Title: DECK OF PLAYING CARDS AND METHODS OF PLAYING CARD GAMES

Abstract: Described embodiments relate to a deck of playing cards comprising a plurality of individual playing cards, each of the individual playing cards having a front side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, wherein at least two of the individual playing cards display on the front side a selected text portion, wherein the selected text portion of each of the least two cards comprises a different portion of a selected text taken from a literary work, such as song lyrics, poems, plays, nursery rhymes, stories, etc. Some embodiments relate to methods of playing card games using the deck of playing cards.
DECK OF PLAYING CARDS AND METHODS OF PLAYING CARD GAMES

FIELD

[0001] Described embodiments relate generally to the field of playing cards, and more particularly, to decks of playing cards that display various types of text information, and to methods of playing card games with such decks of cards.

INTRODUCTION

[0002] Playing cards have been used for many years to play many different types of games. While there are various forms of playing cards, one deck of cards may be considered to be a standard. The standard deck of playing cards comprises 52 cards, which are evenly divided into four suits of cards, namely spades, hearts, diamonds and clubs. The standard deck of cards also generally comprises two jokers, which may or may not be used depending on the game being played. This standard deck of playing cards is used to play many different types of card games, including poker, bridge, and other games of skill and chance.

[0003] In order to present players of card games with added dimensions by which they may enjoy the playing of card games, changes have been made to the standard deck of playing cards to convey different pieces of information. Historical facts, trivia and pictures are a few examples of the additional information that have been placed on playing cards to add to the entertainment and education that players may derive from such games.

[0004] However, there remains a need for a deck of playing cards that provides additional means for entertaining and educating players of card games.

SUMMARY

[0005] Some embodiments are directed to a deck of playing cards, comprising a plurality of individual playing cards, each of the individual playing cards having a front
side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, wherein at least two of the individual playing cards display on the front side a text portion, wherein the text portion of each of the least two cards comprises a different portion of a selected text taken from a literary work, such as a performance-based work like a song, poem or play.

[0006] The playing cards may be divided evenly into suits, and the card identifiers may comprise a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual playing card within the suit. The text portions of at least two of the individual playing cards having a first suit identifier or a first value identifier comprise a different portion of a first selected text, and the text portions of at least two of the individual playing cards having a second suit identifier or a second value identifier comprise a different portion of a second selected text.

[0007] Embodiments are also directed to various methods of playing card games, using a deck of cards made in accordance with embodiments described herein.

[0008] One such method is a method of playing a lyrical performance challenge game, using a deck of cards comprising individual cards each displaying a suit identifier, a value identifier and a text portion comprising a different portion of a selected text taken from a song, poem or play, in which a player purports to discard a selected number of cards having a nominated value identifier, and if the player is successfully challenged by another player regarding the truthfulness of the selected number of cards, the player will be required to perform the song, poem or play based upon the text portion of at least one of the discarded cards.

[0009] The method of playing the performance challenge game may comprise the steps of:

a) dealing a number of the cards to each of a plurality of players and determining an order in which the players are at turn to act;

b) a player at turn nominating a value identifier to be discarded by announcing the nominated value identifier to the other players;

c) the player at turn discarding a specified quantity of cards that purportedly
display the nominated value identifier by placing the specified quantity of the nominated cards on a discarded card pile;

d) upon election, a challenger issuing a challenge to the player at turn, challenging the truthfulness of the specified quantity of the nominated cards that have been discarded;

e) depending on the outcome of the challenge, requiring that either the challenger or the player at turn pick up all the of the cards in the discarded card pile, and perform at least part of the song, poem or play based on the text portion of at least one of the discarded cards; and

f) declaring a player who is first to successfully discard all of his or her cards a winner of the game, or if no winner is determined, repeating steps b) to e) for a player who is next at turn to act.

Another such method is a method of playing a performance challenge card game among a plurality of players playing against each other with the ultimate objective of discarding all of a player's cards, using a deck of cards comprising a plurality of playing cards divided evenly into suits, each of the playing cards having a front side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, the card identifier comprising a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual playing card within the suit, wherein a plurality of the playing cards display on the front side a text portion comprising a different portion of a selected text taken from the lyrics of a plurality of performance-based works, such as songs, poems or plays.

A further such method is a method of playing a translation game among a plurality of players playing against each other with the ultimate objective of discarding all of a player's cards, using a deck of cards comprising a plurality of playing cards divided evenly into suits, each of the playing cards having a front side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, the card identifier comprising a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual
playing card within the suit, wherein a plurality of the playing cards display on the front side a text portion comprising a different portion of a selected text taken from a literary work, wherein the literary work comprises a phrase in a first language and a translation of the phrase in at least a second language and possibly multiple other languages.

