

Open playing cards on a game board.
(the initial version of the card game)
(the playing card game manufacturing manual)

There are images of face and back playing card surface sides for two card decks on 2, 3, 4, 5 pages, which are to be printed and paste together.

To align face and back playing card surface sides it is necessary to carry out following procedure:

1) On face surface side of playing card pierce with needle holes at corners of dashed (dotted) line assigned for cutting;

2) Outline surface where back image is to be pasted using above mentioned holes;

3) Cut out along dashed line back image edges trying to align this image with the outlined surface. Then paste back image to this surface. (Use aerosol glue.)

(It is better to use heavyweight paper for face image and lightweight paper for back image.)

It is possible to use duplex printing. For this purpose your printer is to be tuned on using images on pages 2-3 and pages 4-5.

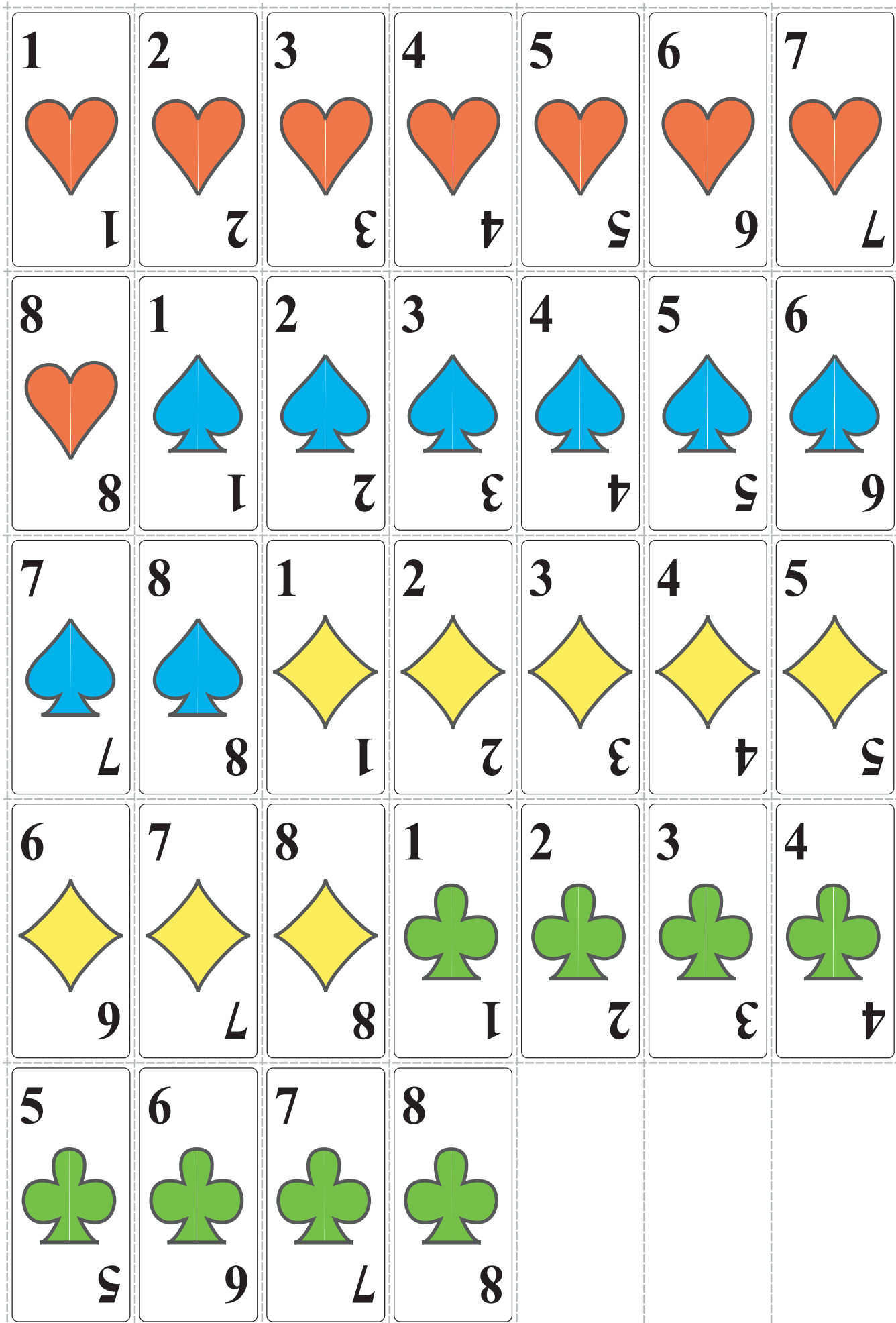
4) Cut card deck images with scissors into separate playing cards along dashed lines located on these card deck images.

There is the game board image in 6, 7, 8, 9 pages. They are to be printed too. The game board is divided into four images. Excessive edges of each image are to be cut off. Then each image is to be paste onto heavyweight paper properly. These images may be connected with Scotch tape to receive a folded game board.

