United States Patent [19]

Hodan, III

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[45] **July 17, 1973**

[54] **ASTROLOGICAL TEACHING AND AMUSEMENT DEVICE**

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[21] Appl. No.: **146,019**

[52] **U.S. Cl.** ..... **273/134 D,** 273/134 E, 273/141 R, 273/161, 35/43

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search** 273/130, 131, 134, 273/135, 161; 35/43, 44

[56] **References Cited**

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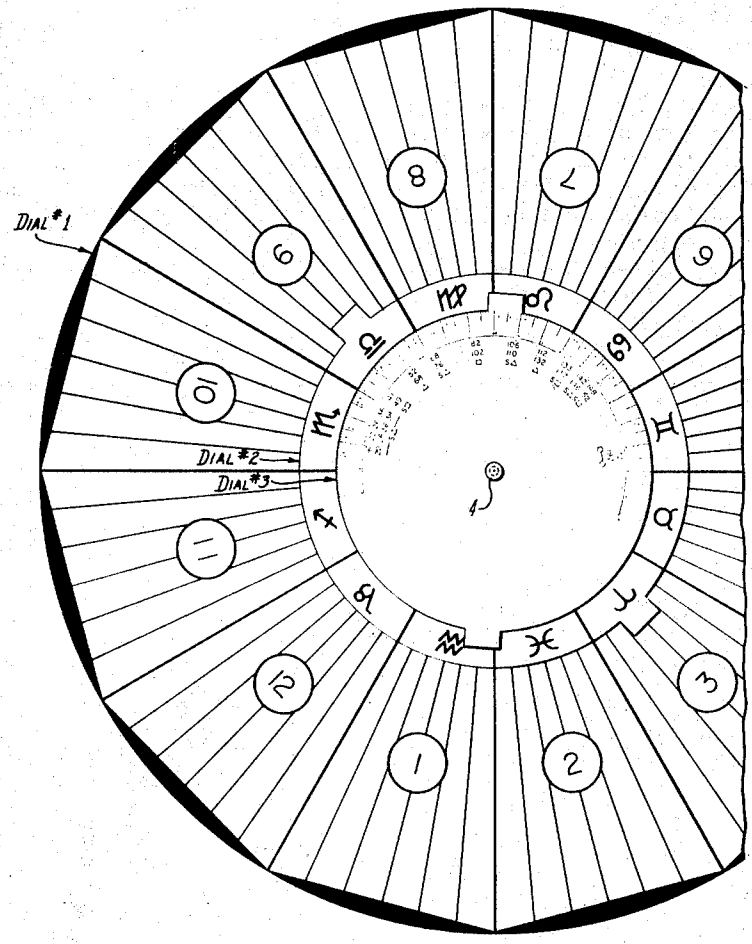
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Attorney—Charles L. Botsford

[57] **ABSTRACT**

The device employs three concentric discs of different diameters arranged for rotating relation with respect to each other and bears radial graduations on each disc showing respectively, astrological houses, house numbers, zodiac signs and degrees of a circle. Movable pieces similar to chessmen, but bearing a planet symbol on each piece are placed in turn on one of the discs in response to throws of dice. When all the pieces are placed, their relative positions or astrological aspects are determined by relative rotation of a disc and the answers to astrological questions are obtained by reference to suitable charts.

