United States Patent

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[54] **I CHING FORTUNE-TELLING GAME**
2 Claims, 7 Drawing Figs.

[52] **U.S. Cl.** ..... **273/161,** 273/134 C, 273/134 D, 273/136 F, 273/146, 273/152.41
[51] **Int. Cl.** **A63f 9/00**
[50] **Field of Search** 273/146, 147, 152, 152.41, 161

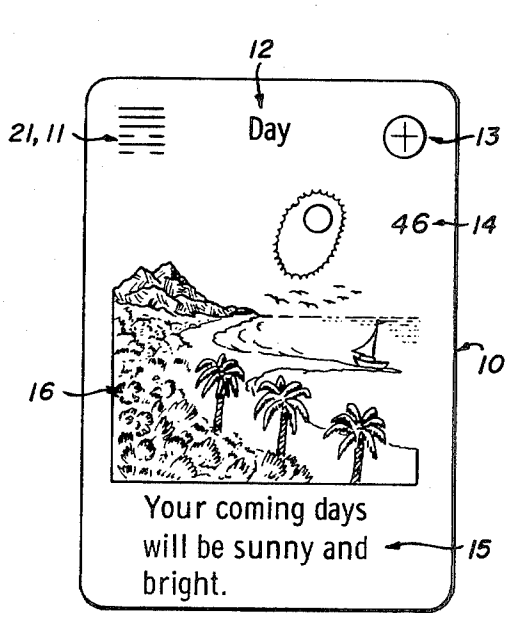
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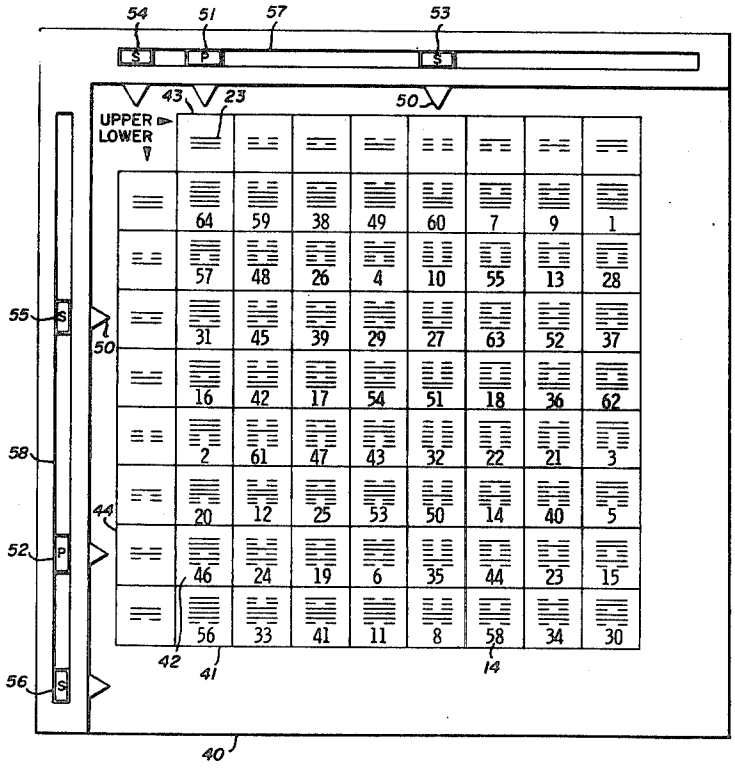
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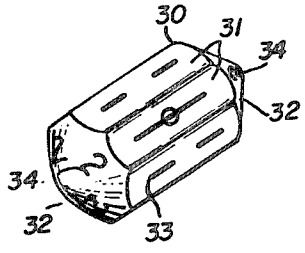
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ABSTRACT: A fortunetelling and competitive wagering game based upon the I Ching. Apparatus for the game includes 64 oracle cards, 3 octagonal dice and a selection board. Each card has displayed thereon a distinctive hexagram and a word, numeral, sign and fortunetelling sentence, each related to or expressing an attribute associated with the hexagram. Each facet of each dice has a symbol corresponding to a component of a hexagram. The selection board has 64 regions in an eight-by-eight array with each region having inscribed thereon a different hexagram. Pointers in slides are selectively alignable with columns and rows of the regions.







