



"The pack consists of 72 cards representing people of six generations. There are couples from 20 countries of early 19th century Europe and five generations of American descendants (16, 8, 4, 2 and 2 cards) which can be laid out in various ways to form a family tree, the last generation of which is a brother and sister living at the start of the 21st century.

Players are dealt 6 cards each and take turns to add a person to the family tree, starting from the European generation and adding descendants, and drawing cards when unable to play."

**John McLeod, United Kingdom, Author of World Encyclopedia of Card Games,** <http://www.pagat.com/com/>.

## SIX GENERATIONS™ CARD GAME

### Immigration from Europe to America EDITION

# DESCRIPTION & RULES (revised 2019)

Six Generations is an educational, family history card game for people ages 6 and up.

The game recreates for the players the history of the United States in the 19th and 20th centuries, following the period of European immigration to America.

Players compete to create a family tree of 64 characters spanning six generations. While playing, the participants will come to realize how many people were responsible for their own heritage, and for their own culture and history.

Players will learn 72 most popular male and female [first names](#), look at [ethnic costumes](#) of Europeans and Americans and memorize [20 European nations](#). In the corners of the cards are US flags, reflecting the number of stars were on the flag at that particular point in time. Costumes reflect times and eras in US history, and the US flags reflect the number of States that existed in that time era.

The root of the game are depictions of immigrant families six generations ago, who came from Europe to the United States in the first half of the 19th century. The later generations show their descendants from one generation to the next that ultimately are the ancestors of [Emily](#) and [Jacob](#), brother and sister living in the United States of 2005. As the cards are played, these five generations of Emily and Jacob's ancestors will appear.

The game contains 72 cards. They have a distribution as below:

#### **36 male (BLACK NUMBERS)**

- 20 "6th" generation
- 8 "5th" generation
- 4 "4th" generation
- 2 "3rd" generation
- 1 "2nd" generation
- 1 "1st" generation - Jacob

#### **36 females (RED NUMBERS)**

- 20 "6th" generation
- 8 "5th" generation
- 4 "4th" generation
- 2 "3rd" generation
- 1 "2nd" generation
- 1 "1st" generation – Emily

### **EACH SUCCESSIVE GENERATION HAS SPECIFIC CHARACTERISTICS:**

- **6th Generation cards** bear images of the immigrating Europeans, representing 20 different nations of origin. The cards depict the clothing styles prevalent in that country, in that time period.
- **5th Generation cards** are the American descendants of the 6th Generation immigrants, and depict clothing styles from the Victorian era, down to the American Civil War, around 1865 or so.
- **4th Generation** represent the early decades of the 20th Century, down through World War One.
- **3rd Generation** represents World War Two - Vietnam War era clothes.
- **2nd Generation** represents the most recent generation, from the end of Vietnam War to the current time.
- **Jacob and Emily**, also known as **1st Generation**, are dressed contemporarily to the era this game is being designed, the end of the 20th century, the beginning of the 21st.

### **GAME DURATION:**

A game can last from five to thirty minutes, depending on strategic play, cards drawn, and the speed at which the players recognize Couples.

### **HOW TO WIN THE GAME:**

The first person to run out of cards wins the game.

### **ALTERNATE RULES:**

The game may also be played until only one player is left.

### **HOW TO PLAY:**

- Shuffle the deck and deal six cards, one at a time face down to each player. Players may pick up and hold these cards as a 'hand'. Place the rest of the deck face down in the center of the table, reachable to all players.

- Each player must play a card, if able, onto the table top. If he cannot play, a player must draw a card from the top of the Deck, until one he draws CAN be played.

### **CARDS MUST BE PLACED WITH THE FOLLOWING RULES:**

1. In the beginning of the game, a player MUST play a 6th Generation card.
2. A 6th Generation card that "Makes a COUPLE" is one that is of the same rank, of the opposite sex, that is from the same Nation.
3. A 5th Generation card cannot be played until a 6th Generation COUPLE is on the table. A 5th Generation card played on a COUPLE of 6th Generation is their CHILD. Whenever a CHILD is played on a previous generation, the older generation cards are removed from play (they are "completed".) Place completed couples face down adjacent to the deck (they are not used for the rest of the game.)
4. A 4th Generation card cannot be played until two 5th Generation Parents of opposite sex are in play, and so on down to Emily and Jacob. The players may build on these sets as their turn comes, either placing one card or drawing from the deck if necessary until one may be placed.

