

cards (various)

The S.P.A.C.E consortium & SUPERject working group

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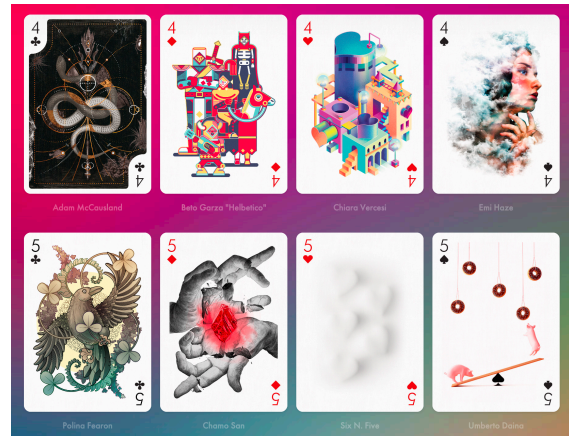
Playing cards



Figure 1: The Font Deck. Learn about typography while playing poker. <https://www.forrestgoods.com/shop/the-font-deck>

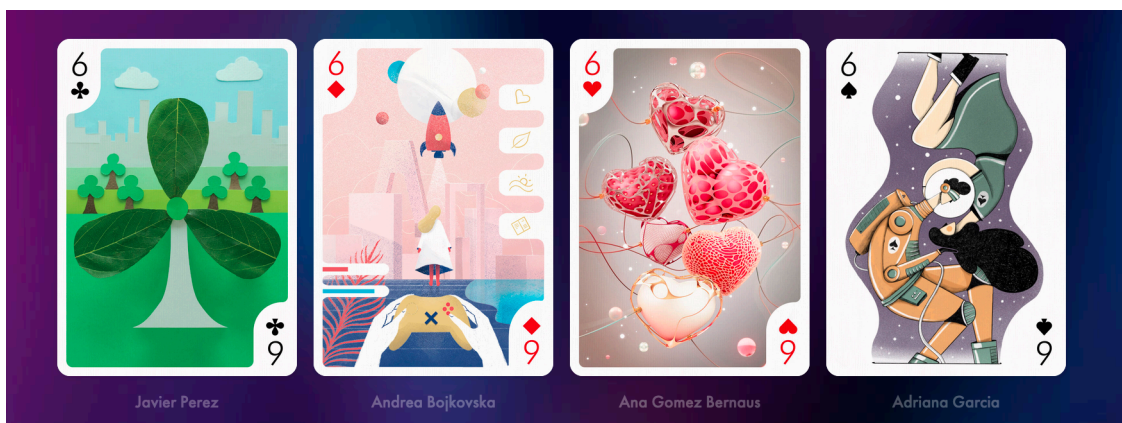
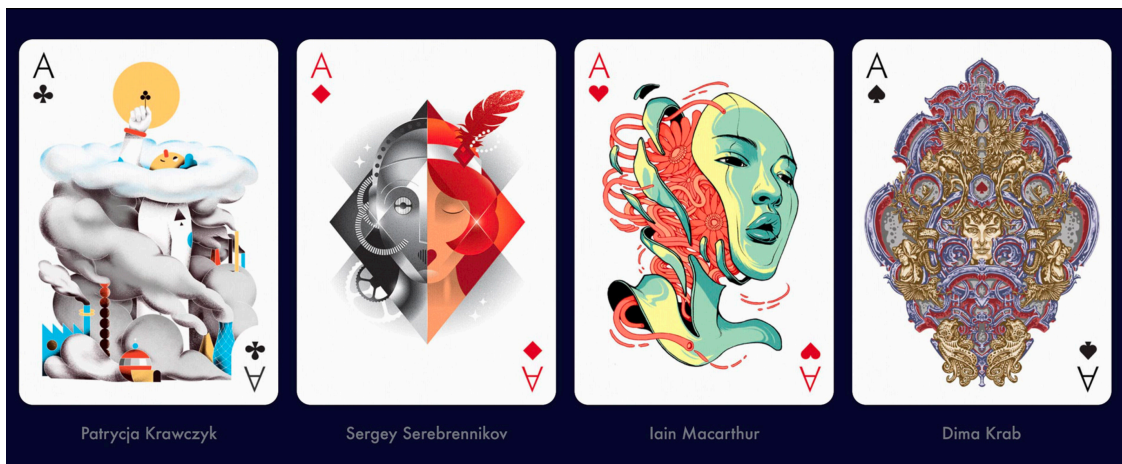


Figure 2: <https://felix-blommestijn.blogspot.com/>



Playing Arts

Figure 3: The Playing Arts deck “eclectic and powerful, with 55 artists from all over the world involved”
<https://playingarts.com/en/special>



Playing Arts

Figure 4: Future. The Playing Arts

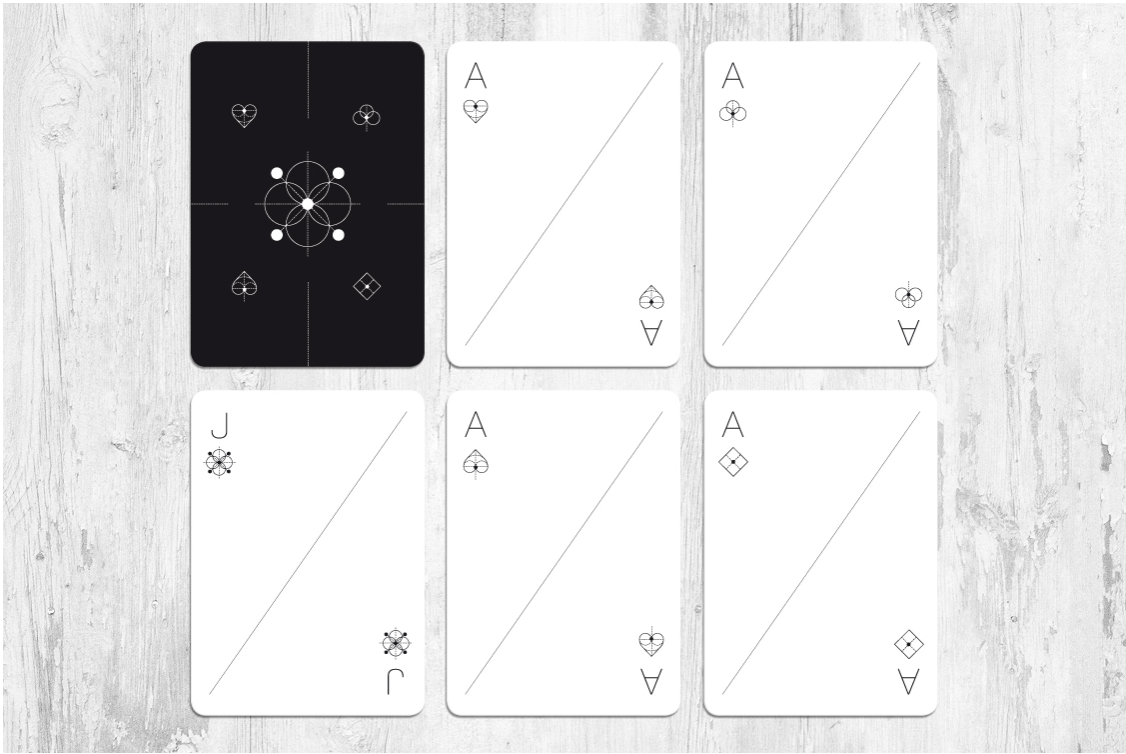


Figure 5: Concept and Design for a minimalist Playing Cards decks. Francesca Pagani. <https://francescapagani.graphics/portfolio-item/playing-cards/>



