

**PUBLISHING INFO:**

OURANOMACHIA

That is

THE ASTROLOGERS'

Game,

Created for the relaxation of students of the fine arts and astrology primarily, now for the first time illustrated and published by

WILLIAM FULKE

OF CAMBRIDGE

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**Dedication:**

TO THE MOST HONORABLE GENTLEMAN,

Master William Cecil,

Knight<sup>1</sup>, Lord Burghley,

†And of the privy council to her majesty the queen†,

And the most distinguished

Chancellor of the University of Cambridge, his patron

Among all the learned,

A singular man.

Amongst other things, especially those distinguished ornaments of your worth, most noble Cecil, which the kindness of God has bestowed on you either through the goodness of nature, or your hard work, or the favor of our monarch toward you, not in a later place do I decide that it should be noted that the University of Cambridge most freely recognizes you as their most accomplished chancellor. Indeed we are able to thank you and to deservedly rejoice for ourselves that we have obtained this honor in common not only with the wisest and most powerful leaders of the Greeks and Romans, but also with the most holy and learned prophets of the Hebrews.

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<sup>1</sup> Gilded Knight

Indeed the most noble leader, priest, and prophet Samuel was in charge of the University of Naioth: the most celebrated of all, Elias & Elijah, ruled Jericho & Bethlehem; to say nothing of Isaiah, a noble by his royal birth, who is said to have succeeded Elijah in this most distinguished office. Because indeed, in those days it was considered a very solemn matter that the people who were most eager for piety and the fine arts be considered and called the sons of prophets, whom the people cultivated as if they were fathers. And although the custom of our time has changed the wording, nevertheless, it retains the reasoning underlying our forefathers' law in the administration of the commonwealth of academia. By which I think it happens that, no differently than children do they dare to present, in full sight of their parents, not only serious matters and business of great importance but also children's games. Thus the graduates of the university do not hesitate sometimes to entrust their own whims to your good judgment. And it does not seem very unfair to me if we clarify the reason for our toils and pleasures to the same person. And this opinion has now finally prevailed in my mind, such that I am not embarrassed to write your most distinguished name on our *Ouranomachia* (clearly the greatest trifles and merely games), which we have continuously held back (from publication) now into the fifth year, although many have demanded<sup>2</sup> it. And if I should offer anything worthy of your judgment in it, which may fall into the hands of educated people, if I am also able to have fun in a similar fashion with Geometry, I will make a go of it somewhere else. But in the meantime, I entrust the *Ouranomachia* to your judgment alone, which you will decide through your authority whether you wish to keep it as yours alone or make it common to everyone. May the Lord Jesus keep your dominion<sup>3</sup> of the Church and of the State safe for a long time.

- Most bound to your honor, William Fulke

*Ouranomachia,  
or The Astrologers'  
Game*

The *Ouranomachia* has been conceived as a battle of the celestial bodies that are opposed in their motion and virtue, and was composed to test a person's intelligence and skill, as well as for the relaxation of the mind and as a break from studies. And in this matter, these people seem to me deserving of merit especially when it comes to mathematical sciences, those who have transformed these fine arts, the desire of which is incredible and the utility of which is the highest, into a game and frivolity attentive to both the tedium and loss of time in this same labor, protecting it from the trouble of toils and long nights of study. From this notion the person who first composed Rhythmic Battles, whether it was the great Pythagoras or someone who arranged a contest between groups of even and odd numbers, seems to have achieved a glory not unequal

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<sup>2</sup> efflagitatum?

<sup>3</sup> D.T.: dominationem tuam,

<https://quod.lib.umich.edu/cgi/t/text/text-idx?cc=eebo;c=eebo;idno=a21928.0001.001;node=A21928.0001.001:9;seq=247;view=text;rgn=div1>

to the praises of anyone nor equal to his own virtues, in my opinion. Having learned through the example of this what can be done by some other person (certainly he must have been a man of native talent and learning, and as the times bore, in no mediocre fashion refined) that man himself wished to experience in Astrology what he saw earlier in Arithmetic. If [the work of] his continuous and uninterrupted late nights had come to our hands unadulterated in any way, indeed if they had not arrived fundamentally truncated, perhaps we would have been able to hand down a much more brilliant and pleasant Ouranomia. In the meantime, as much as we can, we follow with the thinness of our genius, walking in the footsteps of that unknown man who first carried the torch, thus we will go forward, such that it will be our conviction to wander from that inspiration [only] wherever he shows the path<sup>4</sup>: but where no remnants remain inside which we can follow, as much as we will be able to excel in guesswork and prediction, nevertheless, we will aim at this same goal. But, if anything should seem to us either easier for avoiding work, or more elegant for reconciling pleasure, or more useful for enjoyment and thinking, we will add this also, without the prejudicial opinion of the first creator or of anyone else, in order to make a manual for the readers, whether they wish to follow the unadapted rules of the author or our added ones instead. Because, by this reason, we have decided that outcomes, however arbitrary, are in no way negatively affected nor is the place for deception, however odiously applied, left out.

Therefore in this way it is fitting to establish at the beginning that there are two globes of the celestial orbs, but especially wandering stars (planets): not as that man (Pentheus) believed that there were two Suns and that Thebes displays itself twice<sup>5</sup>: but we ought to imagine two orders of planets fighting as if over control of the world, [orders] who have been fighting for a long time in various and multiple [form of] combat and have engaged in battle to this degree, until the general of the one army, after the general of the other army has been defeated and the camps of the vanquished enemies have been destroyed, brings back a marvelous victory together with a glorious triumph. This creator, whoever it is whom we're following, asserts that he has broken this universal pastime into nine chapters: but such was the carelessness of the previous age that hardly five chapters have come<sup>6</sup> to us intact, the sixth chapter has broken off midway, but the final three chapters were entirely lost unless, by chance, the author, taken by sudden death, never completed what he had proposed to do. However the first chapter concerns the board, the field, or the area in which the armies are to be ordered and to fight. The second

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<sup>4</sup> This passage seems reminiscent of Lucretius 3.1-6:

E tenebris tantis tam clarum extollere lumen  
 qui primus potuisti inlustrans commoda vitae,  
 te sequor, o Graiae gentis decus, inque tuis nunc  
 niceties  
 ficta pedum pono pressis vestigia signis,  
 non ita certandi cupidus quam propter amorem  
 quod te imitari aveo;

I follow you, O glory of the Greek race,  
 who first could shine so clear a light from  
 such dark shadows, showing the

of life, and now I place my formed footsteps  
 into the famed impressions of yours. It is not so  
 much from a desire to compete as because of  
 love that I mean to imitate you.

<sup>5</sup> Eur. *Bacchae*, line 918-919

<sup>6</sup> Pervenerint, not pernenerint

chapter is about the soldiers and arraying the army. The third chapter is about the entrance which is suitable for anyone of those fighting. The fourth chapter explains in what order they advance. The fifth chapter explains what things are needed for capture and pillaging. The sixth chapter explains in what way enemies are apprehended and captured. What the manual has set forward about the three remaining chapters, we are not able to do anything other than to guess [divine] what the game consisted of, since we have no knowledge of it at all. Unsurprisingly, I have posited that the seventh chapter ought to be about victory and the eighth about triumph. But I think that he [the creator] was going to add the final chapter, that is the Table of Dignities, which the author promises in the fifth chapter.

## [Chapter 1]

The Astrologer's Game

Chapter One, about the gameboard

Or Area.

You will prepare a game board as a playing field that has been divided<sup>7</sup> into two regions, each one of which you will divide into three-hundred and sixty spaces or stations: because that is how many degrees there are in the Zodiac. And so you will make two Zodiacs, one of its own for each army. But since the two game boards are equivalent in form it is useful to explain both of them. The first is circular, which conforms better with actual nature: and the other is a square, a shape much more appropriate for gameplay. If the circular shape is pleasing, since it is the more perfect one, and better demonstrates the celestial spheres and it presents the aspects of each of the planets more easily to the eyes, [planets] whose use in this game is noteworthy, you will draw this shape in the following way. You will make a circle on a broad and flat surface, the diameter of which has a length of three or four feet. First you will divide this into twelve signs, each one of which in turn you will divide into thirty degrees, as is the custom of the astrologer. On those signs you will write the names or symbols of the signs, such that the beginning is taken from Aries, however the progression happens to the left. Therefore, this circle then will be the playing field of one of the armies. Within the circumference of this circle you will draw a smaller one, which, just like the outer one, you will divide into signs and degrees, with either the names or the symbols of the signs also added: but you will proceed to the right in this circle. Therefore you will distribute the places such that Aries is opposite Aries, Taurus is opposite Taurus, and let the remaining signs, finally, in this order, look at each other in diametrical position, in the way you see it on the following page.

But if someone is seeking a set size for the circle, I would prescribe this measurement to it, lest it occupy an immense space or it become too narrow, and not allow so many small divisions. Let the diameter in length be three and a half feet and since the ratio of the diameter to the circumference is three plus a seventh (3.14) the circle will be eleven feet. Therefore the circumference divided into twelve parts will amount to eleven thumbs or fingers [inches] for

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<sup>7</sup> divisam: divisum?

each part, close to the length of one British foot: and it will ascribe to each degree a third part of a finger [inch] with the addition of a thirtieth part of one digit.<sup>8</sup> Then with the radius extended to a half of one inch, outside of this circle, let him draw another greater one concentric to this and likewise let him divide it equally except that it is appropriate that the parts be a little bit larger since the circumference is larger.

