

CIRO
MARCHETTI'S

Gilded Reverie

LENORMAND



EXPANDED EDITION

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Foreword

The Gilded Reverie Lenormand is a continuation of a card-reading tradition dating back to the late 18th and into the 19th century. The design of this deck is intended to respect the tradition whilst providing a new vision for the future. The tradition itself has been rooted in “borrowing” and “whim” since its inception, with an ongoing history of change. Despite the individual style and variations in this Gilded Reverie, it is still a deck that I hope Lenormand readers, whether they be experienced or beginners, should be able to use with comfort.

It is hoped that this Gilded Reverie deck provides you a wonderful tool of fortune telling, divination and discovery; giving you access to an antique tradition in a contemporary presentation. As the Lenormand tradition is revived, these cards will come to speak more fully, and you are now part of that oracular voice, returning from the ages. Allow the cards to tell you their story and in doing so, discover your own.

— Tali Goodwin

Introduction to Gilded Reverie Lenormand Expanded Edition

The traditional 36 card images of the Lenormand system have been in use for over 150 years, and it has been argued, quite justifiably, that it has worked perfectly well during that time in its original form. Experienced readers using the system are able to apply their knowledge and familiarity with each individual card and its correspondence with other cards positioned within a spread, to reach comprehensive interpretations.

A core characteristic of the Lenormand system is its directness, as compared to the esoteric nature of tarot. The relative simplicity of Lenormand imagery, uncluttered by embedded symbolism, permits the cards to suggest unambiguous interpretations. Nonetheless, when the full entourage of 36 cards is displayed in their Grand Tableau format, they provide a far more comprehensive perspective, affording a general overview of the situation, as well as nuanced interpretations. So, it was somewhat auda-

cious to consider tinkering with the traditional format with an occasional modified image, let alone the introduction of additional cards. Nevertheless, I did sense, rightly or wrongly, that Lenormand spreads such as the Grand Tableaus were overwhelming in their combinations and there might be occasions where a reader might not be clear on their interpretations. I felt that there might be readings that could benefit from some additional perspective or clarification.

The introduction of additional cards to the Gilded Reverie deck was done not to modify the established system, but to allow greater flexibility in readings. For example, the alternate Man (28) and Lady (29) cards may provide a more relevant combination of “significators” depending on the genders involved in a specific reading. The Owls (12) card, as an alternative to the Birds (12), acknowledges that preference in various European traditions.

The other extra cards added to the Gilded Reverie Lenormand were intended to provide further context and perspective to readings. The Time (37) card adds details of time to events suggested by the cards; for example, to the Rider’s arrival or the Ship’s journey. The Dice (39) might provide

an interesting complimentary twist to the Clover (2), which indicates luck by chance. The Dice, on the other hand, represents luck or outcome that is deliberately sought through decision or a risk taken, i.e. Choice (22). The Bridges (38) might suggest a more direct connection between other cards beyond the standard one based on their relative positions in the spread. The Mask (40) is a somewhat personal trademark and suggests the need for further consideration and evaluation.

When Tali Goodwin was assisting me with the text for the Gilded Reverie, she pointed out that these same images had in fact been part of the earlier Games of Goose, which share a common heritage with the Petit Lenormand. The Game of the Golden Goose, devised in 1597, includes the Bridge, the Maze, the Prison, Death, the Ale House and the Well. The Game of Goose is the prototype for all Race Games such as the Game of Hope. The Goose Game also includes the Dice.

So, there had been a historical precedent, which made their inclusion in my original Special Edition even more relevant, albeit serendipitous. With my first self-published edition of the Gilded Reverie Lenormand, I felt comfortable enough to include

some of them, as the low print run and higher price category of the deck would, I assumed, limit it principally to collectors and those already experienced with Lenormand. I also ensured that the extra cards were numbered so that they could be used in addition to the core 36, or for that matter discarded completely, leaving the reader with a fully functional basic and complete Lenormand deck.

However, when the deck was licensed by U.S. Games Systems, Inc. with the intention of being published to a wider audience, which would presumably include newcomers to Lenormand, I felt it would be prudent to only produce the basic 36 cards. I was concerned that the extra cards might be confusing to those learning the Lenormand system for the first time. It should be noted that this was my decision, not the publishers, and one that I took responsibility for, but with hindsight regretted. It soon became apparent that my doubts of how these changes would be accepted proved to be unfounded. The response and feedback from many readers who had obtained the original Special Edition set indicated that these additional cards were actually being used both by beginners and experienced Lenormand readers alike. In fact, they proved

to be quite popular, and even renowned Lenormand readers such as Rana George occasionally incorporated some of them into her own methodology. In the years since the standard version was released, both U.S. Games Systems and myself have received numerous requests for these extra cards to be made available in some form.

When considering the possibility, the publisher and I discussed possible different scenarios including producing a small supplemental package containing just the extra cards, and making them available as an optional separate purchase. Initially, this seemed like an appealing solution, but unfortunately, because of the double-trimming process required for gilt-edged cards, the printers could not guarantee an exact matching trimmed size. While the discrepancy could have been minimal, U.S. Games Systems was uncomfortable releasing any item that might be considered imperfect or that would adversely affect the reader's experience and I fully respected their position. Nevertheless, the feedback from customers still suggested a strong demand, so eventually the decision was made to produce this entirely new Gilded Reverie Expanded Edition.

With the experience and reference of how well received the extra cards had been, I decided that this time around I would include not just the seven extra cards of my first self-published edition but also the other four cards that I had originally designed but had not previously published, including the Well (41), which was also historically used in earlier board games of chance. Its meaning of depth or as a symbolic source of nourishment once again may provide yet further nuances to other cards in the spread.

I am very pleased that U.S. Games Systems has made it possible for me to remedy my initial decision and now have these extra cards produced and made available. I hope you will enjoy using them and that they enhance your experience in reading with the Gilded Reverie Lenormand Expanded Edition. I am grateful to the following contributors for their helpful input and expertise in writing the descriptions for the additional cards: Rana George, Tali Goodwin, Donnaleigh de LaRose and Lee Bursten.

—Ciro Marchetti

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