



TRANSOGRAM
PROUDLY PRESENTS

ka·bala

THE MYSTERIOUS GAME THAT FORETELLS THE FUTURE



NOTE: When playing Astral Plane #2, lights must be on in order to read cards.

ASTRODUCTION

"The most beautiful and most profound emotion we can experience is the sensation of the mystical." (Albert Einstein)

Fortune telling, or predicting the fate or fortune of individuals has been practiced since the beginning of time. Ancient civilizations used various methods, such as cards, astrology, etc., for determining what the future held. Even today, the power of mystical belief exists within civilized society.

You may only be interested in fortune telling from an entertainment standpoint, or you may believe what will show up in this set, but in either case, we hope you will derive pleasure in the workings of K A - B A L A.

We make no claims as to the reliability of the predictions, as circumstances arise at times wherein players' powers of concentration and meditation are not as keen as at other times. However strange it may seem at first, with practice comes understanding and appreciation of the values of K A - B A L A and many hours of educational and imaginative enjoyment.

The mysteries of the occult are now literally at your fingertips!

The K A - B A L A Solarscope Board is made of a phosphorescent material, which, when placed in a darkened room, gives off an "ASTRAL GLOW" (if "glow" seems to diminish in intensity, turn lights on for a few seconds to re-activate).

The pupil of the EYE OF ZOHAR (sphere in middle of board) is also made of phosphorescent material.

The K A - B A L A Solarscope has three "ASTRAL PLANES"; that is, three separate playing areas to be used according to the players' desires:

ASTRAL PLANE #1 deals with questions asked by players
ASTRAL PLANE #2 deals with fortune telling with Tarot Cards
ASTRAL PLANE #3 deals with fortune telling by Astrology

LET'S BEGIN

Place the Ka-Bala Solarscope on a level table or floor. Ball is placed in groove.

ASTRAL PLANE #1

Players sit on opposite sides, positioning themselves at the Solary Projectors (SUN & MOON). Each player very lightly places fingertips of their left hand on the SUN and fingertips of their right hand on the MOON (elbows must be away from body and not lean on anything). Players now close their eyes. The player asking the question leads off by saying the following KA-BALA chant:

PAX, SAX, SARAX
HOLA, NOA, NOSTRA

The question to be asked follows the chant. Players now open their eyes, but do not remove fingertips from the Solary Projectors. They must concentrate hard on the question. Within a few seconds the ball will roll to a letter, word ("yes" or "no") or number, accordingly, on ASTRAL PLANE #1. If the ball stops at a letter, players continue their concentration in order to make the ball go to a second letter, and so on. The letters may not necessarily show up in proper order. At times it will be necessary to "unscramble" the letters to get a word. For instance, the ball may stop at the letter "L", then the letter "V", followed by "O" and "E". In this case, unscrambling would give you the word "LOVE"*

Players may sometimes anticipate where the ball will stop beforehand by watching the EYE OF ZOHAR, as it may stop circling before the ball; the EYE OF ZOHAR usually follows the ball and stops where the ball stops.

ASTRAL PLANE #2

You will note that one side of the Ka-Bala Tarot (Tä'ro) Cards have pictures and the other side the readings.

Player who will read fortune, first shuffles the cards thoroughly and proceeds to deal out the deck into the "wells" on the Solarscope, picture side up, starting at his Solary Projector. Do not shift cards around in order to make the pictures face the same way. It is important that cards are dealt as they are.

Players are to lightly place the fingertips of their left hand on the SUN of the Solary Projector and the fingertips of their right hand on the MOON. Players now close their eyes and the chant:

PAX, SAX, SARAX
HOLA, NOA, NOSTRA

is said by the player who will read a card. Wait 30 seconds, open eyes and note where ball has stopped; that is the card that is read.

There are two readings on each card. The one that faces the EYE OF ZOHAR (after turning card over from left to right) is the one read for the player who dealt (this is the reason why it is important that the cards are not adjusted to make the pictures face the same way. A true reading can only be had by dealing out the deck as is).



ASTRAL PLANE #1



ASTRAL PLANE #2



ASTRAL PLANE #3



SUN

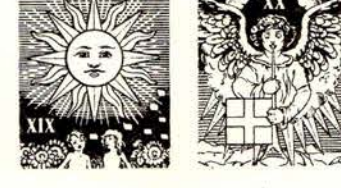
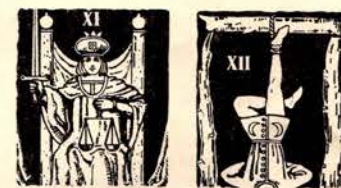


SOLARY PROJECTOR

MOON

WELL

SOLARY PROJECTOR



*If the letters that show up do not spell out a word, it may be because players are not concentrating hard enough. It will be necessary, therefore, to try again.

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