If however, the excessively large size of the circle is displeasing, and if it hurts your eyes to look at the big empty space which is inside the circle, use the square diagram. This is not dissimilar to the game board which is used in Rhythmomachia, except that it does not match in the number of spaces. For it contains seven-hundred and twenty spaces, indeed a two-fold Zodiac broken into two, that is three-hundred and sixty squares. Each Zodiac will have thirty degrees in length and twelve in width. To the longer side you will write the number of the degrees and to the shorter you will write the names of the signs or, what I would prefer, their symbols, such that from both directions the order is preserved from left to right, as you will more easily understand from the figure on the next page. But if you distinguish enemy territories by colors also, this will provide some ornamentation, but little or next to no utility.

Now you have the gameboard or area as described by the creator, whose genius in the second diagram as we praised it, thus we are forced to make a judgment in one of the two ways [boards]. Since it is fitting that almost every single degree be distinguished by certain and various signs, whatever things are contested over in this game, in order to understand the nature of each individual square a very firm memory is needed, which is provided by nothing other than long and tiring practice: or if the difference of such a varied and multiple nature escapes the memory, what follows next are thoughts full of boredom and dislike which both disturb the mind with anxious worry and in no small way diminish the pleasure of those playing. While I seek a remedy for these problems, nothing more preferable occurs to me other than that each square on the Zodiac, marked with its appropriate signs, represents without boredom and effort the nature of that degree to the eyes of those contestants. We will put off discussing the whole form and composition of this board until almost the last chapter of this work, since it depends on things which are to be explicitly explained later. But if an earlier and more difficult explanation seems better accommodated to any people for the testing of memory and logic, I do not stand in their way at all that<sup>9</sup> one might use one's own good judgment freely. Nevertheless I have wished to take into consideration those who have a weaker memory and those who avoid work, lest those whose number is very great complain that the profit of this most pleasant game has been put forward for the comprehension of very few men.

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<sup>8</sup> 3.6?

<sup>9</sup> qno: quo

## [Chapter 2]

### Chapter Two, about soldiers (game pieces) and Ordering the army in formation

Therefore with the regions of each part of the Zodiac laid out according to what arrangement you prefer, the next step is that you understand with what general, what leaders, what soldiers, it is best that so ferocious a war be waged. So you should recognize that two sets of seven planets suffice for each army in place of leaders and soldiers (game pieces). Then you will prepare seven hemispheres designated by some color: and seven other likewise but different in color. On these you will inscribe the names, or (which seems more elegant to me) the symbols of the seven planets, such that the Sun stands out amongst the others, the Moon takes the next place, then Saturn, Jupiter, Mars, Venus, Mercury, follow in their own rank. That's because the Sun, which shines on all things with its rays, warms them with heat and nourishes them with a secret virtue and thus is able to assume the position of Emperor deservedly. The Moon, which is in charge of the humors, and the ebb and flow of raging Oceanus' tides as if she were moderating them with some sort of reins, and puts to flight the shadows of night with her trembling light, is able to be called without injustice the Queen and Empress of the stars. Saturn and Jupiter, the greatest and most powerful planets, play the role of Consuls. On top of that, Mars, who is always considered the master of war and wrath, is considered the Praetorian Prefect, or leader of the army. Those which remain, Venus and Mercury, refer to the indiscriminate throng of either gender. But if you need the appearance of all of these expressed in a picture, behold, we comply with your wishes.

Now if that simple figure of these hemispheres does not satisfy anyone, I will show what shape of game pieces pleases me as most elegant and most appropriate. All the bodies of the planets rest on bases and columns like those used for chess pieces. But let the bodies of the planets themselves be spherical on top of the columns for thus most aptly they will represent their own images. And above the globes themselves let there be figures which seem to our eyes to be images of the heavenly bodies: and above the globe of the sun let there be a smaller sphere marked with beams in all directions: and above the sphere of the moon let there be that figure which they call the lesser half-moon (crescent moon) which is also the symbol of the moon, just like that of the sun earlier. And above the globes of the remaining planets you should place asterisks (small stars). And when you have made both sets of planets according to this form, in order that the opposing sides can be distinguished, paint just the bases and the columns with different colors. In order that you distinguish the planets from each other, you will give each one its own color, except for the stars on top, which will all be silver. Thus you will make the whole Sun gold, the Moon in silver, you will give a wan color to Saturn, purple to Jupiter, fiery red to Mars, green to Venus, a mottled color to Mercury that is sprinkled with dabs of all of these colors. But if this description of the shapes seems to be too obscure, this description which we have presented in these directions, it will not trouble us to express these in picture form.

It remains for us to explain in what order the army is to be arrayed and what place or station is appropriate for each of the combatants.

You will locate the Sun, namely, the Emperor of one army on the sixteenth degree of Leo: the Moon, the Empress, on the eighteenth degree of Cancer: Saturn, the Consul, on the twentieth degree of Capricorn, retrograde: Jupiter, the other of the Consuls, on the twenty-fourth degree of Sagittarius, forward (*directum*): warlike Mars on the twenty-sixth degree of Aries, forward: Mercury, assuming the personality of the fickle and inconstant throng, on the fourth degree of Virgo, forward: Venus, the crowd of the unwarlike people, on the third degree of Libra, retrograde. You will place the leaders and soldiers (game pieces) of the other army in the same way on the other Zodiac. Thus, each planet will have its initial position in its proper house: later, as play continues, they can be moved into other domains of whatever signs. And that's all there is about the arraying of the army.

### [Chapter 3]

Chapter three, about the movement or path, which is best for the combatants.

Now since there is no simple movement of celestial bodies, but indeed all things in this game conform to the image of the celestial movements, as far as it is possible: you should be advised that there is not one and the same movement for all the soldiers (game pieces), but varied and multiple movement according to the nature of each. In the briefest and most lucid fashion I can, I will explain what is right for each.

There is only one and simple movement for the Sun: for, since it lacks the epicycle, it always goes by just one degree, without any retrograde motion according to the order of the signs: it proceeds from the sixteenth degree of Leo to the seventeenth degree of the same sign: from the thirtieth degree of Leo to the first of Virgo. This is its daily movement in the sky. However, it moves freely (in the game) when and as often as it wishes to, nor is this freedom restricted by any of the other Planets. For he is the lord and Emperor, who outlines the rules for moving for others, but he himself is subject to no one's control.

Phoebe the Empress enjoys the same liberty of movement for it does not move or stay in the same position by the authority of the Sun, and much less so by that of the other planets. Nevertheless it does not always advance on an equal course: for from the first position it goes across by 12 degrees to the second, from the second to the third by 13 degrees, from the third to the fourth by 14 degrees, from the fourth to the fifth by 15 degrees, from the fifth to the sixth 15 degrees again, from the sixth to the seventh 14 degrees, from the seventh to the eighth by 13 degrees, from the eighth to the ninth by 12 degrees, from the ninth all the way to the tenth by 13 degrees: finally, by always preserving the same pattern of increasing and decreasing, such that it is not permitted to it to move twice by 13 or 14 degrees, nor further twice by 12 and 15. But the Moon itself, although it moves itself in a small circle, because of its speed, its motion is not referred to as forward or retrograde, but swift and slow: therefore in this game it does not have

retrograde movement or any reason for slowing down which is too fine a distinction than could be observed in such small spaces (on the board). Therefore it always progresses according to the order of the signs. For example: from 18th degree of Cancer to the 30th degree of the same sign, from the 30th degree of Cancer to the 13th of Leo, from there to the 27th degree of Leo, from the same place to the 12th degree of Virgo, from there to the 27th degree of Virgo, from there to the 11th degree of Libra, from there to the 24th degree of Libra, from there to the 6th degree of Scorpio, from there to the 18th degree of Scorpio, from there to the 1st degree of Sagittarius, and finally so on. But this unequal movement, although it is not the daily movement of the Moon, reduced to a very precise calculation, nevertheless closely accords with it. For in twenty-seven days, with some addition of hours, it moves through the Zodiac in the sky: however, here (in game) through twenty-seven lunar stations, the order is preserved and travels by 363 degrees, which you will understand easily from the calculation of 27 lunar stations.

<b>12</b>	<b>15</b>	<b>12</b>	<b>15</b>	<b>12</b>	<b>15</b>	<b>12</b>
<b>13</b>	<b>14</b>	<b>13</b>	<b>14</b>	<b>13</b>	<b>14</b>	<b>13</b>
<b>14</b>	<b>13</b>	<b>14</b>	<b>13</b>	<b>14</b>	<b>13</b>	<b>14</b>
<b>15</b>	<b>12</b>	<b>15</b>	<b>12</b>	<b>15</b>	<b>12</b>	<b>15</b>
					<b>C</b>	<b>.ij.</b>

But if this pattern of increasing and decreasing does not seem easy to remember, you will always be able to proceed with the same ranking, in this way:

<b>12</b>						
<b>13</b>						
<b>14</b>						
<b>15</b>						

For this same number 363 is rendered from 27 moves [lunar jumps/leap of the Moon]. However, since this calculation surpasses the course of the Moon by six or seven degrees, since within twenty-seven days it constitutes a little more or less three-hundred and fifty-six degrees, if you wish to refer more easily and precisely to its orbit, transfer the Moon by 13 degrees for four iterations/turns, and for a fourth iteration/turn by 14, and jump three-hundred and fifty-six degrees by twenty-seven stations. The order of this movement is the following:

**13 13 13 13 13 13**  
**13 13 13 13 13 13**  
**13 13 13 13 13**  
**13 13 13 13 13**  
**14 14 14 14 14**

And about the movement of the Empress, that's enough.