4 Claims, 13 Drawing Figures



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SHEET 1 OF 3

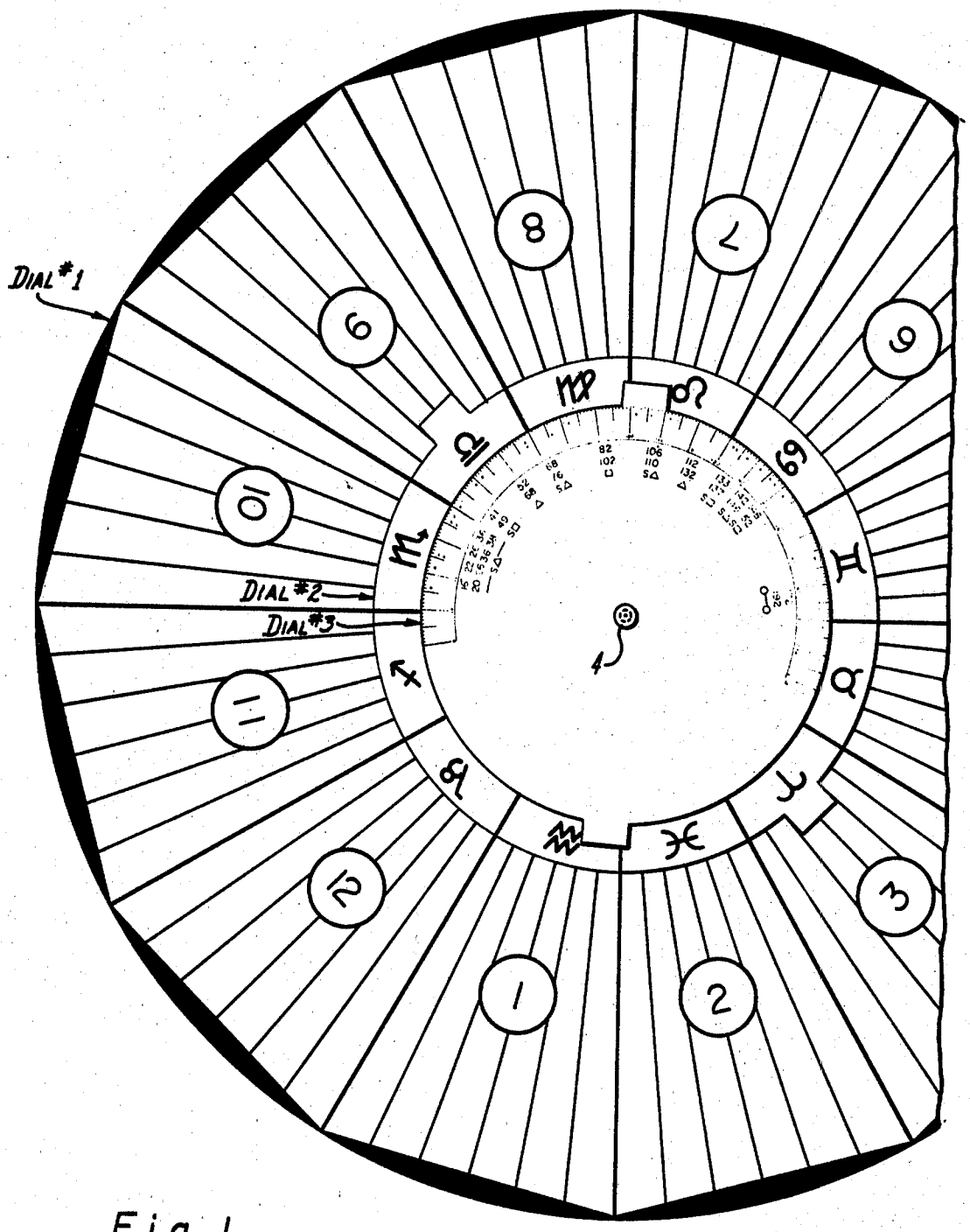


Fig. 1

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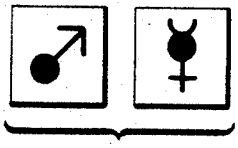


