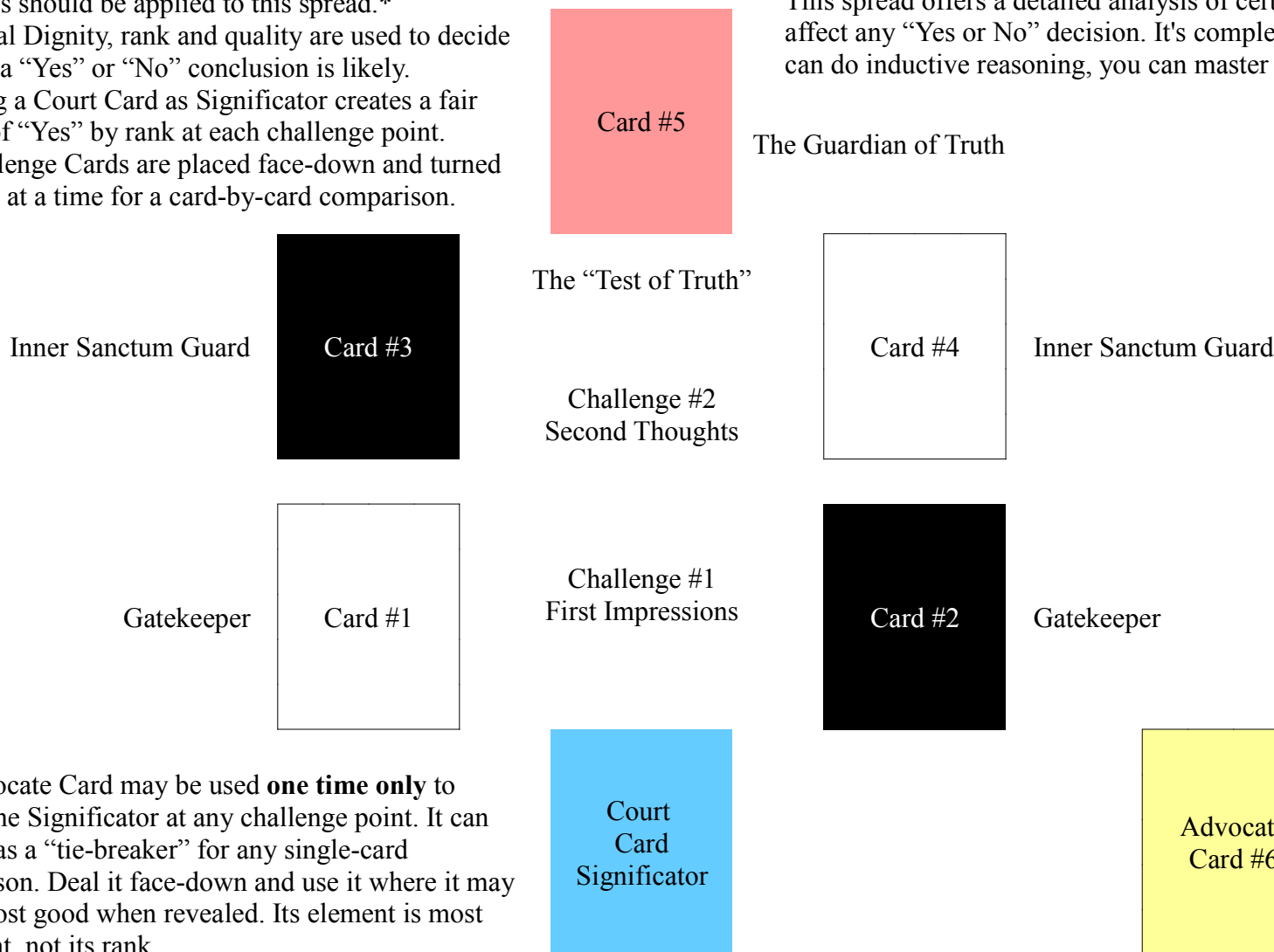


The “Guardian of Truth” Yes-or-No Spread

1. Reversals should be applied to this spread.*
2. Elemental Dignity, rank and quality are used to decide whether a “Yes” or “No” conclusion is likely.
3. Selecting a Court Card as Significator creates a fair chance of “Yes” by rank at each challenge point.
4. All Challenge Cards are placed face-down and turned over one at a time for a card-by-card comparison.

This spread offers a detailed analysis of certain factors that affect any “Yes or No” decision. It's complex, but if you can do inductive reasoning, you can master it.



5. The Advocate Card may be used **one time only** to defend the Significator at any challenge point. It can be used as a “tie-breaker” for any single-card comparison. Deal it face-down and use it where it may do the most good when revealed. Its element is most important, not its rank.
6. Ideally, the Significator starts with a ~50% chance of success. Each “win” increases that percentage, each “loss” or “tie” decreases it or has no effect, respectively.

