



# PLAY4D®

## PLAYER'S GUIDE

### DECK SET # 1 137 Cards

#### 1. Welcome to PLAY4D!

You can use PLAY4D playing cards as **traditional** playing cards or as **enhanced** playing cards to add fun new twists to your favorite card games!

There is **no single** PLAY4D GAME.

PLAY4D is a **GAME SYSTEM** for Playing Cards.

PLAY4D DECK SET #1 contains two 55-card decks of **enhanced playing cards** you can use to play your favorite card games and one 27-card deck of **optional game system cards** you can use to conveniently create and display bonuses.

#### 2. Enhanced Playing Cards

PLAY4D expands the potential for games by enhancing traditional cards with new **dimensions**.

PLAY4D Playing Cards are enhanced with **calendar dimensions** that are mapped to traditional suits:

- Years are mapped to Spades
- Months are mapped to Hearts
- Dates-of-Month are mapped to Diamonds
- Days-of-Week are mapped to Clubs

Make card games more fun by using these calendar dimensions to add **bonus cards** that reflect the current date, your birthday, and/or a special date!

The 55-card PLAY DECK (white background) is typically used as a “**GAME DECK**” to play card games. The 55-card BONUS/REFERENCE DECK (black background) is typically used as a “**NON-GAME DECK**” to display bonus cards.

#### 3. Game System Cards (Optional)

You can use game system cards to help remind players what bonuses are active and how much they are worth ... but you don't have to.

#### 4. PLAY4D Objective

Use PLAY4D cards to quickly and easily add new bonuses to your favorite card games.

#### 5. PLAY4D DECK SET #1 Contents

- (1) Plastic Box
- (2) Plastic Tabbed Deck Dividers:
  - (1) PLAY DECK Tabbed Deck Divider
  - (1) BONUS DECK Tabbed Deck Divider or REFERENCE Tabbed Deck Divider

#### (1) PLAY4D Player's Guide

#### (1) 27-Card Game System Deck:

- (3) DIMENSION BONUS Cards:
  - (1) NOW
  - (1) BIRTHDAY
  - (1) SPECIAL
- (4) DIMENSION SUIT Cards:
  - (1) YEAR/SPADE
  - (1) MONTH/HEART
  - (1) DATE-OF-MONTH/DIAMOND
  - (1) DAY-OF-WEEK/CLUB
- (12) POINT Cards:
  - (4) 5, 10, 15, 20 POINTS
  - (4) 25, 30, 40, 50 POINTS
  - (1) 60, 75, 100, 150 POINTS
  - (1) 200, 250, 300, 400 POINTS
  - (1) 500, 750, 1000 POINTS, LOSE GAME
  - (1) WIN GAME
- (5) ANY DIMENSION BONUS Cards:
  - (1) ANY 1
  - (1) ANY 2
  - (1) ANY 3
  - (1) ANY 4
  - (1) ANY 5
- (3) TRUMP MOD Cards:
  - (1) #1 TRUMP
  - (1) #2 TRUMP
  - (1) #3 TRUMP

#### (2) 55-Card Enhanced Playing Card Decks

These are referred to as the PLAY DECK (white background) and BONUS/REFERENCE DECK (black background). Each 55-card deck contains:

- (13) YEAR/SPADE Cards
- (13) MONTH/HEART Cards
- (13) DATE-OF-MONTH/DIAMOND Cards
- (13) DAY-OF-WEEK/CLUB Cards
- (2) JOKERS
- (1) MULTIPLIER Card

The **LIMITED EDITION** (Run of 1,000) also contains:

- (1) Limited Edition Guide
- (1) Limited Edition Certificate numbered and signed by the inventor of PLAY4D
- (2) Limited Edition Multiplier/Action Cards, Card #LE-1

#### 6. Quick Start

This example shows you how to add a **bonus card** to your game based upon the **current year**.

##### STEP 1. WHAT GAME?

Decide what card game you want to play.

