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(54) **TAI CHING**

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(57) **ABSTRACT**

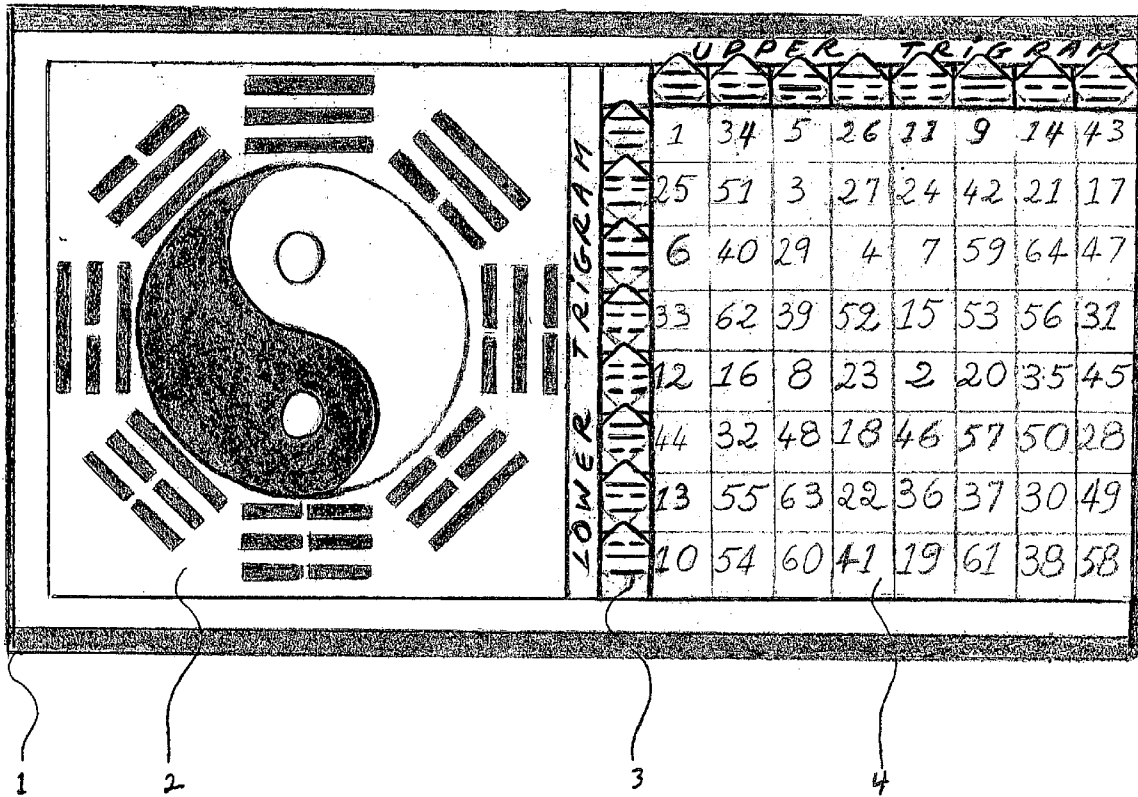
A game for simulated fortune telling including a game board depicting on the surface of the board, sixteen Ba Gua symbols called trigrams (three lines), which include broken and solid lines, and their eight possible combinations. Numbers from 1-64 will also be depicted on the surface of the game board. The game is used by tumbling eight sided octagonal dice, which have the Ba Gua symbols represented on each surface of each die. The resulting two Ba Gua symbols are vectored on the game board to correspond with one of the 1-64 numbers. The resulting number corresponds with various pre-determined statements of fortune or prediction, which can then be referenced in a game book provided with the game.

