





















# Familiar playing cards

This is an idea I had to add familiar variants to the base playing cards themselves. The problem is the concept creates a lot of new mechanics and I need to know if you're ok with that. It's a neat concept and I think you'd like it.

## What counterpart playing cards are based on

With this new mechanic, there will be two types of standard playing cards, basic and counterpart cards. Counterpart cards are based on the differing suits of other regions of the world (what the final boss blinds are based on). The suits (acorns, leaves, cups/vessels, and bells) are listed here, so it's easier to tell which is which.

Evolution of suitmarks					
	international (French, English)	German	Swiss	Spanish	Italian
suitmarks	 clover, clubs	 acorns	 acorns	 swords	 swords
	 pikes, spades	 leaves	 escutcheons	 clubs	 batons
	 hearts	 hearts	 roses	 cups	 cups
	 tiles, diamonds	 bells	 bells	 coins	 coins

© 2006 Encyclopædia Britannica, Inc.

You may be wondering how these cards manage to change everything, and that's all in the way they score and interact with other cards. You see, most decks do not start out with counterpart cards but they can be converted from numerous different consumables and mechanics. With the new hands and suits counterpart cards create, it opens up a world of possibilities for new jesters and jokers alike. To make it easier to tell them apart, and to make hands easier to identify, high contrast cards is turned

on by default and color is now a factor in deciding hands, with the alternate suits having the same color as their counterparts but noticeably darker.

## Counterparts and scoring

When a counterpart is played, it can only score with hands that mention counterparts. Counterparts do a different extra thing based on their suit. Bells have a 1 in 4 chance to retrigger played modifier effects with a ding sound, acorns give +40 chips when scored, leaves give +6 mult when scored, and vessels can't be flipped or debuffed. Hands that require counterparts start higher and typically scale much faster than their basic hands. Because of the 4 new suits, there's now a few new changes to hands, here's the new list of all the hands.

### Normal Hands

1. **High card:** When no other hand is possible, the one highest card in your hand. Aces are counted high for this hand. (1 mult, 5 chips)
2. **Pair:** Two standard cards with a matching rank. Suits may differ. (2 mult, 10 chips)
3. **Duo:** Two counterpart cards with a matching rank. Suits may differ. (2 mult, 20 chips)
4. **Two Pair:** Two standard cards with a matching rank, and two standard cards with any other matching rank. Suits may differ. (2 mult, 20 chips)
5. **Double Duo:** Two counterpart cards with a matching rank, and two counterpart cards with any other matching rank. Suits may differ. (2 mult, 40 chips)
6. **Tint:** 5 cards of the same color (suit and corresponding counterpart suit) (3 mult, 20 chips)
7. **Three of a kind:** Three standard cards with a matching rank. Suits may differ. (3 mult, 30 chips)
8. **Trio:** Three counterpart cards with a matching rank. Suits may differ. (3 mult, 45 chips)
9. **Straight:** Five standard cards in consecutive order which are not all from the same suit. Aces can be counted high or low, but not both at once. (4 mult, 30 chips)
10. **Order:** Five counterpart cards in consecutive order which are not all from the same suit. Aces can be counted high or low, but not both at once. (5 mult, 30 chips)
11. **Tie:** 5 cards of differing suit (5 mult, 40 chips)

12. Flush: Five standard cards of any rank, all from a single suit. (4 mult, 35 chips)
13. Full house: Three Standard cards with a matching rank, and two standard cards with any other matching rank. (4 mult, 40 chips)
14. Manor: Three counterpart cards with a matching rank, and two counterpart cards with any other matching rank. (5 mult, 50 chips)
15. Tinted Straight: Five cards in consecutive order, all a single color. (6 mult, 40 chips)
16. Tinted House: Three cards with a matching rank, and two cards with any other matching rank, all of the same color. (7 mult, 55 chips)
17. Four of a kind: Four standard cards with a matching rank. Suits may differ. (7 mult, 60 chips)
18. Quartet: Four counterpart cards with a matching rank. Suits may differ. (9 mult, 80 chips)
19. Straight flush: Five cards in consecutive order, all from a single suit. (8 mult, 100 chips)
20. Royal Flush: An ace-high Straight Flush formed by playing A K Q J 10 of the same suit. (For most purposes, including Levelling, this is considered to be a Straight Flush.)
21. Straight Jacket: Five cards in consecutive order, all from different suits. (10 mult, 120 chips)

### Secret hands

1. Five of a kind: Five standard cards with the same rank which are not all the same suit. (12 mult, 120 chips)
2. Quintet: Five counterpart cards with the same rank which are not all the same suit. (14 mult, 140 chips)
3. Colored Quintet: Five cards with the same rank which are all the same color. (15 mult, 145 chips)
4. Flush house: Three cards with the same rank, and two cards with the same rank, all from a single suit. (14 mult, 140 chips)
5. Suit Closet: Three cards with the same rank, and two cards with the same rank, all from a different suit. (16 mult, 160 chips)
6. Flush Five: Five cards with the same rank and same suit. (16 mult, 160 chips)
7. Business Meeting: Five cards with the same rank and differing suits. (18 mult, 180 chips)

## Solar cards

Because of all the new hands added here, we need new planet cards for their hands. However, there aren't nearly enough planets for that, so a new pack is in order! (sorry to the mythology pack, there'd just be too many planets normally)

### Vulcanoid

Asteroid (solar)

Upgrades duo by 1 mult and 30 chips

"The vulcanoids are a hypothetical population of asteroids that orbit the Sun in a dynamically stable zone inside the orbit of the planet Mercury. They are named after the hypothetical planet Vulcan, which was proposed on the basis of irregularities in Mercury's orbit that were later found to be explained by general relativity."

