

Estate Playing Cards

Devised and designed by
Keith Maxwell WILSON
Director
Coding Australia
ABN 99533949974

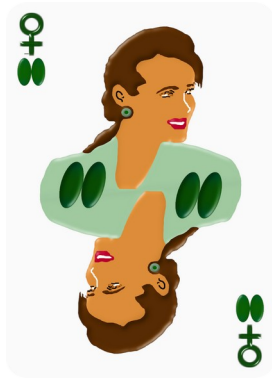
codingaustralia@gmail.com

<https://codingaustralia.com/Estate/>

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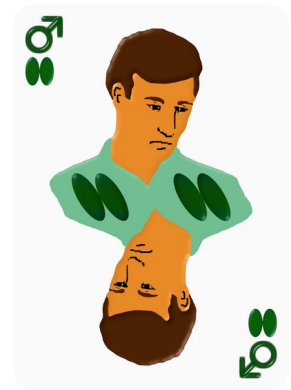
Contents

Section	Title	Page
1	Introduction	3
2	History	4
3	21 st Century	6
4	Solitary Games	14
5	Player Games	16
6	Partner Games	21
7	Possibilities	26



Section 1

Introduction



Welcome to Estate Playing Cards, the new card deck for the 21st Century. This Guide 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 Guide 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 Guides and games.

The Guide 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

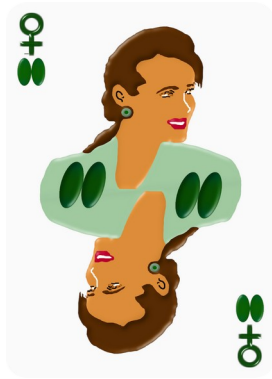
- Section 3 explains the deck in full

- Section 4 examines variations to some popular single player games

- Section 5 moves on to player games

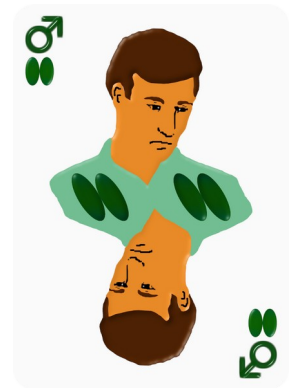
- Section 6 covers some of the well known partner games

- Section 7 adds a touch of mystery and imagination to Estate Playing Cards.

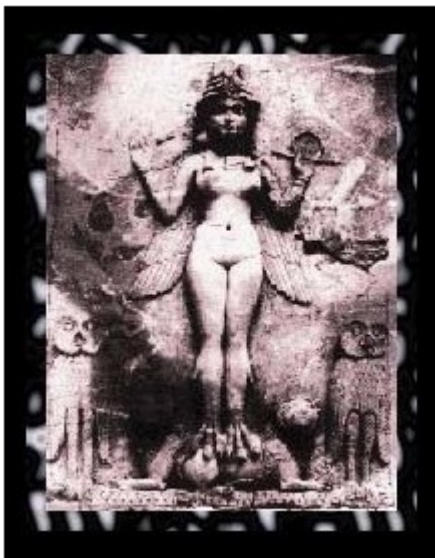


Section 2

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.

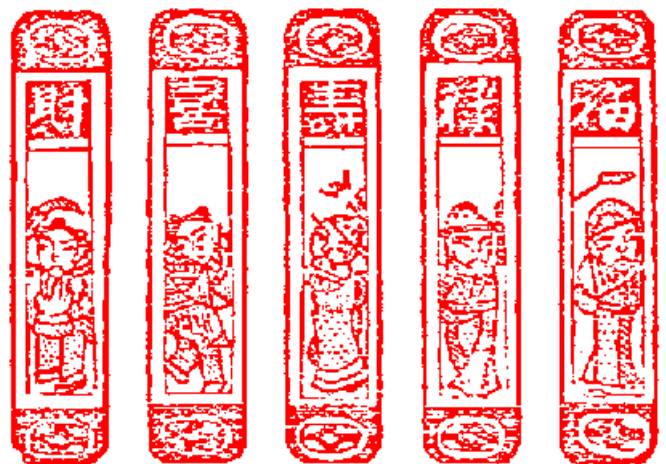
Playing cards were probably adapted from the game of chess, first found in Hindostan, in about 450 A.D. The arrival of playing cards in Europe from India and China can be dated to the late Middle Ages. Despite regional variations in naming of the four suits, their popularity for games, for telling fortunes, 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.

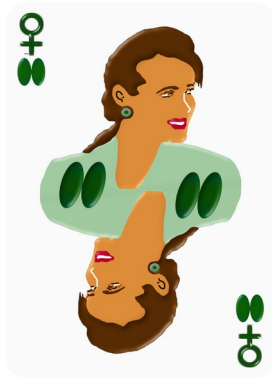
In 1377, Brother Johannes von Rheinfelden, a Dominican friar, described variant packs containing queens, or two kings and two queens each with their 'marschalli', or packs containing five or six kings each (i.e. 5 or 6 suits) with 'marschalli', or even four kings, four queens making packs of up to 60. 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.

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 bearing remarkable similarity to the Tarot.

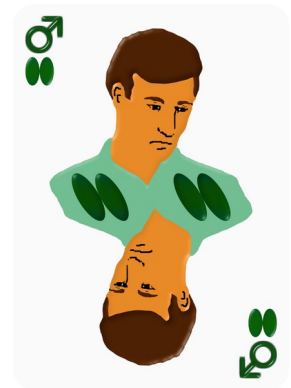


Towards the end of the nineteenth century a set of forty numeral cards of four suits was produced in Germany. The scenes painted on the cards depicted the history of the four “great” continents – Africa, Asia, Europe and America. Australia would be added later with the creation of Estate Playing Cards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



Section 3

21st Century




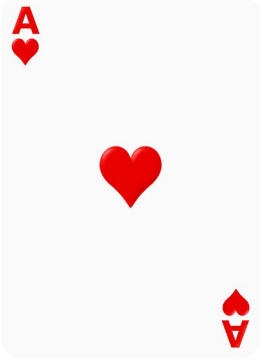
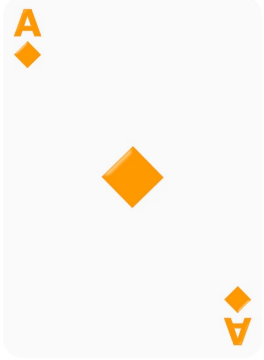
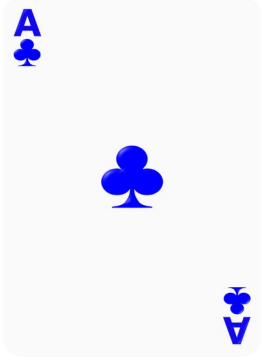
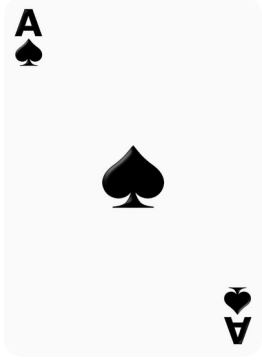
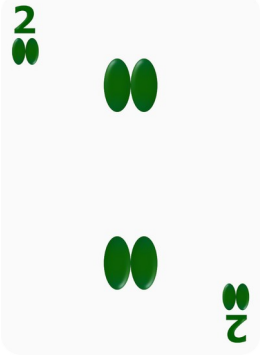
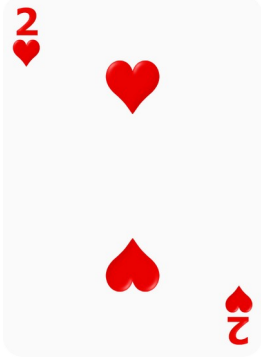
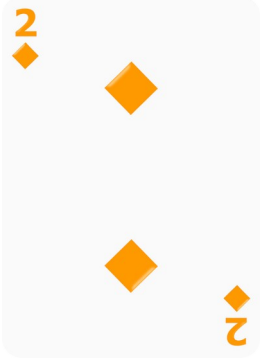
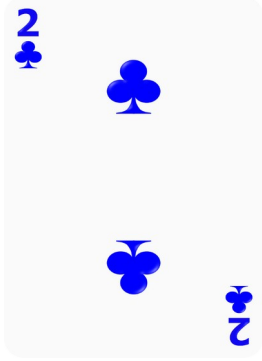
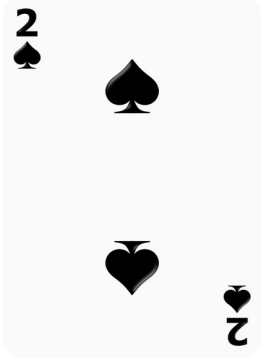
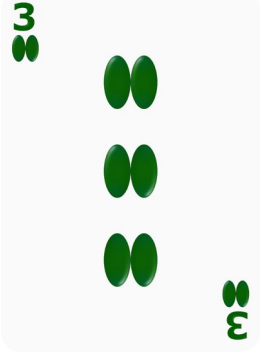
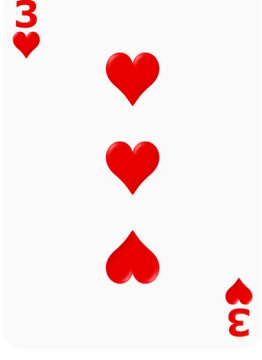
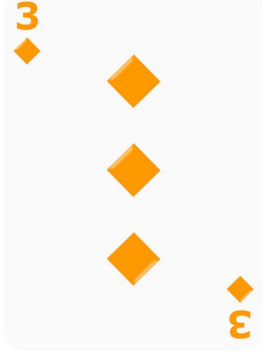
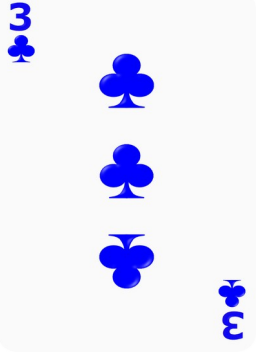
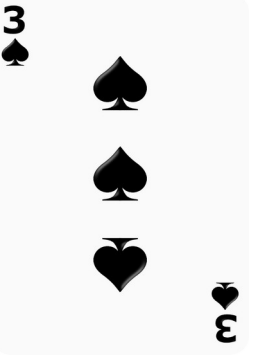
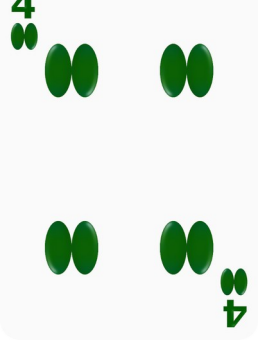
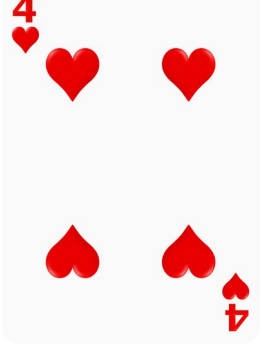
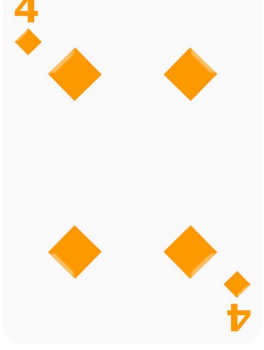
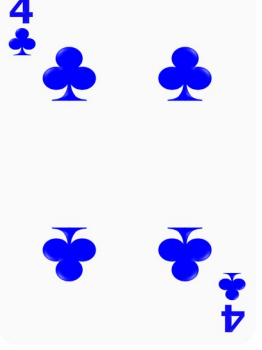
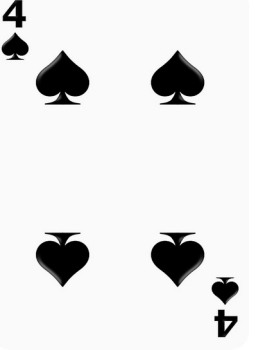
Estate Playing Cards brings ancient oblations, 15th century Italy and traditional four suit card decks into the 21st Century through synthesis and modernization. It augments the popular four suits - Church, Corporation, Community, Military with the fifth estate - the Media; replaces the royal & joker cards with family & imperial cards respectively thereby increasing the number of cards in the pack.