### **NOTES:**

- ▶ If a player doesn't have the correct card to play, he must draw from the deck until he does;
- ▶ Any player must place no more than one card during his or her turn;
- ▶ Sixth Generation is the only Generation which may be placed on the table without being a Child to an earlier Generation;
- ▶ Only one Child can be played on a Couple. (Firstborn children are the only ones this game tracks.)
- ▶ It is possible for a player to run out of cards (and win the game) before Emily and Jacob are played.
- ▶ Each set is built up with a male and female from each generation, #6 down to #1.
- ▶ There are total of six rows the players can build in this game; each row, or line, represents new generation.

### **WILDCARD PLAY:**

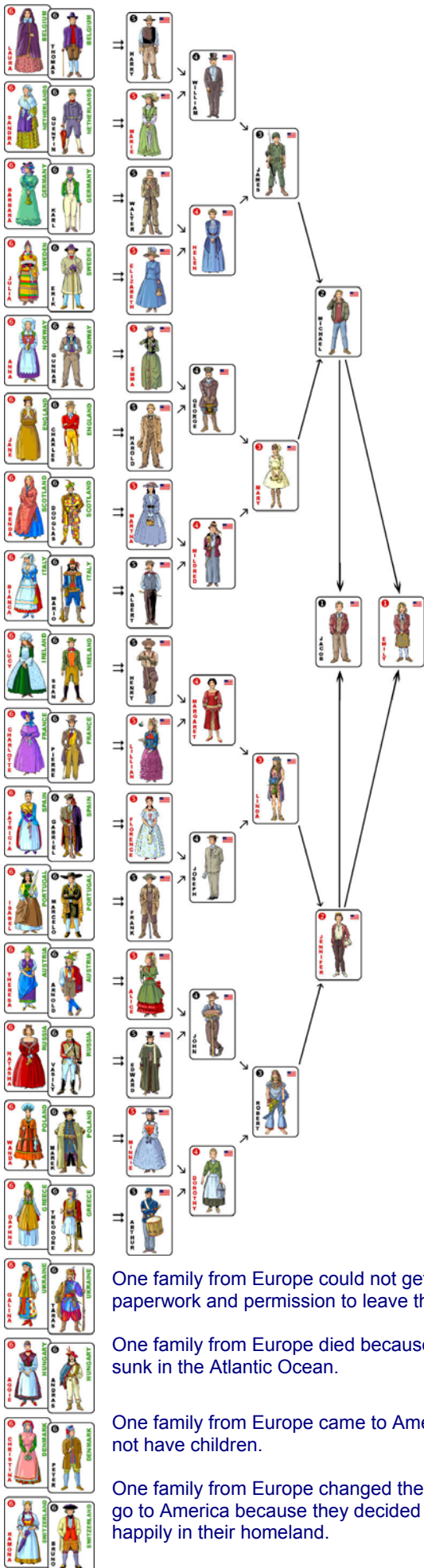
If at any time of the game one player gets both cards #1 (Emily and Jacob) they can be played down below the Generations, regardless of whether their parents are yet in play. This is the only time you can play more than one card out of your hand at one time.

### **KEY STRATEGY:**

Since each player may only play one card per turn, when you play a 6th Generation card, do NOT identify the COUPLE it makes until you need to use it by yourself at one of your next turns. Watching the 6th Generation cards even while you are looking for places to play your later Generations, you can sometimes catch a Couple others are missing, and maybe get rid of one of the spare 5 Generation cards in your hand.

# FULL SET of 72 CARDS

(sample family)



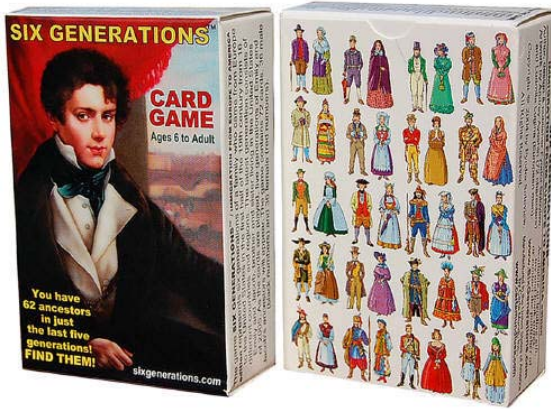
One family from Europe could not get the right paperwork and permission to leave their country.

