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Flying Star Feng Shui

Introduction: *What is Flying Star Feng Shui?*

Flying Star Feng Shui (also known as Xuan Kong Feng Shui or Fei Xing Feng Shui) is the traditional style of Feng Shui that the Chinese have practiced for centuries. Some people confuse it with astrology, and others think of it as numerology, but it is actually neither of these. Even more prevalent is the title "geomancy", but by definition this term still falls short of an accurate explanation. Further, it is based in mathematics and logic, utilizing specific formulae to unlock the secrets of the patterns of qi.

Feng Shui in and of itself is essentially the analysis and manipulation of Qi in the environment. Qi can be conceptually related to the primordial energy which created and continues to affect and effect the universe.

Flying Star Feng Shui is the analysis of Qi and the subsequent patterns generated in accordance with the geomagnetic directional patterns that affect the structures in which we live and work. Feng Shui and qi are technically more involved than just geomagnetic forces, but Qi is definitely affected by geomagnetic and other physical forces.

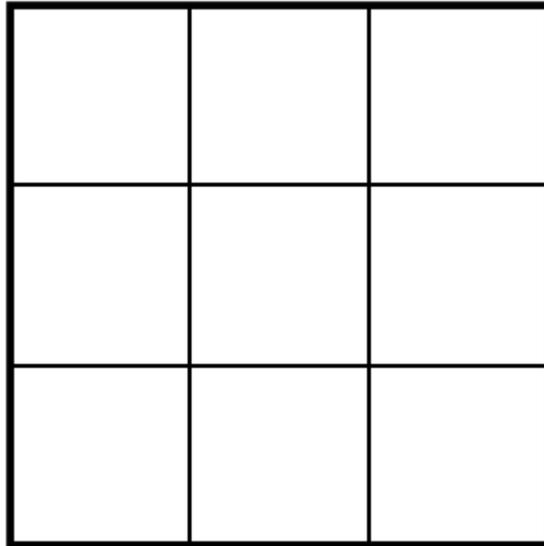
As with so many aspects of ancient Chinese practices, Flying Star Feng Shui is strongly based on the I Ching - although that may not be immediately apparent from a cursory study. While modern westerners often think of the I Ching as primarily an Oracle, it is, in fact, more frequently used as a method of organizing and expressing universal ideas. Like the western Kabbalah, it is a system of philosophically cataloging and organizing the components of the world around us. However, the I Ching also shows how these universal components change and interact. Flying Star Feng Shui uses these methods of I Ching based interactive analysis to instruct us as to the condition of our homes and businesses, and how to remedy problems caused by structures, or items within the structures, that fall out of harmony with the sea of energies patterns within which they reside.

The tutorial will present the method of creating a Flying Star map.

Step One: The Grid

So - What's a Flying Star Map?

A Flying Star map is basically a 3x3 grid. The following is a picture of just such a grid - and one that we will make great use of throughout the rest of this tutorial:



Flying Star Map

The grid is just where we start.

Think of the grid as an empty map. What we are going to do is fill each square (referred to from here on in as a "palace") with three sets of numbers (referred to from here on in as "stars"). Once we have done that, we will superimpose this grid on a drawing of *your* house. Or apartment. Or business. Or whatever.

Each palace in the above figure is going to tell you what part of your house the stars put in them and are going to affect.

Stars? But wasn't astrology!

It isn't astrology, and "stars". The stars in Flying Star Feng Shui have nothing to do with real stars, planets, or anything else astronomical. But "stars" are what the numbers using in Flying Star are traditionally called.

Numbers? wasn't numerology, either!

We write numbers in the palaces, but they aren't *really* numbers. Mostly we use numbers to represent the stars because they are convenient symbols that pretty much everyone is familiar with. It's just plain easier to use numbers.

The numbers/stars actually represent the *trigrams* of the I Ching. If you don't know what trigrams are, don't worry about it. It isn't necessary to know what they are to use them properly. And we will represent them with numbers. The squares in the 3x3 Flying Star map are called "palaces", and the numbers we are going to write in them are called "stars", and they aren't really numbers either.

Step Two: Directions

Flying Star Feng Shui is all about directions. *Compass* directions.

Westerners always put North at the top of our maps. Well, maybe not *always*, but generally. However, the Chinese put South at the tops of their maps.

When you look at a Flying Star grid, South will always be at the top center, with the rest of the compass directions laid out relative to it. The following picture should make this very clear:

SE	S	SW
E		W
NE	N	NW

The directions.

