

CHANGES

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This game is about drawing one hexagram as a symbol of the story narrated by the two players.

The hexagram is made by six lines, broken (Yin) or solid (Yang), starting from the bottom with Line n.1.

Players flip three identical coins in order to determine if the line of the hexagram is Young Yang, Young Yin, Old Yang or Old Yin. Old lines are called changing lines.

In fact, with a 6, draw a Young Yang; with a 9, draw a Young Yin; with 7 or 8 draw Young Yang or Young Yin

⊗ Yin = 2	⊙ Yang = 3		
⊗ ⊗ ⊗	$2 + 2 + 2 = 6$		Old Yin
⊗ ⊗ ⊙	$2 + 2 + 3 = 7$		Young Yang
⊗ ⊙ ⊙	$2 + 3 + 3 = 8$		Young Yin
⊙ ⊙ ⊙	$3 + 3 + 3 = 9$		Old Yang

- Young Yang (7): starting from the bottom in the first free space of the hexagram, draw a Young Yang line; Opposition rejected, no exchange of roles; The same Yang Player goes on with the story.

- Young Yin (8): starting from the bottom in the first free space of the hexagram, draw a Young Yin line; Yin Player states his/her phrase, but there's no exchange of roles. The same Yang Player goes on with the story.

- Old Yang (9): starting from the bottom in the first free space of the hexagram, draw a Young Yin line; Opposition rejected: the same Yang Player goes on with the story, but Yin Player takes a "but..." to change the statement of the Yang Player. Players exchange their role and the new Yang Player goes on with the story.

When the hexagram is completed, read the description of its meaning and its relation with the story.

There are a lot of sites for interpretation of hexagram. We report here just one:

<http://www.ichingfortune.com/hexagrams.php>

Have fun by interpreting the hexagram created throughout your story.

Rules

1. One player gets one coin (Yang Player), the other gets two (Yin Player).
2. Only the Yin Player can stop the narration of the Yang Player in order to oppose to something the other player said.
3. Yang Player begins to narrate a story.
4. When Yin Player doesn't like something, says "Stop!".
5. Players flip the three coins.

Coins Outcomes

- Old Yin (6): starting from the bottom in the first free space of the hexagram, draw a Young Yang line; Yin Player states his/her phrase and gives one coin to Yang Player, so that players exchange their role. The new Yang Player goes on with the story.

Duration	About 15 mins
N. of Players	2
Difficulty	Medio
Needed	3 coins or 3 dice