Figure 6: Pocono Modern Playing Cards (2015)

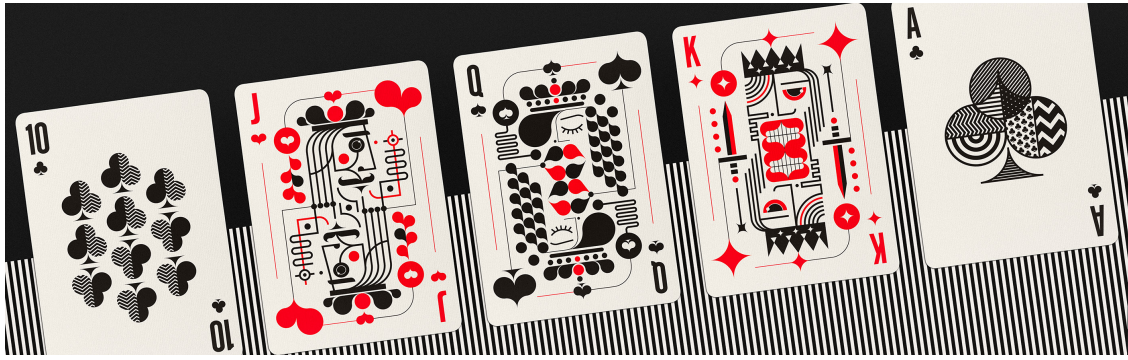


Figure 7: MESSYMOD Playing Cards. <https://www.messymod.com/>



Figure 8: PLAYING CARDS. Gvantsa Chijavadze



Figure 9: Playing Cards. Kate Lee Seul Park



Dream Recurrence: Deja Vu Playing Cards



Sumi Playing Cards

Figure 10: The Card Experiment. <https://www.cardexperiment.com>

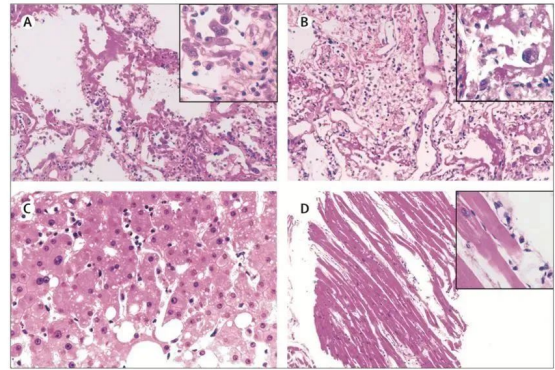


Figure 11: Four sided



+



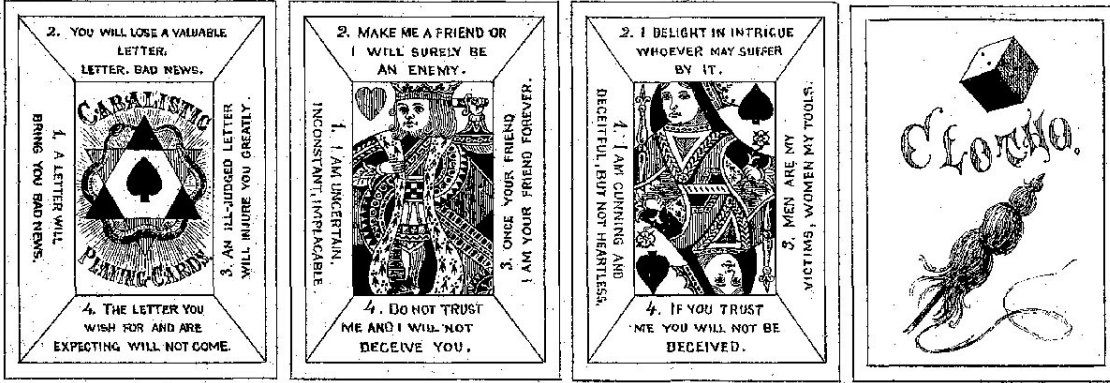
Figure 12: Jokers



Figure 13: woodblock-printed and stencil-coloured Spanish-suited playing cards made in Italy by Agostino Bergallo for export to Spanish territories, 18th century.

H. BILLINGS. No. 142,075.

Patented August 26, 1873.



Cabalistic Playing Cards, 1873



The Rameses Fortune Telling Cards, manufactured by Chas. Goodall & Son Ltd, Camden Works, London, c.1910. 52 cards + extra 'Subject' card in box.



The Tarot Cards of Tech

Tarot (and variations)



Figure 16: Thoth Tarot



Figure 17: Sola-Busca Tarot

(see also [SYNBIO TAROT READING](#))
and so on, and so on...

