

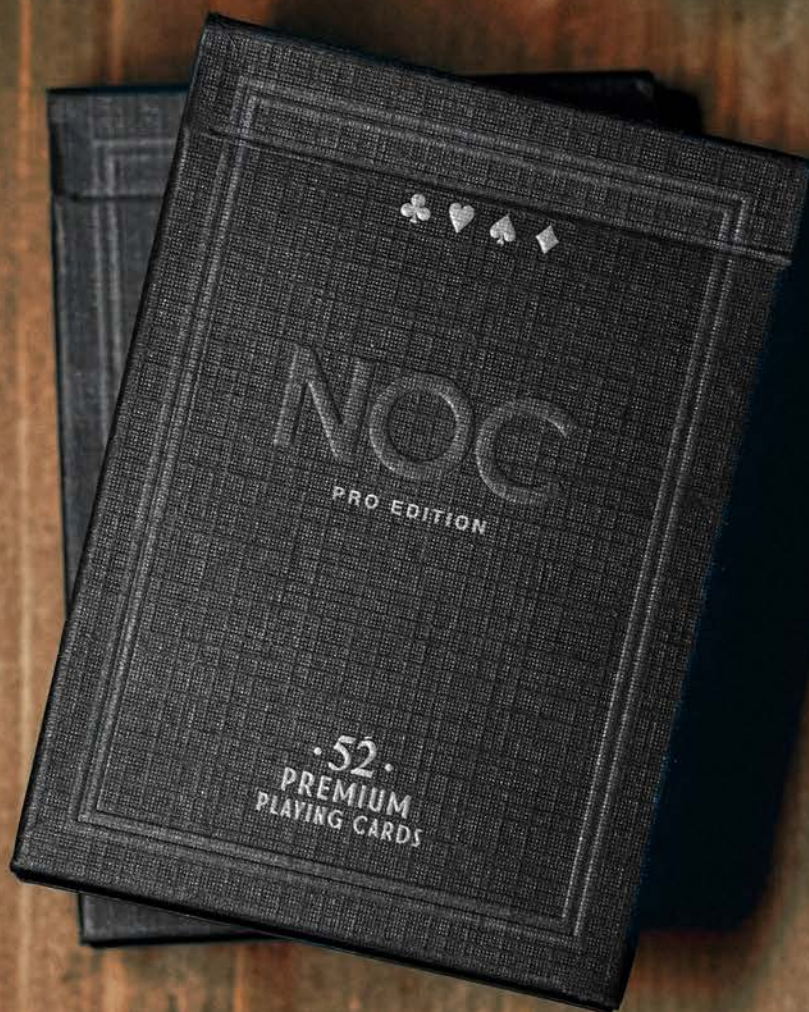
Official PDF

NOC PRO

MARKING SYSTEM

