



THE KING'S PRIMERO DECK

Primero Rules and Divination Notes

The King's Primero Deck is a deck of 54 cards standardized and popularized by King James of Alden. The Primero deck is primarily used for two things: Primero (a game of betting and chance) and Divination (use of the cards to predict the future or understand the past or present).

Primero

Kit: A Primero deck, a supply of white chips (1s), red chips (5s), and black chips (Style).

Most of the time, all Players begin with 5 white chips, 2 red chips, and a number of black chips equal to their Maximum Style. Players agree to a Stake. At the end of the playing time, the player with the highest chip value total, not counting black chips, wins the Stake.

Players are arranged around the table of play. All players wishing to Play the Hand must Chip In by placing a predetermined ante (usually 1) in the center of the table (this pile of chips becomes the Pot).

The Dealer dispenses 5 cards, one at a time, from a well shuffled deck to the various Players, beginning with the Player to their left. Once each Player holds 5 cards, the initial round of Betting begins. The Player to the Dealer's left has the option to Check (make no Bet) or Bet (by adding no less than 1 and more than 5 to the Pot). Play passed to the Player on the Dealer's left. This second Player has the option to Fold (discard their cards FACE DOWN and remove themselves from play, forfeiting all monies in the Pot), See the Bet (by placing an equivalent Bet into the Pot), or Raise (as a See, but the Player adds an additional Bet of 1 to 5 to the Pot). Play passes in turn, with each Player needing to Fold, See, or Raise in turn. Once all Players have had one opportunity to Raise and all players have matched the Bets of all preceding players, the initial Betting stops.

Starting with the Player to the Dealer's left, Players may then request between 0 and 3 new cards from the Dealer. Normally, the Players must discard the same number of cards they are requesting before they receive any of their new cards—their hand may not contain more than 5 cards at a time. A Player may request up to 4 new cards if their last remaining card is a Prime (which they must show to all playing the hand before receiving their cards). HOWEVER, before requesting any cards, Players have the opportunity to turn in a single black chip. This has 2 effects:

The Player may ask for 0-3 cards, or 4 cards with a Prime, as per normal, save that they receive their additional cards BEFORE choosing which cards to discard.

The limit of raising 5 per round of Betting is removed until the end of the Hand for the entire table. Anyone may raise more than 5 at a time if they so choose.

After all Players have received their new cards, if any, a second round of Betting commences. At the end of the second round of Betting, all Players still in the Hand must show their cards, and the Winner is determined based on the hand rankings below. The Winner of the Hand takes the Pot, and the nominal station of Dealer is passed to the Player to the Dealer's left. Player Chip In, and play continues in further Hands.

When all are done playing, the Player with the highest chip value count takes the Stake (agreed upon prior to playing).

Hand Rankings

In standard Primero, Primes are considered the Highest Card, though numerically counting as both 1 and 14 for the purpose of making Hands. From best to least, the ranking of Hands is:

Straight Flush: All cards in the same suit and in numerical order, e.g. 1-2-3-4-5, all of Bones.

Quads: All cards are of the same numerical value, suit is irrelevant.

Full Boat: Two cards of identical numerical value and three cards of identical numerical value.

Flush: All cards of the same suit.

Straight: All cards in numerical order, regardless of suit, e.g. 2-3-4-5-6.

Trips: Three cards of identical numerical value, e.g. 2-2-2-5-7.

Two Pair: Two pairs of cards with identical numerical value, e.g. 2-2-5-5-12.

Pair: A pair of cards with identical numerical value, e.g. 2-2-6-7-9.

High Card: If no other Hands are made, the highest value card a Player has.

When Ranking hands, hands of equal Rank are gauged based on numerical value of the most prevalent or highest component (e.g., 4-4-4 beats 2-2-2, 6-7-8-9-10 beats 1-2-3-4-5), and suits are of equal worth (tied hands split the Pot).



Divination

Concentrating on the question or circumstance at issue, the diviner should shuffle the Primero deck. Cards should be dealt face down into a pattern reflective of the inquiry—a simple reading might be three cards in a horizontal line (Past, Present, Future), while other, more elaborate patterns may be used to show the roles of various divined players in the events reflected by the cards. Once the pattern is complete, cards should be turned over one at a time and interpreted in the orientation in which they are found.

Primero cards have varieties of meanings to be indexed together to draw meaning—each card has an Upright meaning and a Reversed meaning. Cards must be interpreted through their suit.

Card	Upright Meaning	Reversed Meaning
Crown	Control, Action, Authority, Leadership	A Great Fall, Indecision, Anarchy, Abdication
Consort	Loyalty, Friendship, Pleasure, Counsel	Betrayal, An Enemy, Pain, Temptation
Scion	Legacy, Youth, Possibility	Death, Ending, Inevitability
Reeve	Logic, Responsibility, Judgment, Absolution	Doom, Severity, Chaos, Penance
Knight	Victory, Questing, Protection, Strength	Abandonment, Defeat, Weakness
Page	Service, Support, Companionship, Home	Undermining, Detraction, Isolation, Travel
Witch	Darkness, Knowledge, Wisdom, Stranger	Light, Ignorance, Foolishness, Outcast
Wurm	Expansion, Vitality, Splendor, Replenishment	Destruction, Cycles, Consumption, Pride
Beast	Instinct, Power, Faith	Materialism, Hedonism, Obsession
Hawk	Vigilance, Speed, Freedom	Vulnerability, Ponderousness, Confinement
Hound	Loyalty, Discovery, Hope, Faith	Betrayal, Sacrifice, Surrender, Concealment
Cat	Secret, Curiosity, Peevishness	Rumors, Deception, Illusion, Fear
Prime	Self Determination and Actualization	Self Delusion, Mistakes and Errors
Fate	Fate, Opportunity	Crisis

Similarly, suits have their own meanings.

Suit	Upright Meaning	Reversed Meaning
Blood	Internal Growth, Development	Corruption or Loss of the Self
Bones	Internal Strength, Determination	Rigidity, Stubbornness
Iron	External Strength, Power Over the Other	Struggle with Matters of the World
Thorns	External Growth, Change of Circumstances	Degradation of Ties, Issues with Other People

In addition to the individual cards, certain sets of cards can have special meanings when drawn in relation to each other:

Crown-Consort-Scion: "The Nobles," this set often deals with family or romantic matters of great import.

Reeve-Knight-Page: "The Household," this set tends to reflect on close associates and undertakings of great personal importance.

Witch-Wyrm-Beast: "The Wylds," this set serves as commentary on the psyche and matters of faith.

Hawk-Hound-Cat: "The Companions," this set generally shows matters pertaining to society, reputation, or the world at large.

