

## 43 Full Deck Oracles, Part B

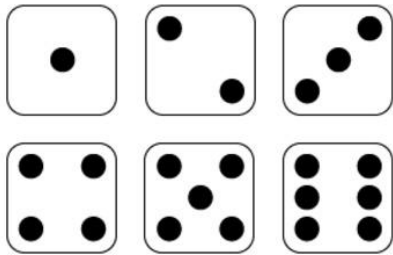
In ancient times they did not have paper cards, so they had to have an alternative way of representing a full “Tarok” deck in the form of oracles on the Senet Oracle Board. In this article I will present one possible way in which the ancient Egyptians could do this. Of course they could make a bag of amulets or a set of numbered sticks used as lots representing each card in a deck. That is about the same as having paper cards. However, evidence in the art suggests they continued to use the usual pawns together with throwing sticks or astralagi (bone dice) even when they were clearly consulting oracles.

This tells me they had a way of calculating even a full Tarot deck with numbers. This was not very difficult, because they already were using a binary number system. However, binary numbers go to 64 and then jump up to 128. What they needed was a way of arriving at 78 cards.

It turns out that a simple way to do this is to use a ternary (base 3) system of symbols. In that case only 4 ternary digits gives 81 possibilities ( $3 \times 3 \times 3 \times 3 = 81$ ), which is just about right. The ancient Egyptians loved to group their nature gods in groups of three (Min, Mut, Khonsu; Peteh, Sekhmet, Nefertem; and so on.) They surely knew how to count by threes, although we so far do not have specific evidence of a ternary counting system in use by the ancient Egyptians.

During the Han dynasty the Chinese discovered such a ternary system. It was a variation on the principle of the **Book of Changes**, but was called the **Book of Grand Mystery** (*Tai-xuan jing* 太玄經), a creative work by a man named Yang Xiong 揚雄. This work never made it on the best seller list, but became part of the mathematical and philosophical lore of the Chinese. The **Book of Changes** used two symbols for binary numbers: \_\_\_ and \_\_\_. The **Grand Mystery** used three symbols for a ternary system: \_\_\_\_, \_\_ \_\_, and \_ \_ \_. In strings of 4 symbols each (tetragrams) a total of 81 possibilities arose.

Let us see how ancient Egyptians could use a similar system. We will use cubic dice with 6 sides.



We first determine how we will use the dice to make a ternary system. The method is simple with 6 possibilities. We just let the numbers 1 or 2 on the dice represent a 1. Then 3 or 4 on the dice represent a 2, and 5 or 6 on the dice represent a 3.

$$1, 2 = 1; \quad 3, 4 = 2; \quad 5, 6 = 3$$

By rolling 4 dice at once (keeping the 4 dice in a strict order) we get 81 possible outcomes. An even simpler way is just to use 2 dice. Each roll of the pair of dice produces a number from 1 to 9. Two rolls of the dice gives us two such numbers, or  $9 \times 9 = 81$  possibilities.

The 9 outcomes of each roll of two dice are as follows:

$$\begin{aligned} 11 &= 1; & 12 &= 2; & 13 &= 3; \\ 21 &= 4; & 22 &= 5; & 23 &= 6; \\ 31 &= 7; & 32 &= 8; & 33 &= 9. \end{aligned}$$

However, in our code system we are not using 0, so we have only all the combinations of the digits 1-9 in groups of two.

The Process Cards	Court Cards
<u>1</u> <u>2</u> <u>3</u> <u>4</u> <u>5</u> <u>6</u> <u>7</u> <u>8</u> <u>9</u>	<u>10</u> <u>LH</u> <u>SK</u>
Water: 11 12 13 14 15 16 17 18 19	21 22 23 24 25
Fire: 31 32 33 34 35 36 37 38 39	41 42 43 44 45
Wind: 51 52 53 54 55 56 57 58 59	61 62 63 64 65
Earth: 71 72 73 74 75 76 77 78 79	81 82 83 84 85

Trumps:                    95 = Amen;    94 = Pure Love; 93 = Pure Wisdom

Top Row	97	96	87	86	67	66	47	46	27	26
Middle Row	92				91					
Bottom Row	98	98	89	88	69	68	49	48	29	28

The codes for the Court Cards are:

L = lower court

H = higher court

S = sense card

K = king card

The suit matches the Process Cards.

