

PLAYING CARDS

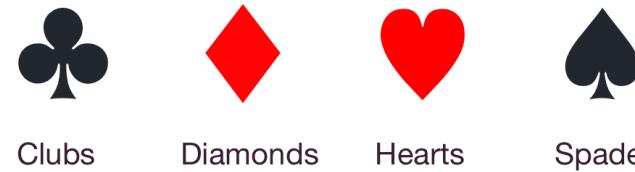
Playing cards are sets of cards that are numbered or illustrated (or both) with specific features and rules used for playing card games, e.g. poker, bluff, rummy etc., magic tricks, divination, cardistry, education etc.

They were first invented in China During the Tang Dynasty and eventually spread throughout Europe where the design changed and each country adapted their own variation. Thus, they are available in a wide variety of styles and custom decks.

For this exercise I have selected the most common **French 52-card deck**.

ELEMENTS

SUITS



Clubs

Diamonds



Hearts



Spades

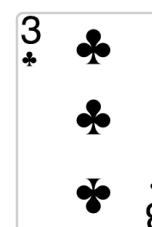
COLORS

Black Red

NATURE OF CARD

Number Card

Number Cards have the corresponding numbers with each card depicting that many symbols (pips) of its suit.



Face Cards

Face Cards are Jack, King & Queen. Instead of numbers they have an illustration of their names.



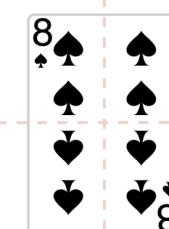
ORIENTATION

Face & Reverse

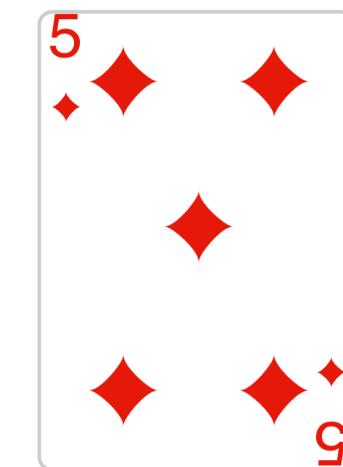
Only the face displays each card value. The back(reverse) is same for all cards.

Symmetry

Symmetry across horizontal & vertical axis making it identical.



