

Masked Magic

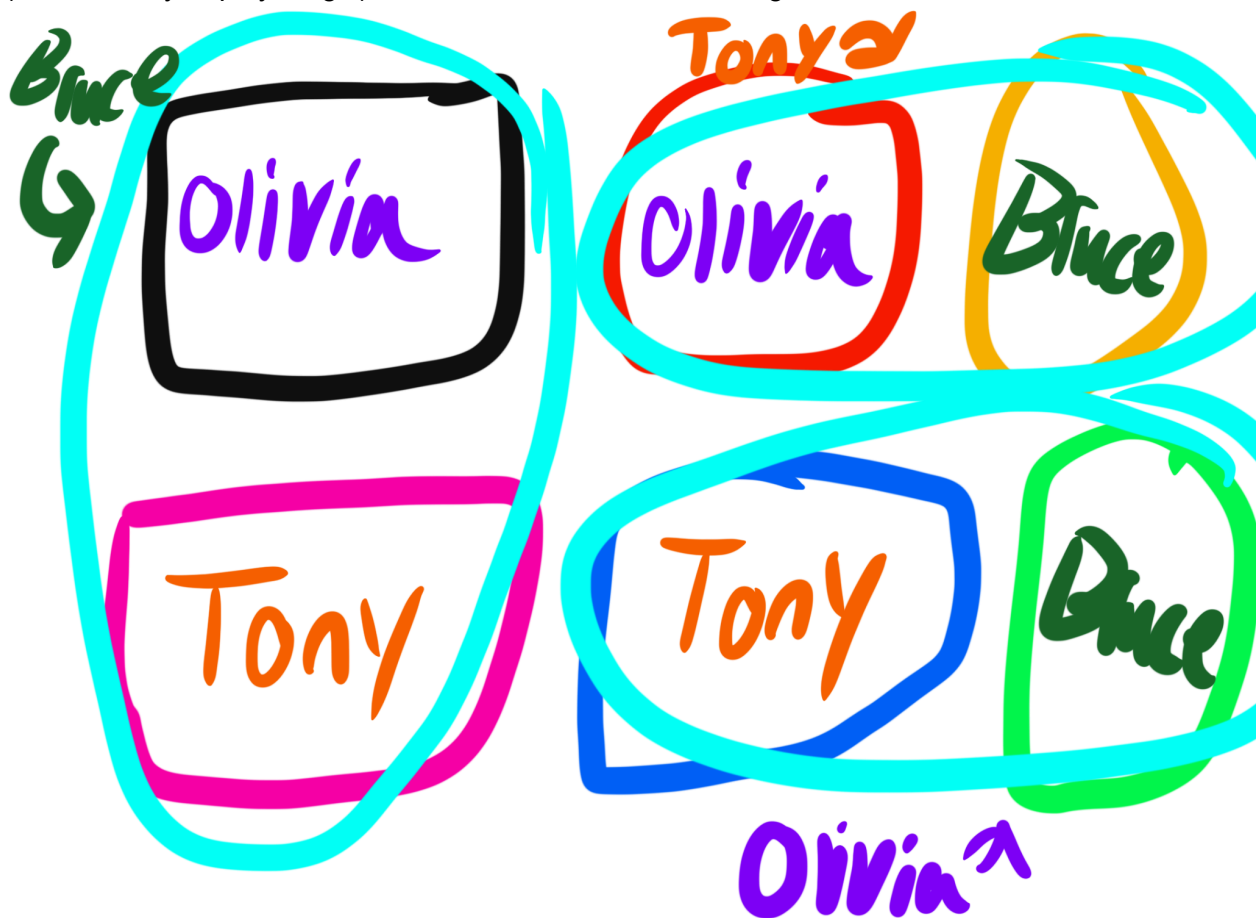
Hi there!

My name is Olivia Opp and I am here to bring you a new game mode for Magic the Gathering, similar to Commander. In this game mode, three players form teams of two, not knowing who their true ally is.

This game mode is called masked magic because the global game jam theme for 2026 is Masks, and I am yet to miss a year since 2017.

A player wins when they fully eliminate their opposed team. Allow me to demonstrate:

Bruce, Tony, and Olivia sit down to play a game of Masked Magic. Each player selects two decks and then sits such that they can easily access their two decks. If using tabletop simulator (the best way to play magic), it should look a little something like this:



Each deck is paired with another to form a team. Each player has the individual goal of eliminating the team that opposes them. [\(Insert "so its work as a team clip"\)](#) Not exactly. Bruce has the goal of eliminating the deck pair of Tony and Olivia. Olivia has the goal of eliminating the deck pair of Tony and Bruce. And Tony wants to eliminate the pair that is Bruce and Olivia.

It is now that I will mention the two axis upon which there are variants to Masked Magic. First Variation - Two Headed Giant vs Loose Alliance Chaos.

1. In Two Headed Giant, teams take shared turns and share a health pool. In this version, each pair moves through steps and phases together, sharing timing and turns. Allies share a health pool and block and attack as a team.
2. In Loose Chaos Alliance, each deck takes its own turn and is its own player at the table. In this game mode, it's purely political that you are allied with your paired deck as if they are defeated it is likely you will be as well. In this game mode, there is not a restriction against betraying your team mate.
3. Hit Points! We just played with Commander's 40 health, but feel free to experiment here. Two-Headed Giant on Hasbro's website says 60 health per team with a max of 15 poison counters per team.

The second variant is around cards that target opponents versus players.

I have played a lot of cooperative magic; my family loves Horde Magic. In our time playing we found that magic cards are just not built with weird co-op modes in mind. There are extremely few cards that mention "teammates". There are a lot more that target "opponents" and a similar amount that select "players". For any game mode that has cooperation, it is highly recommended to treat all cards that reference "opponent" as instead saying "other player". Mark Rosewater isn't out here making cards that work in co-op.

For this game mode, I recommend allowing players to target their other deck and their allies with cards that explicitly only target "opponents". You can play with "opponent" meaning "on an enemy team", but that will cause weird arbitrary moments in play and deck building.

So back to the game mode! Each player at the table now has two teammates, one for each deck, and now their goal is to eliminate their opposed team.