Some embodiments relate to a method of playing a translation card game among a plurality of players playing against each other with the ultimate objective of discarding all of a player's cards, using a deck of cards comprising a plurality of playing cards, wherein each of the plurality of playing cards displays on the front side a text portion comprising a phrase in a first language and a translation of the phrase in one or more other languages, the method comprising the steps of:

a) dealing a selected number of cards to each of the players to form a hand of cards for each player, and determining an order in which the players are at turn to act;

b) a player at turn selecting one card of that player's hand of cards and, without revealing the selected card, challenging at least one other player to correctly translate the phrase on the selected card from a selected one of the one or more other languages to the first language or from the first language to the one or more other languages;

c) if no challenged player correctly translates the phrase, the player at turn discarding the selected card and/or each challenged player that does not correctly translate the phrase drawing a card from a draw pile; if a challenged player correctly translates the phrase, that player discarding a card from that player's hand of cards; and

d) declaring a first player to successfully discard all of his or her dealt cards a winner of the game, and if no winner is determined, repeating steps b) to d) for a next player at turn to act.

BRIEF DESCRIPTION OF THE DRAWINGS

For a better understanding of the embodiments of the invention, and to show more clearly how they may be carried into effect, reference will be made by way of
example to the following drawings, in which:

[0014] Figure 1 is a diagram illustrating a deck of cards made in accordance with some embodiments;

[0015] Figure 2 is a diagram illustrating the front side and rear side of individual cards from the deck of cards of Figure 1;

[0016] Figure 3 is a diagram illustrating representative playing cards from the deck of cards of Figure 1;

[0017] Figure 4 is a flowchart illustrating a method of playing a performance challenge game using a deck of playing cards of some embodiments;

[0018] Figure 5 is a flowchart illustrating a method of playing a performance challenge game using a deck of cards of some embodiments; and

[0019] Figure 6 is a flowchart illustrating a method of playing a translation game using a deck of cards of some embodiments.

DETAILED DESCRIPTION

[0020] Referring to Figures 1 and 2, illustrated therein is a deck of playing cards made in accordance with some exemplary embodiments. The deck of playing cards comprises a plurality of individual playing cards. Each of the individual playing cards has a front side, and a rear side. The front side of each of the playing cards has printed or otherwise displayed thereon a card identifier for identifying the individual playing card, and a text portion, which is described in further detail below. In some embodiments, the text portion may be printed or otherwise formed on each card with luminescent ink, paint or other luminescent material that can be applied to a card surface. In some embodiments, the text portion may be formed on each card to display the text in a holographic image, form or feature. The holographic image may thus comprise the text of text portion 26.
In the embodiments as shown, the card identifier 18 is displayed in each of two opposite corners of the front side 14 of each of the individual cards 12, as in the case of a standard deck of playing cards. However, the card identifier 18 could be located in any of one or more areas on the front side 14, and the location of the card identifier 18 need not be the same for each of cards 12. The card identifier 18 may be located in different areas upon different cards, and more than one of the same card identifiers 18 may be used for each card.

In some embodiments, the deck of cards 10 comprises individual playing cards 12 that are divided into suits, and the card identifier 18 comprises a suit identifier 20 and a value identifier 22. The suit identifier 20 is used to identify the suit of each of the individual playing cards 12. In an exemplary embodiment, the deck of cards 10 comprises 52 cards divided evenly into four suits. The suits may comprise the four suits of a standard deck of cards, namely spades, hearts, diamonds, and clubs, and the suit identifiers 20 may comprise the conventional symbols for such suits. In alternative embodiments, the suit identifier 20 may comprise other symbols, such as the brands of products.

The value identifier 22 identifies the value of the individual playing card 12 within the suit. In some embodiments, the value identifiers 22 comprise a hierarchy of values including the numbers 2, 3, 4, 5, 6, 7, 8, 9, 10, and the letters J, Q, K, A, as in the case of a standard deck of cards. In other embodiments, the value identifier 22 could comprise a different hierarchy of values, and alternative value identifiers could be used. For example, the value identifiers 22 could comprise other numbers or symbols.

In some embodiments, the deck of playing cards 10 may also comprise at least one wild card 13 displaying a wild card identifier 24 on a front side 14, which identifies the card as being a "wild card" that does not belong to any suit. The wild card identifier 24 may be a symbol depicting a court jester or a joker as shown. However, in other embodiments, the wild card identifier may be another symbol or image, such as a brand name, logo, illustration or caricature.

The rear side 16 of each of the plurality of cards 12 may typically be adorned
with a decorative pattern or with a brand name, logo, image, illustration or caricature. In Figure 2, an exemplary pattern 23 is shown. Generally, the same decorative pattern is applied on the rear sides 16 of all of the cards 12, as in the case of a standard deck of cards. It is not necessary, however, that any pattern be used to adorn playing cards 12, as the rear side 16 could be left blank.

