

Card Games

Original Games

- 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.
- [Dice Dungeon](#) - An idea I had about combining dice with cards, and then using the cards as a map. (incomplete)
- [Duel Cards](#) - A duelling card game for two players with two cards (and a whiteboard marker)
- [Dungeon Builder: the Card Game](#) - Mine and Barbara's ideas on a Dungeon Keeper type card game
- HunterGatherers - a resource management type game that primarily uses cards, and occasional dice. (incomplete)
- [Joust](#) - My own slightly detailed jousting card game inspired to by other games I've seen that try to simulate the same. (incomplete)
- MayanGold - based on the [Incan Gold](#) game but using normal playing cards.
- [Action the Project!](#) - Office intrigue
- [Politberg](#) - Castle intrigue (incomplete)
- [Siege](#) - a game of castle sieges using normal playing cards.

Variants and Expansions

- [Battleground: Fantasy Warfare](#) - Stuff for the card wargame by <http://yourmovegames.com>
- [Credits 'N Guns](#) - 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
- [Wings of War](#) - Stuff for the [Wings of War](#) game by FFG, Nexus and Ubik
 - [Dragons of War](#) - My dragon variant based on the Temeraire books of Naomi Novik.

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