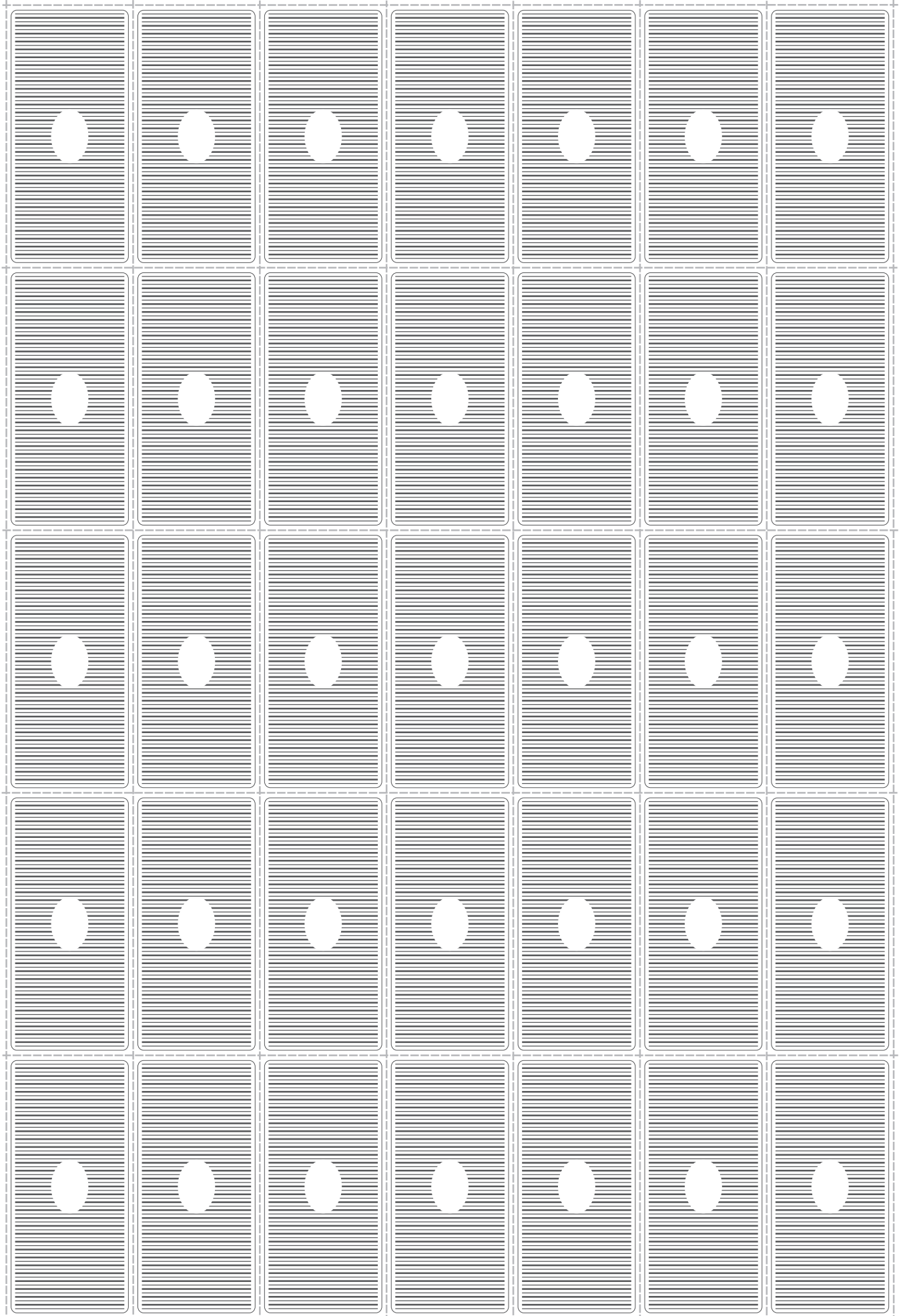
Rules of the game are presented in 10-15 pages.

If players of this initial version shall be interested in this card game they can request more full versions of this card game on a game board.