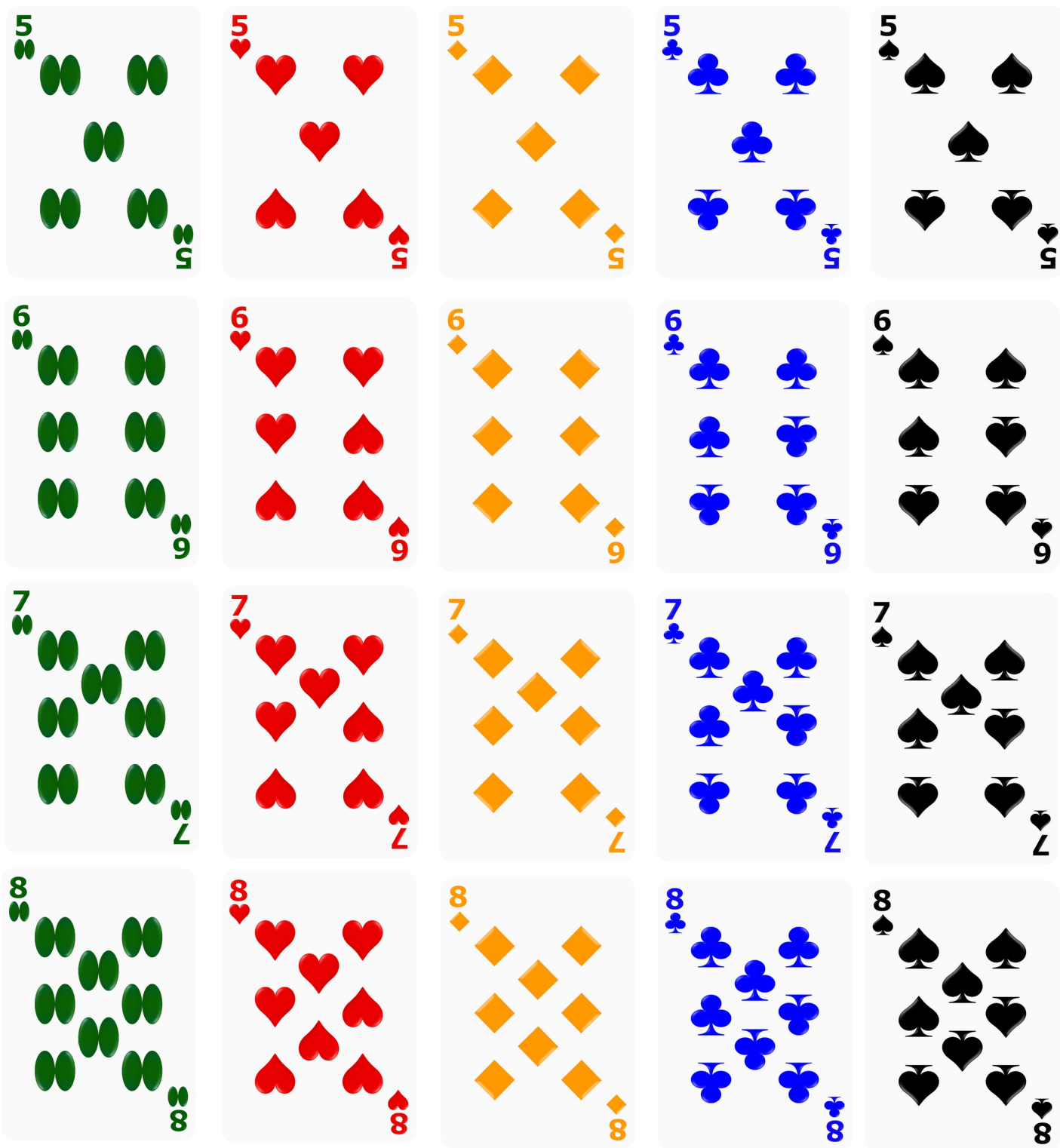
While five suit decks have been around for over a century, Estate Playing Cards is a more fundamental modification to traditional playing cards; changes that not only reflect more accurately the modern world but retain some of the earliest features of ancient cards from Europe and Asia.