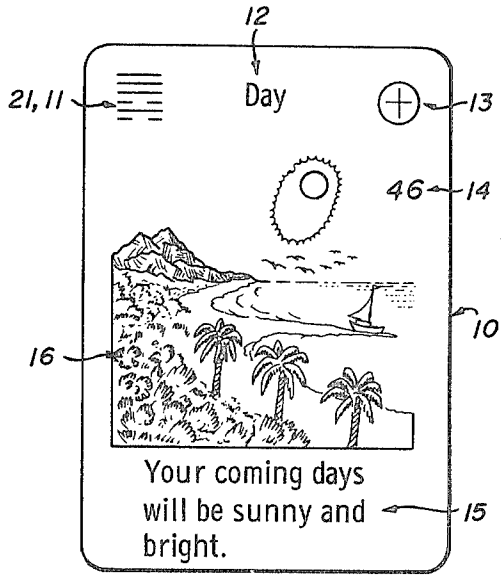
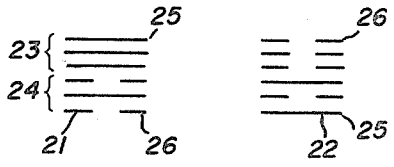


Fig_1

Fig_2



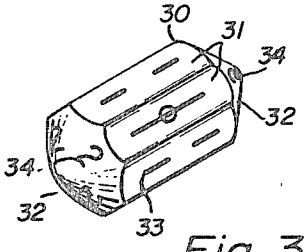


Fig_3

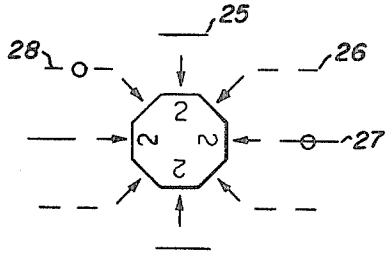


Fig_4

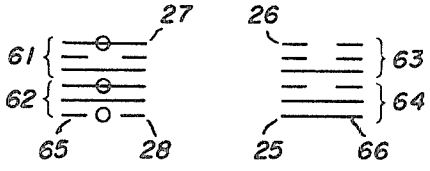


Fig_6

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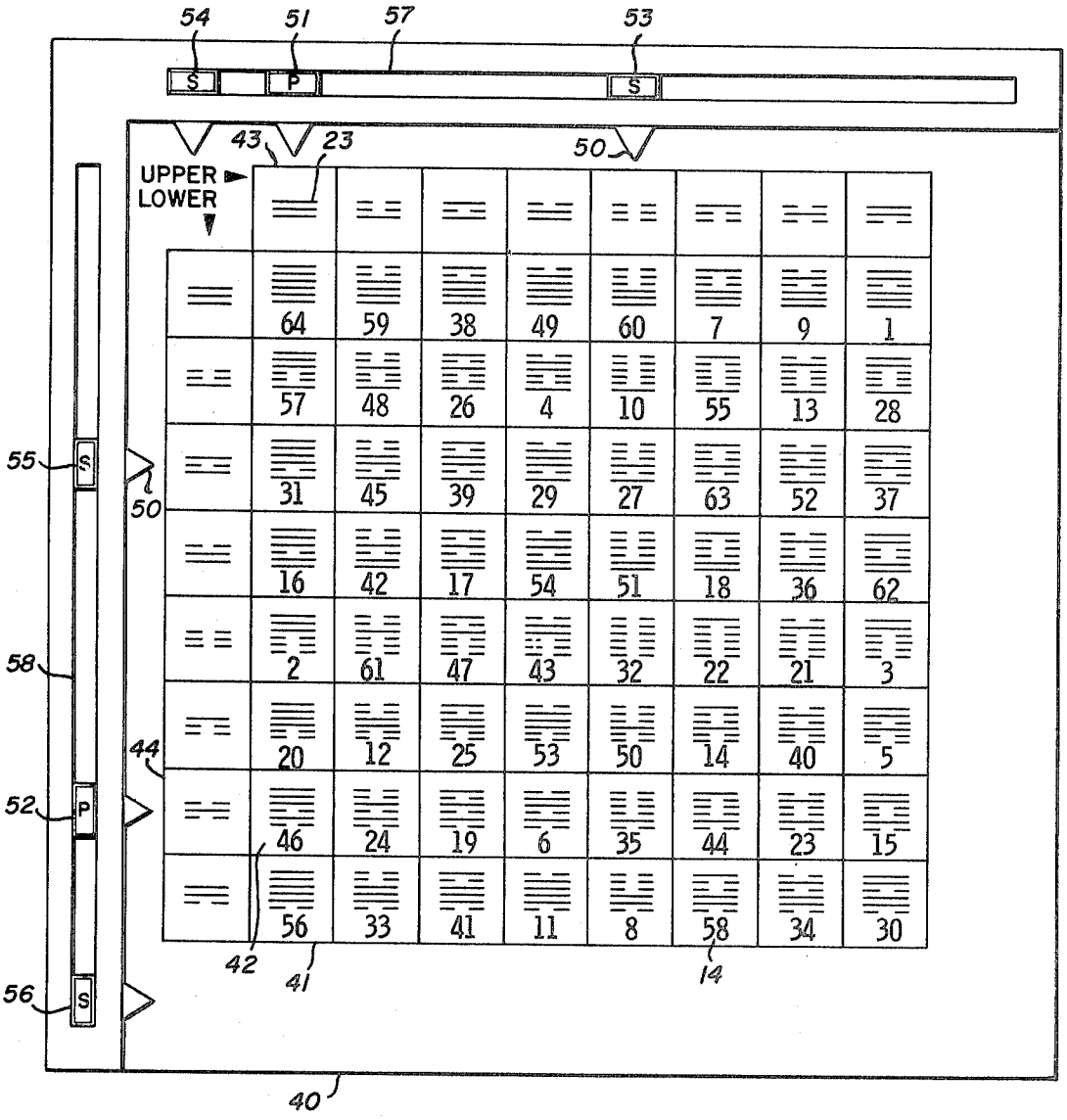


