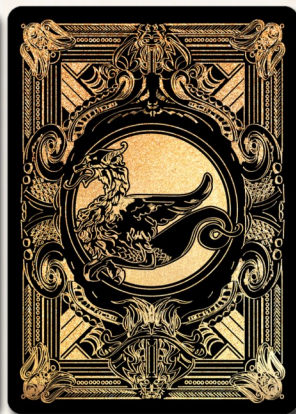


# MYTHS & MAGIC



Card front



Card back



Red focuses on winning by controlling enough characters. Purple focuses on winning by discarding an opponent's discard pile. Blue focuses on winning by controlling enough realms. Green focuses on winning by getting zero cards in hand.

When you play a draft, you are required to only use cards from two colors. Multicolor cards can be played as long as one of the colors is correct.

This game was originally invented in 2020.

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Myths & Magic is a fantasy card game that focuses on having multiple win conditions, one per color.

The game is made to be a cube—a large collection of cards that can be drafted or used for constructed deck building.

Players take turns playing up to two cards from their hand, and they may only play one “epic” card each turn. Most cards don’t have a cost, and the cost can be paid by banishing cards you own from your discard pile to the bottom of your draw pile.

More information: [recoculous.com/myths-magic/](http://recoculous.com/myths-magic/)



# BATTLE OF WITS

## ATLANTIS



Battle of Wits is an overpowered combat-oriented card game. It has some inspiration from Magic: the Gathering. Players take turns playing cards and building an army of characters. Characters can attack or block. Whenever a player has zero life, they lose the game.

In Battle of Wits, you use energy to play cards. Realms are the main way to get energy, and you can play any number of cards, including realms, during your turn. However, you may only play one “epic” card each turn. This is partly used to help stop players from playing cards to draw cards over and over during a single turn.

Battle of Wits: Atlantis has a Greek mythology theme, and other themes are also possible.

This game was originally invented in 2020.

More information:

[fantasycards.wordpress.com/battle-of-wits-atlantis/](https://fantasycards.wordpress.com/battle-of-wits-atlantis/)



© James Wallace Gray



Card front

Card back

# Magician



Magician is a combat-oriented deck building game. The win condition is to eliminate your opponents by reducing their life total to zero by attacking with characters.

Your deck starts with ten treasure cards, and you buy cards to add to your deck.

Most cards you play are shuffled back into your draw pile at some point, but Some cards you buy are very powerful and are banished after they resolve. Other strong cards you buy are “epic.” You may only play one epic card each turn.

2-4 Players

20-60 min.

Ages 13+

More information:

[recoculous.com/magician-the-card-game](http://recoculous.com/magician-the-card-game)



Card front



Card back

The current version of Magician has a One Thousand & One Nights theme, but other themes are also possible.

The game was originally invented in 2011. Newer versions were developed in 2016 and 2020.

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# Fortress

A combat-oriented card game. A player who loses all their fortresses loses the game.

Characters can attack fortresses to deal damage to them.

Each player may play one manifestation card during their turn, and they may play any number of sorcery and interrupt cards each turn. Interrupt cards can be played at any time.



Card costs are paid by putting that number of cards from your discard pile on the bottom of your draw pile. One of the cards must have the right color.

The versions of Fortress were made with some differences. It was originally developed in 2011, and it was remade in 2013.

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