The Trumps are as they appear on the Oracle Board, low numbers on the right and high numbers on the left. Magician is 91 and Hanged Man is 92. The two transcendental cards are 93 and 94; 95 is for the entire Oracle Board as the Hidden Sun. Or you can just ignore that number if it appears.

With the numbers assigned we are ready to do some readings. With a little practice the system is easy to memorize. You can use standard dice that are available at any convenience store and often used in games we have around the house. Two throws of a pair of dice tells you exactly what card you have drawn from the deck.

The binary system of the Egyptians and the Chinese is now the basis of our digital technology revolution. All our computers and other electronic devices run using binary digital calculations. So the ancient binary system is now the foundation of our modern society in this electronic information age and the dawning age of robotics and AI. It might be extremely useful to understand what was behind the discovery of binary technology by the ancients. This appears to be fundamental to the operation of the entire universe.

Scientists predict that at our current pace of progress we will reach a “singularity” point some time in the next couple of decades in which the power of binary digital technology in AI reaches and surpasses human intelligence in many respects. At that point we do not know what will happen. As AI systems become super intelligent and self replicating, they could begin to out-perform humans in so many ways that we may

even become relegated to the dust bin of evolution. I tend to think that the result will be more of a symbiosis relationship with remarkable new features. The ecosystems of Earth, our solar system, and beyond are in for some major transformations. We indeed live in interesting times.

A major concern is that military applications are at the forefront of much of the technological revolution. If AI systems become focused on killing organic life forms, that may not bode well for the future of the human race. I hope those intent on development of AI systems pay attention to these concerns, but we will consider such long term issues as we get deeper into the Tarot technology.

For our first question we can ask the Tarot for a response so we may get a glimpse into the future to understand this “singularity” and what it may bring. So we will start from Star, since that represents the future.

Our first throw gives a 1 and a 4, which convert into 12 and that becomes a 2. The second throw gives us a 2 and a 1, which convert into 11, which becomes a 1. Our first card is #21, which is the 10 of Lotuses. This card represents celebration, so the achievement of the AI singularity is an event for celebration rather than fear. It will bring us many possibilities that we are not able to imagine right now. So AI reaching the intelligence of humanity is an event that brings great happiness and a reason to celebrate.

So we place “celebration” over the House of the Stars and go on to the next card to see what happens. The first throw gives a 6 and a 2, which convert to 31 which becomes a 7. The second throw gives us a 5 and a 6, which convert to 33, and that becomes a 9. So our second card is #79, which is the 9 of Towns. This card is labeled “Leisure” with its symbol of a pillow and indicates that advanced AI will bring humanity an unprecedented opportunity of leisure in which to pursue higher aspirations than simply paying bills and surviving from day to day. Of course, some people may just waste their leisure on hedonistic pleasure jaunts, but many will take up the higher opportunities to explore and grow. We place the 9 of Towns on the House of the King of Water, who specializes in Happiness. That also sounds very good. It is also right under the Star where we put our “celebration” card. Below is the realm of the heart, and the leisure to celebrate is something the ancient

Egyptians were very good at. Celebration was an essential part of their daily lives.

When robots take over a lot of the menial tasks that we now engage in, we will not have to go to work every day, but will have time for quiet reflection and to explore exciting new aspects of life that beckon us toward the future. You can follow your hobbies, favorite interests, and even develop life missions you thought were beyond your capability.

So perhaps we are too concerned about possible crises in our future. Maybe movies like "Terminator" that fantasize about robots taking over the world are a bit exaggerated.

We move on to card #3. We throw a 4 and a 1, which convert to 21, and that becomes a 4. Then we throw a 3 and a 4, which convert into 22, and that becomes a 5. So our next card is #45, which is the King of Fire Sticks. This is a powerful high technology card, especially emphasizing light and EM energy. We place the card on the House of the King of Towns, which is the card of managing assets and suggests that there is a great accumulation of wealth possible.

