

# Slope unblocked games

Today, card strategies are still on the line - only this year a couple of dozen more variations on this topic should appear. And in 1997, there was a bit less diversity. More precisely, one worthwhile thing - the computer adaptation of Magic: The Gathering - Battlemage in 1997 was a real revelation. Not only was it an excellent adaptation of the board, it had a gorgeous campaign mode - "Shandalar," unprecedented for that time. Either the rpg with the open world, or the Heroes of Magic and Sword, while the battles are completely card. The player [slope unblocked](#) as a wandering wizard traveled on a huge map, clearing dungeons from monsters and challenging other sorcerer lords, not forgetting to improve his deck in the cities.

The reason why the game is rarity now is there is no legal way to get it, except for buying a used copy on Ebay, and playing it on modern PCs is still a quest. It seems that there is work on an unofficial remake of the Shandalar campaign, but the real results have not yet been heard. Considering that enthusiasts work without a license and under the evil gaze of Sauron Hasbro, it is better not to promote this topic once again. Never becoming super-hits, filled with controversial game solutions, or falling victim to the mediocre policy of publishers, all these games are united by the main thing - at least one breakthrough idea that influenced the whole world of computer games and was embodied in much more successful followers. At least they deserved some of their TOP)