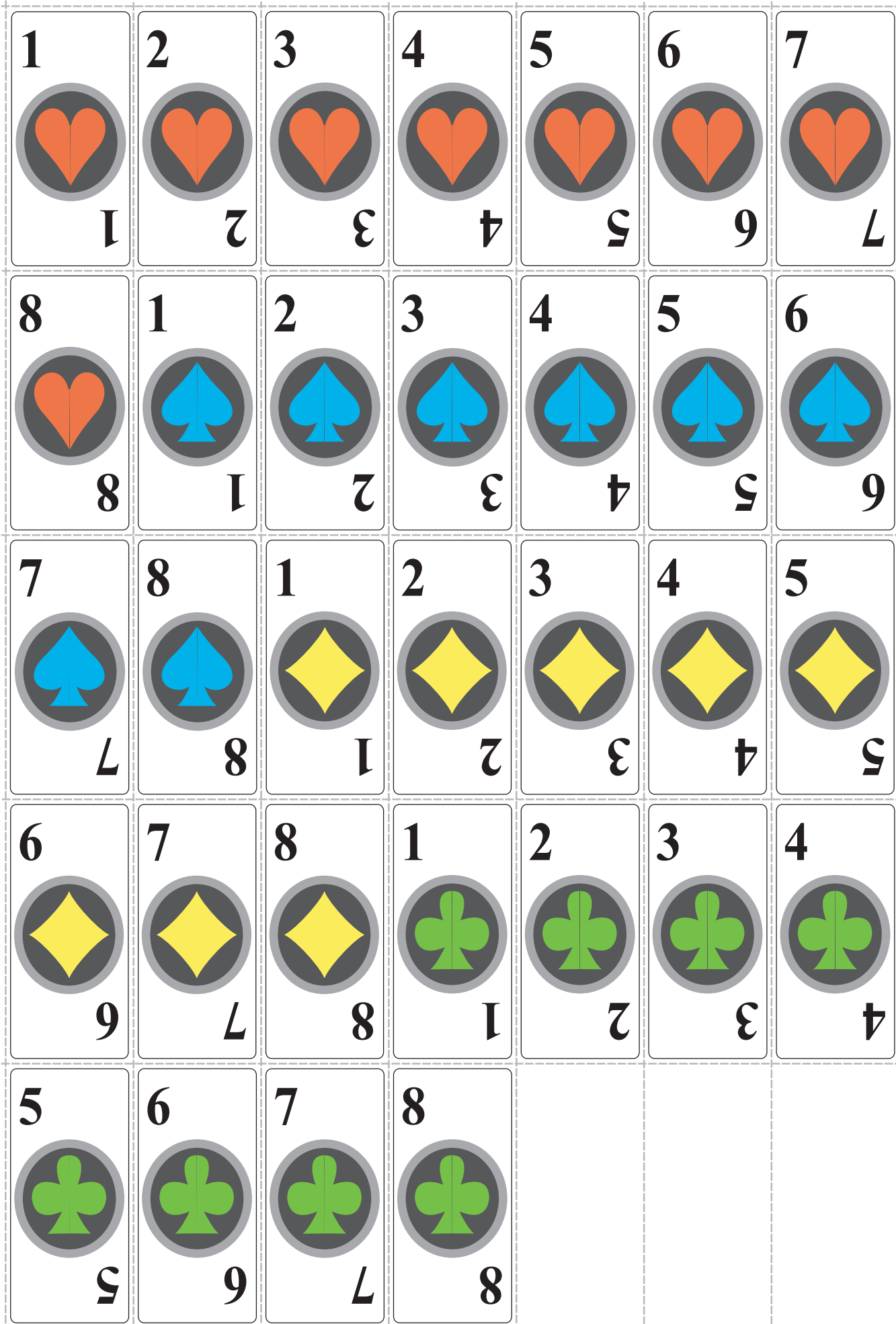
Card deck 1 (face surface).



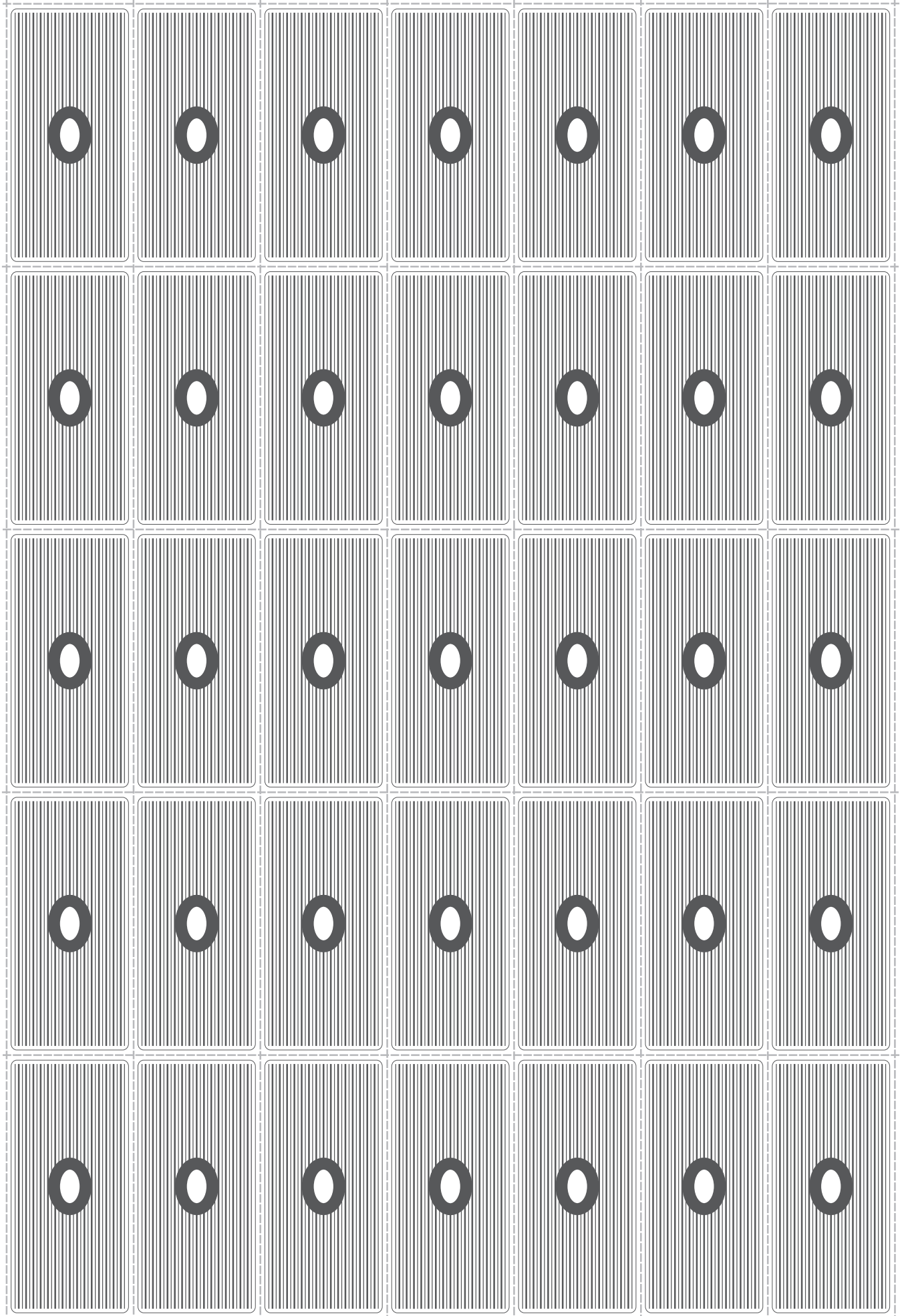
Card deck 1 (back surface).



