



## Estate Playing Cards

### Introduction

Welcome to Estate Playing Cards, the new card deck for the 21<sup>st</sup> Century. This leaflet provides a full explanation of the deck and suggested variations to many popular card games. For card enthusiasts a forthcoming book will be the primer for generating discussion on where to take Estate Playing Cards. By exploring the deck and road testing it with card playing friends, a host of fresh ideas will hopefully lead to more books and games.

Estate Playing Cards brings ancient oblations, 15<sup>th</sup> century Italy and traditional four suit card decks into the 21<sup>st</sup> Century through synthesis and modernization. It augments the popular four suits - Church, Corporation, Community, Military with the fifth estate - the Media; replaces the royal & joker cards with family & imperial cards respectively thereby increasing the number of cards in the pack.

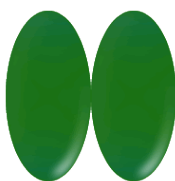
While five suit decks have been around for almost a century, Estate Playing Cards is a more fundamental modification to traditional playing cards; changes that not only reflect more accurately the modern world but retain some of the earliest features of ancient cards from Europe and Asia.

### The Pack

The standard pack has been increased to 62 Cards consisting of five suits – Waves, Hearts, Diamonds, Clubs and Spades. These suits are referred to as **Estates**. Each estate contains 12 cards – Ace, Woman, Man, 10, 9, 8, 7, 6, 5, 4, 3 & 2. Two Imperial cards, the Pope and the President, replace the Joker.

### The New Estate

The New Estate is called Waves, representing signals put out by various media. The symbol used is a graphic of a transmission wave.



### Face Values

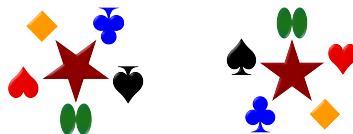
Face values of estate cards are largely determined by the game being played. The family cards generally hold a value of ten, although in certain games Man may be eleven and Woman twelve. Aces are high or low usually with values of 11 or 1 respectively. In games such as 500 and Poker, estates from highest to lowest are Waves, Hearts, Diamonds, Clubs and Spades. In Bridge the estate order is Spades, Hearts, Waves, Diamonds, Clubs.

A 60 card pack reduces the incidence of short decks because games with one, two, three, four, five or six players where every card is dealt produces an even number.

Players	Cards	Players	Cards
1	60	4	15
2	30	5	12
3	20	6	10

### Bowers

Bowers are derived from the angel's star or devil's pentangle placing the five estates in card dealing order - (clockwise, highest to lowest).



There are three bowers and the Man cards are used.

	Middle	Left	Right
T			
R			
U			
M			
P			
S			

### Protocols

Games involving 2 x 2 partners, unless otherwise stated, use existing protocols such as North/South East/West and Declarer, Leader, Dummy, Pone.

Terms such as tableau, talon, trick, deal, cut, stand, burn, trump, widow, slam and meld remain unchanged. The only exception is the use of **ESTATE** in place of **SUIT**.

**Estate Playing Cards are devised and designed by Vasey Corporation Pty Ltd Queensland Australia**

### Possibilities

Five Estates of 12 cards opens up a range of possibilities beyond current card usage including the mystical and the mythological.

### Olympic Rings



### Continents

	Waves	Australia
	Hearts	South America
	Diamonds	Africa
	Clubs	Eurasia
	Spades	North America

### Months

Card	Month	Card	Month
Ace	Jan	7	July
2	Feb	8	Aug
3	Mar	9	Sep
4	Apr	10	Oct
5	May	M	Nov
6	June	W	Dec

### Astrology

Card	Zodiac	Chinese
Ace	Sagittarius	Rat
2	Capricorn	Ox
3	Aquarius	Tiger
4	Pisces	Rabbit
5	Aries	Dragon
6	Taurus	Snake
7	Gemini	Horse
8	Cancer	Sheep
9	Leo	Monkey
10	Virgo	Rooster
Man	Libra	Dog
Woman	Scorpio	Boar

### Chinese Elements

	Waves	Earth
	Hearts	Fire
	Diamonds	Wood
	Clubs	Water
	Spades	Metal

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## Games

Simple games such as Solitaire, Snap, Crazy 8s and Rummy retain most of the existing rules or have variations which are easy to understand. Other games such as Poker, 500, Euchre and Bridge take on a different look altogether.

### Poker

In Poker a fifth estate increases the number of winning card combinations while lengthening the odds. With 60 cards and five estates, the total number of five card hands is 5,461,512. Five of a Kind, with only 12 possible hands or a probability of 0.000022, becomes the new top hand. Hands with a card from each Estate is a Rainbow.

