



### What is Local Alchemy?

This board game is a fun, activity-based way of understanding what makes Local Alchemy a success, and some of the challenges it will throw up. There are three key words in Local Alchemy:

**Energy** – the raw material on which Local Alchemy is built

**Ideas** – creativity and vision to create economic opportunities

**Actions** – not just talking about it, but doing it!

The game is built around these three themes. The board looks a bit like a maze, with lots of meandering, rather than straight, routes. We have designed it this way to replicate the reality of Local Alchemy – pilot areas don't always take a straight route, they change direction and respond to opportunities; things don't always go well – setbacks as well as successes are experienced.

It has been designed for the early stages of Local Alchemy, when you are building familiarity with what Local Alchemy is all about. You can play it at any time during Local Alchemy where there is a need to familiarise people with Local Alchemy and what it's about.

The game is not about winning or even competing against each other. It is a vehicle for discussing and brainstorming some of the issues that are going to crop up during Local Alchemy.



### How to play 'What is Local Alchemy?'

The aim of the game is for each team to gather and exchange as much energy as possible within a set period of time. Energy is gained by gathering energy tokens. There are three types of energy tokens which represent three vital aspects of Local Alchemy:

Lightbulbs = *ideas*    Lightning strikes = *energy*    Spades = *action*

Teams win tokens by landing on a fuel station, picking up a card marked with the same symbol, and completing the activity written on the card. Each team displays its energy tokens on the Local Alchemy noticeboard. Tokens can be lost as well as won! Once teams have gained a range of energy tokens they move to an energy exchange to discover if they are ready to convert their energy into real results.

#### Duration

The length of the game should be agreed at the outset (e.g. one hour), and the end point is reached when there is no time left.

#### Teams

The game can be played by two or three teams, with no more than four people in each team. The maximum number of people to play a game is 12.



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### **The board**

The board is made up of several intersecting coloured pathways along which there are:

- fuel stations (small circles marked with a light bulb, a lightning strike or a spade symbol)
- energy exchanges (big circles marked with a swirl).

During the game the energy cards and the energy exchange cards are placed in separate piles on the board in the places marked for them.

### **Scoring**

Throughout the game each team gains energy tokens and displays them on the Local Alchemy noticeboard. Energy is represented by lightning strikes, light bulbs and spades. The objective of the game is for each team to choose the best way around the board so it can exchange as much energy as possible in the time allowed. There is no winner or loser. If teams do not complete the activities instructed on the cards, the Local Alchemy Coach decides how many energy tokens the team should gain or lose.

### **Before you start**

Agree how long you want to play for and what time the game will end. Choose team names and mark these on the Local Alchemy noticeboard.



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### **Playing the game**

1. Place the piles of cards face down in their correct places on the board.
2. Each team selects a counter and places it on the circle in the middle of the board.
3. The team to start is the first one to complete a challenge set by the Local Alchemy coach. Play then goes clockwise, one turn at a time.
4. Teams take their go by throwing the dice and moving their counter in any direction to land on an unoccupied circle. They then pick up a card from the top of the relevant pile and read out what it says to the rest of the group. The team follows the card's instructions, adding or removing energy tokens from their Local Alchemy noticeboard as required. Only the team that picks up the card completes the activity.
5. At the end of the go the card is returned to the bottom of the pile it came from. It is then the next team's go.
6. Teams can follow any path between positions and can change direction wherever paths intersect at a junction. However there should never be counters from two teams on the same fuel station at the same time.
7. Teams can land on an energy exchange at any time, but they are advised to build up a range of energy tokens before doing so. If they are not yet ready to exchange energy, they may lose energy tokens!



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