



# Making Your Own Print-n-Play Card Game of Oz

## What You'll Need

Oz PNP SP1 Cards PDF (this file)  
use 8" x 11.5" 60 lb. (or heavier) Matte photo paper or card stock

Oz PNP Rules 1-10-13 PDF  
use 8" x 11.5" Standard printer paper

Color Printer (recommend setting to "borderless" printing)

10 Dice (Avg. size is 16mm)

¼" Avery Label Dots - Blue and Yellow

Scissors (or X-Acto knife and straight edge)

2½" x 3½" Card Sleeves (Optional)

Black Marking Pen (Optional)

### PLEASE NOTE:

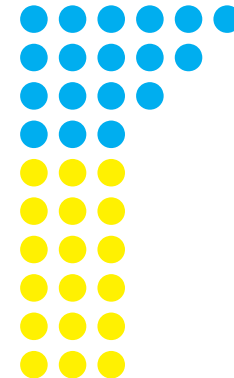
These cards are for Story Pack #1 only.  
There are a total of 183 different cards in Series 1!

## Making the Game

- 1) Print pages 2-13 of this document on the matte photo paper or card stock. Cut out the cards to the edge of the black borders. Game cards are 2½" x 3½" while Location and Title Cards are 3½" x 5". Clean up any white edges with a black marker. Place the Game cards in the sleeves.
- 2) Print the Oz PNP Rules 1-10-13 PDF file on Standard printer paper. There are 12 pages.



- 3) Place dots on the sides of the dice:
  - 1 Die - Blue dots on all six sides
  - 1 Die - Blue dots on five sides
  - 1 Die - Blue dots on four sides
  - 1 Die - Blue dots on three sides
  - 6 Dice - Yellow dots on three sides*The other sides are considered blank.*



- 4) You're now ready to play  
"The Card Game of Oz"!

If you enjoy this demo - **TELL THE WORLD!** - <http://boardgamegeek.com/forum/924700/the-card-game-of-oz/reviews>

3 **UNCLE HENRY** 5



**CHARACTER**  
Human • Farmer • Male • Prime

Vitality is +1 at the same Location as **Aunt Em**.  
Vitality is +1 at Farm Locations.

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3 **AUNT EM** 4



**CHARACTER**  
Human • Farmer • Female • Prime

Vitality is +1 at the same Location as **Uncle Henry**.  
Vitality is +1 at Farm Locations.

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2 **DOROTHY • KANSAS FARM GIRL** 3



**CHARACTER**  
Human • Child • Female • Prime

Vitality is +3 at the same Location as **Uncle Henry** and **Aunt Em** together.

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2 **TOTO** 2



**CHARACTER**  
Animal • Dog • Male • Prime

Vitality is +1 at the same Location as **Dorothy**.

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2 "I'LL GO LOOK AFTER THE STOCK"



**EVENT**

Archive cards from the top of the Library until you find a Non-Magical Animal and play it to your Title Card for free.

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2 "RUN FOR THE CELLAR!"



**EVENT**

Move target Character to **Storm Cellar • Small Black Hole**.

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7 **CYCLONE**



**EVENT**

Swap the position of two target Locations in your Story Line. Characters at the target Locations are sent back to their owner's hand. All other cards at the Location are archived.

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0 "WHO IS AUNT EM?"



**EVENT**

All Authors must reveal their hands. If any version of **Aunt Em** is in any hand (including yours) play her to your Title Card under your control.

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**1** SILVER SHOES



**OBJECT**  
Apparel

Equipped Human is Magical with Sorcery. Remove this Object from the game instead of archiving it.

Kirstin Mills © & 2008-2012 Onyx Bell LLC

**1** BREAD AND BUTTER



**OBJECT**  
Food

Equipped Human is Vitality +1. More than one copy may be in play.

Nicolas Michel © & 2008-2012 Onyx Bell LLC

**2** PAIL



**OBJECT**  
Wood

Double the numbers in the game text of other Objects equipped to this Character.