##### STEP 2. GAME DECK?

Pick a **playing card deck** to use as a **GAME DECK** to play your game. Choose either the PLAY DECK or the BONUS/REFERENCE DECK. You can use either of these as a GAME DECK to play your game.

##### STEP 3. WHICH CARDS IN GAME DECK?

Remove any cards from the 55-card GAME DECK that your game doesn't need. For example, if your game doesn't require jokers, you would remove them from the GAME DECK.

##### STEP 4. WHICH YEAR?

Identify the card that matches the current year. Let's assume the current year is “2010”. Since **years** are mapped to **spades**, look through the spade cards in your GAME DECK until you find the one that has “2010” on it. The year “2010” is on the “10♠”, so your **bonus card** becomes the “2010/10♠” card.

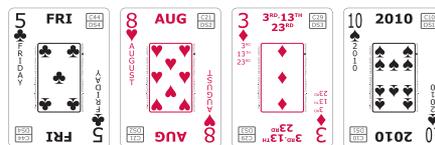
##### STEP 5. HOW MANY POINTS?

Now that you've identified which spade is mapped to the current year, decide how many **bonus points** you want to assign to that card.

#### START PLAYING AND HAVE FUN!

#### You don't have to stop with the year!

You can add even more bonus cards to your game by using the **other calendar dimensions** that are mapped to the other suits. In addition to the current year, consider adding the current month. Months are mapped to hearts. For a real challenge, add all four date components to your game. For example, if today is **Friday, August 13th, 2010**, you can assign bonus points to the following four cards:



#### 7. Game System Deck (27 Cards)

Use game system cards in the **PLAY4D ZONE** to create and display bonuses (see “9. The PLAY4D ZONE” on page 3).

#### DIMENSION BONUS Cards (3)



Use these three cards to create the **type** of date bonuses you want to add to your game (see “10. DIMENSION BONUS Area” on page 3).

#### NOW Card.

Create bonuses based upon the **current date**.

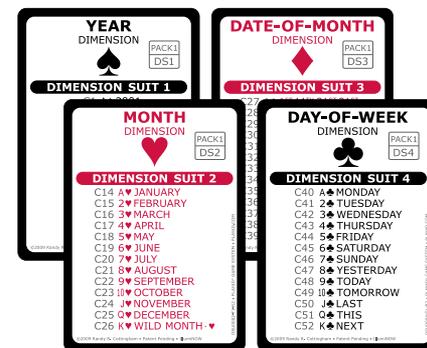
#### BIRTHDAY Card.

Create bonuses for **each player's birth date**.

#### SPECIAL Card.

Create bonuses based upon **each player's special date** (anniversary, retirement, graduation, etc.)

#### DIMENSION SUIT Cards (4)



Use these four cards as **index cards** to look up the playing card that matches the date dimension you want to add as a bonus. You can also put these cards on top of DIMENSION BONUS cards in the PLAY4D ZONE to create and display bonuses.

WATCH QUICK START  
VIDEOS AT PLAY4D.COM

## 7. Game System Deck (continued)

### POINT Cards (12)

#### 4 Cards Each



#### 1 Card Each



Use these twelve cards to assign **bonus** and **penalty point values** to bonus cards. To indicate a penalty, put POINT cards upside down in the PLAY4D ZONE. For more fun, you can assign a **WIN GAME** or **LOSE GAME** value to bonus cards.

### ANY Cards (5)



Use these five cards to give players additional points for playing **one or more dimension bonus cards** (see “11. ANY BONUS Area” on page 3).

For a real challenge, assign the **LOSE GAME** value to the **ANY 1** card. If a player is only able to play one bonus card, then that player loses the game.

### TRUMP MOD Cards (3)

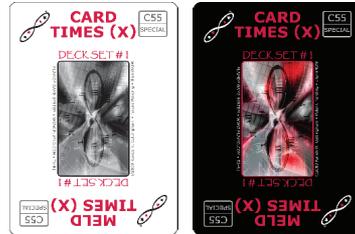


Use these three cards to alter the **highest trump cards** and assign **trump bonus points** (see “12. TRUMP Area” on page 3).

