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Garfield

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TRADING CARD GAME METHOD OF PLAY

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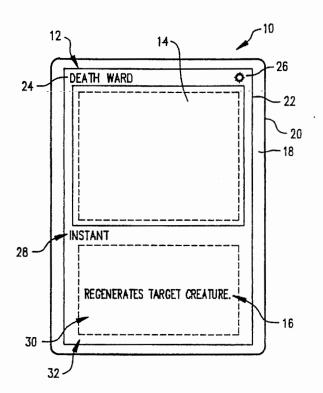
[57] ABSTRACT

Provided herein is a novel method of game play and game components that in one embodiment are in the form of trading cards (10, 12, 40, 42, 44, 48, 54, 60, 64). However, the game components may take other forms, such as a board game, or the game may be played in different media, such as electronic games, video games, computer games, and interactive network. In one version, the game components comprise energy or mana cards 40 and command or spell cards (10, 12, 42, 44, 48, 54, 60, 64) having commands or spells associated therewith that utilize the energy to enable a player to attack, defend and modify the effect of other mana cards, spell cards, and the fundamental rules of play. The goal of the game is to reduce the life points of other players to a level below one. In this game of strategy and chance, players construct their own library of cards, preferably from trading cards, and play their library or deck of cards against the deck of cards of an opposing player. Cards may be obtained from retail outlets, trading with other players or collectors, and winning cards at games and tournaments.

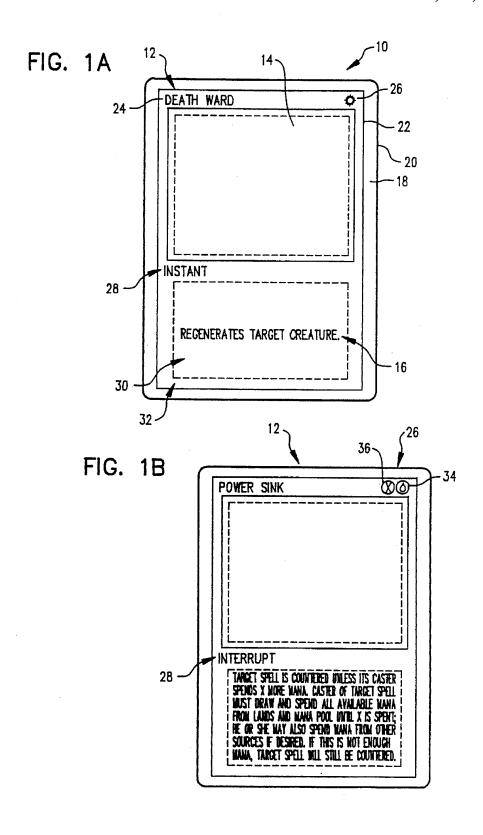
6 Claims, 6 Drawing Sheets

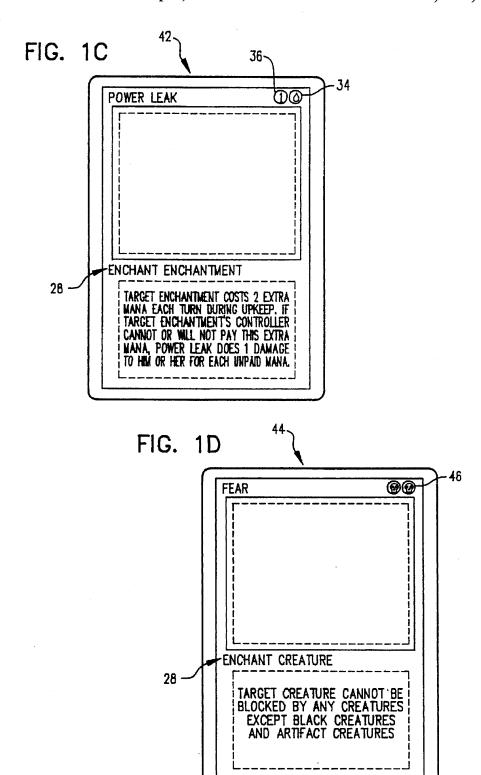
	[54]	TRADING	G CARD GAME METHOD OF PLAY	
	[75]	Inventor:	Richard Channing Garfield , Portland, Oreg.	
	[73]	Assignee:	Wizards of the Coast, Inc., Renton, Wash.	
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	[22]	Filed:	Oct. 17, 1995	
Related U.S. Application Data				
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	[52]	U.S. Cl	A63F 1/00 273/308 earch 273/244, 245. 273/246, 247, 259, 277, 298, 292, 308	
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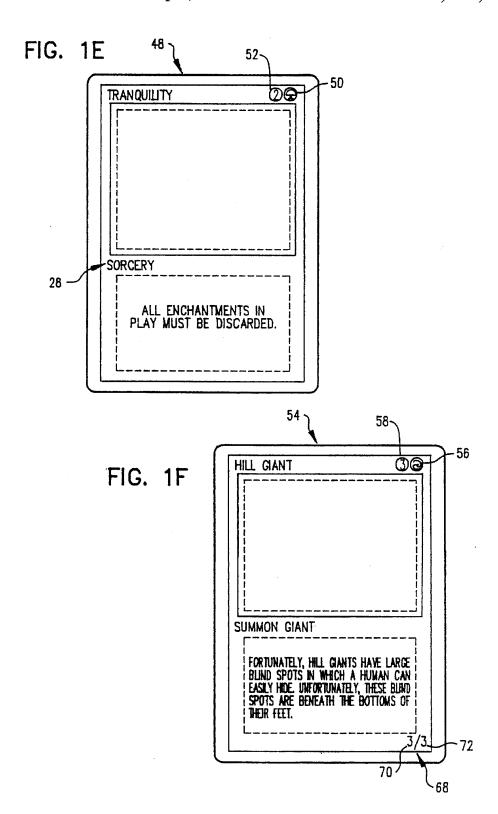
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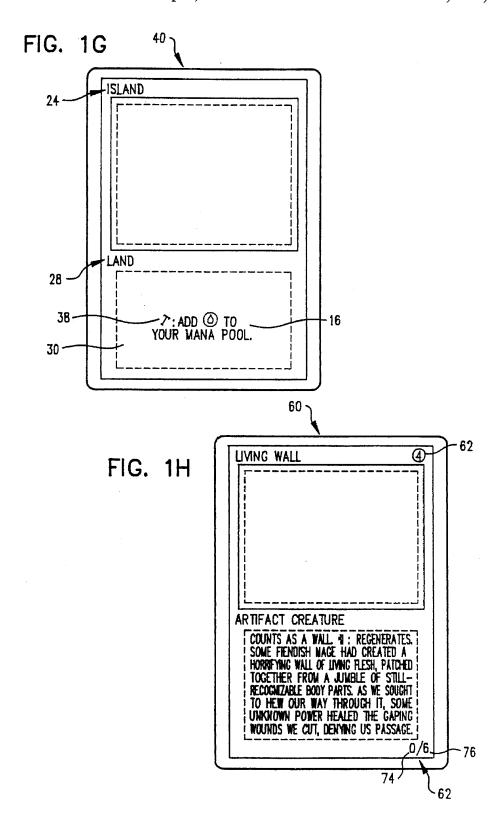












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