

Ziriya[®]

MESSAGE BOARD

ZIRIYA is pronounced ZEER Ē YAH

WHAT IS ZIRIYA?

ZIRIYA is a social fun game of the mind.

ZIRIYA is a silent computer-like MESSAGE BOARD with a MESSAGE POINTER. When the Pointer glides around the Board, it points out TELEGRAM-LIKE MESSAGES CONSISTING OF ONE OR SEVERAL KEY-WORDS, LETTERS, NUMBERS, AND SYMBOLS. Sometimes full sentences are obtained. The Players and Observers **concentrating co-operatively** create a Mental Energy State called the HUMAN BATTERY CIRCUIT, through which ZIRIYA operates. Playing Ziriya reflects your state of mind and often reveals your own wishful thinking.

ZIRIYA means COSMIC LIGHT OR RADIANCE: also COSMIC EYE OR MIND. It is related to SIRIUS, THE BRIGHTEST STAR IN THE COSMOS.

WHAT ZIRIYA CAN DO

Ziriya can be used for fun games as well as to increase understanding of self and others.

Saying the opening greeting is conducive to peace of mind and to a relaxed attitude. It opens the mind and heart to attract good influences.

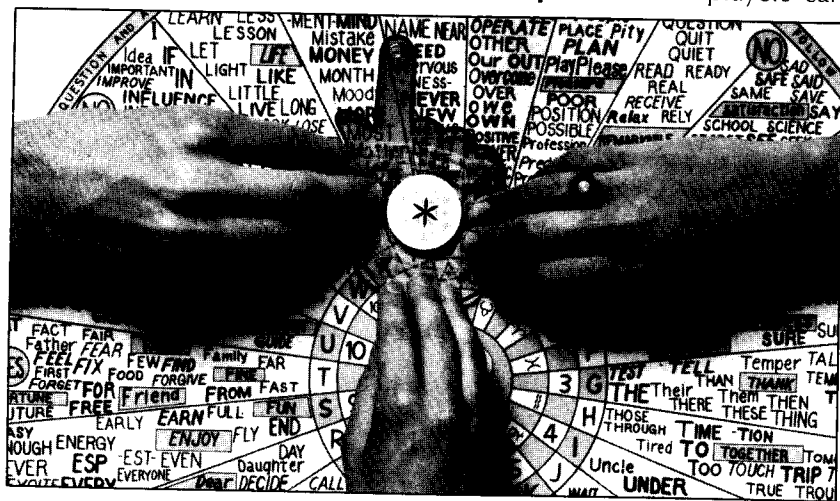
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ZIRIYA IS DESIGNED TO ACCENT THE POSITIVE, TO BE AN INSTRUMENT ONLY FOR GOOD, TO RADIATE GOODWILL AND GOOD WISHES.

EASY PLAYING INSTRUCTIONS

Two to five players can operate Ziriya, and several others can participate as observers who alternate with the players at the Board. **Before playing, each person writes several personal questions to ask Ziriya.** Ask for constructive advice or opinions about the past, present or future. Do not ask for predictions.

1. Place the Ziriya Board at an edge or corner of a table at least as high as a card table. Players should sit around the Board where they can read the words. Observers can sit around the table. Place the Pointer on the Board at any convenient place with the Pointer's forefinger pointing straight up toward the upper edge of the Board.
2. If there are two or three players, **each one places the tips of three fingers of one hand lightly at an edge of the pointer, with fingers slightly bent, as shown in the picture.** Four players can



2.

use two fingers each. Five players can use one finger each. Players can change position or switch hands at any time.

3. **The players together move the pointer clockwise to the right and around the entire board.** They move the pointer consciously only when they are first learning to play to get the feel of operating Ziriya. Later on the pointer **will move around the board without conscious effort** by the players. The players **warm up the board by moving the pointer slowly in a smooth, easy, gliding motion around the entire board several times.** Keep the pointers' forefinger pointing straight up as much as possible.
4. The players then relax and concentrate, while one player may say an opening greeting such as:

"Ziriya, we are here together to seek understanding and truth about the **positive and good**. Please give us clear and sincere messages."
5. **One player then asks aloud the first question** written previously by one of the players or observers. If the group does not have enough information about the subject of the question, make some explanatory statement about it. **Do not give incorrect or misleading information.** All the players and observers then concentrate on the question.
6. The players read silently the words over which the pointer is moving. Players must not close their eyes or look away from the board. **Ziriya is a game of the mind, not a game of chance.**
7. Soon the pointer will **stop by itself** at a word in the message or answer. Then the players will continue moving the pointer until it again **stops by itself** at another word, and so on until the group obtains a message or answer. The word beneath or closest to the hole on the pointer's fingertip is the word pointed at. **Record the message or answer.**

3.