Flying Star maps *always* have the above orientation. When you see a Flying Star grid, South is at the top center.

Step Three: The Periods

Now that we have the orientation of the Flying Star map, it's time to start talking about Time.

In both Western and Vedic astrology, knowing the exact *minute* when someone was born is extremely important. However, Feng Shui isn't astrology.

So, the first thing we need to do is figure out the year the house was built. It is the year in which the roof was put on is the year of "birth" for the building.

One thing to remember, the years not start on January 1st. Feng Shui years start on the Chinese New

Year, which is different from western year. It is *usually* on or about February 4th. Sometimes it's a day earlier, sometimes a day later, but it's usually pretty close to February 4th.

For example, if you figure that the roof of your house went on on January 16, 1984, well then, since that is *before* the Chinese New Years, you need to consider it as having been built in the previous year: 1983.

Following is a chart that will enable you to figure out the period in which your house was built:

Year Range	Period Number
1863 to 1882	1
1883 to 1902	2
1904 to 1923	3
1924 to 1943	4
1944 to 1963	5
1964 to 1983	6
1984 to 2003	7
2004 to 2023	8
2024 to 2043	9
2044 to 2063	1

If your house was built within those twenty-year ranges, you don't even have to worry about when the Chinese New Years was that year. Only in those years when the Period Number.

How to figure out the above chart ?

You should be able to detect a pattern in the above chart. Every range is exactly twenty years long, and the period numbers go in numerical order. There are nine periods in all (labelled 1 to 9), and when the 9 one ends they start over again at 1. For example, 1901 was in period 2, and 2006 will be in period 8. 2050 will fall in period 1. You should be able to extend the chart all on your own.

Step Four: The Time Stars

So I know the Period – what's next ?

The period number you have come up with is the first number in the Time Series that you are going to write into your empty Flying Star map.

There are actually three star series we need to figure out in order to complete the creation of the Flying

Star map: The Time Series (which we will abbreviate with a "T"), The Mountain Series ("M"), and The Facing Series ("F"). Each series put in the grid like the picture below.

M F T	M F T	M F T
M F T	M F T	M F T
M F T	M F T	M F T

Series abbreviations.

You have to replace the abbreviations with numbers. But you see where all those "T's" are? Those are the positions you are going to write your Time Series into.

Let's imagine, for a moment, that your house was built in 1989. That is a Period 7 year.

So, take your empty grid, and write a 7 in the "T" spot in the *center* of the grid, like this:

M F T	M F T	M F T
M F T	M F 7	M F T
M F T	M F T	M F T

The Base Time Star goes in the center palace.

Step Five: Star Order

Each series (Time, Mountain, and Facing) are the numbers 1 through 9.

They start at whatever number they start at, and they get placed in the grid in numerical order.

If we say they go in forward order, that means they go in regular counting order:

1-2-3-4-5-6-7-8-9

If we say they go in reverse order, that means they go in countdown order:

9-8-7-6-5-4-3-2-1

If, while we are counting them in forward order, we reach number 9 and we aren't done yet, we "wrap around" and continue with 1. So, for example, if we started with 7, we would write them in as follows:

7-8-9-1-2-3-4-5-6

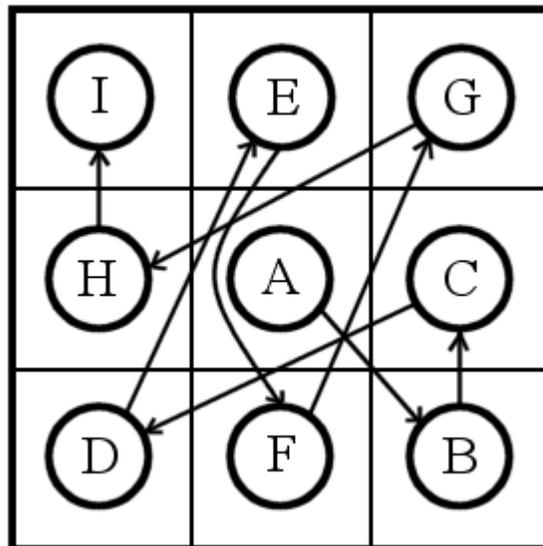
If we are counting them in reverse order, and we reach number 1, we "wrap around" and continue with 9. So, again, if we started with 7, the reverse count would be:

7-6-5-4-3-2-1-9-8

The Time Series *always* goes in **forward order**.