COMBINATION OF ELEMENTS



SUIT
Diamonds

COLOR
Red

NATURE OF CARD
Number Card

NUMBER 5

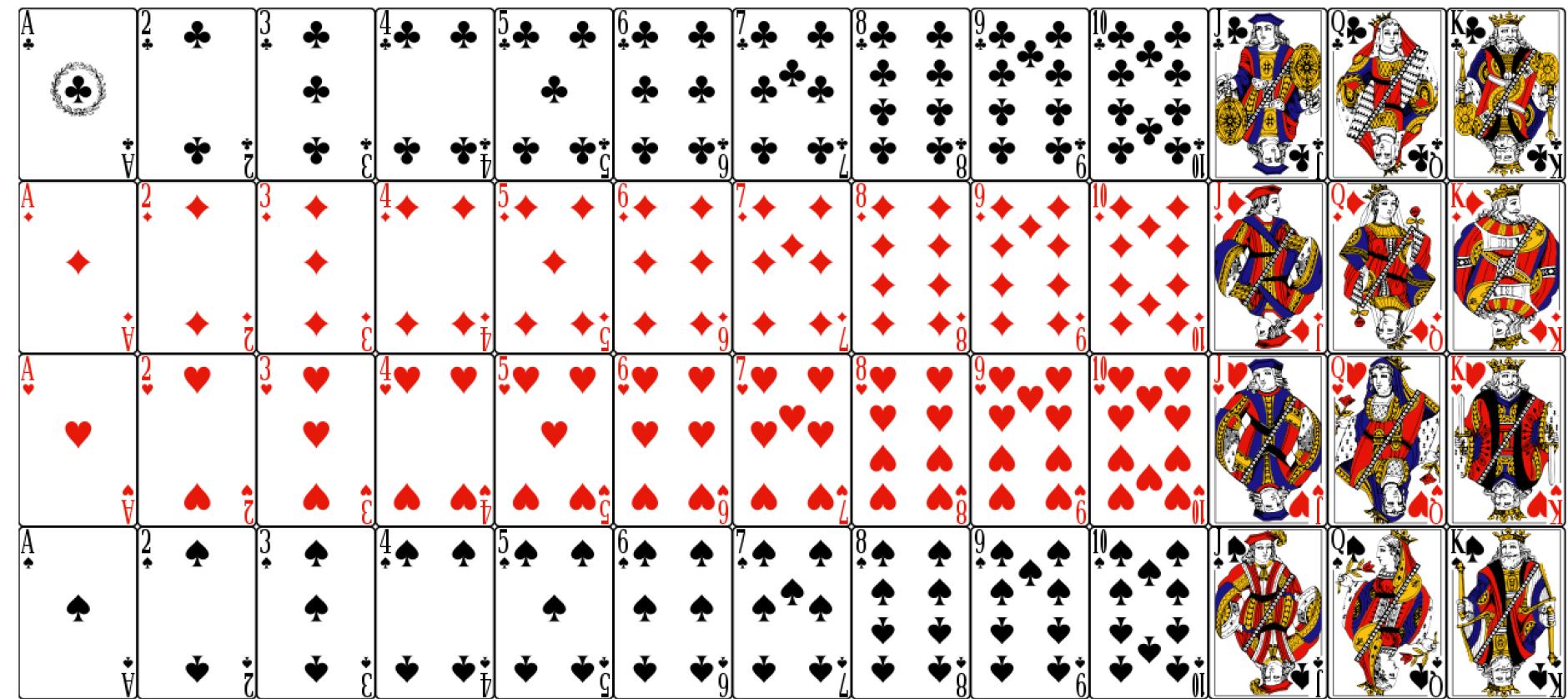
ORIENTATION
Face

Each playing card is a thoughtful combination of the suit, color and nature of card in a deck of 52 playing cards.

The rules for each element is demonstrated in the next plate.

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A standard 52-card deck of playing cards

PLAYING CARDS

RULES

1. Each deck contains **52 cards**
2. Each deck has **4 suits of 13 cards each.**



13 Clubs



13 Diamonds



13 Hearts

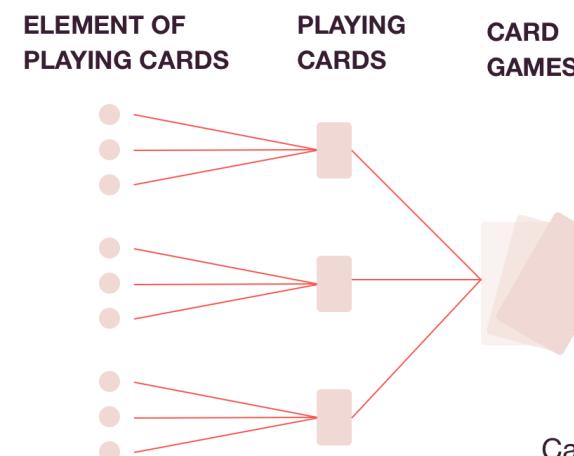


13 Spades

3. Each deck has 2 colors and 26 cards of each color.

26 Black 26 Red

4. Each deck had **40 number cards** 4x(2 to 10 and ace), and **12 face cards** 4x(Jack + Queen + King).
5. A deck might contain **2 additional jokers (trump cards)**, making a total of 54 cards.
6. A combination of these cards and their values are used as an element within a larger system of card games.
7. Each card game in turn has a different set of rules but the basic rules of a deck of cards holds.



Card games constitute of playing cards which in turn constitute of the elements that it is made up of. This is a great example of **a system within a system**.

ACTIONS IN A SYSTEM OF CARDS

- **SHUFFLING**
Mixing of cards in various fashions to ensure randomisation.
- **DEALING**
Distribution of cards among all players.