## 8. Special Multiplier Cards

PLAY4D DECK SET #1 also has **multiplier cards**.

### MULTIPLIER Card (Card #55)



Use these two cards to add more bonus points to your game by multiplying traditional points by a **CARD TIMES (X)** or **MELD TIMES (X)** value.

#### How to Create a CARD Multiplier Bonus

This example shows you how to add a **card multiplier bonus** equal to **3 times** the value of a **single card**.

#### STEP 1. GAME DECK and PLAY4D ZONE

Put one Card #55 into the GAME DECK and the other Card #55 into the PLAY4D ZONE.

#### STEP 2. CHOOSE “CARD TIMES (X)”

Rotate Card #55 in the PLAY4D ZONE so that “**CARD TIMES (X)**” is on the top.

#### STEP 3. DETERMINE VALUE FOR “X”

In this example, we want to create a **card multiplier bonus** equal to **3 times** the value of a **single card**; therefore, we’ll assign a value of “**3**” to “**X**”.

#### STEP 4. DISPLAY VALUE FOR “X”

A. So that all players can see the value assigned to “**X**”, select a NON-GAME DECK playing card whose **rank** equals the value assigned to “**X**” in STEP 3 above.

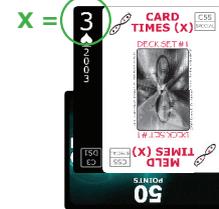
In this example, “**X**” equals “**3**”, so we’ll use the “**3♠**”. You can use any suit from the NON-GAME DECK, but the **rank** must match the value for “**X**”.

B. In the PLAY4D ZONE, put the “**3♠**” under Card #55 to display the value assigned to “**X**”. See example cards displayed under STEP 5 below.

#### STEP 5. ASSIGN PENALTY (Optional)

For more fun, assign a penalty to Card #55. A player receives penalty points for an unplayed Card #55. In the PLAY4D ZONE, place a POINT card upside down under Card #55. The upside-down POINT card is used to indicate penalty points. In the example below, 50 penalty points have been assigned to Card #55. You can assign any penalty value you’d like.

#### Cards Displayed in PLAY4D ZONE



#### STEP 6. CARD #55 IN PLAY AREA

During your game, put Card #55 under the **single card** that you want to use for your **card multiplier bonus**. In the example below, Card #55 has been placed under the “**10♥**”. The card multiplier bonus will be equal to **3 times** the traditional point value of the “**10♥**”.

#### Cards Played in PLAY AREA (Scoring Example)



#### How to Create a MELD Multiplier Bonus

This example shows you how to add a **meld multiplier bonus** equal to **2 times** the value of a **single meld**.

#### STEP 1. GAME DECK and PLAY4D ZONE

Put one Card #55 into the GAME DECK and the other Card #55 into the PLAY4D ZONE.

#### STEP 2. CHOOSE “MELD TIMES (X)”

Rotate Card #55 in the PLAY4D ZONE so that “**MELD TIMES (X)**” is on the top.

#### STEP 3. DETERMINE VALUE FOR “X”

In this example, we want to create a **meld multiplier bonus** equal to **2 times** the value of a **single meld**; therefore, we’ll assign a value of “**2**” to “**X**”.

#### STEP 4. DISPLAY VALUE FOR “X”

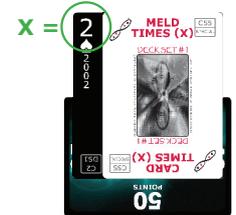
A. So that all players can see the value assigned to “**X**”, select a NON-GAME DECK playing card whose **rank** equals the value assigned to “**X**” in STEP 3 above. In this example, “**X**” equals “**2**”, so we’ll use the “**2♠**”.

B. In the PLAY4D ZONE, put the “**2♠**” under Card #55 to display the value assigned to “**X**”.

#### STEP 5. ASSIGN PENALTY (Optional)

For more fun, assign a penalty to Card #55. A player receives penalty points for an unplayed Card #55. In the PLAY4D ZONE, place a POINT card upside down under Card #55. The upside-down POINT card is used to indicate penalty points. In the example below, 50 penalty points have been assigned to Card #55. You can assign any penalty value you’d like.