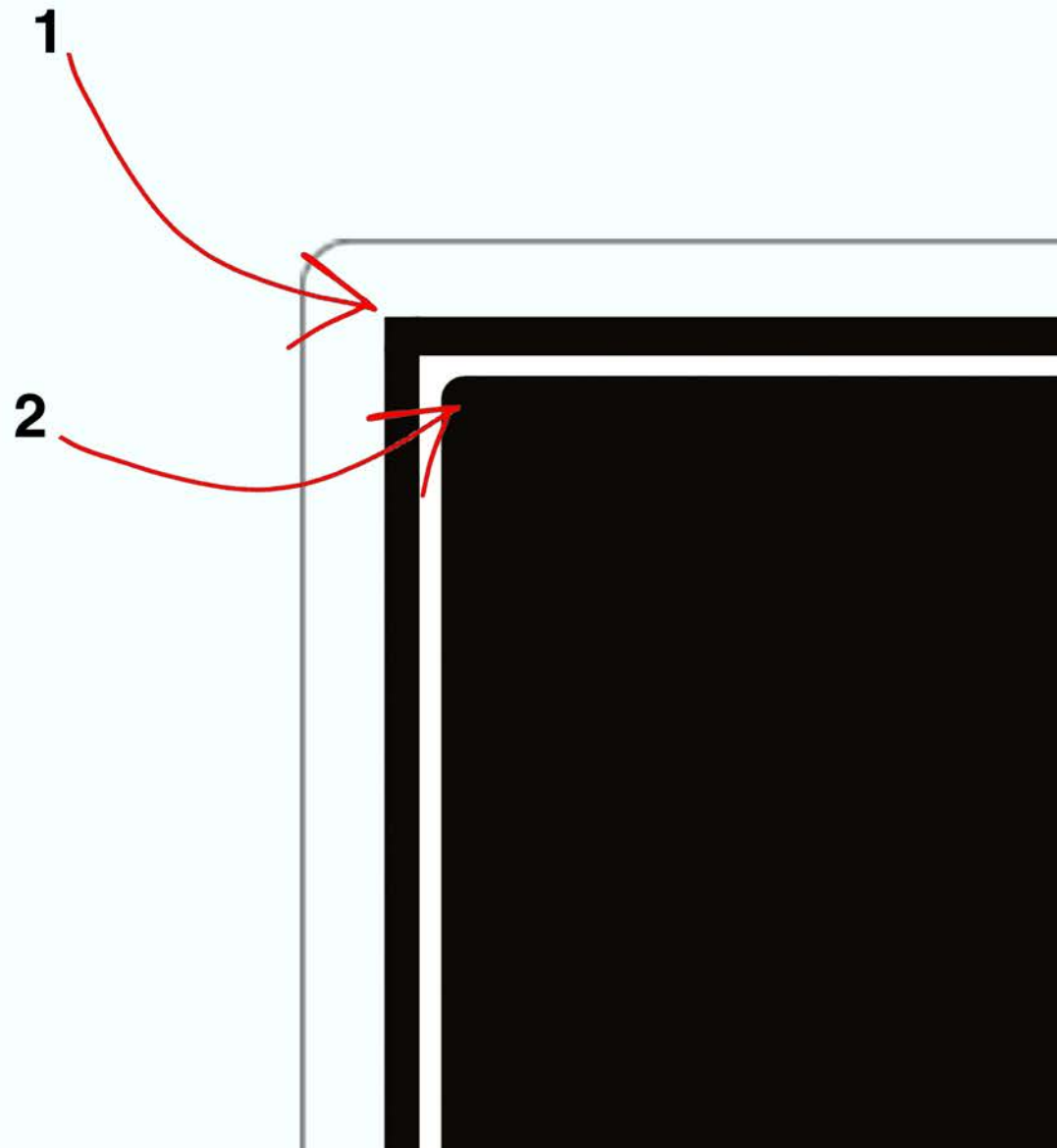
Exclusive PDF of the new marking system of the NOC Pro Edition