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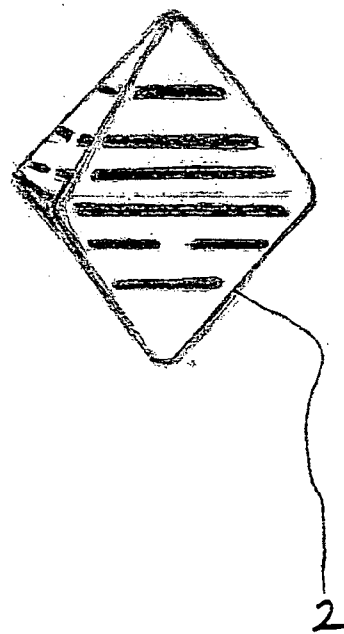
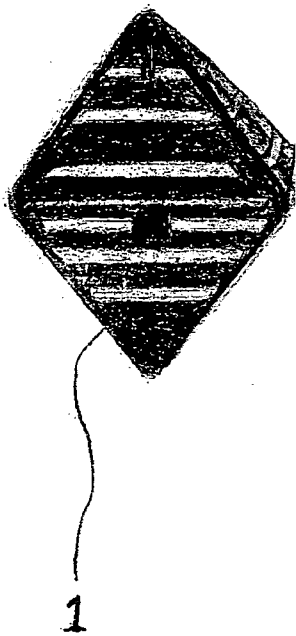
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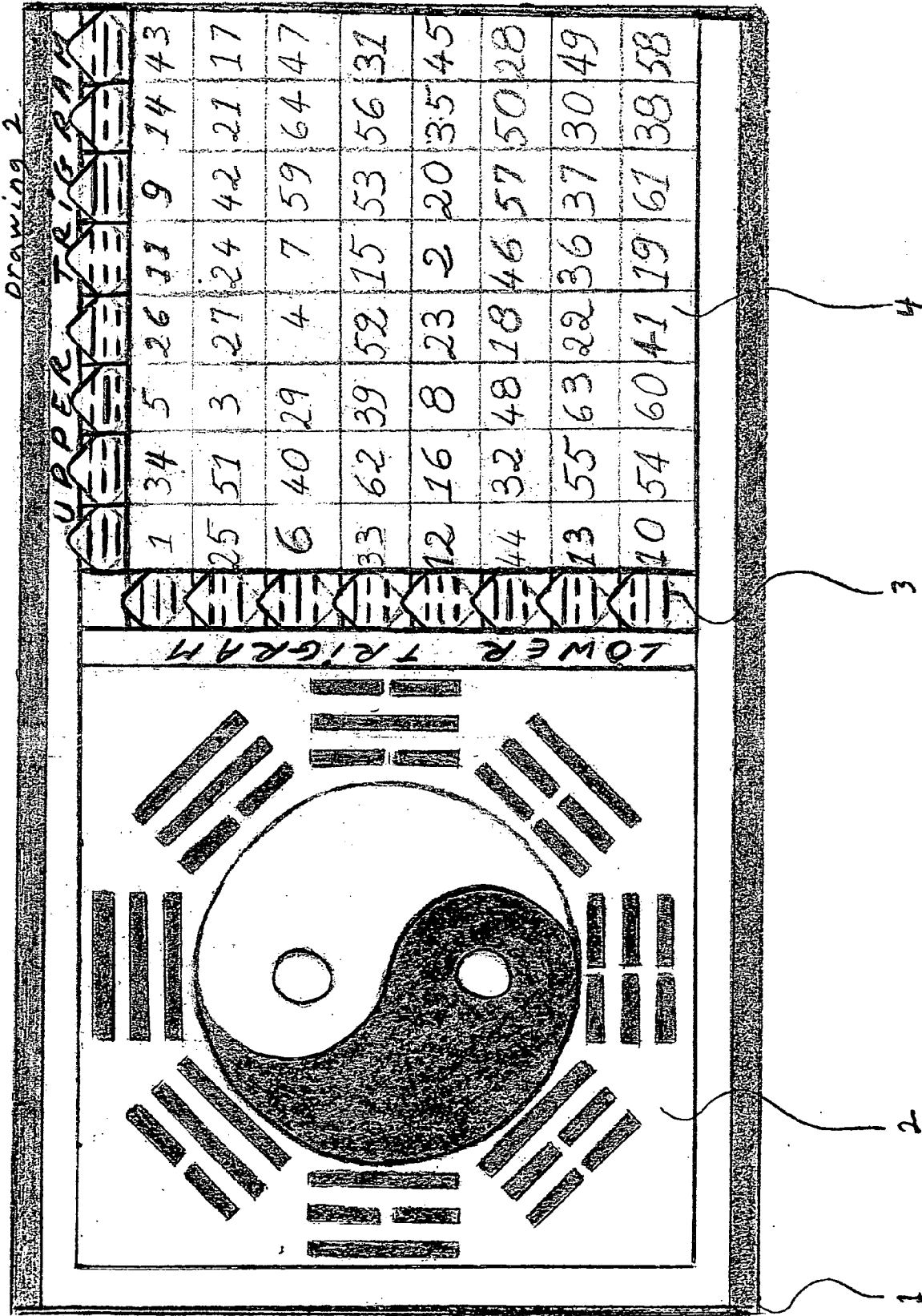
Related U.S. Application Data

