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ENOCHIAN CHESS - A MAGIKAL VEHICLE FOR THE TWENTY-FIRST CENTURY.

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Fifteen years are all that remain of the present millenium - and the ancient arts and skills of the Western Mystery Tradition must adopt to a changing world if they are to have any continuing relevance. Of course there will always be small isolated pockets of devotees who keep alive more obscure aspects of the Tradition - but what perhaps is vital is the mainstream forms of the continuing message.

In this century; Astrology and Tarot have held the popular imagination. Daily horoscopes have kept celestial and esoteric imagery in the fore-front of the collective mind; even if the general standard of Astrology has been of a fairly dilute and cosmetic level. Cermonial and ritual magik have been more in the background - possibly because of the propaganda put about by Christianity in its dying throes. The younger generations who are embarking into the new millenium do not share the superstitions and irrationality of their elders; having been educated with scientific rationalism; and for them the shallow fatalism into which Astrology can easily descend may not be sufficient to maintain an interest in the Old ways.

Having surveyed the entire magikal field for a number of years and also having been active in acedemic Philosophy; alternative medecine and Acupuncture; and also involved with competitive Chess - it struck me that most neglected treasure in the vaults of the Adepti is the game called Enochian Chess - a subdivision of the Angelic system of magik based on the Enochian Watchtowers. The pedigree of Enochian Chess is very ancient - since it is based on Chaturanga- the four-handed game of chess from which the common two-sided 'chesse' is a direct descendant. As a fortune-telling system; chess and board games have a history at least as ancient and renowned as that of fortune-telling by the stars or the cards. As a sophisticated instrument of practical magik - Enochian Chess is unparalleled - incorporating within its structure such diverse strands of knowledge as the system of Geomancy; Skrying and Clairvoyance; Qabbalistic pathworking; Talismanic skills and the

and even linking Western magikal philosophy with the Eastern divinatory methods based on the 64 Hexagrams of the I Ching.

The four different chess-boards represent in totality the Four Qabbalistic worlds of Atziluth (Fire); Briah (Water); Yetzirah (Air) and Assiah (Earth). The boards are constructed as Flashing Tablets and during the movement (technically "Raying") of the pieces in the game; white flashes may appear at the angles of the squares. This is important. for the object of a flashing Tablet is to attract an appropriate type of force. Their utilisation thus becomes the more significant - each square being, as it were, the name and symbolic address of a different Angelic force. The movement of the God-forms over the squares may produce even brighter flashes and indicate the operation of the divine forces therein. There is nothing in the symbolic structure of the boards to suggest the operation of the Spirit in any of its aspects through the Elements - this potency being indicated by the pieces and their guided movement. The reason for this is that the Tablet of Union is not used as the basis for a chess-board - and the squares themselves on the Elemental boards are constructed out of the servient Squares from the Watchtower Tablets themselves - without either the thrones being depicted on each pyramid/square nor are any letters or names painted on the sides of the triangles even although the latter are ^{both} implied.

The boards may be used as provisional magikal tools or pillars for the construction of an Astral temple, or by themselves as simply mandalas or talismans. When using the sets for divinational purposes or for magikal study - one of the boards is selected for use depending on which Element is being worked through. For example; the Earth board (Tarot suit of Pentacles) is chosen for any question relating to material plane matters of money, work, occupation and so forth. Then a quadrangle of the board is chosen on the basis of the Geomantic intelligences which rule each sub-element. Tables explaining the identities of these 16 geomantic figures are supplied with the Enochian Chess instructions. Other considerations of even greater detail are made when deciding on which square of the Quarter the PTAH metal statuette should stand. Each square embodies a complete etheric world - and the nature of each landscape can be worked out by examination directions of the elemental and planetary forces activated by mentally building each two-dimensional square into a three dimensional pyramid shape. Those familiar with ceremonial