[0026] The text portion 26 of the cards 12 may be located in a central area of the front side 14 of the cards 12, between the card identifiers 18. Alternatively, the text portion 26 could be located in other areas of the front side 14 of the cards 12.

[0027] The text portion 26 comprises a portion of a selected text taken from a literary work. Here, the term “literary work” is used to refer to a wide variety of works that comprise words ordered in phrases or sentences, including but not limited to, works of fiction, works of non-fiction, novels, short stories, text of speeches, poetry, plays, songs, limericks, rhymes, phrases, idioms, or other work that has been recorded in written form, independent of the language in which it is written. The term literary work also includes the lyrics of musical works, such as songs, sporting anthems, national anthems, chants, or any other text associated with a musical work including lyrics or songs taken from television shows and songs for children. For songs, the musical scale for the part of the song printed on the card 12 may also be displayed in conjunction with the song lyrics, possibly also with a hint or annotation as to the part of the song to which the portion belongs, such as bridge, chorus, first verse, etc.

[0028] The text portion 26 serves as a novel means by which card games may be further enjoyed, and includes cultural information (as part of the overall literary work) presented to users for their entertainment and education.

[0029] The selected text taken from the literary work may comprise the full text of the literary work or a portion of the full text, depending on the length of the full text. The selected text may be continuous text from the literary work, or non-continuous segments taken from the literary work. For example, the selected text may comprise one or more verses of a well-known poem, a quotation from a famous speech or play, a few verses from the lyrics of a well known song, or an idiom such as "a bird in hand is worth
two in the bush".

[0030] Referring now to Figure 3, illustrated therein are exemplary individuals cards 12a, 12b and 12c from the deck of cards 10, made in accordance with described embodiments. The playing card 12a comprises suit identifier 20a, value identifier 22a and text portion 26a displayed on front side 14a, the playing card 12b comprises suit identifier 20b, value identifier 22b, and text portion 26b displayed on front side 14b, and playing card 12c comprises suit identifier 20c, value identifier 22c, and text portion 26c displayed on front side 14c. Text portions 26a, 26b and 26c are taken from selected text 50 of literary work 40. The selected text 50 may be the entire text associated with the literary work 40, or may be selected continuous or non-continuous parts of the literary work 40. The selected text 50 is divided such that it can be displayed upon two or more playing cards 12. Referring to Figure 3 as an example, the selected text 50 is shown divided into three parts, and displayed on the front side 14 of playing cards 12a, 12b and 12c as text portions 26a, 26b and 26c, respectively. In Figure 3, the displayed text portions 26a, 26b and 26c are shown as being located in the central area of the playing cards 12a, 12b and 12c, respectively.

[0031] In some embodiments, for the standard 52 card deck, the selected text may be divided into 13 parts, where the 13 parts are then displayed across each of the cards 12 that make up a given suit, with four literary works being spread across the four suits. Alternatively, the selected text 50 may be displayed upon more than one but less than all of the cards 12 of a given suit, with the result that more than four literary works are spread across the entire deck of cards.

[0032] In some embodiments, sequential portions of the selected text 50 may be displayed sequentially on cards 12 having sequential value identifiers 22. For example, as shown in Figure 3, Text Portion 1 is displayed on playing card 12a with value identifier 22a having a value of "2", Text Portion 2 is displayed on playing card 12b with value identifier 22b having the value of "3", and Text Portion 3 is displayed on playing card 12c with value identifier 22c having a value of "4", in a sequential manner. By displaying the selected text 50 sequentially, the players may readily identify the order of
appearance of sequential portions of the selected text 50 in the original literary work 40
by observing the sequence of value identifiers 22. However, in alternative embodiments,
the selected text may be non-sequentially displayed on a number of the playing cards 12
having non-sequential value identifiers 22. That is, the text portions 26 may appear to be
randomly ordered through the cards of one suit.

[0033] In other embodiments, the selected text 50 may be displayed on playing cards
12 having the same value identifier 22 but different suit identifiers 20. For example, the
selected text 50 may be divided and spread out amongst all of cards 12 displaying the
same value identifier 22 (e.g., all the 2's, or 3's), or among any combination of two or
more cards 12. The same selected text 50 could also be distributed across more than one
suit of cards. Thus, in some embodiments, the text portions 26 of the same literary work
may be printed on cards with different value identifiers and different suits. For example,
the sequential portions of the literary work may be printed on the 2 of hearts, the 5 of
clubs, the jack of diamonds and the ace of spades. In this way, the sequence of the text
portions 26 may be more challenging to discern to the players.

