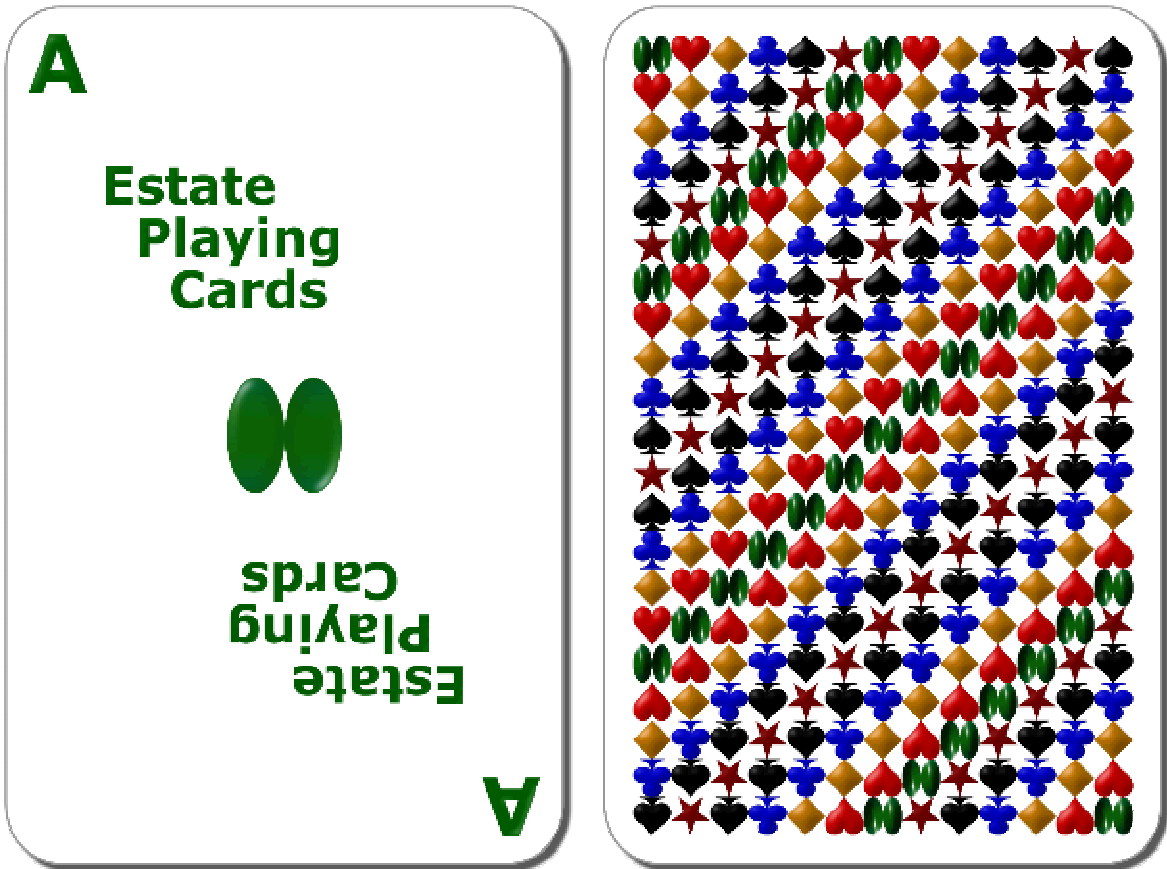




Estate Playing Cards

Estate Playing Cards ®



Devised and designed by
Keith Maxwell WILSON
Director

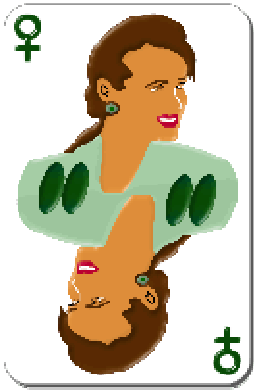
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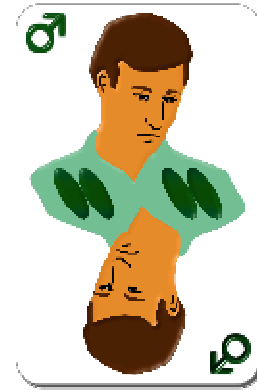
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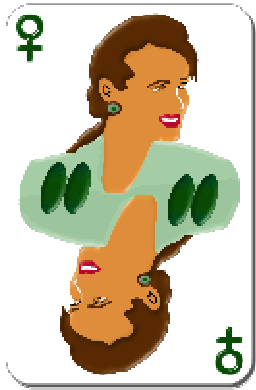
Section 1