Saturn and Jupiter both advance with the same movement. For whether they move forward or backwards, they do not cross further than a space of a half degree. So that you understand, however, when these Consuls ought to move forward and when they must move backwards, it should be known that they observe the forward motion of their Emperor from whose presence it is not permitted to them to progress or move backward beyond their set limits. So Saturn proceeds according to the order of the signs as long as it is not distant from the Sun, the Emperor, by more than 110 degrees, that is, three signs and 20 degrees, either ahead or behind. But if it happens that the Emperor moves further from Saturn, Saturn will be turned back [lit. reflected] through the order of the signs [backwards through the Zodiac] until it gets closer to the Sun and is able to be returned to the front (according to its prescribed limits in any case). However, Jupiter has preset limits that are a bit more relaxed: for it proceeds up to the point that it will be distant from the Sun, either ahead or behind, by almost 120 degrees, that is, through four full signs. When, however, because of the progress of the Sun, its Emperor, it is distant up to a space or more by four signs (for it is not right for it to cross its set limits), in no way can it proceed: however, it is permitted to go backwards, if it should wish, by a half of a degree.

The behavior of Mars is not at all the same: for, as becomes the strong leader of an army, it is found to be faster in its forward motion and slower in its backward motion. For as often as it proceeds according to the order of the signs as if going into battle, it moves by a whole degree. But if it is forced at any point to go backwards as if sounding a retreat, it goes backwards by only a half degree. However, Mars is forced to retreat whenever a space of more than 130 degrees, that is four signs and 10 degrees, separates it from the Sun. And it maintains this order continuously, such that it moves forward by an entire degree and backwards by a half degree.

Venus and Mercury express the habits of the fickle and vulgar crowd almost to the quick<sup>10</sup> and delight in many different movements. They share one common motion with the Sun, whom they serve. For as often as the Sun proceeds both Venus and Mercury accompany him as if to honor him with equal progress, that is by one degree. And this is the first type of movement of Venus and Mercury, always straightforward. But both have two other motions, either forward or

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<sup>10</sup> ad vivum

retrograde. Venus proceeds according to the order of the signs by a half degree, or goes backwards by **one and a half**<sup>11</sup> degrees also [or by degree also one half]: but it cannot be more than 47 degrees away from the Sun: it proceeds within these two boundaries: when it reaches the boundaries, it must return inside them. Since it always proceeds with equal steps together with the Sun, it cannot wander off in any way beyond those boundaries. Therefore Venus progresses with three types of motion: the first that motion in common with the Sun and Mercury, which is by one degree: second, by its own motion, when it advances within the boundaries by **one half of one degree**: and third, when it returns back inside its boundary to its prescribed area by **one and a half degrees**.

Mercury rejoices in no fewer types of motion. For it moves, along with the Sun, by one degree in the same way Venus does whenever the Emperor moves camp or changes his position. Then inside the boundaries assigned to him, Mercury proceeds with more rapid motion than Venus: for she moves by a half degree, but he by a whole degree. And he also moves backwards more quickly since he retreats by two degrees against the order of the signs, all the way to his final boundary. But the boundaries of Mercury are limited in each direction to 27 degrees from the Sun. And he always keeps himself within these boundaries. And if he moves 27 degrees in front of the Sun, he retreats until the Sun has left him behind by 27 degrees. Then again he moves forward. And that is enough explanation about the motion of the planets. For these represent, as closely as possible, their daily motions in the sky. But if you protest that the motion of Saturn and Jupiter is slower: we will answer that it is not possible that this works well in the game, such that they are moved by less than half a degree. The progress of Mars accords better with the actual motion of the heavenly body: for its very great retrograde motion and also its very great forward motion, amount to almost one and a half degrees. So then one degree for forward motion, but half a degree for retrograde motion has been assigned to Mars in this game. The motions of Mercury and Venus represent the movement of their planets in the sky: if you take everything into account, you will not be able to come up with anything closer. For what will be asserted perhaps by some people, that is, that the planets move very slowly around their positions and that we have overlooked all of that: we freely admit but we believe that this can hardly be expressed in the game. In the meantime, if anyone is able to bring forward something more accurate, we will duly admire his genius without any reproach.

#### **[Chapter 4]**

The game of Astrologers.

Chapter four, in what order

Combatants should proceed.

The movement of the Sun, the Emperor, is freest as we have pointed out before more than once: for by the judgement of the player it is able to move, but only by one degree forward. Likewise the Moon always moves forward, whenever it likes, without waiting for the movement

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<sup>11</sup> per gradūs et dimidium?

of any other planet. Venus and Mercury always move according to the motion of the Sun. And when they move themselves by their proper motions, they go forward to their furthest boundaries and return back again all the way to their first beginnings. Nor may they at any time move backward before they arrive at a boundary or forward before they have been brought back to their starting points. The procedure for Saturn, Jupiter, and Mars is different from the rest. Nor can they move freely, the way the Sun and the Moon do: nor are they necessarily forced to go forwards or backwards along with Venus and Mercury to either the far boundaries. As to backwards motion, if through the movement of the Sun, they [Saturn, Jupiter, and Mars] happened to stand outside their prescribed limits, it is necessary that they must move backwards until they have been placed back within the spaces set out for them: when they arrive there, there is no need for them to be drawn back to the other boundaries from the left, but only to go as far as it will seem right to the player, to 10, 20 or 30 degrees, plus or minus. But, when they wish to go forward, they must hold to this diligently that they dutifully observe the course of the Sun, their Emperor. If the Sun is not moving, Saturn and Jupiter can only be moved twelve times forward and then either they have to stop moving or go backwards, until the Sun itself, at some other time, has moved forward: for each forward movement of the Sun, they are allowed to move forward one additional time. Therefore do not forget, as often as either of them moves, likewise, at the same time, the Sun moves: such that if Saturn or Jupiter have moved forward three, four, five times, etc, and then the Sun also proceeds some number of times, to Saturn and Jupiter as many progressions are returned as the Sun has made by moving forward. For example: Saturn has moved forward three times, now nine stations remain: in the meantime, the Sun has moved forward three times, and now again Saturn, as if with its strength restored anew, it is ready and able to move forward twelve times. Another example: Jupiter has moved forward five times, it has seven times left to it, but in the meantime, if the Sun moves forward twice then, as if it had moved only three stations, with two of its stations restored, Jupiter has nine stations remaining. But since it is difficult to keep such varied and uncertain numbers of forward movements in your memory, in order to free your mind of this labor, you will have thirty-six counters of whatever type you wish representing these three planets (Saturn, Mars and Jupiter), twelve for each individual one in different color, such that the signs of which planet they are able to be differentiated. Let black be the color of Saturn, purple the color of Jupiter, red as the color of Mars. Therefore as often as you move each one of these planets forward, you will place one of these counters somewhere, if you place twelve of them it is forbidden to progress further. In the meantime as often as you have moved forward the Sun, this often you will take one of the pieces of Saturn and Jupiter. But laws will be prescribed for Mars also, although he is warlike, for it must be understood that Mars ought not to progress more than six times if the Sun does not move and two movements of the Sun, restore anew only one movement to Mars. Therefore, whenever you move Mars forward, two of the red counters must be placed on the board: if, therefore, twelve have been placed on the board, that is, there have been six turns, you have moved Mars as far as it can go. However, whenever the Sun moves forward, you will remove just one of the red counters: in this way two forward movements of the Sun produce only one forward movement of

Mars. However, the courses of the planets are restricted to these numbers, such that a greater necessity is imposed on them of moving backwards: the counters, however, have been contrived to prevent tedium and forgetfulness. Although, if anyone thinks that this rationale seems more difficult than it should be and if he would like to ignore it, (that's fine) as long as he does not transgress the limitations set for the Planets in the third chapter. With these limitations observed, retrograde movements will occur for these wandering stars, although they will not be that common. For when Saturn is three signs and 20 degrees away from the Sun, by necessity it will move backwards. The same for the rest, for when they have arrived at their limits through their own movement, or they have ended up outside their limits through the motion of the Sun, there is no way they can avoid a retrograde movement. But to speak honestly, that reasoning is much better and more elegant which expresses more clearly some appearance of that observation which those planets are understood to present to the Sun, their King. For thus, Saturn, Jupiter, and Mars orbit in constant and perpetual laws in their epicycles, and their motions are deemed to harmonize most suitably with their motions as the Sun is closer or further, and seem to worship and venerate him with the greatest reverence as if he were Lord and Emperor. But although this continuous and very beautiful harmony of the movements of celestial bodies cannot be reduced to entirely numbers, especially in a game setting, nevertheless, the closer it comes to that [harmony] the more it seems right for it to be embraced. Therefore, I approve with my vote those laws written up above in the previous three chapters, although they are more difficult.

## **[Chapter 5]**

Chapter five, about those things which are required  
For capturing and plundering.