Note that some questions will lie too far outside the realm of conscientious prediction to be suitable for this spread. (“Will I win the lottery?” “Will I die tomorrow?” etc.)

Choosing a Significator

The Significator can be any court card selected to represent the querent, chosen either intentionally or randomly. Hand-picking the significator invites the risk of introducing an improper positive or negative bias (for example, always using a King or a Page for a particular person). However, allowing the assumption that older, more well-established people may have an enhanced ability to influence their destiny while younger, less experienced individuals are potentially less prepared, this approach has some merit. The extent to which the reader knows the querent's character and circumstances can also play a part in the choice.

The following general rules should be considered, although having the querent choose the Significator either visually or intuitively is another acceptable option. (All ages are nominal, based on observation if not actually known.) For a person **under 25**, use a Page; for someone **between 25 and 40**, use a Knight; for a querent **between 40 and 55**, use a Queen; for a person **older than 55**, use a King. Gender is unimportant for the purpose of this spread. Suit is also immaterial since every court card has an approximately equal chance to experience positive or negative dignity from the Challenge cards.

To randomly choose a Significator, thoroughly randomize the deck for both sequence and orientation, then deal the cards face-up into a pile until a court card appears, which card then becomes the Significator. Place it upright in the spread and reshuffle the deck for the reading layout.

How to Read the Spread

The Significator is moved sequentially from one challenge point to the next, at which time the Challenge Cards are turned up one at a time for comparison of elemental dignity, rank, orientation and positive/negative quality. The following rules are applied to determine how the outcome affects the overall score.

Only the two-card comparisons are used for the judgment; no emphasis is placed on the three-card set after any two adjacent Challenge Cards are revealed, except in the event the Advocate Card is used. In that case, only the stacking of friendly elemental dignities is significant.

The “Yes” or “No” ranking is adjusted incrementally for each two-card comparison. A judgment of “Mildly Positive” leans toward a “Yes” answer that increases in likelihood as the overall rank approaches “Strongly Positive.” The opposite is true with a rank of “Mildly Negative,” which becomes increasingly likely to .

Elemental Dignities in Action (See the attached tables for a “Best Case/Worst Case Scenario” analysis and a summary of offset adjustment values)

1. Two cards of the same element create a “steady state” situation that offers opportunity but no movement, thus a mild “**Yes**” emphasis.
2. Fire and Air are friendly and active; they strengthen each other. Together they will produce a fairly strong “**Yes**” emphasis.
3. Water and Earth are friendly and passive; they strengthen each other. Together they will produce a fairly strong “**Yes**” emphasis.
4. Fire and Water are enemies; they weaken each other. Together they will produce a fairly strong “**No**” emphasis.
5. Air and Earth are enemies; they weaken each other. Together they will produce a fairly strong “**No**” emphasis.
6. Fire and Earth are complementary opposites but are essentially neutral. Together they will produce a mild “**Yes**” emphasis.
7. Water and Air are complementary opposites but are essentially neutral. Together they will produce a mild “**Yes**” emphasis.
8. *Use of reversals is recommended to partially neutralize the positive bias inherent in this system of Elemental Dignities.

Card Rank in Action (Note that rank is not card-specific except for the court cards (see Rule #4), and is assigned by type only.)

1. A Significator Card one rank or more above a pip or court Challenge Card is considered a win, producing a strong “Yes” emphasis..
2. A Significator Card at the same rank as a court Challenge Card is considered a “draw” that has no effect on the standing. (See Rule #4)
3. A Significator Card at least one rank below a trump or court Challenge Card is considered a loss, producing a strong “No” emphasis. (See Rule #4)
4. In paired court-card Challenges, Pages yield to all other courts; Knights top Pages; Queens dominate both; and Kings win over all of the rest. Cards of the same level cancel one another out.

Significator Card Special Case

1. If the Significator card dominates the Guardian of Truth Card unaided by the Advocate Card, greater assurance of a “Yes” answer is provided.

Positive or Negative “Special” Cards in Action

1. The Empress, the Emperor, the Chariot, Strength, the Star, the Sun and the World as Challenge Card will slightly increase the “Yes” emphasis.
2. The first four Wands and the 6 of Wands, the first three Cups and the 6, 9 and 10 of Cups, the 6 of Swords and the Ace, 3, 6, 9 and 10 of Pentacles as Challenge Card will slightly increase the “yes” emphasis.
3. The Hanged Man, Death, the Tower, the Devil and the Moon as Challenge Card will slightly increase the “No” emphasis.
4. Certain Swords cards (3, 5, 7, 8, 9, and 10), certain Cups (5, 7 and 8), certain Wands (5 and 10) and certain Pentacles (5 and 7) as Challenge Card will slightly increase the “No” emphasis.
5. All other cards are considered “ordinary” and neutral from the standpoint of additional weighting.