House of Playing Cards x Murphys Magic



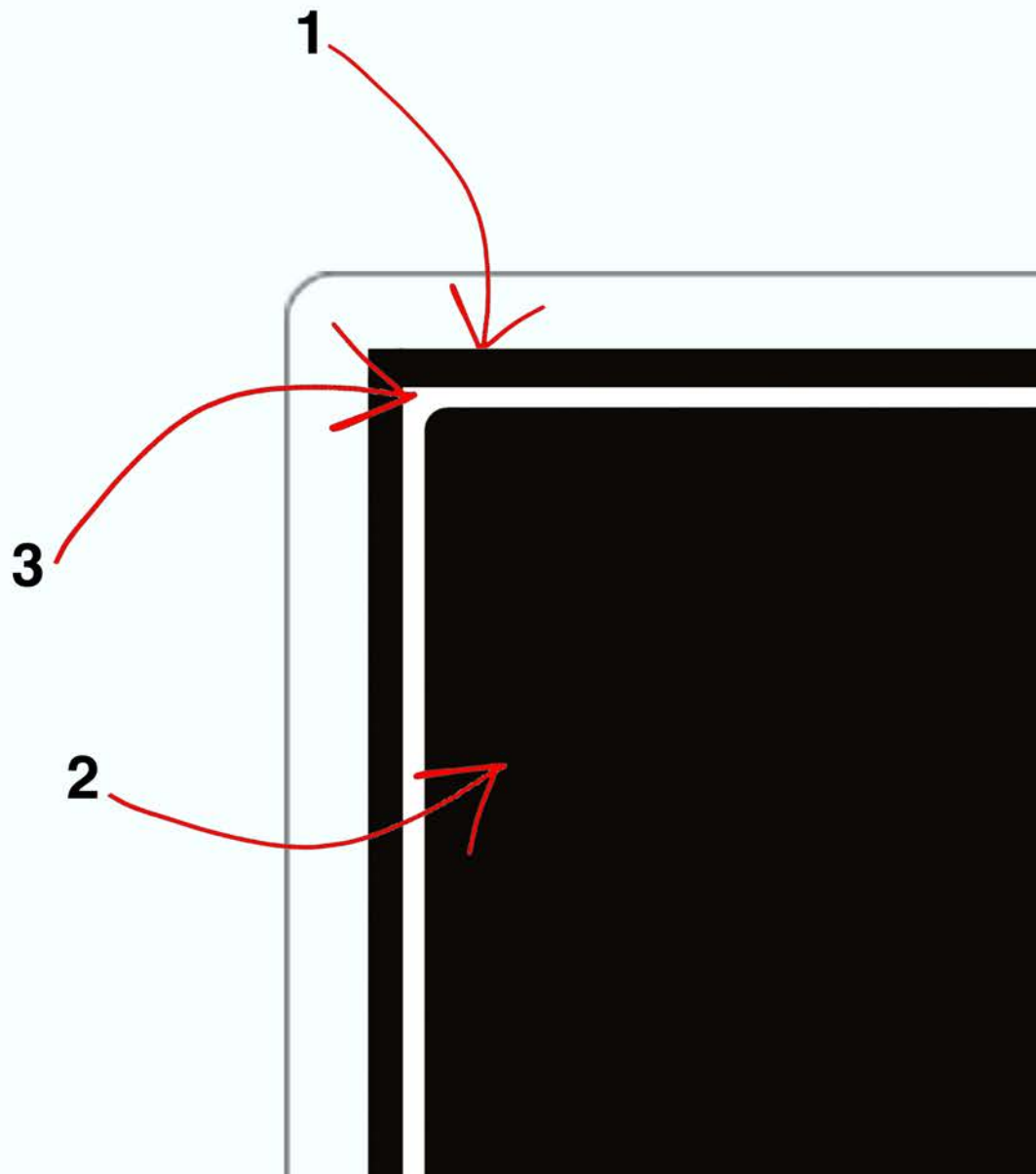
WHAT ARE THE MARKINGS?

The shape of each corner will either be SHARP or ROUND as seen below. The outer corner (1) is an example of a sharp corner. The inner corner (2) is an example of a round corner. The first step is to be able to identify if a corner is round or sharp.