Fig. 2

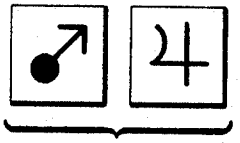


Fig. 2a

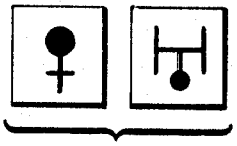


Fig. 2b

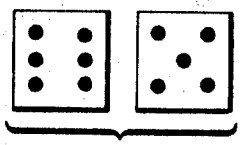


Fig. 3

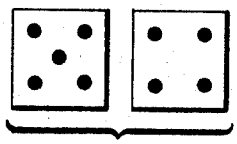


Fig. 3a

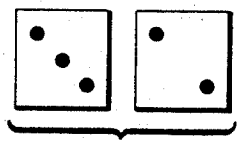


Fig. 3b

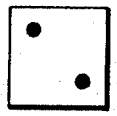


Fig. 4



Fig. 4a

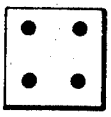


Fig. 4b

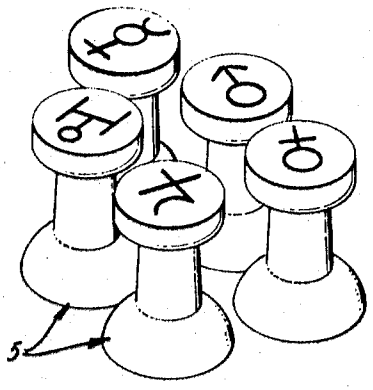


Fig. 5

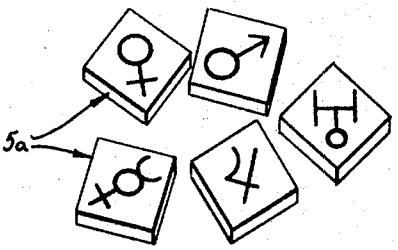


Fig. 5a

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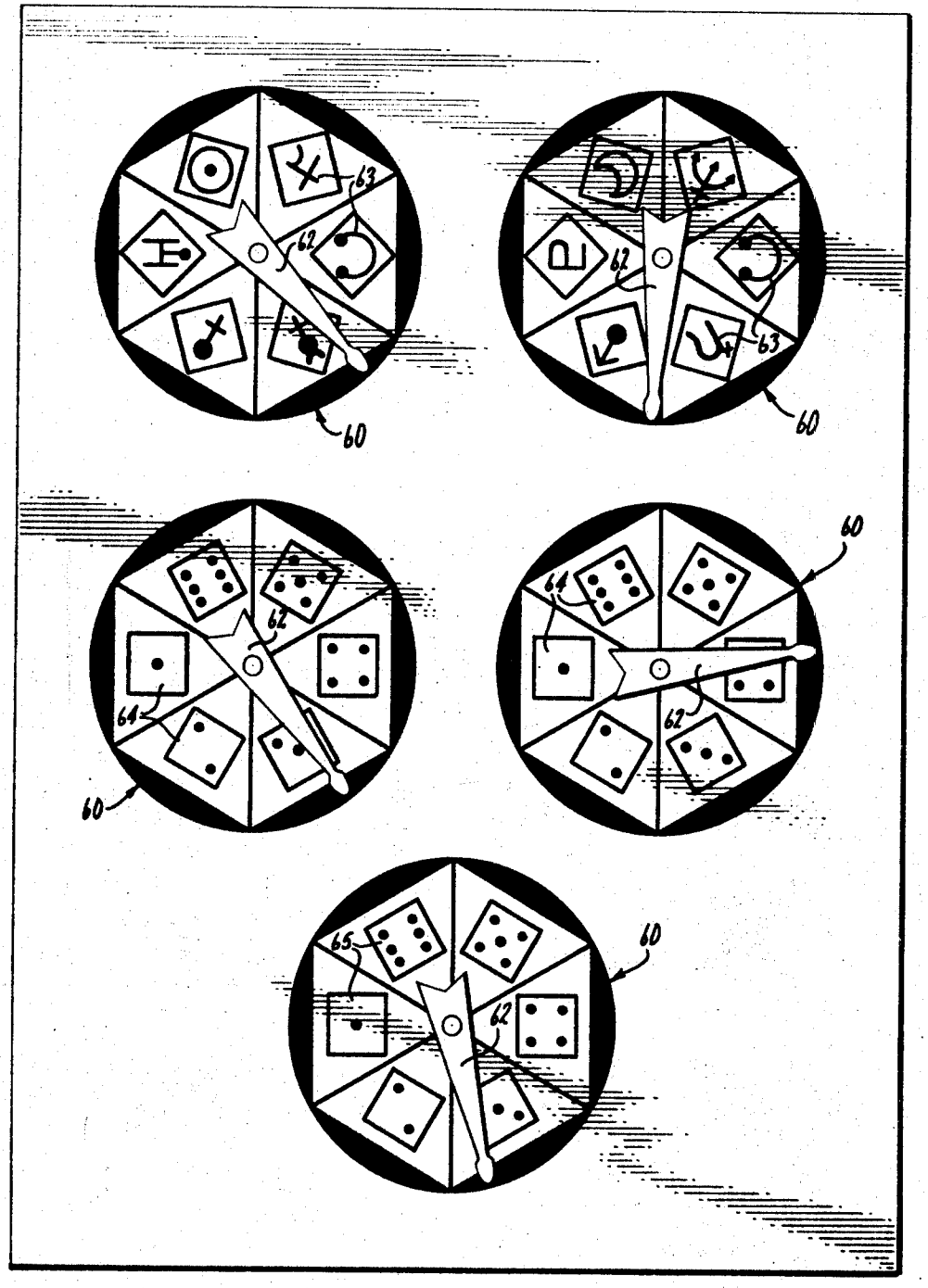


