

April 17, 1951

A. M. LIGHTFOOT ET AL
ASTROLOGICAL GAME APPARATUS

2,549,495

Filed July 8, 1948

2 Sheets-Sheet 1

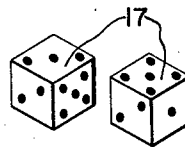
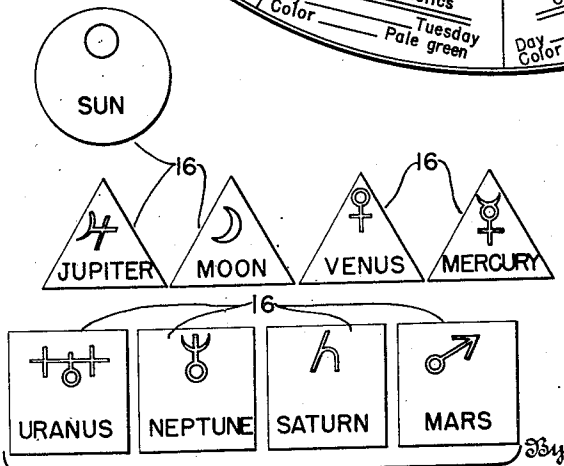
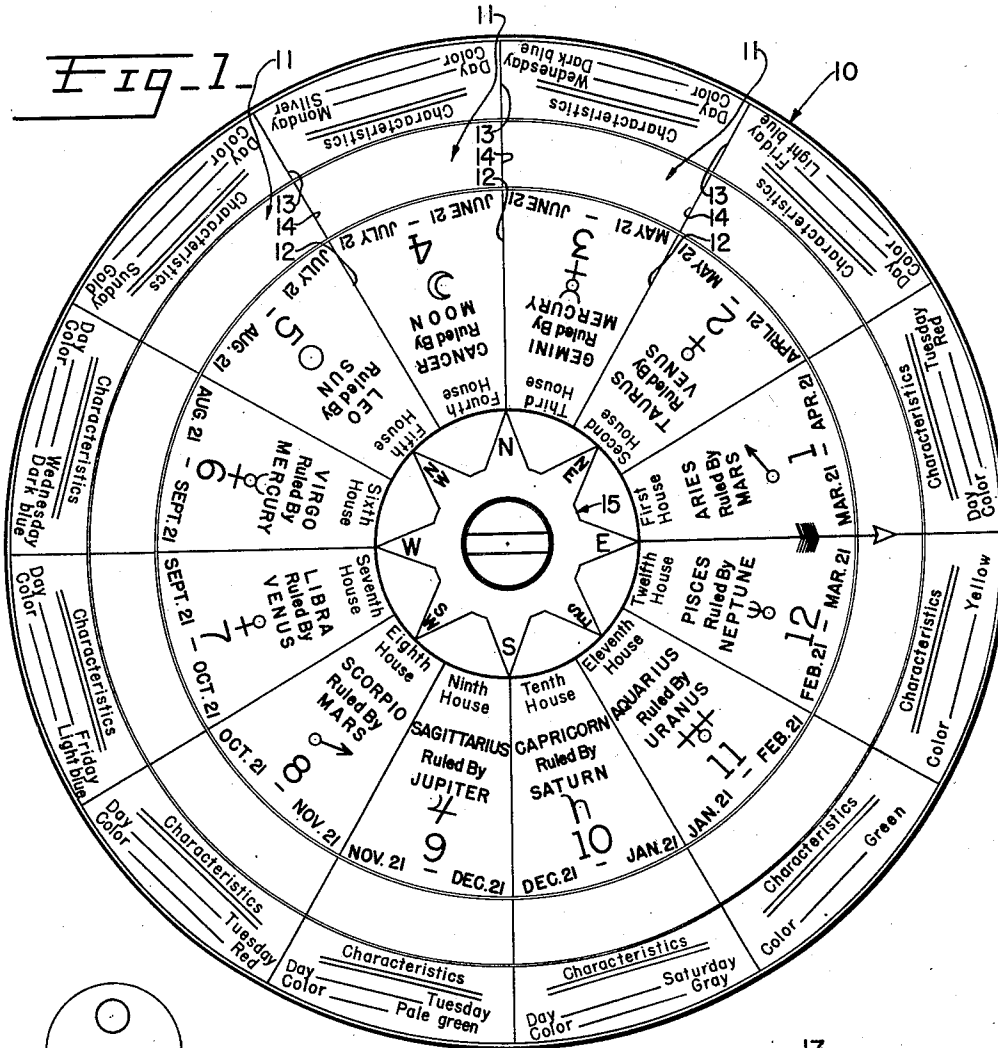


Fig. 3.