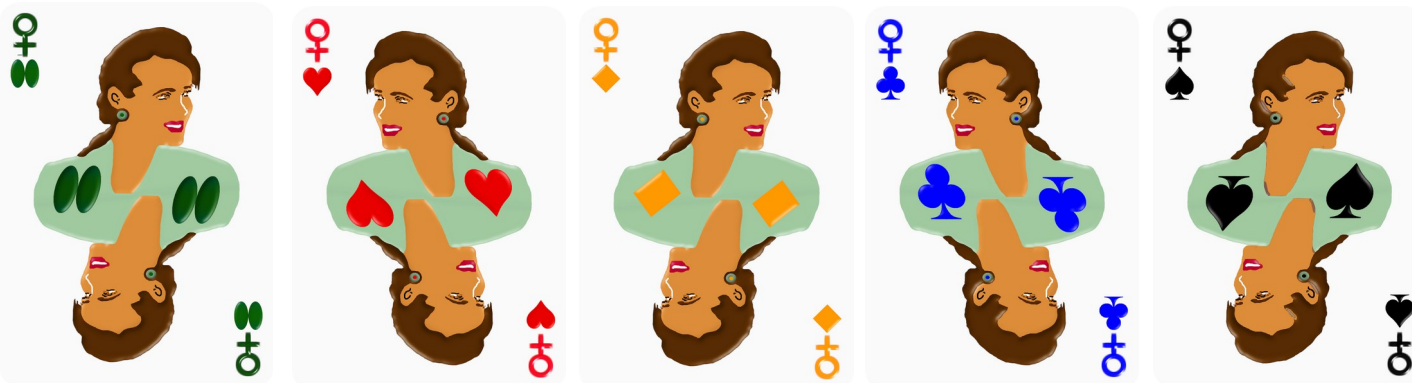
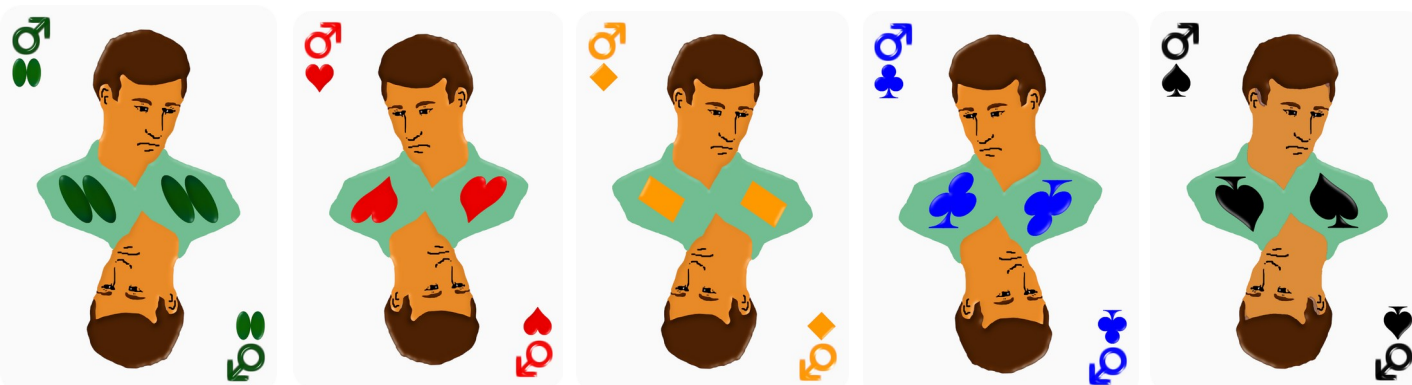
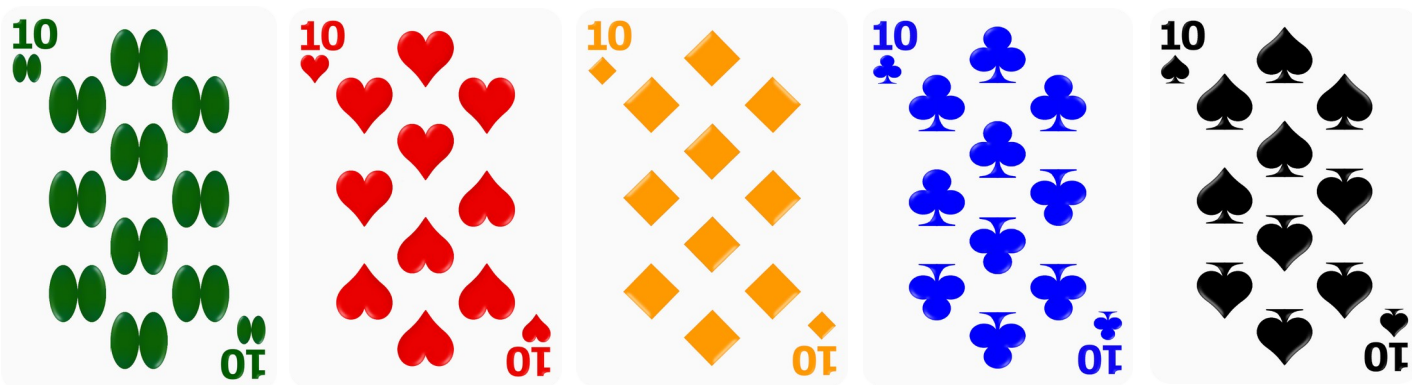
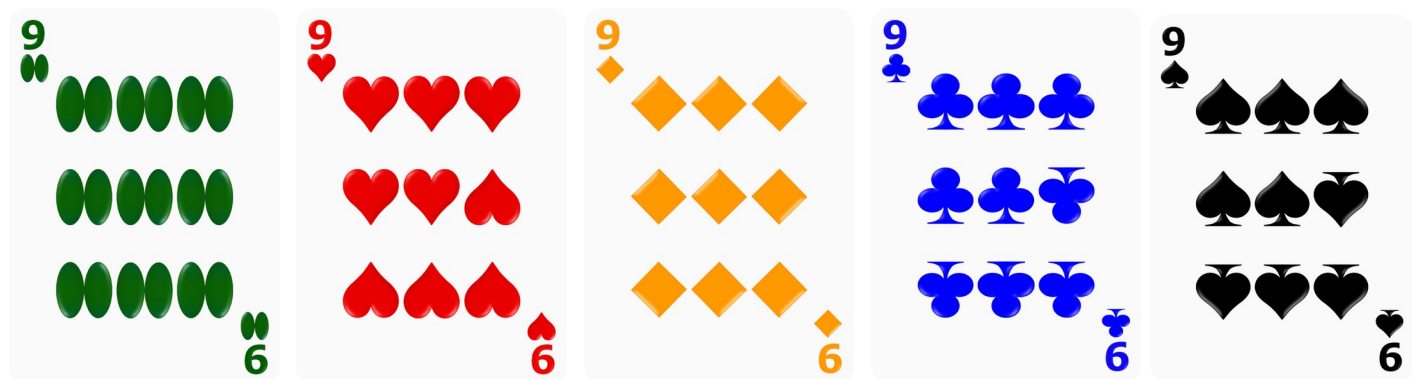
The Pack

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
 The Ace of Waves card features a green background. In the top-left corner is a green 'A' with two small green ovals. In the top-right corner is the text 'Estate Playing Cards' in green. In the center are two large green ovals. In the bottom-right corner is a green 'A' with two small green ovals.	 The Ace of Hearts card has a white background with a red heart symbol in the center. The top-left corner has a red 'A' with a small red heart, and the bottom-right corner has a red 'A' with a small red heart.	 The Ace of Diamonds card has a white background with an orange diamond symbol in the center. The top-left corner has an orange 'A' with a small orange diamond, and the bottom-right corner has an orange 'A' with a small orange diamond.	 The Ace of Clubs card has a white background with a blue club symbol in the center. The top-left corner has a blue 'A' with a small blue club, and the bottom-right corner has a blue 'A' with a small blue club.	 The Ace of Spades card has a white background with a black spade symbol in the center. The top-left corner has a black 'A' with a small black spade, and the bottom-right corner has a black 'A' with a small black spade.
 The 2 of Waves card has a white background with two green ovals in the center. The top-left corner has a green '2' with two small green ovals, and the bottom-right corner has a green '2' with two small green ovals.	 The 2 of Hearts card has a white background with two red heart symbols in the center. The top-left corner has a red '2' with a small red heart, and the bottom-right corner has a red '2' with a small red heart.	 The 2 of Diamonds card has a white background with two orange diamond symbols in the center. The top-left corner has an orange '2' with a small orange diamond, and the bottom-right corner has an orange '2' with a small orange diamond.	 The 2 of Clubs card has a white background with two blue club symbols in the center. The top-left corner has a blue '2' with a small blue club, and the bottom-right corner has a blue '2' with a small blue club.	 The 2 of Spades card has a white background with two black spade symbols in the center. The top-left corner has a black '2' with a small black spade, and the bottom-right corner has a black '2' with a small black spade.
 The 3 of Waves card has a white background with three green ovals in the center. The top-left corner has a green '3' with two small green ovals, and the bottom-right corner has a green '3' with two small green ovals.	 The 3 of Hearts card has a white background with three red heart symbols in the center. The top-left corner has a red '3' with a small red heart, and the bottom-right corner has a red '3' with a small red heart.	 The 3 of Diamonds card has a white background with three orange diamond symbols in the center. The top-left corner has an orange '3' with a small orange diamond, and the bottom-right corner has an orange '3' with a small orange diamond.	 The 3 of Clubs card has a white background with three blue club symbols in the center. The top-left corner has a blue '3' with a small blue club, and the bottom-right corner has a blue '3' with a small blue club.	 The 3 of Spades card has a white background with three black spade symbols in the center. The top-left corner has a black '3' with a small black spade, and the bottom-right corner has a black '3' with a small black spade.
 The 4 of Waves card has a white background with four green ovals in the center. The top-left corner has a green '4' with two small green ovals, and the bottom-right corner has a green '4' with two small green ovals.	 The 4 of Hearts card has a white background with four red heart symbols in the center. The top-left corner has a red '4' with a small red heart, and the bottom-right corner has a red '4' with a small red heart.	 The 4 of Diamonds card has a white background with four orange diamond symbols in the center. The top-left corner has an orange '4' with a small orange diamond, and the bottom-right corner has an orange '4' with a small orange diamond.	 The 4 of Clubs card has a white background with four blue club symbols in the center. The top-left corner has a blue '4' with a small blue club, and the bottom-right corner has a blue '4' with a small blue club.	 The 4 of Spades card has a white background with four black spade symbols in the center. The top-left corner has a black '4' with a small black spade, and the bottom-right corner has a black '4' with a small black spade.





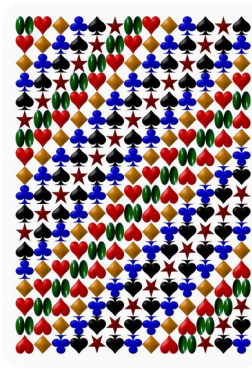
Imperials and Backs



Pope



President



Backs

The New Estate

The New Estate is called Waves, representing signals put out by various media. The symbol used is a graphic of a transmission wave.



Estate Games

Most existing card games can be played with an estate deck. Some remain virtually unchanged while others require modifications. This booklet covers basic rules for several well known games and any changes or variations generated by the estate deck. Detailed instructions and strategies for conventional games may follow in revised editions.

The Estates

The traditional estates have had several name changes, however the Media has never been included until now.



Waves

Media



Hearts

Church



Diamonds

Corporation



Clubs

Community



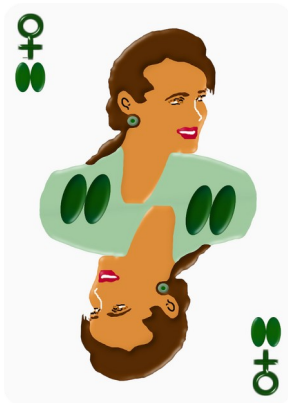
Spades

Military

Face Values

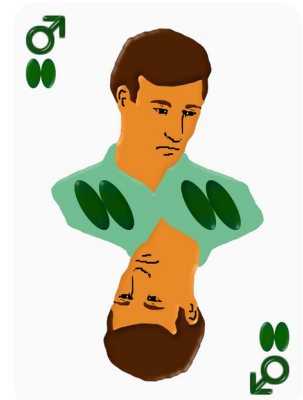
Face values of estate cards are largely determined by the game being played. The family cards generally hold a value of ten, although in certain games Man may be eleven and Woman twelve. Aces are high or low usually with values of 11 or 1 respectively. In games such as 500 and Poker, estates from highest to lowest are Waves, Hearts, Diamonds, Clubs and Spades. In Bridge the estate order is Spades, Hearts, Waves, Diamonds, Clubs.