Introduction



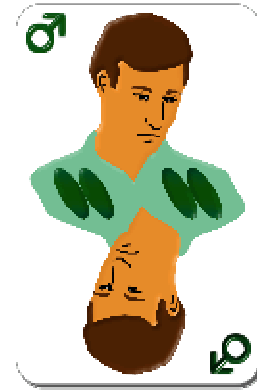
Welcome to Estate Playing Cards, the new card deck for the 21st Century. This book is the companion to the pack and does not set out to duplicate books on card games. There is a full explanation of the deck and suggested variations to many popular card games. For card enthusiasts the book is a primer aimed at 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.

The book is divided into sections. Section 1 is the introduction; Section 2 covers a brief history of cards including some ancient evidence for five estates as opposed to four suits; Section 3 explains the deck in full; Section 4 examines variations to some popular single player games; Section 5 moves on to player games; Section 6 covers some of the well known partner games; Section 7 adds a touch of mystery and imagination to Estate Playing Cards.



Section 2

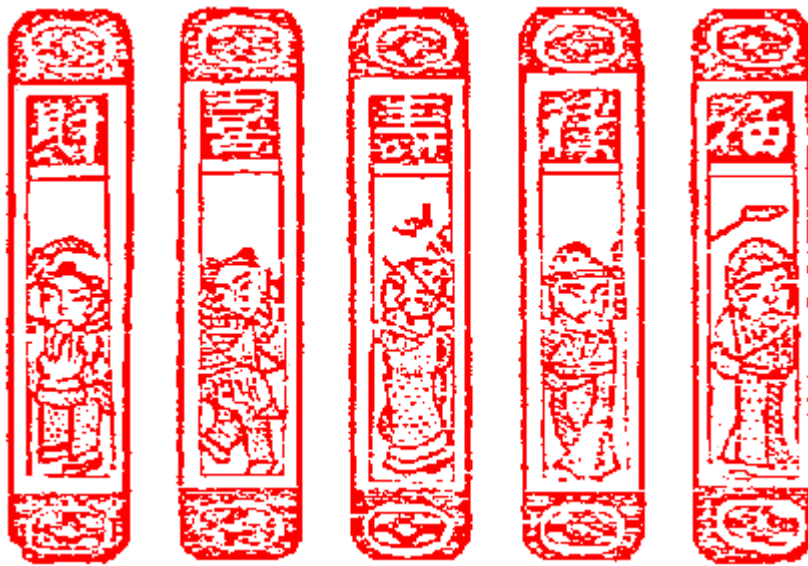
History



Dating from over 2000 BC in ancient Babylon, the Divine Feminine is equal in strength, passion, magic, wit, power and joy to the Divine Masculine. In the last two thousand years the god has existed without the goddess yet the images of the feminine and masculine that come from that region bring forth perceptions that are at once age-old and incredibly modern to our times reflecting a contemporary worldview that does not restrict the experience of femininity to the male-defined other, and vice-versa. Witness the absence of a Queen in early European decks.



Cards base their symbols in many different forms throughout China gradually evolving from knucklebones through dice and dominoes. It was probable that in the perfect sequence there were 9 pieces of 5 suits – bags, money, batons or bows, swords, and a fifth undefined, and therefore dismissed, mark. This suggests that Europeans, who knew nothing whatever about them, would settle on four instead of five suits.



Playing cards were probably adapted from the game of chess, first found in Hindostan, in about 450 A.D. The arrival of playing cards in Europe from India and China can be dated to the late Middle Ages. Despite regional variations in naming of the four suits, their popularity for games, for telling fortunes, even for teaching children their numbers, has endured. The basic divisions into court and other cards have lasted as well. In cards from the East, the pack number and shape of cards varied from Europe as did the number of suits. Indian and Persian packs consisted of eight and ten suits.