Now the moment demands that we outline in a similar compendium what paths, instruments, tools, and strategies it is right to use in capturing and plundering enemies. Therefore, first and foremost you must remember that no victory can be gained except by engaging in battle, whether a great victory, when the enemy is taken captive: or a lesser victory, when they are stripped of their special adornments and are rendered harmless and unable to enter battle. But then indeed, battle is said to be committed when planets face each other. That occurs (as astrologers teach) in eight ways:

1/2. when the planets stand apart from each other in turn by a sextile aspect, from the right or left, that is two full signs or what is the same by 60 degrees through the sixth part of the Zodiac, or what is essentially the same by 60 degrees: such as if Saturn in the first degree of Aries is looking back at Jupiter in the first degree of Gemini by a sixth aspect [sextile], that is to the right: or, if from the left, he looks back at Mars which is in the first point of Aquarius.

3/4. there are two other aspects which are called squares [quadrates], equally to the right and to the left. This is considered the interval of one quarter of the Zodiac, that is, of three signs or 90 degrees, for instance, the Sun, in the first point of Cancer, sees in front of him Mercury standing in the first point of Libra, but from the rear Venus occupying the first degree of Aries.

5/6. in addition there are two aspects which are called trines and triangles for this reason because they take up the space of one-third of the Zodiac to the right or left. Indeed, they take up four signs or 120 degrees, one-quarter of the Zodiac.<sup>12</sup> As if the Moon in the first point of Scorpio looks at Saturn in the first point of Pisces in front of him, or behind him the Sun in the first point of Cancer.

7/8. There remains opposition and conjunction which complete the eight numbers. When the planets are opposed across the spot through the midline of the Zodiac, that is, six signs, or 180 degrees. As if Jupiter were in the first point of Aries and Venus in the first point of Libra. Indeed, conjunction is inappropriately referred to as an aspect since it does not indicate any space, but the existence of two planets in the same sign: as if Mars should run together with Mercury in Aries or Taurus or any other sign. Therefore, whenever planets in any of these [8] modes face each other, it is understood that battle is taking place. It's worth understanding that no aspect for us in this game is considered legitimate unless it is one that is true, that is, one that entails a full number of degrees in its space as described above: therefore if Saturn stands in the fifth degree of Cancer, Mars will not be opposed to it in the second, third, or any other degree of Capricorn, except the fifth degree. You must understand that this same rule concerns other aspects to both the right and left. The matter is clearer through examples: Let us place Mars in the fifteenth degree of Aries, his right sextile aspect is in the fifteenth degree of Gemini, and his left sextile aspect is in the fifteenth degree of Aquarius. Suppose the moon is in the twentieth degree of Taurus; her right square aspect is in the twentieth degree of Leo, and left square aspect is in the twentieth degree of Aquarius. Let us place Venus in the twenty-seventh degree of Virgo, her trine aspect from the right will be in the twenty-seventh degree of Capricorn, and from the left it is in the twenty-seventh degree of Taurus. There is no permissible conjunction of planets in the same sign unless it should also be in the same degree of the sign: for instance, if Saturn fights with Jupiter in the third degree of Sagittarius as if in hand-to-hand combat, or the moon wrestles with Venus in the twenty-third degree of Pisces. And these aspects are called corporeal aspects [*corporales*]: naturally, by these means the very bodily aspects [*corpora*] of the planets look at each other in turn.

There is also another aspect, which is commonly called the second orb of the projection of radii; this is known as an "application" in the works of Ptolemy and better educated men. Since this pertains more to auxiliary forces than to the principal tools of war, we do not have to explain this before other topics. For it must be borne in mind what tools are necessary for fighting, what ones indeed only for helping, and what ones, whenever they are drawn together, should not be disdained.

Therefore, the necessary weapons, by which planets are drawn into battle, are called Dignities in the common terminology of Astrologers. Dignities, moreover, are determined according to Houses, Exaltations, Triplicities, Termini, and Faces. Five Dignities are attributed to a House, four to an Exaltation, three to a Triplicity, two to a Terminus, and one to a Face.

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<sup>12</sup> one-third?

Therefore, whatever planet is found in its own House is awarded five Dignities: one in its Exaltation is awarded four, one in its Triplicity is awarded three, in a Terminus two, and in a Face one.

But if it should happen that the same planet is in its own House and Exaltation simultaneously, it acquires nine Dignities: unsurprisingly, five due to the House and four due to the Exaltation.

Moreover, if a planet should be situated not only in its House and Exaltation, but also in the sign of its Triplicity, it will gain twelve Dignities: five from the House, four from the Exaltation, and three from the Triplicity. If you should add two to these numbers for the Terminus, the planet proceeds awarded with fourteen Dignities. A single Dignity remains for the Face, but this pertains to none of the planets with fourteen Dignities: no, in fact fourteen Dignities cannot happen to any other planets in any way or by any reason in this game, except for Mercury alone, especially when he is running within seven degrees of Virgo. This occurs because Mercury alone obtains its House, Exaltation, and Triplicity in one and the same sign. And it is especially worth noting that the Dignities which are conferred by the House, Exaltation, and Triplicity remain the same through the same sign: but also that those Dignities which stand on the Termini or the Faces, have a place in only certain parts of the sign. But since it is useful for those about to fight in battle to recognize both their own and their adversaries' strength, and to know the opportunities afforded by the placement (of your planets), you will be able to learn from the following table how much strength in each sign any of the planets have.

The Sun has at most eight Dignities in the sign of Aries:

- In Gemini one,
- In Leo eight,
- In Virgo one,
- In Scorpio one,
- In Sagittarius three,
- In Capricorn one,

The Moon has eight Dignities in Taurus:

- In Cancer six,
- In Virgo three,
- In Libra one,
- In Sagittarius one,
- In Capricorn one,
- In Aquarius one,

Saturn is able to gain two Dignities and no more in Aries:

- In Taurus three,
- In Gemini five,

In Cancer two,  
In Leo two,  
In Virgo two,  
In Libra nine,  
In Scorpio two,  
In Sagittarius three,  
In Capricorn seven,  
In Aquarius ten,  
In Pisces two,

Jupiter is awarded five Dignities in Aries

In Taurus two,  
In Gemini three,  
In Cancer six,  
In Leo five,  
In Virgo two,  
In Libra three  
In Scorpio two,  
In Sagittarius ten,  
In Capricorn three,  
In Aquarius two,  
In Pisces nine,

Mars gains seven Dignities in Aries:

In Taurus two,  
In Gemini three,  
In Cancer five,  
In Leo two,  
In Virgo two,  
In Libra two,  
In Scorpio eleven,  
In Sagittarius two,  
In Capricorn six,  
In Aquarius two,  
In Pisces six,

Venus lays claim to only two Dignities in Aries

In Taurus ten,  
In Gemini five,  
In Cancer three,

In Leo two,  
In Virgo three,  
In Libra seven,  
In Scorpio two,  
In Sagittarius two,  
In Capricorn five,  
In Aquarius three,  
In Pisces six,

Mercury is not all that powerful in Aries because it acquires just two Dignities:

In Taurus three,  
In Gemini seven,  
In Cancer three,  
In Leo two,  
In Virgo fourteen,  
In Libra five,  
In Scorpio two,  
In Sagittarius two,  
In Capricorn two,  
In Aquarius five,  
In Pisces two.

And these are considered necessary weapons, so to speak.

But auxiliary weapons(power) can be procured in various ways. Some by persons and others by placements. By persons, auxiliary weapons are procured through application or, as is commonly said, by aspect according to the circle of the projection of the radii. For whenever any planet is taken within the radii of another which looks back at its adversary in any of the eight aforementioned ways, it sends whatever dignities or strengths it has to that one [planet] inside of whose radiuses of which it overlaps. Therefore, in receiving, it plunders and captures through the dignities and strengths of what was received, as if they were its own.

Here, however, it is important to understand how widely any one of the planets diffuses its radii, and inside of the orbits of which it can receive auxiliary weapons. As follows:

The Sun projects rays on both sides all the way up to seven and half degrees. The Moon on both sides to six degrees. Saturn up to four and half degrees. And Jupiter through the same extent. Mars through just four. Venus and Mercury through three and half degrees. Therefore the planet which is received within these degrees is affected (*applicat*). Which, although, it is quite manifest in and of itself, nevertheless, it will not be a problem to illustrate this matter with one or two examples.

If the Sun is the tenth degree of Leo, Saturn is in application to it, if it is in the first 30 minutes of the 18th degree, or closer, for instance: the 16th 15th 14th 13th 12th 11th degree. Similarly if it is in the last thirty minutes of the second degree of the same sign, or closer, that is in the fourth, fifth, sixth, seventh, eighth, or ninth degree. Or if the Moon is in the twentieth-eighth degree of Virgo, Mercury is in application to the Moon if it is in the fourth degree of Libra, or closer, or even in the twenty-eighth<sup>13</sup> degree of Virgo from the back, or closer. Or if Jupiter is the third degree of Aries, Mars will be in application to it, if it is in the first part of the eighth degree of the same sign, or at least closer: similarly, if it is in the later part of the twenty-eighth degree of Pisces or at least within that space. And these things are indeed the auxiliary weapons(power) which can be mustered by characters(planets).