The Mountain and Facing Series may not.

Just like time, all of the series, whether they are forward or reverse, go into the grid in the following order:



Star Order

The first number in each of the series goes into the palace labelled "A" (in the center). The next

number, whether we are counting forward or reverse, goes into "B". Then the next one goes into "C". And so on through "I".

Since the example chart we are working on started with 7, and since the Time Series always goes in forward order, we place the 8 in "B", the 9 in "C", the 1 in "D", the 2 in "E", etc., like this:

M F 6	M F 2	M F 4
M F 5	M F 7	M F 9
M F 1	M F 3	M F 8

The Time Series.

Step Six: Facing

What is Facing?

Facing is actually a little hard to pin down.

The facing direction of your house is whichever direction the most "yangness" comes into your house from. Whichever direction is brighter, noisier, more active, hotter, etc., is the facing direction. When people (or things) come to or into your house.

Generally, the facing direction is the direction you are looking when you are standing in your front door, looking **out**.

Once you've figured out the facing direction, you need to measure it.

How do I measure Facing?

We need a compass. But get a good one, with a rotating dial. You want to read the exact degree

The good ones usually come with instructions. Just bear in mind that magnetic North is at 0

(or 360 - which is the same number on a compass) degrees, and magnetic South is 180. So if the sun is in your eyes while you figure out your facing is 351 degrees.

Take a couple of readings from different places *outside* of your house. It's weird, but lots of houses seem to have quite a substantial quantity of metal in them, and metal tends to do odd things to compass readings (since the needle in a compass is a magnet, after all). Also, take off your jewelry and other compass-affecting sorts of things while you do your readings, etc. It's amazing how many people forget little stuff like that.

Take a couple of readings from different places outside your house, and compare them. Settle on the one that seems most right.

Now, check out the following chart, and figure out which direction that number you came up with.

Compass Range Direction

<i>337.5 to 22.5</i>	<i>North (N)</i>
<i>22.5 to 67.5</i>	<i>Northeast (NE)</i>
<i>67.5 to 112.5</i>	<i>East (E)</i>
<i>112.5 to 157.5</i>	<i>Southeast (SE)</i>
<i>157.5 to 202.5</i>	<i>South (S)</i>
<i>202.5 to 247.5</i>	<i>Southwest (SW)</i>
<i>247.5 to 292.5</i>	<i>West (W)</i>
<i>292.5 to 337.5</i>	<i>Northwest (NW)</i>

Remember that you have a Flying Star map with the Time Stars filled in.

This is where it all comes together.

Look in the palace that matches your facing direction, and note which Time Star is there. *That* star is The **Facing Star** that you will write into the center palace, replacing the first "F" that you didn't actually copy there.

That palace will be called your Facing Palace.

The palace directly on the opposite side of the map from the Facing Palace is your Mountain Palace.

Look there, and see which Time Star is occupying it. You've found the **Mountain Star** that you will put in the center palace, replacing the first "M" that you didn't actually copy there.

In the example chart we are filling in the procedure would be as follows:

The facing degree is 166. That is South.

Look on the map that you have filled in with the Time Stars, and you see that in the South palace the Time Star is a 2. Copy the 2 into the center palace in the "F" position.

Look at the exact opposite palace from the Facing Palace (which is the North palace), and see that the Time Star there is a 3. Copy the 3 into the center palace in the "M" position.

Thus:

M F 6	Facing M F 2	M F 4
M F 5	M F 7	M F 9
M F 1	Mountain (Sitting) M F 3	M F 8

Facing to "F", Mountain to "M"

For example, if the facing direction had is SE, rather than S, you have to look in the SE palace, where you can find a 6 instead of a 2, and the Mountain Star will be an 8. If the facing direction change to W, the Facing Star will be 9 and the Mountain Star will be 5.

See how this works?

Now, the facing direction is S, so fill in the center palace with a Facing 2 and a Mountain 3 like this:

M F 6	M F 2	M F 4
M F 5	3 2 7	M F 9
M F 1	M F 3	M F 8

Base Stars in the central Palace

You can always tell which palaces are the Facing Palace and Mountain Palace just by looking at which stars are in the center palace.

Step Seven: Finishing Up

Now, all that's left to do is to fill in the rest of the grid with the rest of the Mountain and Facing Series. However, it isn't quite as straightforward as filling in the the Time Series.

Remember the Mountain or Facing star series can move forward *or* Reverse.

