

A game of Misdirection is played out like this:

- Assign life-points to each player (corresponding to the amount of players playing):

2 Players = 6 life cubes

3-4 Players = 5 life cubes

5-8 Players = 4 life cubes

- Shuffle enemy card deck, dealing one to the play area; this is the enemy for this game.

- Shuffle the action deck, placing one card in front of all players, and placing the remaining deck next to the enemy in play.

- On your turn, you pick up a card from the action deck, and you play one of the two cards in your hand.

- You resolve the card, and depending on the card played and the enemy in play, do the corresponding action.

- When a player is reduced to 0 life points, they're dead/eliminated and can no longer participate in the game.

Next was the enemies...

Each enemy had to be different. To me, it's what changed up the gameplay -- having a random one each time, some reacting to different cards differently, made people pay a little more attention.

The Skeleton

The first enemy I created. What type of game set in a fantasy world wouldn't have skeleton's as an enemy? Probably lots. I wanted a simple enemy, and a benchmark, easy to learn from. In the rules, I've stated that if it's your first game, you should use the Skeleton as the enemy.

The Skeleton Wizard

The second enemy I created was a little different. I wanted to add a bit of strategy to the game. In quite a few games, I found players would happily play a card that resulted them to take damage if it meant it eliminated another player from the game.

The Assassin

While I never envisioned the character a female, I freaking loved it when I was sent the rough sketch. I was sent a few different ones, and this one just spoke to me. I also wanted her to be deadly, so the damage she does is double the Skeleton.

The Brigand

The highwayman. I always saw this guy, ever since playing the first Fable on Xbox, I loved the idea of ruffians that just tried to hold up passers by. When I was sent the sketch of this, I was once again, very pleased! I didn't anticipate his colour, but I loved that he wasn't human. Makes him look more menacing. The attack of this character gave a bit more freedom, allowing the attacked player to also cause damage to someone else. Once again, creating that opportunity for players to use different strategies against each other.

Action cards are the heart of the game - the whole game revolves around them.

No action

This can be the worst card in the game, but there are also the most popular. Depending on the enemy, you really don't want to hold onto these for long.

Block the enemy attack

A handy card, it's an action, so it's kind of safe against most enemies. A certain enemy in the game allows you to then deflect the attack to another player, causing them damage.

Skip the next player

Turn order is important in Misdirection. This card can be a blessing, sometimes it's best not to

Misdirect to a player of your choice

Sort of a global skip - you can choose who goes next. But you might notice a white star in the bottom corner -- these cards are removed in a two player game, to speed it up.

The next player must play the card in their hand, before picking up a new card

Forced play cards are what the game shines on. Forcing others to put down a card they don't want to is highly satisfying, especially if they don't have a very good poker face.