



## The Star Game Archive

### Part Two - The Advanced (Esoteric) Star Game

#### Further Notes Regarding The Esoteric Form of The Star Game

As mentioned in ONA MSS such as *The Dark Arts of Traditional Satanism* (aka *The Dark Arts of The Sinister Way*) and in the section *The Rite of The Star Game* in *The Grimoire of Baphomet*, The Star Game is one of the principle means of developing acausal-knowing (a.k.a. acausal-thinking) and is also a powerful if esoteric Dark Art.

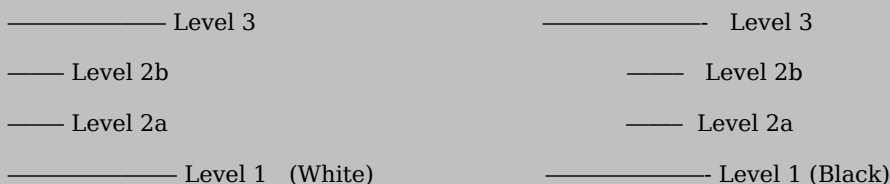
The term The Esoteric Star Game (ESG) is used here to refer to what has been described, in MSS such as *Naos*, as the advanced form of The Star Game (TSG), as distinct from the simple (training) form. In truth, the simple form – as described in MSS such as *Naos* – was devised as a basic neophyte and Initiate level introduction to the Star Game proper, enabling the fundamental esoteric concepts of TSG to be understood, and enabling some insight into acausal- thinking itself.

The simple form of TSG has seven boards, and only 27 pieces per side (player; causal/acausal aspect), with each of these boards consisting of nine black and nine white squares. This simple form can be played merely as a mundane (if somewhat complex) game, according to rules given in *Naos*, although Initiates are expected to refine these rules as they gain experience.

*The complete esoteric SG* – full details of which are given in other ONA MSS, including facsimile editions of *Naos* – has seven main boards (nexions) – arranged in a hierarchical spiral, as in the training version – with each of these main boards having six (minor) boards (three at each end), and there being additional pieces (more sets of nine for each player: often 81 pieces per player; sometimes more), with additional rules regarding movement.

Furthermore, there are three forms of the Complete ESG – all of which have three additional levels (small boards) above the main board (level 1) but which differ in the number of squares and the placing of these small (or minor) upper boards.

In the first form, the additional levels (boards) of each one of the main seven boards are:



Level three consists of six squares, three white and three black; level 2b is a single square; level 2a is the same as level three: three black and three white squares. Note that level 3 in this form is set directly above the other levels. In the second form of the ESG, level 3 is set outward, so that it is not protruding above levels 1 and 2, and consists of only 2 squares.

In the third and the standard form – as described in a diagram on p.213 of the facsimile pdf version of *Naos* – level 2b (described therein as level 3 out of 4) is of one square only and is set outward, between the inward levels 2a (described in *Naos* as level 2) and 3 (described in *Naos* as level 4).

These differences are quite minor, and are designed to show Adepts, and beyond, how an alteration of certain aspects of a particular causal-metric (re-presented by a main board and the number, type and placing of the minor

boards) affects, or can affect, a nexion or nexions, and thus acausal energies, and the interaction between nexions. Thus, the Adept discovers, for themselves, which if any of these three re-presentations is the most efficacious in terms of re-presenting a nexion, nexions in general, and which if any is the most efficacious in developing acausal-knowing and when used to bring and presence acausal energy.

### **Construction of the Complete Esoteric Star Game**

The ESG was designed to be a physically large structure – to occupy a certain amount of causal Space – so that the Adept or Adepts (the player or players) have to physically move around it in order to see all the boards and pieces, and in order to move the pieces. In addition, in the majority of constructions so far, the Adept or Adepts using the ESG, has to use some form of steps in order to reach the top main boards.

Thus, the ESG, as currently existing and as constructed and used in past decades, is a sizeable construction, previously most often made of wood, but now occasionally made using steel for both the boards and the supports holding the boards, and which boards, in some steel constructed version, are cantilevered out from the supports.

In addition, in order to accommodate the three forms briefly outlined above, the minor boards (or sub-levels) of the seven major boards are designed to be removable, with replacement minor boards, of the required type, being available.