This is also important that you know very precisely the Facing Direction, as told to you by your compass. Earlier we divided the world into eight directional slices

(N, NE, E, SE, etc.) - which on the compass are 45 degrees apiece. Now we have to divide the world into twenty-four directions instead of eight. Each of these twenty-four sections of the compass is only 5 degrees wide, so knowing the exact compass Facing Direction helps a great deal.

What we are going to do is divide each of the eight sections of the compass by three ($3 \times 8 = 24$). Therefore North now has three sections - an Early 15 degree section, a Middle 15 degree section, and a Late 15 degree section. All of the other compass directions will also be split that way, too. The following chart will tell you where your Facing Degree fits in:

Facing Direction	Early	Middle	Late
South (S)	157.5 to 172.5	172.5 to 187.5	187.5 to 202.5

Southwest (SW)	202.5 to 217.5	217.5 to 232.5	232.5 to 247.5
West (W)	247.5 to 262.5	262.5 to 277.5	277.5 to 292.5
Northwest (NW)	292.5 to 307.5	307.5 to 322.5	322.5 to 337.5
North (N)	337.5 to 352.5	352.5 to 7.5	7.5 to 22.5
Northeast (NE)	22.5 to 37.5	37.5 to 52.5	52.5 to 67.5
East (E)	67.5 to 82.5	82.5 to 97.5	97.5 to 112.5
Southeast (SE)	112.5 to 127.5	127.5 to 142.5	142.5 to 157.5

Once you've figured out where your Facing Direction lies - whether it is Early, Middle, or Late - make a note of it.

In the example we are working through, the Facing Direction is 166 degrees. As you can see from the above chart, 166 falls into the *Early* part of South.

We will work on both the Facing and Mountain Series separately, they both use the same Early / Middle / Late range above.

Both the Mountain and Facing series follows the same set of rules for figuring out which direction each moves. "The Series" refer to either the Mountain or Facing Series, and to the star in the center palace that starts the Series as "The Base Star". When we are working with the Mountain Series, then the Base Star will refer to the Mountain Star in the central palace. When we are working with the

Facing Series, then the Base Star will refer to the Facing Star in the central palace.

It doesn't matter which series you pick to work with first. However, you *do* have to figure them out separately - usually they move in opposite directions, but not always. You *will* have to follow the next sets of instructions twice - once for each series. So, pick a Series to work with.

The next step is a pretty simple one. We have to use the oddness or evenness of the Base Star in the central palace to figure out which direction the Series moves - *unless the Base Star is a 5*. This is very important! If your Base Star is 5, use the Period Time Star instead.

5's kind of screw things up a little.

In the example, the Base Star for neither Series is a 5, so the rule doesn't apply in this case. But *if either were a 5*, we would use a 7 for this step, because that is the Period Time Star (the Time Star in the central palace). We wouldn't erase the 5 from the central

palace - it would still be the Base Star (Facing or Mountain, whichever applies) - but we would use the Time Star for figuring out which direction the Series moves. Remember, though, that this *only* applies to a Facing or Mountain Star of 5. For all the other stars, just use whatever number they happen to be.

Now, recall whether your Facing Degree was Early, Middle, or Late, and check the oddness or evenness of the

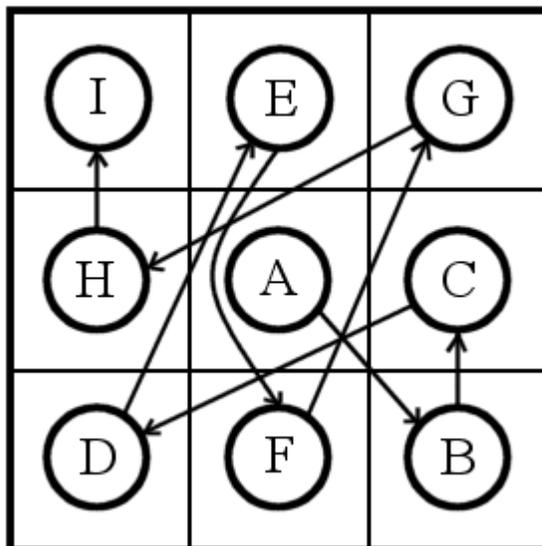
Base Star (or Time Star if the Base Star is a 5) against the following chart.

Odd or Even	Early	Middle	Late
Odd	Forward	Reverse	Reverse
Even	Reverse	Forward	Forward

Now you know which direction the Series goes!

