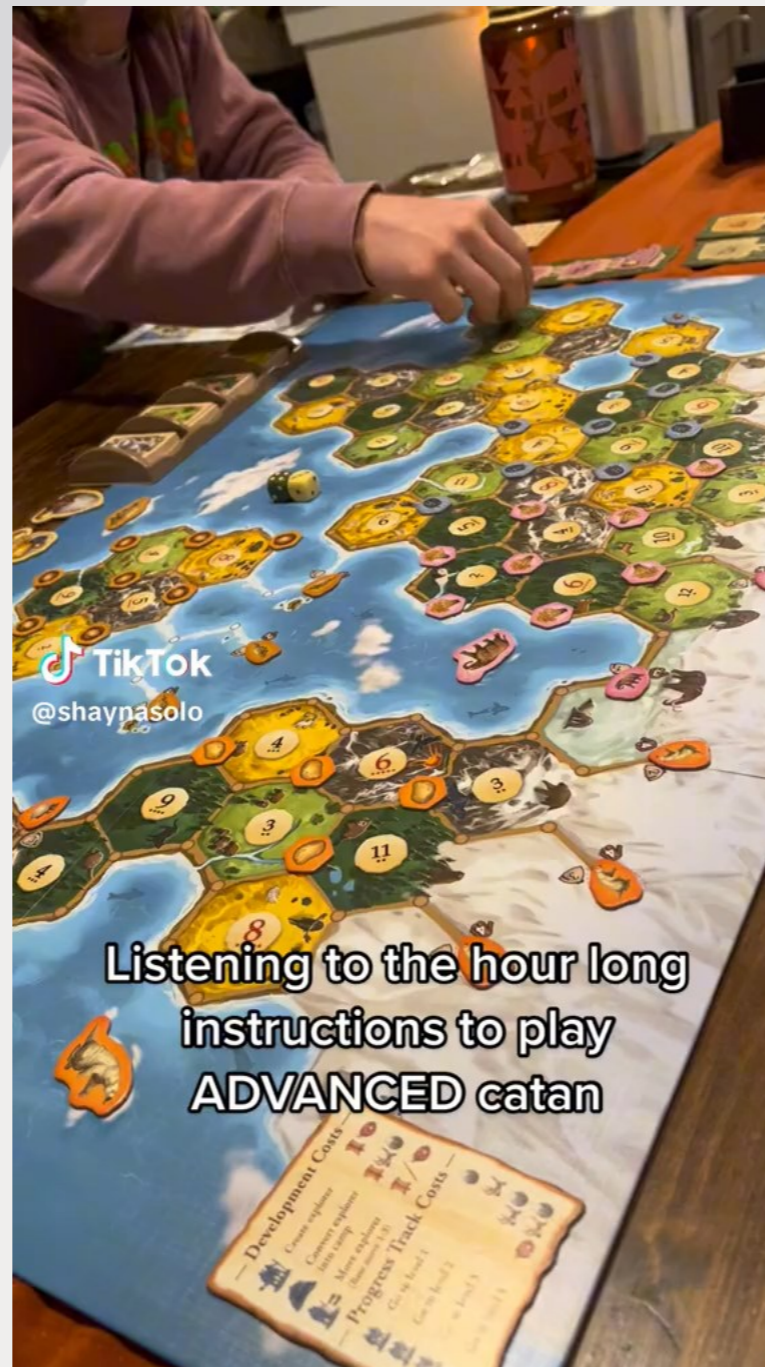
*Project LibGuide:*

*<https://cortland.libguides.com/researchwizards>*

# Goals

- Game design
- DIY tips
- Wizard battle
- DM tips

# Game Design



TikTok  
@shaynasolo

Listening to the hour long  
instructions to play  
ADVANCED catan

@Shaynasolo, 2023

# Design Choices

- What do I want students to learn or do?
- How do I want them to feel?
- Who are my students?
  - How do I make the game fun and appealing to them?