Fig_5

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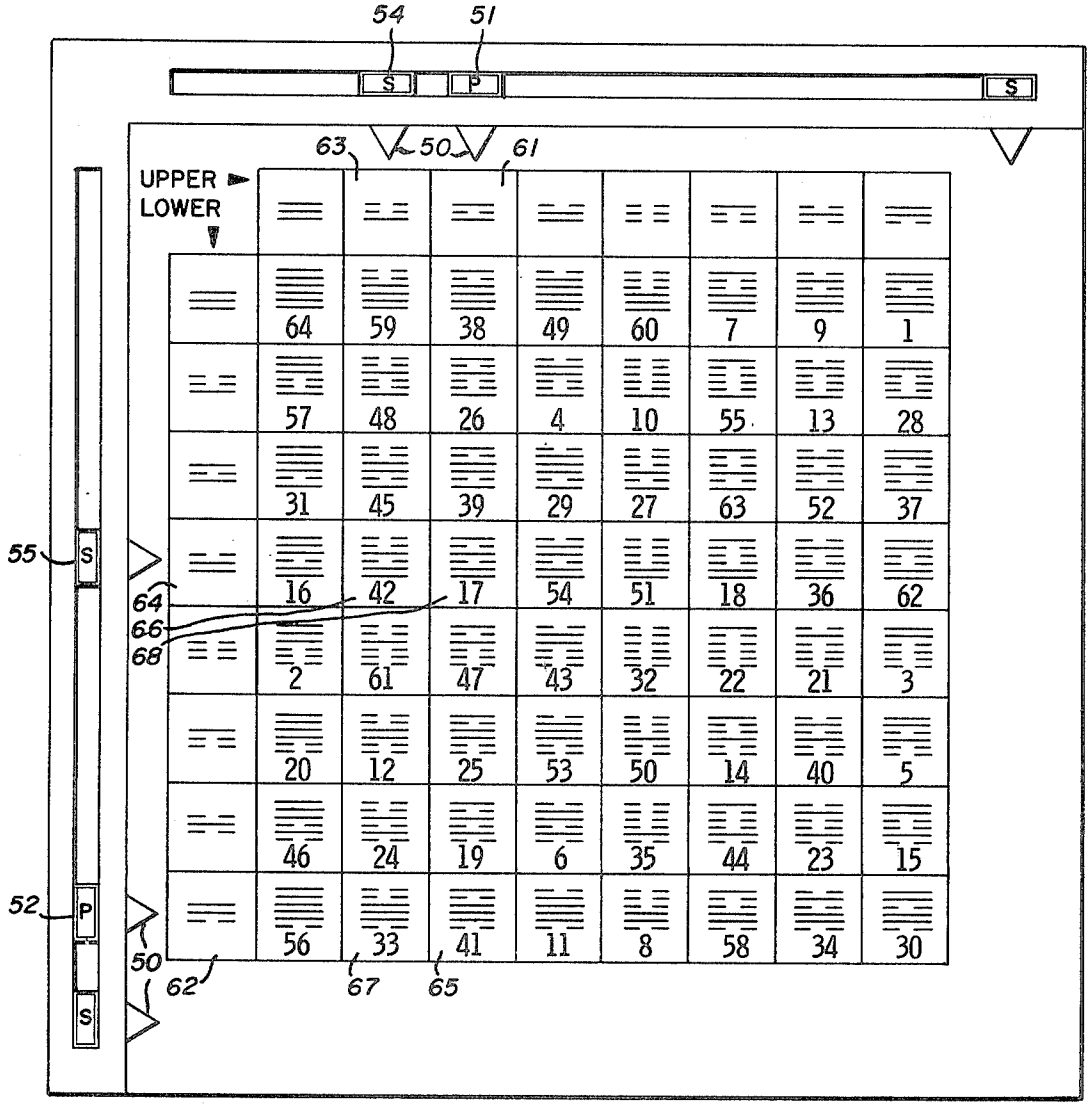


