



Enochian or Rosicrucian Chess Rules of Play

Preface

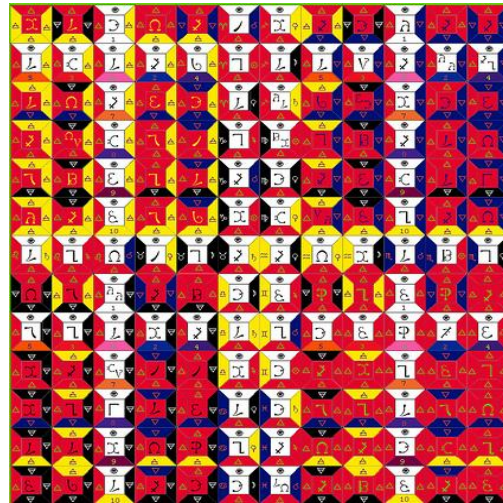
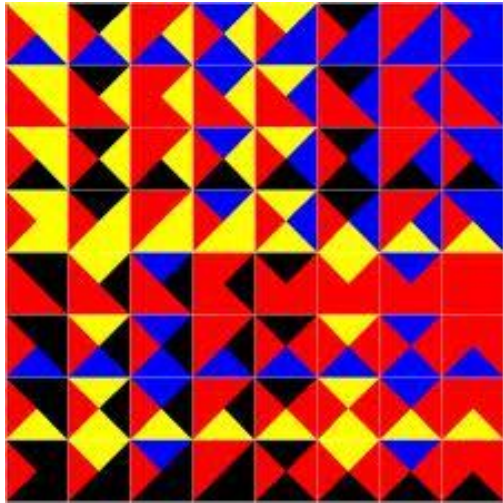
The flat-back, two-dimensional idea for the playing pieces simply doesn't work, as the pieces are just too difficult to see when moving in the four directions that the board is being viewed. Using elementally colored three-dimensional pieces provides for a much more realistic playing experience. Additionally, each element should not have different gods to represent the chess pieces, as this just adds an unnecessary layer of confusion. With the pieces uniform and easily viewable the four-dimensional character of the game is approachable.



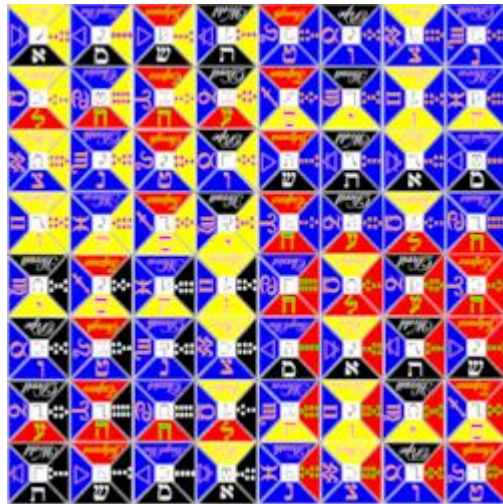
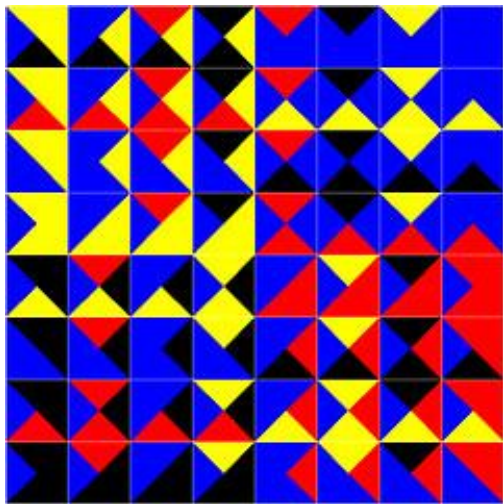
The Chessboards

There are four different boards in Enochian Chess; each representative of one of the four Enochian Watchtowers and their corresponding element. The use of any of the four Boards will depend upon the particular purpose for the divination; not unlike

