



Dark Hand
Two sided playing cards
Designed by artist Jeff Daymont
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<https://www.kickstarter.com/projects/jeffdaymont/dark-hand>
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Press Release

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Take a moment to imagine that somewhere in the multiverse is a world that is identical to ours except for one thing: their playing cards are shuffled in a different order. So every time you play a card game your "twin" is also playing but with a hand of different cards. What if you could play that hand instead?

The Dark Hand deck is the latest project from card designer Jeff Daymont. It uses two sided cards so you can play two hands at once: a Light Hand and a Dark Hand. This opens a variety of new game mechanics that you can add to card games you already know. Sometimes you switch between Light and Dark hands, sometimes you commit to just one side, and sometimes you mix Light and Dark cards together into one hand. So many fun possibilities!

"This project gave me an opportunity to design my first 52 card deck," says Jeff. "It's really neat to be part of an art tradition that has evolved over hundreds of years. There's definitely a balance of keeping the old style elements, not copying what's already been done, plus adding a few personal touches!"

A closer look at the face cards reveal Greco Roman and Persian tile patterns hidden in the art. The Aces are each decorated with intricate Celtic knots. Each card was designed as a "Light" and a "Dark" version, then "spliced" together with a second card. The result is two complete 52 card decks merged into one.

Of course, the design is just half of the project. Most of the fun comes from discovering new ways to play with this hybrid deck. Official game rules are posted on the website: JankenDeck.com/Dark with more still to come. You are even invited to create games of your own. Try taking a game you learned as a child and adding a challenging new twist. What might seem like an obvious play gets trickier when it changes your other hand!

"Recently a bunch of movies have explored the multiverse with simultaneous alternate realities. I wanted to make a deck where you could imagine playing in two realities at the same time. Of course now the fate of the universe is not at stake if you lose, just your pride!"