

Passover Villains Variant Rules

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Directions:

This Magic the Gathering format is based on Turtle Team-Up, a product from Wizards of the Coast. It is a cooperative version where 2 players share a communal life total (20), take turns together, and fight through three progressive stages of automated villain bosses. This is designed well for our religious school classroom because students work together and can support each other while working against traditional “villains” from Jewish history.

Each player (“hero”) receives a pre-built deck and a playmat, and each pair of players receives a Boss playmat, two d20 dice, a handful of d6 dice, a Boss deck and a Villains deck. The two players sit next to each other, opposite the villains setup. The players share one d20, which starts at 20. The Boss setup also has a d20 which starts at 20.

Separate the Boss cards from the other Villains cards. In the first round, one Boss card goes on the Boss playmat. In the second round, the Boss life total resets to 20 and two Boss cards go on the Boss playmat. In the third round, the Boss life total resets to 20 and three Boss cards go on the Boss playmat. The Hero (players) life total does not reset during the game.

The Heroes always take the first turn. Once the Boss life total reaches 0, the round ends. If the Heroes life total reaches 0, the game ends. On each Boss turn, follow the direction on the Boss card(s) and then play the top card from the Villains deck. Any of the Boss’ creature cards that were already on the battlefield (not newly played this turn) automatically attack. The Boss’ creatures cannot block.

To begin, once all decks are shuffled and set up on the playmats, the players each draw 7 cards from their decks; this is their opening hand. The first Boss card should be out on the Boss’ playmat. The players go first; each player takes the same step of their turns before the players move to the next step. First, both players draw a card. Then both players will play a land. The turn will follow the regular rules of Magic the Gathering, except that the Boss cannot block any attacks from the Heroes’ creatures.

Next, it is the Boss’ turn. Flip over the top card from the Villains’ deck and follow its directions, as written above.

Turns will pass back and forth between the players and the Boss(es) until one side's life total is 0.

Players' Turn Steps:

Untap (if any cards were tapped)

Upkeep (if there are any upkeep actions)

Draw (1 card each player from their own library/deck)

Main Phase 1 (play a land, play another card if desired)

Combat (declare attackers, tap/attack, remove any "dead" creatures from the board)

Main Phase 2 (play a card if desired)

Cleanup (if there are any cleanup actions)

End Step (if there are any end step actions)

Additional Links

For additional information on this variant:

<https://www.youtube.com/watch?v=4sowafUv2XM>

For general Magic the Gathering information: <https://magic.wizards.com/en/how-to-play>

To request free materials: <https://magikids.org/resource-center/magikids-application/>

Recommendations

Decide whether to maintain a collection for your school, or have students own their own cards. Depending on this decision, you may wish to ask community members for donations of cards and supplies.

Request a free MagiKids kit for directions on getting started, and cards and other supplies.

Reach out to local card/game stores for donations and other support.

If students want to bring in their own decks/cards from home, make sure they keep track of their belongings.

Sleeve the decks that your class will use. This ensures they last longer and avoid getting messy. Deck boxes are also helpful.