

Card Games

Original Games

- **Normal Playing Card Games**
 - [Jedi Duel](#) - 2-4 player duelling force users
 - [Siege](#) - a game of castle sieges.
 - [MayanGold](#) - based on the [Incan Gold](#) game but using normal playing cards.
- Quis [custodiet ipsos custodes?](#) A game of paranoid resource management
- [Auction](#) - Inspired by recent games of [Modern Art](#) and [Cash & Guns](#). I like the idea of cards played affecting other players, hidden players and ranking players.
- [DiceDungeon](#) - An idea I had about combining dice with cards, and then using the cards as a map. (incomplete)
- [DuelCards](#) - A duelling card game for two players with two cards (and a whiteboard marker)
- [DungeonBuilder](#) - Mine and Barbara's ideas on a Dungeon Keeper type card game
- [Joust](#) - My own slightly detailed jousting card game inspired to by other games I've seen that try to simulate the same. (incomplete)
- [OfficePolitics](#) - Office intrigue
- [Politberg](#) - Castle intrigue (incomplete)

Variants and Expansions

- [BattlegroundFantasy](#) - Stuff for the card wargame by <http://yourmovegames.com>
- [CreditsNGuns](#) - My customised set of cards and money for a cyberpunk version of [Cash & Guns](#).
- [Gloom](#) - Stuff for the [Gloom](#) game by Atlas Games
- [Skirmish](#) - A medieval variant of Lunch Money
- [WingsofWar](#) - Stuff for the [Wings of War](#) game by FFG, Nexus and Ubik
 - [DragonsofWar](#) - My dragon variant based on the Temeraire books of Naomi Novik.

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Last update: **2022/07/24 18:21**