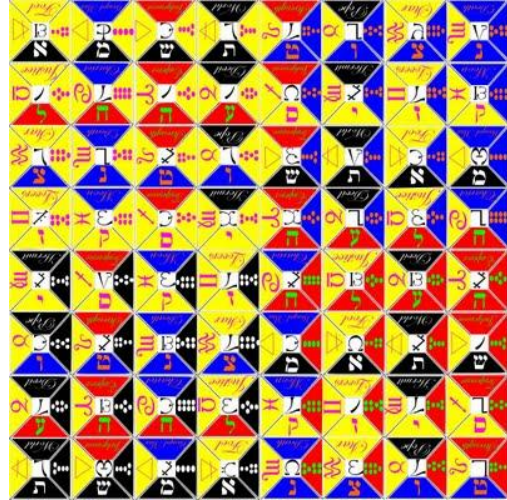
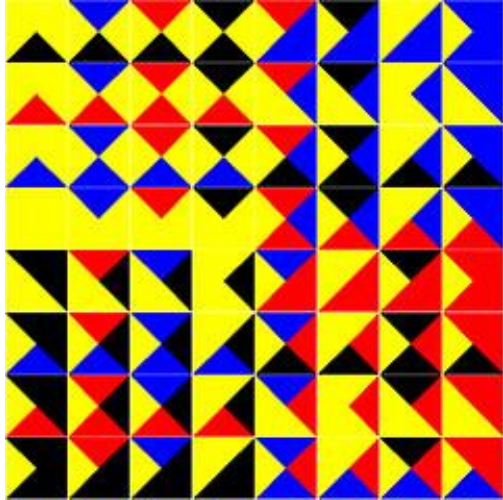
how a Tarot divination may first divide the pack into four piles, representing the element peculiar to the question at hand. Or instead, any board may be chosen for a non-divinatory contest; though the Earth Board is generally used for competitive play.



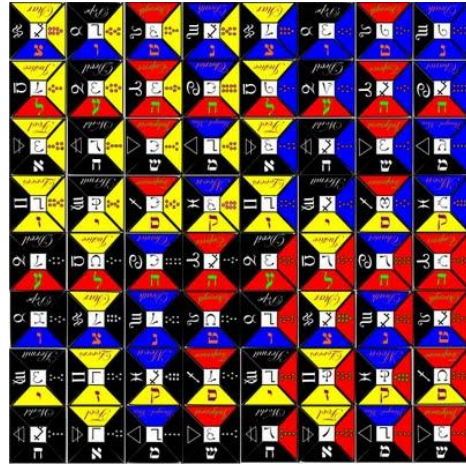
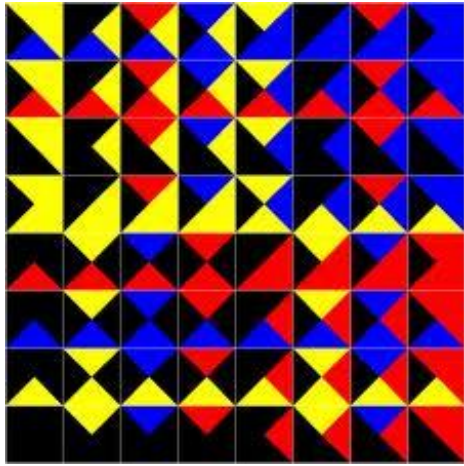
The Fire Board deals with issues requiring swiftness, energy, activity and as well all spiritual issues.



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.

Enochian Chess Pieces

The chess pieces were anciently small figures of the Egyptian Gods presenting the operation of the Divine Forces in Nature. Therefore, each set of pieces in Enochian Chess consists of a King, Queen, Knight, Bishop and Rook; known to traditional chess, along with four pawns. There are also four of Ptah; one for each element in divination.

The Enochian Chess pieces correspond to the “Aces and Honours” of the Holy Tarot and the major pieces of traditional chess, as presented in the chart below:

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

The pawns are the servant or viceroy of the force connecting the elemental potency of the Ace in the Holy Tarot with each of the other forces generated by the major pieces on the Enochian chessboard. The Pawns in this Enochian chess represent the God-forms of the four sons of Horus; the Canopic Gods as follows:



Fire. Kabexnuv, hawk-headed, Horus/Knight's pawn.
 Water. Tmoumathph, dog's head, Isis/Queen's pawn.
 Air. Ahephi, ape-headed, Anoueris/Bishop's pawn.
 Earth. Ameshet, human-headed, Nephthys/Rook's pawn.



