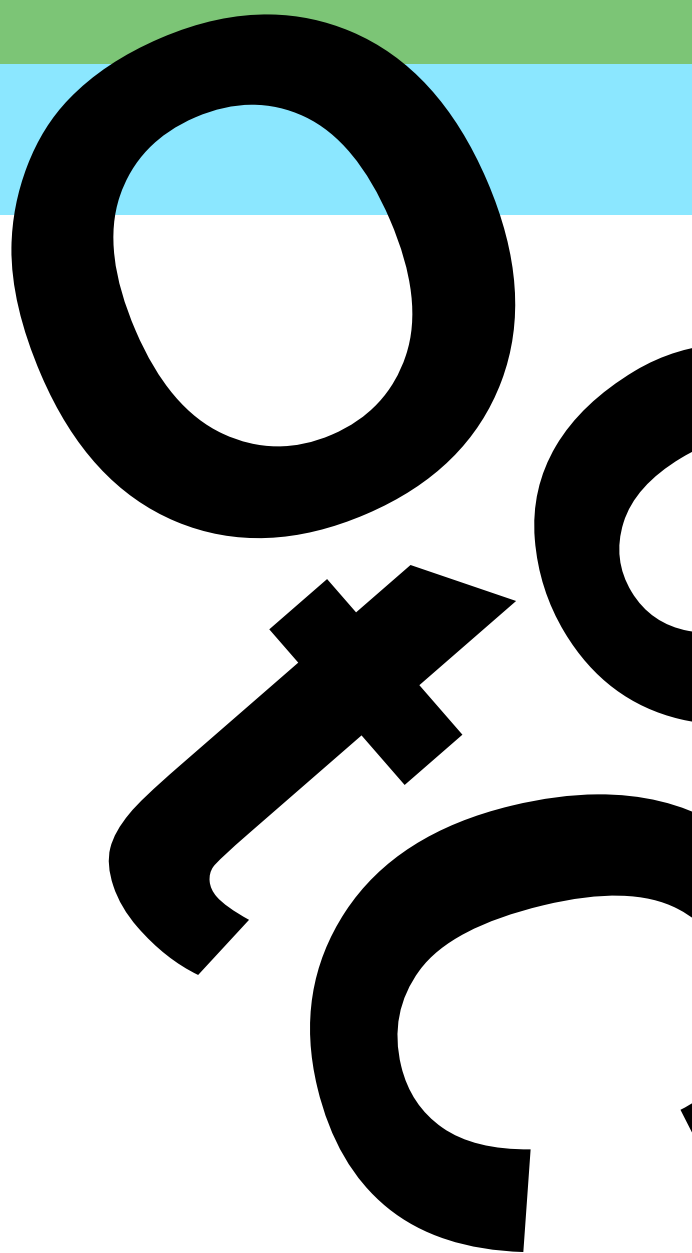


The Deck



The Office of the Commissioner (all hail)

Document information

The Deck

Item 002(v1.1)

"A shuffle.

A deal.

We pick up.

Hold our cards close. "

1 Introduction

With the ratification of version 3 of *The Rules* came a new age of play for Blackjack 2. To commemorate this, the Office of the Commissioner (all hail) commissioned, then sanctioned: **The Deck**. In doing so, they set a new gold-standard for Blackjack 2 related works and gifted upon the players a new and convenient way to play!

2 Features

Feature	The Deck	Conventional playing cards
Number of suits	7	4
Number of cards per suit	13 ^a	13
Number of colours	4	2
Number of card variables (numerical)	2	1
Number of card variables (qualitative)	1	0
Size	44.45×63.5mm	56mm x 88mm ^b
Blood	Yes	No

^aThe 7th suit contains 4 cards, while all other suits contain 13 cards.

^bVaries with manufacturer.

2.1 Extra suits and colours

Both the number of suits and the number of colours has been increased. This choice was made to attempt to reduce the meaning associated with specific cards by simply increasing the overall number of them and therefore the probability that any card will be dealt. An example of meaning would be a rule that only activates when a single card is dealt.

The Rings suit (or the “unknown” suit) was introduced to increase the number of edge cases while maintaining suits consistent with conventional playing cards.

Suit shape	Suit colour	Number of cards
Hexagons	Pink	13
Diamonds	Pink	13
Circles	Green	13
Triangles	Green	13
Squares	Blue	13
Stars	Blue	13
Rings/Unknown	Black	4

2.2 Card variables

2 additional card variables were added, with the intention of convenience for the players when creating more complex rules. At the initial gamespace, only the cards numerical value is used.

The un-value of the card is also notated at the bottom of the card for player convenience. When a card is flipped metaphysically, it can also be physically flipped, allowing for quicker evaluation of total hand value.

The symbol for the conventional “ace” (“A”) which represents either 1 or 11 has been replaced with “1/11” to provide a verbose disconnect between Blackjack 1 and Blackjack 2.

2.2.1 Qualitative variable

A new variable called “blood-type” is added to cards, it usually ranges between $\pm(A, B, AB \text{ and } O)$. Its nature not only implies some interesting things regarding the nature of cards, but also, in a way,

provides the players with 2. These being: 1) the polarity of the blood type and 2) the type itself. This variable is distributed proportionally.

2.2.2 Public variable

A new variable called "variant" is added to the cards, it usually ranges between 1-9 (represented in Roman numerals). It is displayed, not only on the face of the card, but also its back. This allows any player to see the variant of any other players cards at any time. This variable is distributed proportionally.

2.3 The principal of edge cases

The deck has been designed with the principal of edge cases in mind, and a major factor throughout its design was the deck's effect on rules. This is to say, for any card variable, there is a card that breaks the predictable pattern of The Deck.

This has, in many games, led to both interesting emergent narrative, as well as a far more interesting gamespace.

Card variable	Edge case
Value	The "i" of Rings
	The "?" of Rings
	The "∞" of Rings
Variant	The 4 of Stars (Variant: "Null")
Blood type	The J of Stars (Blood type: "N/A")

2.4 Extra cards

The Deck also contains a flavour text card, as well as an umpire token. This could potentially allow the role of umpire to be dealt into a game.

3 Conclusion

Through play, we have found The Deck to enhance the game and successfully increase gamespace complexity. There a single factor that I see as problematic, this is the distribution of edge cases. For example: I could memorise the hidden values of the edge case of the public variable, variant ("Null"). In this way the edge cases may get predicable after many rounds of play.

I believe this can only be avoided by introducing more, and different, edge cases. Although this risks making the game unplayable or un-fun.

As well as this, I also propose making the distribution of blood-types proportional to real-world values to enhance its narrative weight.

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