

## Games to be played with the Magic card:

### REFLEX GAME (for 1-5 people)

The card-dealer shuffles the pack of cards and puts two cards face-up on the table. The players look for the symbols on the two cards that are similar both in colour and in shape. The player who finds it first and points at it, gets the card. If one of the symbols is small and the other one is big (big symbol in the middle), it is better to point at the bigger one. The card-dealer gives the player the card that was pointed at. Then he puts a new card on the table so that there would always be 2 cards on the table.

If the two players point correctly at both of the cards at the same time (one points at one card, the other points at the other card), they both get the card they are pointing at, in which case the card-dealer puts an additional 2 cards on the table.

**The player has to give back all his cards to the card-dealer in the following 3 cases (though these cards still remain in the game):**

**- if a player makes a mistake i.e. there is no pair to the symbol he is pointing at either in colour or in shape**

**- if a player points at a smaller symbol instead of a big one**

**- if the hand of the player moves but does not point at any symbols** (Players cannot make circular movements above the cards or search with the hand. The symbol has to be pointed at with a single definite movement. It is enough to point at one of the cards, the card-dealer will know whether it is correct or not.)

THE PLAYER WHO HAS MOST OF THE CARDS BY THE TIME THE CARD-DEALER HAS NO MORE LEFT IS THE WINNER.

### MEMORY GAME (for 1-4 people)

The pack has to be shuffled and put on the table in 3 lines face-down. The first player turns up 3 random cards and leaves them where he has found them. He can pick up the 3 cards only if the central symbols are similar in SHAPE ( e.g. all three have a dragon in the middle). If he cannot find 3 identical mid-symbols in the first round, everybody should memorize which symbol they see in which location because the cards have to be turned down again to the same place where they were. Now the next player turns up 3 cards.

If he is able to find 3 cards with identical symbols in the middle, he gets the cards and it is his turn again to turn up the next 3 cards. The game goes on till there are no more cards left on the table. Then the players count their cards.

THE WINNER IS THE ONE WHO COLLECTS THE MOST CARDS.

### SHODOKU (game for one)

The aim of the game is to lay out the cards in a field of 5x4 so that there should neither be a symbol of similar color or similar shape in any of the lines nor in any of the columns. You have to look at the lines and columns of the small symbols. There are no similar symbols among the big ones. Start with laying out 2 cards next to each other and check the lines for similar symbols. If there are similar ones, change that card to another card on which every symbol is different, either in colour or in shape. Then place 2 cards under each of those cards you have just changed. Check again these cards' lines and columns. Any of the cards with similar symbols needs to be changed. You can even rotate the cards if it helps. Widen the number of lines and columns till you get to the field of 5x4. (*It is not easy.*) If you get a field of 4x4 that is already very good.

### POKER VERSION (for 2-6 people)

The card-dealer shuffles the pack of cards, gives every player 3 cards and puts down 3 additional cards face-up on the table next to each other. The remaining cards (in case there are less than 6 players) are put aside. The aim of the game is to possess 3 cards of the highest value. The player sitting to the left of the card-dealer starts. He can change one of his own cards with one on the table or he can pass. Next is the player sitting to his left and so on. When the first player passes, the last round of the game begins. After the last round the players lay out their cards face-up and the player with the cards of the highest value wins

.Value of the cards:

1. poker: 3 big symbols (e.g.: 3 sus)
2. big line: 1 big and 2 small symbols of similar color and shape
3. small line: 3 small symbols of similar colour and shape
4. big pair: 1 big and 1 small symbols of similar colour and shape
5. small pair: 2 small symbols of similar colour and shape