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(54) **DECK OF PLAYING CARDS AND METHODS OF PLAYING CARD GAMES**

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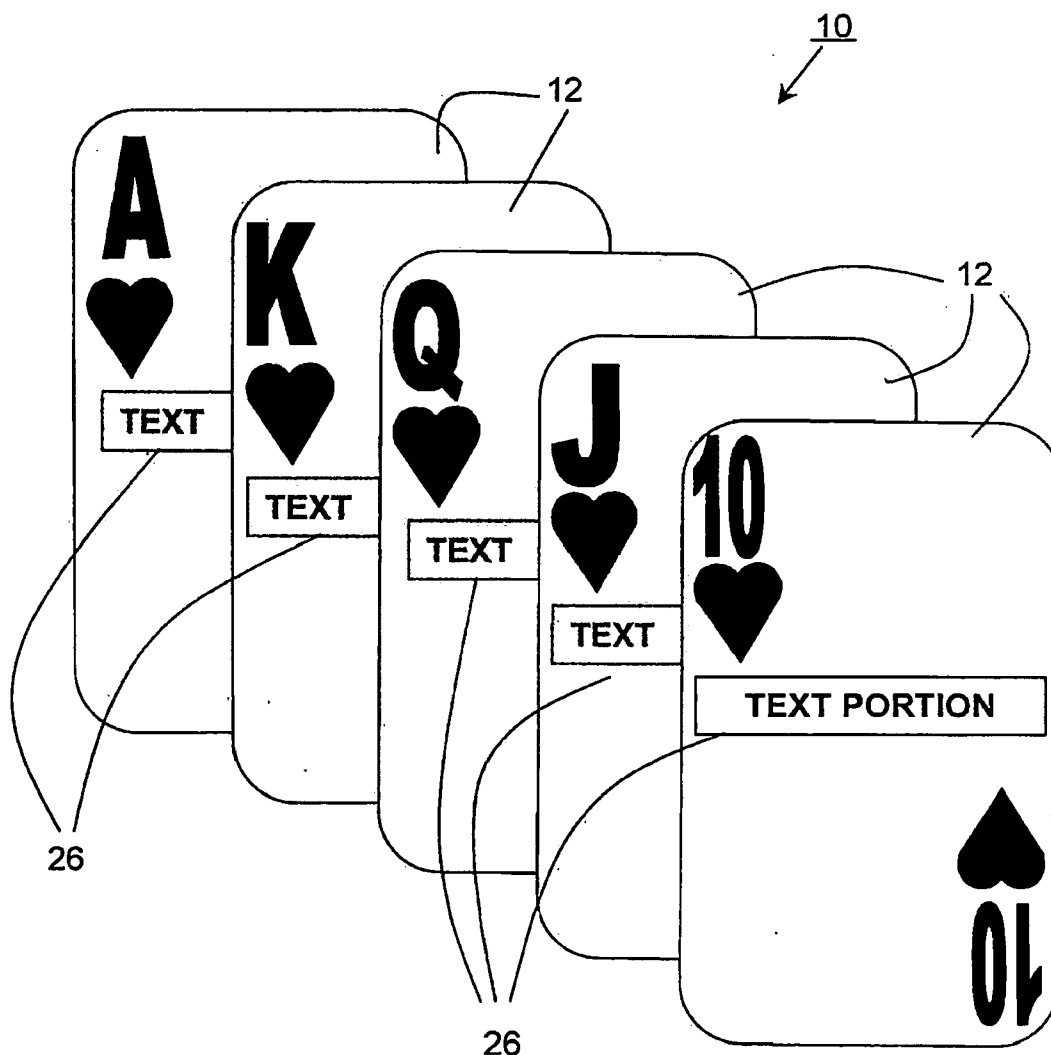
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(57) **ABSTRACT**

A deck of playing cards comprises 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. The literary work may comprise lyrics of a song, and the selected text comprises at least one line from the lyrics of the song. Methods of playing card games using the deck of playing cards, include a method of playing a karaoke 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 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 sing a verse of the lyrics of the song based upon the text portion of at least one of the discarded cards.