# Upcycling

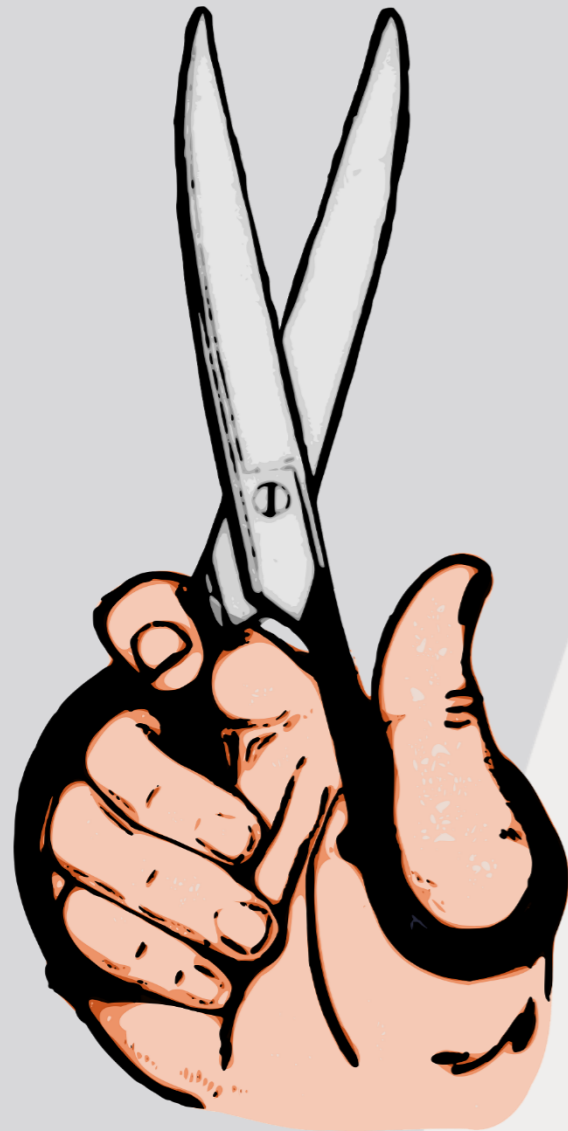


Photo by [Jarritos Mexican Soda](#) on [Unsplash](#)

# Research Wizards



# Printing Tips



- If you can pay someone, do it!
- DIY options: Cardstock, lamination, card sleeves
- Storage: tuck box, id badge holder, baggies

OpenClipart-Vectors, 2017

# Makerspace Magic



# Let's Battle



# Game Directions

<https://tinyurl.com/loexwizards>

*or*



*The most powerful wizards have gathered to battle one another. Only one will win. Wizards must use reliable sources to research incantations for the battle, or their spells will fizzle. Truly wise wizards must learn to tell the difference.*

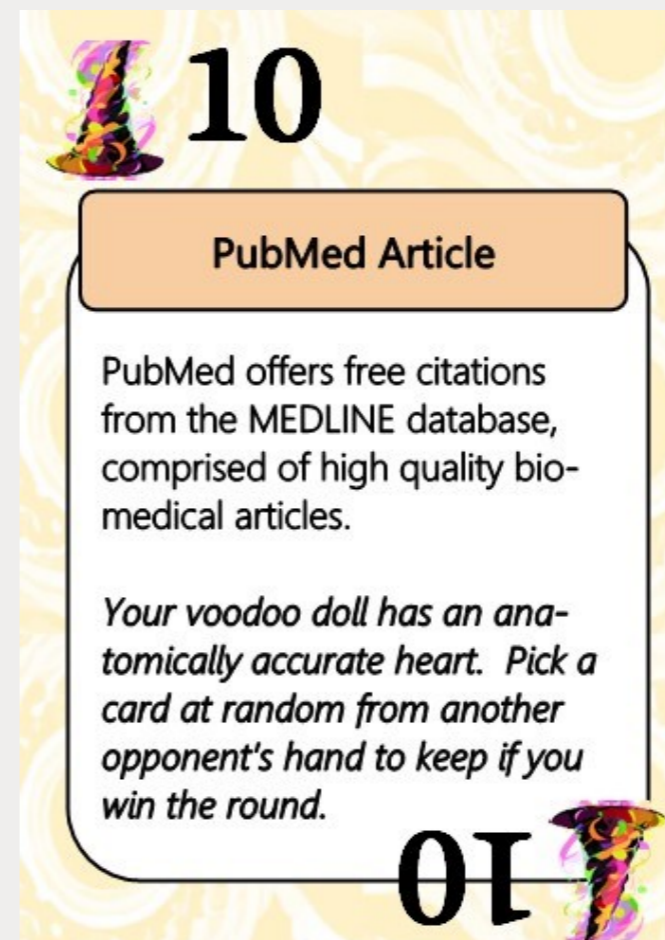
# Game Directions: Preparation

Separate out:

- The 45 cards in the main deck.



Main Deck Card Back



Card Front

# Game Directions: Preparation

**Suit**

**10**

**PubMed Article**

PubMed offers free citations from the MEDLINE database, comprised of high quality bio-medical articles.