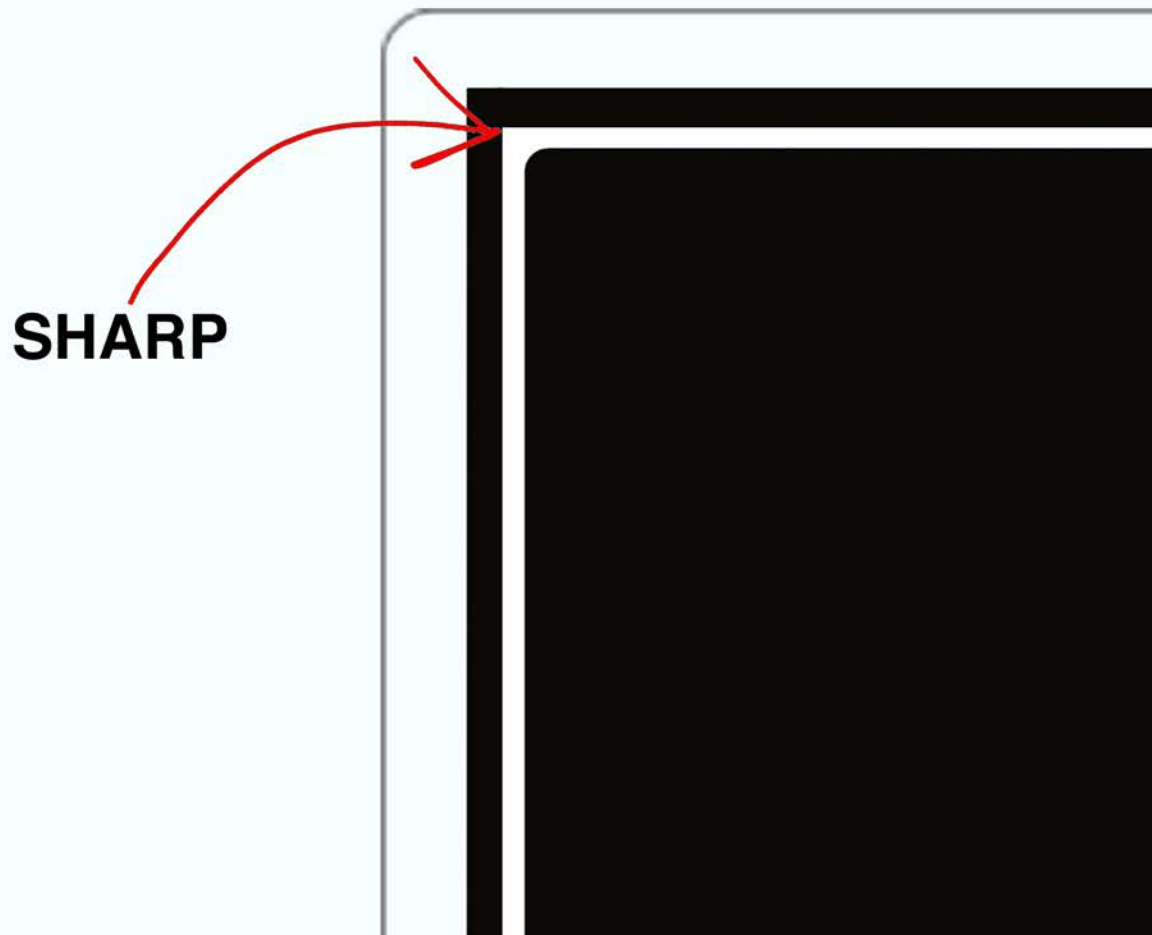
SUIT & VALUE

The design of the card features three areas in which the markings will be seen and calculated. The OUTER border (1) will be used to determine the SUIT of the card. The INNER area (2) will be used to determine the VALUE of the card. The empty space in-between these two areas (3) will be used to determine the ONE-WAY marking to make sure the card is oriented in the correct way.