Fig. 6

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ASTROLOGICAL TEACHING AND AMUSEMENT DEVICE

BACKGROUND OF THE INVENTION

Numerous charts, computers and other devices have been employed to aid in making astrological determinations. Typical of these are Chern, U. S. Pat. No. 2,518,664; Booth, U. S. Pat. No. 2,219,378; Losey, U. S. Pat. No. 3,355,822; and Crabb, U. S. Pat. No. 1,956,059.

While all previous devices were constructed to aid in the application of the art of astrology and horoscope reading and in some cases to act as amusement devices, none of these were adapted for the teaching of astrology and at the same time to act as a game or amusement device.

SUMMARY

I have discovered that by using the principal element of my invention, which I call my ASTRO-CLOCK, which comprises essentially three concentric discs together with accessories, I am able to perform both the practice, the teaching and the amusement in astrology. This I do by utilizing the throw of dice or similar devices, representing planets and placing planet pieces in their suitable houses on the ASTRO-CLOCK, and positions within the houses by the throw of other dice denoting these specific locations. Utilizing my rotating dials I may then compute the aspects and determine the answers to astrological questions by referring to appropriate charts, all as set forth hereinbelow.

DESCRIPTION OF THE DRAWINGS

FIG. 1 - ASTRO-CLOCK comprising three concentric rotating discs or dials.

FIGS. 2, 2*a*, 2*b*, — Typical planet dice.

FIGS. 3, 3*a*, 3*b* — House dice.

FIGS. 4, 4*a*, 4*b* — Degree dice.

FIGS. 5, 5*a* — Typical planet pieces.

FIG. 6 — Flick Board.

DESCRIPTION OF A PREFERRED EMBODIMENT

Referring first to FIG. 1 there are seen three concentric discs of different diameters mounted rotatably with respect to each other and designated as dial No. 1, dial No. 2, and dial No. 3 respectively.

Each disc has imprinted upon it a series of numbers, symbols and other graduations and thus each comprises separate dials as explained more fully below.

The outermost disc designated as dial No. 1 is divided into 12 equal segments of 30° each and numbered 1 to 12, each segment representing an astrological house as set forth in chart No. 2. Each house in turn is divided into equal segments of 5° each.

House No. 1 is known as the solar board house of a player's Sun Sign, the significance of which is set forth below.

The intermediate disc, designated as dial No. 2, is divided into 12 equal segments, each segment representing a house name and bearing the corresponding house symbol. These are set forth in chart No. 1.

The centermost disc designated as dial No. 3 is essentially a degree measuring protractor and bears aspect symbols explained on chart No. 3.

The combination of the three discs or dials is known as my "ASTRO-CLOCK."

The three discs or dials are arranged for relative rotation to each other about a central spindle or pin **4**.

Several pairs of dice having the symbol of a planet or node on each face are used, typical ones being shown on FIG. **2** which in this illustration indicate Mars and Mercury. FIG. **3** shows a pair of conventional dice known in this application as house dice and FIG. **4**, a single conventional die known as a degree die. FIGS. **2***a*, **2***b*, **3***a*, **3***b*, and **4***a*, **4***b*, show the position of these dice on subsequent rolls.