[0034] The deck of playing cards 10 may be used for various purposes, including but
not limited to, educational, promotional, and leisure purposes. The text portions 26
displayed upon the cards 12 may be used to facilitate educational, promotional or leisure
activities through various uses of the cards.

[0035] The deck of playing cards 10 may be used for promotional purposes, where
an organization, event, entity, sport, or sports team may be promoted. Text portions 26
displayed on the playing cards 12 may be selected such that it is used for promotional
purposes. As an example, with regard to the promotion of specific sports, or sports
teams, the playing cards 12 may incorporate text from songs or chants that are associated
with that sport or with a respective sport team. Playing cards 12 that have incorporated
text from a song or chant with respect to a sport or sports team provide a promotional as
well as a leisure use for the deck of playing cards 10.

[0036] The deck of playing cards 10 may also be used for educational purposes,
where the text portions 26 that are displayed on the cards are taken from selected text 50
that has a learning component. As an example, the selected text 50 may include text from literary works with a learning component (i.e. religious references, well known songs, famous speeches, poems and other such works that players might wish to memorize or learn about).

[0037] The deck of playing cards 10 may be used in a variety of leisure settings, where the cards 12 may be made use of to play known card games, or games as described below that make use of the text portions 26 included on the cards 12.

[0038] Reference is now made to Figure 4, illustrating a method 100 for playing a lyrical performance game using the deck of playing cards 10. The playing cards 10 used to play the lyrical performance game have displayed thereon text portions 26 that comprise the lyrics of songs. Two or more players, as illustrated by method 100, may play the game, and the objective of the game is for a player to be the first to discard all of his or her cards.

[0039] Method 100 begins at step 104, where a number of cards are dealt to all of the players. Typically, each player receives an equal number of cards. However, in some embodiments, players may receive different numbers of cards. Cards that are not dealt to any of the players may be placed face down in the middle of all the players, for example to be used as a source (draw pile) from which to draw new cards during the game and possibly to be placed adjacent a location of a pile of playing cards that is referred to as a discarded card pile.

[0040] At step 105, the order in which players are at turn to act is determined according to specified rules. Initially, the player who dealt the cards may be the first to act. Alternatively, a player to the left or right of the dealer may be the first to act. In yet another example, any player may be the first to act. If a player was at turn previously, a player to the left or right of the player may be at turn to act. Once which player is at turn to act is determined according to the rules, method 100 then proceeds to step 106.

[0041] In step 106, a player who is at turn to act nominates a card value identifier 22 to be discarded, by announcing the nominated value identifier to the other players. The
player who nominated the value identifier 22 then purports to discard a specified number of cards of the nominated value identifier by placing the said number of cards, face down, on the discarded card pile. The player may be truthful and, in fact, discard the specified number of cards of the nominated card identifier. Alternatively, the player may bluff and discard said number of cards comprising at least one card with a value identifier other than the nominated value identifier.

[0042] Method 100 then proceeds to step 108, where any other player may issue a challenge. When a challenge is issued, the challenger challenges the player that has just discarded cards about the number of cards of the nominated value identifier that the player purportedly discarded. By issuing a challenge, the challenger is alleging that the player is untruthful with respect to the number of cards displaying the nominated value identifier that the player has discarded. Once a challenge is issued at step 108, method 100 proceeds to step 110.

[0043] At step 110, the challenger turns over the cards that have been discarded, and a check is performed to determine whether the cards have been discarded as the player stated. If the player is found to be telling the truth, and has discarded cards in the manner stated, method 100 proceeds to step 112. Alternatively, if the player is found to have been untruthful, then the method 100 proceeds to step 114.

[0044] At step 112, the challenger will collect all of the cards in the discarded pile of cards. Along with collecting all of the cards in the discarded pile of the cards, the challenger is required to sing or recite the text portions that have been displayed on the cards.

[0045] Alternatively, at step 114, the player who was untruthful is required to pick up all the cards from the discarded card pile. Along with collecting the cards from the discarded cards pile, the player is required to sing or recite the text portions that have been displayed on the cards. Upon the conclusion of steps 112 or 114, or if no challenge is issued at step 108, method 100 proceeds to step 116.

[0046] At step 116, players check to determine whether they have any cards left in
their hands. If a player has discarded all of the cards in his or her hand of cards, then the player is declared a winner for the game. If at step 116, it is determined that the game does not have a winner, then method 100 returns to step 105, and the game is played until a winner is declared.

5 [0047] The description of the method 100 has been provided with reference to playing cards having text portions comprising the lyrics of songs or other musical or performance-based works. However, it should be understood that the method 100 and the associated game may be played with playing cards that comprise textual information from non-musical literary works.