*Your voodoo doll has an anatomically accurate heart. Pick a card at random from another opponent's hand to keep if you win the round.*

**10**

**Resource**

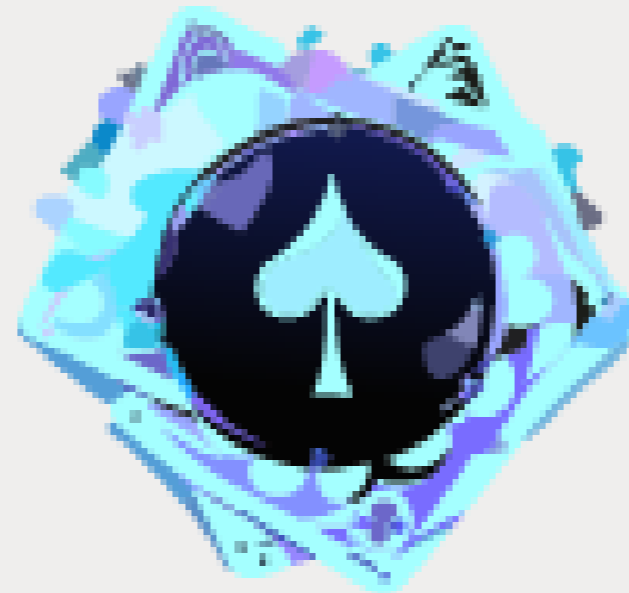
**Description**

**Points**

# Game Directions: Preparation

Separate out:

- The 5 miniature-sized cards, which will be ranked during parley.
- Each design represents a different suit.
- Wild Cards are the highest rank, and can only be beaten during battle by another Wild Card worth more points.



# Game Directions: Preparation

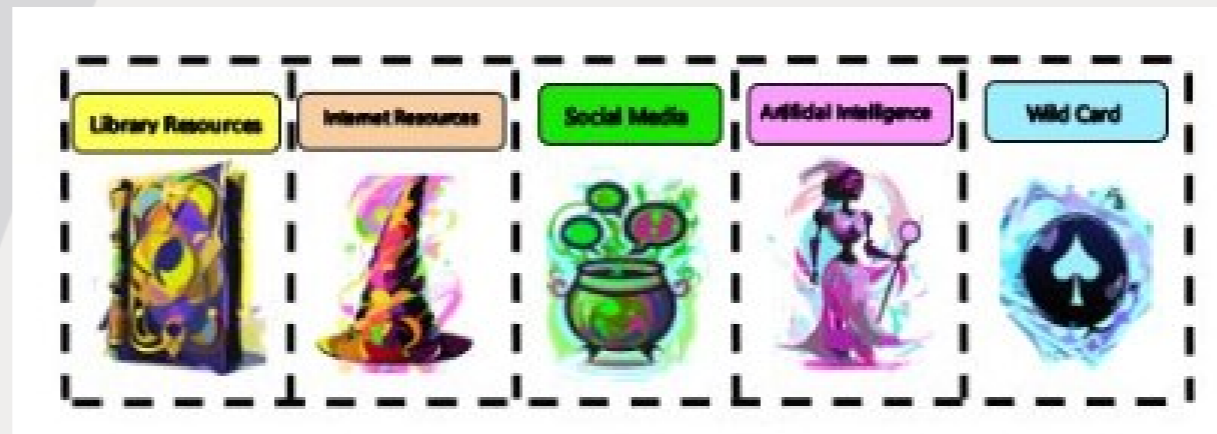
Separate out:

- The 5 spell of vengeance cards, which should be set aside in a face-down pile for the final rounds



# Phase 1: Parley

1. Examine the five miniature cards and decide together how to rank the suits, based on how reliable or trustworthy such a resource from that category would typically be.



2. Arrange the cards in the rank order that your group agrees upon, from least valuable to most.
3. Wild Cards will always be considered the top ranking category; they beat other all other cards during gameplay.
4. Keep the Resource Ranking chart at the side of the table for reference during gameplay after parley is concluded.

# Phase 2: Battle

1. Deal seven cards to each player, and start a discard pile with the cards left over.
2. Players arrange their cards in a pile face-down in front of them. For each round of battle, players should flip their top card at the same time, and read the text written on their card.
3. Players should immediately carry out any special actions indicated in bold font at the bottom of their cards.