Osiris, bearing crook and scourge is represented by his sarcophagus. He is the King and represents Spirit, the operation of the Great Cross in the Tablets. He corresponds to the Ace in Tarot, the root-force of any element.



Horus, a God with Hawk's head and solar disk is standing upright, as though to stride forward. He is the Knight of Enochian Chess and corresponds to the Prince in the Tarot.



Isis, an enthroned Goddess with a Throne symbol mounted on the serpent head-dress.
In Rosicrucian Chess, Isis is the Queen; who is shown seated on a throne.



Thoth. He is Bishop in Enochian chess.



Sekmet. She is the Rook in Enochian Chess. She represents the Princess of the Tarot; also equivalent to the Ace.



The Ptah used for divination; placed on any square in the angle being played by the Querent in divination play.

Placement of the Pieces

All pieces are painted in their corresponding elemental color for each of the four sets. The pieces placed in the Air quarter of the board, therefore, are yellow and those in the Water Angle are blue. The pieces in the Earth Angle are painted black and those in the Fire quarter are painted red. It will be noted that the King/Osiris has no pawns. The other four pieces have pawns that are also the personal servants and vice-gerents of the piece they stand before; when the board is properly setup. And note that a piece or pawn attacking the corner square is attacking both pieces on that square.

Osiris' place on the board is always on the outer corner of the board. Therefore, Osiris (representing the element of Spirit) is placed on the four corners of the board, along with a second piece corresponding to the letter of the Tetragrammaton for the element attributed to that angle. From there, the pieces are placed according to the spelling of the Tetragrammaton as follows:

The Air and Water Boards read the Tetragrammaton; horizontally from right to left in the upper quarters and left to right in the lower quarters. The Fire and Earth Boards read the Tetragrammaton; horizontally from left to right in the upper quarters and from right to left in the lower quarters. For the vertical placement on all boards, the corner letter of the Tetragrammaton is followed by the succeeding letter and placed on the fourth square; down or up—depending on which quadrant you're working. When the pieces are all set, the outer arms of the swastika are found.

Board Setup 1 of 2

Bishop/ Aroueris & Osiris	Rook/ Nephtys	Knight/ Horus	Queen/ Isis	Fire & Earth Boards ←		Pawn	Queen/ Isis & Osiris
	Queen/ Isis	Knight/ Horus	Rook/ Nephtys	Air & Water Boards ←		Pawn	Knight/ Horus
Pawn	Pawn	Pawn	Pawn			Pawn	Rook/ Nephtys
						Pawn	Bishop/ Aroueris
Knight/ Horus	Pawn						
Queen/ Isis	Pawn						
Bishop/ Aroueris	Pawn		Air & Water Boards →	Queen/ Isis	Bishop/ Aroueris	Rook/ Nephtys	Pawn Row ←
Rook/ Nephtys & Osiris	Pawn		Fire & Earth Boards →	Rook/ Nephtys	Bishop/ Aroueris	Queen/ Isis	Knight/ Horus & Osiris

Board Setup 2 of 2

Bishop/ Aroueris & Osiris	Pawn		Fire & Earth Boards →	Bishop/ Aroueris	Rook/ Nephtys	Knight/ Horus	Queen/ Isis & Osiris
Queen/ Isis	Pawn		Air & Water Boards →	Knight/ Horus	Rook/ Nephtys	Bishop/ Aroueris	Pawn Row ←
King/ Horus	Pawn						
Rook/ Nephtys	Pawn						
						Pawn	Queen/ Isis
						Pawn	Bishop/ Aroueris
Pawn Row →	Knight/ Horus	Pawn Queen/ Isis	Bishop/ Aroueris Pawn	Air & Water Boards ←		Pawn	Rook/ Nephtys
Rook/ Nephtys & Osiris	Bishop/ Aroueris	Queen/ Isis	Knight/ Horus	Fire & Earth Boards ←		Pawn	Knight/ Horus & Osiris

Movement of the Pieces

The pawns move only one square at a time, and not two for the first move as in modern chess. The rule of en passant also does not apply here, although the regular method of taking with pawn, via the diagonal, either to right or left, holds equally well. The moves of the other pieces excepting the Queen are the same as those of modern chess. The move of the Queen in this scheme is unlike that of any piece in modern chess, for she controls only the 3rd square, from herself, in any direction – perpendicularly, horizontally, or diagonally, and can leap over any intervening piece. From which it results that she can check or control only 16 out of the 64 squares, including the one on which she stands, and these squares to which she can move are all of her own color. Also, there is no castling.