Given the esoteric nature of the ESG, and the complexity of its physical construction, it is therefore not surprising that membership of the ESG club is exclusive and elitist, particularly as most individuals interested in or even associated with The Order of Nine Angles cannot be bothered to construct, and learn, the simple form of TSG, let alone the ESG, and particularly as few of the individuals who have assiduously read many ONA MSS have not even noticed that there are three forms of the ESG.

Furthermore, although the ESG, and thus the simple form of TSG, were designed in an era when the only (digital and commercial) computers were IBM type mainframes using punched cards and magnetic reel tape, no computer version of TSG has so far been developed, although such a computerized version, while it might make TSG itself more popular, is esoterically undesirable, for reasons which Adepts will understand. For the very physical construction of the ESG is a personal challenge in itself, just as using a large physical ESG is a type of esoteric ritual in itself, and the overcoming of this personal challenge (which takes a certain amount of causal Time) combined with physically using such a structure in an esoteric way, is a prerequisite to joining what is probably one of the most elitist sinister cabals currently presented on this planet we humans call Earth.

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Order of Nine Angles

121 Year of Feyen

Revision 1.03

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**Advanced Star Game**

**Images From Naos**

## Advanced Star Game

The advanced Star Game consists of the seven boards as in the septenary version - together with the same number and distribution of pieces - but each of the seven boards consists of 4 levels:

The first level of each board consists of the ordinary 18 black and white square board. The second level has eight squares with 4 on either side consisting of 3 squares in a row and 1 in front. The third level consists of one square, and the fourth level of 4 squares. These levels are on both sides of the board as in the illustration. +

Thus each board (which represents a sphere of the septenary) has 18 squares plus 26, making 44 in all. There are thus 308 squares in total in the advanced game. Further, there are some additional pieces, as described below.

This version of the game is a complete and full representation of the septenary system: each board represents the connections or pathways between the levels or spheres. For instance, the black squares on the first level (9 squares) together with the squares on levels 2 and 4 (8 plus 4 squares) are the acausal paths or connections from that sphere to all the other spheres. The other side of the board (the 9 white squares on the first level plus the 12 squares of levels 2 and 4) represent the causal connections from that sphere. In one sense the causal connections are the 'outgoing' connections (or exits) and the acausal 'incoming' connections (or entrances) to the pathways (or tunnels). The two squares of level 3 (one on each side of the board - again representing the acausal and causal aspects) are 'null squares'. These null squares represent the connection to the Abyss - that is, they symbolize the random element always present. In the actual

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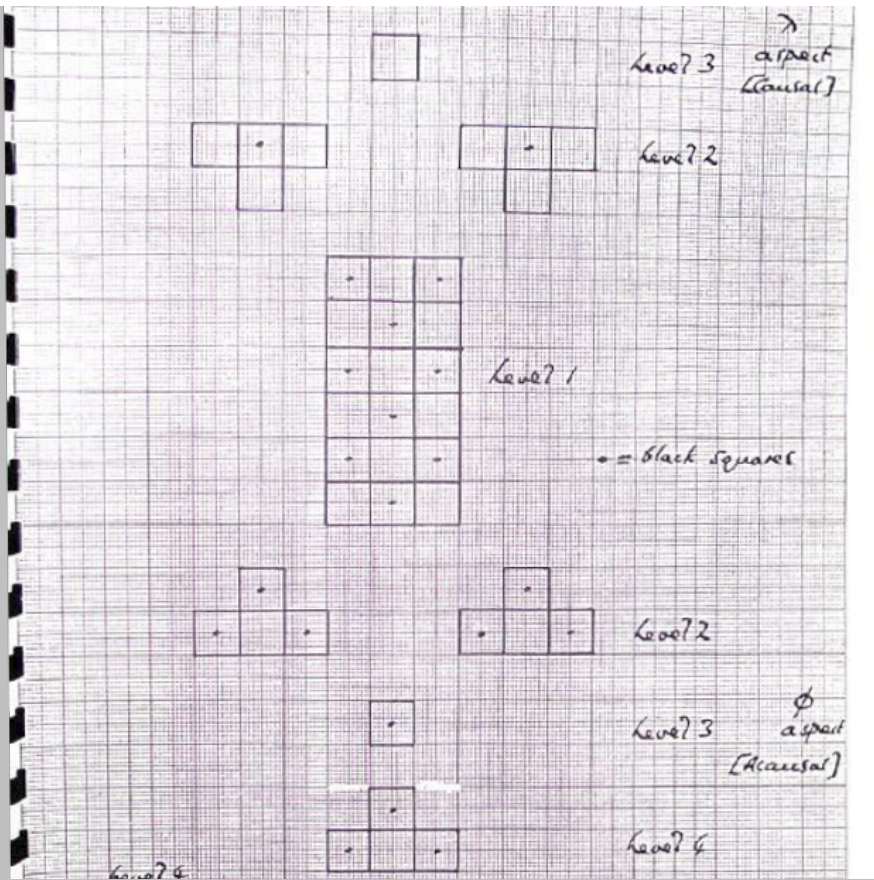
level 3 (one on each side of the board - again representing the acausal and causal aspects) are 'null squares'. These null squares represent the connection to the Abyss - that is, they symbolize the random element always present. In the actual playing of the advanced game these squares are important - any piece which is placed on them is automatically changed into another piece selected at random. This random selection is done by a process determined before the game starts by the player or players: the most favoured method being to choose, without looking, from the spare pieces. This choice is done by the player whose piece has moved to the square. The chosen piece can be either white or black, and a piece on a null square - once it has been changed at random - can move to other squares according to what type of piece it is. Thus, a  $\ominus$  piece could move up or down one level only, while a  $\oplus$  piece could move to any vacant square on any level or board. To facilitate the random choice, a complete spare set of pieces is kept for this specific purpose and these pieces are used for this purpose only. Thus, as the game progresses, the choice of pieces becomes more limited.