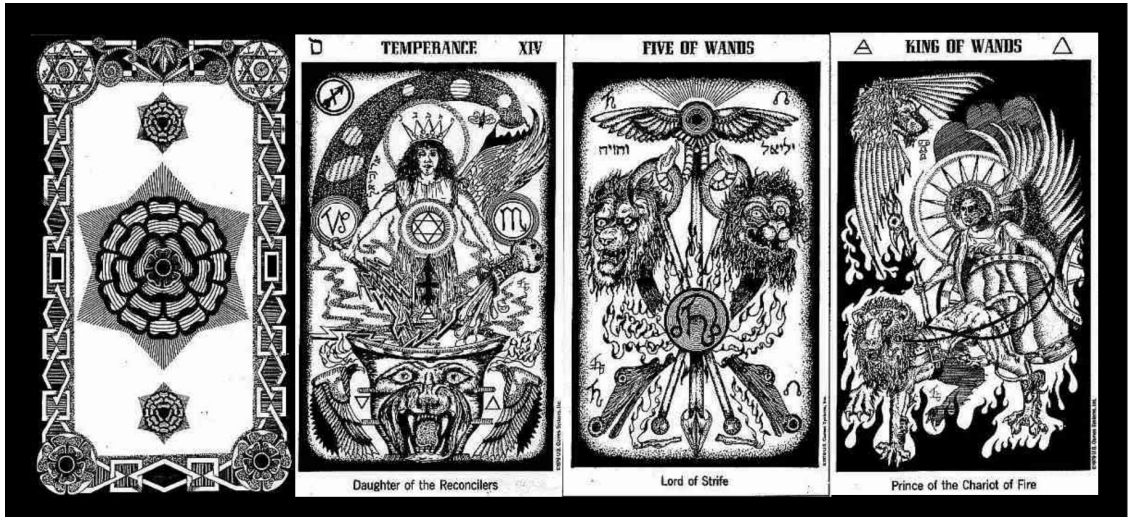


Figure 18: Hermetic Tarot



Figure 19: Revelations Tarot



3

Figure 20: The Housewives Tarot



Figure 21: Margarete Peteresen Tarot



Figure 22: Vertigo Tarot deck. Art by Dave McKean

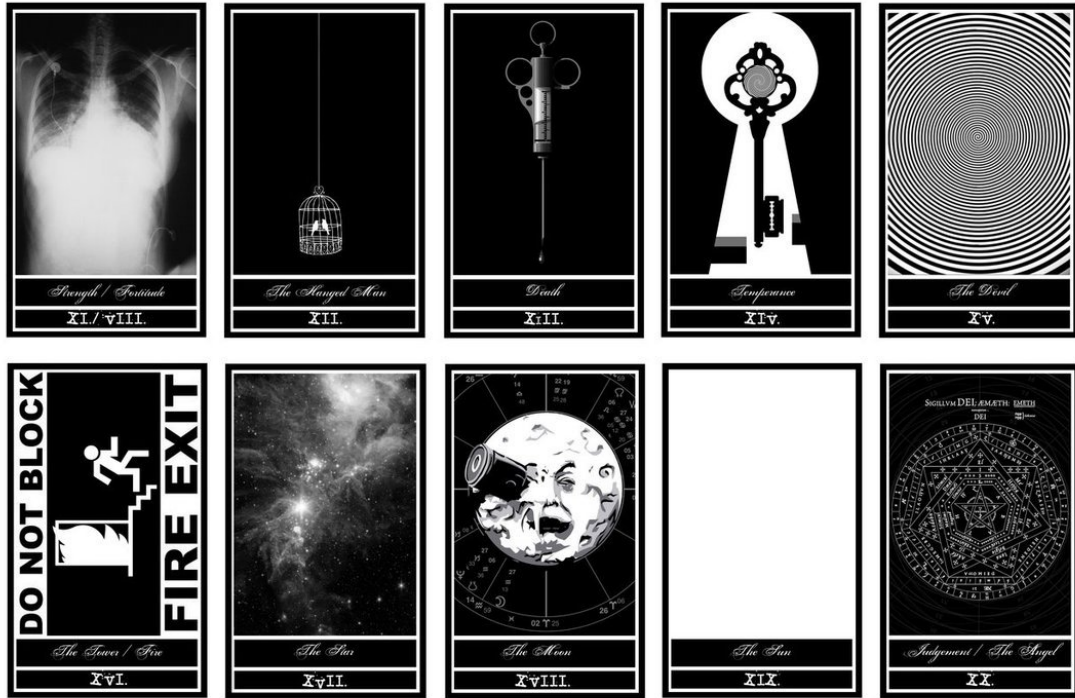


Figure 23: III

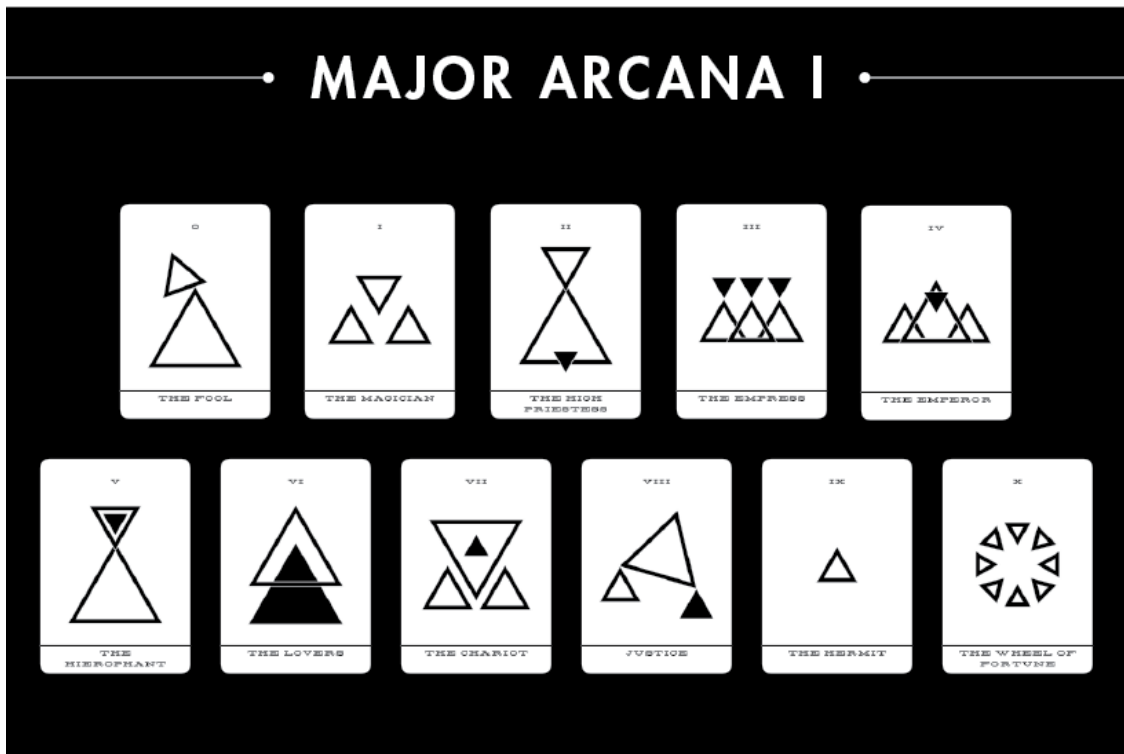


Figure 24: I



Figure 25: tarocchi degli insetti - acquarelli.



Figure 26: The Phantasmagoric Theater Tarot



Figure 27: Instant Archetypes: A New Tarot For The New Normal by Superflux (2018)



Figure 28: The Quantum Tarot by Christopher Butler and Kay Stopforth



Figure 29: Starchild Tarot



Dali Tarot - Taschen

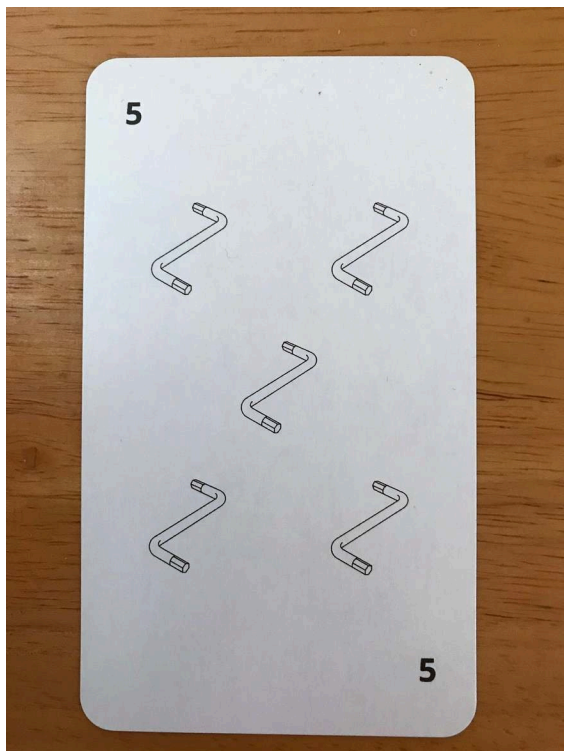
Figure 30: Dali Tarot



Figure 31: cards from "Self-Guided Tarot" by Cameo Victor, 1999



VI



5

Figure 32: Ikea Tarot <https://www.core77.com/posts/90881/Ikea-Based-Tarot-Cards>



