Comments on L2/04-163 - Domino tiles and other game symbols

(on the UTC 108 meeting agenda at C.4.6)

These comments are relevant if the "playing card" symbols proposed at U+1FF00 ... U+1FF35 or the "draught" symbols proposed at U+1FF36 ... U+1FF39 are decided to be encoded.

(These comments do not deal with the question whether these symbols should be encoded at all.)

A. Comment on the draught symbols

If the four "draught" symbols are encoded, it is proposed to encode them in the Miscellaneous Symbols block of the BMP (U+2600 ... U+26FF) alongside the Chess symbols, Dice and Go markers. Thus, all "small" game symbol sets are kept together.

Then, the proposed "Game Symbols" block U+1FC00-1FFFF in fact deals with two large sets of game symbols, namely dominoes and playing cards.

B. Comments on the playing card symbols

While the proposal appears to be straightforward regarding Dominoes, there a some issues with the Playing cards.

- 1. The well known playing cards presented in the L2/04-163 proposal (referenced as "international playing cards" in the rest of this paper) are not the only widespread playing card set used throughout the world.
 - Therefore, it does not seem appropriate to allocate a code block at the end of the SMP, as then they could not be kept together with other playing card sets encoded in the future.
 - Also, the proposed "Game symbol" block (if that concept will be adopted) should be larger and placed elsewhere in the SMP.
- 2. A quick search on Wikipedia and similar sources yield at least three other families of playing card sets which are related to the "international playing cards". They have suits where the relation to the suits of the "international playing cards" is obvious but different enough to justify a separate encoding.
 - Moreover, some sets have four court types (knave, knight, queen, king) or another selection of these as the "international playing cards".
 - a. The German cards with the suits "Gras" (leaves), "Herz" (hearts), "Schellen" (bells) and "Eichel" (acorn), and the courts "Unter" (knave), "Ober" (knight) and "König" (king).
 - A lot of Central European cards could be treated as variants of these.
 - b. the Italian cards with the suits swords, clubs, coins, and cups, and the courts "fante" (knave), "cavallo" (knight) and "re" (king).
 - c. The Tarot cards with the suits Swords, Batons (also called Wands, Rods or Staves), Coins (also called Pentacles or Disks) and Cups, and all four types of court cards. This card set has an additional set of 21 trump cards (which do not belong to any

suit) and a single Fool card (which may be seen as equivalent to the joker of the "international playing cards").

Therefore, it seems to be appropriate to distribute the proposed playing card symbols into a 4-column block as shown in the Appendix below.

Then, if other suits will be encoded separately later, they could be distributed in their blocks equivalently, resembling the treating of the several Devanagari-like indic scripts. If the other suits will be encoded as glyph variants instead, there is room for the court card "knight" (which is not contained in the "international playing cards") at its "logical" place.

3. The equivalence of the court card "jack" of the "international playing cards" to the "knight" is wrong (see http://en.wikipedia.org/wiki/Playing_cards as at 2006-08-06). They are equivalent to the "knaves". Also, the cards sold in the English language area commonly carry a "J" symbols on the jacks (while German cards made for the popular "Skat" game carry a "B" symbol on the jacks for "Bube", which literally means "boy").

Therefore, it is proposed to name the card symbols appropriately (although "jack" may be regarded as colloquial by some):

PLAYING CARD JACK OF SPADES
PLAYING CARD JACK OF HEARTS
PLAYING CARD JACK OF DIAMONDS
PLAYING CARD JACK OF CLUBS

(instead of PLAYING CARD KNIGHT OF SPADES)
(instead of PLAYING CARD KNIGHT OF HEARTS)
(instead of PLAYING CARD KNIGHT OF DIAMONDS)
(instead of PLAYING CARD KNIGHT OF CLUBS)

4. The "international playing cards" (at least as sold in Germany) have three jokers per set with different pictures and symbols, and there are games which make different use of these jokers.

Therefore, it is proposed to name the joker symbol "PLAYING CARD GENERIC JOKER" instead of simply "PLAYING CARD JOKER".

This will leave room if a later proposal requires the three individual joker faces to be encoded.