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2 Sheets-Sheet 2

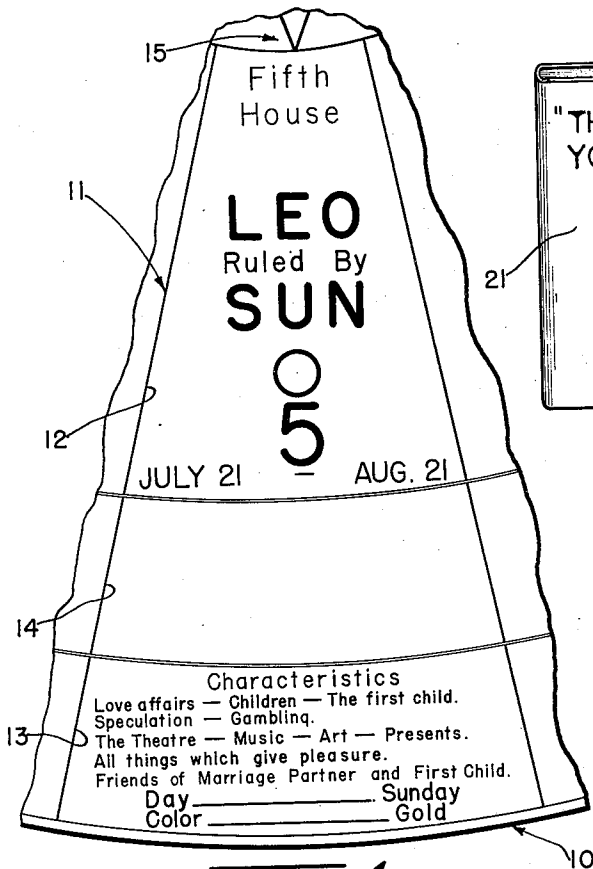


Fig. 4.

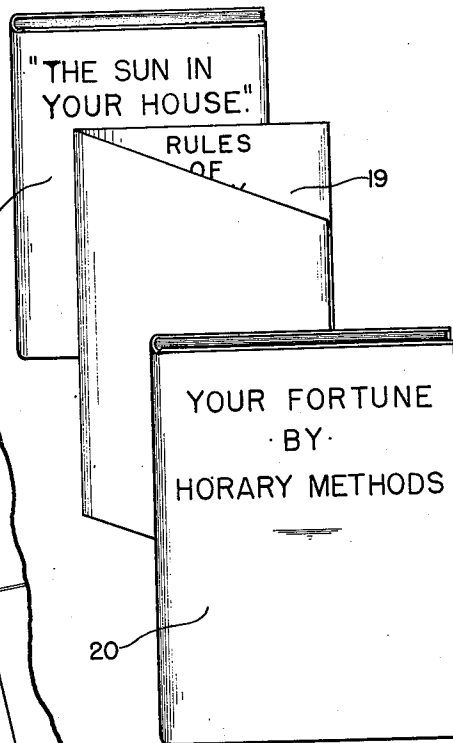


Fig. 5.

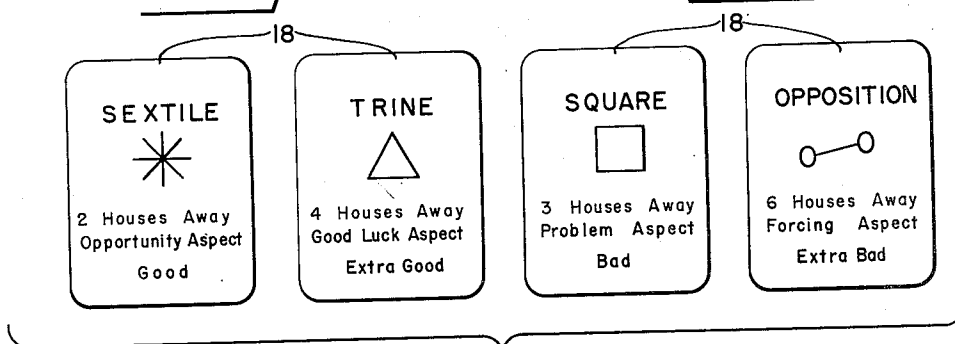


Fig. 6.