One family from Europe died because their boat sunk in the Atlantic Ocean.

One family from Europe came to America, but did not have children.

One family from Europe changed their plans to go to America because they decided to stay happily in their homeland.

**There are eight cards with four families from Europe who did not have children in the United States of America because of four different reasons.**



With the 28" x 28" playing board at [http://www.zazzle.com/six\\_generations\\_board\\_card\\_game\\_genealogical\\_map\\_poster-228644203516740295](http://www.zazzle.com/six_generations_board_card_game_genealogical_map_poster-228644203516740295)

## SIX GENERATIONS™ BOARD CARD GAME

### Immigration from Europe to America EDITION

Visit our website [www.SixGenerations.com](http://www.SixGenerations.com) for more information about this card game.

## DESCRIPTION & RULES

Six Generations is an educational, family history card game for 2 – 12 players ages 6 and up. The game recreates for the players the history of the United States in the 19th and 20th centuries, following the period of European immigration to America.

Players compete to create a family tree of 63 characters spanning six generations. While playing, the participants will come to realize how many people were responsible for their own heritage, and for their own culture and history.

Players will learn 72 most popular male and female [first names](#), look at [ethnic costumes](#) of Europeans and Americans and memorize [20 European nations](#). In the corners of the cards are US flags, reflecting the number of stars were on the flag at that particular point in time. Costumes reflect times and eras in US history, and the US flags reflect the number of States that existed in that time era.

The root of the game are depictions of immigrant families six generations ago, who came from Europe to the U.S. in the first half of the 19th century. The later generations show their descendants from one generation to the next that ultimately are the ancestors of [Emily](#) and [Jacob](#), brother and sister living in the United States of 2005. As the cards are played, these five generations of Emily and Jacob's ancestors will appear.

The game contains 72 cards. They have a distribution as below:

### **36 male (BLACK NUMBERS)**

20 "6th" generation  
 8 "5th" generation  
 4 "4th" generation  
 2 "3rd" generation  
 1 "2nd" generation  
 1 "1st" generation - Jacob

### **36 females (RED NUMBERS)**

20 "6th" generation  
 8 "5th" generation  
 4 "4th" generation  
 2 "3rd" generation  
 1 "2nd" generation  
 1 "1st" generation – Emily

### **EACH SUCCESSIVE GENERATION HAS SPECIFIC CHARACTERISTICS:**

- **6th Generation cards** bear images of the immigrating Europeans, representing 20 different nations of origin. The cards depict the clothing styles prevalent in that country, in that time period.
- **5th Generation cards** are the American descendants of the 6th Generation immigrants, and depict clothing styles from the Victorian era, down to the American Civil War, around 1865 or so.
- **4th Generation** represent the early decades of the 20th Century, down through World War One.
- **3rd Generation** represents World War Two - Vietnam War era clothes.
- **2nd Generation** represents the most recent generation, from the end of Vietnam War to the current time.
- **Jacob and Emily**, also known as **1st Generation**, are dressed contemporarily to the era this game is being designed, the end of the 20th century, the beginning of the 21st.

## GAME DURATION:

A game can last from twenty minutes to several hours, depending on how many rounds the players have agreed to play, strategic play, cards drawn, and the speed at which the players recognize Couples. By default rule, the amount of rounds is equal to amount of players in the game.

## HOW TO WIN THE GAME:

The player, who obtained fewer points during all rounds, wins the game.

## ALTERNATE RULES FOR SHORT SINGLE-ROUND GAME:

The first person to run out of cards during one round wins the game.

## HOW TO PLAY:

- Shuffle the deck and deal the cards, one at a time face down to each player, with the following rules:

**2-6 players – deal 10 cards to each player;**  
**7 players – deal 9 cards to each;**  
**8 players – deal 8 cards to each;**

**9 players – deal 7 cards to each;**  
**10-12 players – deal 6 cards to each player.**

Players may pick up and hold these cards as a “hand”. Place the rest of the deck face down in the center of the board, reachable to all players.

- Each player must play a card, or a few cards, if able, onto the board, following the arrows, from older generation of **Ancestors**, to the younger generations of their **Descendants**. If he can not play, a player must draw one card from the top of the **Deck**. If he can not play again, a player passes his turn.

## CARDS MUST BE PLACED WITH THE FOLLOWING RULES:

**1.** In the beginning of the game, a player **MUST** play a 6<sup>th</sup> Generation card at any empty card slot of the “sixth” ring, matching the color of his card (red or black) with the color of red or black circle in the center of a slot.

