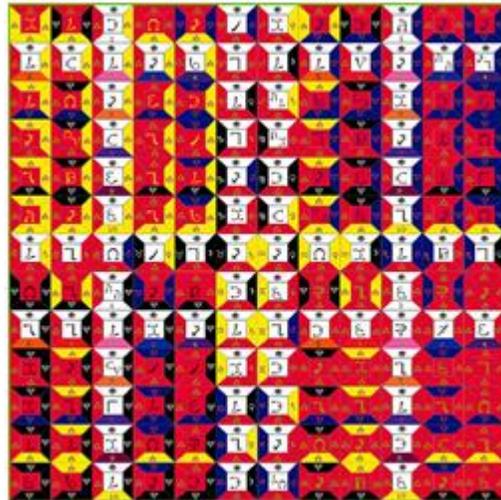
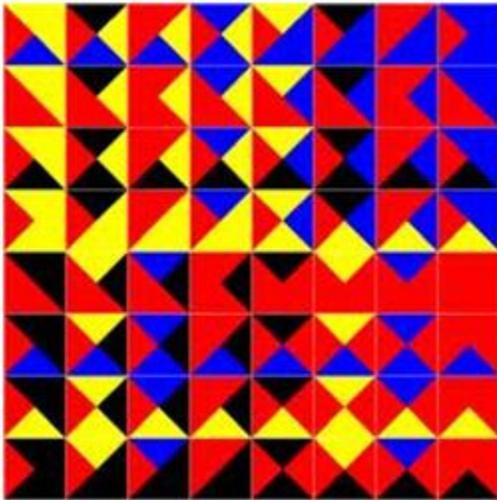


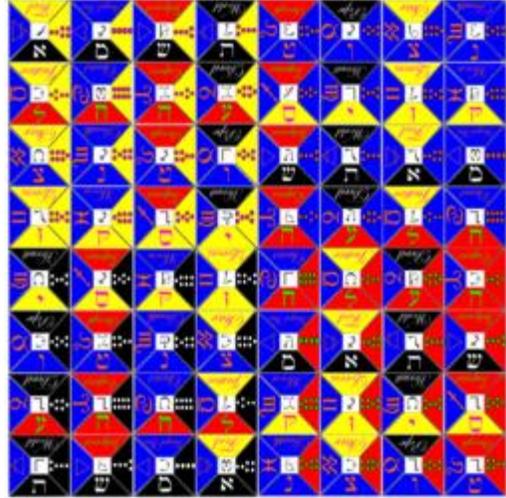
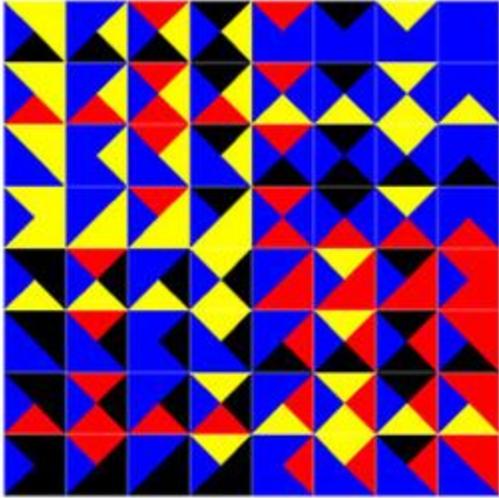