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2,549,495

ASTROLOGICAL GAME APPARATUS

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Application July 8, 1948, Serial No. 37,626

3 Claims. (Cl. 273-134)

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This invention relates to games, and an object of the invention is to provide a game based on the science of astrology.

More specifically it is an object of the present invention to provide a game based on the relations existing between the planets and the signs of the zodiac and that form of astrology that deals with the answering of questions, and which is generally referred to as horary astrology.

The game of this invention comprises generally a game board or horoscope wheel divided into the twelve houses of the zodiac, sets of playing pieces bearing representations of the planets, a deck of aspect cards bearing aspect symbols and aspect data, together with a suitable chance device such as dice. The mentioned components are so co-related with one another and with pertinent text matter as to provide game apparatus whereby the horary method of answering questions is embodied in an instructive and amusing game device appealable to those interested in astrology.

The invention, together with its objects, will be best understood from the following detailed description when read with reference to the accompanying drawing in which is illustrated a preferred embodiment of the invention and wherein:

Figure 1 is a plane view of the game board;

Figure 2 is a detail plane view of the representative playing pieces or planets used in playing the game;

Figure 3 is a view of the dice also employed in playing the game;

Figure 4 is an enlarged fragmentary plane view of the game board for more clearly disclosing the features of one of the segments forming the zodiacal belt constituting the playing surface of the board;

Figure 5 is a perspective view showing the several texts forming components of the game, and

Figure 6 is a detail plane view of representative suit cards of a card deck also used in playing the game.

As disclosed by the drawings, the game apparatus comprises the following components:

The game board or horoscope wheel

Planets or playing pieces

Pair of dice

Deck of aspect cards

Booklet entitled "Rules of Play"

Booklet entitled "Your Fortune By Horary Methods"

Booklet entitled "The Sun in Your House"

Each of the foregoing components or instrumentalities is herein described with particular-

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ity in the order named, and under the appropriate headings, as follows:

GAME BOARD OR HOROSCOPE WHEEL

The game board, indicated in the drawings by the reference numeral 10 may be of any convenient size or edge contour. The playing surface of the board partakes of the nature of a zodiacal belt divided into twelve segments 11. Each segment, in turn, is subdivided into three distinctive areas, namely, a planet sign or house area 12, a "characteristics information" area 13, and an intermediate travel area 14.

The planet sign or house areas are consecutively numbered 1 through 12, each area having displayed within the confines thereof an identifying numeral as shown. These sign or house areas are in the order as follows: Aries, Taurus, Gemini, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius and Pisces.

Each of the "characteristic information" areas 13 has imprinted or otherwise presented within the area thereof legendary matter informative of the characteristics of the associated sign or house area 13. For example, and as can be seen by reference to Figure 4 of the drawings, the characteristic of the fifth house, which is the sign or house of Leo, ruled by the planet Sun, and having the identifying numeral 5, are fully set forth in the associated area 13. As will be apparent as the description proceeds, the characteristics of each sign or house of the planets will be of assistance to the players in determining their respective horary fortune when the playing of the game has been completed.

Also, each segment 11 will have its areas 12 and 13 of the same color and the color of each segment is indicated by a proper legend imprinted or otherwise displayed in the area 13 of that particular segment, and as can be seen by reference to Figures 1 and 4 of the drawings. The intermediate or travel area 14 is generally white, and the travel areas are all of the same color. As also can be seen by reference to Figures 1 and 4, the area 12 of each segment 11 is provided with suitable legendary matter which, in addition to indicating the name of the sign or house, the number of the house and its ruling planet, also indicates the birth dates covered thereby.

Arranged in the center of the playing board 10 and within the confines of the zodiacal belt is an eight-pointed star 15 having the points of the compass suitably indicated thereon and adding to the embellishments and attractiveness of the game board.