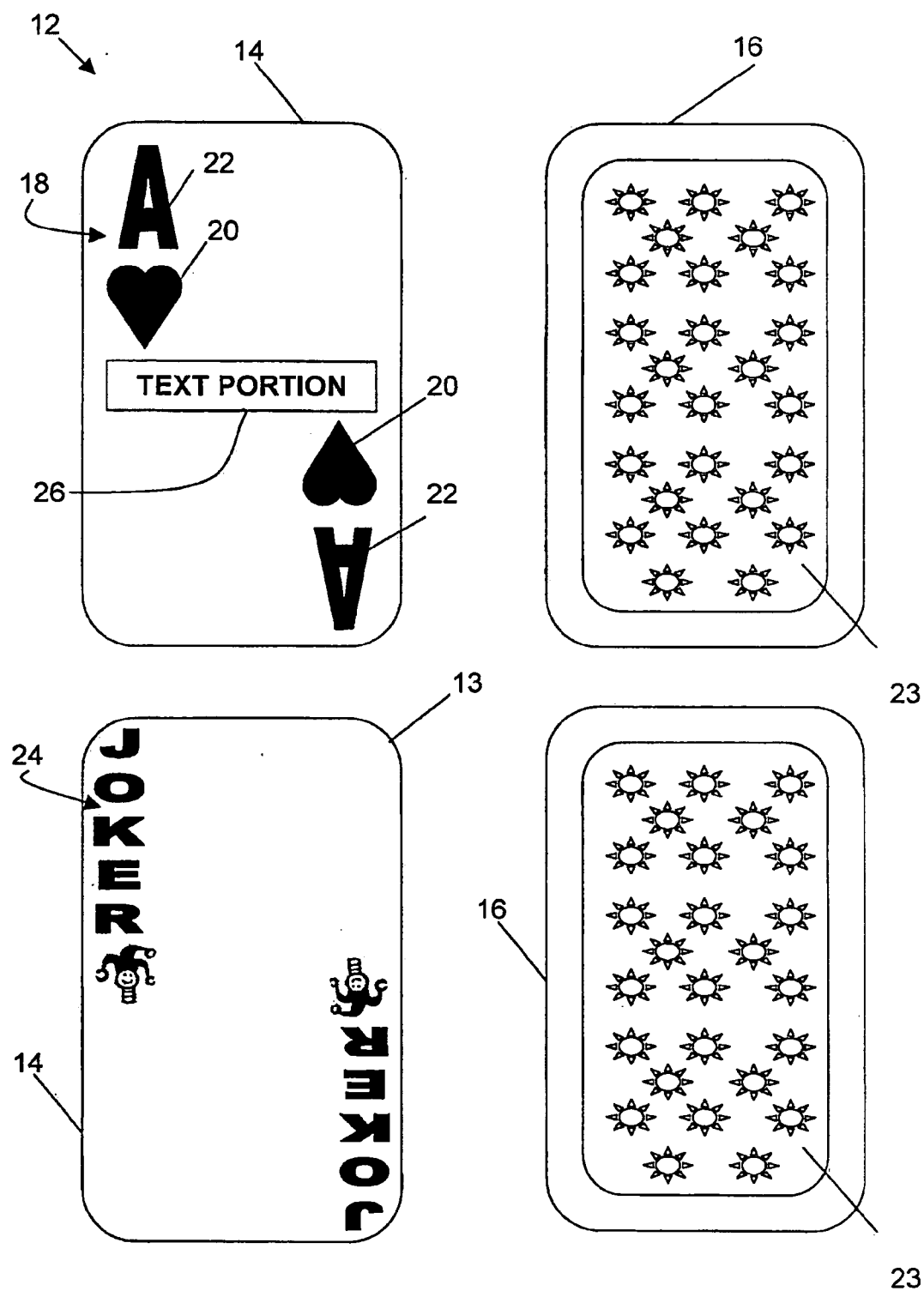


FIG. 2

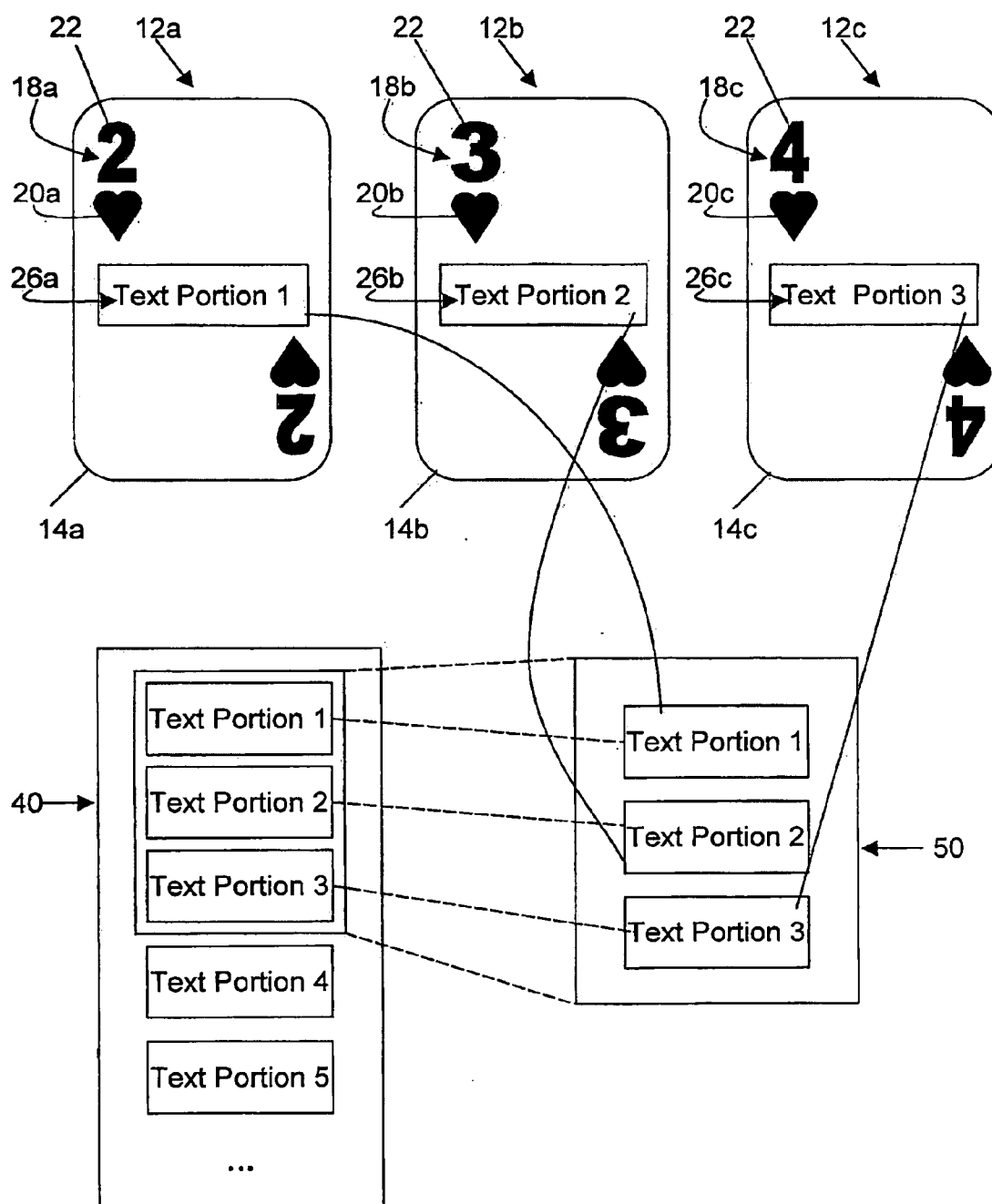


FIG. 3

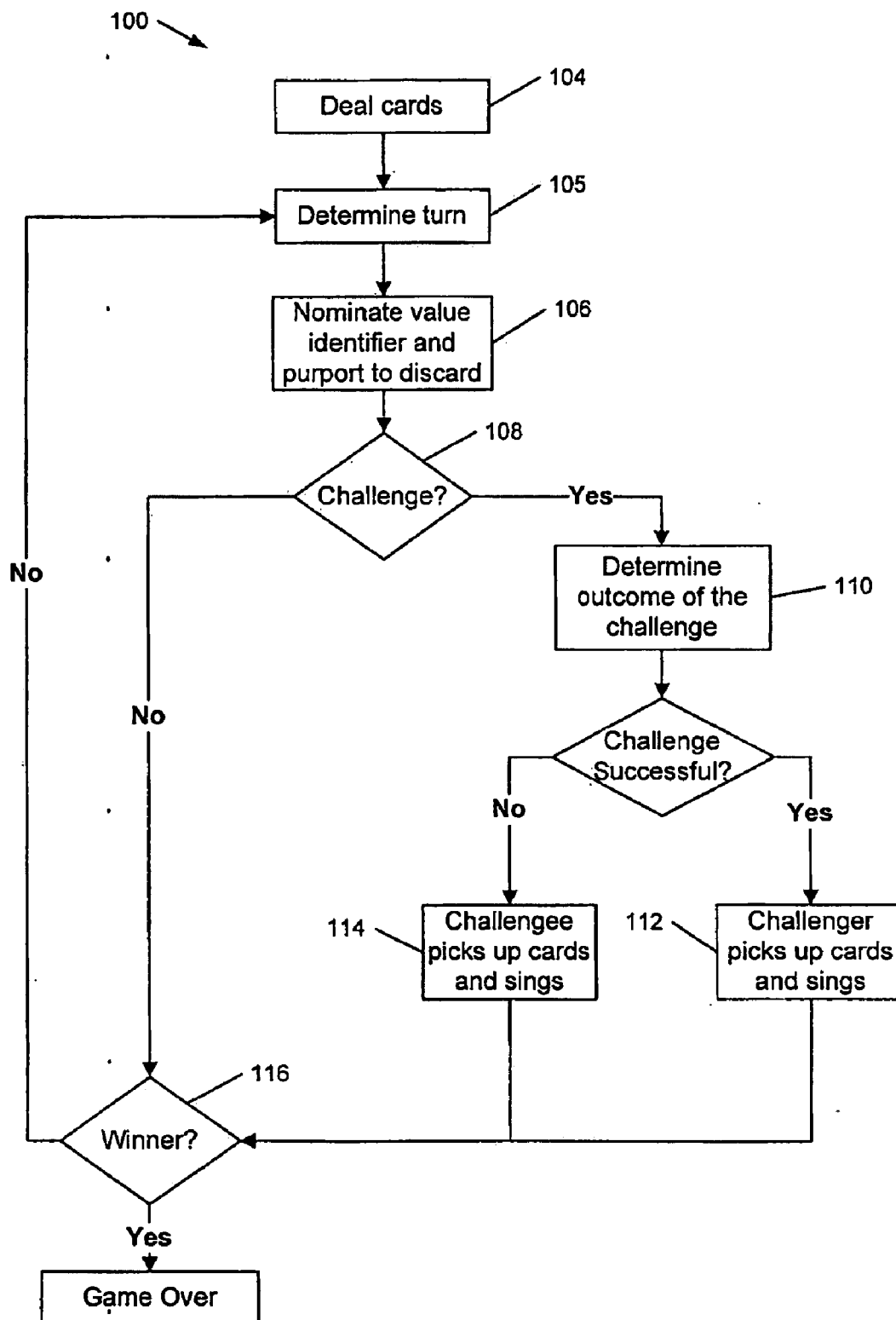


FIG. 4

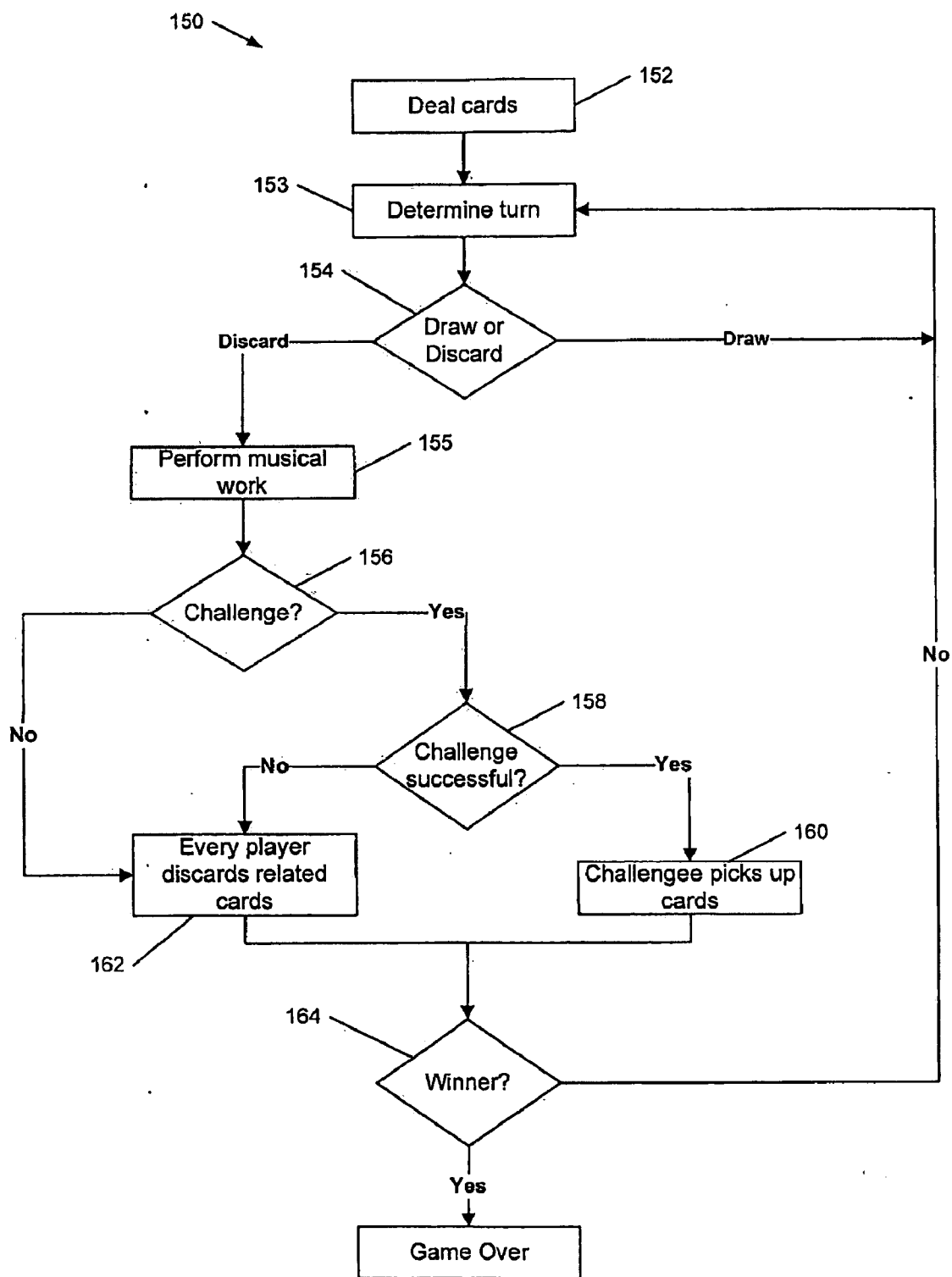


FIG. 5

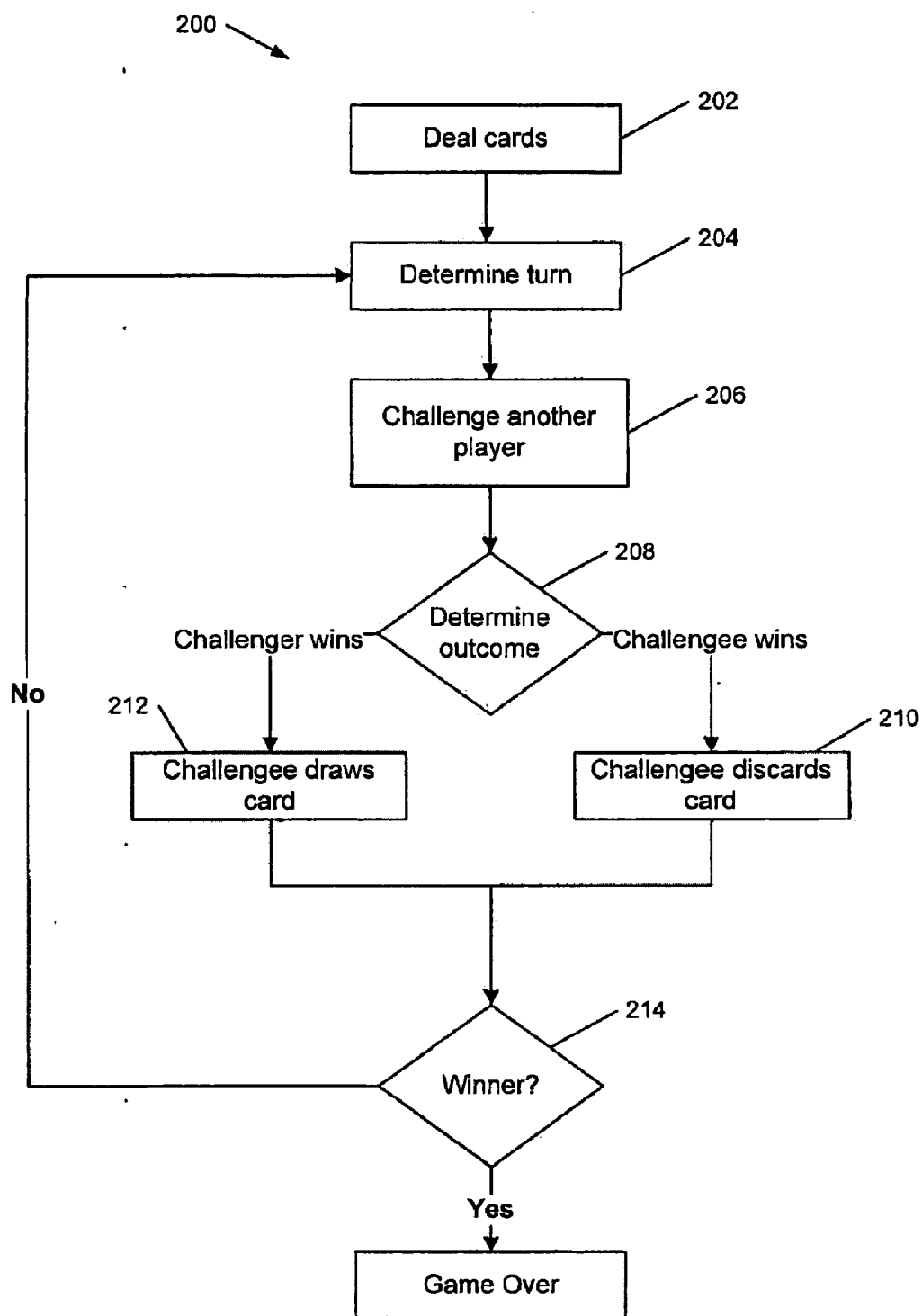


FIG. 6

## DECK OF PLAYING CARDS AND METHODS OF PLAYING CARD GAMES

### FIELD

**[0001]** The invention relates 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]** The present invention is 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.

**[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, 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.