How the Mysterious 'Brown Magick' Oracle Card Deck Came to Be

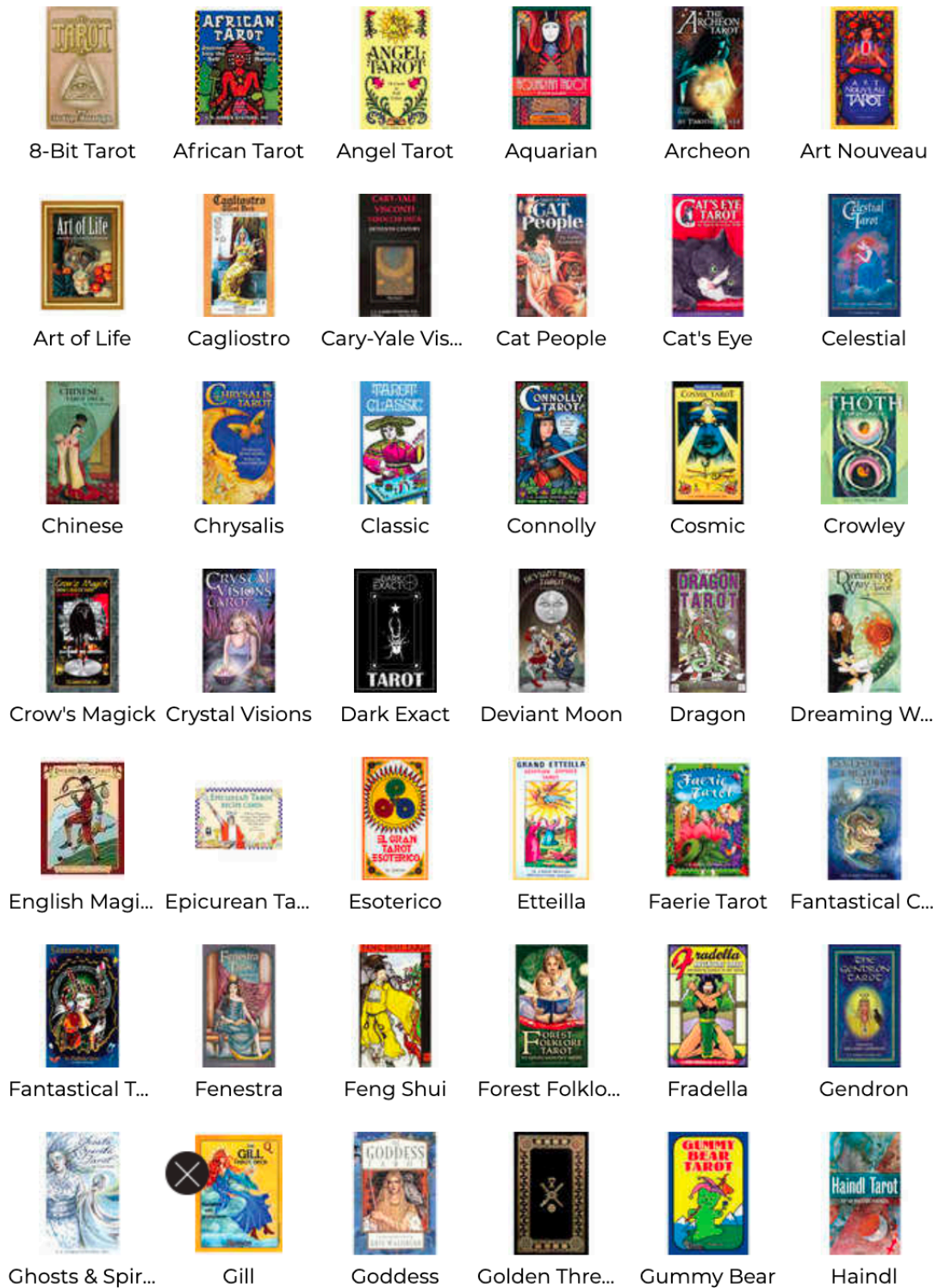


Figure 34: Tarot Decks (A-G) at <https://tarot.com>

Design (thinking), Futures & Method cards

The cards are divided into four categories: Learn, Look, Ask, and Try, making it easy to reference, browse, sort, and share the cards.

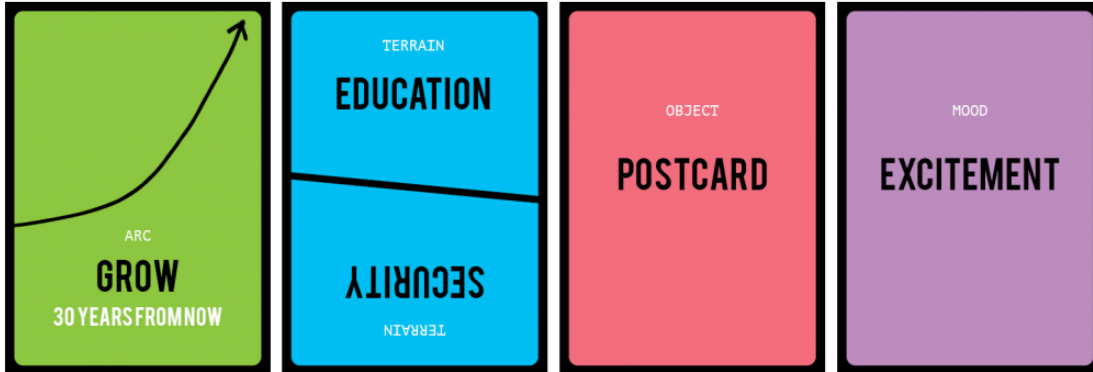


IDEO

Figure 35: IDEO Method cards. <https://www.ideo.com/post/method-cards>



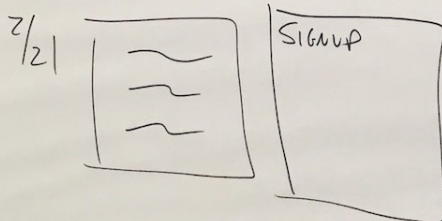
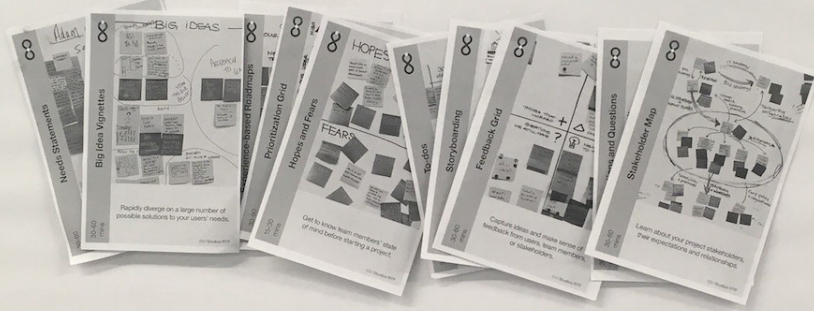
- <https://medium.com/design-ibm/prototyping-ibm-design-thinking-method-cards-1328080da382>
- When all you have is a method card set, everything looks like a design problem.



Playing “The Thing from the Future”

Figure 36: The Thing from the Future. <http://situationlab.org/project/the-thing-from-the-future/>

WHAT WOULD YOU WANT TO
SEE ON THE BACK OF CARDS
LIKE THESE?



L
L
2x
JUST a
NAME
STICKY
CAN #
OR 10
SAP
HELL
FEL
AND
JAVI

Figure 37: designing the IBM design thinking cards

Futures

DIS 2017, June 10–14, 2017, Edinburgh, UK



Figure 38: Tiles: A Card-based Ideation Toolkit for the Internet of Things Simone Mora, Francesco Gianni and Monica Divitini.