8. **Ask only one question at a time.** Don't interrupt a message or answer before it is complete. Avoid distractions and disturbances if possible. **Insist that Ziriya answer questions clearly and sincerely.** Repeat the questions if necessary to get a clear answer or message.
9. **After each message or answer start the pointer as before.** When you gain experience in playing, the pointer will re-start itself without conscious effort by the players after a message is complete.

COMBINING WORDS

10. Sometimes Ziriya combines two or more words to make another word. For example:

BE + LONG = BELONG; A + PART + MENT = APARTMENT

Sometimes the combination is phonetic: VERY + US = VARIOUS;
ING + LAND = ENGLAND; YOUR + UP = EUROPE.

11. Follow the important directions in the yellow circle around the Ziriya board. Refer to the helpful playing hints.

HELPFUL PLAYING HINTS

Always allow time for Ziriya to warm up until the pointer moves freely around the entire board.

Ask light questions at first. Hold important questions until later after Ziriya is warmed up. The more experience you have with Ziriya, the quicker it will warm up.

Energy may be created by having players rub their hands together before placing their fingers on the pointer.

During a Ziriya session, create a mood of relaxation and concentration by playing soft background music.

Several observers may join hands to form a chain. The observers at the ends of the chain hold the free hands of two players: This strengthens the power of the HUMAN BATTERY CIRCUIT.

The pointer may and often does change its direction of motion during play. It can move in circles, ovals, spirals, straight lines, etc.

If you cannot receive a clear answer to a question even after repeating it, it may mean that someone is mentally blocking the answer, or that the question cannot be answered for some reason. Go on to the next question and try the same question again later.

If any player is distracted by fatigue, fear, boredom, disinterest, nervous tension, hostility, or other such negative factors, it will be difficult to obtain good messages and answers.

Sometimes the pointer stops between two words. The word intended is the one which makes the most sense in the message. If both words make sense, they may both belong in the message.

Sometimes, instead of answering your question, Ziriya will give a message for someone else who did not ask for it. Players should understand this and watch for such unexpected messages. Later on you may receive unexpectedly a delayed answer to your question.

Sometimes a message or answer which seems to refer to the future actually refers to the past or vice versa. Do not be confused by such messages which are out of time sequence.

If a cryptic word or phrase appears in a message, you may ask Ziriya later for a further explanation of that word or phrase.

If stumped for good questions, you could ask Ziriya to comment about someone, something or some event. The answers may surprise you!

At the end of the playing session, one player can say a closing greeting such as: "Ziriya, we thank you for the messages and answers we have received." Then wait for a closing message to develop. It is often inspirational in nature.

Ziriya works best when each person sincerely wants to help the others in the group obtain constructive results. Playing Ziriya is lively, happy, entertaining, lots of fun, and an influence only for good.

SPECIAL ZIRIYA GAMES

THESE GAMES ARE FOR MORE EXPERIENCED PLAYERS

SILENT QUESTIONS

If any player or observer does not wish to ask a particular question aloud, he can ask the question silently to himself. The other players will then cooperate to develop the answer. Each player and observer in turn can ask one or more silent questions, but only one such question at a time can be asked and answered. Surprisingly appropriate answers will often develop in reply to the silent questions.

SILENT MESSAGES

Some people can use Ziriya to send and receive, thoughts, names, etc. A person sends a mental message to the players at the board, while the sender is inside or outside the room or even far from the room where the players are assembled. The players try to receive the message by playing in the usual way. Such a message may be received better by the players if the sender concentrates on the thought or name he is sending while he looks intently at the board and holds the free hand of one player.