FIGS. **5** and **5***a* show two types of typical planet pieces **5**, which resemble chessmen and are similarly used, but show the symbols of planets corresponding to those appearing on the planet dice, in this case Mars, Mercury, Jupiter, Venus and Uranus. FIG. **6** shows my "flick" board which consists essentially of a series of circular discs **60** and rotating pointers **62** upon which discs I place the symbols for nodes and planets **63**, house dice **64** and degree dice **65** respectively and thus utilize the spinning of the pointer **62** in place of rolling of dice to achieve the same result insofar as locations of planet pieces of FIGS. **5** and **5***a* are concerned.

OPERATION

There are many variations in which the game may be played and typical ones are set forth below.

The object of the game is to set the signs of the zodiac and the planet pieces and then to ask questions, interpret the aspects, and arrive at answers. To accomplish this the following procedure is used.

The ASTRO-CLOCK, FIG. **1** is set so that house No. 1 is situated on the player's left side. Let us assume that the player was born on Feb. 5th. Referring to chart No. 1 it will be noted that the house name for this date is Aquarius. Dial No. 2 is then rotated so that the house symbol for Aquarius is set so that it centers on house No. 1 or the solar board house of a player's Sun Sign referred to above.

The game is now played by rolling the dice of FIGS. **2**, **3**, and **4** and placing the planet pieces of FIG. **5** and **5***a* in accordance with the rules.

The planet pieces **10** in number, typical ones being shown in FIGS. **5** and **5***a* and which are tabulated according to aspects on chart No. 3, are first placed in the center of the ASTRO-CLOCK FIG. **1**.

The player then rolls his two planet dice FIG. **2**, two house dice, FIG. **3**, and one degree die, FIG. **4**, and obtains the values shown in the respective figures.

As seen in FIG. **2**, the player may then select either Mars or Mercury and place it in the sixth, fifth, of 11th house on the ASTRO-CLOCK because of the roll of **6** and **5** on the house dice.

Within the given house the planet is located on a degree line which corresponds to the roll of the degree die FIG. **4** multiplied by five, or in this case the 10 degree line. Let us presume that in this case Mars is positioned within the 10 degree segment in the fifth solar house.

The player may elect to place Mercury in the 6th solar house also on the 10 degree segment.

At the next roll of the dice the values shown on FIG. **2***a*, FIG. **3***a*, and FIG. **4***a* are obtained. Mars having already been placed, Jupiter is now placed in the ninth solar house at the 15 degree line or in the fourth house, Mars having already been placed in the fifth.

Assume now that on the first roll Venus and Uranus are positioned on the 5 degree line within the proper solar house. On a succeeding roll the values shown on

FIG. 2*b*, FIG. 3*b* and FIG. 4*b* are obtained. Planet pieces Venus and Uranus are then progressed forward, counterclockwise as many degrees as indicated by the degree dice in this case, 4 times 5 = 20 degrees.

Play is continued in this manner until all the planets are placed, including the Sun pieces, the placement of which are subject to the same rules as above or a special placement rule, whereby the planet remains within the player's own first solar house.

When all planet pieces have been placed, then the player is ready to ask questions of the houses and obtain answers through the aspects according to chart No. 3. To do this the degree measuring disc or dial No. 3 of FIG. **1** is used and a tabulation made according to charts No. 1 and No. 3. This procedure is set forth below.

Instead of rolling dice I may use what I call my "flick" board FIG. **6** described above, in which a flat dial **60** bearing the appropriate graduations of the dice replace the latter and spinning pointer **62** may be revolved to indicate the appropriate values previously furnished by rolling of the dice.

You may now ask ONLY one question to each house, according to the category references listed for each of the **12** houses on chart No. 2. After studying the chart, you may formulate a main question to one particular house and compute all aspects for the answer. Then, it is still possible to ask questions to some of the other houses, which might relate segments of interest to your original, main question. For each related question the aspects must be computed and tabulated separately to each new questioned house involved. In this case the only aspects that would remain constant, would be those from planet to planet. Remember, that any one answer must be computed from all the aspects found on the ASTRO-CLOCK and reference charts, and that every aspect becomes a part of your complete answer. To measure the aspects for your answer, use the degree measurement dial No. **3** of the ASTRO-CLOCK in the following manner.