Figure 39: When all you have is a method card set, everything looks like a design problem.



A suite of workshop method cards to support the learning model of the new Bachelor of Creative Intelligence and Innovation degree at UTS (**UTS Method cards**)

Figure 40: UTS



Figure 41: <https://www.mightydeals.com/deal/design-deck-playable-inspiration.html>



Figure 42: oracle cards



Kit of Kits

€39

50 cards to discuss what MethodKit(s) to use.

Language

English

Size

Medium, ~A7

OUT OF STOCK

1

+
-

ADD TO CART

Figure 43: A Method Kit for Method Kits



Figure 44: A Method Kit for Method Kits

(9 OF 58 CARDS)



Figure 45: At a UN summit in 2015, 193 world leaders agreed to 17 Global Goals for Sustainable Development. The Global Goals Cards are 58 colour-coded cards that illuminate and allow us to discuss the UN goals for transforming our world.

(9 OF 57 CARDS)



Figure 46: Method kit for Personal Projects

Fluxx

The **Card Game With Ever-Changing Rules** “It starts out simple: draw one card and play one card –but New Rule cards quickly make things chaotic. Even the object of the game will often change as you play, as players swap out one Goal card for another. Can you achieve World Peace before someone changes the goal to Bread and Chocolate?”



Fluxx cards



varieties of Fluxx

Figure 47: Fluxx

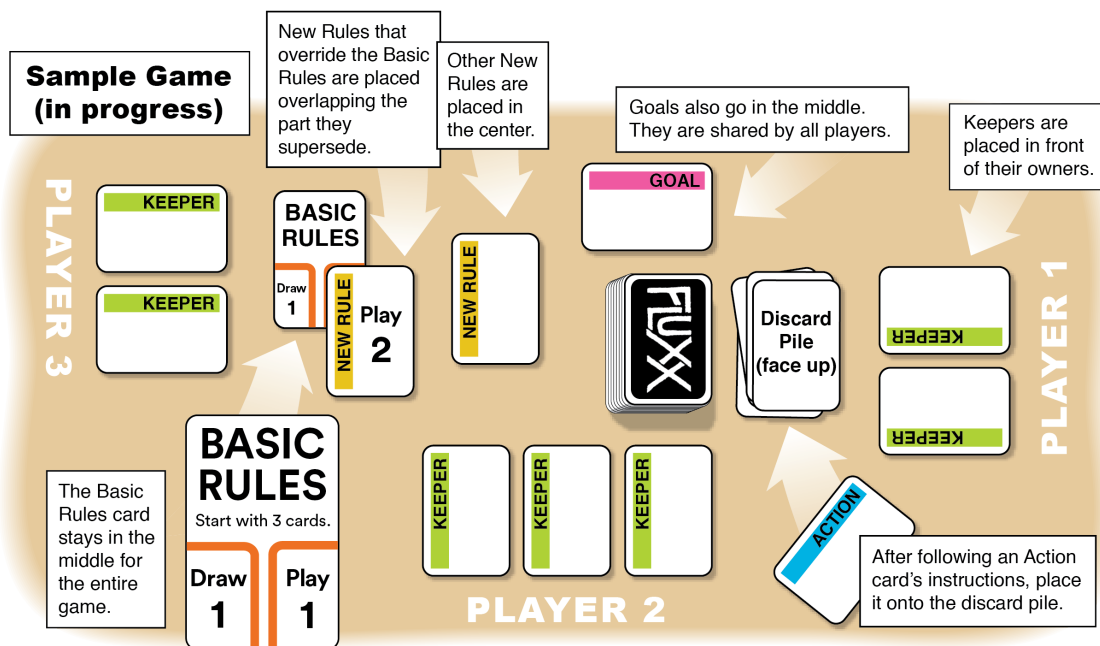


Figure 48: FLuxx gameplay instructions. <https://www.looneylabs.com/>

(see also the **Looney Labs Literature Index** (printable rules and rulesheets) and **Chrononauts**)

MTG

“Magic can be played by two or more players, either in person with printed cards or on a computer, smartphone or tablet with virtual cards through the Internet-based software Magic: The Gathering Online or other video games such as Magic: The Gathering Arena. It can be played in various rule formats, which fall into two categories: constructed and limited. Limited formats involve players building a deck spontaneously out of a pool of random cards with a minimum deck size of 40 cards; in constructed formats, players create decks from cards they own, usually with a minimum of 60 cards per deck. New cards are released on a regular basis through expansion sets.” [Magic: The Gathering \(Wikipedia\)](#)

Formats: MTG Arena, Tabletop Magic, Magic Online and Magic Pro League (digital and tabletop tournaments)



Figure 49: MTG Arena (gameplay)



Figure 50: MTG Grand Prix (gameplay)

RPG cards



Figure 51: Keyforge



Figure 52: weapons

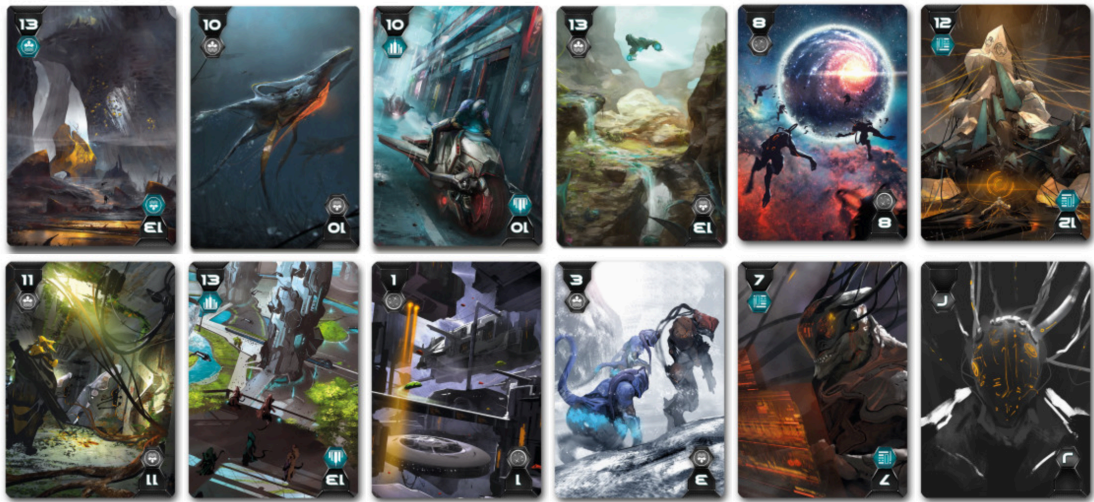


Figure 53: FAITH: The Sci-Fi RPG

PLAYER CARDS



GEAR CARDS



NPC CARDS



[CLICK HERE FOR THE FULL GALLERY!](#)

Figure 54: FAITH: The Sci-Fi RPG (example Player, Gear and NPC cards)



Figure 55: The afterlife of Android: Netrunner (Nextrunner International Support and Expansion Initiative) <https://www.dicebreaker.com/categories/trading-card-game/feature/android-netrunner-community-afterlife>



Figure 56: Pokémon Trading Card Game

1KBWC (1000 Blank White Cards)

