

# Juunishi Playing Cards

十二支トランプ

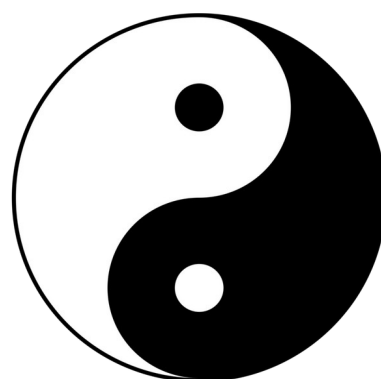
土

火

木

金

水

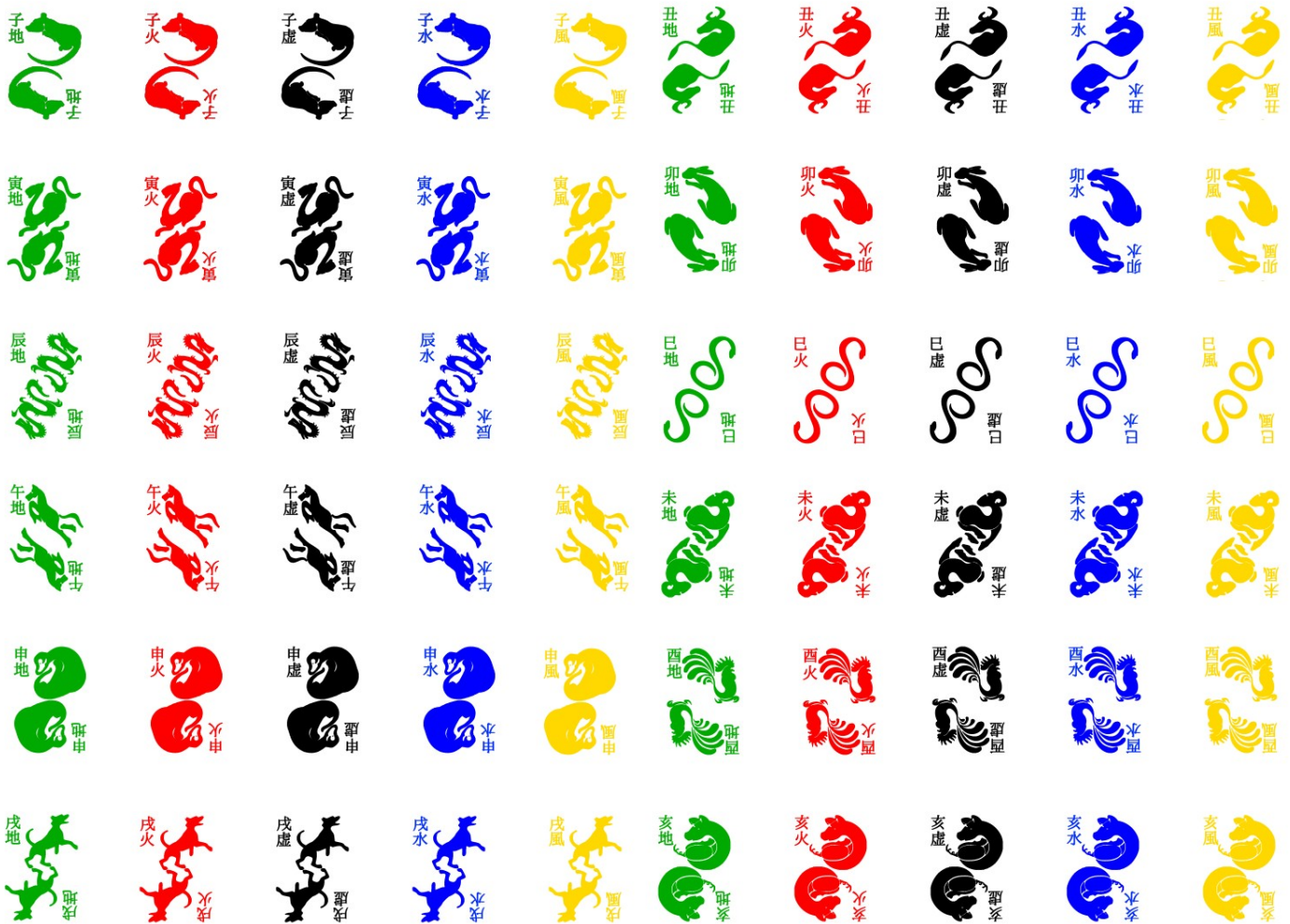


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## Introduction

Juunishi brings the centuries old tradition of four suit card decks into the 21<sup>st</sup> Century through several innovations. It augments the existing four suits - Hearts, Diamonds, Clubs, Spades with a fifth suit, Waves, and replaces the joker cards with Yin Yan cards.