Card deck 2 (face surface).



Card deck 2 (back surface).



5	1						
	2	Grey		Grey		Grey	
6	3						
	4		Grey			Grey	
7	5	Grey		Grey		Grey	
	6	Grey					
8	7						
	8		Grey		Grey		Grey

Game board (first quarter).

Game board (second quarter).

The image shows a game board for the second quarter, consisting of a 4x8 grid of squares. The board is oriented vertically. The top edge of the board has a light gray border with a large black number '8' in the center. The right edge has a light gray border with a large black number '7' in the center. The bottom edge has a light gray border with a large black number '6' in the center. The left edge has a light gray border with a large black number '5' in the center. The grid is divided into four columns and eight rows. The squares alternate in color: light beige and dark gray. The top row consists of four pairs of squares, each pair having a different color. The second row consists of four pairs of squares, each pair having the same color. The third row consists of four pairs of squares, each pair having a different color. The bottom row consists of four pairs of squares, each pair having the same color. The colors of the squares in each row are as follows: Row 1: (1,1) light, (1,2) dark, (1,3) light, (1,4) dark, (1,5) light, (1,6) dark, (1,7) light, (1,8) dark. Row 2: (2,1) light, (2,2) light, (2,3) light, (2,4) light, (2,5) dark, (2,6) dark, (2,7) dark, (2,8) dark. Row 3: (3,1) light, (3,2) dark, (3,3) light, (3,4) dark, (3,5) light, (3,6) dark, (3,7) light, (3,8) dark. Row 4: (4,1) light, (4,2) light, (4,3) light, (4,4) light, (4,5) dark, (4,6) dark, (4,7) dark, (4,8) dark.

								8
								7
								6
								5
								4
								3
								2
								1

4	1				
	2				
	3				
	4				
	5				
	6				
	7				
	8				

Game board (third quarter).

Rules of games and conditions of games execution.

This card game is open game, which allows players to play openly on the game board divided into squares. These playing cards differ from traditional playing cards but, in principle, they are well known playing cards, which have 4 suits and subsequent series of card values. These suits are shown in traditional playing card contour lines: red – hearts; green - clubs; yellow – diamonds; dark blue – spades. Playing card values are shown by numbers from 1 to 8.

This card game consists of two playing card decks, each of which consists of 32 playing cards. Card decks differ from each other by presence/absence of dark circles and different hatchings at back surfaces of playing cards. In addition they are differing from each other by presence/absence of dark circles at face surfaces of playing cards. It allows each of two players to play by playing cards from own deck and to distinguish his own playing cards from opponent's playing cards.

Game board squares have rectangular form equal to playing cards form. Squares are located in checkers order altering light and dark squares. It gives possibility to distinguished game boards diagonal lines. Due to more fine line marking these squares are divided in half-and-half that give players possibility to allocate playing cards inside this line marking frame lengthwise or transverse directions in relation to the game board.

Main game rules are as following: Playing cards are located in game board squares in accordance with the selected game variant and playing cards interact with each other in accordance with their suits and values. Each player has equal chance of winning and has full information about opponent's playing cards if these playing cards are located on the game board in open state.

There is very huge number of possible card game variants. Nevertheless, due to this manual limits there are only several card game variants are presented here because in the basic and full versions of the manual different card game variants are considered more fully. *(the basic and full versions of the manual are presented in Russian)*

If players are interested to be more familiar with these card games on squared game boards they can refer to more full game versions, which contain much more complicated arranged playing cards and game boards.