New Cards



The Woman and Man cards are referred to as the Family cards.

Woman



Man



The Pope and President cards are referred to as Imperial cards.

Pope



President

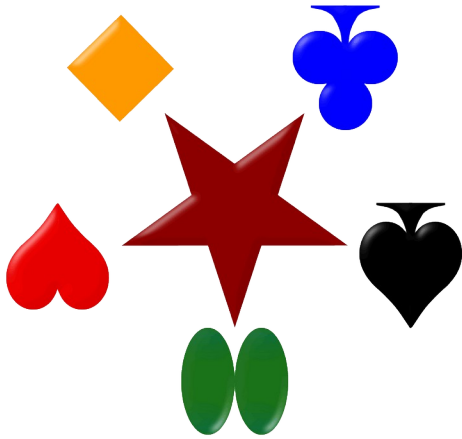
No More Short Decks

A 60 card pack reduces the incidence of short decks because games with one, two, three, four, five or six players, where all cards are dealt, produces an even number.

Players	1	2	3	4	5	6
Cards	60	30	20	15	12	10

Bowers

The bowers are derived from the angel's star or devil's pentangle placing the five estates in card dealing order - (clockwise, highest to lowest).

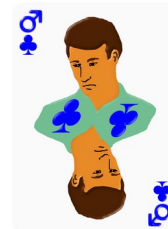
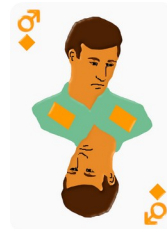
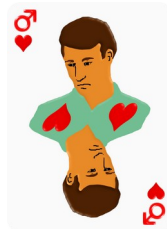
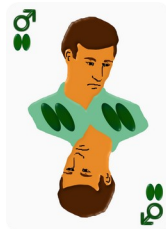


There are three bowers – Middle, Left and Right. The Middle bower is the highest followed by Left then Right and matches the Trump Estate. Man cards are used as bowers.

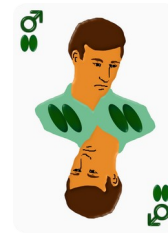
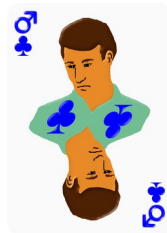
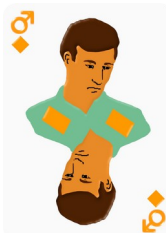
Bower

Trumps

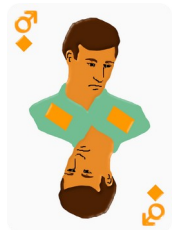
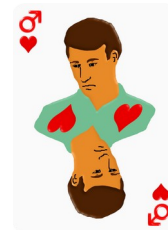
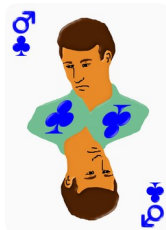
Middle



Left



Right



Protocols

Games involving 2 x 2 partners, unless otherwise stated, use existing protocols such as North/South East/West and Declarer, Leader, Dummy, Pone. Partner games with 5 players will be clarified in specific game examples.

Terms such as *tableau*, *talon*, *trick*, *deal*, *cut*, *stand*, *burn*, *trump*, *widow*, *slam* and *meld* remain unchanged. The only exception is the use of **ESTATE** in place of **SUIT**.

Website

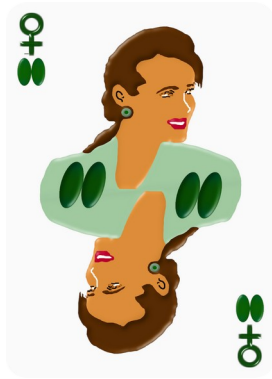


Estate Playing Cards has a link at:

<https://codingaustralia.com>

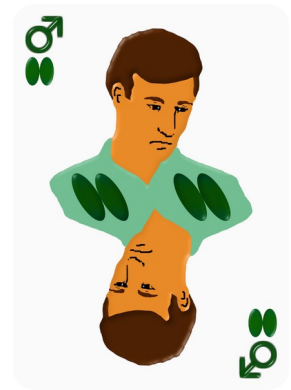
Or email your comments, suggestions, games to

codingaustralia@gmail.com



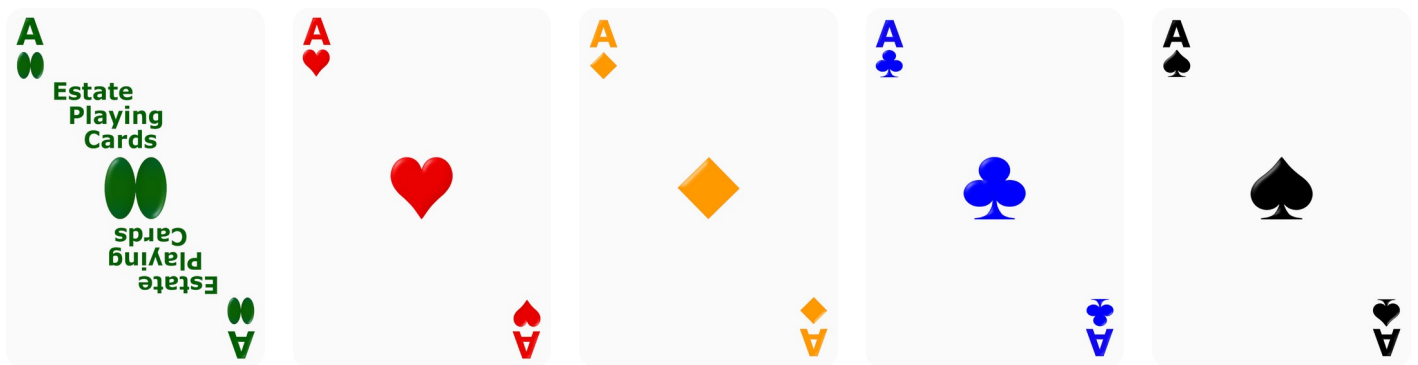
Section 4

Solitary Games



The main variation in many solitary games is the presence of five different colours instead of red and black and five foundations replacing four.

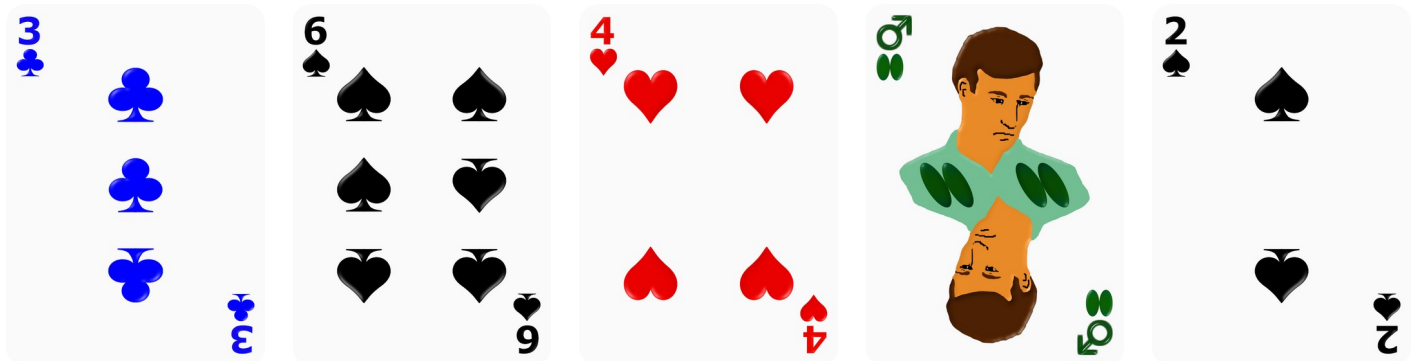
Foundations from Ace to Woman



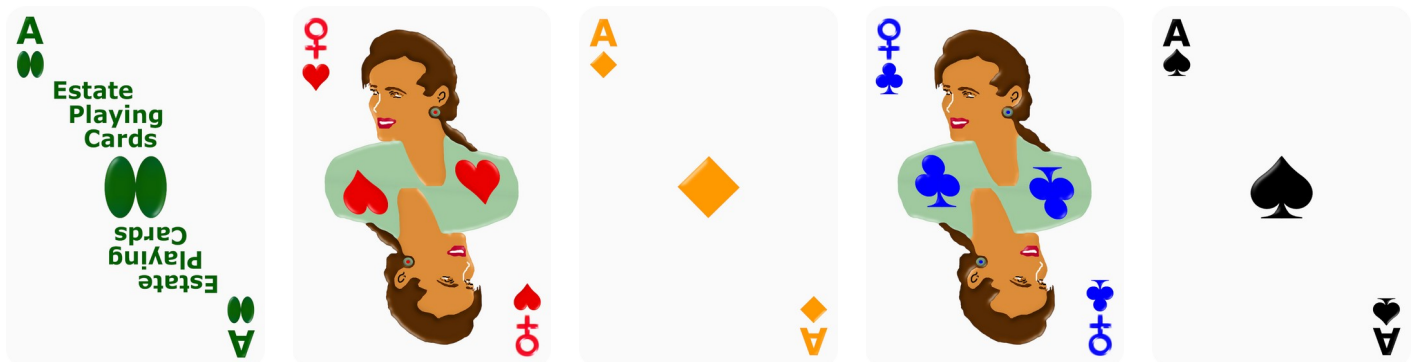
In games like Klondike, where red and black play a part, a variation could be to deal an eight stack tableau, build on the five estates in ascending order and place talon cards of the same estate one above or below the face value of a descending stack on the tableau. The chances of getting out using these changes are fairly high.

