

The Kilodeck, a.k.a.

The Deck of a Thousand Cards

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The Kilodeck is a card game system that contains 1,024 (2^{10}) cards, each of them different from all of the others in at least one way.

Every card in a standard deck of cards (not counting Jokers) can be completely specified by two attributes or “dimensions”: number (A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K) and suit (Hearts, Spades, Diamonds, Clubs). The Kilodeck is a little more complicated. It has 10 dimensions (the same as the number of spatial dimensions in string theory, but that's a bit beside the point), each with two possible values. Thus, unlike the $13 \times 4 = 52$ structure of the standard deck, the Kilodeck has a $2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 = 1,024$ structure.

Dimension	Value 1	Value 2
Background color	red	blue
Background shading	solid	shaded
Border color	silver	copper
Border shading	solid	shaded
Number	1	2
Suit	triangles	circles
Suit color	yellow	green
Suit shading	solid	shaded
Faciness	face card	non-face card
Starriness	starred	non-starred

I said the Kilodeck is a game system, but at the moment it's technically just a toy, because there are no games designed for it yet. I can imagine a couple, though.

- What about a game like Draw Poker, where what makes a good hand is the number of attributes all the cards in it share?
- What about a deck-building game where the values of certain attributes determine what your card can do in a combat situation?

These are just speculation. At present, I'm writing an interactive fiction where the Kilodeck will play somewhat the same role that Double Fanucci does in the Zork universe. You will be able to play a Kilodeck game within the IF. But act now, and *you* may be the first to write a game for the Deck of a Thousand Cards!

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