Nevertheless, this initial game version is full-fledged game version, which allows players to execute different game variants. If proposed card game arrangement is used in full-scale manner the number of card game variants may be very huge.

Listed in this document rules of card games are presented here only to demonstrate possible capability of these games and to explain some card game methods. Therefore players can form card game rules as they want.

Card game variant 1. (rules of the game)

Two players, which are sitting opposite to each other on different side of the game board, take parts in this game.

Each player plays with his own card deck, which is preliminary shuffled and located in random order on opposite half of the game board. It means that the first player's playing cards are situated into squares of the first half of the game board, and the second player's playing cards are situated into squares of the second half of the game board.

Playing cards are located on game board in open state. Players distinguish own and opponent's playing cards by differences between card decks.

The game consists in process when players by turns move their playing cards from one game board square to other squares. At your turn, you must move one playing card one square in a vertical, horizontal or diagonal direction.

In playing card moving process players can beat by their playing cards opponent's playing cards. Playing cards beat each other by covering (overlying). If you cover opponent's playing card with yours playing card it means that you beat this opponent's playing card. In this case opponent's playing card is removing from the game board and yours playing card takes its place. The action is actually to capture the opponent's playing card in the same way a piece would be captured in chess

Beat rules are as follow: playing cards of different suits can not beat each other; playing cards of the same suit can beat each other in dependence on their value priority - it means that playing card of major value can beat playing card of minor value (a higher ranking card overcoming a lower ranking card).

In addition, playing cards, which have equal suit and value, can beat each other. Thus because players have equivalent card decks equal playing cards can beat each other.

For example, 8R (eight of red)-card can beat any red suit card if it has the most major value between all red suit cards. 8R-card can not be beaten by any card except of his opponent's 8R-card, which can beat it.

Before the game beginning all playing cards were allocated so that these playing cards fully occupied all squares of opposite half of the game board. Thus players must execute the first move with purpose to beat the opponent's playing card. After this players can move their playing card into free squares and can beat opponent's playing cards.

If preliminary playing card layout hands do not allow any player to beat by the first move any opponent's playing card it is considered that players finished the game with nobody's win. But it the case of random playing card layout this case probability is very low.

To beat opponent's playing card is not obligatory action. It means that if any yours playing card can beat any opponent's playing card you on yours discretion have right to beat or not to beat opponent's playing card. But this move execution is obligatory. It means that you in yours turn are obliged to move one of yours playing cards.

The goal of the game is follow: Each player is to move any of his playing cards out of opposite border of the game board edge. Thus, if any playing card of any player by subsequent move crosses opposite border of the game board edge, this player is winner and the card game is completed.

Card game variant 2. (rules of the game)

Two players, which are sitting opposite to each other on different side of the game board, take parts in this card game.

Each player plays with his own card deck, which are preliminary shuffled and located in random order “openly” on opposite game board half. It means that the first player’s playing cards are situated into squares of the first half of the game board, and the second player’s playing cards are situated into squares of the second game board half.

If in the beginning of the game, as result of random preliminary playing card layout, some playing cards appear in king squares (those squares, on which in usual chess game kings are situated) these playing cards are to be turned back surface side up. During the game these playing cards work as valid playing cards, which must be beaten to win.

The game consists in process when players by turns move their playing cards from one game board square to other squares. At your turn, you must move one playing card one square in a vertical, horizontal or diagonal direction. During moving process one player’s playing cards can beat playing cards of other player. If you beat the opponent’s playing card this opponent’s playing card is removed from the game board and yours playing card occupy its place.

Beat rules are the same as in previous card game. It means that playing cards of the same suit can beat each other in dependence on majority of value, and playing cards of the same suit and majority of value can beat each other.

Valid playing cards can be beaten by any playing card. It means that valid playing cards, which are turned back surface up, have no suit or value can be beaten by any playing cards. These valid playing cards are moving through the game board squares by the same way as other playing cards but they can not beat any other playing cards.

The game is considered as completed if one of player's playing card covers (beats) the opponent’s valid playing card. This player becomes winner.

Card game variant 3. (rules of the game)

Two players take parts in this card game.

Each player plays with his own card deck, which are preliminary shuffled and are located in by closed stacks out of game board border. *(Any player has right to shuffle the opponent’s card deck and after this to transfer this card deck to the opponent).*

The game consists in process when players by turns open playing cards from their closed decks and lay it out on the game board.

Players are located against each other at opposite sides of game board and the game is beginning from king squares. It means that players in their turn open playing cards from their closed card deck and lay it onto the game board beginning from king squares.

The first playing cards, which are laid onto king squares, are situated on the game board in closed state. And subsequent playing cards are laid onto the game board in open state.

Each player may lay his playing cards only onto squares, which are adjacent to his own playing cards laid by him before. Vertical and horizontal (except diagonal) squares are considered as adjacent squares. It means that players can lay their playing cards if these playing cards match to side or front edges of his other playing cards situated on the game board.

One player in his one turn has right to open only one playing card from his closed deck and to lay it onto the game board. Players do not play with these laid playing cards. It means that these laid playing cards are stayed on places where they laid up to the game end.

