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(54) Title of the invention : A GAMING SYSTEM ON CREATING AND UNTANGLING KNOTS.

(57) Abstract :
The present invention is disclosing a knot based gaming system comprising a base board, a dot box configured to be disposed over said base board having plurality of pits and balls on its top planner surface, said balls are configured to move over said dot box and finally be disposed at any of the pits, plurality of sticks for placing on said pits of the dot box, and strings or rectangular ribbon to link top of said sticks enabling construction three dimensional knots on said dot box. The dot box having thereon the sticks connected with the strings or rectangular ribbon provides a platform enabling creation of knots in three dimensional space with different loops characteristics selected anyone or more from clasp, crossings, twist crossings, projection crossings, parallel links, annular turns and like. The platform further enables solving the knot in the three dimensional space using anyone or more of the unknotting techniques including crossing change, link smoothing, region changing and all-crossings-over-a-link changing and like.

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