**[0007]** The present invention is also directed to various methods of playing card games, using a deck of cards made in accordance with the present invention.

**[0008]** One such method is a method of playing a karaoke 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 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 sing a verse of the lyrics of the song based upon the text portion of at least one of the discarded cards.

**[0009]** The method of playing the karaoke game may comprise the steps of:

**[0010]** 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;

**[0011]** b) a player at turn nominating a value identifier to be discarded by announcing the nominated value identifier to the other players;

**[0012]** 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;

**[0013]** 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;

**[0014]** 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 sing a verse of the lyrics based on the text portion of at least one of the discarded cards; and

**[0015]** 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.

**[0016]** Another such method is 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 the lyrics of a plurality of songs.

**[0017]** 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 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 literary work, wherein the literary work comprises a phrase in a first language and a translation of the phrase in a second language.

### DRAWINGS

**[0018]** For a better understanding of the embodiments of the invention, and to show more clearly how it may be carried



into effect, reference will be made by way of example to the following drawings, in which:

**[0019]** FIG. 1 is a diagram illustrating a deck of cards made in accordance with an exemplary embodiment of the subject invention;

**[0020]** FIG. 2 is a diagram illustrating the front side and rear side of individual cards from the deck of cards of the subject invention;

**[0021]** FIG. 3 is a diagram illustrating representative playing cards from the deck of cards of the subject invention;

**[0022]** FIG. 4 is a flowchart illustrating a method of playing a karaoke game using an embodiment of the deck of playing cards of the present invention;

**[0023]** FIG. 5 is a flowchart illustrating a method of playing a lyrical pursuit game using an embodiment of the deck of cards of the present invention; and

**[0024]** FIG. 6 is a flowchart illustrating a method of playing a translation game using an embodiment of the deck of cards of the present invention.

