

Games to play with the game components you might already own.

Wizard Dual

REQUIREMENTS

Picture cards (ex. Dixit, Mysterium, Tarot), 3+ Players

GOAL

Cast spells and be the last one with cards

SETUP

- Deal five cards to each player
- Choose a first player

ON YOUR TURN

- Play a card to attack the player on your left.
- That player plays a card to defend.
- Have a dual

PLAYING A CARD

Put a card from your hand in front of you and use the image card as inspiration for the spell you are casting. Other players judge if the spell makes sense and is represented by the card. If not the player loses right away and play moves the next player.

THE DUAL

The players vote on who wins the dual. The players are free to talk about the vote and suggest outcomes. Talk can continue until the player on the right of the active player calls for a vote. Both cards used are put in a discard pile.

The winner of the dual draws a card. The loser doesn't

GAME END

The last one with cards wins!

VARIANTS

Short game: When one person is out the player with the most cards wins! Tied players dual until only one player has the most cards.

When someone gets hit, do something fun! Take a drink, They have to make a funny sound, etc.



Artwork for basic lands for MTG and possibly other trading card games.

There will be versions in full color and black and white!