In 1377, Brother Johannes von Rheinfelden, a Dominican friar, described variant packs containing queens, or two kings and two queens each with their 'marschalli', or packs containing five or six kings each (i.e. 5 or 6 suits) with 'marschalli', or even four kings, four queens making packs of up to 60. A group of patterns, referred to as hunting decks, from 15th century Germany had no trumps, and their composition was basically similar to Moorish decks with different suits systems using hunting or hunted animals. Deers, hounds, falcons and nooses were sometimes extended to a fifth suit featuring shields.

The popularity of cards was not always thus. Accounts through the centuries refer to cards as an invention of the devil, with kings and court cards symbolizing idols and false gods. There are innumerable references, usually from church and state, across millennia, banning or at least discouraging the playing of cards, and not surprisingly a bit of heraldic hypocrisy is never far away.



Angel's Star

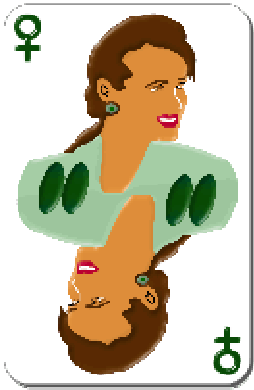


Devil's Pentangle

A series of engraved copper plates from Italy dated around 1470 are thought to be the source of European cards. These fifty cards are divided into five groups of 10 cards. The five groups portray Positions in Life, Muses, Sciences, Virtues and Planets or the Creation of the World. The five suits are also referred to as Trumps, Scepters, Cups, Pentacles and Swords barely remarkable similarity to the Tarot.

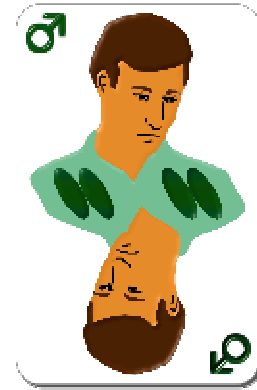
Towards the end of the nineteenth century a set of forty numeral cards of four suits was produced in Germany. The scenes painted on the cards depicted the history of the four "great" continents – Africa, Asia, Europe and America. Australia would be added later with the introduction in the 21st century of Estate Playing Cards.





Section 3

21st Century



Estate Playing Cards brings ancient oblations, 15th century Italy and traditional four suit card decks into the 21st 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.

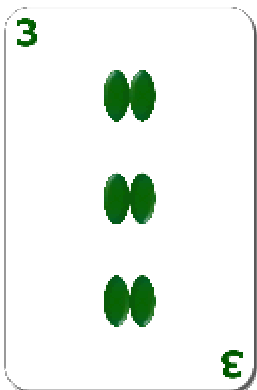
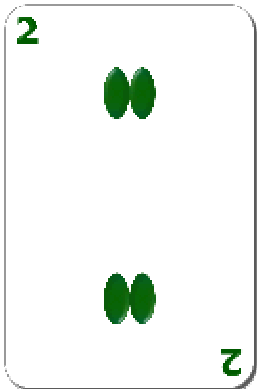
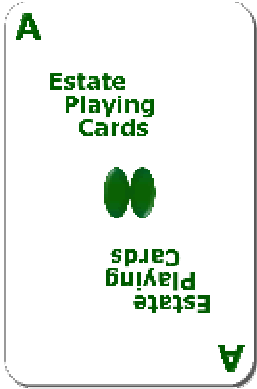
While five suit decks have been around for almost a century, Estate Playing Cards is a more fundamental modification to traditional playing cards; changes that not only reflect more accurately the modern world but retain some of the earliest features of ancient cards from Europe and Asia.