Indeed there are two types of these (auxiliary weapons) which are furnished by location. For either they [auxiliary weapons] are provided by the convenience of their place, because of which (convenience) we ourselves rejoice: or by that position's unfavorableness, into which adversaries are driven.

Therefore the opportune places for conducting business are these signs in which houses of their own the planets are said to especially rejoice, and therefore are called Joys<sup>14</sup>. These (Joys) supply other additional auxiliary weapons, besides the dignities.

Nearest to these are the degrees of exaltation: for, as the planet which is placed, not only in its own house as if in its own castle but also in its own Joy is better prepared: so too, the one which is located in the very degree of its own exaltation, as if it were located in a castle on very high ground, is helped by a respectable increase in its strength. Thirdly, numbered amidst the opportunities of placement are these degrees which are said to increase Fortune. There are also other degrees which can be called Luminous or Bright degrees. Also, there are both Nebulous or Smoky (degrees) which pertain to the light of the Sun and the Moon, but are harmful to others. And there are heavenly degrees, if we believe certain astrologers, which have their own genders, for some are thought to be masculine and some to be feminine. Of those degrees which are masculine, their stations are advantageous to the masculine planets, Saturn, Jupiter, Mars, the Sun, and Mercury. But to Venus and the Moon, given that they are feminine, feminine degrees provide assistance. Therefore from these places, auxiliary weapons(power) are sought amidst combat. But the planets in the wrong place suffer harm: such are these degrees, in which there is the downfall of some planet. Second, there are degrees of weakness, which are called Azimene in Arabic. Thirdly, also, there are those degrees which are called the Puteales, from the deep darkness of a well. To these are added shadowy degrees. And masculine degrees are hostile to feminine planets: feminine degrees are hostile to the masculine ones among the planets. However, we will show in the last section with its own tables what signs there are of each planet, their houses, exaltations, triplicities, and Joys: what parts, boundaries, and faces there are of signs: what degrees of exaltation, which increase Fortune, bright/luminous, smoky, shadowy,

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<sup>13</sup> twenty-second?

<sup>14</sup> *Gaudia*

masculine, feminine, (and) destructions of planets (degrees of) weakness and wells. And these are the things which are required for plundering and capturing.

## **[Chapter 6]**

Chapter six, concerning the plunder and capture of enemies.

We now have come to what is the most important chapter of this project, that is, that we show how we are able to use the arms we have prepared, both for our defense and to the disadvantage of our adversaries. But here since more than half (which is an easy guess to make) of the example which we have been following is missing and damaged, we are forced in some parts to divine what the author wanted, but in other parts to invent new methods. Therefore first this must be stressed that an enemy is neither plundered nor captured, unless through aspect. But aspect is two-fold, Corporal and Application. But also just as much, this must be observed that neither is an adversary plundered or captured unless by someone who is superior in dignities. Moreover, some dignities are essential, as they call them, and others are accidental [adventitious] and based on auxiliary weapons.

However sometimes it happens that an enemy is robbed of its own dignities, but it is not captured.

Sometimes it is captured, but not plundered.

And even at times it is plundered first and then also captured.

An enemy is plundered but not captured when an adversary overwhelms him just with certain ornaments of his dignities: just as Mars, marked with three dignities, looks with hostility back on Saturn, who rejoices in only two, then Mars plunders Saturn of one dignity, by which dignity he is superior to him and Saturn will be henceforth be deprived of one dignity in whatever place he lands: for he will rejoice in his home having just four dignities, in his exaltation three, in his triplicity two, in his boundary one, and in his face none: if he had been deprived of two or more, he would have lacked this same number in any case. The victor will take the spoils with himself wherever he goes: for he will enjoy six dignities in his house, in his exaltation five, in his triplicity four, in his boundary three, and in his face two. But in whatever place he is, the way his enemy is crippled, thus he also remains adorned and armed with these spoils. But if he surpasses his enemy by more than one dignity, he will enjoy this same number of spoils wherever he is. In addition, even if he is deprived of all dignities which he possesses in one place, as if stripped of all fortune, nevertheless it does not mean that he is captured. As if Saturn, rejoicing in four dignities, looks back at Mars, empowered with only two, since he [Saturn] surpasses him [Mars] by two, he deprives him of two: but he is unable to capture him without greater forces.

An enemy is captured but not plundered, who is fortified with no dignities and is attacked by an adversary arrayed against him with only one or more dignities. For example, if Jupiter is in

opposition, or in any other aspect, and he has one dignity or more, he captures Mercury naked and defenseless against all the attacks of his enemy.

At the same time an adversary is plundered and captured since fewer dignities are surpassed by many and there are powers and dignities left over to the enemy for the taking. For instance, if the Sun arrayed with seven dignities looks back at the Moon, his enemy, and she is adorned with only three dignities, since he has three dignities, which is how many she has, and three others by which he surpasses her, he may plunder her of all her dignities: and since one dignity yet remains, because of that one dignity he has enough power to attack and capture the Moon, which is now bereft of all of her previous adornment and strength. And the Sun is increased through the spoils of these three dignities and while he remains in the same place he is arrayed with ten dignities: and wherever he goes, he bears those three dignities acquired in war with him. But the matter will play out more clearly with another example.

Let us assume Mercury is at the very peak of his power, proudly brandishing fourteen dignities: let us place against him from the opposite part, Jupiter, content with only five dignities. Through those ten, Jupiter is plundered of all of his honors: and one from the remaining, which survives for Mercury, suffices for a more illustrious victory, which is the capture of Jupiter. Mercury then is made greater by five dignities so he will possess nineteen, wherever he is in that place or a similar one. However, if the dignities should be equal in number when they face off against each other, since they fight with equal force, neither will emerge from the battle as victor or conquered.

Through another type of aspect which is called Application, enemies are also plundered and captured, although a Planet which encounters an enemy in some bodily aspect is adorned with no additional dignity, only (a planet) which is taken within the rays of another is enhanced by so many dignities, that is, how many are sufficient for capturing an enemy or at least plundering. For instance, let us imagine the Sun is placed in the first degree of Virgo, where it is marked with only one dignity, but suppose (its own) Mercury is nearby, that is, in the third or fourth degree of the same sign, there brandishing twelve dignities: and the Sun looks back at (the enemy's) Mars, arrayed somewhere with six dignities. Here, although the Sun itself is far unequal to battle with Mars, nevertheless, because of the auxiliary weapons of its servant [Mercury], it will emerge superior and will bear off Mars as its captive. For, it has in total thirteen dignities from which six equal Mars, six plunder, the last captures.

But the auxiliary weapons which are gained from places are beneficial in this way: Two advantages are equal to one dignity and two disadvantages remove one dignity. Then through these accidental dignities, enemies are plundered and captured no differently than through essential dignities. For example: if Mars, brilliant with four dignities, should engage with Saturn, marked also with four dignities: and Mars should notice that Saturn is being pressed in an unfavorable position by two detriments or disadvantages: he [Mars] will deprive him [Saturn] of one dignity no differently than if he [Mars] enjoyed only three dignities. For two disadvantages block the splendor of one dignity. Likewise, if the Moon should enjoy only three essential dignities and should look at the enemy Moon, [which is] equipped with the same number, after it

looks around for its auxiliary weapons and notices that two advantages of location provide support, it will dispatch its enemy from battle, plundered of one adornment. For two advantages are considered equivalent to one dignity. But if the auxiliary weapons display themselves to be greater than two, they are considered individually in place of one dignity.

Also, if the disadvantages go beyond two, one dignity of the planet should withdraw for each one: for instance, if Jupiter, arrayed with no essential dignity, gained three advantages based on the convenience of location, because of the location, he will have the same number of dignities for capturing an enemy, even though it [the enemy] has been enhanced by one essential dignity. Also, if Venus should engage in combat with Mars, and Mars should have four adornments(advantages) and the same number of disadvantages, it will be captured by Venus, empowered even by just one dignity. But there is not so much power in a single advantage that a planet can capture an enemy itself, especially an unarmed one, that is, one void of every dignity, unless also it should capture it cornered in an unfavorable location: and if this happens because of its own advantage and the enemy's disadvantage, the planet will acquire the opportunity for conquering. For instance, if Mercury, equipped with one advantage, should capture the enemy's own Mars, struggling in a feminine degree, or in whatever unfavorable location, then it will use the opportunity and will take the enemy Mars captive, subdued by one disadvantage, with its own one advantage. It would be otherwise if Mars fought on an equal location: or if Mercury on an equal location were fighting with Mars, who is constricted by the unfavorability of his location. For the value of just one disadvantage must not be considered greater than that of just one advantage. And that is enough about the protocols for capturing and plundering.

## **[Chapter 7]**

Chapter seven, about victory

We warned you right at the start of this work that we had a guide/template for the first six chapters and by standing in his [the original author] footsteps we could be guided all the way into battle: for he is totally silent about what would be the outcome of so difficult a contest, what would be the praise of business well-conducted, or what triumph and reward of victory. Therefore in the hope of a happier outcome, I will begin to offer certain rules about the conditions of victory and the appearance of triumph, as if those conditions were terms of surrender, in order that the game be more fun. Since often enemies are overwhelmed in trivial battles, and, nevertheless their strength can be regained, and they can fight again with their adversaries: and the ones who were the losers in one contest, in another can emerge the winners by far: it does not seem fair in the disaster of just some one [battle] that the strength of a whole population be consumed, such that they have to submit their necks to the yoke of the conqueror. Nevertheless, if a General, under whose auspices the war is being conducted, is captured or cornered, since the hope and courage of the enemy simultaneously collapse, all the more if they accept this especially significant defeat as it is customary to occur: we have established that when the Emperor Sun has been captured along with two others, that the enemies have been defeated in battle and the path to victory has been provided. For with the Emperor defeated, and

with their forces worn down by such great strife, no hope remains that their strength is able to be restored fully. But with the Sun not yet completely blocked off although all the others have been captured, no one is able to obtain the palm of victory.