While five suit decks have been around for nearly a century, Juunishi is a more fundamental modification to traditional playing cards; changes that reflect more accurately the modern world of mystery and containment.



## The Pack

The pack has been increased from 52 to 62 Cards consisting of five suits called Elements - Fire, Earth, Metal, Wood and Water and Yin Yan cards. Each Element has 12 Animal cards - Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Sheep, Monkey, Rooster, Dog, Boar.



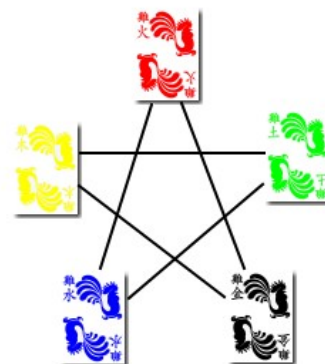
## Face Values

The face values of Juunishi are determined by the game being played. For popular conventional games such as 500, Poker, Black Jack, and Gin Rummy, the order follows the Calendar. Because there is no Ace, the Rat could be substituted.

## Bowers / Energies

In games that require bowers the Rooster cards are used. There are middle, right and left bowers as shown, called Energies. The middle energy is the highest followed by left then right. Middle Energy is the same as the Trump Element.

If Wood is Trumps then the Wood Rooster is the Middle Energy, Earth Rooster is Left Energy and Metal Rooster is Right Energy.



## The Elements and Estates

Earth



Media

Fire



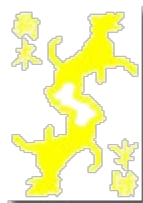
Church

Metal



Military Corporation

Wood



Community

Water



## 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 every card is dealt produces an even number.

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

## SAMPLE GAMES

Most, if not all, existing card games can be played with Juunishi. Some remain unchanged while others require some modifications. The following samples are neither fully described nor exhaustive in coverage. Coding Australia, the owner of Juunishi Playing Cards, reserves the right to copyright certain games exclusive to the deck.

### Juunishi Snap

Can be played conventionally or...

Lay each card from the Earth element face up then deal the remainder of the 60 card deck to players.

Play game same way as conventional Snap.

When a player wins a Snap, they take the face value of the Snap from the Earth deck. Any subsequent repeat Snaps of the same face value are ignored. The game finishes when the Earth deck has been exhausted. The winner is the player with the highest sum of Earth face values.

### Juunishi Pontoon

Boars to Rat count from 12 to 1 respectively.

Cut for dealer. Highest card wins.

Play as for conventional game but to 23 points.

### Juunishi Rummy

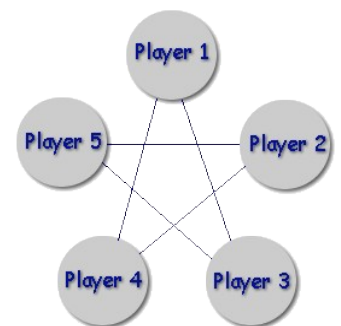
Deal 7 cards to each player. The remainder becomes the stock pile. Play as for standard deck. Boar highest to Rat lowest. Runs of three to five. Can build on tabled runs. First to table all cards is the winner of game. Scoring as for standard game.

### Juunishi Whist (3 players)

Deal 10 cards face down to each player then 10 cards face up. Dealer announces trumps and left of dealer leads. Turn over any exposed face down cards. Score 1 point for any tricks above 13. First player to 15 points wins.

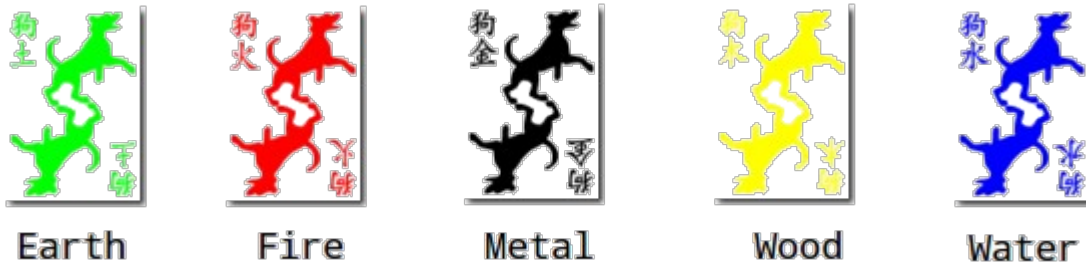
### Juunishi Euchre (5 players)

Keep the top 35 cards - Fire Boar to Wood Snake. Deal 5 cards to each player and turn up next card on stack. Bidding follows standard Euchre and Energies apply. Partners are determined the same way as energies. If Dealer (player 1) wins the bid, then players 3 and 4 are partners and players 2 and 5 are opponents. If player 3 orders up dealer then players 5 and 1 are partners unless going alone then only players 2, 3 and 4 are in the game with 2 and 4 opposing 3. Each player scores individually using Dragon(5) and Rabbit(4) cards. First to 9 wins.