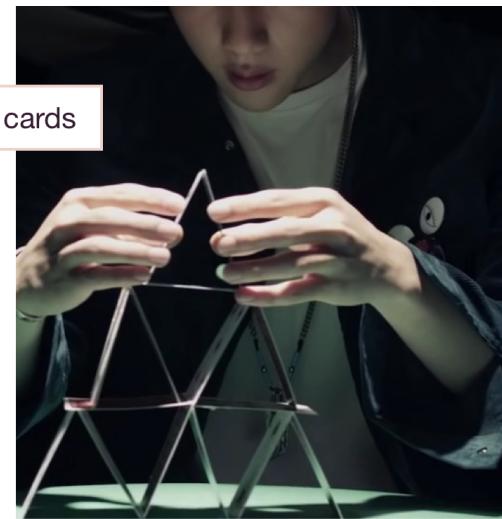
Holding a set of cards



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Building a house of cards

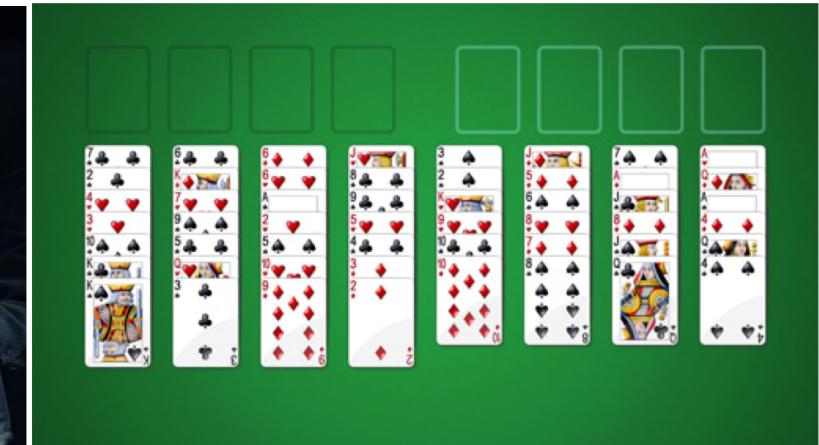


PLAYING CARDS IN USE

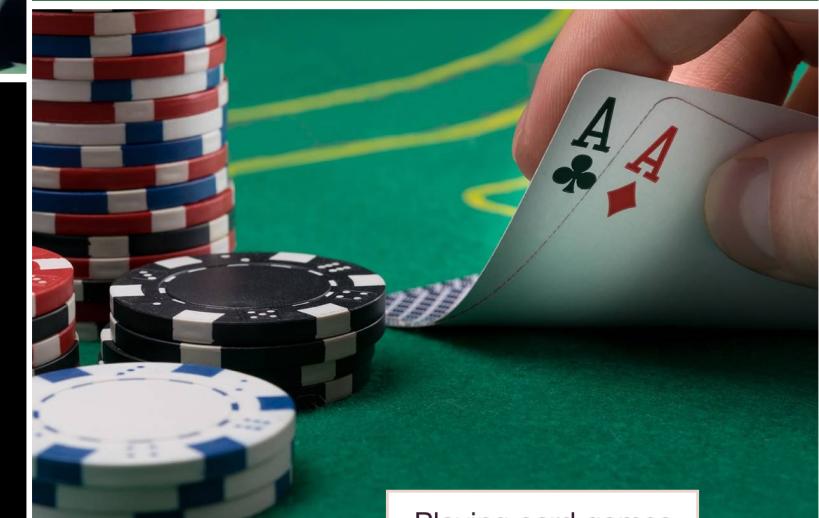
Playing cards (one or more than one deck/ few cards from a deck) are used for a variety of things apart from just playing card games. Here are some examples of the system in use.