Gerald Minor © & 2008-2012 Onyx Bell LLC

**3** DOROTHY • DRESSED FOR TRAVEL **3**



**CHARACTER**  
Human • Child • Female • Prime

Only 1 Start Point required if another version of Dorothy is at a Blue Oz Location. Vitality is +1 at Blue Oz Locations.

Alan Baydian © & 2008-2012 Onyx Bell LLC

**7** "BLUE IS THE COLOR OF THE MUNCHKINS."



**EFFECT**

Archive all Non-Blue cards in play (except Locations). Only Blue cards may be played until the end of your next turn. Each blue card in play at the end of the game (except Locations) is worth 1 extra point.

Gracjana Zielinska © & 2008-2012 Onyx Bell LLC

**1** BOQ • WEALTHY MUNCHKIN **3**



**CHARACTER**  
Human • Farmer • Munchkin • Male • Minor

Vitality is +1 at Blue Oz Locations. Vitality is +2 at Farm Locations.

Gina Canady © & 2008-2012 Onyx Bell LLC

**1** MUNCHKIN BABY **1/2**



**CHARACTER**  
Human • Infant • Munchkin • Female • Minor

May only move with another Good Character you control. May be played to any Good Location at any time. Vitality is +1 at Good Locations. May not be equipped with Non-Food Objects.

Tom Waterhouse © & 2008-2012 Onyx Bell LLC

**2** SCARECROW **2**



**CHARACTER**  
Animat • Straw • Male • Prime

Vitality is +1 at Blue Oz Locations. Vitality is +1 at the same Location as Dorothy. Can't be affected by Food Objects.

Geoffrey Grisso © & 2008-2012 Onyx Bell LLC

1 "THIS POLE IS STUCK IN MY BACK."



EFFECT

Scarecrow is Immovable. 3 Story Points are required to archive this card.

Bill Thompson © &™ 2008-2012 Orion's Bell LLC

0 "THERE IS NO PLACE LIKE HOME."



EVENT

Move Dorothy to any Kansas Location.

Christine Griffin © &™ 2008-2012 Orion's Bell LLC

1 OLD CROW 1



CHARACTER

Animal • Bird • Male • Minor

Flying.

Oleg Djimbinov © &™ 2008-2012 Orion's Bell LLC

3 TIN WOODMAN 4



CHARACTER

Animal • Metal • Male • Prime

Vitality is -1 at Water Locations.  
Vitality is +1 at Blue Oz Locations.  
May not be affected by Food Objects.

Geoffrey Gussio © &™ 2008-2012 Orion's Bell LLC

1 OIL CAN



OBJECT

Metal

Equipped Metal Character is Vitality +1.

Nathan James © &™ 2008-2012 Orion's Bell LLC

1 TIN WOODMAN'S AXE



OBJECT

Tool • Weapon • Metal • Wood

Equipped Tin Woodman is Vitality +2.

Magnoz © &™ 2008-2012 Orion's Bell LLC

3 COWARDLY LION 7



CHARACTER

Animal • Lion • Male • Prime

Vitality is -3 at the same Location as other Characters.

Mark Gronchi © &™ 2008-2012 Orion's Bell LLC

0 TIN WOODMAN'S TEARS



EFFECT

Tin Woodman is Vitality -1.

Elisa Navacchi & James G. O'Connor © &™ 2008-2012 Orion's Bell LLC

3 QUEEN OF THE FIELD MICE 3



**CHARACTER**  
 Animal • Mouse • Queen • Royal • Female • Minor  
 Not affected by movement restrictions.  
 Vitality is +1 at Exterior Locations.  
 Other Mice are Vitality +1. When this Character is archived, archive all other Mice in play.