It is sufficient when divining by Enochian Chess initially to simply be able to discriminate between the squares - and know by experience and intuition where the Ptah should be placed. Games can be recorded and analysed after completion with reference to the instruction texts to build up a full answer to the question. Each move signifies events or themes occurring in life - the Watchtowers combining together to provide a complete esoteric map or calculus to the Magician-encompassing the backdrop to the entire Universe of Western occultism. Astral events reflect mundane events - and also help us to explain the sometimes apparently blind mechanisms of nature. Hence the straightforward win/loss outcome of the chess match provides a basic yes/no (unfavourable/favourable) result. Dice is essential to level out chess-playing abilities amongst the players, as well as providing the random input also present in natural events. If tarot cards were never shuffled - eventually all readings would follow the same patterns.

The very earliest method of divination seems to involve the use of arrowheads - and amongst tribal peoples throughout the world the classification of things according to four basic categories seems to be almost universal. A numerical relationship is held to exist according to the four quarters; and was assumed also to exist between several categories such as the seasons of the year, direction, metals, colours and other phenomena. Looked at objectively - there is no such separation between phrases of the year etc. but so strong is the mythic and cultural grounds underlying these assumptions that they have become embedded in language and the way humans think and operate. All recreational board-games such as Chess and card-games etc, seem to be survivals of magical practices amongst our ancestors. The cubical dotted die belongs to a comparatively late period of history - but undoubtedly represents an important magical implement for discovering the ratio between categories - and certainly early forms of chess were both four-handed and used a dice .

In Enochian Chess the dice only tells which piece has to move - allowing the players own ingenium to make the decision as to which square is most fortuitous. We are not entirely the slaves of circumstance bounded by immutable Laws - and subject to follow precisely the patterns made in the sky by orbiting lumps of rock. The magician engaged in the Great Work learns to compensate and

their immediate superiors. A persons underlying resourcefulness, intelligence and attitudes will surface in the course of making decisions connected with playing Enochian Chess - and his or her personality patterns are clearly discernable as in everyday life. The huge advantage and power of Enochian Chess above such passive systems of divination such as Tarot and Astrology is that the enquirer ^{er} isn't merely the passive subject of the reader's dialogue - but is the main participant in their own fate! Any revelation or insight which throws light on the solution to problems in life can occur to the Querent themselves. Magic places people at the centre of the cosmic events - and is not a passive or fatalistic acceptance of the will of some or other God or supernatural hierarchy. The Beings and Elemental Kings, Angels and Gods that you will meet in the course of studying Enochian Chess are personable and approachable entities who can be approached with a view to friendship or aid. Even a literal belief in the 'existence' is not important, since the Egyptian Gods are symbolic of ethereal archetypes common to humanity. Nine is a traditional number when dealing with the Egyptian pantheon - often the Gods are grouped in families of nine - known as an Ennead. The Canopic Gods - who have the moves of pawns in Enochian Chess - are the four sons of Horus; Kabexnuv, Ahephi, Ameshet and Tmoumathph - and are the Gods most linked to control of forces in our terrestrial world. In the Golden Dawn vocabulary they are known also as the four Genii in the Hall of the Neophytes.

I will be happy to deal with any enquiries that may arise from this article. Also, I can supply further details of availability of ENOCHIAN CHESS, CHATURANGA and related products. A book summarising researches covering the topics touched upon herein should be available shortly, and I wish to make public my thanks to the late Francis Israel Regardie - member and chronicler of the Hermetic Order of the Golden Dawn, and JH Brennan - who have assisted with the publication work connected with Enochian Chess. Also thanks to HRH Prince Charles - whose Trust Fund awarded a cash grant towards the development ^{of} AZTRAL GAMES - and who has given his personal support to this project and was presented with one of the sets.

Details are available from AZTRAL GAMES . ~~FREEPOST~~. PO BOX 8. LOWESTOFT. SUFFOLK NR32 1BR (Stamp is optional).
Light in Extension. *Steve Nichols*