Using the example chart we are working on, we will start with the Mountain Series. You can see that the Mountain Star in the central palace is a **3**, and my Facing Degree of 166 is **Early**. 3 is odd, so I check the **Odd** row against the **Early** column and see that this series moves **Forward**.

Then, using the Star Order again, we fill in the rest of the series.



Star Order

The 3 is already in position "A" in our map, so I continue the pattern, counting forward: 4 goes in "B", 5 goes in "C", 6 in "D", etc. It finally looks like this:

2 F 6	7 F 2	9 F 4
1 F 5	3 2 7	5 F 9
6 F 1	8 F 3	4 F 8

Adding the Mountain Series - forward order.

Now lets do the Facing Series - following the same set of rules as for the Mountain Series. With that, we'll be completely done!

The Facing Star is 2, and we've already determined that my Facing Degree is Early. 2 is even, so we check the **Even** row of the table with the **Early** column, and find that this series moves in **Reverse!**

So, using our "Not So Yikes Anymore" grid as a guide, we fill in the rest of the Facing Series, counting in reverse. The 2 is already in the "A" position, so we put 1 into "B", 9 into "C" (wrapping around), 8 into "D", etc.

Eventually we finish, and the chart should look like this:

2 3 6	7 7 2	9 5 4
1 4 5	3 2 7	5 9 9
6 8 1	8 6 3	4 1 8

Adding the Facing Series - reverse order.

There you have it. A completed Flying Star chart!

Actually, the process only sounds complicated the first time through. It took far longer to describe than it does to actually calculate a complete chart.

The careful reader may have noticed that we said earlier that the stars weren't actually numbers - but then we turn right around here and use oddness or evenness to determine the directions the series go. Numbers might be odd or even, but certainly *stars* aren't! What gives?

This is what you might call a "hack". It is quite true that the stars, in their forms as trigrams of the I

Ching, don't behave like numbers, and shouldn't be thought of as such. There is actually a somewhat more complicated system of determining series direction which many traditional practitioners use. I realized

that the stars just happened to neatly arrange themselves in odd or even groups. Accidental or not, I was able to use this feature in the program, and I relate this much simplified method here, to you.

Oh, and one other thing. Why do 5's mess everything up the way they do? Simple. There are nine stars, and whether they are even or odd determines the direction of the series. However, if you keep the 5 in the mix, that means there are four even numbers, but *five* odd ones. That throws the symmetry of the pattern off. So 5 (the "middle" number) is removed and the Period Time Star gets used instead (which may be odd or even - different charts have different Period Time Stars). The symmetry of the pattern is therefore restored by this procedure.

Step Eight: Summary

Here's how you calculate a Flying Star chart:

- 1) Get the year the house was built.
- 2) Get the facing degree.
- 3) From the year the house was built, determine the Period.
- 4) Write the Period into the "Time Star" section of the central palace, and fill in the rest of the series, counting forward in numerical order.
- 5) Determine which palace is the Facing Palace and the Mountain Palace. The Time Star in the Facing Palace is the Facing Star in the central palace. The Time Star in the Mountain Palace is the Mountain Star in the central palace.
- 6) Write each of those into the proper section of the central palace.

7) Figure out which direction each of those series moves, and write them into the map according to the pattern.

Step Nine: How to read the Flying Star Chart ?

To find out your personal directions/Kua:

Take the last 2 digits of your birth year add it together until you get a single digit

Add 5 for women or for men subtract from 10.

Example: year 1977 (note: this is by lunar calendar)

Women: $(7+7=14)$ $(1+4=5)$ $(5+5=10)$ so 1 is your Kua number

Men: $(7+7=14)$ $(1+4+=5)$ $(10-5=5)$ so 5 is your Kua number

Consult below for good locations and directions. This will help you to select good locations for bedrooms and good directions to sleep and face when studying or working.

Kua Number Group Vitality Luck Longevity Life Mishaps 5 ghost 6 killings Death

1	E	SE	E	S	N	W	NE	NW	SW
2	W	NE	W	NW	SW	E	SE	S	N
3	E	S	N	SE	E	SW	NW	NE	W
4	E	N	S	E	SE	NW	SW	W	NE
5 male	W	NE	W	NW	SW	E	SE	S	N

Kua Number Group Vitality Luck Longevity Life Mishaps 5 ghost 6 killings Death

5 female	W	SW	NW	W	NE	S	N	E	SE
6	W	W	NE	SW	NW	SE	E	N	S
7	W	NW	SW	NE	W	N	S	SE	E
8	W	SW	NW	W	NE	S	N	E	SE
9	E	E	SE	N	S	NE	W	SW	NW

What do they means ?

