

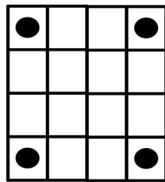
ENIGMA: INSTRUCTIONS AND CARD MEANINGS

Enigma is a mysterious game of chance and tool for divination. It is similar to *Bingo* or the Mexican game *Lotteria*. Each player receives one of the thirteen gameboards. An announcer starts the game by drawing a card from the deck and calling it out, such as "33 Telepathy." If a player has that card on their gameboard (*Gameboards available at danielmartindiaz.com*), they mark it with a red chip. The first player to fill their gameboard in one of the patterns below shouts "Enigma!" to win the game and to receive a prize.

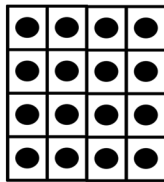
The *Enigma* deck can also be used for divination. The word "divination" is derived from the Latin "divinare," which translates as "to foresee, to be inspired by the unknown." It is the practice of discovering possibilities for the future or achieving understanding about current relationships and circumstances. The diviner interprets information received during the process of prophecy, such as a sign perceived in a dream, a magical message derived from a supernatural encounter, or images on cards such as these.

Use the *Enigma* cards to request guidance and information about your life the same way you would any tarot or oracle deck. Draw one card for general advice or lay them out in a spread of your choosing to answer more complicated questions. Use your intuition to guide interpretation or consult the list of possible card meanings included with these instructions. Allow the range of keywords provided to provoke ideas and form connections between each card and your life, taking into consideration both positive and negative impacts on the situation in question.

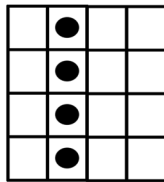
HOW TO WIN!



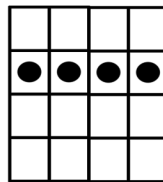
4 CORNERS



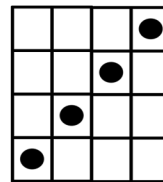
FULL



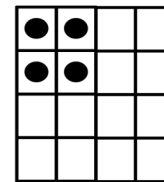
VERTICAL LINE



HORIZONTAL LINE



DIAGONAL



4 IN THE CORNER



DIVINING: a search; finding a hidden source; latent information; need to dig beneath the surface
LOVE AND HATE: driving force, passion; a spectrum of experience; balancing oppositional forces
THE UMBRELLA: protection, a forcefield; supervision, surveillance, governance; elitism
LOVE: fundamental compatibility; physical, rational, and emotional connection; life force
THE TOOTH: truth; intelligence, wisdom; growth, independence
THE SCORPION: hidden sharpness, an undetected threat; defensiveness; stages of personal growth
DIVINATION: the sixth sense, special gifts; the future; an outsider
LUNGS: necessity; a gift; the underlying structure of a situation
THE SWARM: strength in numbers; organized action in response to a threat; belief in a cause; conformity
THE UNIVERSE: completion; gestalt; order; ultimate awareness
KNOWLEDGE: esoterica; absolute focus, dedication to learning; application of knowledge; rationality
THE OBELISK: power source, battery; positive and negative capability; the unknown
THE BEAST: shadow self, hidden desires; subversive power, manipulation; artifice
CONSCIOUSNESS: the self as the center; attempts to think beyond the self
THE MESSENGER: a conduit for greater forces, receptivity; willingness; fluidity
THE CRYSTAL: the core issue; synthesis; hidden treasure
TIME: inevitability; processes, doing the work; maintenance needed
THE EAR: a portal; listening; empathy; equilibrium
DUALITY: connection of opposites; oscillation, black and white thinking; need to harmonize
DEATH: necessary end; starting over, moving beyond; ultimate authority
THE WING: goals; ability to propel something towards completion; escape, rising above circumstances
SELF-AWARENESS: deep knowledge of the self; ability to move in multiple planes of existence; effort
THE MOTH: cycles; direction; compulsion, obsession
EARTH: grounding forces, balance; security; materiality, physicality; stubbornness
WATER: intuition, perceptive abilities; emotions; mingling of the self with the collective
AIR: thought, clarity; flexibility; communication; aloofness
FIRE: passion, desire; drive to achieve goals; primal energy; extremes of behavior
THE BELL: a proclamation, communication, calling out truth; clearing negative forces; summoning aid
VISITATION: opportunity, adventure; change of plans; verification, a test of faith
THE SPIDER: mystery, altered vision; art and design, construction of one's existence; perseverance
THE SUN: energy, ultimate power; giver of life; radiance
THE DEVIL: fear, the idea of evil; psychological projection, guilt
TELEPATHY: correspondence; ultimate understanding with another; an agreement
THE SOUL: radiance inside each being; driving force; curiosity; outreach
THE TREE: microcosms, cycles of life; eternal return; predictability; nature
THE ORACLE: place of knowledge; access; a request; asking questions, finding answers
WAR: strategic attack, coordinated efforts; destruction; necessary evil; reactionary behavior
THE SKULL: mortality; relic of power; a memorial; a tool; ritual; inability to let go
THE HIVE: structures, organization, natural order; a controlled existence; home base, the familial
HIERARCHY: established belief, tradition; gradual progression, ascension, ambition; secrets
PSYCHE: personal truth; core essence; integration
VISION: piercing the veil, exploration; sacrifice, service; pain of knowing the truth
THE DRAGONFLY: patterns, repetition, intricacy; something delicate; good luck; winds of change
THE OMEN: a sign of things to come; a warning; assistance
ALCHEMY: transmutation; enlightenment, perfection; hard work, sincere effort; greed vs. altruism
MAGIC: desire for change, breaking taboo; harnessing forces within, alignment; collaboration, being guided
WAXING CRESCENT: inner power becoming stronger
FIRST QUARTER: attraction, desire; something lost returns
WAXING GIBBOUS: renewal; a huge boost of energy
FULL MOON: ultimate power, amplification; manifestation, completion; dreams; transformation
WANING GIBBOUS: cleansing; introspection
LAST QUARTER: learning how to let go
WANING CRESCENT: banishing, expulsion; endings, cutting ties
NEW MOON: beginnings, fresh start, new projects; setting intentions, planting seeds