#### DESCRIPTION OF VARIOUS EMBODIMENTS

**[0025]** Referring to FIGS. 1 and 2, illustrated therein is a deck of playing cards 10 made in accordance with an exemplary embodiment of the present invention. The deck of playing cards 10 comprises of a plurality of individual playing cards 12. Each of the individual playing cards 12 has a front side 14, and a rear side 16. The front side 14 of each of the playing cards 12 has displayed thereon a card identifier 18 for identifying the individual playing card 12, and a text portion 26, which is described in detail herein below.

**[0026]** In the embodiment 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.

**[0027]** 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.

**[0028]** 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.

**[0029]** 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, such as a brand name or logo.

**[0030]** The rear side 16 of each of the plurality of cards 12 is typically be adorned with a decorative pattern. In FIG. 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.

**[0031]** 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.

**[0032]** 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 are not limited to, works of fiction, works of non-fiction, novels, short stories, text of speeches, poetry, phrases, idioms, or any work that has been recorded in written form. 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. The text portion 26 serves as a novel means by which card games may be further enjoyed, and information presented to users for their entertainment and education.

**[0033]** 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 famous speech, a few verses from the lyrics of a well known song, or an idiom such as "a bird in hand is worth two in a bush".

**[0034]** Referring now to FIG. 3, illustrated therein are exemplary individual cards 12a, 12b and 12c from the deck of cards 10, made in accordance with an embodiment of the present invention. 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 FIG. 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 FIG. 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.

**[0035]** In some embodiments, 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. Alternatively, the selected text 50 may be displayed upon more than one but less than all of the cards card 12 of a given suit.

[0036] In some embodiments, the selected text **50** may be displayed sequentially on cards **12** having sequential value identifiers **22**. For example, as shown in FIG. 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 the selected text **50** in the original literary work **40** by observing the sequence of value identifiers **22**. However, the selected text could be displayed on a number of the playing cards **12** having non-sequential value identifiers **22**.

[0037] 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.

[0038] 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.

[0039] 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**.

[0040] 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).

[0041] 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**.

[0042] Reference is now made to FIG. 4, illustrating a method **100** for playing a karaoke game using the deck of playing cards **10** of the present invention. The playing cards **10** used to play the karaoke 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 karaoke game, and the objective of the game is for a player to be the first to discard all of his or her cards.

[0043] 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, players may receive different number of cards. Cards that are not dealt to

any of the players are placed face down in the middle of all the players, in a pile of playing cards that is referred to as a discarded card pile.

[0044] At step **105**, the order in which players are at turn to act is determined. 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, method **100** then proceeds to step **106**.

[0045] In step **106**, a player who is at turn to act nominates a value identifier to be discarded, by announcing the nominated value identifier to the other players. The player who nominated the value identifier 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.

[0046] 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 bluffing 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**.

[0047] 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 be bluffing, then the method **100** proceeds to step **114**.

[0048] 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 from the text portions that have been displayed on the cards.

[0049] Alternatively, at step **114**, the player who was bluffing 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 from 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**.

[0050] 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.

[0051] 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 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.

[0052] Reference is now made to FIG. 5, illustrating a method 150 for playing a novel lyrical game in accordance with an embodiment of the present invention. The lyrical game is played with a deck of cards 10 that have the lyrics of any musical work spread out over more than two cards. In a deck of cards 10 that is used for the lyrical game, in an exemplary embodiment, every card 12 will have text portions taken from a musical work. In another exemplary embodiment, multiple works will have part or all of their respective text included in the deck of playing cards.

[0053] 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 number cards. Cards that are not dealt are placed face down in the middle of all the players, in a pile of playing cards that is referred to as a discarded card pile. Method 150 then proceeds to step 153.

[0054] At step 153, the order in which player is at turn to act is determined. 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.

[0055] At step 154 a player whose turn it is to act may either attempt to discard one or more cards, or draw a card from the discarded cards pile. If a player attempts to discard one or more cards, then the method 150 proceeds to step 155.