“At its simplest, a card is just that: a physical card, which may or may not have undergone any modifications. Its role in the game is both as itself and as whatever information it carries, which can be changed, erased or amended. Many cards have been created which demanded their own modification, destruction or duplication, and many have been created which display nothing but a picture or text bearing no explicit significance whatsoever. Some have been eaten, burned, or cut and folded into other shapes. As conceived, the game is not inherently limited in length or scope, is radically self-modifying, and can contain references to, or actual instances of, other games or activities. The game can also encode algorithms (trivially functioning as a Turing machine), store real-world data, and hold or refer to non-card objects.” [1000 Blank White Cards \(Wikipedia\)](#)



1000 Blank White Cards (modified)



1KBWC 333 Card Booster Pack

Figure 57: 1000 Blank White Cards

Kabufuda / Hanafuda

Hanafuda and **Kabufuda** “cards are tiny, only 2 1/8 by 1 1/4 inches (54 x 32 mm), but about three times thicker than Western cards. [...] There are twelve suits, representing months of the year. Each is designated by a flower and has four cards. The point values should be considered merely as a ranking mechanism, as the most popular games only concern themselves with certain combinations of taken cards. ”



Nintendo Hanafuda Cards Deck

Figure 58: Hanufada cards

Hanafuda Cards

Traditional Japanese card game

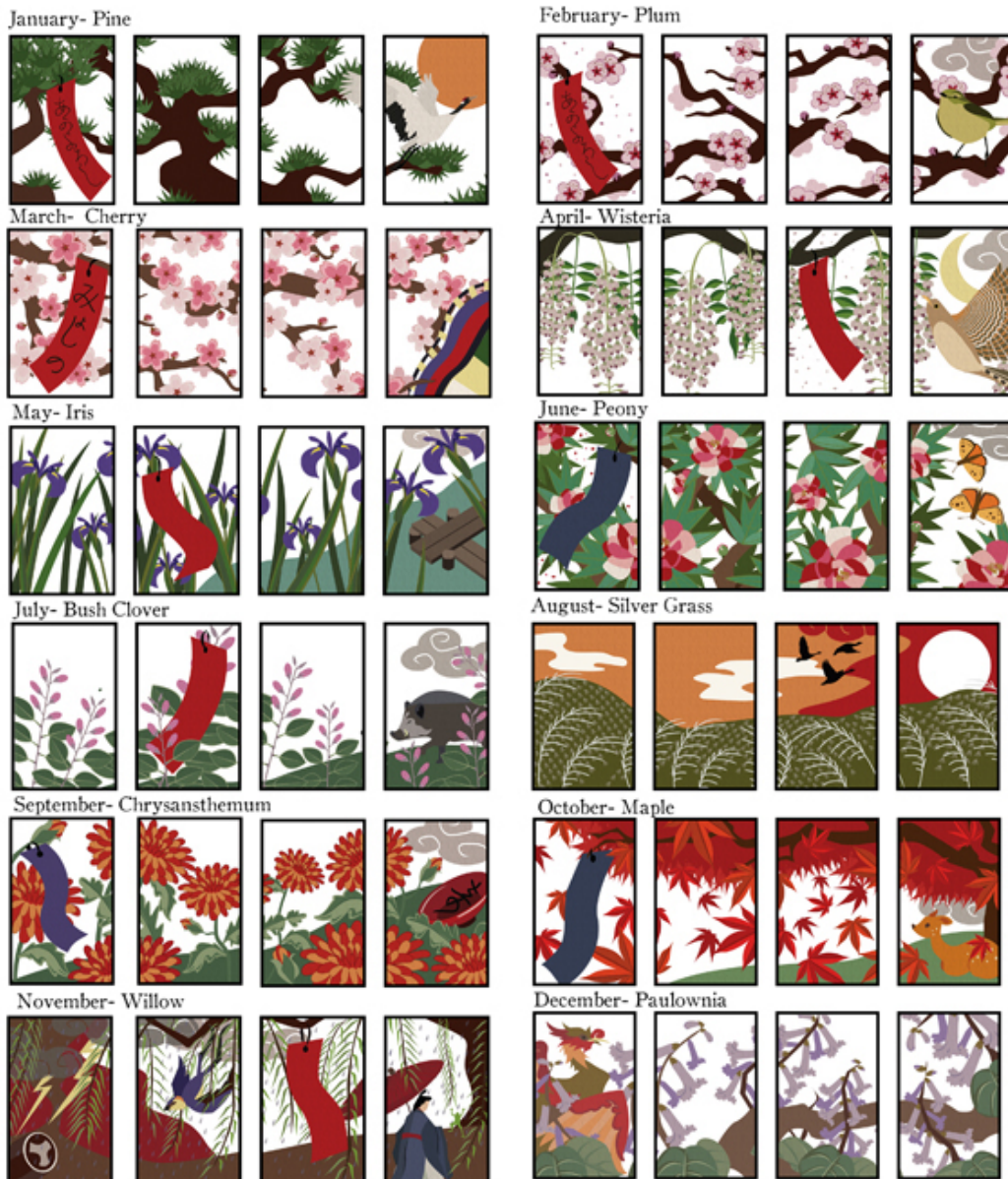


Figure 59: Hanafuda cards

Dasavatara Ganjifa

“Ganjifa cards are used in India, Pakistan, Iran and Turkey, and are usually hand-painted. This version was printed chromo-lithographically by the Chitrasala Press in around 1950. Ten suits is based on one of the ten incarnations of Vishnu. An upper court card, Raja, a lower court card, Pradhan or Mantri, and ten numerals in each suit. Suits are: Matsya (fish), Kurma (turtle), Varaha (boar), Narasimha (lion), Vamana (water pot), Parashurama (axe), Rama (bow & arrow, or monkey), Krishna (quoit or cow), Buddha (conch) and Kalkin (sword or horse).” <https://www.wopc.co.uk/india/dasavatara>



Figure 60: Ganjifa cards

The Children's Alphabetical Packs

“At least three different editions of the cards were published; two with Marathi text and a third edition in Urdu. The cards were obviously intended as a game for fun but also with an educational agenda, i.e. the teaching of reading, matching and etiquette.”



Figure 61: The images on the numeral cards show everyday objects such as ships, trains, rivers, a holy man or yogi, fruit, animals and a fire altar.