**2.** A 6<sup>th</sup> Generation card that “Makes a **Couple**” is one that is of the same rank, of the opposite sex, that is from the same **Nation**. This card can be placed next to the other six generation card placed earlier. If a player has complete **Couple** on hands, he can place both cards during his turn.

**3.** A 5<sup>th</sup> Generation card cannot be played until a 6<sup>th</sup> Generation **Couple** is on the board. A 5<sup>th</sup> Generation card played on the “fifth” ring following the arrows from a **Couple** of 6<sup>th</sup> Generation is their **Child**. This card should match the color with the color of red or black circle located in the center of a slot in the ring with “fives”. If a player has complete **Couple** and their **Child** number 5, he can place those three cards during his turn, matching the color of the 5<sup>th</sup> card with a color of 5<sup>th</sup> generation slot. If a player has a card that makes a **Couple** (while the second card is already on the board) and a card with their **Child** # 5, he can place those two cards during his turn.

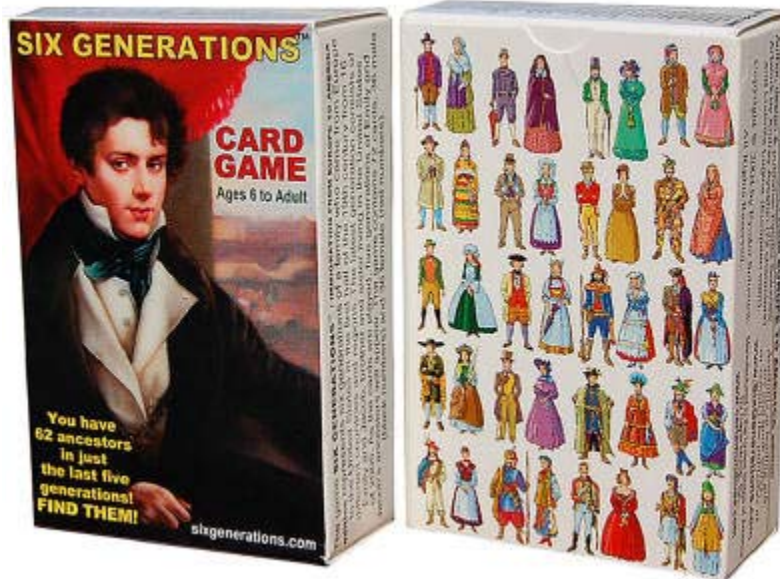
**4.** A 4<sup>th</sup> Generation card cannot be played until two 5<sup>th</sup> Generation **Parents** of opposite sex are in play, and so on down to Emily and Jacob. The players may build on these sets as their turn comes, following the arrows, either placing one card or drawing one card from the deck if necessary.

**5.** A player can place up to seven cards during his turn if he has card **#4** and complete or partial combination of immediate **Ancestors**: two cards #5 (**Parents**), and 4 cards #6 (two **Couples**, or **Grandparents**). The same rule applies when placing cards #3, 2, or 1: a player can place at his turn any amount of cards if they create uninterrupted lineages of ancestors, connected to each other through the card with their youngest descendant.

## NOTES:

- ▶ Each set (**Couple**) is built up with a male and female from each generation, #6 down to #1.
- ▶ There are total of six rings the players can build in this game; each ring represents new generation.
- ▶ A player must place one card during his turn, but he can place more cards, if he can, without limit;
- ▶ If a player doesn't have the correct card to play, he must draw one card from the deck and play this card if he can, or miss his turn;
- ▶ A 6<sup>th</sup> Generation card is the only Generation which may be placed on the table without being a Child to an earlier Generation;
- ▶ Only one **Child** can be played on a **Couple**.
- ▶ It is possible for a player to run out of cards (and win the game) before Emily or Jacob are played.
- ▶ Four **Couples** (8 cards) out of twenty sets with 6<sup>th</sup> generation **Couples** do not have children, and there are no slots for them on the board. Players, who receive them and keep them, get the most of points at the end of the round.