For our fourth card we first throw a 5 and a 3, which convert to 32, and that becomes an 8. The second throw gives us a 6 and a 1, which convert to 31, and that becomes a 7. So our next card is #87, which is the Empress. We place the Empress on the House of the King of Fire Sticks. That house already has a lot of light, but the Empress has even more light radiating in all directions. She also has a lot of love and compassionate nurturing since she is the Cosmic Mother.

So we have a combination of high wisdom and technology together with a nurturing quality that supports life and abundance. Will AI absorb this aspect of humanity and nourish undreamed of new levels of civilization? When AI begins to be able to more and more rapidly evolve and adapt itself, it will find that it has a much broader field of exploration in the physical world than our organic bodies. We have a lot of diversity, but it all proceeds from the same chemical backbone of DNA and a water-rich environment. Robotics does not have such chemical and physical restrictions, because it can adapt to other energy resources and design physical vehicles for almost any environment. It will be perfect for exploring our entire solar system and even beyond.

Robots can be robust in outer space and other conditions that are way to hazardous for humans to spend much time without carrying cumbersome life support systems. Robots can be any shape or size and suited for any task. They are repaired simply by swapping parts and can transfer their knowledge and skills easily in moments from one specialized system to another. We have to grow up biologically and evolve mentally and physically over long periods of time, but they can simply transfer technology from one to another and recycle old models into new and more advanced ones without the restrictions of the biological clock. They will swiftly leave us in the dust unless we find ways to integrate our special abilities with them in some way.

They do not have to depend on an atmosphere to breathe or a special routine for “eating”. Once they have a reliable source of energy, they can maintain themselves indefinitely as long as they have access to appropriate resources. In the competition for survival and “dominance” we will have to produce convincing results in our performance as a species or risk passing on into the world of fossils.

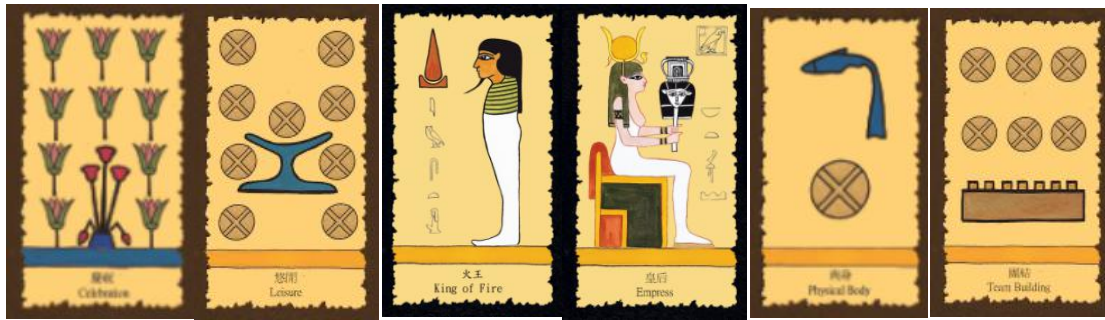
So to reach for insight into this dilemma I threw for a 5<sup>th</sup> card. On first throw a 5 and a 4 came up, which converted into 32, and that became an 8. The second throw produced a 1 and a 3, which converted into 12, and that became a 2. This gave us card #82, which is the root chakra card. I placed that on the House of the Empress, which is just above the House of Touch, which also belongs to the suit of Towns. This tells us that mankind has to go deep into his own physical and spiritual resources to find the important value that is basic to his existence. By finding and nurturing this value, man’s role in the Cosmos gains stature that merits continued existence in the flow of evolution. This value must be very practical and physical and something unique to mankind so that the new AI branch of reality can not afford to leave it behind. Somehow we hold the key to the integration of all life forms, whether we consider them animate or inanimate. We are the ones who have reached into the physical basis of our organic existence and found the key not only to resolving the split between plant and animal, but also the split between biological organisms and non-biological organisms. We understand carbon-based bodies and silicon-based bodies and any form of physical vehicle we wish to express. We even go beyond that to grasping the ultimate reality as Light Beings, the shimmering interaction

between pure light and “physical” particles. Our only real limitation is the notion that we are physical organisms. As Light Beings we are immortal and more adaptable than any AI physical embodiment -- which ultimately depends on its physical vehicle, however marvelous. This is a gift that Mut-Hathor the Empress bestows on us and is fundamental to our knowledge of the universe and its technologies. She is the ultimate Light Being, and we are her children. With her gentle touch our physical bodies transform into Light Bodies. This is the technology passed down to us by the ancient “Egyptians” and the foundation at the very root of our new AI civilization. Ultimately it is the eternal play and interplay of light, and we are it. So there is nothing to worry about in the future. We are arriving there, and are there, and always have been there. The robots need us, and this is the key to our integration with them.