Fig_7

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I CHING FORTUNE-TELLING GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention provides a means of amusement generally classified as a game which is based upon principles and precepts given serious consideration by a substantial portion of the Earth's population. The invention, in addition to disclosing a method for obtaining an oracle, provides a basis for competitive wagering. Apparatus employed includes unique dice as chance devices, a novel selection board for interpreting the dice and cards disclosing the fortunetelling aspect.

2. Description of the Prior Art

Most fortune telling devices are frivolous and are not cable nor are they intended for serious interpretation. The means most often employed are subject to pure chance and have no association with the serious arcs of prognostication. For instance there are oracle games employing cards which when arranged according to chance selection disclose words or phrases which combine into meaningful sentences. A variation of the chance verbage technique is to employ pictures of pictograms which may be combined to provide an identifiable legend. Such oracle games rely upon clever selection of verbage or illustrations which regardless of sequence are seemingly meaningful. There are thus no historic principles employed.

The venerable science of astrology has been utilized as the basis for competitive games. Included in the procedure may be the devination of the supposed influences of the stars upon human affairs and terrestrail events by their positions and aspects. There has been no attempt to utilize the ancient beliefs of the Orient in a manner consistent with their practice.

SUMMARY OF THE INVENTION

Two factors which make a game interesting are the principle involved and mechanism or manipulations employed by which the principle is put into operation by participants. The subject oracle game is based on the principle of the I Ching, ancient Chinese Book of Changes, in which fortunes are told by means of 64 diagrams. The I Ching assigns an attribute to each diagram. A diagram is selected by chance for an individual and his fortune or oracle is thus indicated by an assigned attribute from the I Ching. All 64 diagrams of the I Ching are used in this game with slightly different assignment of attributes to the diagrams where necessitated by translation to the English language. Every effort has been made, however, to preserve the authenticity of meaning employed in the I Ching.

Another principle in the I Ching is that the future or one's fortune as prophesied by the diagrams, may be altered by certain subsequent action. A similar concept is employed in this game whereby a player's fortune may be altered by chance and his skill in wagering.

Traditionally, groups of sticks are used through a series of complex manipulations and chance selection to determine the diagram appropriate to any given individual. In the subject invention unique dice are used to select the diagrams. A novel selection board is provided to facilitate identification of the diagram and determine alternative selections as hereinafter disclosed. Sixty-four cards, one for each diagram, are provided to identify attribute and characteristics associated with each diagram.

It is accordingly an object of this invention to provide a novel game based upon a unique application of the ancient principles of the I Ching.

Another object is to provide a novel form of amusement which may be played as solitaire or for group diversion.

Another object is to provide a fortunetelling game wherein a player's fortune and competitive position depend upon a combination of chance and skill.

A further object is to provide apparatus for playing a game which shall prove interesting in manner of manipulation as well as application.

Other objects and advantages of the game and apparatus by which it is played will become apparent and be best understood from the following detailed description when read with reference to the accompanying drawings illustrating a preferred embodiment of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a detailed plan view of a representative playing card.

FIG. 2 is a detailed representation of two opposing hexagrams.

FIG. 3 is a perspective view of one dice used in playing the game.

FIG. 4 is a cross-sectional view of a dice illustrating distribution of facial markings thereon.

FIG. 5 is a plan view of a selection board used in identification of appropriate diagrams.

FIG. 6 is a detailed representation of two related hexagrams.

FIG. 7 is a plan view of a selection board as used to identify diagrams.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The game apparatus comprises the following basic components:

A deck of 64 cards
Three special dice
A selection board
A supply of script, chips or play money
Copy of methods or rules for playing the game.

Each of the foregoing components or instrumentalities is herein described with particularity in the order named, and under the appropriate headings as follows:

DECK OF CARDS

A deck of 64 cards is used to relate the conceptual indicia of the game. The cards consist essentially of sheets of a suitable material such as paper, cardboard or plastic having appropriate dimensions, for example 2½ inches by 3½ inches, for convenient handling. Related indicia of the game are displayed on one surface of each card. FIG. 1 is a detailed plan view of a representative oracle card illustrating indicia of related characteristics. The card 10 in FIG. 1 has displayed thereon a diagram 11, an attribute word or phrase 12, a sign 13, a numerical rank 14, a fortunetelling sentence 15 and a picture 16.