10 [0048] Reference is now made to Figure 5, illustrating a method 150 for playing a novel performance-based challenge game in accordance with some embodiments. The performance game is played with a deck of cards 10 that has the lyrics of any musical, poetic or theatrical work spread out over more than two cards. In a deck of cards 10 that is used for the performance game, in an exemplary embodiment, every card 12 will have text portions taken from a musical, poetic or theatrical work. In exemplary embodiments, multiple works will have part or all of their respective text included in the deck of playing cards.

[0049] Method 150 begins at step 152, where a number of cards are dealt to all of the players in the game. Typically, each player receives an equal number of cards. However, players may receive different numbers of cards. Cards that are not dealt are placed face down in the middle of all the players, for example to be used as a source (draw pile) from which to draw new cards during the game and possibly to be placed adjacent a location of a pile of playing cards that is referred to as a discarded card pile. Method 150 then proceeds to step 153.

20 [0050] At step 153, the order in which player is at turn to act is determined according to specified rules accompanying the game or according to an order determined by the players before the game begins. Initially, the player who dealt the cards may be the first to act. Alternatively, a player to the left or right of the dealer may be the first to act. In yet another example, any player may be first to act. If a player was at turn previously, a
player to the left or right of the player may be at turn to act. Once which player is at turn to act is determined, method 150 then proceeds to step 154.

[0051] At step 154 a player whose turn it is to act may elect to perform a lyrical work, such as singing a song, reciting a poem or part of a play, based on the text portion(s) 26 on one or more cards 12 in that player's hand of cards, in an attempt to discard (at step 156) the cards 12 to which the performance relates. Alternatively, the player may elect to pass (i.e. forego performing), and draw a card at step 155 from the draw pile for failing to perform a lyrical work. If a player attempts to perform a lyrical work and discard one or more cards 12 at step 156, then the method 150 proceeds to step 157.

[0052] At step 154, the player who is at turn must perform a lyrical work from one of the cards 12 to successfully discard one or more cards 12 that display text portions from the musical work. Performing the lyrical work may involve reciting the lyrics of the musical work in its entirety, singing the lyrics in their entirety, reciting a poem in full or in part or reciting a passage of a play. If the player has all of the cards 12 that display the portions of the lyrical work in their hand, then performing the lyrical work becomes an easy task. However, if the player does not have all of the cards 12 that display the portions of the lyrical work, then the player must rely on memory. If the player is not able to recollect the whole or selected part of the lyrical work, the player either may attempt to feign or improvise the performance of the lyrical work, or may attempt to collect more of the cards 12 associated with the lyrical work.

[0053] At step 156, the player that has performed the musical work may attempt to then discard the cards 12 that they hold that define at least part of the performed lyrical work.

[0054] At step 157, any other player may issue a challenge. When a challenge is issued, the challenger challenges that the player who performed did not correctly perform the lyrical work. For example, the challenger could challenge the correctness of the recital because the challenger has one or more of the cards 12 of the specific work in his/her hand that indicates the player's recital was incorrect. In some embodiments, the
challenger may also issue a challenge based on his recollection of the musical work. Method 150 then proceeds to step 158, if a challenge was issued.

[0055] In step 158, the challenger completes the challenge by showing one or more cards 12 that the challenger has in his or her possession that indicate that the player has performed the work incorrectly. If a challenge was from the challenger's recollection, and the challenger does not have any cards 12 that indicate that the player has performed the work incorrectly, the success of the challenge may be determined by a majority of the players supporting the challenger's position. If the challenger is successful, method 150 proceeds to step 160, where the player who performed the work will pick up all the cards 12 that are in the discarded card pile. If the challenger was unsuccessful, or if there was no challenge issued, the method 150 proceeds to step 162.

[0056] At step 162, every player who holds a card 12 associated with the particular work is permitted to discard the cards 12 associated with (i.e. specifying part of) the particular work. For example, if selected text of a particular work is distributed among cards 12, the cards 12 held by other players that display the same text portion 26 drawn from the same literary work may be discarded. In some embodiments, other players wishing to take the opportunity to discard their cards 12 may be required to also perform the lyrical work or the part thereof corresponding to the cards 12 sought to be discarded. Therefore, the player who is performing the lyrical work, must strategically factor into his or her determination as to whether to perform the lyrical work factors such as the number of cards 12 displaying portions of the musical work that are held by the other players. If for example, the player has one card 12 from a musical work and the player knows all of the musical work by memory, the player must consider factors such as the number of cards 12 left in his or her hand that must be discarded in order to win the game, and the number of cards 12 that the opponents have left to discard in order to be declared a winner. This is because when the player performs the work successfully or unchallenged, the other players may be allowed to discard their cards 12 as a result, and hence proceed closer to victory. After step 162, method 150 proceeds to step 164.