Enochian Chess
for Divination

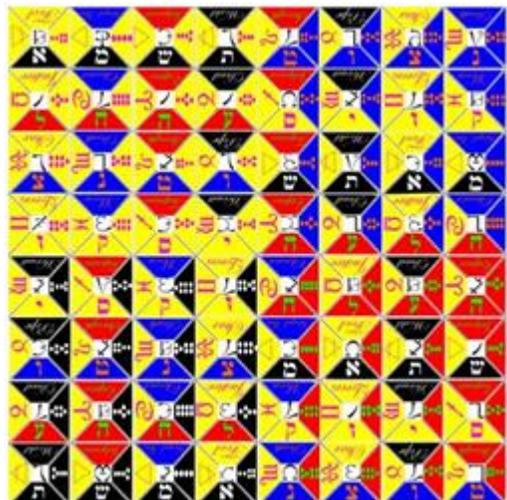
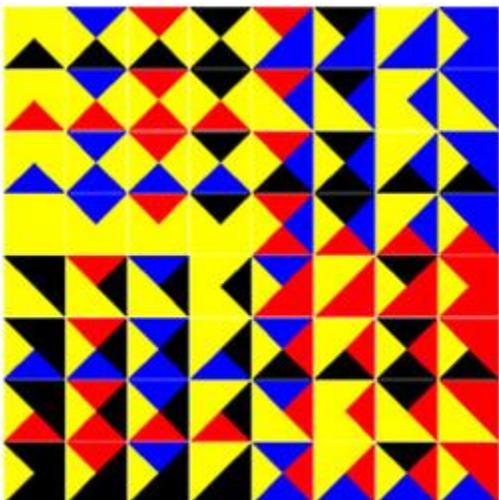
Some have claimed the chess actually originated from the Tarot; there being no way to authenticate this. However, Enochian Chess can be used as a divinatory tool, by determining the players' moves by the throw of a die and labeling the squares of the board being worked, as shown here:



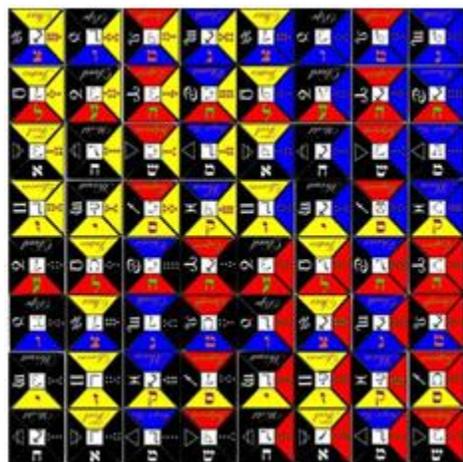
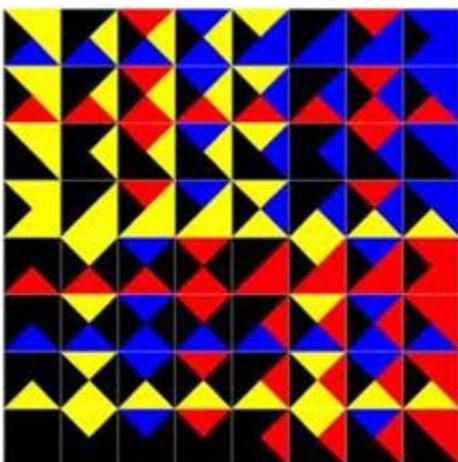
The Fire Board deals with issues requiring swiftness, energy, activity and as well all spiritual issues.



The Water Board involves issues of pleasure, happiness, merry-making, and marriage.



The Element of Air indicates Sickness and Sorrow and unhappiness generally.



The Earth Board will refer to all material plane matters of money, work, employment, occupation, and so forth.

To make the attributions easier to see, we have commonalities between the Fire and the Earth Boards for the Astrological attributions on the tables pictured above.

11 ♊	2 ♈	5 ♎	8 ♍	11 ♊	2 ♈	5 ♎	8 ♍
7 ♉	10 ♏	1 ♀	4 ♁	7 ♉	10 ♏	1 ♀	4 ♁
△	▽	△	▽	△	▽	△	▽
3 ♋	6 ♌	9 ♄	12 ♃	3 ♋	6 ♌	9 ♄	12 ♃
10 ♏	7 ♉	4 ♁	1 ♀	10 ♏	7 ♉	4 ♁	1 ♀
2 ♈	11 ♊	8 ♍	5 ♎	2 ♈	11 ♊	8 ♍	5 ♎
6 ♌	3 ♋	12 ♃	9 ♄	6 ♌	3 ♋	12 ♃	9 ♄
▽	△	▽	△	▽	△	▽	△