The diagram 11 depicts a hexagram 21 made up of an upper trigram 23 and a lower trigam 24 as illustrated in FIG. 2. Each trigram is in turn comprised of three solid 25 or broken 26 lines. All possible combinations and permutations of the solid 25 and broken 26 lines as arranged within the hexagram form are utilized. There are thus 64 different hexagrams possible and consistent with the I Ching there is a distinct attribute assignable to each hexagram. Each card also has a fortunetelling sentence 15 in accordance with the attribute assigned.

The 64 hexagrams may be further divided into 32 pairs of opposites with opposing hexagrams and attributes. For example, the hexagrams 21 and 22 of FIG. 2 are opposites, since each solid line 25 of the hexagram 21 is replaced by a broken line 26 in hexagram 22 and vice versa. Thus opposite attributes are assigned to these opposing hexagrams, as hexagram 21 to mean DAY and hexagram 22 to means NIGHT.

Each card is marked positive or negative by means of a plus or minus sign in accordance with the opposing diagrams and attributes described above. Thus the card 10 of FIG. 1 is marked with a plus sign 13 associated with the hexagram 21 and the hexagram 22 would be associated with a minus sign on its distinctive card.

Each of the 64 cards has a numerical rank 14, as indicated in FIG. 1, from one to 64 in a general pattern of ascending desirability of ascribed attributes. The numeral rank is used

for evaluation in the Competitive Game of Fortune described below. The numerical rankings may additionally be employed to systematically stack or arrange the cards for easy identification and recovery. Numerical ranks and associated hexagrams are also indicated on the selection board **40** as illustrated in FIG. **5**.

A fortunetelling sentence **15** appears on each card commensurate with the particular attribute indicated thereon. A picture **16** provides a decorative feature for each card and may depict a scene or figure symbolically associated with the sentence **15** or representative of the attribute **12** appearing on the particular card.

The conceptual indicia of the game are listed below in order of rank as related on the 64 cards:

Rank:	Attribute:	Sign:	Fortunetelling Sentence:
1	War	–	Conflict and destruction cannot be averted.
2	Evil	–	Be prepared to contend against evil.
3	Cowardice	–	Cowardly behavior will bring about defeat.
4	Weak	–	Display of weakness will lead to serious consequences.
5	Foe	–	You will clash with your enemy.
6	Oppression	–	Oppressive atmosphere may make you suffer.
7	To Disintegrate	–	Collapse is emminent due to disintegration.
8	Injustice	–	Injustice will befall upon you.
9	Short	–	You will fall short of your expectations.
10	Disunity	–	Disorganization will lead to chaos.
11	Unsuccessful	–	Your attempt will be met with failure.
12	Falsehood	–	Untruthfulness will result losses.
13	Difficult	–	You will encounter difficulty.
14	Minor	–	Minor disturbances may cause great problems.
15	Poor	–	Poverty may threaten your immediate future.
16	Conceit	–	Arrogance will prove to be your downfall.
17	To Oppose	–	Opposition will be encountered.
18	To Decrease	–	Your good fortune will be diminished.
19	Incomplete	–	Incompleteness will lead to unfavorable results.
20	To Retreat	–	Retreating under adversity is a wise decision.
21	Limited	–	Various limitations will impede your self-actualization.
22	Indecision	–	Indecisiveness may cause undue anxiety.
23	Abyss	–	Danger may be in store for you.
24	Stranger	–	Beware of any stranger that you meet.
25	Varying	–	Changing conditions demand your alertness.
26	External	–	External environment will be alarming to you.
27	Night	–	You will pass through a period of darkness.
28	Following	–	Caution is advised in dealing with the subsequences.
29	Girl	–	Love and marriage enter your life.
30	Calm Sea	–	You will experience a tranquil state of mind.
31	Individual	–	Individual action will be advantageous.
32	Earth	–	Your life on earth is secured.
33	Preceding	+	The precedent will guide you to good fortune.
34	Internal	+	Inner confidence will brighten your prospect.
35	Group	+	Group action may be desirable.
36	Constant	+	Maintenance of constancy will bring you fulfillment.
37	Relative	+	The aid of a relative will delight you.
38	Unlimited	+	Unlimited opportunities are open to you.
39	Mountain	+	High aims may be rewarding.
40	To Cooperate	+	Cooperation will be profitable in your undertaking.
41	Easy	+	You will score good gains with ease.
42	Friend	+	Close friendship will warm your heart.
43	To Integrate	+	Integrated effort will be most fruitful.
44	Boy	+	A promising future awaits you.
45	Rich	+	Great riches will come your way.
46	Day	+	Your coming days will be sunny and bright.
47	Long	+	He who is long in virtues will be handsomely rewarded.
48	Thundering Sky	+	Display of might may be advantageous.
49	Resoluteness	+	Firm determination will bring you good fortune.
50	Modesty	+	Your modesty will result unexpected benefits.
51	To Advance	+	It is advisable to make advances.
52	Complete	+	Your life will be complete.
53	To Increase	+	Your gains will be subjected to further increases.
54	Major	+	Major benefits await you.
55	Successful	+	Success will come your way.
56	Unity	+	Unity will lead to favorable results.
57	Justice	+	Justice will be administered.
58	Strong	+	Exhibition of strength will bring you success.
59	Courage	+	Courageous action will bring you fame.
60	Good	+	Your well-maintained goodness will bring you joy.
61	Peace	+	Peace will come to your life.
62	Truth	+	Truthfulness will resolve your problems.
63	Freedom	+	Total freedom will bring you bliss.
64	Heaven	+	Heaven is within your reach.