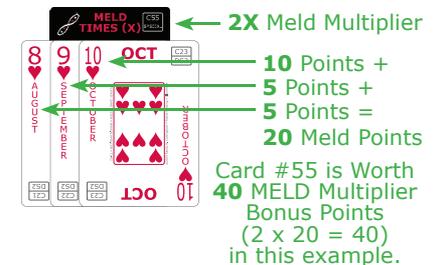
#### Cards Displayed in PLAY4D ZONE



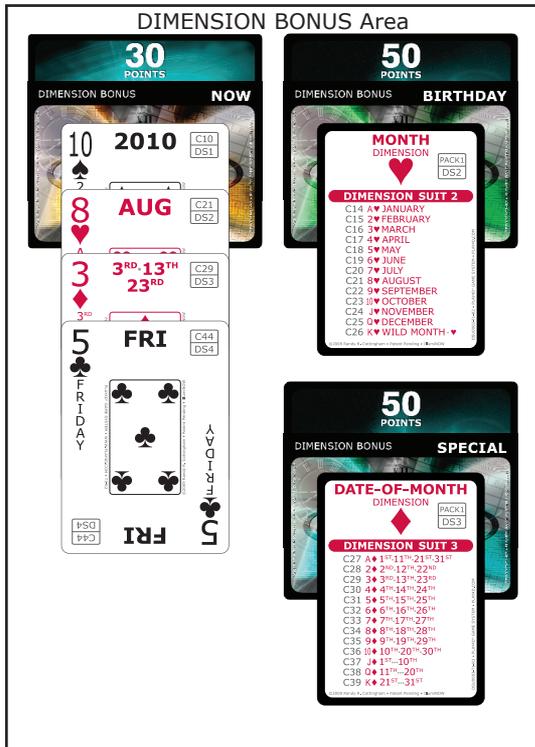
#### STEP 6. CARD #55 IN PLAY AREA

During your game, put Card #55 under the **single meld** that you want to use for your **meld multiplier bonus**. In the example below, Card #55 has been placed under the “**8♥, 9♥, 10♥**” meld. The meld multiplier bonus will be equal to **2 times** the traditional point value of the “**8♥, 9♥, 10♥**” meld.

#### Cards Played in PLAY AREA (Scoring Example)



## PLAY4D ZONE (Example)



### Option 2. ALL ANY BONUSSES SCORED

A player receives **any bonus** points for all the **any bonuses** achieved. Based upon the ANY BONUS Area above, if a player plays four dimension bonus cards, then the player receives the total points of all **any bonuses** achieved: **ANY 4** (300) + **ANY 3** (100) + **ANY 2** (30) = 430 total **any bonus** points. In this case, since the intent of the **ANY 1** bonus is to have a player lose the game if only one dimension bonus is played, the **ANY 1** bonus doesn't apply (the player was able to play two or more dimension bonuses.)

### 12. TRUMP Area

Use this area to create and display **trump modifications** and **trump bonuses**. Put cards on two or three layers.

**OPTIONAL POINT LAYER** (bottom). Put a POINT card on this layer to indicate how many bonus points each trump bonus card is worth. In the example above, no bonus points for #1 TRUMP, no bonus points for #2 TRUMP and 20 bonus points for #3 TRUMP.

**TRUMP MOD LAYER** (middle or bottom). Put TRUMP MOD cards (#1 TRUMP, #2 TRUMP and #3 TRUMP) on top of POINT cards to create **new highest trump cards**. If you don't want to assign bonus points to a modified trump card, then put the TRUMP MOD card on the bottom layer.

**TRUMP CARD LAYER** (top). Put NON-GAME DECK playing cards on top of TRUMP MOD cards to display new highest trump cards. In the example above, the 10♠, 8♥, and 3♦ are used to show that the matching cards in the GAME DECK are now the highest, second highest and third highest trump cards. Additionally, the 3♦ is worth 20 trump bonus points.