In **Little Spider** the layout changes to fit five Estates.

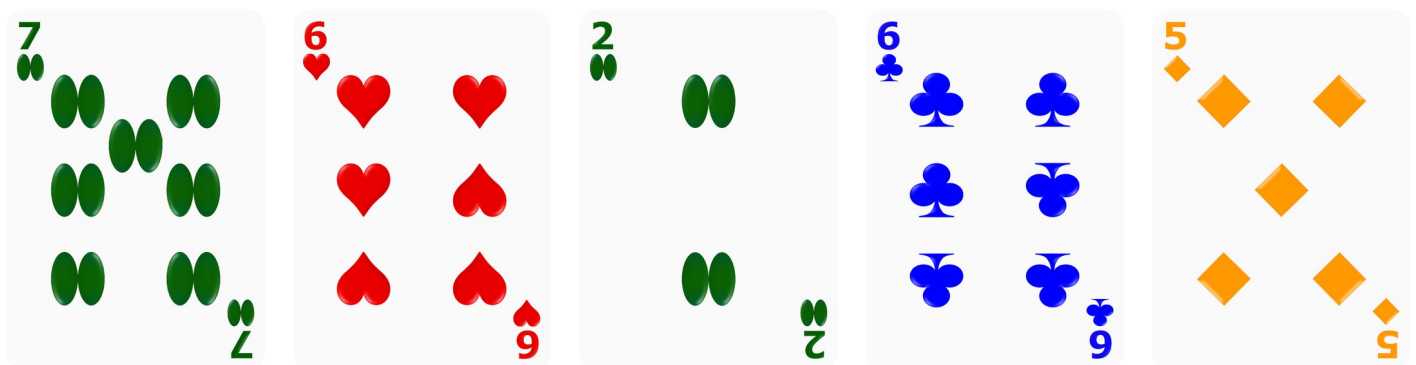
Top Talon



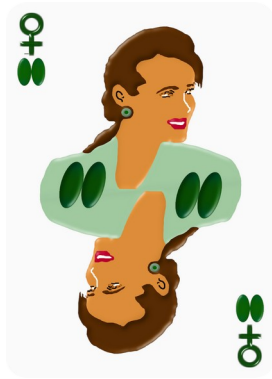
Foundations



Bottom Talon

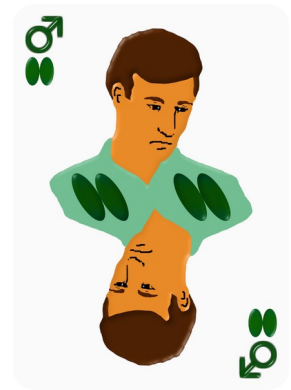


Cards are moved from the talons to foundation in ascending or descending order. Deal fresh cards to talons when all moves have been exhausted.



Section 4

Player Games



In **Poker** a fifth Estate increases the number of winning card combinations while lengthening the odds. With 60 cards and five estates, the total number of five card hands is 5,461,512.

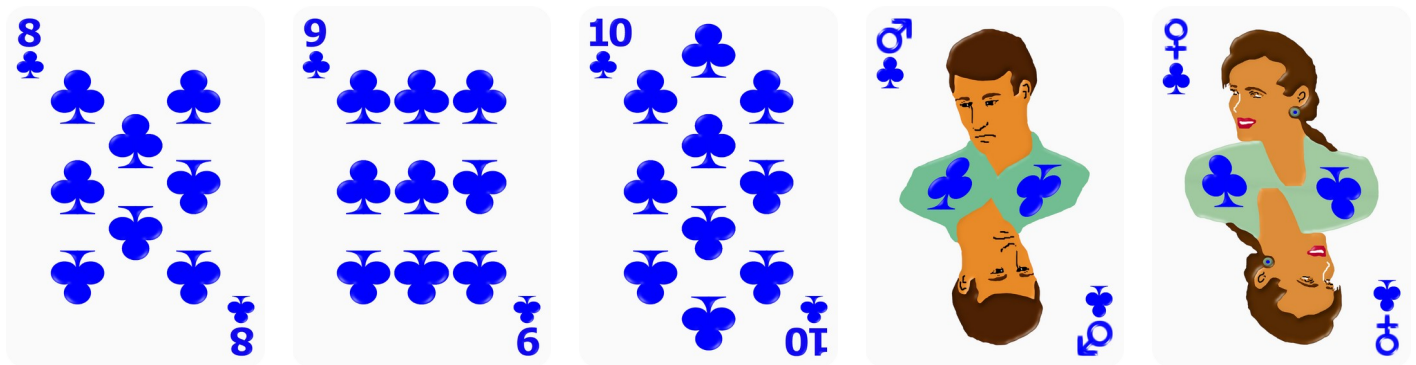
Family Flush, with only 5 possible hands or a probability of 0.00000092, becomes the new top hand.

5 of a Kind, with 12 possible hands or a probability of 0.000002, is new.

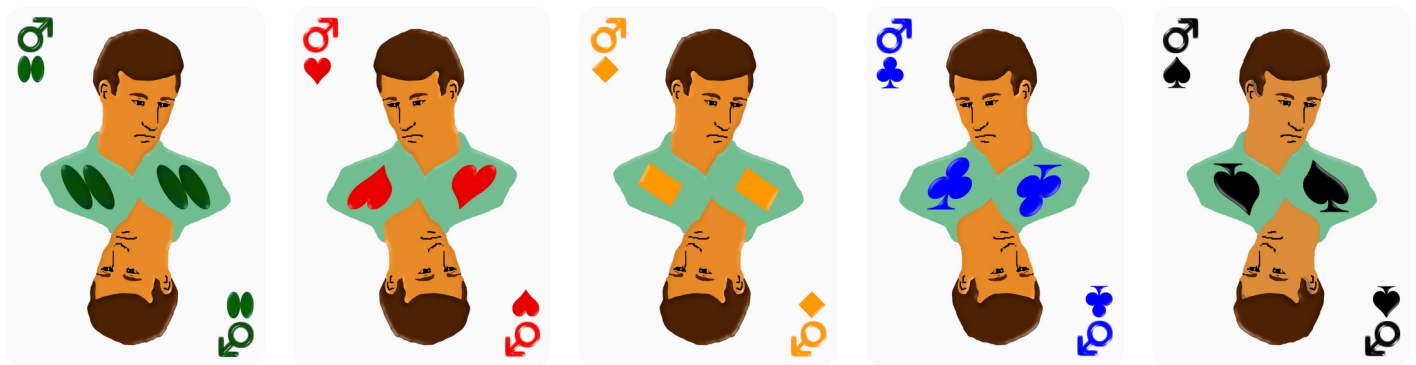
The table lists in descending order the poker hands in an Estate deck. A Rainbow is any five cards from different Estates and outranks 2 Pair.

Rank	Hand	Rank	Hand
1	Family Straight Flush	9	Full House
2	5 of a Kind	10	Rainbow 3 of a Kind
3	Straight Flush	11	Rainbow 2 Pair
4	Rainbow 4 of a Kind	12	Straight
5	Rainbow Straight	13	3 of a Kind
6	Rainbow Full House	14	Rainbow
7	4 of a Kind	15	2 Pair
8	Flush	16	1 Pair

A Royal Straight Flush is now a Family Straight Flush.



Five of a Kind is a new hand with 12 possibilities.



A Rainbow Full House has a card from each Estate.



Rainbow Poker can only be played with an Estate Deck. The deck is separated into the five Estates, shuffled individually and placed face down side by side. A card from each Estate is dealt to each player face down. Players discard once and are dealt replacement cards. They then bet on their hands.

The number of possible hands is $12^5 = 248,832$.

The highest hand is the same as normal Poker, Five of a Kind.

Rank Hand

- 1 5 of a Kind
- 2 Family Straight
- 3 4 of a Kind
- 4 Straight

Rank Hand

- 5 Full House
- 6 3 of a Kind
- 7 2 Pair
- 8 1 Pair

Chinese Poker (Estate Pusoy) can be played by 2 to 6 people. All 60 cards are dealt and each player divides their cards into poker hands. 5 players differs in that each player receives 4 cards. 2 and 3 players could choose to be dealt 15 cards from the pack. There are many betting variations associated with Pusoy that are well beyond this Guide.