If in the game process opponent’s playing cards appear in squares adjacent to the players own playing cards this player has right to lay his playing cards onto opponent’s playing cards in the case when his playing cards can beat opponent’s playing cards. Beat rules are the same as in previous card games.

Beaten playing cards are not to be removed from the game board. But if yours playing card was laid onto opponent’s playing card this opponent’s playing card is not considered as valuable card. Top layer playing cards are to be considered as valuable cards. Lower layer playing cards are not taken into account.

The goal of the game is follow: Each player strives to lay any of his playing card onto the opponent’s playing card, which is situated in king square. Namely, the first playing cards, turned by back surface up, which players laid onto king squares, are valid playing cards. And each player must to cover opponent’s valid playing card with playing card laid by him. Any playing card may be laid onto the opponent’s valid playing card.

Thus, in summary, this card game consist of follows: Players lay out their playing cards only onto squares, which are adjacent to his own playing cards in vertical or horizontal direction; they lay out their playing cards onto opponent’s playing cards, which appear in squares adjacent to his own playing cards in the case, when his own playing cards can beat opponent’s playing cards; the player wins if he can cover the opponent’s playing card, which is situated in king square, by playing card laid by him.

Card game variant 4. (rules of the game)

Two players take parts in this card game.

Each player plays with his own card deck, which are preliminary shuffled and are located in by closed stacks out of game board border.

The game consists in process when players by turns open playing cards from their closed decks and lay its out onto any free squares of the game board. These playing cards laid on the game board are stayed in squares where they were laid. After these playing cards are not be used by players in the game.

If laid out playing card can beat the opponent’s playing card this laid out playing card can cover the opponent’s playing card. Beat rules are the same as in previous card games.

Any number of playing cards, which beat each other in the process of game, can be laid onto each other. Lower playing cards become invaluable. Top layer playing cards are valuable only.

The game task is following: each player must locate on the game board as minimum 5 his own valuable playing cards in row in vertical, horizontal or diagonal direction.

If one of the players created necessary row all playing cards of this row and all playing cards covered by this row playing cards are

removed from the game board. These playing cards define a gain value.

When all playing cards from closed decks are fully laid onto the game board the game is considered as completed. The player, which took the most number of playing cards from the game board, is winner.

Card game variant 5. (rules of the game)

Two players take parts in this card game.

The game is carried out with two card decks. But only reduced, not full card decks are used in this card game. Each card deck uses 16 playing cards with values from 1 to 4 only. Each player plays with his own reduced card deck, which are preliminary shuffled and are laid out "openly" in random order on 1-2 and 8-7 horizontal lines of the game board. It means that the first player's playing cards are laid out on 1-2 horizontal lines, and that the second player's playing cards are laid out on 7-8 horizontal lines on the game board half corresponding to players.

The game consists in process when players by turns move their playing cards from one game board square to other squares. During one playing card tour playing cards may be moved by one square in vertical, horizontal or diagonal direction or step over other playing cards situated on adjacent squares in vertical, horizontal or diagonal direction. Playing cards do not cover each other. In the case when any playing cards step over other playing cards they must stop on free squares only.

Leading playing cards can step over only those playing cards, which suits or values correspond to suits or values of leading playing cards. For example, 2R (two (deuce) of red) can step over any two (deuce) playing card because they are playing cards of corresponding value, or can step over any playing cards of red suit because they are playing cards of corresponding suit. In this case majority of value does not consider. It means that interaction of playing cards is based on comparison playing cards of the same suit and value, and beat rules in this card game version are not taken into account. Thus, for example 2R-card can step over 3R (three of red).

You may step over opponent's playing cards and yours own playing cards. It is possible during one tour to step over several corresponding playing cards and to stop on free square.

The goal of the game is follow: each player must displace all his playing cards from his half of game board onto the opponent's half of game board. Middle line of game board is a border between halves of game board. Playing cards are considered displaced onto the opponent's half of game board when they cross middle line of game board. The player, which displaced all his playing cards first, is considered as the winner. The priority of the first move, which belongs to one of the players, is taking into account.

Above mentioned card games rules are presented here in general manner. But it is quite easy to imagine what rules are to be used when you execute playing cards layout on the game board and begin game. If some of the rules were not observed properly as described here you can receive some other card game. But, in any case, the card game will be executed. If game process is not executed it is necessary to change game rules.

Following type of card games have features when playing cards on the game board create melds (combinations). The meld is considered as formed meld in following cases: minimum three playing cards of the same suit or of the same value or minimum three playing cards with subsequently increased/decreased value, which create row in vertical, horizontal or diagonal direction, exist on the game board. Depending on the part of game board selected for the game melds can include up to eight playing cards. But minimal meld must include three playing cards.

In the meld with subsequently increased/decreased value, which can be named sequent, playing cards with value 8 and 1 do not correspond (can not continue the meld). And in the case of reduced card decks with values from 1 to 4 sequences of values in sequent is interrupted at 1 and 4.

Card game variant 6. (rules of the game)

Any number of players takes part in this card game.