PLANETS OR PLAYING PIECES

As shown in Figure 2, the planets or playing pieces, each indicated generally by reference numeral 16, and each bearing the name and sign which it represents, are as follows:

Sun	Venus	Saturn
Moon	Mars	Uranus
Mercury	Jupiter	Neptune

The relation existing between the planets and the signs or houses of the planets, as well as the aspects of the planets are as follows:

Planets	Aspects	Sign or House Over Which It Rules
Sun	Benefic—Extra Good	Ruler of House No. 5.
Jupiter	do	Ruler of House No. 9.
Mercury	Benefic—Good	Ruler of Houses No. 3 and No. 6.
Venus	do	Ruler of Houses No. 2 and No. 7.
Moon	do	Ruler of House No. 4.
Mars	Malefic—Bad	Ruler of Houses No. 1 and No. 8.
Uranus	do	Ruler of House No. 11.
Saturn	do	Ruler of House No. 10.
Neptune	do	Ruler of House No. 12.

In connection with these planet playing pieces 16, it will be here stated that the object, intent and purpose of the game is for a player to be the first to permanently place all of the planets. Since the game may be played by two, and not more than nine, players, the game apparatus comprises nine sets of planets, each player being equipped with one set of nine planets as shown in Figure 2. The sets of planets are each of a different color, with the playing pieces of each set being the same color. A player permanently places a planet when he has earned or received two "trine" cards forming a part of a deck of "aspect" cards all in a manner and as is herein-after more fully explained, under the heading "Booklet entitled 'Rules of Play.'"

PAIR OF DICE

The dice consists of a pair of conventional dice 17 as shown in Figure 3. The dice are used to determine the order of play. To start the game, each player in turn throws the dice. The player throwing the highest total is the first player. The other players follow around the board in counter-clockwise order. The dice are also used to determine for each player in turn, and by reading the dice against the identifying numerals of the house or sign areas 12, the planet or playing piece 16 to be put by him in play. Also the dice are used to determine the number of travel areas 14 a "played" planet piece is to be moved around the zodiacal belt. A "played" planet piece is one which has been put in play, that is to say, placed on a travel area 14 as a result of throwing the dice and as indicated immediately above.

DECK OF ASPECT CARDS

A deck of seventy-two aspect cards, such as shown in Figure 6 and therein indicated generally by the reference numeral 18, is composed of four suits, namely, sextiles, trines, squares and oppositions, and each suit is composed of eighteen identical cards. Each of the cards 18 bears the name of the suit to which it belongs, a distinctive sign and legendary matter setting forth a definite "travel" value, respectively, for the cards of that particular suit. Thus the cards of the sextile suit, for example, bears thereon the name "Sextile," the appropriate aspect sign, the legend "Two houses away" which means that a player

earning one of the sextile cards is to move one of his "played" planet pieces 16 two travel spaces from its present position of rest in a travel area 14, and an appropriate aspect legend, for example, "Opportunity aspect good."

The definite "travel" and "trade" values of the respective card suits are set out as follows:

Suits	Travel Value	Trade Value
Sextile	2	2 Sextile Cards for 1 Trine Card.
Trine	4	No Trade value, but entitles Holder to permanently place a planet.
Square	3	2 Square cards for 1 Opposition Card.
Opposition	0	Negative—2 Opposition Cards cause loss of 1 Trine Card.

The manner in which the aspect cards are earned is clearly set forth thereafter under the heading "Booklet entitled 'Rules of Play.'"

BOOKLET ENTITLED "RULES OF PLAY"

The object, intent and purpose of the game as previously set forth, and the manner in which the game may be played is set out for the convenience of the players in a booklet shown generally in Figure 5 and therein indicated by the reference numeral 19 entitled "Rules of Play." The text of this booklet reads substantially as follows:

"1. Rules of play

"Two to nine persons may play the game at the same time. However—until you are well acquainted with the game it is best to play with just a few players.

"To start the game all players throw the dice. The player throwing the highest total is the first player. The others follow around the board in counter-clockwise order.

"The play around the board is always in a counter-clockwise direction and the planets are always moved in a counter-clockwise direction.

"The object of the game is to permanently place all of your planets except the Sun and the first person to do so wins the game.

"You permanently place a planet when you have earned or received two trine cards. The earning of trine cards as well as the earning of all other aspect cards is explained in The rule of conjunctions.

"2. The horoscope wheel

"This is the board upon which the game is played and upon which is depicted a playing surface divided into twelve houses of the zodiac with each house divided into three areas, the innermost one of which is where you permanently place your planets. In the playing of the game, the number of each house and the name of its ruling planet are very important. Each planet except the Sun is placed in play in the house it rules. You determine where to place it by the number of the house it rules.