## **[Chapter 8]**

Chapter eight, about the triumph

Nothing is more desirable for those who are stirred with a greed for praise and glory who conduct very difficult wars than that enriched by the plunder of the same and adorned with spoils in the very sweet lap itself of their homeland to which they have produced the eternal dignity of their name that they celebrate splendid-looking triumphs with the most magnificent pomp possible. Therefore when it is not a matter of attacking towns Veientum and Fideni but of occupying an empire of the entire world, in this game let the wars be conducted as if they are between the most powerful monarchs: it would be right that the victor shine not with trivial or simple signs and praises of victory, but with the greatest and most illustrious adornments of glory if anything equal to his virtue were able to be found, to be extolled beyond heaven and the stars. But since no things equal to his merits are able to be provided by us it will not bear poorly if he is adorned with rewards lesser and resting far below his dignity. Thus therefore it is ordained that he may begin a triumphal parade.

Let each leader for the sake of their honor, however many fortune preserved, [those] surviving from the battle, process in his own rank each with the greatest dignity he can. Let the Emperor himself follow these after a short interval in his own exaltation or at least in his house as if sitting in his curule chair. Let the Empress join him as a companion, (unless she has previously fallen into the hands of the enemy) and she herself, occupying her own exaltation or her own home as if in her triumphal chariot. Mercury will observe from the rear, the footsteps of the Emperor, but such that he stands out with some dignity. Venus, as if she were the handmaiden of the Moon, will proceed after her, thus such that she bears dignity in her gait. But if the Moon has not escaped the violent hands of the enemy, but has come into their possession and shown as spoils. Venus will perform this duty, which is ought to go to some Empress, she will perform it to the Emperor himself, and will occupy the middle place between the Sun and Mercury. These things will be understood more easily if all of this pomp, with this example provided, is led before the eyes.

Suppose the Emperor is in the nineteenth degree of Aries, which is the place of the height of his exaltation: Saturn who proceeds first of them in the first degree of Gemini, his own house, Jupiter next in the twenty-second degree of Taurus where he shines with two dignities: but next in front of the Sun, Mars is in the thirtieth degree of Aries, in which sign he rejoices as if it were his own home. Let Mercury follow the Sun from the rear in the thirteenth degree where he shines bright with a double-dignity. Let the Moon occupy the third throne of his own exaltation of Taurus: let Venus occupy the first or second degree of the same sign, for in these she enjoys a

double ornamentation. But if the Moon is absent, it is right that Venus be content to be somewhere that is between the nineteenth and twenty-third degree, that is, between the Sun and Mercury. And in these places it is distinguished by no appearance of dignity, nevertheless she should not bear this impatiently, since it is right that she indicate in some way that she is grieving the calamity of her own mistress who was cut off by the enemy by some sign, as if with her ornaments removed. Or if the manly spirit in a feminine star demands also its own rewards of dignity in this pomp and splendor of triumph it is necessary that we remove something from the greatest and brightest dignity of the Sun, such that his honor is given to Venus. Therefore we will move the Sun to the twenty-fourth degree of Aries because of the misfortune of his wife as if he were bringing on himself some sorrow in the reduction of this dignity of his. For this reason Venus' dignity will remain for her in the twenty-first degree. But if we wish to set the triumphal course of the Sun in his house, we will place him in some degree of Leo, for instance in the twenty-fifth degree. Let the leader of war, Mars, precede the Sun in the thirtieth degree of the same sign. Let Jupiter go ahead of Mars in the twentieth degree of Virgo. Let Saturn go ahead of Jupiter in the thirtieth degree of the same sign. Let Mercury follow the Emperor in the nineteenth degree of Leo. However, if the Moon is in the twenty-fifth degree of Cancer, let Venus follow her as a handmaiden, in the thirteenth degree of Cancer. But if Venus lost her mistress before she arrived at the hoped-for celebration of triumph, she will be sorrowfully placed between Mercury and the Sun, without any display of dignity: or if this is not pleasing, Mercury must be withdrawn to the twentieth degree of Cancer in order that Venus may have a place distinguished by some dignity in the seventh, eighth, etc. degree of Leo. Then too the Sun himself, since he can be away from Mercury by no more than twenty-seven full degrees, must be taken back into some suitable place, for instance the tenth, eleventh, etc. degree of Leo.

Finally, in order that the three superior planets in this triumphal procession, namely Saturn, Jupiter, and Mars, not wander in the whole sky and travel too far from the Sun, it is right to remember that Saturn cannot be away from the Sun by more than 110 degrees. Therefore, the remaining two, although they are accustomed to run far ahead at times by the pressing necessity of war, nevertheless they are confined within the boundaries of Saturn in the triumphal parade.

Finally (although this may seem unnecessary to say) if any of the victor's troops are missing, there must be an empty space for them in the accouterments of triumph: the others who remain ought to preserve the order which we have explained.

## [Chapter 9]

Chapter nine, which contains the tables of dignities

There remains as yet that we add tables of dignities: which, although it is easy for anyone to seek from this Astrology, which they call Judicial, lest, nevertheless, it be necessary to seek anything for the understanding of this game outside of this book, it will not cause any issue to write them out here, especially in the order which suits this project.

Therefore the House of the Sun is Leo.

His Exaltation is Aries.

His Triplicity is Aries, Leo, Sagittarius.

He has no Boundaries.

His faces are in the middle ten degrees in Aries, that is from the tenth to the twentieth.

In the last ten degrees of Gemini that is that twentieth to the thirtieth

In the first decade of Virgo, that is, the first ten degrees.

In the second decade of Scorpio, from the 11th to the 20th

In the third decade of Capricorn, from the 20th to the 30th

The house of the **Moon** is Cancer.

Her Exaltation is Taurus.

Her Triplicity is Taurus, Virgo, Capricorn.

She has no Boundaries.

Her faces are the second decade of Taurus.

The third decade of Cancer.

The first decade of Libra.

The second decade of Sagittarius.

The third decade of Aquarius.

The houses of **Saturn** are Capricorn and Aquarius.

His Exaltation is Libra.

His Triplicity is Gemini, Libra, Aquarius.

His Boundaries are the final five of Aries.

In Taurus also five, 23.24.25.26.27.

In Gemini the last six degrees.

In Cancer the last four degrees.

In Leo seven degrees, 12.13.14.15.16.17.18

In Virgo the last two degrees.

In Libra the first six degrees.

In Scorpio the last six degrees.

In Sagittarius five degrees, 22.23.24.25.26

In Capricorn four degrees, 23.24.25.26.

In Aquarius the last five.

In Pisces the last two.

The Faces of Saturn are,

The third decade of Taurus.

The first decade of Leo.

The second decade of Libra.

The third decade of Sagittarius.

The first decade of Pisces.

The Houses of **Jupiter** are Sagittarius and Pisces.

Its Exaltation is Cancer.

Its Triplicity is Aries, Leo, and Sagittarius.

Its Boundaries are the first six degrees in Aries

Eight degrees in Taurus, 15-22

Six degrees in Gemini, 7-12

Seven in Cancer, 20-26

The first six degrees in Leo

Four degrees in Virgo, 18-21

Seven degrees in Libra, 15-21

Five degrees in Scorpio, 20-24

The first 12 degrees in Sagittarius

Seven degrees in Capricorn, 8-14

Seven degrees in Aquarius, 14-20

Four degrees in Pisces, 13-16

Its Faces are

The first decade in Gemini

The second decade in Leo

The third decade in Libra

The first decade in Capricorn

The second decade in Pisces

The Houses of **Mars** are Aries and Scorpio.

Its Exaltation is Capricorn.

Its Triplicity is Cancer, Scorpio, and Pisces.

Its Boundaries are five degrees in Aries, 21-25

The last three degrees of Taurus

Seven degrees in Gemini, 18-24

The first seven degrees in Cancer

The final six degrees of Leo

Seven degrees in Virgo, 22-28

The final two degrees in Libra

The first seven degrees in Scorpio

The final four degrees in Sagittarius

The final four degrees in Capricorn

Five degrees in Aquarius, 21-25

Nine degrees in Pisces, 20-28

Its Faces are

The first decade of Aries  
The second decade of Gemini  
The third decade of Leo  
The first decade of Scorpio  
The second decade of Capricorn  
The third decade of Pisces

The Houses of **Venus** are Taurus and Libra.

Its Exaltation is Pisces.

Its Triplicity is Taurus, Virgo, and Capricorn.