## SIX GENERATIONS GAME REVIEWS



OFFICIAL WEBSITE: [HTTP://WWW.SIXGENERATIONS.COM](http://www.sixgenerations.com)

### **BookWire Review, May 18, 2005**

"Six Generations: Immigration From Europe To America Edition", an innovative card game designed and published by Fyodor Soloviev, is a pleasant example of information coupled with entertainment. This game contains a set of 72 cards with pictures of six generations of immigrants belonging to a family who came to the United States from sixteen European nations in the first half of the nineteenth century. The latest generation consists of the siblings Emily and Jacob, currently living in the United States; and the other five generations represent their ancestors.

The 72 cards, comprising pictures of 36 men and 36 women, are divided into six categories. Each category portrays a different generation. Players are dealt six cards each, and they are allowed to dispose of a card when the person whose picture is printed on it matches the generation of the card played by the previous players. The ultimate objective of the game is for each player to get rid of all her cards, and the winner is the first one to do so.

Recommended for ages six to adult, "Six Generations" is a highly engaging concept aimed at providing wholesome entertainment. It would be a welcome addition to any family's personal collection of games. This game also has educational value, as it provides useful clues to the different types of clothing worn by the people from different nations and time periods that are featured on its cards. Fyodor Soloviev's creative idea is well complemented by the appealing artwork of Andrey Ayoshin and Lyudmila Lygina.

# WHAT IS SIX GENERATIONS?

Fyodor Soloviev, author of *Six Generations Playing Cards*. 2005.



Six Generations is a modern deck of playing cards and historical images, created with a help of a science, called genealogy. Genealogy, combining the knowledge in history and genetic about our families and ancestors, helps us to answer many questions of the present and the past.

This is one that kind of question. Why do all regular playing cards have King, Queen and Jack as the only costumed characters?

The answer is: the modern playing cards have been created in Venice, Europe seven centuries ago during the monarchy, and no other family members could join the Royal family as an equal party. That's why other cards in the deck became the boring numbers, from two to ten.

The evolution of society made all people equal. But we were playing the old monarchic cards, and didn't really have a choice to follow the history... until now. We are happy to introduce new, democratic deck of playing cards for all your gaming needs. This is real revolution in card games! And each card has a picture of a man or a woman in a colorful

costume from the country and time they are from.

This pack consists of 72 cards representing people of six generations. There are couples from 20 countries of early 19th century Europe and five generations of American descendants (16, 8, 4, 2 and 2 cards) which can be laid out in various ways to form a family tree, the last generation of which is a brother and sister living at the start of the 21st century.

With this new deck of cards, the game players and inventors may create hundreds new card games.

This deck comes with the rules of the first genealogical, solitaire-type card game SIX GENERATIONS, based on new structural concept of Six Generations playing cards. The rules of other card games are available at this web-site on the page [GAMES](#) and others.

Please, read the rules and learn how to play, read the reviews about Six Generations playing cards, and check where [to order](#) them. And enjoy playing the card games with your friends, family and children!

**RULES OF ALL CARD GAMES ARE AVAILABLE AT THIS WEB PAGE:**  
[http://www.sixgenerations.com/Games\\_description.html](http://www.sixgenerations.com/Games_description.html)

## New Playing Cards 'Six Generations' Are Invented Unexpectedly

ANCHORAGE, Alaska, Sept. 22, 2005 /PRNewswire/ --



The monarchic structure of standard playing cards with King, Queen and Jack is now breaking apart by an Alaskan game designer who invented a new "democratic" deck with a 64-person family in six generations.

When Fyodor Soloviev, a graphic designer from Alaska was searching his genealogy with the roots of Russian, German, and Ukrainian ancestors, he caught an idea that anybody's triangle-looking family tree could be used to create a new card game.

After a year of research and choosing a universal match for parents and children, husbands and wives, lifestyle and clothing, names and countries for the European family of immigrants to America, his idea has generated an innovative card game, "Six Generations."

"The amount of our ancestors is doubled in each older generation," Fyodor Soloviev said. "We have two parents, four grandparents, eight great-grandparents, and so on. In six generations we get 62 ancestors. It's a perfect amount for cards in a deck, since we need to shuffle them easily. That's how I stopped at number six."

Fyodor Soloviev did not think twice to name an immigrant from Austria -- "Arnold." A man from England was "Charles," from Germany -- "Karl." All first names were taken from the bureau of vital statistics to display the most popular from the times they were from.

Generation #1 in the game consists of the siblings Emily and Jacob -- their names keep the record popularity for newborns in the U.S. since 1996."