PLANET TO PLANET ASPECTS

Measure the degrees between one planet and the next for all of the planets. Make a column listing these degree distances, and then classify the distances as either GOOD, BAD, or NO ASPECT in an adjoining column, according to chart No. 3.

CONJUNCTION ASPECTS

Here the distance between the conjoined planets is not a factor, but the planets themselves involved in determining the aspect being classified, according to chart No. **3**, as either GOOD, BAD, or UNSTABLE. An UNSTABLE aspect creates a problem, as its effects may create both GOOD and BAD conditions, or a little more of one than the other. These aspects will be added to your same list of aspects in general for your answer.

PLANET TO HOUSE ASPECTS

Continue the two column listing you have been using for the distances and aspect classification, but this time measure the distance in degrees, that each individual planet is located from the question house. See chart No. 3 for measurement definition under MAJOR ASPECTS.

PLANETS WITHIN QUESTION HOUSE, ASPECTS

Classify each planet within the question house according to chart No. 1 and add this in your list of other aspects. These will be either GOOD or BAD with the addition of any of the planetary influences listed for a particular planet on this chart.

RESULTS OF ASPECT TABULATION

Separately add up the GOOD, BAD, and UNSTABLE aspects to determine which group predominates and to what numerical degree they differ. Remember, that the only degree distances that were classified for your aspects were those listed in chart No. 3 under MAJOR ASPECTS, and any others would be termed — NO ASPECT. Your answer will be found somewhere between the extremes of the following: YES —NO; GOOD — BAD; RIGHT — WRONG; POSSIBLE — IMPOSSIBLE; etc.

Other variations of the game may be played by means of my invention as set forth below.

SOLITAIRE

A game for one person using only one set of dice and a corresponding set of Planet pieces. You have a possible total of 20 aspects, and may ask a total of 12 questions per game — or one question only to each solar house.

DATE OR MATE — COMPATABILITY GAME

A game for two people each using a complete set of dice and planet pieces of different color. You will have an addition of **10** or more aspects possible in this game, then you do for a solitaire game. These additional aspects are formed by measuring the degree distance for each of the man's planets to each of the woman's same planets. For example: The man's Sun to the woman's Sun, etc.

Set up the ASTRO-CLOCK for one of the two people only, and then place the other person's Sun within the house signified by the position of his house symbol. Both the man's and the woman's Sun will remain within their respective houses and never leave them, according to the Special, Sun Placement Rule. At the start of the game, each of the two people will roll his own degree die to determine the initial position of his Sun. Any same planet for both people may form a conjunction, creating a double influence aspect of that planet, that is, double GOOD or double BAD.

FAMILY OR GROUP COMPATIBILITY GAME

A game for four people, each using one of the four sets of planet pieces and sharing a corresponding set of colored dice. Rules and aspect measurements will remain the same, as in the compatibility game for two people, with the expansion of the aspect list to four people.

FOR EXAMPLE

Assume that the four players are - "A," "B," "C," and "D." Player "A" measures and notes all distances and aspects to "B's" same planets, "C's" same planets, and "D's" same planets. That is, "A's" Sun is measured to "B's" Sun, then "A's" Sun is measured to "C's" and "D's" Sun, etc. This can be tabulated with four columns. One list can serve all four players for this step, because it will make no difference who measures. The

distances will be the same, so it need not be completed more than once for the game. Next, each player may ask a question to a particular house and receive his own answer, by computing and considering his own planet aspects to a given house. A group answer may be derived by considering each player's planet aspects to a particular house.

POINTS OF VALUE GAME

A game for two people, each using a corresponding set of planet pieces and one set (5) of dice. The object of this game is that each player will try to gain the highest possible number of points.

