

TAROT OF THE CAT PEOPLE



Instruction and Designs by
KAREN KUYKENDALL

ISBN 0-88079-078-4

All rights reserved. The illustrations, cover design and contents are protected by copyright. No part of this booklet may be reproduced in any form without permission in writing from the author, except by a reviewer who wishes to quote brief passages in connection with a review written for inclusion in a magazine or newspaper.

20 19 18 17 16 15 14 13 12
SAMPLE

Copyright © 1985, 2015 by U.S. Games Systems, Inc.

Booklet printed in China

U.S. GAMES SYSTEMS, INC.

Publishers • Stamford, CT 06902 USA

INTRODUCTION

The complete tarot deck of seventy-eight cards is divided into two sections, twenty-two Major Arcana and fifty-six Minor Arcana cards. The twenty-two Major Arcana cards comprise twenty-one allegorical cards numbered from I to XXI plus an unnumbered card known as The Fool. The titles of the twenty-two Major Arcana cards of the Tarot of the Cat People are:

| | |
|-----------------------|--------------------|
| 0 The Fool | XI Strength |
| I The Magician | XII The Hanged Man |
| II The High Priestess | XIII Death |
| III The Empress | XIV Temperance |
| IV The Emperor | XV The Devil |
| V The High Priest | XVI The Tower |
| VI The Lovers | XVII The Star |
| VII The Chariot | XVIII The Moon |
| VIII Justice | XIX The Sun |
| IX The Hermit | XX Rejuvenation |
| X Wheel of Fortune | XXI The World |

Generally, the Major Arcana cards represent the physical and spiritual forces affecting humanity—illness, death, storms, strength, power, love and religion.

The Minor Arcana are divided into four suits of swords, wands, cups and pentacles, corresponding to spades, clubs, hearts and diamonds, respectively. The Minor Arcana cards generally represent occupations, social positions and status.

Karen Kuykendall, the creator of the Tarot of the Cat People, is called by people who know her,

“the Cat Lady”. Her art has been influenced not only by felines, but also by architecture, anthropology, art history, costume in history, her travels in Europe, Mexico and the United States, and especially by the location of her present home, the desert of Arizona.

Kuykendall was born in 1928 and was raised in San Diego, California. She received a Bachelor of Arts degree from San Jose State University in 1950, and continued her education with studies in motion picture costume design and illustration at Art Center and Chinoard Art Institute in Los Angeles from 1950 to 1953. In 1960 she was awarded Master of Art History from the University of Arizona.

The varied list of accomplishments from Kuykendall's career reflects her ever-expansive creativity. In the late 1950s she developed for Jamestown Longue Furniture Company of New York a line of medieval inspired furniture which is still illustrated in their catalog. For nine years, she taught in Arizona public schools, and she has taught extension courses at Central Arizona College and the University of Arizona. She has judged numerous art shows in the Southwest and was chairperson of the 1977 Casa Grande Art Fiesta. Her paintings hang in homes all over the United States, and her works, including papier mâché sculpture, have been shown in arts and crafts shows throughout Arizona. Her works have also been shown at the Phoenix Art Museum and the Tucson Art Museum. In 1965 and 1966, Kuykendall was the only female editorial cartoonist in the United States, when she worked at the

Casa Grande Dispatch. Her book *Art and Design in Papier Mâché* was published in 1968 by Hearthsides Press, New York. She also wrote and published *Cat People* and *Karen's Cats*, written about and illustrated with her own cats.

Presently Karen Kuykendall continues to paint and to create a line of papier mâché jewelry similar to that seen on the figures in the Tarot of the Cat People. She appears at science fiction conventions dressed in the rich, flowing costumes and elegant jewelry of the Cat People. Her favorite subjects for art are richly costumed people, fantasy and science fiction, equestrians - and of course cats, modeled on the ten cats that keep her company in her desert home while she works.

The artist devoted more than two years to the preparation of the original art for the Tarot of the Cat People. Each original card was painted in acrylic on board measuring 9 1/2 inches by 15 1/2 inches. With great skill and control, the artist "splattered" the backgrounds, using a toothbrush. The stunning figures and felines are set in the world of the Outer Regions. U.S. Games Systems is proud to publish this outstanding tarot deck, which successfully blends the symbolism of the tarot with the fascinating imagery of science fiction and fantasy.

STUART R. KAPLAN
New York, 1985

CAT PEOPLE OF THE OUTER REGIONS

The descriptions of the Outer Regions are excerpted from a traveler's report that will be published in full in the forthcoming book by the artist (publishers, U.S. Games Systems, Inc., Stamford, CT. 06902 USA)

THE OUTER REGIONS: The Great Unknown, the Unexplored, the Great Beyond - a vast area very, very far away, very mysterious, totally alien; a land that, because of its remoteness and hostility to life as most people know it, has assumed legendary proportions, fueled by the tales of those few daring explorers and intrepid traders who have returned with exotic artifacts and rare jewels.

