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Overview

Hexadec is a deck of 80 playing cards based on a computer theme design, hexadecimal, a base-16 code of 0-F

There are four suits, with 16 cards per suit, consisting of ten number cards, 0-9, and six face cards, A-F. In addition there are sixteen other cards: two hackers (in place of jokers), six JCL (Job Control Language) cards, and eight ancillary cards: two each of Vipers, Worms and Bugs (VW Bugs), an Access Key card and a Punch card.

As you can see, there is a great deal of humor incorporated into Hexadec, heavily on the side of puns.

Almost any playing card game can be played with Hexadec, including such esoteric games as cribbage and contract bridge, both of which have been adapted to a deck with six face cards, instead of the conventional three.

You may familiarize yourselves with Hexadec by playing three games, beginning with SoloHex (the Hexadec version of solitaire), the Go Access (Go Fish), then poker, three of the best known card games and among the most easily adapted. I have also added one of a number of games I've designed for Hexadec, called **HexaDecimal**, but I've not had the opportunity to test it, so try it out at your own risk! Finally, I have included an adaptation for contract bridge. I don't expect you to even attempt it, unless several of you (or your friends) are very experienced bridge players. The fellow who did the adaptation for me is an internationally ranked player.

Here they are.

SoloHex

Place one card face up, followed by four face down, followed by the sixth, face up, all in a row. Then, on top of the second card place a card face up, then two cards face down, then the fourth face up. After that, two cards are placed face up in the middle.

Now, place four cards face up, descending from the four middle cards (that means, just lower enough from the card it covers so that the identifying character is showing. Finally, place two cards face up over the middle two.

You now have a three-dimensional tableau of an inverted triangle.

The rules and objective of solitaire apply: cards descend in value, colors alternate, and cards are moved onto six piles above the tableau until, with luck, the tableau is empty.

The first thing you need to know is what I call the "King" rule, which addresses what you do when a row becomes open. As in conventional solitaire, the highest value card is placed in the open space, the equivalent of the King. Conversely, the card of lowest value begins the pile above the tableau. Therefore, when enough cards are moved from the opening tableau so that a column is empty, a new column will begin with an F (First CEO) on top, or the JCL5, or the Viper, or either the Key or the Punch card. The Hacker is a wild card, and may be used in place of any intermediary card, for example, a five between a six and a four, or a Worm between a Viper and a Bug.

Think of the JCL cards as a fifth suit. When I play SoloHex, I start my piles in this order: the "Chips" first, then the "Mice", the "CRT"s , the "RAM"s, the JCLs then lastly, the others, which go up as "sets" are completed (the Key & Punch cards are a set, as are the "Critter" cards, the Vipers, Worms and Bugs.) Once the Hackers are no longer needed, they to on the sixth pile.

One final note: While the number, face and JCL cards sequence alphanumerically, the "Critter" cards descend thusly: first the Viper, then the Worm, then the Bug (VW Bug – sorry 'bout that.) And to retire the Punch/Key cards, one must become a "King" card and then be paired with the other. Likewise, the Viper must be placed as a "King" and the set be completed to be retired. By the way, you may notice that the borders of the cards are either red or black.

The reason for that is that, in a game such as Canasta, where the “color” of the suit matters, such as the “red” 3 card, the border will tell you (Chips & RAMs are “black” suits; Mice & CRTs are “red”.) In any event, when assembling the Critter sets, the borders are not a factor, so one Bug is as good as another.

When the tableau is assembled, start by moving any cards you can in the tableau. As with conventional solitaire, if a nine (an overByte) is “open”, and there’s an eight (a Byte) of the other color in another row, then all the cards descending from that Byte are moved with it.

Go Access!

This game allows you to use the entire deck. The basic rules are this: Each player is dealt eight cards. The remaining cards become the "Draw". Each player, in turn, asks another if he or she has any [fill in the blank]. The other player has to give all of the kinds of cards demanded, if they have any, in which the player continues; otherwise, the player asking is told to "Go Access!" and must take a card from the Draw.

As for nomenclature, the 0 card is the Zip; the 1 is a Bit; the 2, a doubleBit; the 3, a triBit (rhymes with “ribbit”); the 4, a nibble. The 5 is a Pentium; the 6, a hex; the 7, an underByte; the 8, a byte; the 9, an overByte. The A is a user; the B, a beta; the C, a Cystems Analyst; the D, a developer; the E, an Exec Assist; and the F is a 1st CEO (or you may call it an Mac, as any lower card is just a byte out of the whole apple.)

In Hexadec there are four groupings of cards. There are, as noted, number cards, zero through nine; face cards, letters `A' through `F'. Then there are the Job Control Language (JCL) cards, zero through five, which may be considered as a fifth suit. Finally, there are the Function cards, consisting of what we call `critter cards': Vipers, Worms and Bugs, two of each; an Access Key card and a Punch card; and two Hackers, Hexadec's equivalent of the Joker.

I have designed a much more complicated set of rules, involving the various functions of the `non-standard cards and point scoring, but we'll keep it simple for now.
You may ask for specific numbers ("Do you have any Eights?"); Face cards ("Any Alpha Users?"); or JCL cards. When you complete a `book' of all four number or face cards, or all six JCL cards, you must lay them down. As for the others, ask for Bugs, Worms, Vipers (a set of all three constitutes a book, so there are two possible books), Hackers, or either the Punch or the Key if you have one of them. The two Hackers constitute a book, as do the Punch and Key cards.