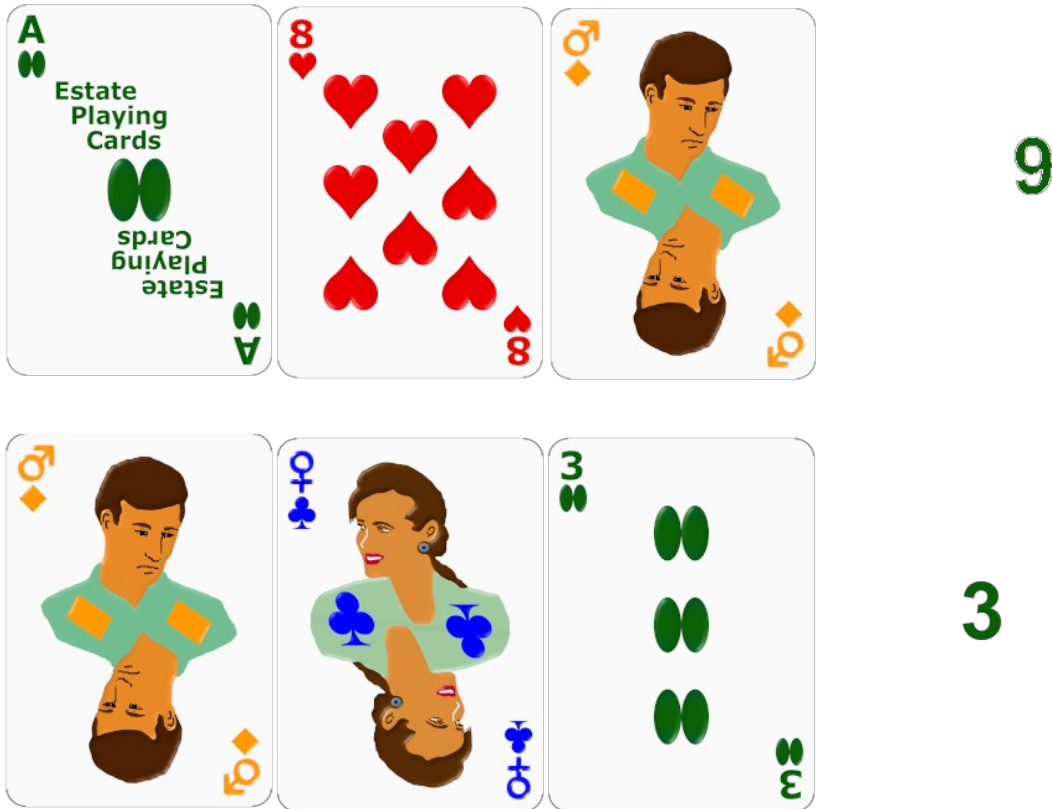
Dealing

Players	Cards	Poker Hands
2	30	6 of 5 cards
3	20	4 of 5 cards
4	15	3 of 5 cards
5	12	3 of 4 cards
6	10	2 of 5 cards

Four Players

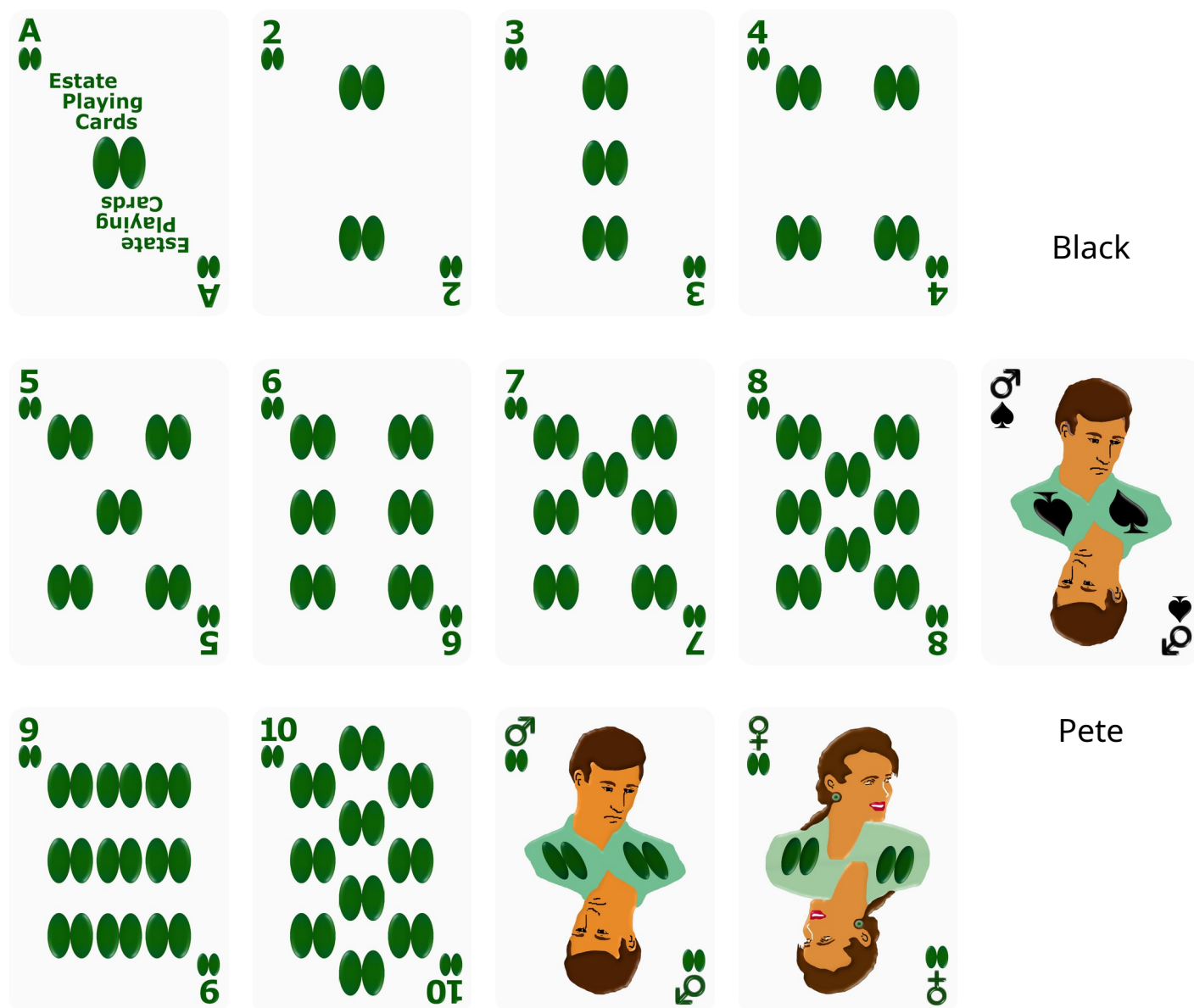
Each player ranks their 3 poker hands from highest to lowest. The highest rank is called the **back**, the second highest is the **middle** and the lowest is the **front**. Players compare their hands to decide the winner. Points are awarded.

Baccarat rules don't change for an Estate Deck. Cards from 2 to 9 retain face values. Ace is worth 1. 10, Man and Woman are worth 0. Closest to 9 wins. A player and a banker are dealt two cards. If the sum of the cards exceeds 9, the first digit is dropped. More cards can be dealt.

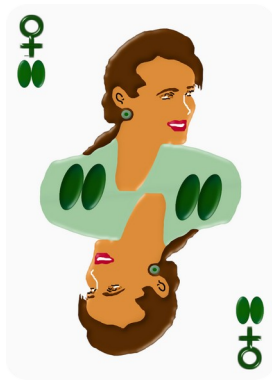


Casino War rules don't change for an Estate Deck. Card values from highest to lowest are Ace, Woman, Man, 10, 9, 8, 7, 6, 5, 4, 3, 2. Estates are ignored. Each player and the dealer are dealt one card. If player's card is higher than dealer, they win. If dealer's card is higher than players, dealer wins. If cards are the same, players can either Surrender and lose or Go To War and be dealt another card. Same rules apply with second card.

The Estate variation of **Hearts** also known as **Black Maria** could be Waves or Black Pete where Waves replaces Hearts and the Man of Spades replaces the Queen of Spades.

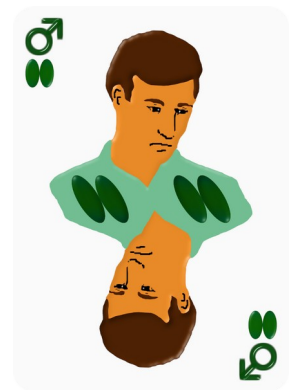


Club Sandwich is one variation in the scoring. Each wave card counts as many penalty points as its face value. The Man of Spades counts as 11.



Section 4

Partner Games



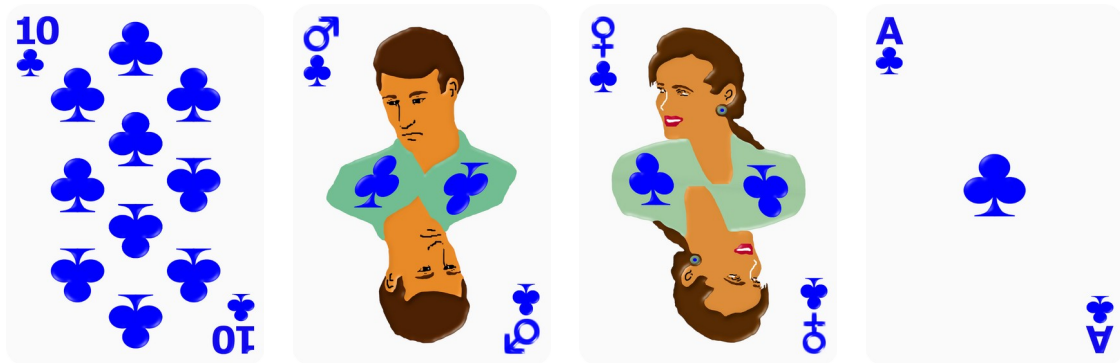
Estate **Bridge** is a variation of Rubber Bridge that in turn is the basic form of Contract Bridge, played by four players in two fixed partnerships facing each other. The cards in each Estate rank from highest to lowest: Ace Woman Man 10 down to 2. Each player is dealt 15 cards. The trump estates from highest to lowest are no trumps, spades, hearts, waves, diamonds and clubs. The lowest bid allowed is **one club** while the highest is **9 no trumps**.

For a successful contract, the score below the line for each trick (in excess of 6) bid and made is as follows:

Trumps		Score per trick
Clubs, Diamonds, Waves	20	
Hearts or Spades		30
No Trumps		40 first trick 30 remaining tricks

Clubs, Diamonds and Waves are called the Minor Estates and Hearts and Spades are the Major Estates.

The top four trumps are called Honours.