SPECIAL DICE

Any of a variety of chance selection means, such as spinning tops, spinning pointer indicators, etc., may be used to determine the hexagram appropriate to an individual player. A set of unique dice have been found to be advantageous in selection of hexagrams. One of these unique dice made of wood, ivory, plastic or similar material, is illustrated in FIG. 3. An individual dice **30** comprises a block having eight similar rectangular facets **31** arranged in a single group around one axis of the block and terminating at truncated conical sections **32** at each end of the axis. Upon each facet appears a symbol **33** comprised of a solid line **25**, a broken line **26** or circled or differently colored solid **27** or broken **28** lines. Distribution of symbols about the dice, as illustrated in FIG. **4**, provide results statistically equivalent to hose derived from traditional practice of the I Ching.

Three dice constitute a set and are serially numbered **1**, **2** and **3**, the ordinal number **34** of each dice appearing on the truncated conical sections **32** thereof. When thrown, one facet of each die upon coming to rest, is in a common reading position. The readable symbols of the set of dice, taken in numeri-

cal sequence as indicated by the ordinal numbers, or other indicia thereon, constitute the three lines, top to bottom, of a trigram. Two throws of the set of dice are thus required to identify the two trigrams necessary to define a hexagram. Six dice may, of course, be used to identify all six lines of a hexagram simultaneously but some of the suspense and manipulative pleasure is decreased as a result.

SELECTION BOARD

A selection board, as illustrated in FIG. 5, is used to identify hexagrams and determine alternative selections in accordance with the practice of the game. The selection board 40 is comprised of a plane field 41 divided into 64 regions 42 defined by the intersections of eight vertical columns 43 and eight horizontal rows 44. Each column is identified with a particular trigram constituting the upper half of a hexagram. Each row is identified with a particular trigram constituting the lower half of a hexagram. A different hexagram together with its numerical rank is indicated in each of the 64 regions consistent with the identifying trigrams of the columns and rows defining the regions.

Slides 57 and 58 are provided along each of the two adjacent edges, top and left side, of the field 41 of the board 40. Three pointers 50 are mounted on each of the slides 57 and 58 and are adapted to move along the slides. The center pointers on each slide are designated primary pointers 51 and 52 located between secondary pointers 53, 54 and 55 and 56. In practice the primary pointers 51 and 52 may be of different color from the secondary pointers 53, 54, 55 and 56 for ease in identification.

A particular hexagram may be located with maximum ease at the region of the intersection of the column identified by the upper trigram and the row identified by the lower trigram constituting the particular hexagram. The pointers are used to aid the player in selection of his hexagrams as described in the method of playing the game hereinafter described.

SCRIPT OR PLAY MONEY

The interest and competitive aspects of the game are enhanced by the use of chips, script or play money. Although any traditional representation of value may be used, it has been found advantageous to use play money of various denominations and distinctive colors. For example the use of 50 units each in the denominations 1, 5, 10, 20, 50, 100 and 500 has proved satisfactory.

METHODS AND RULES FOR PLAYING THE GAME

There are two stages of the game. The first stage, Obtaining an Oracle, may constitute an objective in itself. The Competitive Game of Fortune entails the first stage and adds thereto additional elements of chance and skill in wagering. The methods and rules for each stage are as follows:

Obtaining an Oracle

Played by a single player using the deck of cards facing up and arranged according to numerical rank, a set of dice and the selection board.