To reach the geographical boundaries of the Outer Regions, one must travel through high, rugged mountain passes, stopping periodically at way stations. The boundary is obvious: one suddenly looks down from the chill, windswept heights and beholds the flat yellow plains of the desert shimmering far below and gradually disappearing into the haze of the distant horizon. The vast expanse evokes great awe and also fear, for below lies an apparently lifeless, unknown land. From this point on, travelers are strictly on their own.

The Outer Regions are bathed in the relentless heat of the sun by day, but when darkness falls, temperatures drop to below freezing. It is a land of vast distances and endless vistas. Its terrain consists of the most desolate and forbidding and yet

most bizarre, varied and spectacular landscapes. A peculiar feature is an awesome silence. It is this silence, this feeling of profound loneliness, that most find so frightening. The cry of an animal, the trickle of water, the rumble of a falling rock, the wail of the wind, the gentle “ping” of tiny fraints of sand bouncing on soft air currents over the slick-rock, come as welcome relief from the silence. Sound, when it occurs, can be heard for miles.

What looks like a hostile and frightening wilderness to travelers is not a wilderness at all to those who live here: it is their home. The people of the Outer Regions have a mystical rapport with nature; they adapt to it rather than trying to fight or control it.

Physically, most people of the Outer Regions are lean, wiry and agile. Their skin is generally golden to deep bronze, with those who work outdoors being darker. Hair color varies, though blue-black is the most common. Long, thick, luxuriant hair is highly desirable. Men and women wear essentially the same kind and style of dress, with differences deriving from one’s rank or status and from the various areas of the Outer Regions. Clothes are usually long, loose and flowing, protecting the body from the sun’s rays while allowing the free flow of air. Styles worn closer to the body are generally used by those engaged in physical activities. Ornate hairstyles, elaborate jewelry, and rich fabrics are loved by the people of the Outer Regions.

Arts and crafts are interwoven into the lives of the people, so that there is no word “art” - it has no separate category. Everything the people use or

wear is handmade. Music, singing, dance and sports play a great part in the society, and there is a wide variety of activity for individuals and teams.

Although each of the five kingdoms of the Outer Regions has its own beliefs, rituals, customs, traditions and legends, all have a common belief in the Cosmic Order. Essentially, the Cosmic Order defines the rightness of things, a place for everything and everyone. It is seen as the force that governs nature and is personified as the Sun, often represented as a cat's head. People of the Outer Regions believe that all the elements of nature - the winds, the stars, the sands, the rocks, the skies, the animals and the people - contain Spirits, or Essences. The people revere the Essences, which are not considered gods and are not personified. Organized religion does not exist, although many of the nomadic tribes have shamans with magical and healing powers. Ritual and forms of worship are conducted by the elite ruling class or rise spontaneously from the people.

Throughout the Outer Regions, cats are loved, honored and even obeyed. Small kottis are beloved pets and companions, black panthers are guardians and patrollers, leopards control the size and health of wild herds by predatory selection. The rare and magnificent long-haired and thick-furred Blue Leopard is the companion of kings, queens, and emperors - but only if that noble cat chooses the ruler's company. Anyone who has earned the trust of a Blue Leopard will have a loyal and loving companion for life.

Cats are everywhere as living animals and as

themes in sculpture, jewelry and music, with some instruments imitating their sounds perfectly. A favorite pastime is exchanging cat stories. In all the inhabited areas of the Outer Regions, much reverence and love is accorded to the cat.

THE FIVE KINGDOMS OF THE OUTER REGIONS

Geographically, the Outer Regions is divided into five kingdoms, the borders of which have never been formally defined due to the vastness of the terrain and the sheer logistics of getting from point to point. Border disputes do not exist, for no one knows, or cares, exactly where the borders are.

The five kingdoms of the Outer Regions correspond to the Major Arcana and the four suits of the Minor Arcana.

MAJOR ARCANA

Vapala (Va-PAH-la), the Diamond Kingdom, whose inhabitants are called the Sky People.

As the Major Arcana are the synthesis of all the cards in the deck, so is Vapala the synthesis of life in the Outer Regions, the seat of the empire where all comes together. It is the most cosmopolitan kingdom of the Outer Regions. Prosperous and stable, it has the most advanced technology in the Outer Regions, and its people tend to be competitive and resourceful. The terrain is flat grasslands with great rocky outcrops atop lofty mesas overlooking the deserts far below. Deep canyon mazes guard the approaches to the mesas.

For a complete line of tarot decks, books,
meditation cards, oracle sets, and other
inspirational products please visit our website:

www.usgamesinc.com

SAMPLE



U.S. GAMES
SYSTEMS, INC

U.S. GAMES SYSTEMS, INC.
179 Ludlow Street, Stamford, CT 06902 USA
203-353-8400 • Order Desk 800-544-2637
FAX 203-353-8431