Reversals in Action (Card orientation is read only as a “yes/no” pointer, not for narrative purposes.)

1. Each upright Challenge Card slightly increase the “Yes” emphasis; each reversal will slightly increase the “No” emphasis.

The Advocate Card in Action

1. The Advocate Card is left face-down until the decision is made to use it.
2. Turn it face-up and apply it at the challenge point of your choosing. Reversal is not applied to the Advocate Card.
3. The element of the Advocate Card will be friendly, unfriendly or complementary to the Significator.
4. If it is friendly, the two cards together will override the influence of an unfriendly Challenge Card, yielding a fairly strong “Yes” emphasis.
5. If it is unfriendly or neutral to the Significator, no benefit to the ranking will result.

A Final Note

It's tempting to read the ranking results as “% Confidence” in getting a “Yes” answer. For example, if “Neutral” means a 50-50 chance and “Strongly Positive” and “Strongly Negative” approach 100% and 0% confidence, respectively, it might be reasonable to assume that the intermediate step-changes can be apportioned equally (slightly more than 16% each). However, the progression isn't linear and follows more of a “bell curve,” with fewer instances occurring at the extremes of the range. It's better to take a “soft-focus” approach and treat probability as more fluid: Three “Moderately Positive” rankings, a “Neutral” and a “Mild Negative” can be judged intuitively (and inductively) as a marginal or “mild Yes,” offering a small measure of hope but nothing to “bet the farm” on just yet. The advice for the querent would be to not give up, stay alert for the tentative emergence of any positive trend, and move quickly to make the most of the opportunity. In the final analysis, this is not so much a “yes-or-no” answer spread as it is a “situational positioning” spread with a “yes-or-no” inflection.

Trump Card Elemental Assignments

Fool (Air) (0)
Magician (Air) (I)
High Priestess (Water) (II)
Empress (Earth) (III)
Emperor (Fire) (IV)
Hierophant (Earth) (V)
Lovers (Air) (VI)
Chariot (Water) (VII)
Strength (Fire) (VIII)
Hermit (Earth) (IX)
Wheel of Fortune (Fire) (X)
Justice (Air) (XI)
Hanged Man (Water) (XII)
Death (Water) XIII)
Temperance (Fire) (XIV)
Devil (Earth) (XV)
Tower (Fire) (XVI)
Star (Air) (XVII)
Moon (Water) (XVIII)
Sun (Fire) (XIX)
Judgement (Fire) (XX)
World (Earth) (XXI)

Ranking Worksheet

Elemental Dignity Distribution:

Friendly Pairs Neutral Pairs Unfriendly Pairs

Significator Win/Loss Distribution:

Wins Draws Losses

No. of Special Cards (Positive or Negative):

Pos Trumps Pos Pips Neg Trumps Neg Pips

Reversals:

No. of Reversed Cards No. of Upright Cards

Advocate Card Advantage:

Significator Upgraded Significator Not Affected

Offset Parameter	Ranking
Same-element Significator and Challenge card pair	Mild “Yes” emphasis
Elementally friendly pair	Fairly strong “Yes” emphasis
Elementally unfriendly pair	Fairly strong “No” emphasis
Elementally neutral but complementary pair	Mild “Yes” emphasis
Significator win (no trump or higher court card)	Strong “Yes” emphasis
Significator not challenged (vs. same level of court card)	No effect
Significator loss (vs. trump or higher court card)	Strong “No” emphasis
Positive trump or pip Challenge card: Empress Ace, 2, 3, 4 and 6 of Wands Strength Ace, 2, 3, 6, 9 and 10 of Cups Star 6 of Swords Sun Ace, 3, 6, 9 and 10 of Pentacles World	Moderate “Yes” emphasis (trump cards) Mild “Yes” emphasis (pip cards)
Negative trump or pip Challenge card: Hanged Man 5 and 10 of Wands Death 5, 7 and 8 of Cups Devil 3, 5, 7, 8, 9 and 10 of Swords Tower 5 and 7 of Pentacles Moon	Moderate “No” emphasis (trump cards) Mild “No” emphasis (pip cards)
Upright Challenge card	Mild “Yes” emphasis
Reversed Challenge card	Mild “No” emphasis
Advocate Card used, Significator upgraded	Strong “Yes” emphasis
Advocate Card used, no benefit to Significator	No effect

Best Case/Worst Case Analysis:

Starting Case with No Adjustments: Equal chance for a “Yes” or “No” answer (the “coin-flip” scenario)

Multiple combinations other than those shown below will most certainly occur, and inductive reasoning must be applied to shift the probability in the direction indicated by the alternative pairs. The attached table provides a “best case/worst case” ranking for each factor that will aid in this adjustment. Find the closest match below and work from there.