An oracle consists of the attributes and fortunetelling sentences on one or two cards selected in the following manner. A set of three dice are rolled twice in succession to identify the six lines of a hexagram. The first roll identifies the upper three lines comprising the upper trigram according to the symbols appearing on the dice when arranged in order according to the ordinal numbers 1, 2 and 3 appearing on the dice. A second roll of the dice identifies the lower trigram of a hexagram in a similar fashion.

The selection board is used to assist in selection of the hexagram and oracle according to the following situations:

If the first rolling of the dice indicates only solid or broken lines, without circles, one merely sets the top primary pointer at the indicated trigram thus identifying a particular vertical column of the selection board. For example, in FIG. 5 the primary pointer 51 identifies the vertical column 43 in accordance with the upper trigram 23 illustrated in FIG. 2. Similarly, if the second rolling of the dice indicates only solid or broken lines, without circles, one sets the side primary pointer at the indicated trigram thus identifying a particular horizontal row of the selection board. For example, in FIG. 5 the primary pointer 52 identifies the horizontal row 44 in accordance with the lower trigram 24 illustrated in FIG. 2. The hexagram 21 comprising the upper trigram 23 and the lower trigram 24, illustrated in FIG. 2, is thus identified within the region 42 consistent with the identifying trigrams 23 and 24 of the column 43 and row 44 defining the region 42.

If one or more circled lines appear in the first rolling of the dice the top primary pointer is set at the indicated trigram without regard to the circles, identifying a particular vertical column of the selection board, as described above. Then a top secondary pointer is set at the trigram obtained by replacing the circled lines with their opposites. For example, if one obtains a trigram 61 as illustrated in FIG. 6 the top primary pointer is set as indicated in FIG. 7. The top secondary pointer 54 is set at the trigram 63, wherein circled solid line 27 of trigram 61 has been replaced by its opposite, a broken line 26 in FIG. 6, as indicated in FIG. 7. Noted that only one of the secondary pointers associated with a primary pointer is used at any given time but that secondary pointers are located on either side of primary pointers so that at least one secondary point may be properly positioned regardless of the position of the primary pointer. Similarly, if one or more circled lines appear in the second rolling of the dice, the side primary pointer is set at the indicated trigram without regard to the circles. Then a side secondary pointer is set at the trigram identifying a particular horizontal row of the selection board obtained by replacing the circled lines with their opposites. For example, if one obtains a trigram 62 as illustrated in FIG. 6 the side primary pointer 52 is set as indicated in FIG. 7. The side secondary pointer 55 is set, as indicated in FIG. 7, at the trigram 64 wherein the circled lines of trigram 62 have been replaced by their opposites as indicated in FIG. 6. There may thus be a number of hexagrams identified within the regions consistent with the identifying trigrams of the columns and rows to which primary and secondary pointers are set.

After the dice have been roller twice and pointers set the oracle is obtained as follows:

If no circled lines appeared in the first or second rollings, the region located at the intersection of the appropriate column and row identifies the hexagram and thus the card displaying the attribute and fortunetelling sentence appropriate to the player. For example, FIG. 5 illustrates the identification of hexagram 21 of FIG. 2. The ranking numeral of each card is indicated within each region along with its associated hexagram as an aid in selecting the appropriate card from the deck when arranged in order of numerical ranking.

If one or more circled lines appear in the first rolling but none appear in the second rolling then, as illustrated in FIG. 7, two hexagrams 65 and 67 are identified within the regions located at the intersections of the columns indicated by the top pointers 51 and 54, and the row indicated by the side primary pointer 52. Thus cards bearing the hexagrams 65 and 67 are drawn from the deck of cards and oracle determined by reading attributes and fortunetelling sentences in order, primary first followed by secondary.

If no circled lines appear on the first rolling but one or more appear on the second rolling then, as illustrated in FIG. 7, two hexagrams 65 and 68 are identified within the regions located at the intersections of the column indicated by the top primary pointer 51 and the rows indicated by the side pointers 52 and 55. The cards bearing the hexagrams 65 and 68 are drawn from the deck of cards and oracle determined by reading attributes and fortunetelling sentences in order, primary first followed by secondary.

If circled lines appear in both rollings of the dice then, as illustrated in FIG. 7, two hexagrams 65 and 66 are identified within the regions located at the intersections of column and row identified by primary pointers and column and row

identified by secondary pointers. Cards bearing the hexagrams **65** and **66** are drawn from the deck of cards and oracle determined by reading attributes and fortunetelling sentences in order, primary first followed by secondary.