APPENDIX:

Proposed distribution of the proposed Playing Card symbols within their block

	v			
0	***			
1	•	•	•	4
2	• •	M	2 •	* *
3	• •	5 V	* *	1 4
4	4		4 + + ;	* *;
5	• •:	** * * * * *	* * *	+ + + + +;
6	* * *	** * * * * * * * * * * * * * * * * * *	: + + + + ;	**
7	1 • • • • • • • • • • • • • • • • • • •	[• • • • • • • • • • • • • • • • • • •	1 • • • • • •	14.4 4.4 + + 1
8		****	***	***
9		**************************************	***	***
Α	***	***	**** *** ***	**** ****
В	·		• • • •	in the second se
С				
D				
Е	·			· · · · · · · · · · · · · · · · · · ·
F				:∯:

```
U+1xx00 PLAYING CARD BACK
U+1xx01 PLAYING CARD ACE OF SPADES
U+1xx02 PLAYING CARD TWO OF SPADES
U+1xx03 PLAYING CARD THREE OF SPADES
U+1xx04 PLAYING CARD FOUR OF SPADES
U+1xx05 PLAYING CARD FIVE OF SPADES
U+1xx06 PLAYING CARD SIX OF SPADES
U+1xx07 PLAYING CARD SEVEN OF SPADES
U+1xx08 PLAYING CARD EIGHT OF SPADES
U+1xx09 PLAYING CARD NINE OF SPADES
U+1xxOA PLAYING CARD TEN OF SPADES
U+1xxOB PLAYING CARD JACK OF SPADES
U+1xx0C this position is left unassigned
U+1xxOD PLAYING CARD QUEEN OF SPADES
U+1xxOE PLAYING CARD KING OF SPADES
U+1xx0F this position is left unassigned
        . playing card joker with first face variant
U+1xx00 this position is left unassigned
U+1xx11 PLAYING CARD ACE OF HEARIS
U+1xx12 PLAYING CARD TWO OF HEARIS
U+1xx13 PLAYING CARD THREE OF HEARIS
U+1xx14 PLAYING CARD FOUR OF HEARTS
U+1xx15 PLAYING CARD FIVE OF HEARIS
U+1xx16 PLAYING CARD SIX OF HEARTS
U+1xx17 PLAYING CARD SEVEN OF HEARIS
U+1xx18 PLAYING CARD EIGHT OF HEARIS
U+1xx19 PLAYING CARD NINE OF HEARIS
U+1xx1A PLAYING CARD TEN OF HEARIS
U+1xx1B PLAYING CARD JACK OF HEARIS
U+1xx1C this position is left unassigned
U+1xx1D PLAYING CARD QUEEN OF HEARIS
U+1xx1E PLAYING CARD KING OF HEARIS
U+1xx1F this position is left unassigned
        . playing card joker with second face variant
U+1xx20 this position is left unassigned
U+1xx21 PLAYING CARD ACE OF DIAMONDS
U+1xx22 PLAYING CARD TWO OF DIAMONDS
U+1xx23 PLAYING CARD THREE OF DIAMONDS
U+1xx24 PLAYING CARD FOUR OF DIAMONDS
U+1xx25 PLAYING CARD FIVE OF DIAMONDS
U+1xx26 PLAYING CARD SIX OF DIAMONDS
U+1xx27 PLAYING CARD SEVEN OF DIAMONDS
U+1xx28 PLAYING CARD EIGHT OF DIAMONDS
U+1xx29 PLAYING CARD NINE OF DIAMONDS
U+1xx2A PLAYING CARD TEN OF DIAMONDS
U+1xx2B PLAYING CARD JACK OF DIAMONDS
U+1xx2C this position is left unassigned
U+1xx2D PLAYING CARD QUEEN OF DIAMONDS
U+1xx2E PLAYING CARD KING OF DIAMONDS
U+1xx2F this position is left unassigned
        . playing card joker with third face variant
U+1xx30 this position is left unassigned
U+1xx31 PLAYING CARD ACE OF CLUBS
U+1xx32 PLAYING CARD TWO OF CLUBS
U+1xx33 PLAYING CARD THREE OF CLUBS
U+1xx34 PLAYING CARD FOUR OF CLUBS
U+1xx35 PLAYING CARD FIVE OF CLUBS
U+1xx36 PLAYING CARD SIX OF CLUBS
U+1xx37 PLAYING CARD SEVEN OF CLUBS
U+1xx38 PLAYING CARD EIGHT OF CLUBS
U+1xx39 PLAYING CARD NINE OF CLUBS
U+1xx3A PLAYING CARD TEN OF CLUBS
U+1xx3B PLAYING CARD JACK OF CLUBS
U+1xx3D PLAYING CARD QUEEN OF CLUBS
U+1xx3C this position is left unassigned
U+1xx3E PLAYING CARD KING OF CLUBS
U+1xx3F PLAYING CARD GENERIC JOKER
```