The game is carried out with two full card decks. In the beginning of the game both decks are preliminary shuffled together and laid in random order "closely" onto 64 squares of the game board. There are no own or opponent playing cards for players. Each player can play any playing cards.

The game consists in process when players by turns open playing cards on the game board. Opened playing cards are stay on those squares where these playing cards were open. But if some of these open playing cards form melds these melds playing cards are removing from the game board. These playing cards define gain for the player, which forms this meld.

Free squares appear on the game board after formed meld removing from the game board. Players then can to stay playing cards on the same squares, where they were open, or to displace playing cards on any free squares but only in the case when due this displacement new meld (combination) will be formed.

In such a manner, if opened playing card can not create meld this playing card must be stayed in the same square where this playing card was open. But if this playing card forms meld or can create meld due to playing card displacement onto other square of the game board the player has right to take from the game board playing cards included in created meld.

When all playing cards on the game board are open the card game is considered as completed.

The player, which took the most number of playing cards from the game board, is winner.

Card game variant 7. (rules of the game)

Four players take parts in this card game.

The game is carried out by two full card decks, which is preliminary shuffled together and laid out as general closed stack out of the game board border. Each player in turns opens by one playing card and lays it out onto the game board.

The player can lay playing cards onto any free squares. Playing cards can not cover each other. Playing cards can be laid out onto free squares only.

The goal of the game is follow: The first player must form melds located in vertical direction; the second player must form melds located in horizontal direction; the third player must form melds located in diagonal direction from right to left; the fourth player must form melds located in diagonal direction from left to right. Thus if players form melds with valuable for them location these melds playing cards are removing from the game board and these playing cards define gain of players.

In the case when one player in his turn lays playing card onto the game board and formed meld does not corresponds to layout for this player, the opponent, to whom this meld location is corresponding, takes this meld playing cards from the game board.

When all playing cards of the general closed deck are laid out onto the game board the card game is considered completed.

The player, which took the most number of playing cards from the gameboard, is winner.

Card game variant 8. (rules of the game)

Two players take parts in this card game.

The game is executed with two full card decks, which are preliminary shuffled and are located in closed decks out of the game board border. Each player plays by playing cards of his own deck.

Players by turns open playing cards from their closed decks and lay them out on the game board.

The game is executed within limits of one horizontal row of squares. It means that playing cards can be laid only onto squares of selected one horizontal row of squares.

Playing cards are to be laid only onto free squares. If any square of used horizontal row is free playing cards are to be laid in any free squares of this row. When all 8 squares are busy playing cards can be laid onto any other playing card to cover it. In this case lower layer playing cards became invaluable and top playing cards are valuable.

The goal of the game is creating melds (combinations). In this card game melds can be located in horizontal direction only and can be created due to playing card lay out onto free square or onto other playing card.

If the meld was created all playing cards of the meld and those playing cards, on which this meld playing cards are laid on, are removing from the game board. In this case removed opponent's playing cards are excluded from the game, but own playing cards removed from the game board are laid under bottom of own closed deck with purpose of their subsequent using for executing moving of playing cards.

When created meld playing cards are removed from used horizontal line of the game board free squares appear on this horizontal line. And players are to execute subsequent moves by inserting playing cards in free squares. And when all squares of used horizontal line are busy players have right to lay playing cards onto other playing cards.

When one of the players has no playing cards in his closed deck the card game is considered as completed. This player is considered as loser.

	B	G	Y	R	R	Y	G	B
8	2G	3R	1Y	4B	1B	4Y	2R	3G
7	4R	3B	2Y	1G	4G	3Y	2B	1R
6								
5								
4								
3								
2	4R	3B	2Y	1G	4G	3Y	2B	1R
1	2G	3R	1Y	4B	1B	4Y	2R	3G
	R	Y	G	B	B	G	Y	R

Card game variant 9. (rules of the game)

Two players take parts in this card game.

The game is executed with two reduced card decks, which have playing card values from 1 to 4 in each deck. Each player plays with playing cards of his own card deck, which are preliminary shuffled and are laid out "openly" in random order on 1-2 and 8-7 horizontal lines on the half of game board corresponding to each player.

Before the game beginning playing cards may be located on the game board in non-random order, for example, as shown in the Figure. It means that in some cases define initial game positions, which have different variants, may exist. And this variant can differ from the proposed one.

Preliminary 1B (one of dark blue) card, which belongs to the first player, and 1B (one of dark blue) card, which belongs to the second player, are located on king squares and are turned by back surface up. They are used as valid playing cards (king squares are marked by circle in the Figure).

The game consists in process when players by turns move their playing cards from one game board square to other squares. At your turn, you must move one playing card one square in a vertical, horizontal or diagonal direction.

In the process of playing cards moving they can form melds. If some meld is formed the opponent's playing cards, which were included in this meld, are to be removed (deleted) from the game board and to be excluded from the game. The player own playing cards, which were included in this meld, stay on the game board.

When created meld consist of one player playing cards only, this meld playing cards must not be removed from the game board. In other words if yours playing

cards formed some meld the opponent have no right to remove them from the game board.