The object is, of course, to be the first to get rid of all your cards. ***Go Access!***

Input/Output (I/O)

"I/O, I/O, it's off to task we go ...."

To play the Hexadec version of poker, first discard all the ancillary and function cards. Since there are six face cards, the equivalent of the royal flush would at least require all of them, with the equivalent of the ace, the zero card added, so the standard game of I/O would be played with seven cards to a hand.

Here are the hands, and their hierarchy:

Full hands:

Royal flush (Executive Board)
Straight flush (Advisory Board)
Full boat, 4 of a kind & 3 of a kind (Superyacht)
Flush (clone)
String (straight)

Partial hands (6):

4 of a kind + 2 of a kind (yacht)
Double triple – two 3s of a kind (trimaran)
Triple deuce – 3 pair (also a trimaran, but trumped by a d-t)

Full house, 3 of a kind and a pair (sloop)
2 pair (double binary)
3 of a kind (a trip – very 60s)
a pair (binary)

HexaDecimal

Alternately called NBH for nibbles, bytes & hexes, this one is heavy on the terminology. Its play is similar to poker, in that you ante (initialize) if you want in (go online), and you can bet (RISC for Reward-based Intensive Serial Computing) at several stages.

After each player has received six cards, the dealer lays out three cards, face-up, which constitute half the Data Stream. At this point, players may do a data dump (toss cards into the recycle bin) and the Gates (dealer) will replace them from the Server (the remainder of the deck.)

Next, they may RISC (bet), expand (raise) or exit (fold.)

After they're all done, they have to opportunity to save to disk one or two cards in RAM (their hand.) That is done in this manner: Cards in RAM are paired with cards in the data stream, by either adding or subtracting their respective value to arrive at a nibble, a byte or a hex. The User is ten, the Beta eleven, and so on, to 15 for the CEO. The Zip is either zero (to a

nibble or a byte) or sixteen (to another Zip.)

The Gates then deals the remaining two cards, adds three more to the data stream. Another round of RISCing commences, until, when they're done, the Gates warns of a power surge. At that point, all the players' RAM is in jeopardy, so they save to disk as many cards as they can.

If only one player has successfully performed a full data dump (saved all their cards to disk), then they are a clear winner. If none do so, then the value of the data "saved to disk" are added to determine the winner.

Otherwise, those whose surge protectors have only partially worked and their IPS's have only saved partial data, the values saved to disk determine the winner.

In the event of a tie the Gates deals three more cards to see if a winner emerges.

If there's still a tie, then they go to time-&-s-half, then it's Crash & Burn time (sudden death!) The deck is cut to reveal a file on the server. That card is added to the data stream. Any of the tied players still having cards in RAM may play until one cannot perform a data dump and their whole system crashes. The last player still "standing" in VR emerges victorious.

Warning: the following is *not for the faint of heart.*

LAN (contract bridge)

This adaptation was done by Life Master, Mr. Richard Lessler and is for the experienced user. Only the alphanumeric cards are used.

The Bit is low as the Zip functions as the Ace; sector (suit) hierarchy: chips are clubs; mice, diamonds; carts, hearts & RAMs are spades. Book is eight tricks. Game in a major sector—RAMs or carts—is 5 tricks over contract, 6 in a minor sector; 7 tricks constitute a slam (slam) & 8 a major slam.

Honors:

Zero (Ace)	4
First CEO (King)	3
Exec. Ast. (major Queen)	2.5
Developer (minor Queen)	2
Cys. An. (major Jack)	1.5
Beta Tester (minor Jack)	1

Conditional Honors:

Alpha User (major Ten)	0
overByte–9 (minor Ten)	0

Although 9s & Users are not accorded points, they still occasionally take tricks; you may choose to give them fractionally higher point counts with length, especially in no-trump, during the bidding process. In suit contracts when trump is established by the partnership, shortness and double suit fit add to the point count, but be prepared to justify it.

You need 16 points minimum to open and a good 7.5 points (with fillers or length) to respond at the 1 level or 12 at the 2. To make game you should have at least 36.5 points for game in a major suit or a no-trump; 46 for a slam or 52 for a major slam.

These evaluation points are guidelines and will work most of the time.

Doubling: Note the point scoring below. If the contract is doubled the points are doubled; redoubling doubles the doubling. If the contract is down more than 1 trick, use the same general ratio as in Contract Bridge.

Point scoring:

25 pts./trick in no-trump
20 " " in major suits
15 " " + 10 bonus pts. for the 6th trick in minor suits

In all three 100 points makes game.

After book, one may make a part score for up to 3 tricks in no trump; up to 4 in a major suit; and up to 5 in a minor suit. Everything else equals game or slam. Part score meaning, of course, not making game.

Honor points:

contested rubber (each pair scoring a game)	.8K (800 bits)
un—contested rubber	1.2K
slam—not vul	1.0K

slam—vul)	1.6K
major slam (not—vul)	2.4K
" " (vul)	3.6K

If you bid any slam and make it, in addition to regular points (15, 20, 25/trick) you get both slam and, if it completes a rubber, rubber honors as well. With an incomplete rubber the last to make game gets 80 points non vul or 160, vul. Honor points for game when quitting a rubber: 400 if one team is vul, 0 if both are.

Doubling Chart:

Tricks down

		Points doubled	
		Not vul	Vul
128	1	128	256
256	2	386	640
386	3	640	640
640	4	112	1512
1512	5	1512	1640
1640	6	1640	2128
	7	2128	2560
	8	2560	3200)

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