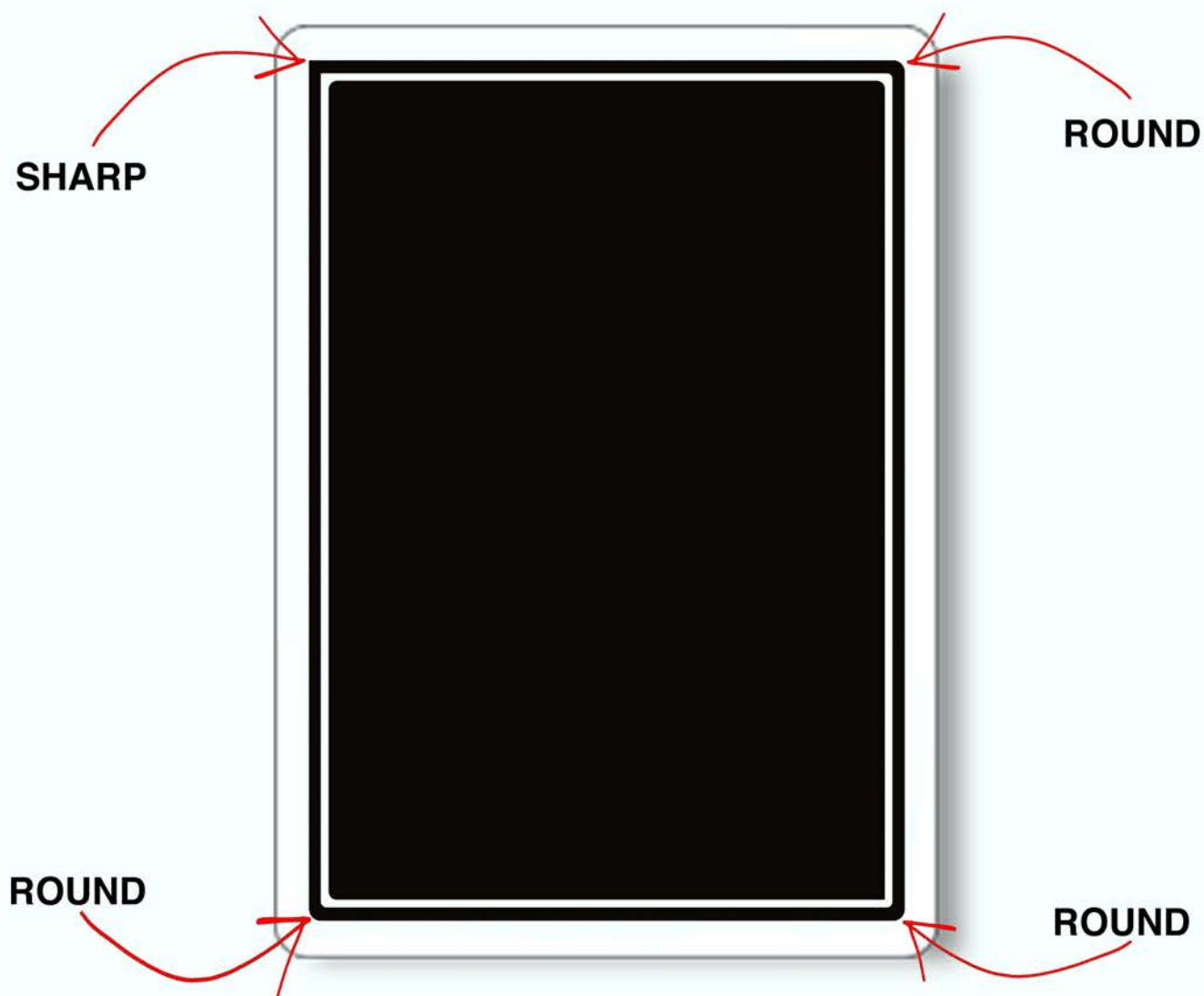
THE ONE-WAY

When beginning to read the full markings on any card, you must first make sure the card is oriented the correct way. Hold the card upright and look at the top left area of the card. The top left corner of the space in-between the two printed areas must be SHARP. If it is not sharp (round), then the card is held upside down. Simply rotate the card 180 degrees so that the TOP left corner of the empty space is sharp. NOTE: This will only apply to the value system. It is not needed for the suit.



SUIT MARKINGS

The outer border is used to determine the suit of the card. The corners will either be sharp, or round as depicted below. Simply count how many SHARPS are found on the outer border.



