

50 Uses For Cards Seminar

Mayfair Games

Introduction

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Why cards?

- Versatile
- Small
- Portable
- Cheap
- Easy to prototype
- Easy to produce

Considerations for Card Games

- Euro vs. US card sizes
- Skat, Poker, Bridge
- The Magic of 56
- China (“Made in,” not “fine”)

Testing/Editing cards

- Fronts vs. backs
- Bleed/Borders
- Proof sheets
- Proofing checklists

50 Ways to Use Cards!

Q&A

50 Uses For Cards

Small, portable, versatile, economical, and familiar: what's not to like?

1. Hiding information—Poker
2. Game effects—Settlers of Catan event cards
3. Money—Amun Re
4. Victory Points—Siena
5. Dice—Settlers of Nuremburg
6. Game rules—Fluxx
7. Rule sheet—BANG! High Noon
8. Player summaries—BANG!
9. Starting player—Management Material
10. Turn Order—Amazonas
11. Game turn—Mystery of the Abbey
12. Definition of game area—Lucca Citta
13. Game board—Labryinth: the Card Game
14. Play surface—Hellrail
15. Board effects—Ursuppe/Primordial Soup
16. Game tiles—Dungeoneer
17. 3D structure—[use cards to form walls, buildings]
18. Concealment—[cover board or game pieces]
19. Separation of cards—Ostia
20. Throwing—Xxxenophile
21. Component reference—Empire Builder
22. Binary states—Army of Darkness Card Game
23. Simultaneous effects—King Me!
24. Sequential/multi-part game effects—Chaos Marauders
25. Dropping—Diskwars
26. Scoring—Euchre
27. Tracking game effects—Car Wars: TCG
28. Game Piece—Talisman
29. Movement—Pirates of the Spanish Main
30. Measurement—Car Wars
31. Timing—Union Pacific
32. Disposable scorepads—Supercardz
33. Game effect record—Magic
34. Effect resolution—Up Front
35. Positional effects—Manhattan
36. Game transition—Pompeii
37. Packaging—Catan Event Cards
38. Puzzle pieces—[using cards to create an image as a goal]
39. Weapons—[throwing at targets]
40. Fortune Telling--Mystik
41. Art Gallery
42. Blank cards
43. Promotional cards
44. Place cards
45. Bookmarks
46. Calendars
47. Business cards
48. Advertisements
49. Coupons/Rebates
50. Coasters