PROCEDURE TO FOLLOW

1. Set up the ASTRO-CLOCK, and position both sets of planet pieces as in a compatibility game. Do not compute any aspects for this game.
2. Now remove both sets of planet dice from your game, and each player will use his own colored set.
3. Each player will roll his own degree die and note its face value. This roll of the degree die has now determined the number of rolls each player will be allotted for the game. Either player may now begin to roll his three dice.
4. At each roll, the combined total of the two house dice will indicate the house number.
5. The individual's degree die returns to its original function as degree indicator, and its rolled face value is multiplied by five.
6. At each roll of the three dice, the player must progress ONE planet piece within the house determined by the combined house dice, in accordance to the number of degrees indicated by the degree die.
7. After both players have completed their allotted rolls, each may then compute his own score.

SCORING OF POINTS

Planet Point Values	SUN 1	VENUS 6
	MOON 2	SATURN 7
	MARS 3	URANUS 8
	MERCURY 4	NEPTUNE 9
	JUPITER 5	PLUTO 0
House Number Values:	Add house number value to individual planets within that house. An exception to this rule applies for Conjunctions.	
Conjunction Values:	For those that exist between your own planets, you multiply the individual planet values and add the individual house number value.	
Mixed Conjunction: Value	Those formed by planet pieces of different colors will cancel out to zero points. All planets in a Mixed Conjunction are cancelled, whether 2, 3, or more are involved.	

CHART NO. 1

1	♈ ARIES	RAM	MARCH 21 APRIL 20	MARS	♂	BAD	ENERGIZER, ACTION, USUALLY BAD
2	♉ TAURUS	BULL	APRIL 21- MAY 20	VENUS	♀	GOOD	LOVE, BEAUTY, BENEFICIAL
3	♊ GEMINI	TWINS	MAY 21 - JUNE 21	MERCURY	☿	GOOD	WRITINGS, LETTERS, SHORT JOURNEYS
4	♋ CANCER	CRAB	JUNE 22 - JULY 22	MOON	☽	GOOD	CHANGES - GENTLE, BENEFICIAL
5	♌ LEO	LION	JULY 23 - AUG. 23	SUN	☉	GOOD	SUNNY, BENEFICIAL, GOOD
6	♍ VIRGO	VIRGIN	AUG. 24 - SEPT. 22	MERCURY	☿	GOOD	WRITINGS, LETTERS, SHORT JOURNEYS
7	♎ LIBRA	SCALES	SEPT. 23 - OCT. 22	VENUS	♀	GOOD	LOVE, BEAUTY, BENEFICIAL
8	♏ SCORPIO	SCORPION	OCT. 23 - NOV. 22	PLUTO	♇	BAD	DARK, MYSTERIOUS CHANGES, UNKNOWN
9	♐ SAGITTARIUS	ARCHER	NOV. 23 - DEC. 21	JUPITER	♃	GOOD	GOOD LUCK, HAPPINESS, BENEFIT
10	♑ CAPRICORN	GOAT	DEC. 22 - JAN. 20	SATURN	♄	BAD	SADNESS, DELAY, OBSTRUCTIONIST
11	♒ AQUARIUS	WATER CARRIER	JAN. 21 - FEB. 19	URANUS	♅	BAD	UNEXPECTED - CHANGES OR HAPPENINGS
12	♓ PISCES	FISHES	FEB. 20 - MARCH 20	NEPTUNE	♆	BAD	SPIRITUAL, SOLICE, SECRETIVE

NOTE: This chart indicates the "NATURAL ORDER OF HOUSES AND SYMBOLS". Your personal chart, if you are not ARIES born, will have your own SUN SIGN, SYMBOL in the FIRST HOUSE.

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CHART NO. 2

HOUSE NUMBER MEANINGS

1	Personality, disposition, perception of environment, individuality, self-centered.
2	Resources (money, possessions, security).
3	Mental abilities capable of self-expression, communication with environment, letters, short writings, short trips.
4	Home and family life, beginnings and endings of life, property, inheritances.
5	Involvement with children - yours or others, your emotions, display, pleasures, amusements, recreation.
6	Occupation, physical health, efficiency, service to others.
7	Relationships, marriage, partners, unity on a personal level, love.
8	Death and conditions, regeneration or decay or energy, gained resources through legacy or partnerships, sex expressions.
9	Personal philosophy, strong viewpoints, publications, legal matters, foreign travel, self-projection, new horizons, higher education.
10	Careers, vocations, social status with its activities and material responsibility.
11	Friendships and their influeunces upon social life, group identifications, wishes and hopes.
12	Isolationism, solitude, limitations imposed by the self or others, critics, deep secrets, enemies, escapism, confinement.