1 SHARP = SPADE

3 SHARPS = CLUBS

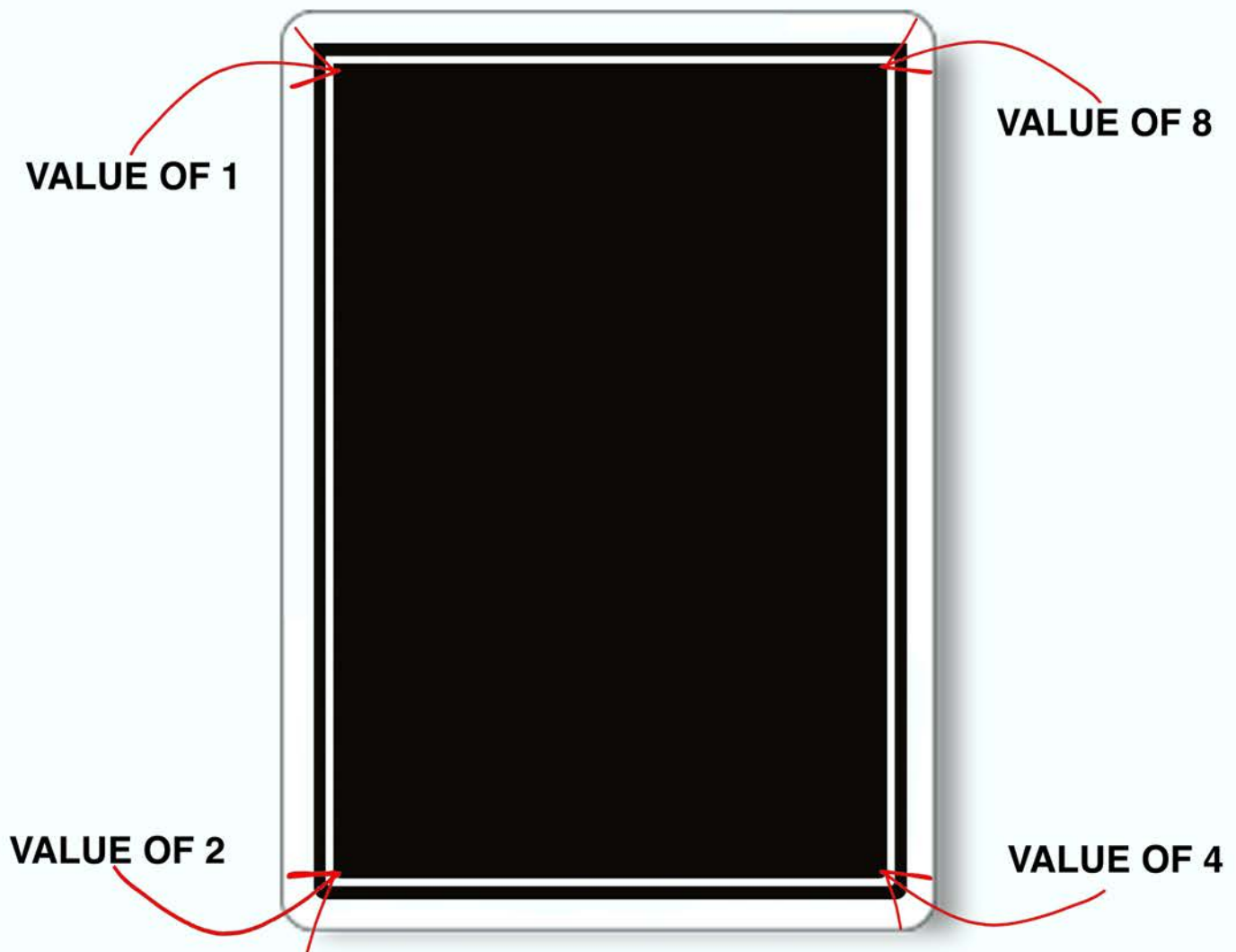
2 SHARPS = HEARTS

4 SHARPS = DIAMONDS

NO SHARP = JOKER

VALUE MARKING

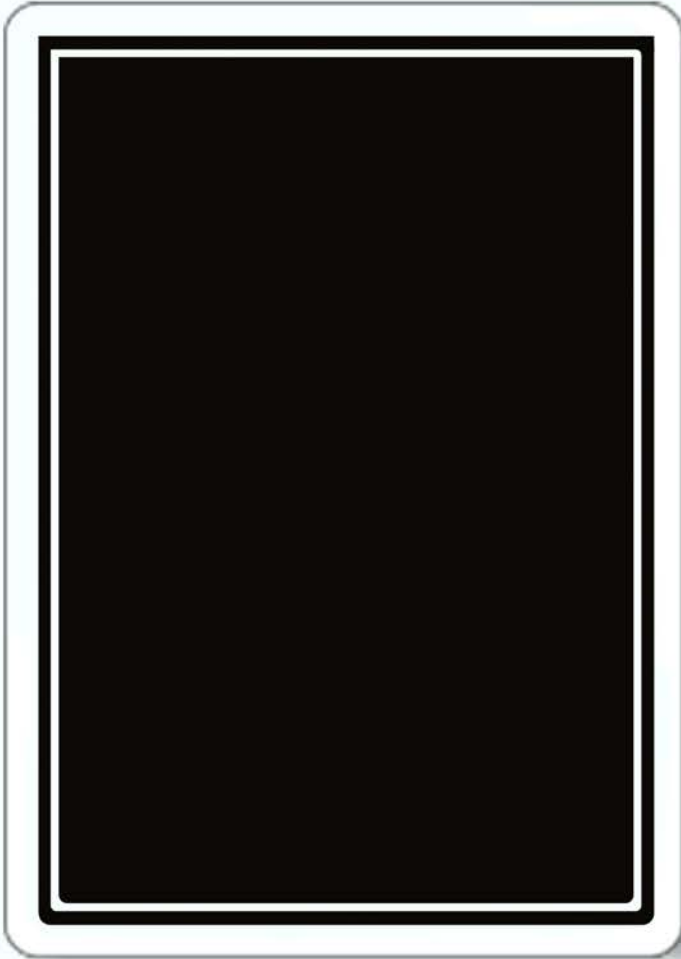
Once you made sure the card is oriented in the correct way, you can now determine the value of the card. We will use a binary system and some simple addition to get the value.