Verónica Casas © & ™ 2008-2012 Orion's Bell, LLC

2 FIELD MICE 5



**CHARACTER**  
 Animal • Mouse • Male • Female • Minor  
 Not affected by movement restrictions.  
 May carry one other Character you control with Vitality ≤ 10 using your free move. If Queen of the Field Mice is in play, up to three copies may be in play.

Banu Andaru © & ™ 2008-2012 Orion's Bell, LLC

2 FIELD MICE 5



**CHARACTER**  
 Animal • Mouse • Male • Female • Minor  
 Not affected by movement restrictions.  
 May carry one other Character you control with Vitality ≤ 10 using your free move. If Queen of the Field Mice is in play, up to three copies may be in play.

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2 FIELD MICE 5



**CHARACTER**  
 Animal • Mouse • Male • Female • Minor  
 Not affected by movement restrictions.  
 May carry one other Character you control with Vitality ≤ 10 using your free move. If Queen of the Field Mice is in play, up to three copies may be in play.

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1 SUMMONING HER SUBJECTS



**EVENT**  
 If Queen of the Field Mice is in play, and you don't control her, move her to your Title Card under your Control. Move all Mice in play to the same Location (or your Title Card) under your control. All Authors must reveal their hands. Play all Mice in Authors' hands to the same Location (or your Title Card) as Queen of the Field Mice, under your control.

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0 GREEN GLASS SPECTACLES



**OBJECT**  
 Metal • Glass  
 More than three copies may be in the Library. More than one copy may be in play.

Karin Reid © & ™ 2008-2012 Orion's Bell, LLC

0 GREEN GLASS SPECTACLES



**OBJECT**  
 Metal • Glass  
 More than three copies may be in the Library. More than one copy may be in play.

Karin Reid © & ™ 2008-2012 Orion's Bell, LLC

0 GREEN GLASS SPECTACLES



**OBJECT**  
 Metal • Glass  
 More than three copies may be in the Library. More than one copy may be in play.

Karin Reid © & ™ 2008-2012 Orion's Bell, LLC

7 WICKED WITCH OF THE WEST 5



CHARACTER  
Human • Witch • Female • Prime  
May be played from your hand to any Evil Location. Must be archived if at the same Location as Water. Good Characters at the same Location are Vitality -2. Opponents must play hands with all cards revealed.

Kelly McClellan © & ™ 2008-2012 Orion's Bell, LLC

3 KING CROW 3



CHARACTER  
Animal • Bird • Male • Minor  
Flying. Other Birds are Vitality +1.

Pierre Intermecia © & ™ 2008-2012 Orion's Bell, LLC

2 FLOCK OF CROWS 3



CHARACTER  
Animal • Bird • Male • Female • Minor  
Flying.

Elysa S. Dinolfo © & ™ 2008-2012 Orion's Bell, LLC

4 WINKIE PLATOON 7



CHARACTER  
Human • Soldier • Male • Minor  
Evil if Wicked Witch of the West is in play. More than one copy may be in play.

Roberto Melo © & ™ 2008-2012 Orion's Bell, LLC

4 KING OF THE WINGED MONKEYS 3



CHARACTER  
Animal • Monkey • King • Male • Minor  
Flying. Evil and Yellow if Wicked Witch of the West is in play.

Laura Taylor © & ™ 2008-2012 Orion's Bell, LLC

2 WINGED MONKEYS 3



CHARACTER  
Animal • Monkey • Male • Minor  
Flying. If an Author plays King of the Winged Monkeys, move this Character to the same Location under that Author's control. Evil and Yellow if Wicked Witch of the West is in play.

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2 DESTRUCTION OF THE TIN WOODMAN



EVENT  
Archive Tin Woodman.

John Larriva © & ™ 2008-2012 Orion's Bell, LLC

2 REPAIRING THE TIN WOODMAN



EVENT  
If Tin Woodman is not in play, search the Archive for any version of Tin Woodman and play it to your Title Card for free.

