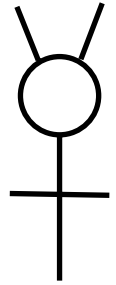
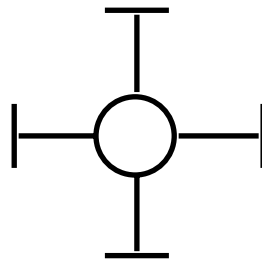


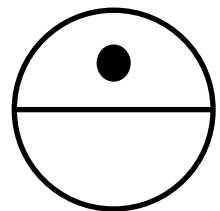
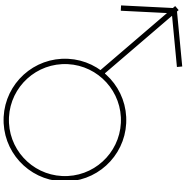
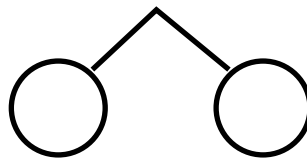
The Young Alchemist's Pick Three Card Game



By eliza fegley
eliza@sacredspiral.com



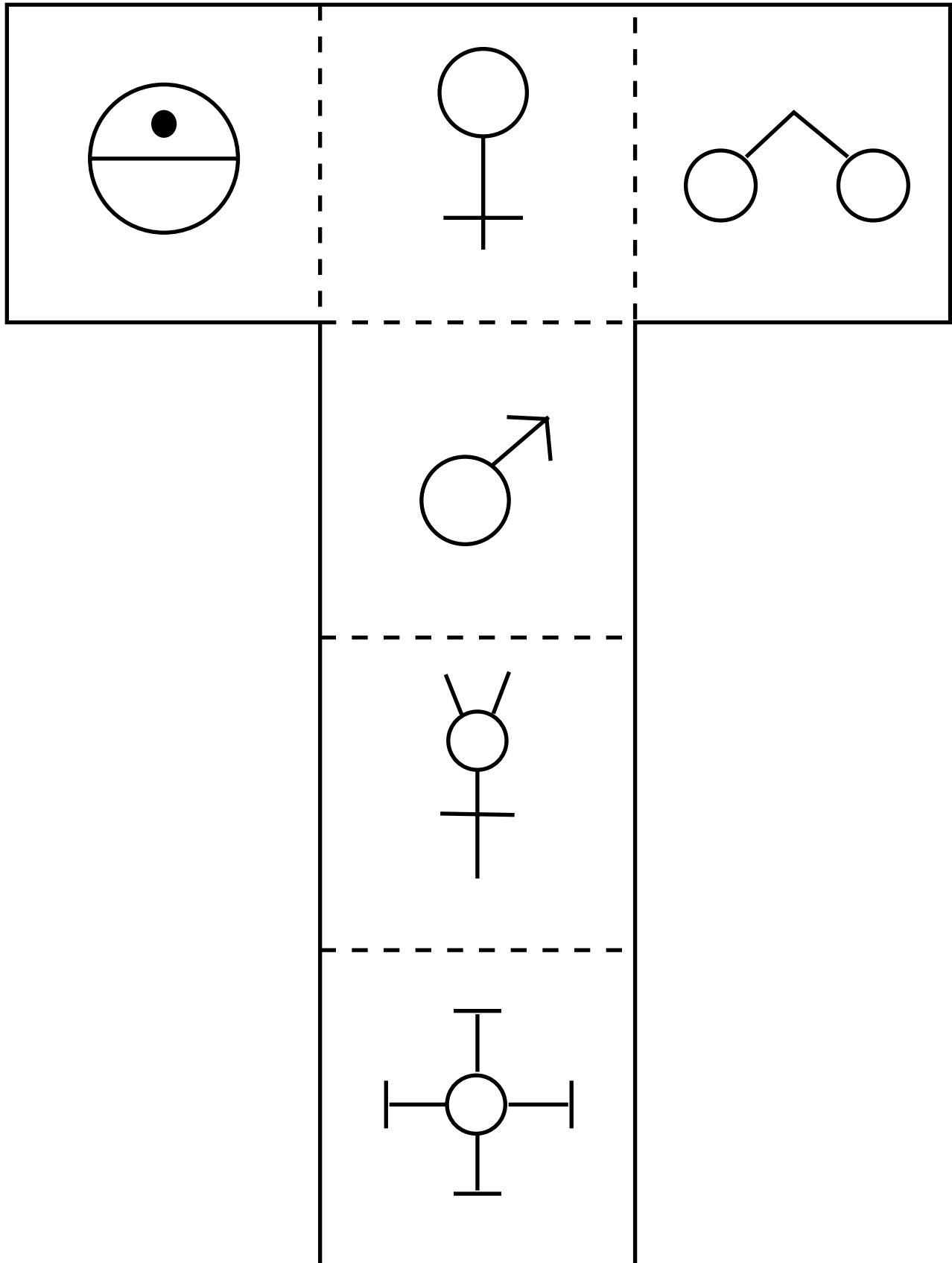
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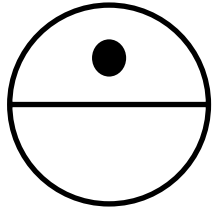


The Young Alchemist's Pick Three

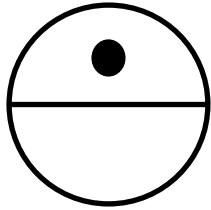
Dice: Cut out dice along the solid lines. Fold along the dotted lines.