### 13. MULTIPLIER BONUS Area

Use this area to create and display **multiplier bonuses** (see "8. Special Multiplier Cards" on page 2).

### 9. The PLAY4D ZONE

To help players remember active bonuses, a section of the playing surface (called the "PLAY4D ZONE") may be used to **create and display bonus cards** from the 27-card game system deck and one of the 55-card playing card decks.

Before you start playing, choose who will create and maintain the bonuses in the PLAY4D ZONE. The game host, dealer, players or non-players can create and maintain bonuses. Also choose whether to create unique bonuses per hand, round, game or session.

The **number and type of bonuses** depends upon the game, required winning score and number of players. The **value of bonus points** to assign depends upon the game, required winning score, number of players and number of bonuses.

You can organize the PLAY4D ZONE into any number of different **areas** for easy reference. The example above shows the DIMENSION BONUS Area, ANY BONUS Area, TRUMP Area and MULTIPLIER BONUS Area.

### 10. DIMENSION BONUS Area

Use this area to create and display **dimension bonuses**. Put cards on **three** layers.

**POINT LAYER** (bottom). Put a POINT card on this layer to indicate how many bonus points each DIMENSION BONUS card is worth. In the example above, each NOW bonus card is worth 30 points, each BIRTHDAY bonus card is worth 50 points and each SPECIAL bonus card is worth 50 points.

**DIMENSION BONUS LAYER** (middle). Put DIMENSION BONUS cards (NOW, BIRTHDAY, and SPECIAL) on top of POINT cards to indicate the type of calendar dimension bonuses to create.

**BONUS CARD LAYER** (top). Put NON-GAME DECK playing cards or DIMENSION SUIT cards on top of DIMENSION BONUS cards to display active bonuses. As shown above, the 10♠, 8♥, 3♦, and 5♣ are used to show that the matching cards in the GAME DECK are worth 30 points each for the NOW bonus. The DIMENSION SUIT cards are convenient to use for the BIRTHDAY bonus and SPECIAL bonus, since each player's bonus cards are most likely different.

### 11. ANY BONUS Area

Use this area to create and display **any bonuses**. A player earns an **any bonus** for playing one or more dimension bonus cards. Put cards on **two** layers.

**POINT LAYER** (bottom). Put a POINT card on this layer to indicate how many bonus points each ANY BONUS card is worth.

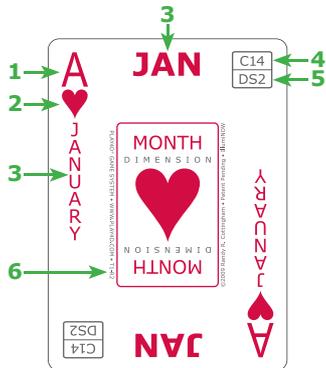
**ANY BONUS LAYER** (top). Put ANY BONUS cards on top of POINT cards to create **any bonuses**.

#### ANY BONUS Gameplay Options

#### Option 1. SINGLE ANY BONUS SCORED

A player receives **any bonus** points for the **highest number** of dimension bonus cards played. Based upon the ANY BONUS Area above, if a player plays four dimension bonus cards, then the player receives a total of 300 points for the **ANY 4** bonus. The player would not receive additional **any bonus** points for the **ANY 1**, **ANY 2** and **ANY 3** bonuses.

### 14. PLAY4D Playing Card Parts



1. RANK
2. SUIT
3. DIMENSION
4. CARD ID
5. DIMENSION SUIT ID
6. THEME ID / REVISION ID

### 15. Optional Wild Cards



You can choose to use the K♥ as a WILD MONTH DIMENSION and WILD HEART RANK.

#### How to Activate the WILD MONTH AND WILD HEART Card

This example shows how to activate the K♥ as a WILD MONTH AND WILD HEART either without or with bonus points.

#### STEP 1. DISPLAY WILD CARD

Select a K♥ from the NON-GAME DECK and place it in the WILD CARD Area of the PLAY4D ZONE (see the “Without Bonus Points” example below).