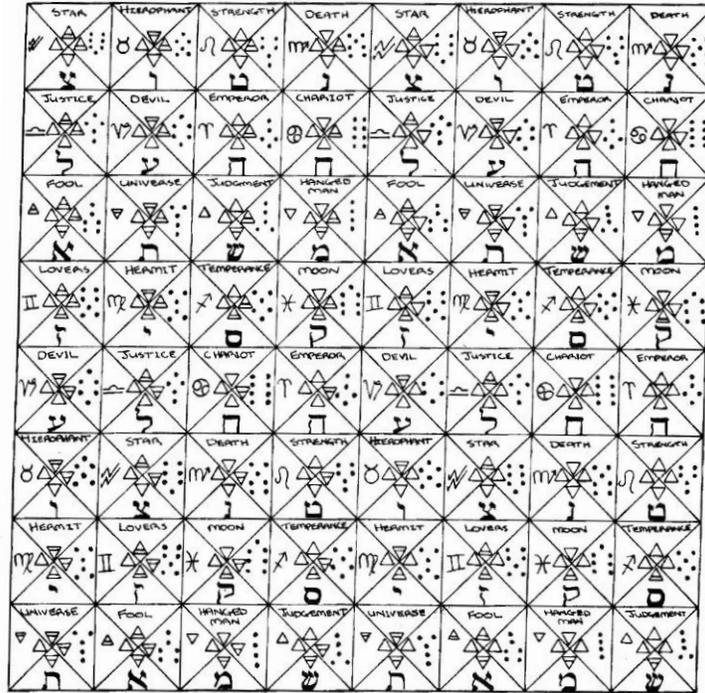
And as well, there are commonalities between the Water and the Air Boards for the Astrological attributions for the tables pictured above.

△	▽	△	▽	5 ♎	2 ♈	11 ♊	8 ♍
7 ♉	4 ♁	1 ♀	10 ♏	9 ♄	6 ♌	3 ♋	12 ♃
11 ♊	8 ♍	5 ♎	2 ♈	△	▽	△	▽
3 ♋	12 ♃	9 ♄	6 ♌	1 ♀	10 ♏	7 ♉	4 ♁
6 ♌	9 ♄	12 ♃	3 ♋	4 ♁	7 ♉	10 ♏	1 ♀
2 ♈	5 ♎	8 ♍	11 ♊	▽	△	▽	△
10 ♏	1 ♀	4 ♁	7 ♉	12 ♃	3 ♋	6 ♌	9 ♄
▽	△	▽	△	8 ♍	11 ♊	2 ♈	5 ♎

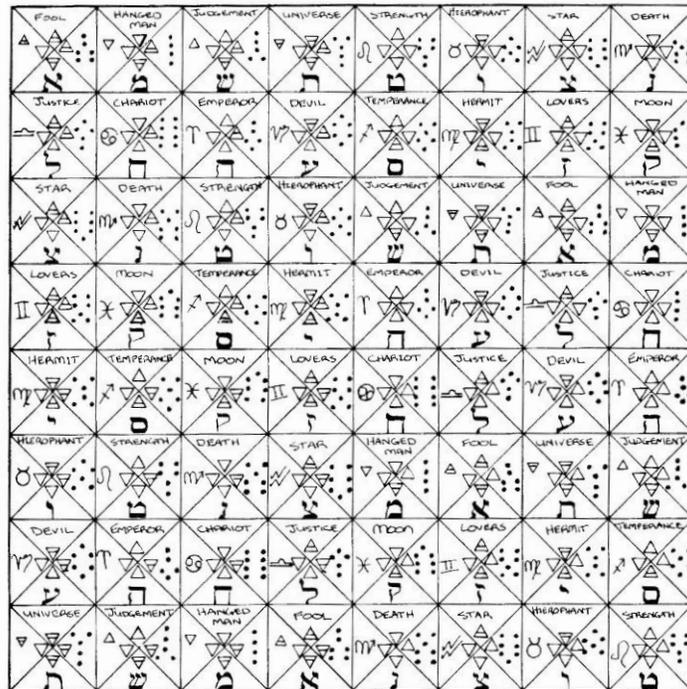
Figure 4-1

The placement of the Geomantic figures on the boards are as follows:

Fire Board Correspondences



Water Board Correspondences



Air Board Correspondences

FOOL	HANGED MAN	JUDGEMENT	UNIVERSE	STRENGTH	HIEROPHANT	STAR	DEATH
JUSTICE	CHARIOT	EMPEROR	DEVIL	TEMPERANCE	HERMIT	LOVERS	MOON
STAR	DEATH	STRENGTH	HIEROPHANT	JUDGEMENT	UNIVERSE	FOOL	HANGED MAN
LOVERS	MOON	TEMPERANCE	HERMIT	EMPEROR	DEVIL	JUSTICE	CHARIOT
HERMIT	TEMPERANCE	MOON	LOVERS	CHARIOT	JUSTICE	DEVIL	EMPEROR
HIEROPHANT	STRENGTH	DEATH	STAR	HANGED MAN	FOOL	UNIVERSE	JUDGEMENT
DEVIL	EMPEROR	CHARIOT	JUSTICE	MOON	LOVERS	HERMIT	TEMPERANCE
UNIVERSE	JUDGEMENT	HANGED MAN	FOOL	DEATH	STAR	HIEROPHANT	STRENGTH

Earth Board Correspondences

STAR	HIEROPHANT	STRENGTH	DEATH	STAR	HIEROPHANT	STRENGTH	DEATH
JUSTICE	DEVIL	EMPEROR	CHARIOT	JUSTICE	DEVIL	EMPEROR	CHARIOT
FOOL	UNIVERSE	JUDGEMENT	HANGED MAN	FOOL	UNIVERSE	JUDGEMENT	HANGED MAN
LOVERS	HERMIT	TEMPERANCE	MOON	LOVERS	HERMIT	TEMPERANCE	MOON
DEVIL	JUSTICE	CHARIOT	EMPEROR	DEVIL	JUSTICE	CHARIOT	EMPEROR
HIEROPHANT	STAR	DEATH	STRENGTH	HIEROPHANT	STAR	DEATH	STRENGTH
HERMIT	LOVERS	MOON	TEMPERANCE	HERMIT	LOVERS	MOON	TEMPERANCE
UNIVERSE	FOOL	HANGED MAN	JUDGEMENT	UNIVERSE	FOOL	HANGED MAN	JUDGEMENT

During the game, the Querent's King must (with the aid of his or her ally) be moved to the Ptah Square by the course of throwing the die. And it must remain there for one round of play (all four players having moved). However, if the Querent's King is checked while on the Ptah Square, the game must continue for another round of play.

The Querent and his or her ally must protect the Ptah Square and the opponent players must try to make so that the Ptah Square cannot be obtained; even to try to capture the Querent's King. If the King is captured but the Querent's ally is still playing, the ally may try to do a prisoner exchange; per the rules of competitive play.

The moves of the die are as follows:

1. King
2. Knight
3. Bishop
4. Queen
5. Rook
6. Pawn

The player throwing the die determines where the piece moves. However, should there be no legal move that the piece can make, it's considered "no move" and that player loses a turn.

If the Querent's King successfully obtains the Ptah Square for one round, the question is considered to have a successful outcome. And if it does so under strong attack, the question is considered to have a successful outcome; but under strong and opposing conditions.

If the Querent's King does not obtain the Ptah Square, the must and the Querent and Ally's King are captured, the outcome is considered to be unsuccessful.

Whether or not the Ptah Square is reached byh the King, the movements of the pieces over the board describe all the forces at play around the matter to be divined. So that as the pieces move, they themselves have a representation, as shown:

Enochian Chess Piece	Letter of Tetragrammaton	Traditional Chess Piece	Holy Tarot	Alchemical Element
Osiris	[Shin]	King	Ace	Spirit
Isis	Heh	Queen	Queen	Water
Horus	Yod	Knight	Knight	Fire
Aroueris	Vav	Bishop	Prince	Air
Nephthys	Heh (final)	Rook	Princess	Earth

From the above table, we can see that the pieces can directly represent people in the situation; due to their Tarot attributions. Or they can represent energies and forces based on their Alchemical attributions. And as they run over the board in play, they are transiting or interacting with Constellations (for the Zodiacal signs) and elemental energies and forces. So that a 'story' is told be their 'chance' movement as given to them by the casting of the die.