## Juunishi Pusoy Dos

The game of Pusoy Dos originated in Hong Kong and ranks behind Mahjongg as the most popular Asian game. The objective is to be the first player to drop all the cards while attempting to maximise the number of cards remaining in other player's hands. Ranks are based on the Controlling Elements.



Card Values from Highest to Lowest are:



The game is played clockwise beginning with the player who holds Fire Tiger. The player with Fire Tiger may table it alone or in combination with other valid card combinations. The next player has to beat whatever is tabled or PASS. Each hand continues until there are no more plays. Whoever wins a hand starts the next one.

The game is over when one player has no more cards. Other players add up the value of their remaining cards.

The game continues until one player reaches a maximum score, say 1000. The winner is the

player with the lowest score at the end of the game.

## OTHER POSSIBILITIES

### Mahjong

4 sets of 60 tiles = 240 Tiles

Juunishi 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 elements are the same as the colours of the five Olympic rings.



### The Continents

Juunishi 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 elements with 21<sup>st</sup> century zodiac format add an astrological dimension previously restricted to purpose designed cards. The following table shows several possible representations of the 12 cards.

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

Each Japanese sign has a range of attributes that may also stimulate new games or help with psychic interpretations.

<b>Animal</b>	<b>Direction</b>	<b>Season</b>	<b>Element</b>	<b>Ruling Hours</b>
Rat	North	Winter	Water	11:00pm – 1.00am
Ox	NE	Winter	Water	1:00am – 3.00am
Tiger	ENE	Winter	Wood	3:00am – 5.00am
Rabbit	East	Spring	Wood	5:00am – 7.00am
Dragon	ESE	Spring	Wood	7:00am – 9.00am
Snake	SE	Spring	Fire	9:00am – 11.00am
Horse	South	Summer	Fire	11:00am – 1.00pm
Sheep	SW	Summer	Fire	1:00pm – 3.00pm
Monkey	WSW	Summer	Metal	3:00pm – 5.00pm
Rooster	West	Autumn	Metal	5:00pm – 7.00pm
Dog	WNW	Autumn	Metal	7:00pm – 9.00pm
Boar	NW	Autumn	Water	9:00pm – 11.00pm



## Animal Years

Rat	1972, 1984, 1996, 2008
Ox	1973, 1985, 1997, 2009
Tiger	1974, 1986, 1998, 2010
Rabbit	1975, 1987, 1999, 2011
Dragon	1976, 1988, 2000, 2012
Snake	1977, 1989, 2001, 2013

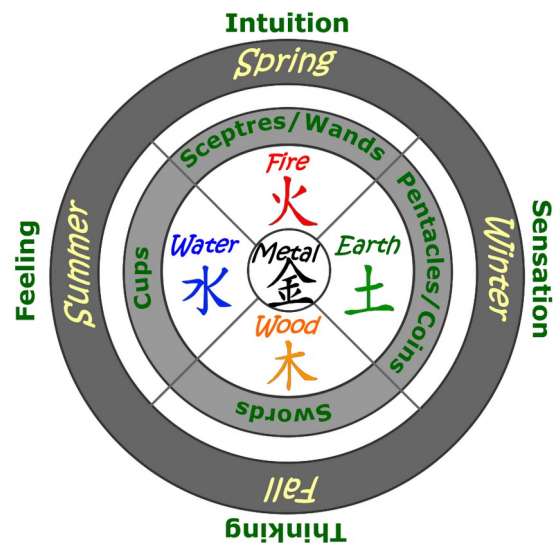
## Animal Years

Horse	1966, 1978, 1990, 2002, 2014
Sheep	1967, 1979, 1991, 2003, 2015
Monkey	1968, 1980, 1992, 2004, 2016
Rooster	1969, 1981, 1993, 2005, 2017
Dog	1970, 1982, 1994, 2006, 2018
Boar	1971, 1983, 1995, 2007, 2019

## 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.

A revised Tarot deck would retain the four suits with Royals replaced by Animals and the Arcana shortened to fit the Metal Elements and Yin Yan.



## Astrology

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

Detailed interpretation of the cards is beyond the scope of this document, 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. Participants then consult their Astrological Primer, Numerology Chart or Tarot Manual for an interpretation.

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## Website

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