Rather than the simple movement of traditional chess, the movement of four sets of pieces may be described as an arraying of activity that works in four dimensions. And once the King/Osiris is moved from his corner square that he originally occupies with a second piece at the beginning of play, the neither he nor the other piece can be moved back to share that corner square again.

Method of Play

The game can be played either as a skill game or with dice for divination. The strategic priority is to shield the King/Osiris from enemy attack; though the Osiris may also become an attacking piece. The game is played by four players, playing two against two (Partners. Fire, Air – Water, Earth) and representing the Four Lesser Angles of the Board, thus giving each player one set of five pieces and four pawns. The five pieces represent the operation of the Spirit and Four Elemental Rulers—the Five points of the Pentagram, the five letters of YHShVH, and the Tarot Ace and Court Cards. The pawns are their servants or vice-gerents.

The game may also be played with two players; each controlling either the active or the passive quadrants. Though each quadrant must be played in order with the players choosing whether to play deosil or widdershins before playing commences. The angle for each payer is decided by a throw of the dice; the highest roll choosing first, second highest next; et al. The player on the angle corresponding to the element of the board is the first to play and chooses whether to layout his or her own pieces vertically or horizontally, with the others following suit.

The corner or ‘throne’ square always has the King/Osiris in addition to the elemental piece assigned. Both of the opponents Kings must be checkmated to win. And if it is found that only the four Kings remain on the board, the game is called a draw. Also, a pawn reaching the 8th square becomes the piece of which it is the vice-regent; there being no other choice for promotion. However, the pawn cannot be promoted if that player still has all four pawns and must wait until one of the other three pawns is captured. Yet, if when the pawn reaches the other end of the board, the player has only that pawn and only one major piece, the pawn may be promoted to any major piece.

Capture of the King

The Kings are not mated, though players must declare to their opponents that the king is in check, as per traditional chess. Then king then, must be moved on that player's next move; even if that means putting the king in check again, which is allowed. Under these circumstances, the allied player may yet be able to protect the King. But also, the player with the checked King is stalemated and is not allowed another move; until his or her ally relieves the King of its check. Or that ally may capture the King to gain control of both sets of elemental pieces. Though if a two-player game is in process, this is not allowed. Also, if the King cannot move, due to friendly pieces occupying the spaces the King would need to move to, the player loses his or her turn until relieved of the check. And should the King be captured, all the pieces of that element become frozen in place remaining where they are on the board; and the player controlling that element is no longer in the game. With one player remaining on either the active or passive team, and that player determines the situation to be hopeless, he or she may resign. Or if one player on a team chooses to withdraw from the game for any reason, his or her ally would take over his or her turn to play; playing both elements.

Seizing the Throne

Moving the king onto the throne square of a friendly player transfers control of the friendly army to that player, though the player remains in the game without a turn (the player with the newly enthroned King taking those moves in turn). This can reactivate frozen pieces in the event of a captured King as well. And the usurping King is free to move off the Throne without relinquishing control. The player retains control of the allied pieces even if that King is later captured. However, if the usurping King is captured, control of the allied pieces is returned to the original player with the former usurping pieces now being frozen in their places; assuming the original player still has his or her King in play. Otherwise, the allied players have lost the game.

Exchange of Prisoners

When two opposing Kings have been captured and two players remain in the game, may agree to an exchange of prisoners. The kings are placed upon their own throne squares, or if a throne square is occupied, the nearest empty square; or if more than one is available, the player may choose. This also frees up the frozen pieces under that King to resume full play.

Concourse of Bishoping and the Concourse of Queens

Because of the way the Bishops and Queens move and the layout of the board, enemy Bishops or Queens cannot capture each other. If it turns out that all four Bishops or Queens find themselves on adjacent squares (and there are five positions on the board where this can happen), the fourth person to move the Bishop or Queen into concourse then removes the two enemy Bishops or Queens and also takes control of the moves of the allied Bishop from that point forward. Bishops and queens may not be combined in a single concourse capture. All pieces involved must be either bishops OR queens.