"3. The pair of dice

"This is a pair of standard dice. In the playing of the game you throw the dice and the total thrown must be used in one of two ways. First: To place your planets in play. If the total of the dice is the number of a house whose ruling planet has not been placed in play, that planet must be placed in play in that numbered house. Second: To move your planets around the playing field. If the total of the dice is the number of a house whose ruling planet is already in the playing field you must move that planet. You

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move it around the board the number of houses indicated by the total of the dice. If the ruling planet has been permanently placed, it can not be moved so you move as follows: First: Any other planet on the playing field except the Sun. You try to choose a planet that will give you a good aspect card when you move it the total number of houses away from where it is resting. Second: If you have no planet on the playing field except the Sun, you place in play some other planet. You place it in the playing field of its ruling house and not in the house represented by the total of the dice. In this instance you throw the dice merely on the chance that the total may be 5. 5 represents house No. 5, whose ruling planet is the Sun. Your Sun is always on the playing field of the board.

"*Special rule.*—The total of 10 on the dice may be taken as either 10 or 1. The choice is with the player. If you throw a total of 10 you may place either Mars, the ruler of house No. 1 or Saturn the ruler of house No. 10. By the same token you may move either Mars one house away or Saturn ten houses away. If both planets have been permanently placed you may move another planet either 10 or 1. If only one of the two has been permanently placed you must move the other.

"4. The planets

Sun—round—benefic (good)
Mercury—triangular—benefic
Venus—triangular—benefic
Jupiter—triangular—benefic
Moon—triangular—benefic
Mars—square—malefic (bad)
Uranus—square—malefic
Saturn—square—malefic
Neptune—square—malefic

"5. The aspect cards

Sextile	Square
Trine	Opposition

"You earn one of the first three every time you land a planet in the playing field of a house where another planet is already resting. (The planet already there may be one of your own or belong to another player.) This is called a conjunction. The aspect card you earn is either good or bad depending upon the nature of the planet that was there first. Whenever you make a conjunction and earn one of these aspect cards, you move as indicated, that is 2 houses away, 3 houses away, etc.

"*Sextile—2 houses away—Opportunity aspect good.*—The sextile card is a good aspect which gives you opportunity. You earn this card when your planet conjuncts a good planet. Every time you earn a sextile card you move the planet you are playing 2 houses away. When you earn 2 sextile cards you must trade them for a trine card.

"*Trine—4 houses away—Good luck aspect extra good.*—The trine card is an extra good aspect which brings you good luck. You earn this card when you conjunct a Sun or a Jupiter which are the extra good planets. Every time you earn a trine card you move the planet you are playing 4 houses away. You also receive a trine card when you have earned 2 sextile cards. However, you only move trine or 4 houses away when you earn the trine card by making one of the above conjunctions. When you earn or receive 2 trine cards you permanently place a planet. To permanently place all of your planets except the Sun is the object of the game.

"*Square—3 houses away—Problem aspect*

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bad.—The square card is a bad aspect which presents you with a problem. When you earn a square card you move the planet you are playing 3 houses away. When you earn 2 square cards you must trade them for an opposition card.

"*Opposition—6 houses away—Forcing aspect extra bad.*—The opposition card is an extra bad aspect which forces you to solve a problem. You never earn an opposition card by making a conjunction. You receive an opposition card only when you have earned 2 square cards. When you have received 2 opposition cards it causes you the loss of a trine card. *NOTE.*—You never move in opposition because you do not earn opposition cards but receive them on a trade.

"*SPECIAL NOTE.*—The above rules on aspect cards apply only to moves in connection with the receipt of these cards. Any move indicated by the throw of the dice including 4 and 6 is made accordingly, that is 4 houses away, 6 houses away, etc.

"THE RULE OF CONJUNCTIONS

"Every time a planet lands in the playing field of a house where another planet is already resting, you make a conjunction. This may happen either when placing a planet in play or while moving it around the playing field.

EXCEPTION.—When a Sun lands in the playing field of another Sun you do not make a conjunction. The Sun represents the individual therefore two or more Suns may rest together in the same house.

"No other two planets may rest together in the playing field of any one house. Therefore, when you make a conjunction you receive an aspect card and must continue moving. You continue moving as indicated by the aspect cards until you land in the playing field of a house where no other planet is resting or until you manage to permanently place your planet. The procedure is as follows:

"When any planet except a Sun conjuncts a Sun you earn a trine card and move trine or four houses away from that Sun.