Tonalamatl

“Baraja Tonalamatl Mexican Aztec playing cards based on the prehispanic Codex Borgia manuscript - “A synthesis of Mesoamerican Cosmogonical, Chronometrical, Astronomical and Mathematical thought” . The cards run from 1 - 13 in each colour, plus 20 violet cards and six extra cards, making a total of 78 cards. “<https://www.wopc.co.uk/mexico/tonalamatl>”



Figure 62: Baraja Tonalamatl Mexican Aztec playing cards (1985) based on the prehispanic Codex Borgia

Hakka (客家)

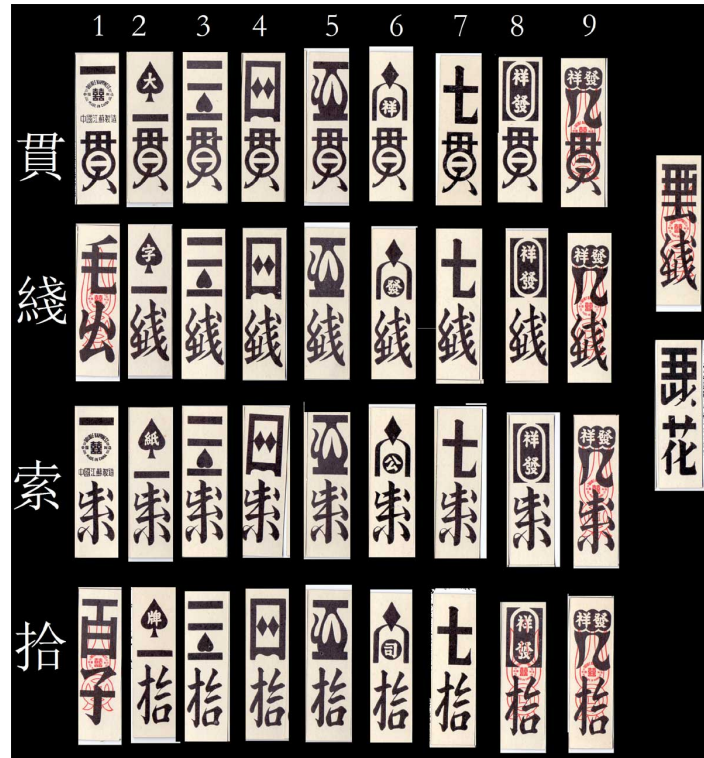


Figure 63: Hakka cards arranged according to rank and suit. <https://www.wopc.co.uk/china/hakka>

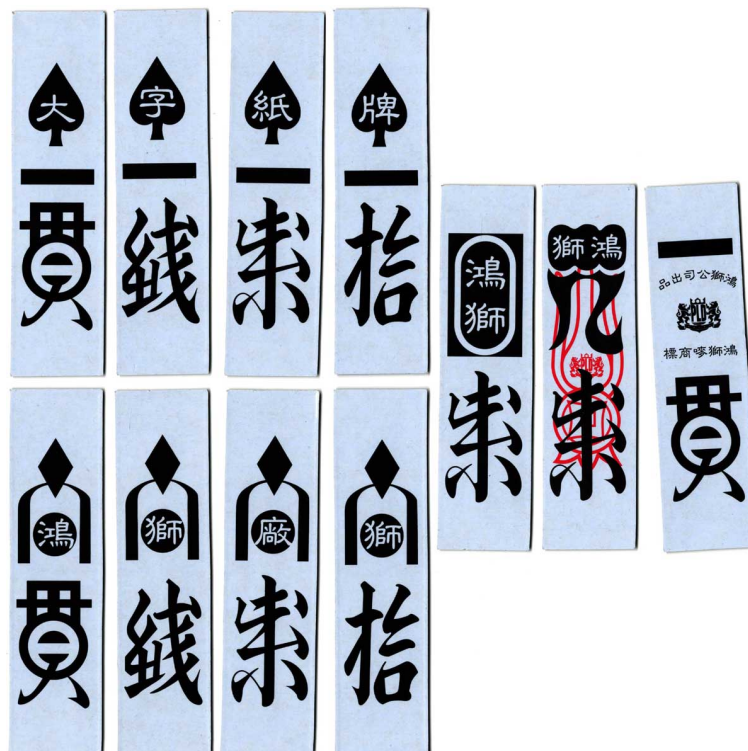


Figure 64: 六虎牌 Six tiger cards, 鴻獅廠 Hong Shi Factory

Logica Memorativa

‘Influenced by Byzantium, Vittorino da Feltre’s school ‘La Giocosa’ revived in Italy the habit of using exercise-games in elementary levels of teaching. From that model, perhaps, the Franciscan named Thomas Murner in the late fifteenth century devised his course for teaching elements of logic. He presented students (in parallel with his 16 written lectures as ‘Letters’ or charta), with suites of practical exercises and mnemonic diagrams to supplement and reinforce students’ memory of the material. Each lecture was linked with its associated exercises and diagrams by use of a common emblem, the 16 emblems speaking to philosophical symbolism and to stages of progress through academe’s ‘little year.’

’ <https://www.wopc.co.uk/germany/murner>



Figure 65: Logica Memorativa Playing Cards by Thomas Murner (1507)

Corners, miniatures & indices

“My invention consists in combining a number or letter with an emblem - such as a heart, spade, club or diamond - so that upon seeing the emblem, which may be in a corner, the denomination of the card is at once understood.” <https://www.wopc.co.uk/cards/corner-indices>

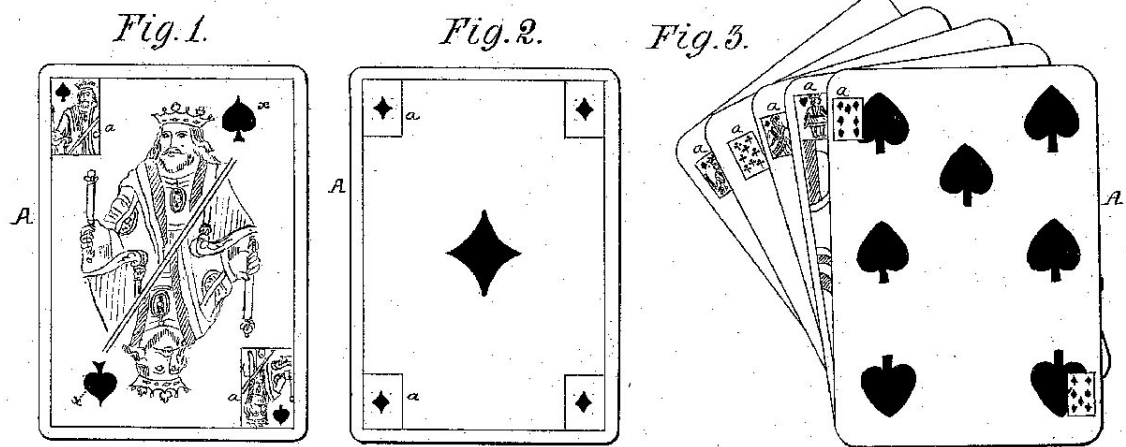


Figure 66: Patent number US182166



Figure 67: The Muir & Moodie Pictorial Playing Cards, published by Muir & Moodie (1898-1916), Dunedin, New Zealand, c.1903.