(60) **Provisional application No. 60/492,070, filed on Aug. 1, 2003.**



Drawing 1





TAI CHING

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] This invention pertains to game apparatus for simulated fortune telling, and more particularly to games of chance relying on random selection of numbers for use with a pre-determined list of statements of fortune.

[0003] 2. Prior Art

[0004] Numerous games of chance have been developed which provide entertainment by simulated fortune telling. Many of these games rely on the random identification of symbols, which are coordinated with pre-determined statements of fortune which make predictions as to wealth, fame, romance, success in business, etc. Several games of chance include simulated interrogation of various mediums such as crystal balls, tealeaves, numerology, or other methods that respond with answers based on random selection.

OBJECT AND SUMMARY OF THE INVENTION

[0005] It is the object of the present invention to provide a game of chance in which questions are directed to eight sided octagon dice, which are tumbled to identify a number representing a pre-determined answer to the question proposed by the player. It is a further object of this invention to provide instructions and a suggested list of questions of general interest for use with a second list of statements, which operate as answers in a variety of forms to each of the specified questions.

[0006] These and other objects are realized by the use of eight-sided octagonal die or dice having three broken, solid, or combination thereof lines, represented on each of the eight faces of each die. Pre-determined questions can be directed to the game die or dice, which then references one of 64 pre-determined answers corresponding to the simulated fortune of the particular player or players posing the question and relating to the sixty-four hexagrams known as the I-Ching, which is a form of divination that has been in existence for approximately three thousand years. Various methods have been devised throughout the centuries to translate the I-Ching, in order to use it for divination purposes. Traditionally, people throw coins or sticks, six times to come up with each broken or solid line to form a hexagram. More recently, random computer selections have been used to form hexagrams. The present invention enables a hexagram to be formed by throwing two eight sided dice one time, in order to form a hexagram consisting of two Ba Gua symbols. This invention enables the consultation of the I-Ching without having to throw sticks or coins six separate times, or by having to use a computer program. The Ba Gua trigrams are represented on eight sided dice, which provides a unique and previously undiscovered mathematical relationship to the I-Ching. The dice are used to represent, by their color or positional relationship, one of the 64 possible I-Ching prophesies.

[0007] Other objects and features of the present invention will be apparent from the following detailed description taken in combination with the accompanying two drawings in which:

[0008] The first drawing illustrates two eight-sided octagon dice with three lines (broken and unbroken) illustrated

on each face of the dice. The second drawing illustrates the game board, which will be used with the dice in order to vector a number, representing a pre-determined answer in accordance with the present invention.

DRAWINGS

[0009] Drawing one:

[0010] 1. Black eight-sided die with three white lines on each surface, broken and unbroken, in their eight possible combinations.

[0011] 2. White eight-sided die with three black lines on each surface, broken and unbroken, in their eight possible combinations.

[0012] Drawing two:

[0013] 1. Game board manufactured with wood, molded plastic, or similar material.

[0014] 2. A recessed flat surface sufficient for the dice to freely roll upon. A symbol of the Yin and Yang and the Ba Gua trigrams, or other artwork embellishing the game, may adorn the surface.