The goal of the game is follow. Each player must to lay any his own playing card onto the opponent's valid playing card observing following conditions: in the game process playing cards do not lay onto each other and are moving in free squares only. The single necessary goal is to lay any his own playing card onto the opponent's valid playing card.

Valid playing cards, like any other playing card, can be moved onto free squares too. But valid playing cards can not be included in any meld and can not be laid onto other playing cards.

When the winner laid any his own playing card onto the opponent's valid playing card the game is over.

Card game variant 10. (rules of the game)

Two players take parts in this card game.

The game is carried out with two full card decks. Each player plays with his own card deck, which are preliminary shuffled and located in random order “openly” on opposite game board halves. It means that the first player’s playing cards are situated into the first game board half squares, and the second player’s playing cards are situated into the second game board half squares.

The game consists in process when players by turns select any their playing cards and lay them on the opponent’s half of game board. The players have right to lay his playing cards onto any opponent’s playing cards or any free squares on the opponent’s half of game board. The goal of the game is follow: each player must to displace his playing cards onto the opponent’s half of game board and to create more melds on the opponent’s half of game board.

Playing cards that are laid on the opponent’s half of game board are located in those free squares or on top of those playing cards where they were laid onto. The players have lost right to play these laid playing cards. And players, which are to execute next move, have possibility to use only his own playing cards, which are located on his half of the game board only. And here he has right to use playing cards, which are not covered by the opponent’s playing cards, only.

When players have no playing card to execute move from their half of the game board the game is completed.

The player whose playing cards created on the opponent’s half of game board more melds is considered as winner. In this case number of playing cards in melds is counted. For example, if any playing cards are included in contents of several melds, these playing cards are to be counted in every meld separately. For example, some meld of playing cards of the same suit simultaneously can be sequent. It means that this meld playing cards are to be counted twice. Another example, when any playing card is included in several crossing melds. This playing card must be counted in X times, X = number of these crossed melds.

Card game variant 11. (rules of the game)

Any numbers of players take part in this card game.

The game is carried out with two full card decks, which are preliminary shuffled together and laid in random order “closely” onto 64 squares of the game board.

The game consists in process when players by turns open playing cards on the game board. There are no own or opponent playing cards for players. Each player in his turn can open any playing card.

Opened playing cards are removed from the game board and are not used in subsequent game. But if any playing card was opened on the square with corresponding value this playing card stay opened on the square with corresponding value. If opened playing card can be displaced onto free square with corresponding value it is laid onto this square and stay on the game board too.

Game board square’s value is specified by numeral notation shown at the game board edges. It means that each playing card can be stayed on any free square of the horizontal row, which numeral notation corresponds with (is equal to) the playing card value. For example, two (deuce)-card can be laid onto any free square of horizontal line 2.

Playing cards can not be laid onto each other and may be stayed on free squares only.

If playing cards stayed on the game board create meld all playing cards included into this meld content are removed from the game board and define gain amount.

When all playing cards on the game board are opened the card game is completed. The player who created more meld and took from the game board more playing cards is considered as winner.

This card game variant can be executed on the game board in transverse direction. It means that in the frame with line marking playing cards can be located not lengthwise, but transverse.

Transverse game board has 16 vertical and 4 horizontal rows of squares, on which playing cards are laid on preliminary. After this, players by their turn open playing cards and stay them on squares with corresponding value, provided that transverse square values are specified by numeral notation, which corresponds to the game board transverse position.

Card game variant 12. (rules of the game)

Two players take parts in this card game.

The game is executed with two full card decks. Each player plays by playing cards of his own deck, which are preliminary shuffled and are located as closed decks.

The game consist in process when players by turns open playing cards from their closed decks and lay them out on the game board onto free squares only. The game goal is: players must lay playing cards trying to create melds, which consist from their own playing cards only. It means that each player must form melds including his own playing cards only.

Each player after he laid playing card in his own turn has right to displace (to change location) on the game board one opponent’s playing card but only if this opponent’s playing card is situated in adjacent square in relation to his laid playing card in vertical, horizontal or diagonal directions.

The player has right to displace this opponent’s playing card onto any free square. The player has right to displace only opponent’s playing card. He has no right to displace his own playing card. The above mention displacement is not obligatory.

So, players lay out their playing cards to form melds, which contain their own playing cards only, and can displace opponent’s playing cards to prevent melds creating by opponent.

If the player laid out playing card on the game board and created meld he turned his meld playing cards back surface up. During subsequent game these turned playing cards stay in the same squares where they were turned. They can not be displaced.

When all playing cards are laid on the game board the card game is completed. The player who has on the game board more number of playing cards turned back surfaces up is considered as winner.

In this point we can stop presentation of rules for some card games. The number of presented card games may be sufficient to become acquainted with possible capability of proposed card game arrangement.

Proposed playing cards are simplified version but it is full-fledged playing card construction, which allows executing varied card games. Players in their discretion may interpret game rules and, in general, number of games may be very huge.

Only main game rules are shown in this manual context. The observing these rules will allow you to begin game. Other game rules and conditions may be agreed before the game beginning in accordance with your own understanding of the card game.

Card decks and the game board are unified. They can be used in future in subsequent game versions.

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