Magic tricks & cardistry

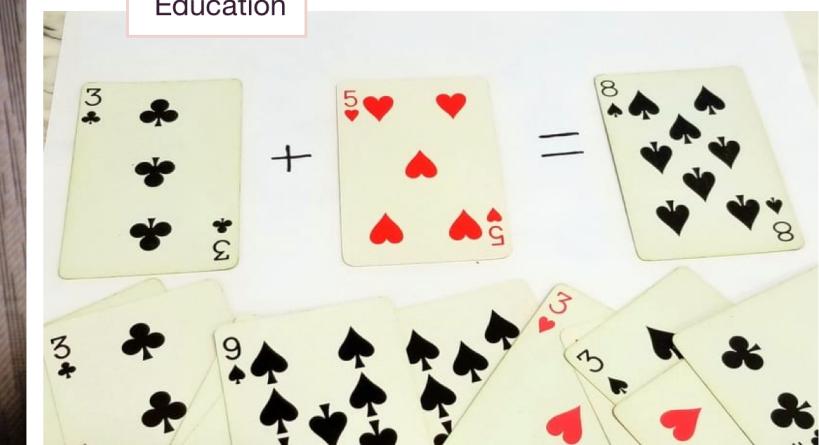


Playing card games



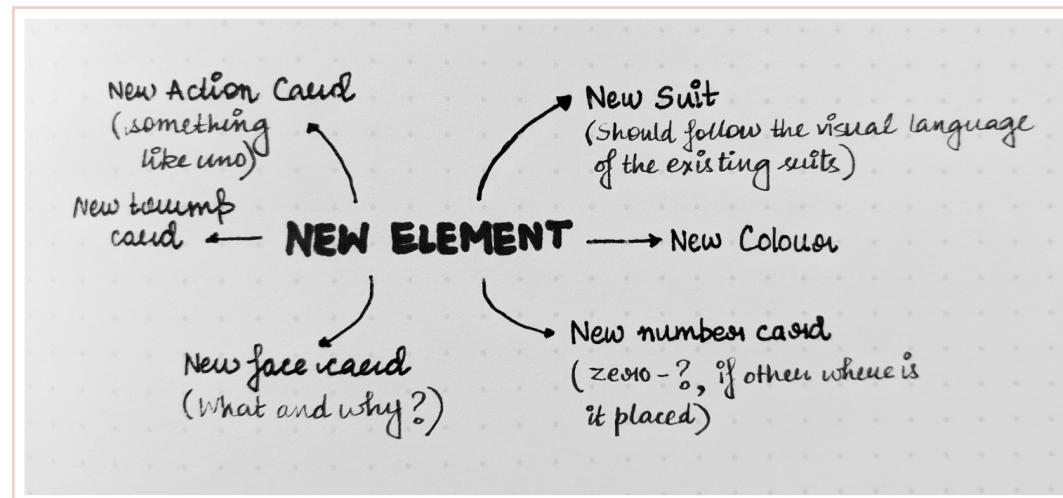
Especially probability is taught to kids with the classic example of playing cards.

Education



PLAYING CARDS

ADDING NEW ELEMENTS TO THE SYSTEM



Here I have added **4 new elements** : **2 new suits** and **1 new color** and **1 new number card** to the existing deck of 52 cards. The total number of cards in the new deck is 84. ($52 + 26 + 6$).

CREATING THE NEW SUITS

In order to make sure the new suits follow the spirit of the existing system I studied the visual language of the existing suits and came up with a set of visual guidelines for myself.