A partnership holding all four of these cards scores a bonus of 100 above the line. If there are no trumps, a player holding four aces scores 100 for Honours and 150 points for all five aces. Scores for Honours are to be claimed at the end of the play.

In **Canasta** the most common scoring adds partner's points together. A natural Canasta scores 500 points while a mixed Canasta is worth 300. Going out or **Melding** out nets 100 points. Going out concealed, worth 100 points, happens if the player's whole hand is melded in one turn, and includes one Canasta. The card values are as follows:

500 - Natural Canasta	300 - Mixed Canasta
300 - Both 3 of Waves	300 - Both 3 of Hearts
200 - Going Out Concealed	100 - Going Out
50 - Imperials	20 - Ace's and 2's
10 - 8's through Women	
5 - Diamond, Club and Spade 3's through 7's	

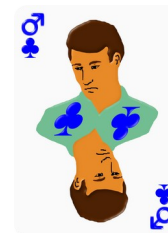
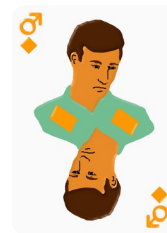
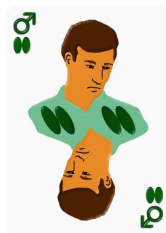
In **Euchre** the deck is shortened to 25 cards consisting of the 9, 10, Man, Woman and Ace from the five Estates. The 8 and 7 are used as scorecards by each team.

The trump Estate is set at the beginning of each hand, and the cards in that Estate are the most powerful cards in the game. There are three Bowers using the Man cards.

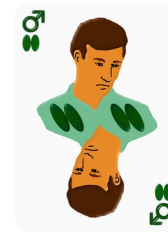
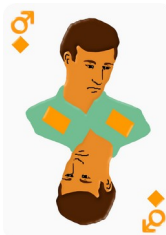
Bower

Trumps

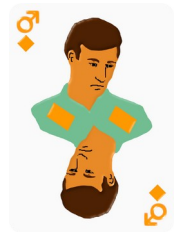
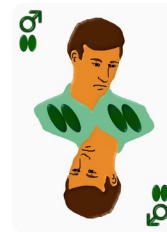
Middle



Left



Right



If Hearts are Trumps, Man of Hearts, Man of Clubs and Man of Spades are the top three cards respectively followed by the Ace, Woman, 10 and 9 of Hearts, followed by the remaining cards from Ace to 9. The first team to score 15 is the winner.

For 5 players the deck is shortened to 30 cards – 8, 9, 10, Woman, Man and Ace with 6 and 7 used as scorecards by each player. Partner play changes with each deal. For example, if Dealer (Player 1) wins the bid, then Players 3 and 4 are partners and Players 2 and 5 are opponents. The first player to score 13 points wins.

Six (600) Hundred is the Estate version of 500 Hundred. There are four players, with partners sitting opposite. A pack of 42 cards is used, consisting of Ace Woman, Man, 10, 9, 8, 7 and 6 from all Estates plus both Imperials. For those players used to a three card kitty, include the 2 of Waves as a wild card ranked below Imperials but ahead of Bowers.

When there is a Trump Estate, the highest trump is the Pope, followed by the President, 2 of Waves, Man of the trump estate (middle bower), Man of the left side estate (left bower), Man of the right side estate (right bower), then Ace, Woman, 10, 9, down to the 6 of the trump Estate.

Waves are Trumps



The other four Estates rank in the usual order from Ace (highest) down to 6, apart from the left and right bowers of the trump estate. When there are no trumps, Pope, President and 2 of Waves remain the highest trumps and all the Estates rank in the usual order from Ace down to 6.

Misere and Open Misere are contracts to lose all the tricks playing without a partner.

Scores

Estate	6	7	8	9	10
Spades	20	140	260	380	500
Clubs	40	160	280	400	520
Diamonds	60	180	300	420	540
Hearts	80	200	320	440	560
Waves	100	220	340	460	580
No Trumps	120	240	360	480	600
Misere	300				
Open Misere	600				

Ranking

Trump Estate

Pope
President
2 of Waves
Trump Man
Left Man
Right Man
Ace
Woman
10, 9, 8, 7, 6

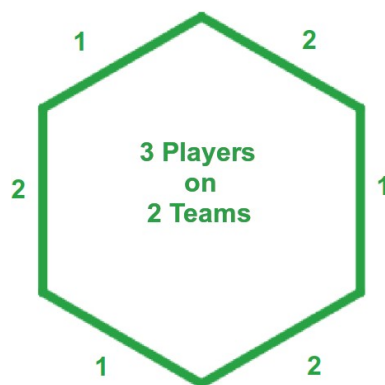
Off Estates

Ace
Woman
10, 9, 8, 7, 6

Other Estates

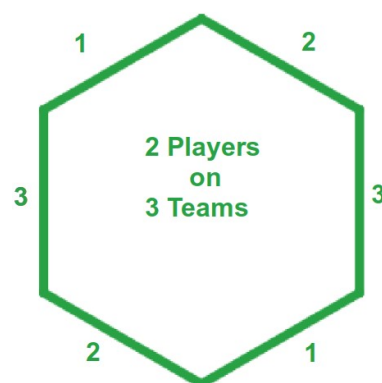
Ace
Woman
Man
10, 9, 8, 7, 6

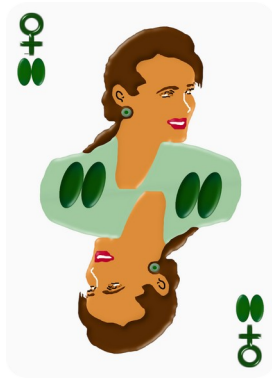
In six handed 600, the entire pack of 62 cards is used. There can be either two partnerships of three players or three partnerships of two players.



Each player is dealt 10 cards with a 2 card kitty.

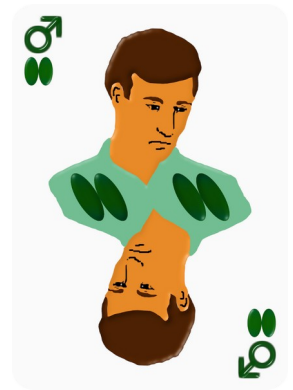
Play proceeds as for 4 handed 600.





Section 4

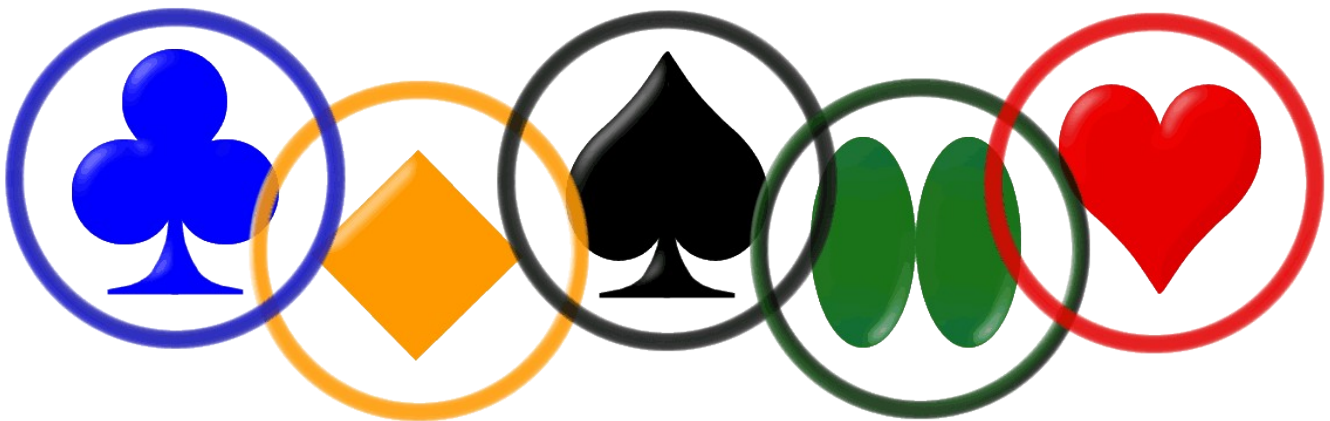
Possibilities



Estate Playing Cards expand the possibilities for new games and may introduce a mystical and mythological dimension. Such interpretations are designed to help stimulate the card playing fraternity into designing new games, strategies or myths.