Competitive Game of Fortune

Played by two to eight participants acting in sequence, preferably as seated around a table. The selection board is positioned between the players, the deck of cards are shuffled, cut and placed face down alongside the selection board. Each player is given a similar sum in script of play money, for instance the amount **75**, and the remainder of script or play money set aside as the "the bank".

The objective of the game is for each player to obtain a fortune or oracle by chance and then he is given an opportunity to increase his fortune by chance and skill in wagering as follows:

In turn each player rolls the set of dice twice and by the selection board, as described in Obtaining an Oracle above, identifies one or two hexagrams and their related numerical ranks. The player then receives from "the bank" an amount of script or play money equal to the numerical rank of the hexagrams identified. The player then draws from the top of the deck one or two cards according to the number of hexagrams identified. Since cards have been shuffled and are face down the cards drawn do not necessarily correspond to the hexagrams identified, thus differing from the procedure described in Obtaining an Oracle. Each player keeps the face of cards drawn secret to himself.

The players must each evaluate his hand of one or two cards held according to the following:

If he holds one card the value of his hand is the numerical rank of his card.

If he holds two cards with similar signs, both plus or both minus, the value of his hand is the sum of numerical ranks held.

If he holds two cards with dissimilar signs, one plus and one minus, the value of his hand is the difference obtained by subtracting the lesser numerical rank from the greater numerical rank held.

A hand of higher value wins over those of lesser value. Where two hands of equal value, the hand containing the highest ranked card wins.

After each player has had an opportunity to evaluate his hand a wagering procedure is followed:

Each player, at his option, either drops out or participates in betting by placing a bet in the "pot." Limit of bets is as previously agreed upon. All participating players then show their hands and player with highest value hand wins the "pot."

Or, each player bets in accordance with the rules of Poker. Starting with a designated first player, each player in turn may choose to:

Drop out; or

Call to stay in, meaning his total bet in the "pot" equals the previous highest bet; or

Call and raise, meaning in addition to matching the previous highest bet an added amount is put into the "pot."

One or more rounds of betting occurs until a player has made a bet that no other player is willing to match. The one making such a bet winning the "pot" without showing his hand. Or, all bets are equalized, i.e., betting reaches the point when the betting sequence returns to the player making the last highest bet and every intervening player has either called or dropped. Thus all participating players show their hands and the player with the highest value hand wins the "pot."

In the process of playing the game, used cards are collected and stacked face down. Upon depletion of original deck the whole deck is reshuffled, cut and reused. The game continues by repeating the playing steps until it becomes apparent that the "bank" is depleted. The player holding the greatest fortune, as measured by the value of script or play money held, at the end of the game is the winner.

Whereas certain forms of the invention have been shown and described, it should be taken in an illustrative or diagrammatic sense only. There are many variations and modifications which will be apparent to those skilled in the art which will not depart from the scope and spirit of the invention. I, therefore, do not wish to be limited to the precise details of construction set forth, but desire to avail myself of such variations and modifications as come within the scope of the appended claims.

What is claimed is:

1. An oracle game apparatus comprising

a deck of 64 oracle cards each card having displayed thereon

a distinctive hexagram comprising

an upper trigram and

a lower trigram, each said trigram having three lines in vertical array said lines being from a group comprising broken and solid lines,

a word expressing an attribute associated with each hexagram according to the I Ching,

a numeral from the group one to 64 being generally associated with the degree of desirability of said attribute,

a sign designating those cards numbered from one to 32 negative and designating those cards numbered from 33 to 64 positive,

a fortunetelling sentence related to said attribute, and

a pictorial representation related to said attribute;

three dice each die having

indicia identifying trigram represented and

eight similar facets arranged in a continuous group about an axis, each facet displaying one of a group of four symbols in the following manner:

solid line on three facets,

broken line on three facets,

circled solid line on one facet and

circled broken line on one facet;

a selection board having

a flat surface with a field delineated thereon having

eight vertical columns each column being identified with a different upper trigram,

eight horizontal rows each row being identified with a different lower trigram, and

64 regions defined by the intersections of said columns and rows each said region having inscribed therein a hexagram composed of the trigrams identifying the column and row defining said region,

slides along two adjacent edges of said field, and

primary and secondary pointers moveable along each of said slides and alignable with said columns and rows, said primary pointers distinguishable from secondary pointers located on each side thereof.

2. An oracle game apparatus of claim **1** wherein said oracle cards have on one surface thereof

an upper register displaying said distinctive hexagram, said attribute word and said design;

a lower register having said fortunetelling sentence; and

the area between said upper and lower registers displaying said pictorial representation and said ranking numeral.