[0056] At step 155, the player who is at turn must perform a musical work from one of the cards to successfully discard one or more cards that display text portions from the musical work. Performing the musical work may involve reciting the lyrics of the musical work in its entirety, or singing the lyrics in their entirety. If the player has all of the cards of the musical work in their hand, then performing the musical work becomes an easy task. However, if the player does not have all of the cards of the musical work, then the player must rely on memory. If the player is not able to recollect the entire musical work, the player either may attempt to bluff the performance of the musical work, or may attempt to collect more of the cards associated with the musical work.

[0057] At step 156, 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 musical work. For example, the challenger could challenge the correctness of the recital because challenger has one or more of the cards 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.

[0058] In step 158, the challenger completes the challenge by showing one or more cards 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 that indicate that the player has performed the work incorrectly, a majority of the players must support the challenger's position for the challenge to be deemed successful. If the challenger is successful, method 150 proceeds to step 160, where the player who performed the work will pick up all the cards that

are in the discarded pile. If the challenger was unsuccessful, or if there was no challenge issued, the method 150 proceeds to step 162.

[0059] At step 162, every player who holds a card associated with the particular work is permitted to discard the cards associated with the particular work. For example, if selected text of a particular work is distributed among cards having a same value identifier, the cards displaying the same value identifier may be discarded. Therefore, the player who is performing the musical work, must factor into his or her determination as to whether to perform the musical work factors such as the number of cards from the musical work that are held by the other players. If for example, the player has one card 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 left in his or her hand that must be discarded in order to win the game, and the number of cards that the opponents have left to discard in order to be declared a winner. As when the player performs the work, the other players may be allowed to discard their cards as a result, and hence proceed closer to victory. After step 162, method 150 proceeds to step 164.

[0060] In step 164, 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 no winner has been determined at step 164, method 150 proceeds to step 153.

[0061] Method 150 has been described with reference to a musical work for purposes of example. In an alternative embodiment the lyrical game may be played with playing cards comprising text from other non-musical works.

[0062] Reference is now made to FIG. 6, illustrating a method 200 for playing a translation game with the deck of cards 10 of the present invention. The translation game utilizes a deck of cards having text portions that display a phrase, saying, musical or literary work or part of such works in a first language that is distributed over one or more cards. The corresponding translation in a second language is distributed over one or more other cards in the deck of cards.

[0063] 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. Cards that are not dealt to any of the players are placed faced down in the middle of all of the players, in a pile of playing cards that is referred to as an excess cards pile. Method 200 then proceeds to step 204.

[0064] At step 204, the order in which player is at turn to act is determined. 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, method 200 then proceeds to step 206.

[0065] At step 206, the player who is at turn to act, known as the challenger, selects a card that he/she has in his/her hand of cards and challenges another player, the challengee, to provide the corresponding translation of the text portion displayed on the card held by the challenger. In the exemplary embodiment, the challengee is 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 languages of other players when deciding to whom he/she should issue a chal-

lenge. 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. Once a challenge is issued, step 206 proceeds to step 208.

[0066] At step 208, if the challengee provides a translation of the text portion, it is determined whether the translation is correct. If the challenges provided a correct translation, the challenges is permitted to discard at least one card at step 210. In some embodiments, step 210 may further comprise the challenger picking up a card as well. If the challenges provided an incorrect translation, or failed to provide a translation, the method proceeds to step 212 and the challengee picks up a card from the excess cards pile. In some embodiments, step 212 may further comprise the challenger discarding a card.

[0067] 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 dealt to him/her. If a player has discarded all of his/her cards, 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.

[0068] It is intended that the scope of the invention is limited not by the embodiments set out in this detailed description, since various modifications of the embodiments can be made without departing from the present invention, the scope of which is defined in the appended 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, 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 claim 1, 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 claim 1, 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, 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 karaoke 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 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 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 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 the lyrics of a plurality of songs.

**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 musical work in 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 the discarded card pile;
- d) if a challenge is not issued, allowing each of the players to discard cards displaying text portions from the musical 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 claim **10**, 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 claim **16**, wherein the selected text taken from the lyrics of a song is 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.

**18.** 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 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 literary work, wherein the literary work comprises a phrase in a first language and a translation of the phrase in a second language.

**19.** The method of claim **18**, 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 in the second language is distributed over one or more of the cards having the given suit identifier or the given value identifier.

**20.** The method of claim **19**, 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 the excess card 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.

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