

Game of Tarot deck created by Marie-Paule Le Bohec using computer graphics techniques, which takes into account the structure of the tarot and highlights a new method of interpretation.

The design of each of the first 11 major arcana are reminiscent of the one facing them in the last eleven mysteries.

The first eleven represent the personal journey of the person questioning the cards, the other eleven represent his relational journey.

At each level, there is a central card: card #6 for the personal path and card #17 for the relationship.

We go from two paths to four half paths: two half personal paths and two half relational paths.

These are the four half paths which are at the base of the structure of the tarot and which make it possible to understand the 22 arcana, to be able to be based on a reliable pattern during the interpretation of a drawing.

This apparent rigidity does not detract from intuition or any gifts of clairvoyance, but it serves as a guiding thread that allows not to get lost.