

Roll the Zine is a board and card game focused zine and a love letter to creativity, gaming and DIY culture. It's an exploration of media, imperfection and putting something out there.

In this first issue, you'll learn about some of the games I enjoy playing: from two player board games to multiplayer mayhem and from beginner-friendly adventures to advanced Magic the Gathering.

Welcome along the journey. You can find this and potential future issues from [zine.hamatti.org](http://zine.hamatti.org).

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by Juhis «[hamatti.org](http://hamatti.org)»

ROLL  
THE  
ZINE #1

# WINGSPAN

1-5 players

40-70 min

Elizabeth Hargrave

Wingspan is a delightful card-driven engine-building game published in 2019 with a few expansions that bring in new birds from all around the globe and new mechanics.

Each turn, a player can add new birds to their tableau or gain food resources, lay eggs or draw new birds from the deck while activating abilities of previously placed bird cards.



Compared to many other engine-builders, what helps me enjoy the game is that your engine gets better with every bird added — even if that bird itself doesn't have perfect synergies to the rest of the engine.

The theme fits the game well and everything is done with such care: the bird cards are stunning and all the cards and tokens and other game pieces are a delight to play with.

Wingspan has been so wildly popular that there are two spinoffs games: Wyrmspan for dragon enthusiasts and Finspan for fish enthusiasts.

by gurdonark  
at [openclipart.org](http://openclipart.org)

# HIVE

2 players

20 min

John Yianni



by Rob Robinson  
at [boardgamegeek.com](http://boardgamegeek.com)

Hive is a 2-player masterpiece by John Yianni. You take turns to place different insects on the board and move them around according to their unique abilities with a goal to surround your opponent's Queen Bee.

It's a game that takes 5 minutes to explain and learn but offers a ton of strategic depth and replayability. There's enough flexibility in when and where to place your tiles that allows for proactive and reactive moves.

Hive comes in a few variants: regular, pocket and carbon (greyscale) but they all play exactly the same. The game is small enough that you can keep it in your backpack at all times and as it doesn't require a board, it can be played anywhere.

# TINDERBLOX

2-6 players

3-15 min

Rob Sparks

Tinderblox is a fun dexterity game where players build a shared campfire by placing plastic cubes and logs on top of each other with tweezers and try to avoid falling them over.

# PRINT & PLAY

"Print and Play" or PnP refers to board games that are published with permission and files that players can print and craft themselves.

There are many reasons someone might publish their game as print and play: for early playtesting, to avoid costs of manufacturing, to provide playable game after crowdfunding campaign while waiting for print and delivery to finish – to name a few.

For some players, print and play is half gaming, half crafts hobby. It's completely up to you how much effort you want to put into your own version: easiest way is to print cards to regular paper and slide them to an opaque card sleeve with an existing card.

Or you can print double sided cards on cardstock, laminate and cut rounded corners and build a nice, almost production quality game for yourself.

If you want to explore available games, PNP Arcade ([pnparcade.com](http://pnparcade.com)) and PnP Paradise ([pnpparadise.com](http://pnpparadise.com)) are popular marketplaces specialised in these games. Itch.io and BoardGameGeek's forums are also used to distribute games.

A bonus tip: C cassette cases are an excellent second hand option for storing small card games (up to 18 paper + cardback cards or 40 unsleeved cards). Design and print a custom cover and spine to make your collection stand out!



# DANDÂN

In the depths of the ocean /

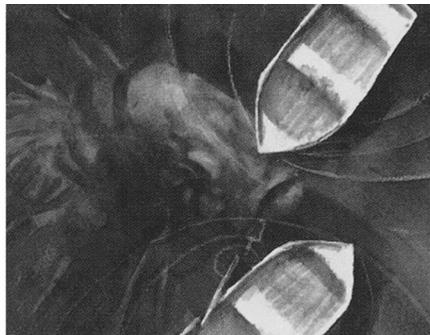
lurks an unexpected threat /

Dandân – the forgetful fish

Dandân, also known as Forgetful Fish, is a 2-player fan-made Magic the Gathering format designed by Nick Floyd in the late 1990s. It's played with a shared deck and graveyard with a mono-blue deck.

The format is half magic battle, half a puzzle to be solved. Majority of the gameplay revolves around countering plays and manipulating the top deck using cards like Memory Lapse, Brainstorm and Mind Bend.

Dandân is a great example of redesigning an existing game into a new format that's recognisable and easy to get into as a player but feels new and exciting at the same time.



by Drew Tucker  
(c) Wizards of the Coast

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## DECKLIST (80 cards)

10 x Dandân

8 x Memory Lapse

4 x Accumulated Knowledge

2 x Brainstorm

2 x Crystal Spray

2 x Dance of the Skywise

2 x Diminishing Returns

2 x Metamorphose

2 x Mind Bend

2 x Mystical Tutor

2 x Mystic Retrieval

2 x Predict

2 x Ray of Command

2 x Supplant Form

2 x Unsubstantiate

2 x Vision Charm

2 x Isset Boilerworks

2 x Lonely Sandbar

2 x Halimar Depths

2 x Mystic Sanctuary

2 x Remote Isle

2 x Svyelunite Temple

2 x Temple of Epiphany

18 x Island

This list is the original by the designer but others have made their own variants, all with their own twists and focuses.

If you want to watch a great overview and history of the format, search online for **Rhystic Studies' A History of "Forgetful Fish"** and for gameplay, **Tolarian Community College's Rhystic Studies and Dandân: A Blue Mage's Dream**.

If you're bored of the Standard, Commander or never-ending cash grabs with Universes Beyond, bring a Dandân deck to your next game night and enjoy something olde, something new, something borrowed and something blue.



by Nick Floyd