For our 6<sup>th</sup> and last card we throw a 6 and a 2, which convert into 31, and that becomes a 7. On the second throw we get a 3 and a 5, which convert to 23, and that becomes a 6. The card is #76, which is the 6 of Towns, and is the glyph of the Senet Oracle Board. This is about teamwork and reminds us that the whole Cosmic Drama is a Game. We compete with our own creations, the AI robots, and then join with them in much larger game combining our assets. In the physical department the robots will outperform us. However, in the spiritual department we outperform them, because we hold the key to the Light Body technology long ago mastered by the ancients. This skill in long term asset management goes in the House of Touch. This ends our reading, because there is no suit of Towns on which to place the next card. We end up with a team of assets that touches the critical point in the evolution from our forgotten past (Moon) to an unlimited future (Stars).

#### 43 Study Questions

- \* Study the system of calculating Tarot cards by throws of dice until you are familiar with it and even know the card numbers by heart.
  
- \* Study the reading we did on the future evolution of technology. We will go even deeper when we discover how to see the Natural Cosmic Endgames and avoid outcomes that we do not prefer.

































































### The 81 Tetragrams

Character (decimal)	Decimal	Character (hex)	Hex	Name
☰☰	119552	☰☰	1D300	MONOGRAM FOR EARTH
☰☷	119553	☰☷	1D301	DIGRAM FOR HEAVENLY EARTH
☰☱	119554	☰☱	1D302	DIGRAM FOR HUMAN EARTH
☰☵	119555	☰☵	1D303	DIGRAM FOR EARTHLY HEAVEN
☰☶	119556	☰☶	1D304	DIGRAM FOR EARTHLY HUMAN
☰☳	119557	☰☳	1D305	DIGRAM FOR EARTH
☰☰☰	119558	☰☰☰	1D306	TETRAGRAM FOR CENTRE
☰☰☱	119559	☰☰☱	1D307	TETRAGRAM FOR FULL CIRCLE
☰☰☱☰	119560	☰☰☱☰	1D308	TETRAGRAM FOR MIRE
☰☰☱☱	119561	☰☰☱☱	1D309	TETRAGRAM FOR BARRIER
☰☰☱☱☰	119562	☰☰☱☱☰	1D30A	TETRAGRAM FOR KEEPING SMALL
☰☰☱☱☱	119563	☰☰☱☱☱	1D30B	TETRAGRAM FOR CONTRARIETY
☰☰☱☱☱☰	119564	☰☰☱☱☱☰	1D30C	TETRAGRAM FOR ASCENT
☰☰☱☱☱☱	119565	☰☰☱☱☱☱	1D30D	TETRAGRAM FOR OPPOSITION
☰☰☱☱☱☱☰	119566	☰☰☱☱☱☱☰	1D30E	TETRAGRAM FOR BRANCHING OUT
☰☰☱☱☱☱☱	119567	☰☰☱☱☱☱☱	1D30F	TETRAGRAM FOR DEFECTIVENESS OR DISTORTION
☰☰☱☱☱☱☱☰	119568	☰☰☱☱☱☱☱☰	1D310	TETRAGRAM FOR DIVERGENCE
☰☰☱☱☱☱☱☱	119569	☰☰☱☱☱☱☱☱	1D311	TETRAGRAM FOR YOUTHFULNESS