Its Boundaries are six degrees in Aries, 7-12

The first eight degrees of of Taurus

Five degrees in Gemini, 13-17

Six degrees in Cancer, 8-13

Five degrees in Leon, 7-11

Ten degrees in Virgo, 8-17

Seven degrees in Libra, 22-28

Four in Scorpio, 8-11

Five in Sagittarius, 13-17

Eight in Capricorn, 15-22

Six in Aquarius, 8-13

The first twelve degrees in Pisces

Its Faces are

The third decade of Taurus

The first decade of Cancer

The second decade of Virgo

The third decade of Scorpio

The first decade of Aquarius

The Houses of **Mercury** are Gemini and Virgo.

Its Exaltation is Virgo.

Its Triplicity is Gemini, Libra, and Aquarius.

Boundaries:

Eight degrees in Aries, 13-20

Six degrees in Taurus, 9-14

The first six degrees of Gemini

Six degrees in Cancer, 14-19

Six degrees in Leo, 19-24

The first seven degrees of Virgo

Eight degrees in Libra, 7-14

Eight degrees in Scorpio, 12-19

Four degrees in Sagittarius, 18-21  
The first seven degrees of Capricorn  
The first seven degrees in Aquarius  
Four degrees in Pisces, 13-16

Faces:

The first decade of Aries  
The second decade of Cancer  
The third decade of Virgo  
The first decade of Sagittarius  
The second decade of Aquarius

We have sufficiently understood the particular adornments of the planets, which are called their Essential Dignities: now the Auxiliary Forces, or Reinforcements, follow:

The Joys of the Planets

Saturn: Aquarius  
Jupiter: Sagittarius  
Mars: Scorpio  
Venus: Taurus  
Mercury: Virgo

The Degrees of Exaltation

Sun: 19th of Aries  
Moon: 3rd of Taurus  
Saturn: 21st of Libra  
Jupiter: 15th of Cancer  
Mars: 28th of Capricorn  
Venus: 27th of Pisces  
Mercury: 15th of Virgo

The Degrees that Increase Fortune

Aries: 19  
Taurus: 3, 15, 27  
Gemini: 11  
Cancer: 1, 2, 3, 4, 15  
Leo: 2, 5, 7, 19  
Virgo: 3, 14, 20  
Libra: 3, 5, 21  
Scorpio: 7, 18, 20  
Sagittarius: 12, 20

Capricorn: 12, 13, 14, 20  
Aquarius: 7, 16, 17, 20  
Pisces: 13, 20

#### The Lucid Degrees

In Aries: 4-8, 17-20, 25-29  
In Taurus: 4-7, 13-15, 21-28  
In Gemini: 1-12, 17-22  
In Cancer: 1-12, 21-28  
In Leo: 26-30  
In Virgo: 6-8, 11-16  
In Libra: 1-5, 11-18, 22-27  
In Scorpio: 4-8, 15-20  
In Sagittarius: 1-9, 13-19, 24-30  
In Capricorn: 8-10, 16-19  
In Aquarius: 5-9, 14-21, 26-30  
In Pisces: 7-12, 19-22, 26-28

#### The Neutral Positions are:

##### Smoky Degrees

In Cancer: 19, 20  
In Leo: 11-20  
In Virgo: 17-22  
In Scorpio: 21, 22  
In Sagittarius: 20-23  
In Capricorn: 11-15  
In Aquarius: 1-4

##### Masculine & Feminine Degrees

In Aries: Masculine: 1-8, 10-15, 23-30  
Feminine: 9, 16, 17-22  
In Taurus: Masculine: 6-11, 18-21, 25-30  
Feminine: 1-5, 12-17, 22-24  
In Gemini: Masculine: 6-16, 23-26  
Feminine: 1-5, 17-22, 27-30  
In Cancer: Masculine: 1, 2, 9, 10, 13-23, 28-30  
Feminine: 3-8, 11, 12, 24-27  
In Leo: Masculine: 1-5, 9-15, 24-30  
Feminine: 6-8, 16-23

In Virgo: Masculine: 9-12, 21-30  
Feminine: 1-8, 13-20  
In Libra: Masculine: 1-5, 16-20, 28-30  
Feminine: 6-15, 21-27  
In Scorpio: Masculine: 1-4, 15-17, 26-30  
Feminine: 5-14, 18-25  
In Sagittarius: Masculine: 1, 2, 6-12, 25-30  
Feminine: 3-5, 13-24  
In Capricorn: Masculine: 1-11, 20-30  
Feminine: 12-19  
In Aquarius: Masculine: 1-5, 16-21, 26, 27  
Feminine: 6-15, 22-25, 28-30  
In Pisces: Masculine: 1-10, 21-23, 29, 30  
Feminine: 11-20, 24-28

The Disadvantages of the Planets follow:

The Misfortune of Saturn: 21st of Aries  
Of Jupiter: 25th of Capricorn  
Of Mars: 28th of Cancer  
Of the Sun: 19th of Libra  
Of Venus: 24th of Virgo  
Of Mercury: 15th of Pisces  
Of the Moon: 3rd of Scorpio

The Shadowy Degrees:

In Aries: 1-3, 9-16  
In Taurus: 1-3, 29, 30  
In Gemini: 5-7, 23-27  
In Cancer: 13, 14  
In Leo: 1-10  
In Virgo: 1-5, 28-30  
In Libra: 6-10, 19-21  
In Scorpio: 1-3, 28-30  
In Sagittarius: 10-12  
In Capricorn: 1-7, 20-22, 26-30  
In Aquarius: 10-13  
In Pisces: 1-6, 13-18, 29, 30

The Degrees of Harm are:

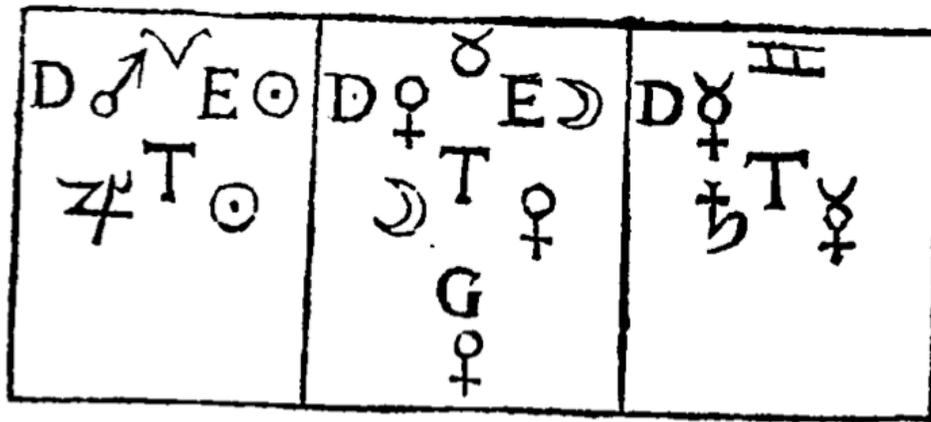
In Taurus: 6-10  
In Cancer: 9-12, 14, 15  
In Leo: 18, 27, 28  
In Scorpio: 19, 29  
In Sagittarius: 1, 7, 8, 18, 19  
In Capricorn: 26-29  
In Aquarius: 18, 19

The Well Degrees (*puteales*):

In Aries: 6, 11, 16, 23, 29  
In Taurus: 5, 12, 14, 24, 25  
In Gemini: 2, 12, 17, 26, 30  
In Cancer: 12, 17, 23, 26, 30  
In Leo: 6, 13, 15, 22, 23, 28  
In Virgo: 8, 13, 16, 21, 25  
In Libra: 1, 7, 20, 30  
In Scorpio: 9, 10, 22, 23, 27  
In Sagittarius: 7, 12, 15, 24, 27, 30  
In Capricorn: 2, 7, 17, 22, 24, 28  
In Aquarius: 1, 12, 17, 24, 29  
In Pisces: 4, 9, 24, 27, 28

Description of the Abacus (gameboard)

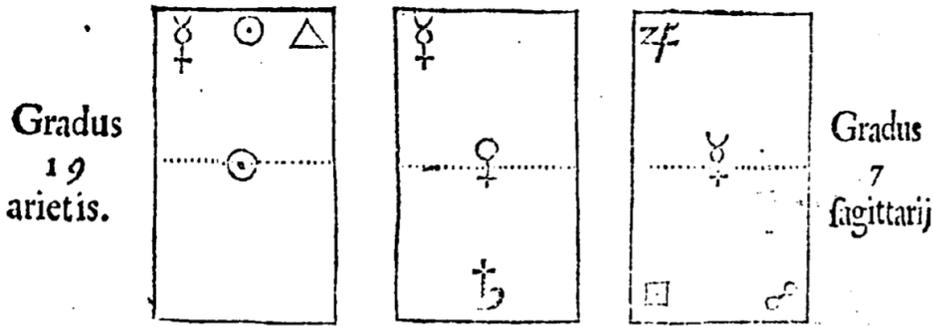
Now let us demonstrate the method of preparing the Abacus, in order that we can distinguish at first glance without effort and boredom what dignities each of the planets has in any degree of the Zodiac and also what are the advantages or disadvantages. The dignities are named, as we explained above, House, Exaltation, Triplicity, Boundary, Face, Auxiliary. Advantages and disadvantages are called: Joy, degree that add Fortune, degrees of exaltation, Lucid, Smoky, Shadowy, Masculine, Feminine degrees, the Misfortunes of planets, the Degrees of harm, and the well degrees (*puteales*): Of these, the House, the Exaltation, the Triplicity, and Joy occupy an entire sign of the Zodiac. Therefore you will note in its proper place, that is, on the edge of the Abacus, the beginning of each sign, of what planet it is the house, of what (planet) it is the exaltation, to the triplicity of which planet it looks, and likewise, what planet's Joy it is, as follows:



That is [the left box above], the sign of Aries is the house of Mars, the Exaltation is the Sun, the triplicity of Jupiter and the Sun. Thus [the middle box above] Taurus is the House of Venus, the exaltation of the Moon, the triplicity of the Moon and Venus, and the Joy of Venus. Similarly [the right box above] the sign of Gemini is the house of Mercury, and the triplicity of Saturn and Mercury. The same procedure must be observed in the remaining signs. Of these, those that remain fill the entire Zodiac, but the Lucid, Smoky, and Shadowy degrees do not fill entire signs: and likewise the Masculine and Feminine degrees (do not). Therefore so that we do not weigh down each grade [PJ: degree?] with too many notations, it is best to distinguish all these things by colors.