Tape together to form a cube.

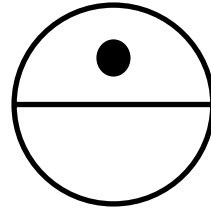




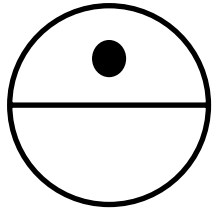
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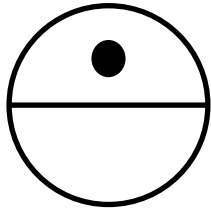
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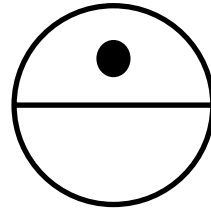
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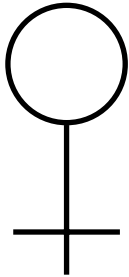
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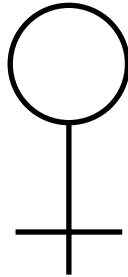
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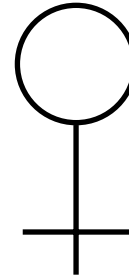
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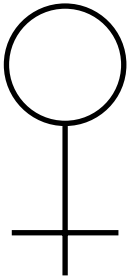
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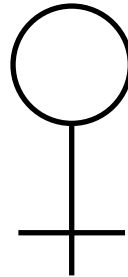
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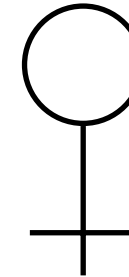
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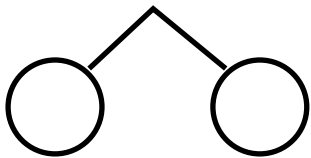
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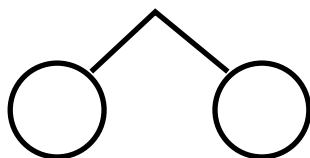
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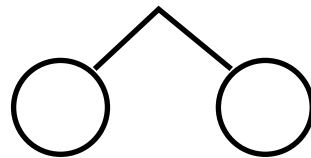
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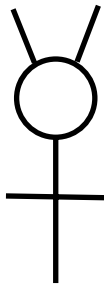
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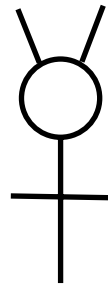
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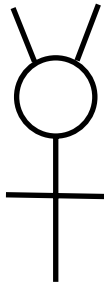
Quicksilver



Quicksilver



Quicksilver



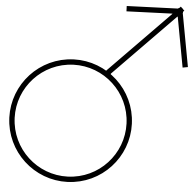
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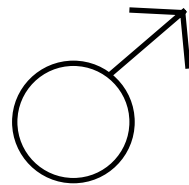
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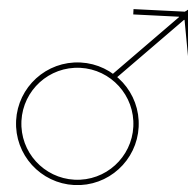
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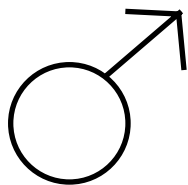
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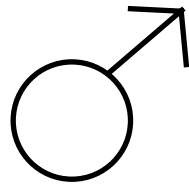
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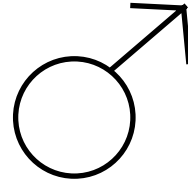
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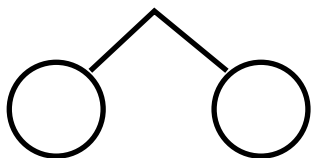
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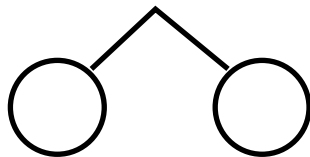
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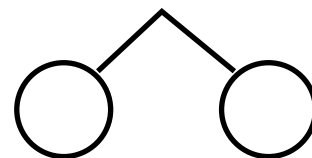
Iron



Lodestone



Lodestone



Lodestone

The Young Alchemist's Pick Three

For 2 to 3 players.

Instructions: Color and cut out cards. There should be six cards per design, a total of 36 cards.

Make 6 piles, one of each symbol, in the center of the playing area.

Each player takes one turn rolling the dice. The symbol that is face up on the dice is the symbol card the player picks up. If there are no symbol cards left for the symbol that a player rolled, that player skips a turn.

When a player gets 3 cards of the same symbol, the player lays the three cards down in front of him/herself.

Continue the game until there are no more cards left in the center of the play area. Each player should count their sets of three cards.

The player with the most sets of three wins.