[0015] 3. Recessed or formed receptacles sufficiently shaped to allow for the eight-sided dice to sit in, in a manner that will enable the game player to read the surface of the dice and determine which trigrams are showing. The dice are vectored to one of 64 possible numbers.

[0016] 4. 64 numbers set in 64 squares that will be printed or otherwise reproduced on a flat surface of this section of the game board.

DETAILED DESCRIPTION OF THE INVENTION

[0017] The invention consists of attaching eight specific symbols to the faces of an eight-sided die (octahedron). The specific symbols are from what are referred to as "trigrams" from an ancient Chinese philosophical system known as the Ba Gua. The eight Ba Gua symbols consist of three solid and three broken lines and the eight possible combinations of the three solid and broken lines. Each combination of lines represents a specific aspect of life. For instance, three solid lines represent heaven and three broken lines represent earth. The other six combinations represent things like mountain, water, wind, etc. When the eight trigrams are paired up with another set of eight trigrams, they become hexagrams (six lines) and have sixty-four possible combinations. Once a hexagram is formed, the booklet provided with the game can be consulted to find out what the hexagram means, and how it might affect the consulting person's life or answer a random question.

[0018] The game board has a unique design to facilitate the usage of two eight sided dice of contrasting color and/or contrasting positional relationship e.g., one white and one black, and/or one on top and one on the bottom. The dice, after being thrown, fit into two receptacles and can then be vectored to show the corresponding number (one through sixty four). Each number corresponds to a hexagram in a booklet provided with the game. The vectoring could be accomplished by visualization, if the dice are rolled on any other surface and the game board's dice receptacles are not

physically used. The game board may be fabricated from plastic, wood, injection or vacuum molding, or other process.

[0019] The method of play for the subject game apparatus is represented in the following steps.

[0020] 1. A player would select a question of personal interest either randomly or from a list of suggestions provided in the game's booklet. An example of such questions might include, "Is financial investment good at this time?" Obviously numerous types of questions can be developed covering the broad areas of general interest such as romance, wealth, travel, personality characteristics, business success, etc.

[0021] 2. The player would then hold one or both of the eight sided dice and throw them onto the game board surface or any flat surface which would facilitate the dice coming to rest in a manner which would show one of the eight surfaces of the dice. The player is instructed to concentrate his attention on the particular question selected while shaking and rolling the dice. The exposed, upright die faces represent the symbols to be coordinated with an answer in a list of answers provided with the game. The random selection is considered to reflect the unique answer to the player or players involved. The list of answers may include numerous varieties of answers for a single question, which has been selected. The specific combination of symbols from the die represents the chance selection of the appropriate answer. The express definition of the invention is to be obtained from the following claims:

1. A game for simulated fortune telling comprising:

One black, eight-sided octahedron die with three white lines on each surface, broken and unbroken, in their

eight possible combinations, and one white, eight-sided octahedron die with three black lines on each surface, broken and unbroken, in their eight possible combinations.

Game board manufactured with wood, molded plastic, or similar material, consisting of a flat surface, which may contain recessed or formed receptacles sufficiently shaped to allow for the eight-sided dice to sit in, in a manner that will enable the game player to read the surface of the dice and determine which symbols are showing.

Sixteen Ba Gua symbols corresponding to 64 numbers printed or otherwise reproduced on a flat surface of the game board and;

A list of statements of fortune wherein each statement has a designating symbol for singular identification thereof with respect to the identification symbol on each respective face of the die.

2. A game apparatus as defined in claim 1, wherein said dice may be of the same color, but having their positional relationship corresponding to the opposite meaning e.g., one die situated on top and one on the bottom in lieu of differentiated coloring to represent their opposite meanings. Colors or other markings other than black or white could be used to signify the opposite meanings of the two dice as well. Additionally, one single die could be used to create the desired Trigram or Hexagram, by throwing it once for a Trigram (three lines), or twice to create a Hexagram (six lines). In all of the above examples, the dice will have three lines on each face of each die, in all of their possible broken (divided) and unbroken (undivided) combinations.

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