

Enochian Chess

ENOCHIAN CHESS originates from Dr John Dee, magus & astrologer to Elizabeth I. His powerful system of magic was later adapted by adepts of the Victorian Order of the Golden Dawn into "a complete system of training and initiation." Enochian Chess was originally taught to Candidates only after their having reached the exalted grade of Zelator Adeptus Minor, Z.A.M.

The game incorporates the whole outer order knowledge of the Golden Dawn hermetic order and subsumes other divination systems such as Tarot, Geomancy, and Astrology. Enochian (or Rosicrucian) Chess provides a complete method of self-initiation into the Western mystery tradition. You may use the game for practical ACTIVE divination, to alter & influence events as well as to simply predict, as opposed to PASSIVE (fatalistic) divination systems such as Tarot and Astrology where the questioner plays no positive role in determining the outcome of their reading.

We have supplied Enochian Chess sets and software to the magical community since 1983.

The new version of our Windows software has several advantages over physical sets - although both formats have their strengths. Texts of complete magikal and alchemical books are included.

From: <http://enochianchess.com/>

Enochian chess is a four-player [chess variant](#), similar to [Chaturaji](#), associated with the [Hermetic Order of the Golden Dawn](#). The name comes from the [Enochian system of magic](#) of Dr. [John Dee](#) (magus and astrologer to Queen Elizabeth I), which was later adapted by

Victorian members of the Golden Dawn into "a complete system of training and initiation."

Enochian Chess was created by [William Wynn Westcott](#), one of the three founders of the Golden Dawn, but the rules of the game were probably never completed by him. The game was finished by [S. L. MacGregor Mathers](#), who put its rules into final form.^[1] The game was four-handed because each set of pieces corresponded to one of the four [classical elements](#) and their several [watchtowers](#), and the game was used for divination as well as competition. The four sets of pieces were variously colored, and identified with [Egyptian deities](#) or "[god-forms](#)". The main identifications of the pieces were:

- [Osiris](#), represented by the [king](#);
- [Isis](#), the [queen](#);
- [Horus](#), the [knight](#);
- [Aroueris](#), the [bishop](#); and
- [Nephthys](#), the [rook or castle](#).^[2]

The chess board itself was also varicolored, and divided into four sub-boards in which each of one of the four elemental colors predominated.^[3] The rules of the game were partially derived from [shatranj](#) and other historical forms of chess; the queen is played like a [fers](#), with a two square diagonal leaping move.^[4] The four players would form pairs of two, with each player having a partner. MacGregor Mathers, who finalised the game's rules, was known to play with an invisible partner he claimed was a spirit. Joseph Hone, biographer of William Butler Yeats, claimed, "Mathers would shade his eyes with his hands and gaze at the empty chair at the opposite corner of the board before moving his partner's piece."^[5]

The game, while complex, was in actual use; Georgie Yeats, wife of poet [William Butler Yeats](#), relates actually playing the game as a part of her occult training in Golden Dawn circles.^[6] Her husband took part in some of these games, as did MacGregor Mathers.^[7] On the other hand, the full set of the rules is not well presented in the

Golden Dawn material handed down; [Donald Tyson](#) has observed that the game has "numerous weird little quirks" that "make it impossible to actually play in any satisfactory manner".^[8]

Notes

1. [^] [Ellic Howe](#), *The magicians of the Golden Dawn: a documentary history of a magical order* (Taylor & Francis, 1972; [ISBN 0710073399](#))
2. [^] *The Golden Dawn: a complete course in practical ceremonial magic : the original account of the teachings, rites, and ceremonies of the Hermetic Order of the Golden Dawn*, [Israel Regardie](#), [Cris Monnastre](#), [Carl Llewellyn Weschcke](#), eds., p. 686 (Llewellyn, 1989; [ISBN 0875426638](#))
3. [^] [Regardie et. al.](#), p. 684.
4. [^] [Regardie et. al.](#), p. 691
5. [^] [Joseph Hone](#), *W.B. Yeats, 1865-1939*, p. 106
6. [^] [Ann Saddlemyer](#), *Becoming George: The Life of Mrs. W. B. Yeats*, p. 71 (Oxford University Press, 2004; [ISBN 0199269211](#)).
7. [^] [Joseph Hone](#), *W.B. Yeats, 1865-1939*, p. 106
8. [^] [Donald Tyson](#), *Enochian magic for beginners: the original system of angel magic*, p. 308 (Llewellyn, 1997; [ISBN 1567187471](#)).

From: http://en.wikipedia.org/wiki/Enochian_chess