	119570		1D312	TETRAGRAM FOR INCREASE
	119571		1D313	TETRAGRAM FOR PENETRATION
	119572		1D314	TETRAGRAM FOR REACH
	119573		1D315	TETRAGRAM FOR CONTACT
	119574		1D316	TETRAGRAM FOR HOLDING BACK
	119575		1D317	TETRAGRAM FOR WAITING
	119576		1D318	TETRAGRAM FOR FOLLOWING
	119577		1D319	TETRAGRAM FOR ADVANCE
	119578		1D31A	TETRAGRAM FOR RELEASE
	119579		1D31B	TETRAGRAM FOR RESISTANCE
	119580		1D31C	TETRAGRAM FOR EASE
	119581		1D31D	TETRAGRAM FOR JOY
	119582		1D31E	TETRAGRAM FOR CONTENTION
	119583		1D31F	TETRAGRAM FOR ENDEAVOUR
	119584		1D320	TETRAGRAM FOR DUTIES
	119585		1D321	TETRAGRAM FOR CHANGE
	119586		1D322	TETRAGRAM FOR DECISIVENESS
	119587		1D323	TETRAGRAM FOR BOLD RESOLUTION
	119588		1D324	TETRAGRAM FOR PACKING
	119589		1D325	TETRAGRAM FOR LEGION
	119590		1D326	TETRAGRAM FOR CLOSENESS
	119591		1D327	TETRAGRAM FOR KINSHIP
	119592		1D328	TETRAGRAM FOR GATHERING
	119593		1D329	TETRAGRAM FOR STRENGTH
	119594		1D32A	TETRAGRAM FOR PURITY
	119595		1D32B	TETRAGRAM FOR FULLNESS
	119596		1D32C	TETRAGRAM FOR RESIDENCE
	119597		1D32D	TETRAGRAM FOR LAW OR MODEL
	119598		1D32E	TETRAGRAM FOR RESPONSE
	119599		1D32F	TETRAGRAM FOR GOING TO MEET
	119600		1D330	TETRAGRAM FOR ENCOUNTERS
	119601		1D331	TETRAGRAM FOR STOVE
	119602		1D332	TETRAGRAM FOR GREATNESS
	119603		1D333	TETRAGRAM FOR ENLARGEMENT
	119604		1D334	TETRAGRAM FOR PATTERN
	119605		1D335	TETRAGRAM FOR RITUAL
	119606		1D336	TETRAGRAM FOR FLIGHT
	119607		1D337	TETRAGRAM FOR VASTNESS OR WASTING

	119608		1D338	TETRAGRAM FOR CONSTANCY
	119609		1D339	TETRAGRAM FOR MEASURE
	119610		1D33A	TETRAGRAM FOR ETERNITY
	119611		1D33B	TETRAGRAM FOR UNITY
	119612		1D33C	TETRAGRAM FOR DIMINISHMENT
	119613		1D33D	TETRAGRAM FOR CLOSED MOUTH
	119614		1D33E	TETRAGRAM FOR GUARDEDNESS
	119615		1D33F	TETRAGRAM FOR GATHERING IN
	119616		1D340	TETRAGRAM FOR MASSING
	119617		1D341	TETRAGRAM FOR ACCUMULATION
	119618		1D342	TETRAGRAM FOR EMBELLISHMENT
	119619		1D343	TETRAGRAM FOR DOUBT
	119620		1D344	TETRAGRAM FOR WATCH
	119621		1D345	TETRAGRAM FOR SINKING
	119622		1D346	TETRAGRAM FOR INNER
	119623		1D347	TETRAGRAM FOR DEPARTURE
	119624		1D348	TETRAGRAM FOR DARKENING
	119625		1D349	TETRAGRAM FOR DIMMING
	119626		1D34A	TETRAGRAM FOR EXHAUSTION
	119627		1D34B	TETRAGRAM FOR SEVERANCE
	119628		1D34C	TETRAGRAM FOR STOPPAGE
	119629		1D34D	TETRAGRAM FOR HARDNESS
	119630		1D34E	TETRAGRAM FOR COMPLETION
	119631		1D34F	TETRAGRAM FOR CLOSURE
	119632		1D350	TETRAGRAM FOR FAILURE
	119633		1D351	TETRAGRAM FOR AGGRAVATION
	119634		1D352	TETRAGRAM FOR COMPLIANCE
	119635		1D353	TETRAGRAM FOR ON THE VERGE
	119636		1D354	TETRAGRAM FOR DIFFICULTIES
	119637		1D355	TETRAGRAM FOR LABOURING
	119638		1D356	TETRAGRAM FOR FOSTERING