Each INNER area corner will either be sharp or round. Each of the SHARP inner corners will be given a value - The top left inner corner has a value of 1. The bottom left has a value of 2. Bottom right has a value of 4, and the top right has a value of 8. We will count the SHARPS and then add up the values to determine the card. Ace = 1, 2=2.....Jack = 11, Queen = 12, and King = 13

EXAMPLES

Here are a few examples - once you memorize the values it should only take a bit of practice to read the full markings of each card.

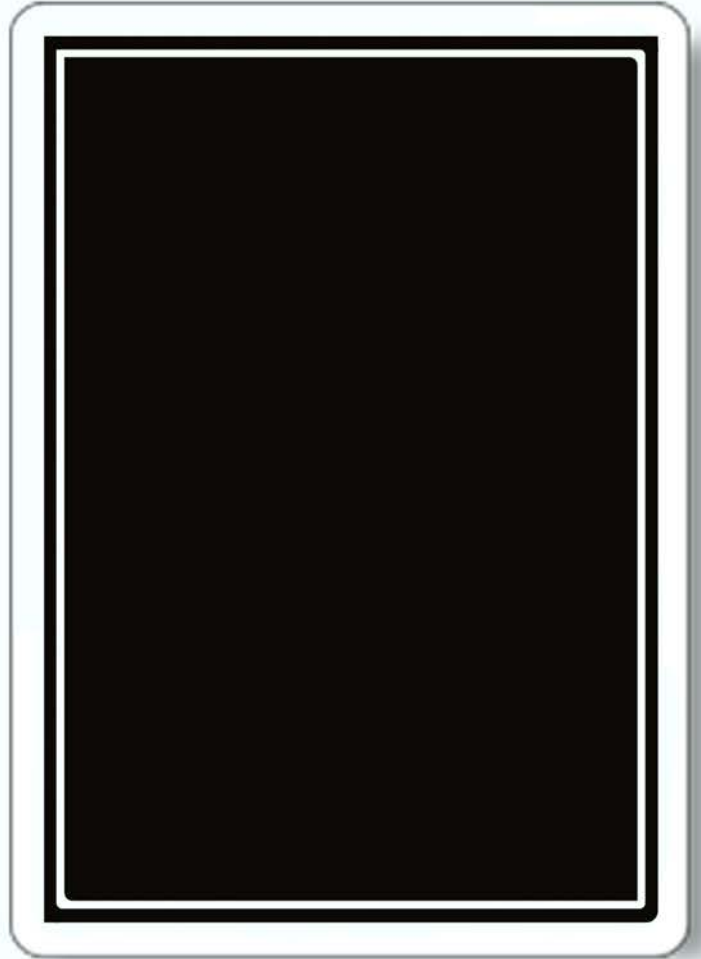


Example 1

Is the card oriented the correct way? Yes

How many sharps on the outer border? 2 (= hearts)

Which values are sharp in the inner area? 1, and 8 = 9 of hearts.



Example 2

Is the card oriented the correct way? Yes

How many sharps on the outer border? 3 (= clubs)

Which values are sharp in the inner area? 1, and 4 = 5 of clubs.