Rank	Hand
1	5 of a Kind
2	Straight Flush
3	Rainbow 4 of a Kind
4	Rainbow Straight
5	Rainbow Full House
6	4 of a Kind
7	Flush
8	Full House
9	Rainbow 3 of a Kind
10	Rainbow 2 Pair
11	Straight
12	3 of a Kind
13	Rainbow
14	2 Pair
15	1 Pair
16	Rubbish

### Waves (Black Pete)

This is the estate variation of Hearts also known as Black Maria. Remove the imperials and deal the remainder of the deck. Each player selects three discards and passes them to the player on their right. The player holding the 2 of Clubs leads the deal. The object of the game is to not pick up hands containing Waves or the Man of Spades (Black Pete). Waves cannot be led until a wave card has been discarded on an earlier lead. When all hands have been played each player adds up the points of hands they have won containing Waves and Black Pete. Score one point for each Wave card and 15 points for Black Pete. The first player to accumulate 500 points busts and the player on the lowest points wins. If one player wins every trick, all other players score an extra 24 points.



## Estate Bridge

Estate Bridge is a variation of Rubber Bridge which in turn is the basic form of Contract Bridge, played by four players in two fixed partnerships facing each other. A more detailed explanation of Estate Bridge is in the book on Estate Playing Cards. For now the variations will be outlined.

A standard 60 card pack, minus imperials, is used. The trump estates from highest to lowest are no trumps, spades, hearts, waves, diamonds and clubs. The cards in each estate rank from highest to lowest: A W M 10 9 8 7 6 5 4 3 2. Each player is dealt 15 cards. The lowest bid allowed is *one club* - win at least 7 tricks with clubs as trumps, and the highest is *9 no trumps* - win all 15 tricks without trumps. Clubs, Diamonds and Waves are minor estates worth 20 points per trick. Hearts and Spades are the major estates worth 30 points per trick. The first No Trump trick is worth 40 points and the rest are worth 30 points. A contract to make 14 tricks is known as a small slam. A contract to make all 15 tricks is called a grand slam. A side that accumulates 100 points or more below the line has won a game.

### Canasta

Canasta is a variety of Rummy played with two estate 62 card decks including the imperials. The four-player version uses fixed partnerships with partners sitting across from each other. The basic object is to create melds called canastas. Canasta is a column of seven cards of the same kind e.g. seven 4's. A natural canasta is a natural meld of seven or more cards and does not use any wild cards. Imperials and 2's are wild cards. A meld that uses wild cards is called mixed. In partnership games players receive 11 cards each. The rest of the cards are placed face down to form a drawing pile. Players can only take a card from the discard pile if the top card can be used to make a new meld or add to an existing one.

- 500 – Natural Canasta
- 300 – Mixed Canasta
- 300 – Both 3 of Waves
- 300 – Both 3 of Hearts
- 200 – Going Out Concealed
- 100 – Going Out
- 50 – Imperials
- 20 – Aces and 2s
- 10 – 8s through Women
- 5 – Diamond, Club, Spade 3s thru 7s

## 600

500 becomes 600 with a pack of 42 cards for 4 handed consisting of Ace Woman, Man, 10, 9, 8, 7 and 6 from all estates plus both imperials. For those players used to a three card kitty, include the 2 of Waves as a wildcard ranked below imperials but ahead of the three bowers. 6 handed uses the entire deck with 2 card kitty. When there is a trump estate, the highest trump is the pope, followed by the president, 2 of waves, man middle bower, man left bower, man of right bower, then Ace, Woman, 10, 9, 8 and so on. Misere is higher than any 7 bid. Open Misere is higher than Ten Waves but lower than Ten No Trumps. Scores increase by 20 points from 6 Spades worth 20 points to 10 No Trumps worth 600 points.

### Euchre

In Euchre the deck is shortened to twenty-five cards consisting of the 9, 10, Man, Woman and Ace from the five estates. The 8 and 7 are used as scorecards by each team. The first team to score 15 is the winner. The trump estate is set at the beginning of each hand, and the cards in that estate are the highest starting with the three Man bower cards.

### Pusoy Dos

Second only to Mahjong in popularity, Pusoy Dos, or BIG2, originated in Hong Kong and is a combination of Poker and Black Pete with a few of its own features. The object of the game is to score the most points, say 500, over a number of deals.

In 3, 4, 5 or 6 handed Pusoy Dos use a 60 card deck and deal all cards to each player. The player with the 3 of Clubs leads either singularly or in combination. Players take turns either outranking the previous lead or passing. When all players pass, the player who wins that hand leads the next hand. A game finishes when a player has no more cards. That player receives the combined scores of the face values of the cards retained by the other players.

The order of cards from highest to lowest is 2, Ace, Woman, Man, 10, 9, 8, 7, 6, 5, 4, 3. The order of estates from highest to lowest is Waves, Diamonds, Hearts, Spades and Clubs. Combinations of cards from highest to lowest are Family Flush, 4 of a Kind, Full House, Flush, Straight, Trio and Pairs.