#### STEP 2. ASSIGN BONUS POINTS (Optional)

Put a POINT card under the K♥ to assign bonus points to the wild card. In the “With Bonus Points” example below, the K♥ is activated as a WILD MONTH AND WILD HEART card worth 25 bonus points.

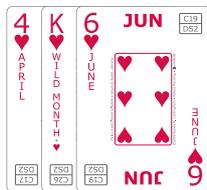
### Cards Displayed in WILD CARD Area of PLAY4D ZONE



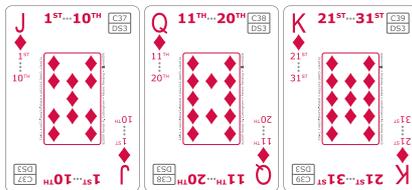
### STEP 3. K♥ IN PLAY AREA

During your game, you can use the K♥ as any MONTH DIMENSION or any HEART RANK. In the example below, the K♥ is played as the MAY DIMENSION and 5♥.

#### Cards Played in PLAY AREA



### 16. DATE-OF-MONTH Ranges

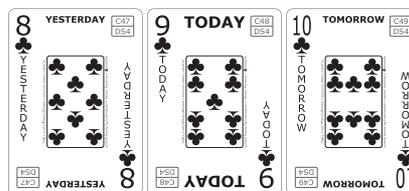


Use these cards to represent date-of-month ranges. For example, to create a NOW bonus that represents the 15th of the month, you would typically use the 5♦; however, you could also use the Q♦ since it has the date-of-month range of the 11th through the 20th, inclusive, and the 15th falls within that range. As shown below, the 5♦ and Q♦ are used to represent a NOW bonus for the current date of the month (the 15th) and each is worth 20 NOW bonus points.

### Cards Displayed in DIMENSION BONUS Area of PLAY4D ZONE



### 17. Generic DAY-OF-WEEK



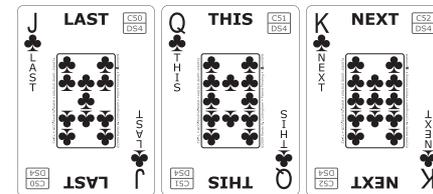
The TODAY dimension is quick and easy to use with the NOW, BIRTHDAY and SPECIAL DIMENSION BONUS cards. In the example below, the “TODAY/9♣” card is a NOW bonus worth 10 bonus points.

The YESTERDAY and TOMORROW dimensions are fun to use with the BIRTHDAY and SPECIAL DIMENSION BONUS cards. In the example below, all players who have a birthday tomorrow will receive 75 BIRTHDAY bonus points when they play the “TOMORROW/10♣” card. Use your creativity to create fun birthday bonuses.

### Cards Displayed in DIMENSION BONUS Area of PLAY4D ZONE



### 18. Dimension Modifiers



The LAST, THIS and NEXT dimension modifiers are typically used in new calendar-based games. Visit PLAY4D.COM to discover, share, and discuss new calendar-based games as well as new uses for these dimension modifiers.

### 19. Other Uses for PLAY4D Cards

With PLAY4D DECK SET #1 cards, you can also:

- Create and play new calendar-based games
- Teach kids about dates
- Help folks remember dates
- Generate random dates for role playing games
- Display the cards as a calendar
- Expand tarot card decks

Please visit PLAY4D.COM to share your ideas for getting the most from PLAY4D Cards and to provide your input for PLAY4D DECK SET #2!

### PLAY4D Cards Make Great Gifts!

Visit our Online Store at PLAY4D.COM

### 20. Credits

**Invented by:**  
Randy R. Cottingham

**Graphic Design by:**  
Randy R. Cottingham and James P. Burns

**Special Thanks to:**  
Don Cottingham, Sandy Cottingham, James P. Burns, Yvonne Pedersen, Rob Erwin, Adam Evans, Brian Oken, Kathy Oken, Mila Kandibar and the folks at BoardGameGeek for the many levels of support!

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