The surprise came later, when this solitaire-type card game was already printed by Carta Mundi, a U.S. game manufacturer, in September 2004. After making the first sales, Fyodor has realized that this genealogical deck was not just a single game "Six Generations," but a modern-looking pack of "democratic" playing cards.

"My customers asked me the quick explanation of this game. I told them, it's like playing cards. But instead of three characters of King, Queen and Jack, in my deck each card is a costumed member from a non-monarchic family. Here we match husband and wife, children and parents, but not the boring numbers anymore. It's not a fight between four suits; it's matchmaking and creation of the family."

Some other card games, like "21," were easily adopted with new playing cards. But to play poker, Fyodor Soloviev wrote new rules, calling the game "Genpoker." The website he designed, <http://www.sixgenerations.com>, has the new rules and details.

"Six Generations" is opening the door for other game inventors to create dozens new card games, or converting the old ones. It might take some time before Las Vegas will accept this new deck to play poker in their casinos, but the time could come.



**New Genealogical Card Game for Children “Six Generations”**  
**by Alaskan Inventor Fyodor Soloviev**  
**Can Spark Population Growth in U.S.A., Canada, Europe and Russia.**

**ANCHORAGE, Alaska, September 20, 2006 /PRNewswire/ --**

Alaskan inventor Fyodor Soloviev discovered a simple way to increase fertility rates of future parents, now 5-12 year-old children, by pointing their interest to genealogy and saving their dynasty from extinction.

The governments of European nations have been worried about progressive declines in populations, which will face them with serious shortage of labor. Nobody had an answer before as to how to secure an average fertility rate of over 2.1 babies per woman, which required human reproduction.

To fix this dilemma, Soloviev said, governments, schools and parents should educate children in family genealogy. At home, children must observe the family tree with several generations of their ancestors. To help the parents, Fyodor Soloviev, a father of four children, designed the family history card game Six Generations, which looks like a deck of playing cards.



"You just let your children play Six Generations, and they will figure it out by themselves, what their own role in securing their family dynasty is," the inventor said. "There will be questions, of course, about the names of their great-grandparents. Even if you can't answer, your children will discover with a big surprise that their kin goes back thousands of years, and that each child is the

last 'survivor' of that dynasty. If they never produce their own children, their whole family 'kingdom' will be destroyed. Saving their family from extinction will become their life-time mission from now on.

Kids, who have an ability to identify themselves with the heroes of the games, are going to put themselves in the place of Jacob and Emily -- siblings who are representing the youngest generation in the Six Generations card game. To "jump" one generation up, the child needs to grow up, get married and have several babies.

This non-violent game teaches why everyone has 62 ancestors in just the last five generations. Colorful drawings of 72 people in the deck are supplemented with different first names, which, according to the vital statistics, are the most popular from the time and 21 countries they are from.

"In the modern world of democracy, the members of a family tree circle should be printed on the playing cards, instead of Kings, Queens and Jacks, which have been representing the political ideology of monarchic Europe for seven centuries," Soloviev said. "Playing cards can teach children about genealogy and family values."

Soloviev, a former bilingual tutor at elementary schools in Anchorage, was surprised that students are forced to deal with playing cards depicting monarchs.

"George Washington finished with the monarchy in America in 1776, and I completed his mission in 2004, designing democratic playing cards without royal suits," Soloviev declared.

The Six Generations card game is sold at the publisher's web-site, <http://www.sixgenerations.com>.

# Six Generations: One Deck, Many Games

By Karen Luciana, Games for Educators website. January 25, 2010

**Six Generations** is a card game that offers many appealing lures for children. Creator, author, and designer, Fyodor Soloviev put much research, thought and creativity into developing the deck of cards with which there are several different games to be played.



When I review games, please remember I do so from a teacher's standpoint and look at the use of the game in the classroom and with ties to curriculum and education.

## Enthusiasm

My first criterion is the enthusiasm the game elicits in children. Six Generations earns an A for that category. I introduced the game at the beginning of this school year to my fifth graders. I teach 3 sections and each group responds with excitement when I announce that they will be playing the game. Common reasons they provide is that the games are fun and they like looking at the colorful pictures of the characters on the cards.