NOTE: The House numbers and meanings on this chart never change. Ask only one question per House for each ASTRO-CLOCK GAME.

CHART NO. 3

C O N J U N C T I O N S occur (only in terms of the ASTRO-CLOCK GAME), when two Planet Pieces occupy either the same line of the Solar Board, or when they are positioned within one line from each other. No conjunctions are listed with Pluto, because of its recent discovery. This chart contains a total of 72 conjunctions

Conjunction with:	SUN	MOON	MERCURY	VENUS	MARS	JUPITER	SATURN	URANUS
G O O D	Moon Mercury Venus Jupiter Neptune	Mercury Venus Jupiter Neptune	Venus Jupiter Mars Uranus	Jupiter Neptune Uranus	Jupiter	Saturn Neptune Uranus		
U N S T A B L E	Mars Uranus	Mars Uranus		Mars				
B A D	Saturn	Saturn	Saturn Neptune	Saturn	Saturn Neptune Uranus		Neptune Uranus	Neptune

M A J O R A S P E C T S are stipulated distances between Planets, exerting influences which are either GOOD or BAD. Aspects to Planets are always measured in the shortest distance between Planets. Aspects from the Planets to the House pertinent to a question are always measured in the shortest distance to either of the two red lines, which define the House limits. The following chart of aspects applies to either Planets or Houses.

A S P E C T S	DEGREES	TYPE NAMED	SYMBOL
G O O D	60	Sextile	
	120	Trine	
B A D	90	Square	
	160	Opposition	

I claim:

1. An astrological teaching and amusement device comprising:

a first circular disc;

a second circular disc concentrically mounted upon said first disc in rotating relation thereto and having a diameter smaller than said first disc;

a third circular disc concentrically mounted in rotating relation to and upon said second disc and having a diameter smaller than said second disc;

said first disc being characterized by radial graduations dividing it into 12 equal segments.

said segments being further characterized by radial graduations dividing each of said segments into six equal sub-segments;

said second disc being characterized by symbols denoting the twelve signs of the zodiac positioned in equal segments about the periphery of said second disc;

said third disc being characterized by radial lines corresponding to the degrees of a circle;

a plurality of movable pieces each bearing a symbol of a planet of the solar system for positioning in locations around said first disc;

means for selecting the position of said movable pieces

whereby the relative angular positions of said movable pieces, said segments, and said sub-segments may be measured by relative rotation of said discs.

2. The device of claim 1 wherein the position selecting means comprises:

a first pair of cubical dice each face of which bears a different symbol of a planet or node of the solar system;

a second pair of cubical dice the faces of each said dice bearing a number from one to six;

a single cubical die each face of which bears a number from 1 to 6.

3. The device of claim 1 wherein the position selecting means comprises:

a first pair of flat circular discs both of said discs together bearing the symbols of all the planets and nodes of the solar system arranged around their peripheries;

a second pair of flat circular discs bearing numbers from one to six arranged around the periphery of each disc;

a single flat circular disc bearing numbers from 1 to 6 arranged around its periphery;

rotating pointers mounted concentrically on each of said discs.

4. An astrological teaching and amusement device comprising:

a first circular disc characterized by radial graduations dividing it into equal segments.

said segments being further characterized by radial graduations dividing each of said segments into equal sub-segments;

a second circular disc adjacent said first disc and in rotating relation thereto, said second disc characterized by symbols denoting signs of the zodiac positioned in equal segments about the periphery thereof;

a third circular disc adjacent said second disc and in rotating relation thereto, said third disc characterized by radial lines corresponding to the degrees of a circle;

a plurality of movable pieces bearing symbols of planets of the solar system;

means for selecting the position of said movable pieces; whereby the relative angular position of the movable pieces, segments, and sub-segments may be measured by the relative rotation of said discs.

* * * * *