The Pack

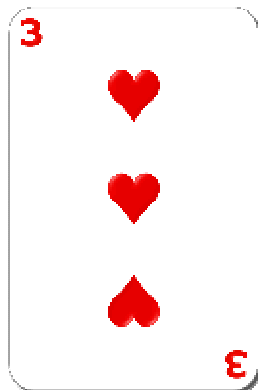
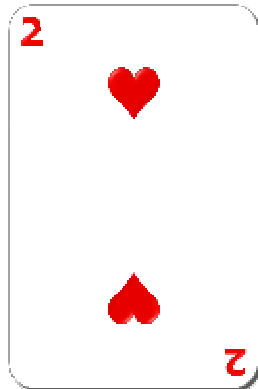
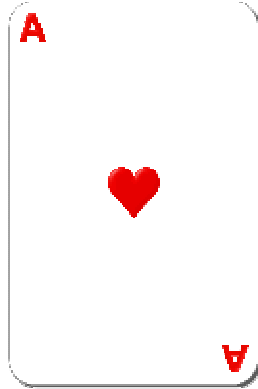
The standard pack has been increased from 52 to 60 Cards consisting of five suits – Waves, Hearts, Diamonds, Clubs and Spades. These suits are referred to as **Estates**. Each estate contains 12 cards – Ace, Woman, Man, 10, 9, 8, 7, 6, 5, 4, 3, 2. There are also two imperial cards, the Pope and the President, replacing the Joker, making a total of 62 cards.

The Estate Deck

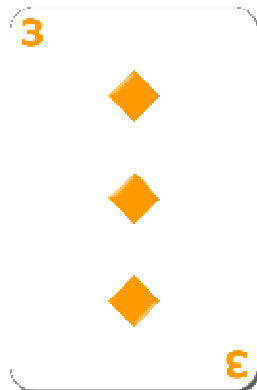
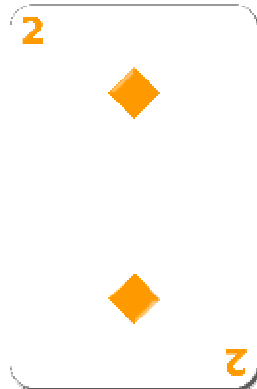
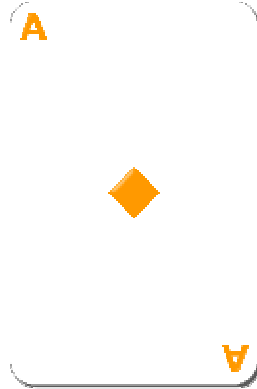
Waves



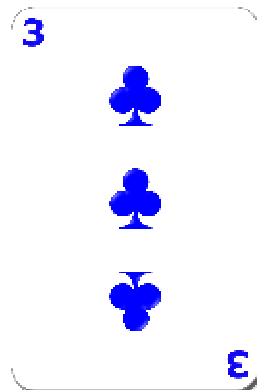
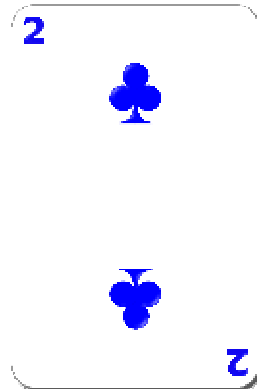
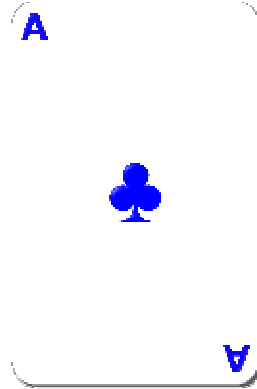
Hearts



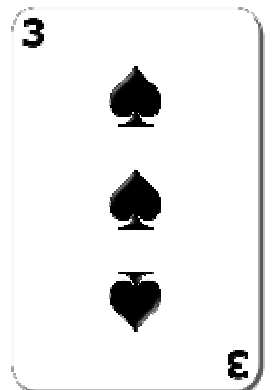
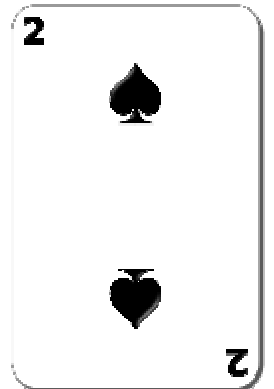
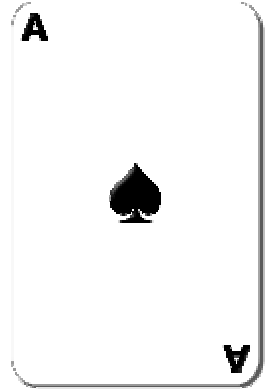
Diamonds



Clubs



Spades



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