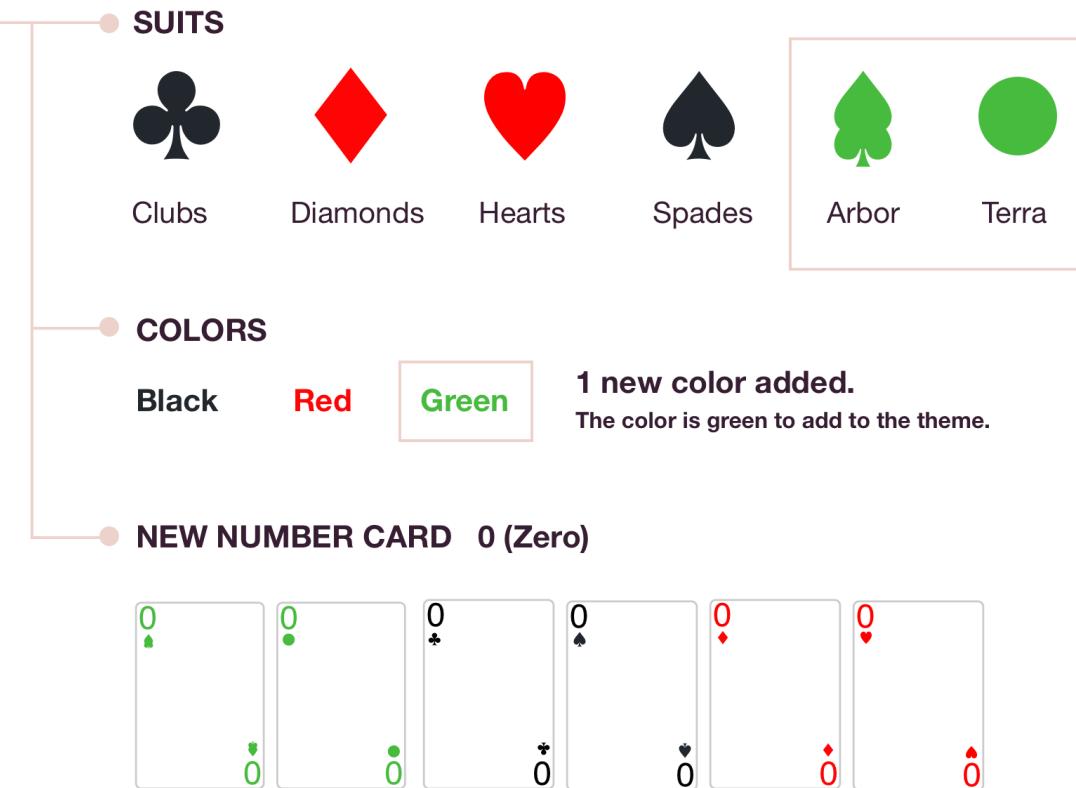
Visual guidelines

1. The suits need to be simple shapes.
2. They should have similar form.
3. They are solid in nature.
4. They should be the same size (height/width).
5. They should be symmetrical on a vertical axis.



General guidelines

1. Their names should be short and easy to say.
2. They should be derived from a real object in our environment.
3. They should be easy to recognise and remember.
4. Add some value to the existing deck.



1 new number card added

The idea behind adding 0 as a number card is that it acts as a card without value in sum value games such as Soixante Trois.

NEW DECK OF CARDS IN USE

The new deck of cards with 6 suits of 14 cards each can be used to

- **Add more players to existing games**
e.g. An advanced version of kings can be played with 3 pairs (6 players) instead of just 2 pairs (4 players)
- **Add more variables to existing games**
e.g. new hand in poker like 5 of a kind.
- **Create a new game**

2 new suits added.

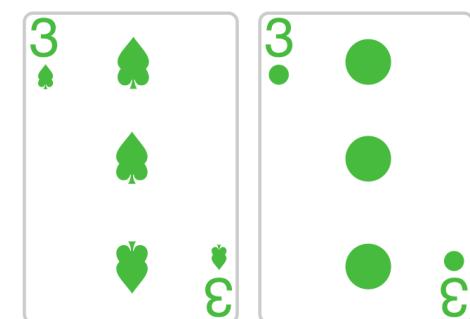
Arbor represents a tree
Terra represents earth.

The two new suits have been added to the deck to remind us of our connection with nature and our environment.

COMPONENT IN USE

Here, a combination of the new components (suits & colour) has been used to create a new set of number & face cards.

Number Cards of Arbor & Terra



Face Cards of Arbor & Terra



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