Therefore, you will paint all of the lucid degrees white, the smoky ones blue-gray, the shadowy ones black or dusky. You will divide the masculine degrees through the middle with a red line, and the feminine degrees with a yellow one. Thus the color denotes their gender, the dividing line (denotes) the middle of the degree which is the entryway of certain planets. However, if other colors are more pleasant to anyone it will be possible to change these at will, only be sure to replace them with five different colors. Let us think that what remains should be discerned by position and markers in the following matter: in the middle of a degree, above the line of gender, let the symbol of the planet whose face it is be depicted instead of denoting its face. In the right-hand corner, above the line, let the symbol of the planet be placed whose boundary is that degree, instead of the symbol of the boundary. On the left (let) the figure of a triangle (be placed) in place of the symbol of the degree that increases fortune: between these, you will depict in the top spot, instead of the degree of exaltation, the symbol of the planet exalted by that degree. In the right corner beneath the line distinguishing gender, you will place a square instead of the degree of harm: in the left corner, instead of the well grade (*puteales*), you will draw a figure of opposition, and in the middle, the lowest part, the degree of the planet's misfortune, how often it occurs through the figure of the same planet, you will describe in this way:

Gradus 21 arietis.



\*Picture inverted from printing process\*

Therefore you can see from this picture the 19th degree of Aries is the face of the Sun, the boundary of Mercury is the degree of the exaltation of the Sun and the degree increasing fortune. Similarly, the 21st part of the same sign is the face of Mercury, the boundary of Mercury is the misfortune of Saturn. Thus also you see that the seventh degree of Sagittarius is the boundary of Jupiter, and the face of Mercury is the degree of harm and well (*putealem*). Therefore you should seek from the preceding tables what is right for each degree and adorn every one with its own marks and colors and without tedium you will play the *Ouranomachia*.

END.

The explanation of the gameboard.

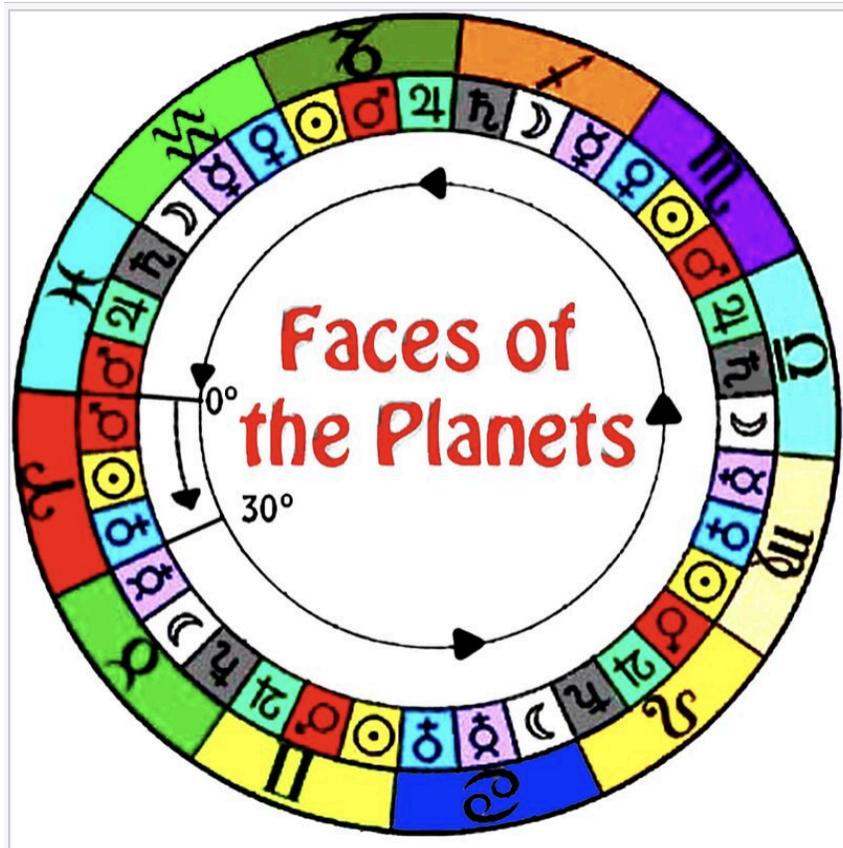
We have taken care that the entire shape of the board is expressed by its types in order that you (dear reader) not be left wanting anything that can be explained by us: in this form, except for differences of color, there is nothing missing as to its complete description. However, we would not refuse to add the colors also other than we were of the opinion it was better to leave this matter to each person's preference. But this also held us back from painting the colors because we found a way by which without a diversity of colors (if that is pleasing to anyone) the use of the game board, as it is, printed with shapes, would be able to stand on its own: for in place of colors we have substituted certain dots and lines. That is, in place of a line denoting the masculine gender of a degree there are many little dots: and for the feminine only four dots, but larger ones: For the sign of a Shadowy degree, (we have printed) two lines, or marks, from the right side of the degree, and another above and another below the gender line. All the degrees which are not bright or smoky, we have, with good reason, assigned as shadowy. For the smoky degree we have placed a single mark above the gender line and we have left the shiny degree empty. All the remaining things we have explained above.

END.



Sign	Egyptian Terms according to <b>Al Biruni</b>										
♈	0°	♁	6°	♀	12°	♃	20°	♂	25°	♁	30°
♉	0°	♀	8°	♃	14°	♁	22°	♁	27°	♂	30°
♊	0°	♃	6°	♁	12°	♀	17°	♂	24°	♁	30°
♋	0°	♂	7°	♀	13°	♃	19°	♁	26°	♁	30°
♌	0°	♁	6°	♀	11°	♁	18°	♃	24°	♂	30°
♍	0°	♃	7°	♀	17°	♁	21°	♂	28°	♁	30°
♎	0°	♁	6°	♃	14°	♁	21°	♀	28°	♂	30°
♏	0°	♂	7°	♀	11°	♃	19°	♁	24°	♁	30°
♐	0°	♁	12°	♀	17°	♃	21°	♁	26°	♂	30°
♑	0°	♃	7°	♁	14°	♀	22°	♁	26°	♂	30°
♒	0°	♃	7°	♀	13°	♁	20°	♂	25°	♁	30°
♓	0°	♀	12°	♁	16°	♃	19°	♂	28°	♁	30°

**FACES:**



### EXALTATION (ESSENTIAL DIGNITIES)

Planet (Symbol)	▲ in dignity ▲	▼ in detriment ▼	▲ in exaltation ▲	▼ at fall ▼
Sun (☉)	Leo	Aquarius	Aries	Libra
Moon (☾)	Cancer	Capricorn	Taurus	Scorpio
Mercury (☿)	Gemini and Virgo	Sagittarius and Pisces	Virgo	Pisces
Venus (♀)	Libra and Taurus	Aries and Scorpio	Pisces	Virgo
Mars (♂)	Aries and Scorpio	Libra and Taurus	Capricorn	Cancer
Jupiter (♃)	Sagittarius and Pisces	Gemini and Virgo	Cancer	Capricorn
Saturn (♄)	Capricorn and Aquarius	Cancer and Leo	Libra	Aries

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Adiumenta: Advantages. Things that are helpful for planetary power.

Adventitiae: Translated as “accidents”

Applicat: “application.” Particular way of assessing planetary power that is different from dignities.

Auxilias: Reinforcements or Military Support

Azimene: A particular of degree: lame. See this:

<https://www.skyscript.co.uk/glossary/degree-types/>

Caelestium motuum harmonia: Music of the Spheres

Calculis: Little rocks or counters. These are the 12 pieces.

Commoditate: Fits well, suitability.

Corporales: Body, or corporeality

COUNTERS instead of GAME PIECES.

Detrimenta: Disadvantage. Things that detract from planetary power

Dominum ac Imperatorem: Lord and Emperor. Master and Commander!

Gaudia: joys; houses where planets have joy.

Gradas = degrees

Mutailationis Weakness

*Nebulosi, seu Fumosi*: Nebulous or Smoky (also referred to types of degrees)

Orben projectionis radiorum: Orb of the projection of the radius

Primo: point. Point = point of entry into a sign (technological)

Recedit: Recede or go into retrograde?

Signiferi: Can refer to the Zodiac.

Spolio: Plunder

Stationes: Places in the game, or stations of the planets

Terminos: Limit OR Boundary

Virium: Strength when associated with dignities.