"When any planet conjuncts a Jupiter, you earn a trine card and move trine (four houses away) from that Jupiter.

"When any planet conjuncts a Mercury, a Venus or a Moon, you earn a sextile card and move sextile (two houses away) from the planet you conjunct.

"When any planet conjuncts a Mars, a Uranus, a Saturn or a Neptune, you earn a square card and move square (3 houses away) from the planet you conjunct.

"SUPPLEMENT

"(a) 2 sextile cards entitle you to a trine card and must be traded for a trine card. When you earn the second sextile card which entitles you to a trine card you move sextile (2 houses away). Then you trade the 2 sextile cards for a trine card but do not move trine. The only time you move trine is when you earn a trine card by conjuncting a Sun or a Jupiter.

"(b) 2 trine cards entitle you to permanently place a planet and you must permanently place a planet. Then you return the trine cards to the bookkeeper. To permanently place a planet, put the planet into the inner colored portion of the house where the planet landed. You do this when you have completed your play after acquiring the second trine card. You must permanently place the planet you are playing unless it

is the Sun. The Sun can not be permanently placed. If you acquire the second trine card while moving your Sun, the procedure is as follows: If you earned it by conjuncting a Jupiter, move trine (4 houses away). Then permanently place any of your planets already on the playing field in the house where you land. If you have no planet on the playing field then permanently place any planet yet unplayed. If you received the second trine card by trading 2 sextile cards you have already moved sextile, so you permanently place a planet in the house where the Sun is at that point. As above, you permanently place, first, a planet in the playing field; second, an unplayed planet if you have none in the playing field. Now if at this point your Sun has made another conjunction you can not let it rest in this house. Therefore, you continue playing until your Sun lands in an unoccupied house or a house with another Sun.

"(c) 2 square cards give you an opposition card and must be traded for an opposition card. When you earn the second square card you move square (3 houses away). Then you trade the 2 square cards for the opposition card but do not move in opposition.

"(d) 2 opposition cards cause you the loss of a trine card. When you receive the second opposition card you may already have a trine card in your possession. In that case you turn back the trine card and the 2 opposition cards to the bookkeeper. If you have no trine card in your possession at the time you receive the second opposition card you keep the 2 opposition cards until you do receive a trine card. The very next trine card you receive must be turned in with the 2 opposition cards to the bookkeeper. The rule is as follows: If you have earned the trine card by a conjunction with a Sun or a Jupiter, you move trine and then surrender the trine card with the 2 opposition cards. If you received the trine card by earning 2 sextile cards, you have already moved sextile (see 'a' above) so you do not move trine. Instead you just surrender the trine card and the 2 opposition cards to the bookkeeper.

"6. The play

- I. Each player chooses the house from which he intends to play and then takes the set of planets of corresponding color. There are nine planets to a set. (Two players can not play from houses of the same color nor from the same house.) You may play either from the house of your birthday or play for someone else from the house of their birthday.
- II. At this point you may turn to the booklet entitled 'The Sun in Your House' and read the characteristics of each player.
- III. Appoint a bookkeeper to be in charge of the aspect cards.
- IV. Throw the dice to determine the first player.
- V. Each player then places his Sun in the playing field of the house from which he is playing.
- VI. Each player then takes his turn throwing the dice to place other planets in play. As explained before (under the heading 'The Pair of Dice'), the total of the dice determine the planet to be placed in play. For example, if the dice total 7, that represents house No. 7 and Venus is its ruling planet. So you place Venus in play in house No. 7. A total of 4 represents house No. 4 and Moon is its ruling planet. Therefore, you place your Moon in house No. 4, etc.

VII. Whenever your dice total the number of a house whose ruling planet is already in the playing field you move that planet the total number of houses away. For example—you have placed your Venus in house No. 7 then you throw another 7. In a counterclockwise direction you count off 7 houses. This will place your Venus in house No. 2. The next time you throw a 7 you will move your Venus to house No. 9, etc.

VIII. Whenever a planet conjuncts another planet either in placing in play or while moving around the playing field you receive an aspect card and do as indicated (see rule of conjunctions). Then you continue to move the planet you are playing (according to the rule of conjunctions) until the planet finds a house whose playing field is unoccupied or manages to be permanently placed.