Miscellanea



Figure 68: secondary uses

“Card RPGs seem to be all the rage now and there is good reason for that: phones. It’s an easy concept to toss out to people on their commute and when trying to kill some time.” <https://www.thegamer.com/best-card-rpgs-ranked/>

design and commerce in progress > <https://www.kickstarter.com/discover/advanced?term=cards>



in circles

Figure 69: circular



Figure 70: crooked deck



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Figure 71: Holographic Cards (Lunar & Tarot)

Various artists

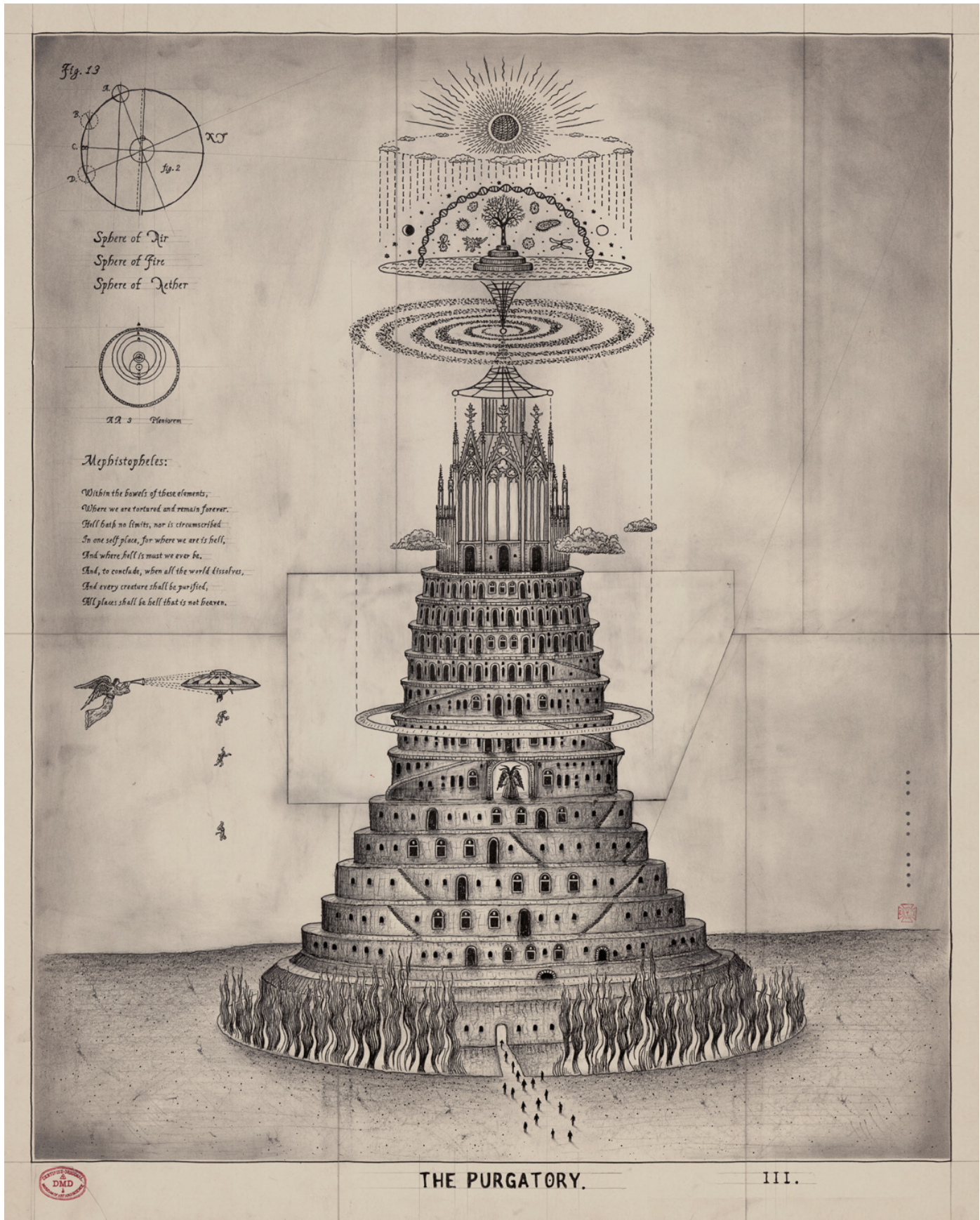


Figure 72: Daniel Martin Diaz. <http://danielmartindiaz.com/>



Figure 73: Peter Madden



Figure 74: Victoria Siemer

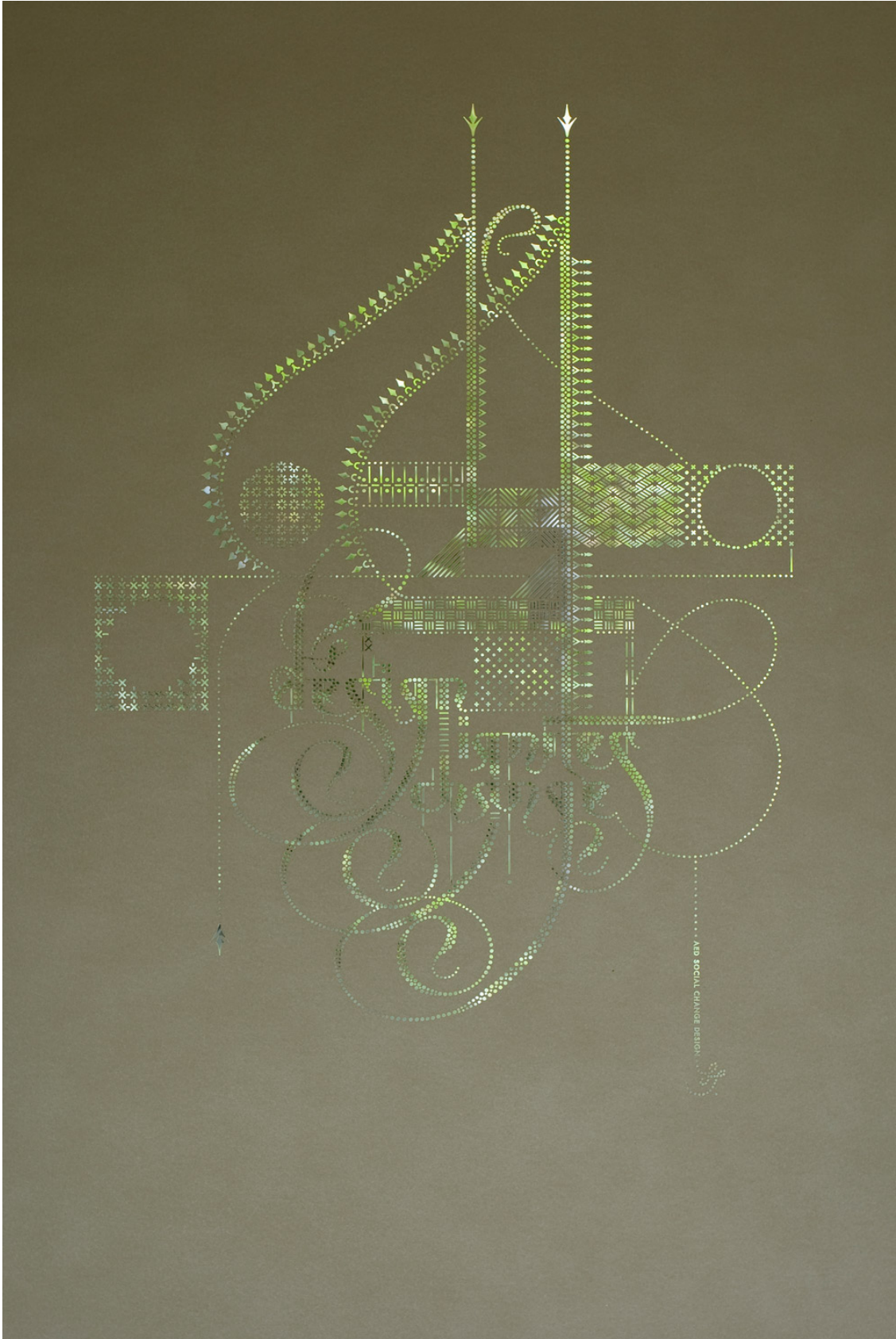


Figure 75: Marian Bantjes

FIN