Best-Case Scenario: Strong “Yes” Possibility

5 elementally friendly pairs

5 Significator wins by rank, no draws or losses (5 pips and no trumps or higher/same-level court cards):

5 positive “special” pip cards (no negative “special” pips, no “special” trumps, no ordinary cards)

5 upright Challenge cards (no reversed cards)

Significator dominates Guardian of Truth Card by rank and element, unaided by the Advocate Card

Second-Best Scenario: Moderate “Yes” Possibility

4 elementally friendly pairs, 1 other neutral or unfriendly pair

4 Significator wins or draws by rank (4 pips and/or same-level court cards, with one trump or higher court card)

4 positive “special” pip cards, or 3 pips with one positive “special” trump card, any combination of other cards

4 upright Challenge cards (1 reversed card)

Significator dominates Guardian of Truth Card by element with help from the Advocate Card, but not by rank.

Marginally Positive Scenario: Mild “Yes” Possibility

3 elementally friendly pairs, any other combination of neutral or unfriendly pairs

3 Significator wins or draws by rank (3 pips and/or same-level court cards, with 2 trumps or higher court cards)

3 positive “special” cards of either type, any other combination of negative “special” and ordinary cards

3 upright Challenge cards (2 reversed cards)

Significator dominates Guardian of Truth Card by rank, and by element with help from the Advocate Card

Neutral Scenario: Approximately Equal “Yes” or “No” Possibility

- 2 elementally friendly pairs, all other pairs neutral (no unfriendly pairs)
- 2 Significator wins or draws by rank (pips and/or same-level court cards, with 3 trumps or higher court cards)
- 0-2 positive “special” cards of either type, no negative “special” cards (all other cards ordinary)
- 2 upright Challenge cards (3 reversed cards; reversed cards have one or more positive associations)
- Significator dominates the Guardian of Truth Card by rank, and by element with help from the Advocate Card

Marginally Negative Scenario: Mild “No” Possibility

- 3 elementally unfriendly pairs, all other pairs neutral (no unfriendly pairs)
- 3 Significator losses by rank, no draws permitted (3 trumps or higher court cards)
- 3 negative “special” trump cards and any other combination of “special” and ordinary cards
- 3 reversed “Challenge cards (2 upright cards; upright cards have no more than one negative association)
- Significator yields to Guardian of Truth Card since the Advocate Card offers no support

Second-Worst Scenario: Moderate “No” Possibility

- 4 elementally unfriendly pairs, any other friendly or neutral pair
- 4 Significator losses by rank, 1 win or draw (4 trumps or higher court cards, 1 pip or same-level court card)
- 4 negative “special” trump cards and 1 card of any other type
- 4 reversed Challenge cards (1 upright card)
- Significator yields to Guardian of Truth Card since the Advocate Card offers no support

Worst-Case Scenario: Strong “No” Possibility

- 5 elementally unfriendly pairs
- 5 Significator losses by rank, no wins or draws (all trumps or higher court cards)
- 5 negative “special” trump cards (no “special” pip cards or neutral cards)
- 5 reversed Challenge cards (no upright cards)
- Significator yields to Guardian of Truth since the Advocate Card offers no support

Best Case/Worst Case Table of Powers					
	No. of Friendly EDs	Wins by Rank	No. of Special Cards	No. of Reversals	Advocate (Yes/No)
Strongly Positive	5	5	5 (+)	0	No (Not Needed)
Moderately Positive	4	4	4 (+)	1	Yes (Succeeds)
Mildly Positive	3	3	3 (+)	2 ^{##}	Yes (Succeeds)
Neutral	*	2 ⁺	0-2 (+/-)	2-3 ^{###}	Yes (Succeeds)
Mildly Negative	**	2 ⁺⁺	3 (-)	3 ^{####}	Yes (Fails)
Moderately Negative	***	1	4 (-)	4	Yes (Fails)
Strongly Negative	****	0	5 (-)	5	Yes (Fails)

* 2 friendly pairs, all other pairs of neutral dignity

** 3 unfriendly pairs, all other pairs of neutral dignity

*** 4 unfriendly pairs, 1 pair of friendly or neutral dignity

**** 5 unfriendly pairs, no pairs of friendly or neutral dignity

+Any combination of 2 wins or draws

++ No draws permitted

2 reversed cards; upright cards have no more than one negative association

2-3 reversed cards; reversed cards have one or more positive associations

3 reversed cards; reversed cards have no more than one positive association