Danny Kwang © & ™ 2008-2012 Orion's Bell, LLC

**4** TIN WOODMAN • GOOD AS NEW **4**



**CHARACTER**  
**Object • Metal • Male • Prime**  
 Vitality is -1 at Water Locations.  
 Vitality is +1 at Yellow Oz Locations. Can't be affected by Food Objects.

Nicolas Michel © & ™ 2008-2012 Orion's Bell, LLC

**2** RE-STUFFING THE SCARECROW



**EVENT**  
 If **Scarecrow** is not in play, search the Archive for any version of **Scarecrow** and play it to your Title Card for free.

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**3** SCARECROW • GOOD AS NEW **3**



**CHARACTER**  
**Animat • Straw • Male • Prime**  
 Vitality is +1 at the same Location as **Dorothy**. Vitality is +1 at Yellow Oz Locations. Can't be affected by Food Objects.

Luke Falaysson © & ™ 2008-2012 Orion's Bell, LLC

**2** GOLD COLLAR



**OBJECT**  
**Metal • Gold**  
 Equipped Animal is Vitality +1. Required Story Points is -1 if played to a Yellow Oz Location.

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**2** DIAMOND-STUDED BRACELET



**OBJECT**  
**Metal • Gold • Gem • Jewelry**  
 Equipped Human is Vitality +1. Required Story Points is -1 if played to a Yellow Oz Location.

Agnieszka Topolska & Marcin Wos © & ™ 2008-2012 Orion's Bell, LLC

**2** BEJWELED SILVER OIL CAN



**OBJECT**  
**Metal • Silver • Gem**  
 Equipped Metal Character is Vitality +1. Required Story Points is -1 if played to a Yellow Oz Location.

Marissa Riviera © & ™ 2008-2012 Orion's Bell, LLC

**2** GOLD-HEADED WALKING STICK



**OBJECT**  
**Metal • Gold • Wood**  
 Equipped Non-Metal Animat Character is Vitality +1. Required Story Points is -1 if played to a Yellow Oz Location.

Stina Wiik © & ™ 2008-2012 Orion's Bell, LLC

**1** THREE CHEERS!



**EVENT**  
 Put three Cheer counters on target Good Location. At the beginning of each of your turns, remove one Cheer counter. All Good Characters at target Location are Vitality +1 until all Cheer counters have been removed.  
**OR**  
 Roll three bonus dice.

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1 **WOODEN WHISTLE**



**OBJECT**  
Wood • Musical • Instrument

When put into play, move all Mice to the same Location under your control.

Karin Reid © & ™ 2008-2012 Orion's Bell, LLC

2 **OZ • THE GREAT AND TERRIBLE** 3



**CHARACTER**  
Human • Male • Prime

Vitality is +2 at Emerald City Locations. May move to and from Emerald City Locations regardless of movement restrictions or costs.

Alfredith Bellman © & ™ 2008-2012 Orion's Bell, LLC

7 **GLINDA • GOOD WITCH OF THE SOUTH** 7



**CHARACTER**  
Human • Witch • Female • Prime

Vitality is +2 at Oz Locations. May be played from your hand directly to Oz Locations.

Geoffrey Altmire © & ™ 2008-2012 Orion's Bell, LLC

1 **"CITY LIFE DOES AGREE WITH ME AT ALL."**



**EVENT**

Archive all Animals at all Emerald City Locations.

Elizabeth Arnold © & ™ 2008-2012 Orion's Bell, LLC

1 **MAKE-SHIFT LADDER**



**OBJECT**  
Wood

Move all Characters at the same Location to an adjoining Location regardless of movement restrictions or costs. Archive after use.

Cynthia Shepard © & ™ 2008-2012 Orion's Bell, LLC

5 **COWARDLY LION • KING OF THE FOREST** 7



**CHARACTER**  
Animal • Lion • King • Male • Prime

Vitality is +1 at Red Oz Locations. Vitality is +1 at Forest Locations. May not be replaced by any other version of Cowardly Lion.