[0057] In step 164, players check to determine whether they have any cards 12 left in
their hands. If a player has discarded all of the cards 12 in his or her hand of cards 12, then the player is declared a winner for the game. If no winner has been determined at step 164, method 150 proceeds to step 153.

[0058] Method 150 has been described with reference to a lyrical work for purposes of explanation and by way of example. In alternative embodiments the lyrical game may be played with playing cards 12 comprising text from non-lyrical types of works, such as speeches, essays, etc.

[0059] Reference is now made to Figure 6, illustrating a method 200 for playing a translation game with the deck of cards 10 according to described embodiments. The translation game utilizes a deck of cards having text portions that display a particular phrase, saying, musical or literary work or part of such works in a first language as well as the same text expressed in one or more other languages. The corresponding and correct translation is referenced and displayed on master reference cards, which may take the form of two Joker Cards, in the first, or primary, language. In this regard the correct translation can be referred to on the master reference cards for the purpose of this game and will provide the authoritative correct translations for all 52 Playing cards.

[0060] Method 200 begins at step 202 where the cards are dealt to all of the players. Typically, each player receives an equal number of cards. However, players may receive different number cards 12. Cards 12 that are not dealt to any of the players are placed faced down in the middle of all of the players, for example to be used as a source (draw pile) from which to draw new cards during the game and possibly to be placed adjacent a location of a pile of playing cards that is referred to as an excess cards pile or discard pile. Method 200 then proceeds to step 204.

[0061] At step 204, the order in which each player is at turn to act is determined. Initially, the player who dealt the cards 12 may be the first to act. Alternatively, a player to the left or right of the dealer may be the first to act. In yet another example, any player may be the first to act. If a player was at turn previously, a player to the left or right of the player may be at turn to act. Once which player is at turn to act is determined, method 200 then proceeds to step 206.
At step 206, the player who is at turn to act, known as the challenger, selects a card 12 that he/she has in his/her hand of cards 12 and challenges another player or more than one other player, the challengee(s), to provide the corresponding translation of the text portion 26 displayed on the card 12 held by the challenger.

In some embodiments, the challengee may be a player next to the challenger. However, in other embodiments, the challengee may be any player other than the challenger. This permits the challenger to account for perceived familiarity with multiple languages of other players when deciding to whom he/she should issue a challenge. For example, if the card has text information stating "Mi mula se malogro!" (Spanish), the challenger will likely not pick a challengee that the challenger perceives to be familiar with Spanish. Any, all or none of the challengees may choose to respond to the challenge. Once a challenge is issued at step 206, method 200 proceeds to step 208.

At step 208, if the challengee(s) provide(s) a translation of the text portion, it is determined whether the translation is correct by reference to the card 12 held by the challenger. If the incorrect translation is disputed by any of the challengees or by other players, the master reference cards, may be referred to by any or all of the players, other than the challenger, to resolve the disputed translation. Alternatively, the challenger may show to the challengee(s) the card based on which the translation challenge was issued. If the challengee(s) provided a correct translation, each successful challengee is permitted to discard at least one card at step 210. In some embodiments, the card to be discarded at step 210 is chosen by the successful challengee or, in other embodiments, is chosen at random by the challenger. In some embodiments, step 210 may further comprise the challenger picking up a card as well.

If the challengee provided an incorrect translation, or failed to provide a translation, the method proceeds to step 212 and the challengee picks up a card 12 from the draw pile. In some embodiments, step 212 may further comprise the challenger discarding a card 12. The opportunity for any player to be able to discard a card from their hand occurs whenever they are not the challenger.

After step 210 or step 212, method 200 proceeds to step 214 where a check is
performed to determine if a player has discarded all of cards 12 dealt to him/her. If a player has discarded all of his/her cards 12, then the player is declared the winner for the game at step 214. If no winner has been determined, then method 200 proceeds to step 204.

[0067] It is intended that the scope of the invention is not limited to the embodiments set out in this detailed description, since various modifications of the embodiments can be made without departing from the present invention.

[0068] Throughout this specification and claims which follow, unless the context requires otherwise, the word "comprise", and variations such as "comprises" and "comprising", will be understood to imply the inclusion of a stated integer or step or group of integers or steps but not the exclusion of any other integer or step or group of integers or steps.

[0069] The reference in this specification to any prior publication (or information derived from it), or to any matter which is known, is not, and should not be taken as an acknowledgment or admission or any form of suggestion that that prior publication (or information derived from it) or known matter forms part of the common general knowledge in the field of endeavour to which this specification relates.
CLAIMS:

1. A deck of playing cards comprising a plurality of individual playing cards, each of the individual playing cards having a front side and a rear side, the front side having displayed thereon a card identifier for identifying an individual playing card, wherein at least two of the individual playing cards display on the front side a text portion, wherein the text portion of each of the least two playing cards comprises a different portion of a selected text taken from a literary work.