-[Wikipedia](#). Because of their association with mercury, I believe they're the closest associated thing I could think of.

### Miranda

Moon (solar)

Upgrades double duo by 1 mult and 40 chips

Miranda is the closest moon to uranus, which is associated with two pair

### Solar winds

Phenomenon (solar)

Upgrades tint by 2 mult and 20 chips

I've decided to relegate the tints to different solar phenomena, so solar winds will be used for this

### Zoozve

Asteroid

Upgrades trio by 3 mult and 20 chips

[Zoozve](#) is the closest thing Venus has to a moon. Since I don't think it has a known image, you could maybe make it an asteroid with venus in the background.

### Titan

Moon

Upgrades order by 4 mult and 40 chips

Titan is the largest and most well known moon of saturn, the planet associated with straights

### Asteroid Belt

Circumstellar Disc (solar)

Upgrades Tie by 3 mult and 60 chips

I felt like the asteroid belt fit the concept of ties for some reason

### Moon

Moon

Upgrades manor by 3 mult and 40 chips

Full house is earth, need i say more?

### Saturn's hexagon

Phenomenon (solar)

Upgrades tinted straight by 3 mult and 40 chips

The hexagonal storm on saturn's north pole remains one of the strangest cosmic occurrences on the planet associated with straights

### Solar Eclypse

Phenomenon (solar)

Upgrades tinted house by 3 mult and 50 chips

A phenomenon exclusive to earth involving its moon, which works for tints and their phenomena based theme

### Phobos and Deimos

Moons (solar)

Upgrades quartet by 4 mult and 40 chips

Felt bad leaving one or the other out so both of Mars's moons are representing quartet

### Kuiper Belt

Circumstellar Disc (solar)

Upgrades straight jacket by 5 mult and 50 chips

The natural step up from the asteroid belt

## Solar Secrets

### Tyche

Planet? (solar)

Upgrades quintet by 4 mult and 40 chips

[Tyche](#) is a proposed gas giant located somewhere in the oort cloud of the solar system, like how planet x is a proposed planet.

### 'Oumuamua

Interstellar Object (solar)

Upgrades colored quintet by 4 mult and 50 chips

An asteroid from a different solar system that was detected passing by our solar system, which would sorta classify it as a phenomenon

### Theia

Ancient Planet? (solar)

Upgrades suit closet by 5 mult and 50 chips

A planet proposed to explain the reason for earth's moon. The story goes that it crashed into the earth and the pieces from the impact formed the moon.

### Oort cloud

Stellar Field (solar)

Upgrades business meeting by 4 mult and 80 chips

A theorized cloud of matter far beyond the Kuiper belt that surrounds the solar system.

## **Pantheon pack counterpart**

As of writing this, I have not figured out how to make a way for the new hands to gain imaginary levels. Please give your suggestions.

## **Other consumables**

### Knight

Tarot card

Select a card of a suit to turn all cards of the selected suit into their counterpart suits

The [knight](#) is sometimes a 4th face card in other decks around the world and had its origins from tarot cards like the [Tarot of Marseilles](#)

### Cavalier

Knight counterpart

Fortune card

Select a card of a suit to turn all other card suits in hand to their counterpart suits

### The Field

The World counterpart

Fortune card

Turn up to 3 selected cards into leaves

Fields have tons of plants

### The Lake

The Lovers counterpart

Fortune card

Turn up to 3 selected cards into vessels

Vessels hold liquid and such, so do lakes

### The Forest

The Moon counterpart

Fortune card

Turn up to 3 selected cards into acorns

The forest has many trees that make acorns

### The Festival

The Star counterpart

Fortune card

Turn up to 3 selected cards into bells

Bells symbolize freedom and joy, a happy feeling from a festival

### Mirror

Spectral card

Select a card of a suit to turn all cards of that suit in your deck to its counterpart suit

### Alter ego

Mementos card

Turn half of the cards in your deck into their counterpart suits

### Glyph

Sigil counterpart

Mementos card

Turn all cards in hand to a random counterpart suit

## **New jester and joker ideas**

### Inkblot jester

Smeared joker counterpart

Uncommon

Standard card suits count as their counterpart suits, standard hands count as their

### Smudged Jester

Smeared joker counterpart

uncommon

Acorns and vessels count as the same suit, bells and leaves count as the same suit

### Thorium rod

Rough gem counterpart

uncommon

Gives \$2 when bells retrigger enhancements

### Limestone

Arrowhead counterpart

Uncommon

Played cards with the leaf suit give 10x their mult value in chips when scored

### Amber Mosquito

Onyx Agate counterpart

Uncommon

Played cards with the acorn suit give +9 mult when scored

Geode

Bloodstone counterpart

Uncommon

1 in 7 chance to gain x7 mult when a vessel is scored (currently x1)

Finger puppets

4 fingers counterpart

uncommon

Straights and ties can be played with 1 less card