Dawn Halliday © & ™ 2008-2012 Orion's Bell, LLC

1 **FARMER'S WIFE** 2



**CHARACTER**  
Human • Farmer • Female • Minor

Vitality is +1 at Red Oz Locations. Vitality is +1 at Farm Locations.

Venisha Atanacho © & ™ 2008-2012 Orion's Bell, LLC



### UNCLE HENRY'S FARM



**Farm • Exterior • Kansas • U.S.A.**  
Magical Events, Effects, and Objects may not be played.  
Characters are Vitality -1.

Mark Girondi

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### HENRY AND EM'S HOUSE



**Farm • Kansas • U.S.A.**  
Magical Events, Effects, and Objects may not be played.  
Aunt Em, Uncle Henry, Dorothy, and Toto are Vitality +1.

Jacob Johnson

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### STORM CELLAR • SMALL BLACK HOLE



**Farm • Interior • Kansas • U.S.A.**  
Magical Events, Effects, and Objects may not be played.  
Characters are Vitality -X, where X is the number of  
Characters at this Location -1.

Rachelle Traut

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### BOQ'S HOME

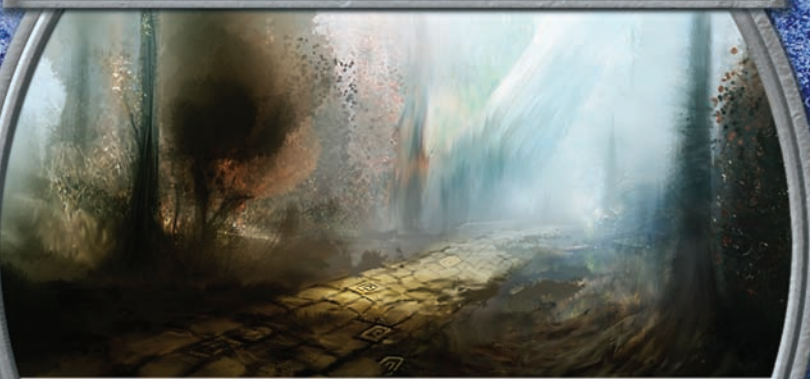


**Farm • Interior • Oz**  
Good Characters are Vitality +1.

Eva Cajjiko

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**YELLOW BRICK ROAD • ROUGH AND DIFFICULT**