2. The deck of cards defined in claim 1, wherein the text portion of each of the at least two playing cards comprises a different sequential portion of the selected text.

3. The deck of cards defined in claim 1 or claim 2, wherein the literary work comprises lyrics of a song, and the selected text comprises at least one line from the lyrics of the song.

4. The deck of cards defined in any one of claims 1 to 3, wherein the card identifier comprises card identifying symbols located on opposite corners of the front side of the card, and the text portion is located in a central area of the front side of the card between the card identifying symbols.

5. The deck of cards defined in any one of claims 1 to 4, wherein the playing cards are divided evenly into suits, and the card identifiers comprise a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual playing card within the suit, wherein the text portions of at least two of the individual playing cards having a first suit identifier or a first value identifier comprise a different portion of a first selected text, and the text portions of at least two of the individual playing cards having a second suit identifier or a second value identifier comprise a different portion of a second selected text.
6. The deck of cards defined in claim 5, wherein the text portions of a plurality of cards displaying a given value identifier comprise different portions of the same selected text.

7. The deck of cards defined in claim 5 or 6, wherein the text portions of a plurality of cards displaying a given suit identifier comprise different portions of the same selected text.

8. The deck of cards defined in claim 5, wherein the text portions of a plurality of cards displaying the same suit identifier and sequential value identifiers comprise different sequential portions of the same selected text, such that a player may determine the order of appearance of the text portions within the selected text by observing the value identifiers on the cards.

9. A deck of playing cards comprising a plurality of playing cards divided evenly into suits, each of the playing cards having a front side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, the card identifier comprising a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual playing card within the suit, wherein at least two of the playing cards having a first suit identifier or a first value identifier display a portion of a selected text derived from a first literary work, and at least two of the playing cards having a second suit identifier or second value identifier display a portion of a selected text derived from a second literary work.

10. A method of playing a lyrical challenge game, using a deck of cards comprising individual cards displaying a suit identifier, a value identifier and a text portion comprising a different portion of a selected text taken from the lyrics of a song, in which a player at turn purports to discard face down a selected number of cards having a nominated value identifier, and if the player at turn is successfully challenged by another player regarding the truthfulness of the selected number of cards or the nominated value identifier, the player at turn will be required to sing a verse of the lyrics.
of the song based upon the text portion of at least one of the discarded cards.

11. The method defined in claim 10, wherein the deck of cards comprises a plurality of playing cards divided evenly into suits, each of the playing cards having a front side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, the card identifier comprising a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual playing card within the suit, wherein each of a plurality of the playing cards display on the front side a text portion comprising a different portion of a selected text taken from lyrics of a song, and wherein the method comprises the steps of:
   a) dealing a number of the cards to each of a plurality of players and determining an order in which the players are at turn to act;
   b) a player at turn nominating a value identifier to be discarded by announcing the nominated value identifier to the other players;
   c) the player at turn discarding a specified quantity of cards that purportedly display the nominated value identifier by placing the specified quantity of the nominated cards face down on a discarded card pile;
   d) at an election, a challenger issuing a challenge to the player at turn, challenging the truthfulness of the specified quantity of the nominated cards that have been discarded;
   e) depending on the outcome of the challenge, requiring either the challenger or the player at turn to pick up all of the cards in the discarded card pile, and sing a verse of the lyrics based on the text portion of at least one of the discarded cards; and
   f) declaring a player who is first to successfully discard all of his or her cards a winner of the game, and if no winner is determined, repeating steps b) to e) for a player who is next at turn to act.

12. A method of playing a lyrical card game among a plurality of players playing against each other with the ultimate objective of discarding all of a player's card, using a deck of cards comprising a plurality of playing cards divided evenly into suits, each of
the playing cards having a front side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, the card identifier comprising a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual playing card within the suit, wherein a plurality of the playing cards display on the front side a text portion comprising a different portion of a selected text taken from a plurality of lyrical works.

13. The method of claim 12, comprising the steps of:
   a) dealing a selected number of cards to each of the players, and determining an order in which the players are at turn to act;
   b) a player at turn to act purporting to recite the text portions derived from a lyrical work in its entirety;
   c) at an election, a challenger issuing a challenge as to the correctness of the purported recital of the text portions, and based on the outcome of the challenge, either the challenger or the player at turn collecting all of the cards in a discarded card pile;
   d) if a challenge is not issued, allowing each of the players to discard cards displaying text portions from the lyrical work purported to be recited; and
   e) declaring a first player to successfully discard all of his or her cards a winner of the game, and if no winner is determined, repeating steps b) to d) for a next player at turn to act.