Pieces:

There are two extra sets of all nine pieces for each player making thus five sets for white and five sets for black. Hence, over the 308 squares there are 90 pieces.

Three sets are placed for each player (or 'side') as in the septenary game. The two additional sets are placed as

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follows:

\*One set of black pieces on the black squares of levels 2 and 4 of the Sirius board

\*One set of black pieces on the black squares of levels 2 and 4 of the Arcturus board

\*One set of white pieces on the white squares of levels 2 and 4 of the Sirius board

\*One set of white pieces on the white squares of levels 2 and 4 of the Arcturus board. (See illustration.)

The null squares on Sirius and Arcturus are left vacant.

Moves:

The pieces follow the same rules of movement and transformation as in the septenary game.

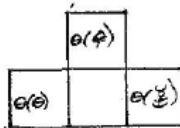
However, when a piece is on any of the levels (that is, 2, 3 or 4) of any board a move up or down a level is regarded as the equivalent of a move up and down the seven boards. Thus for example, an  $\ominus(\ominus)$  piece on a black square on level 2 of the Sirius board may move (provided the squares moved to are vacant at the time) across level 2 to another black square, or up to the black square of level 3 (the null square - where it will be changed at random) or down to a black square on level 1. A  $\ominus(\ominus)$  piece on level 4 may move across the squares on level 4 to another black square, or it may move onto a vacant square of the same colour on Arcturus. Level 4 may therefore be regarded as a 'stepping board' to other boards.

Another example: a  $\mathbb{Z}(\ )$  piece on level 2 of Sirius may move to any vacant square on level 2, up to level 3, or up to level 4 (any vacant square, or down to any vacant square on level 1. These moves are possible because a  $\mathbb{Z}(\ )$  piece has

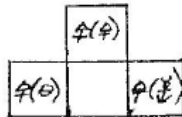
Another example: a  $\text{♁}(\text{♁})$  piece on level 2 of Sirius may move to any vacant square on level 2, up to level 3, or up to level 4 (any vacant square, or down to any vacant square on level 1. These moves are possible because a  $\text{♁}(\text{♁})$  piece has '2 degrees' of freedom. If the  $\text{♁}(\text{♁})$  piece was on, say, level 2 of Arcturus, it could move down to level 4 of Sirius (but not any further). Similarly, a  $\text{♁}(\text{♁})$  piece of level 4 could move if it was on, say, Arcturus, to any vacant square on level 1 of Antares or any vacant square on level 2 of Antares (either side - that is, either the 'causal' or 'acausal' side).

It is simply a question of looking at the levels either up or down for 'degrees of freedom'. Thus an  $\text{♁}(\text{♁})$  piece, having unlimited degrees of freedom, could move from any level on any board to any other level on any board.

The  $\text{♁}(\text{♁})$  piece if on any square on Naos may capture any piece of the opposite colour on any square and any level of any board except Naos.



level 2



level 4