IX. Once a planet is permanently placed it can not be moved again.

X. You move your Sun every time the total of the dice is 5. The Sun is the ruler of the house No. 5.

XI. As explained in the rule of conjunctions your Sun may rest in the playing field of a house with other Suns in it. However, it makes a conjunction with all other planets. Therefore, your play with the Sun is not complete until it lands in a house whose playing field is unoccupied or is occupied by another Sun.

XII. Whenever the dice total the number of a house whose planet has been permanently placed you proceed as explained under the heading 'The pair of dice.'

XIII. Your Sun is never permanently placed (see rule of conjunctions—Supplement 'b').

XIV. The first player to permanently place all of his planets except the Sun wins the game.

XV. The winner of the game then turns to the booklet entitled 'Your Fortune by Horary Methods.'

BOOKLET ENTITLED "YOUR FORTUNE BY HORARY METHODS"

This booklet is shown generally in Figure 5 of the drawings and is therein indicated generally by the reference numeral 20. The text of this booklet deals with the "traits" of the planets, and is to be used in determining the answer to the question propounded by the winning player. In this connection, and as will be apparent to those familiar with horary astrology, an answer to the question is determined from the characteristics of the house in which the planets are placed, the meaning of the aspects and the traits of the planets. As previously indicated, the characteristics of the houses are indicated on the playing board, the meaning of the aspects are set forth in the rules for playing the game as hereinbefore set out, so that such player has only to learn the traits of the planets in order to determine the answer to the question. As just mentioned, the information as to the traits of the planets can be obtained by reference to the booklet above entitled.

BOOKLET ENTITLED "THE SUN IN YOUR HOUSE"

In order to further add to the attractiveness of the game there is included as a part thereof a booklet shown in Figure 5 and therein indicated by the reference numeral 21, entitled "The Sun in Your House." The booklet tells the general characteristics of a person born under the differ-

ent signs of the zodiac. The booklet is intended to be read at the start of the game in order that the players may read therefrom the characteristics of each player. The booklet is intended as an added bit of fun and enjoyment and for enhancing the entertainment to be afforded by the playing of the game of this invention.

While the invention has been described in detail in its presently preferred embodiment, it will, of course, be understood that such has been done for purposes of illustration only and not by way of limitation, and therefore only such limitations are to be imposed thereon as may reasonably come within the scope of the appended claims.

What we claim is:

1. Astrological game apparatus comprising, a game board having delineated thereon a horoscope wheel characterized by twelve segments each embodying a planet house area, a travel area and an information area, the planet house area having displayed within the confines thereof planet identifying indicia, and the information area having displayed within the confines thereof indicia giving the characteristics of the planet identified with the related planet house area; a set of planet playing pieces for each player to be by him played upon the planet house and travel areas, each planet playing piece having displayed thereon planet identifying indicia; and a deck of aspect cards divided into sextile, trine, square and opposition suits, each card of the respective suits having displayed thereon a zodiacal aspect sign relating that card to every other card of the same suit, each card also having indicia thereon indicating the aspect value of the zodiacal aspect sign displayed thereon together with indicia indicating the number of house and travel areas a predetermined planet playing piece is to be moved over the game board.

2. Astrological game apparatus comprising, a game board having thereon a zodiacal belt embodying a plurality of planet house areas, each planet house area having displayed within the confines thereof indicia relating it to one of the planets of the zodiac; planet playing pieces each having displayed thereon a planet identifying indicia relating it to one of the planet house areas

of the zodiacal belt; and sextile, trine, square and opposition aspect cards each having displayed thereon one of the aforementioned zodiacal aspect signs, indicia indicating the aspect value of the zodiacal aspect sign displayed thereon together with additional indicia determining the extent of movement of the planet playing pieces in terms of planet house areas.

3. Astrological game apparatus comprising, a game board having depicted thereon a zodiacal belt embodying a plurality of planet house areas, symbols indicative of the planets displayed within the confines of the planet house areas, planet playing pieces for movement over the zodiacal belt, the symbols of some of the planet house areas of said belt being duplicated on the respective planet playing pieces; sextile, trine, square and opposition aspect cards each having on one face thereof a symbol indicative of one of the aforementioned zodiacal aspect signs, together with indicia indicating the aspect value of the zodiacal aspect symbol displayed thereon and also the aspect value of certain of the planet symbols, and other indicia determining the extent of movement of the planet playing pieces relative to the planet house areas.

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