14. The method of claim 13, wherein the challenger must have in the challenger's possession, at least one card displaying a text portion indicating that the purported recital was incorrect.

15. The method of claim 13, wherein the challenger must issue a challenge based on the challenger's recollection of the lyrics being recited, and wherein the outcome of the challenge is determined based on whether a majority of the players agrees with the challenger.
16. The method of any one of claims 10 to 15, wherein the selected text taken from the lyrics of a song is divided and displayed among a plurality of the cards displaying a same value identifier or a same suit identifier.

17. The method of any one of claims 10 to 15, wherein the selected text taken from the lyrics of a song is divided and displayed among a plurality of the cards displaying different combinations of value identifiers and suit identifiers.

18. The method of claim 16 or 17, wherein the selected text taken from the lyrical work may be displayed sequentially amongst a plurality of cards having a same suit identifier and sequential value identifiers, such that a player may determine the original order of appearance of the text portions by observing the sequential value identifiers displayed on the cards displaying the same suit identifier.

19. The method of claim 16 or 17, wherein the selected text taken from the lyrical work may be displayed non-sequentially amongst a plurality of cards having a same suit identifier and sequential value identifiers, such that a player may not determine the original order of appearance of the text portions by observing the sequential value identifiers displayed on the cards displaying the same suit identifier.

20. A method of playing a translation card game among a plurality of players playing against each other with the ultimate objective of discarding all of a player's cards, using a deck of cards comprising a plurality of playing cards divided evenly into suits, each of the playing cards having a front side and a back side, the front side having displayed thereon a card identifier for identifying an individual playing card, the card identifier comprising a suit identifier for identifying the suit of the individual playing card and a value identifier identifying a value of the individual playing card within the suit, wherein a plurality of the playing cards display on the front side a text portion comprising a different portion of a selected text taken from a literary work, wherein the literary work comprises a phrase in a first language and a translation of the phrase in at least one other language.
21. The method of claim 20, wherein the phrase in the first language is distributed over one or more of the cards having a given suit identifier or a given value identifier, and the translation of the phrase is distributed over one or more of the cards having the given suit identifier or the given value identifier.

22. The method of claim 21, further comprising the steps of:
   a) dealing a selected number of cards to each of the players, and determining an order in which the players are at turn to act;
   b) a player at turn selecting one of the cards and challenging another player to correctly translate the phrase on the selected card;
   c) based on whether the other person correctly translates the phrase, either discarding the card or drawing a card from a draw pile; and
   d) declaring a first player to successfully discard all of his or her dealt cards a winner of the game, and if no winner is determined, repeating steps b) to d) for a next player at turn to act.

23. A method of playing a translation card game among a plurality of players playing against each other with the ultimate objective of discarding all of a player's cards, using a deck of cards comprising a plurality of playing cards, wherein each of the plurality of playing cards displays on the front side a text portion comprising a phrase in a first language and a translation of the phrase in one or more other languages, the method comprising the steps of:
   a) dealing a selected number of cards to each of the players to form a hand of cards for each player, and determining an order in which the players are at turn to act;
   b) a player at turn selecting one card of that player's hand of cards and, without revealing the selected card, challenging at least one other player to correctly translate the phrase on the selected card from a selected one of the one or more other languages to the first language or from the first language to the one or more other languages;
c) if no challenged player correctly translates the phrase, the player at turn
discarding the selected card and/or each challenged player that does not
correctly translate the phrase drawing a card from a draw pile; if a
challenged player correctly translates the phrase, that player discarding a
card from that player’s hand of cards; and
d) declaring a first player to successfully discard all of his or her dealt cards
a winner of the game, and if no winner is determined, repeating steps b)
to d) for a next player at turn to act.

24. The method of claim 23, wherein when a challenged player correctly
translates the phrase, that player selects the card to discard from that player’s hand of
cards.

25. The method of claim 23, wherein when a challenged player correctly
translates the phrase, the card to be discarded from that player’s hand of cards is selected
by the challenging player.
Figure 2
Figure 4
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Deal Cards

Determine turn

Perform a lyrical work?

Yes

Draw Card

No

Discard cards

Other player issues challenge?

No

Yes

Challenge successful?

No

Every player discards related cards

Yes

Challenger picks up cards

Is there a Winner?

Yes

Game Over

No
Deal cards 200

Determine turn 202

Challenge another player 204

Challenge wins 206

Determine outcome 208

Challenger wins 208

Challenger draws card 210

Challengee discards card 210

Winner? 212

Yes

Game Over

No

Figure 6