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BOOK REVIEW: I CHING GAMES

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I Ching Games of Duke Tan of Chou and C. C. T'ung, by H. Y. Li and Sibley S. Morrill, The Cadleon Press, P. O. Box 24, San Francisco, California 94101: 1971. 138 pages plus game pieces. $5.95.

The I Ching Games, whose names translate as "The Wisdom Plan" and "The Beneficial to Wisdom Plan," are considered among the most important ever written, since they are thought to improve the player's ability to learn while advancing his psychological development. The first game is also called the Tangram, being a seven-piece dissection of a square into a smaller square, five isosceles right triangles, and a parallelogram, which can be re-assembled into an infinite variety of recognizable pictures. The 15-game is a dissection of a square to also include the circle, and the problems become jigsaw puzzles of a thousand delights.

The authors, as well as hoping to re-introduce the Tangram game and introduce the 15-game to the West for the first time, give a history of the games and describe their relationship to the I Ching, the ancient Chinese Book of Change, the oldest book now known.

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