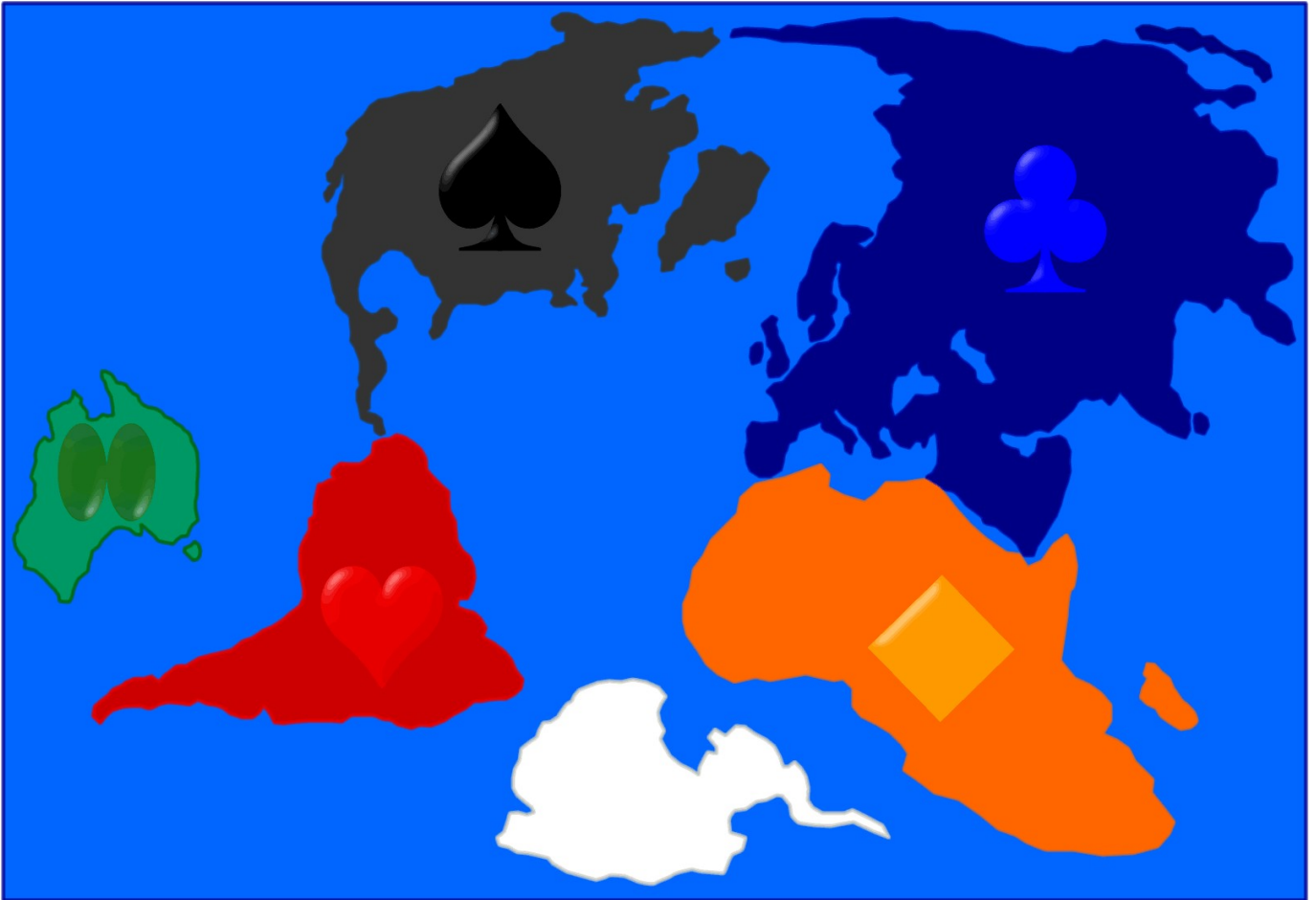
The Olympic Rings

The colours of the five estates are the same as the colours of the five Olympic rings.



The Continents

Estate Playing Cards acknowledges the construction of the Suez and Panama canals as well as the discovery of Australia. This has created five genuine landmasses with the status of continent. Antarctica is considered a sanctuary and immune from the indulgences of mortal card players.



Astrology

The 60 card deck and 5 Estates with 21st century family format add an astrological dimension previously restricted to purpose designed cards. The following table shows several possible representations of the 12 cards.

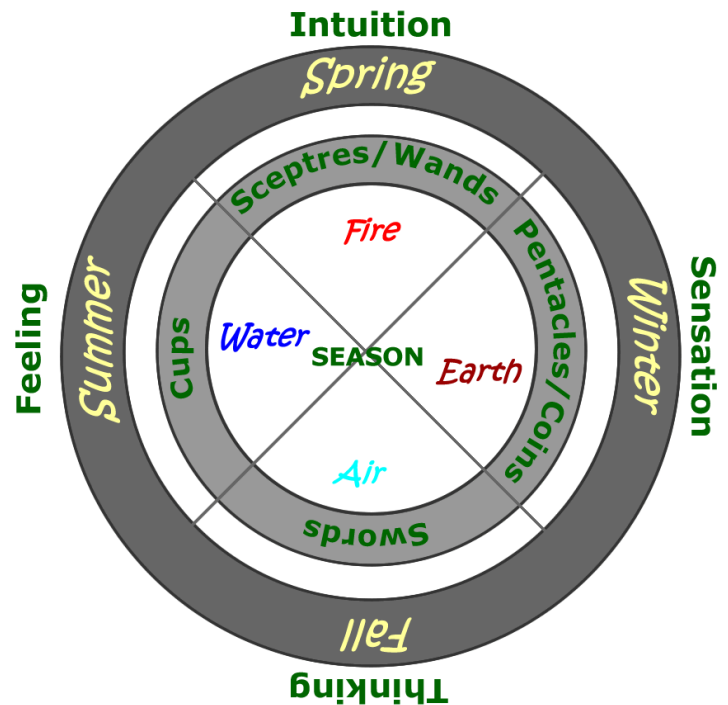
Card	Zodiac	Chinese	Months	Hours
Ace	Sagittarius	Rat	January	1:00
2	Capricorn	Ox	February	2:00
3	Aquarius	Tiger	March	3:00
4	Pisces	Rabbit	April	4:00
5	Aries	Dragon	May	5:00
6	Taurus	Snake	June	6:00
7	Gemini	Horse	July	7:00
8	Cancer	Sheep	August	8:00
9	Leo	Monkey	September	9:00
10	Virgo	Rooster	October	10:00
Man	Libra	Dog	November	11:00
Woman	Scorpio	Boar	December	12:00

The Tarot

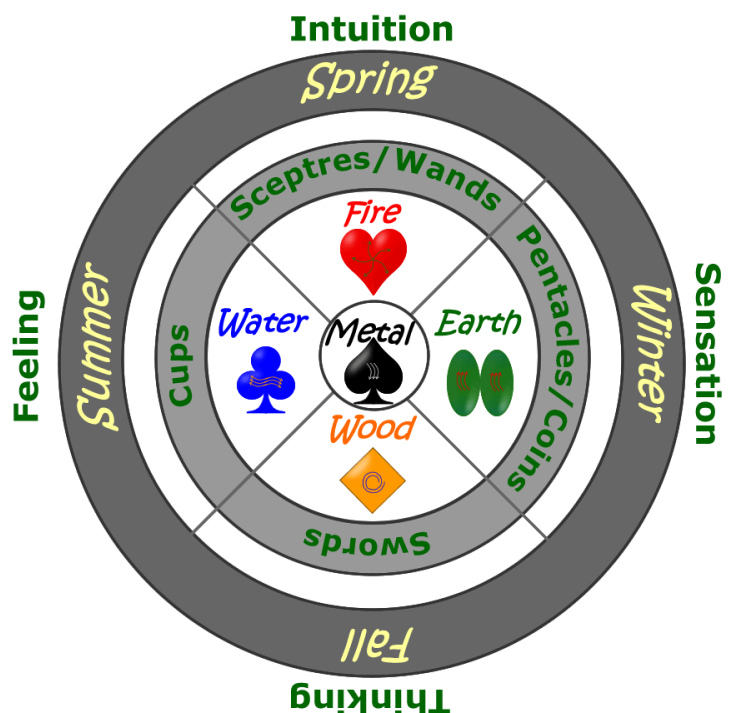
An esoteric **Tarot** deck contains four suits not including the major Arcana, referred to as trumps. The deck is aligned to four elements, Fire, Earth, Water, Air, however in this post-industrial age Metal is missing. The 12 signs of the zodiac could be represented by the 12 cards of an estate, while each estate represents an element.

A revised Tarot deck would retain the four suits with Royals replaced by Family and the Arcana shortened to fit the Metal Estate and Imperials.

Traditional Tarot



Revised Tarot



Revised Tarot

Pentacles / Earth / Waves

Ace of Pentacles	2 of Pentacles	3 of Pentacles	4 of Pentacles
5 of Pentacles	6 of Pentacles	7 of Pentacles	8 of Pentacles
9 of Pentacles	10 of Pentacles	Man of Pentacles	Woman of Pentacles

Swords / Wood / Diamonds

Ace of Swords	2 of Swords	3 of Swords	4 of Swords
5 of Swords	6 of Swords	7 of Swords	8 of Swords
9 of Swords	10 of Swords	Man of Swords	Woman of Swords

Cups / Water / Clubs

Ace of Cups	2 of Cups	3 of Cups	4 of Cups
5 of Cups	6 of Cups	7 of Cups	8 of Cups
9 of Cups	10 of Cups	Man of Cups	Woman of Cups

Wands / Fire / Hearts

Ace of Wands	2 of Wands	3 of Wands	4 of Wands
5 of Wands	6 of Wands	7 of Wands	8 of Wands
9 of Wands	10 of Wands	Man of Wands	Woman of Wands

Arcana / Metal / Spades

The Lovers	Strength	The Hermit	Wheel of Fortune
Justice	Death	Temperance	The Star
The Sun	The Moon	Judgment	The World

Imperials

The Fool	President	Pope	The Magician
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Astrology

The Estate deck could be used in astrological readings on compatibility of couples and groups or fortune telling.

Detailed interpretation of the cards is beyond the scope of this first edition, however a procedure for card selection may help stimulate further investigation.

One person shuffles the 60 card deck then places it in front of the person to their left who selects a card by cutting, makes a mental note of the card and replaces it before shuffling the deck and placing it in front of the next player. This process repeats until all players have selected a card and noted its face value. The number on the card refers to the animal while the estate signifies the element. For example the 7 of Waves signifies the Earth Horse while the Man of Diamonds signifies the Wood Dog. Participants then consult their Chinese Astrological Primer, Numerology Chart or Tarot Manual for an interpretation.

There is more to follow in subsequent editions. Feel free to send in your suggestions and comments. Worthwhile content will be posted to the website and may appear in the next Guide.

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codingaustralia@gmail.com