# Phase 2: Battle

4. The card with the highest suit wins; wild cards always win, unless matched by another wild card with a higher point value.
  - If two cards are flipped in the same suit, the card with the highest point value written at the top of the card wins.
5. The winning wizard collects all cards from the battle, and play is repeated.
6. When a player runs out of cards, they should shuffle their winning cards and continue.

# Challenge!

Be sure to read the text of your card during battle! If you believe your card should win but it isn't the highest ranked (because there is a card of higher rank on the table), call a challenge.

Make your argument to the other wizards at the table, and they must decide the winner.

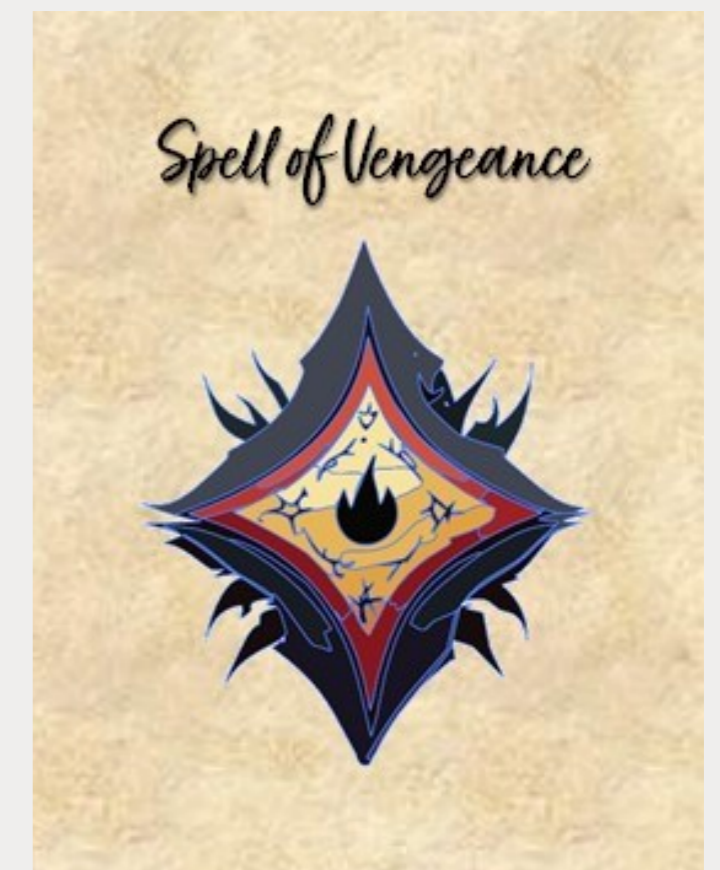
- If you lose a challenge, you must give an additional card from your deck to the winning wizard.
- Challenged wizards simply lose the round.
- If a tie is declared, wizards should each flip a second card from their hand, and the winning card will take all cards in play.

# Phase 3: Vengeance

Players lose when they run entirely out of cards and can no longer battle. But wizards go out in a blaze of glory, casting a final spell of vengeance on the remaining players.

When players run out of cards, they should immediately draw a card at random from the face-down vengeance deck and read it aloud in their most doomful wizard voice.

All players still in the battle must immediately follow the text directions. All cards discarded as the result of a spell of vengeance are taken permanently out of play.



# Phase 4: Victory

The last player with cards remaining wins the battle. If time runs out before there is a winner, the wizard with the most cards in their hand wins.



"Willow Theatrical Release," 1988

# To the Victor Go the Spoils



Howard, 1988

# Running the Game



# Licensing Considerations

 **CC BY-NC-SA 4.0**

# Questions?



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Thank you for attending

# Media

[@Shaynasolo]. (2023, May 15). I am afraid and I also have auditory processing issues #catan #gaming #boardgames #fyp

Howard, R. (Director). (1988). *Willow* [Film]. Metro-Goldwyn-Mayer; Lucasfilm; Imagine Entertainment.

Hryshchenko, V. (2019). *Orange sheets of paper lie on a green school board and form a chat bubble with three crumpled papers* [Photograph]. Unsplash. <https://unsplash.com/photos/three-crumpled-yellow-papers-on-green-surface-surrounded-by-yellow-lined-papers-V5vqWC9gyEU>

[OpenClipart-Vectors]. (2017). *Grip, hand, office*. [Illustration]. Pixabay. <https://pixabay.com/vectors/grip-hand-office-scissors-supplies-2030010/>

[Willow theatrical release poster]. (1988). *Willow* [Film]. Metro-Goldwyn-Mayer; Lucasfilm; Imagine Entertainment.

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