

Maria Wack

5 game ideas that can be played using cards

1. A game that is centered around gardening, but with a deck building mechanic like that of Dominion. I would incorporate seasonal shifts that would dictate the strength of a hand at any given moment to keep it dynamic, similar to the metaphor behind Photosynthesis.
 2. A Halloween themed game where players collect and combine ingredient cards to create various spells that they can cast on other players. Creating an unstable combination with the cards in play can explode and wipe out points.
 3. A card game where players draw word cards and build original responses to prompts, similar to Cards Against Humanity if it was set up like madlibs.
 4. It would be cool to do a murder mystery card game that utilizes the collaborative card set up of Hanabi, but instead of building suits, players exchange information to find the killer. I don't know how all of this would function yet at all, just a concept.
 5. A school themed card game where players are “assigned” cards in their hand that they must complete (a run of some sort). Id include themed action cards like deadline cards that would force the others to play if they have any complete assignments or lose points. Group projects could come up and force everyone to pass one card to their left. If you can't contribute to a set, you fail (maybe even leave the game?)
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