**Exterior • Oz**  
Characters are Vitality -1.

Juha Järvinen

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**TIN WOODMAN'S COTTAGE**

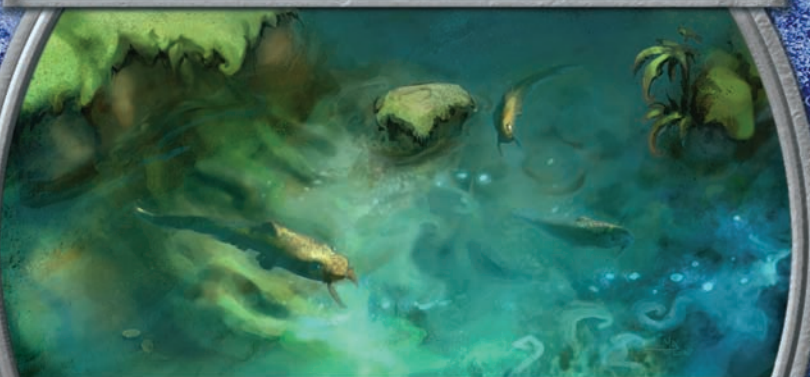


**Forest • Oz**  
Tin Woodman is Vitality +1.

Maxime Desmetre

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**CLEAR WATER SPRING**

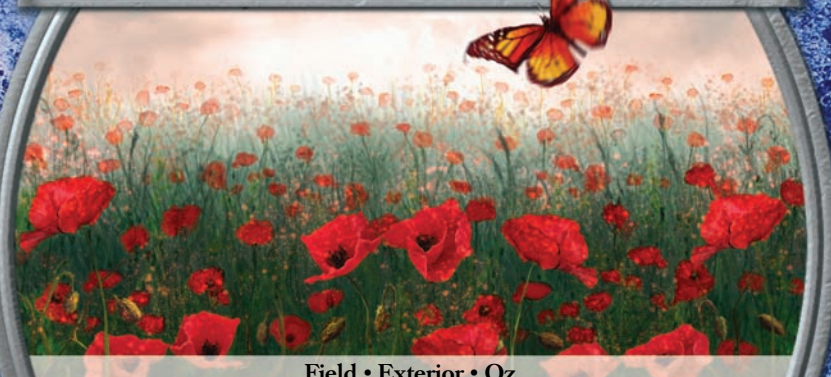


**Forest • Water • Exterior • Oz**  
Humans and Animals are Vitality +1.

Maxime Desmetre

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**POPPY FIELD**



**Field • Exterior • Oz**  
Non-Animat Characters are Vitality 1. 3 extra Story Points each are required for Non-Animat Characters to move from this Location.

Gracjana Zielinska

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### EMERALD CITY PLAZA

#### Emerald City • Exterior • Oz

1 extra Story Point required by each Character to enter unless equipped with **Green Glass Spectacles**.  
Green Oz Characters are Vitality +1.

Jeremy Wiskary

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### THRONE ROOM OF THE GREAT OZ

#### Emerald City • Interior • Oz

3 extra Story Points required by each Character to enter unless equipped with **Green Glass Spectacles**.

Jacob Johnson

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### CASTLE OF THE WICKED WITCH OF THE WEST

#### Castle • Oz

Good and Neutral Characters are Vitality -2 and require 1 extra Story Point to move to or from this Location.

Maxime Desmettre

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### FIELD OF DAISIES

#### Field • Exterior • Oz

Non-Animat Characters are Vitality+1.

Juha Järvinen

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## THICK WOOD



Forest • Exterior • Oz  
Animals are Vitality +2.

Erim Kelso

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## GLINDA'S PALACE



Castle • Oz

If an Evil Character moves, or is moved to, this Location archive it.  
Good Red Oz Characters are Vitality +1.  
Glinda is an extra Vitality +2.

Maxime Desmetre

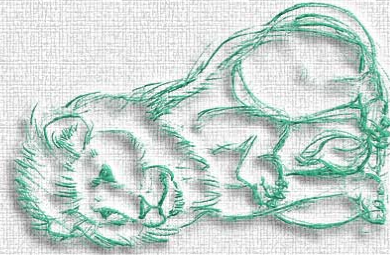
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THE

WONDERFUL

WIZARD OF

OZ



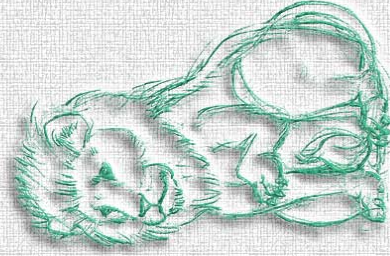
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THE

WONDERFUL

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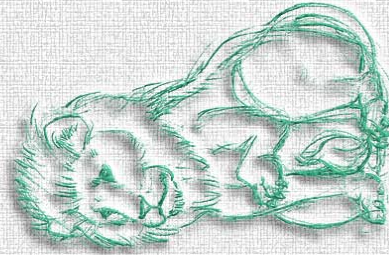
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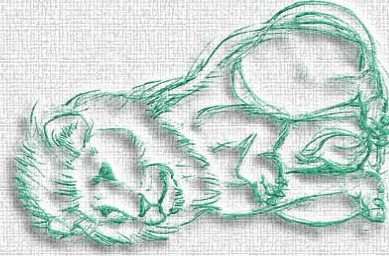
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