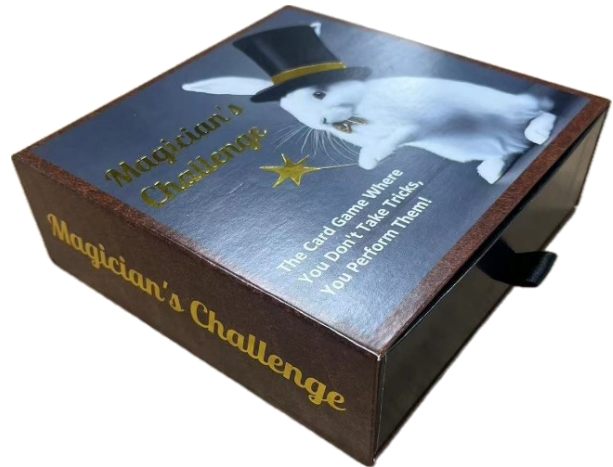


Magician's Challenge Media Kit

*"The Card Game Where
You Don't Take Tricks,
You Perform Them!"*



What is Magician's Challenge?

Magician's Challenge is a card game where you collect sets of magic stage props and win points playing them to perform different magic tricks. There are six types of magic props, each with 1-6 points, and nine magic tricks to perform, each requiring different mixtures of the props. Use SNEAKY cards to interact with other Magicians. Perform each Trick once and add up the scores to see who will win the Magician's Challenge.

The game is suitable for ages 10 and up. It supports 2-4 individual players and also includes a solo mode and a team mode that supports 2 or 3 two-person teams. Games typically last about 10-12 minutes per player or team.

The Magicians

Each player takes the role of a Magician who can turn one of the props into a Wild Prop. For example, Wanda Wands can play her wild Wands props to add more points to her Bird Trick.



The Tricks

To objectively measure the Magicians' skills, all competitors perform the same set of nine Tricks. They may play up to six PROPS cards to perform a trick, adding up the PROPS card points to score the performance. Two of the Tricks require exactly six cards and award 25 points instead of adding up the PROPS cards.



The SNEAKY Cards

The SNEAKY cards allow players to gain minor advantages. Magicians start the game with one SNEAKY card and draw another at the end of each Act. You may save SNEAKY cards to be played later, and you may play more than one during an Act. Be careful, because SNEAKY actions won't always be as beneficial as you hoped!



Inspiration

Magician's Challenge is inspired by Yahtzee, using cards instead of dice while adding a magician theme plus player interaction via the SNEAKY cards. The set collection rules for performing Tricks are straightforward and easy to learn. The SNEAKY cards add varying tactics and a Take That flavor to the game.

Table Top Shelf Games

Magician's Challenge was developed by Table Top Shelf Games LLC, a US-based small business that focuses on developing games that are both fun to play as well as looking interesting on your shelf. This is their first game to make it to market.



In 2023, the Game Manufacturers Association (GAMA) selected the Magician's Challenge design team to be part of their Rising Stars Cohort. GAMA is an industry trade group for hobby games and the associated industries, from designers to manufactures, distributors, and retail store operators. Members of the Rising Stars Cohort gained access to valuable information through GAMA seminars, member networking, the GAMA Expo, and the Origins Game Fair.

Table Top Shelf Games is also an active participant in the Unpublished Games Network (Unpub), a non-profit organization serving the tabletop community. In addition to volunteering time at the Unpub booths at PAX East and Origins, we also enjoyed demonstrating Magician's Challenge at PAX East (2023 and 2024), Origins (2023 and 2024), and Unpub Prime (2024).

Our design team is comprised of James Eastland and Nicholas Toronto, best friends who met in high school and remained close through decades of divergent careers and widely separated homes. Those differences now add up to complementary strengths in business management, project management, marketing, and design.

Table Top Shelf Games Links

Contact	info@tabletopshelfgames.com
1-Minute How To Play Video	https://www.youtube.com/watch?v=KDEN4KJ_K6s
Magician's Challenge Home Page	https://www.magicianschallenge.com/
Kickstarter Campaign	https://www.kickstarter.com/projects/tabletopshelfgames/magicians-challenge
BoardGameGeek	https://boardgamegeek.com/boardgame/421688/magicians-challenge
Facebook	https://www.facebook.com/MagiciansChallenge/
LinkTree	https://linktr.ee/ttsghome