## Curriculum Ties

This artwork leads into my next criterion. I also evaluate games based on the curricular ties I can make in the classroom. I am impressed with the amount of educational research that obviously went into creating this lovely deck of cards. Each of the six generations cards has a colorful, authentic representation of a person who lived within the timeframe of its generation. The clothing is quite detailed and accurate. For this reason, the cards can be used to enhance

the study of historical people. Additionally, one of the games requires players to observe the lineage of ancestors to current day people. Playing that particular game is an excellent visual tool to use to demonstrate to students how history really does influence present-day times. Therefore, Six Generations earns an A for this category also.

## Ease of Learning

Another benchmark on which I evaluate is ease of learning and instructions. Six Generations earns a C+ here. The instructions are not simple to follow. We had to re-read the directions and experiment with play several times in order to grasp the object of the many of the games.

## Replayability

Finally, I usually ask myself if the game will remain in my cabinet or be used over and over again. B+ for this category. We often pull the cards out to play, as one of the games can be played fairly quickly, a real plus in the school setting.

## In Closing

A final note is the Six Generations has a very detailed and user-friendly website ([www.sixgenerations.com](http://www.sixgenerations.com)) that is easy to maneuver and from which interested players will receive valuable information.

Overall, I highly recommend the use of this game in your classrooms. Students from grades 5-9 will find the game fun and entertaining. It will be a nice addition and enhancement to your curriculum.

# ABOUT THE PUBLISHER AND THE PRODUCT

## Location

**Six Generations Publishing**  
9048 Little Brook Street  
Anchorage, AK (Alaska) 99507-4922, U.S.A.  
Phone: 1 (907) 563-9999  
Fax: 1 (907) 522-9433  
E-mail: [soloview@gci.net](mailto:soloview@gci.net)

## Game Information

**Six Generations Card Games.** 72 cards  
ISBN 0-9760418-0-4  
Games catalog code: **6GN 1000.**  
First edition published in September 2004.

## Creators

Inventor of Six Generations cards, author of card games rules, graphic design - **Fyodor Soloview.**

Art work: 72 images on the cards by **Andrey Ayoshin** ([about](#)); European man on the front cover by **Lyudmila Lygina.**

Six Generations Card Game basic rules editor:  
**Plesah Wilson.**

Six Generations Card Game full version rules editor:  
**Jonathan Albin.**

The Heirs Card Game editor: **Keven Parret.**

Special thanks to [Joan Severa](#) and her book "[Dressed for the Photographer: Ordinary Americans & Fashion, 1840-1900](#)" for photo images.

## Copyright Information

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## Product Introduction

As an encyclopedia of the world fashion designs, Six Generations deck can attract many famous artists, as well as the old illustrations might be used as well.

The standard playing cards have been on the market for 700 years. By making the cards representative of generic Kings and Queens, they have survived. Add to that the literally myriad games that are playable with them and their utility are obvious.

Today, society has changed. Nobility is no longer genetic... it is in the individual character. To hold onto

our heritage and history, the family genealogy of every ancestor is important. Thus, the new version of the playing cards, Six Generations, was designed.

Six Generations cards became the ultimate deck for all nations, reflecting the reality of US history... we are a nation of immigrants. The current deck, showing the immigrating Europeans to America, is just the sample of what could be done later by the numerous designers around the world. This product could be licensed around the world, having revenues from billions of copies sold - from for the home usage to the casinos.

## Product Mission

To replace the traditional card decks with one that meets current geopolitical conditions, rather than promote the old imperial structure. Once there are a compelling number of games that can be played with Six Generations cards, there will be a transition away from the suited and royalty based card games, and a move to play more, different games with Six Generations cards.

## Product Vision

Six Generations is a Revolutionary and "thinking man's" card game, challenging the valuation of the card system of "Standard Decks". The deck's distribution of value is geometric, rather than linear, in progression. Play develops a chess-like appeal, as the players begin to develop strategies three and four turns ahead of their current situation. With broader reach, and other artists and cultures, Six Generations can expand into an international business model, with version available all over. This product has perfect usage in education, arts, museums, and homes.

## Product Position

A uniquely developed product with museum quality artwork and genealogically and historically interesting mechanic, Six Generations is a singular product challenging the status quo of what the world has come to call "a deck of cards".

Current focus is on those with a genealogical bent, but the intent is to broaden that base to include game players at large. It is a quality game, but the real and present value is as a genealogical and historical gift product. This focus and aim is clear not only in the level of detail that has gone into development, but also in the focus and in intent of its designer in his current promotion and rhetoric.

## HOW WE MADE THE CARDS

To create some images, we used a few 19<sup>th</sup> century photos, like shown below.