Location - The sector of your home when you put the Flying Star Map (3x3 grid) on top of it.

Direction - Different than location. This is where you should or shouldn't face when working and have your head pointing when sleeping.

Group - In Feng Shui you are either an east person or a west person.

Vitality (Sheng chi)- Money and energy are correlated. This direction is the best direction to tap into if you need that extra push. This is not the sit on your butt direction to wait for money to fall from the sky. But it is the direction that helps you bear fruit on your efforts. It is considered your wealth direction. If you've been stagnant for some time face and sleep in this direction. Home offices should be placed in this location and face this direction

Luck (Tien yi) - Second most potent direction. This direction is the direction of the lucky one. People who tap into this direction tend to win contest that require just plain dumb luck. It has very little to do with your one's ability to plan and execute to become rich and successful, but it does in some strange mystical way get people to say "that lucky fool won again." But, before you bet all your chips on one table, this kind of luck fluctuates, as it usually comes when you're least suspecting. If you have a home with this as a sitting direction watch how the little lucky things happen in your favor.

Longevity (Nien yen) - The Chinese believe that being blessed with a life long partner is a good thing. OK you cynics, this is a direction one should only tap into to if your ready to find that special someone or improve current relations. Some call this your love direction because from love brings life. Windows, doors and sleeping directions here will increase love into your life.

Life (Fu wei) - This is your personal development direction. Some say it is also your career direction but this is only true if you believe your career is your life. What ever your life's purpose is, this will gradually help you get there.

Mishaps (Ho hai) - This direction keeps on bringing little bumps in the road . . . literally. It is defined as the accident prone direction. On the bright side, it is the weakest of all 4 unlucky directions. A bad direction to sleep and face, but it's a good location for kitchen as it denotes no loss of money.

5 Ghost (Wu kei) - This direction encourages unlucky influences in your life such as people who will work against you. But a kitchen placed here will pressed down the "5 Ghost" influence and bring success.

6 Killings (Lui sha) - This direction will bring financial loss of the worst kind. Again place kitchens or toilets here will minimize the effect and instead keep your family steady.

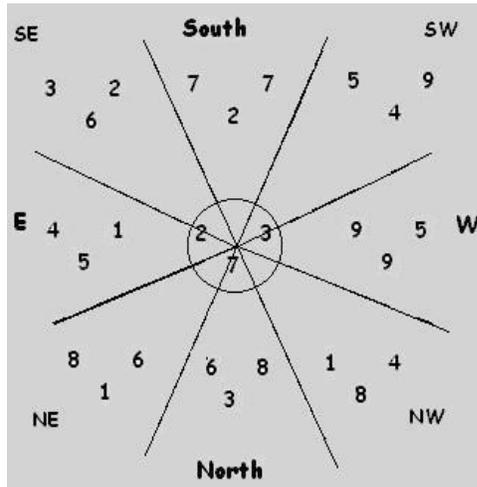
Death (chueh ming) - Not to scare anyone but this is the worst of all unlucky directions. If you've been pounding your head as to why you love life sucks, why you keep on getting betrayed and why life seems like a never ending cycle of pain you might be sleeping or facing this direction. . . worse your front door or back door is facing this direction. Consider changing it or moving.

The Five Transformations

Feng Shui Bagua Map

<p>4 SE (SHUN)</p> <p>Wealth Power Colors: Blue/Purple/Red</p> <p>Enhancements: Wood: Indoor plants, flowers, wooden objects. Water: Aquarium, Glass, Fountain, Pond</p> <p>Avoid: Metal: Electronic Equipment, Stainless Steel, Metal Objects</p>	<p>9 S (LAI)</p> <p>Fame/Reputation Power Colors: Red</p> <p>Enhancements: Fire: Lights, Candles, Fireplace Wood: Indoor Plants, Flowers, Wooden Objects</p> <p>Avoid: Water: Aquarium, Glass, Fountain, Pond</p>	<p>2 SW (QUN)</p> <p>Relationships/Love/Marriage Power Colors: Red/Pink/White</p> <p>Enhancements: Earth: Stone, Crystal, Rocks, Pebbles, Terracotta Clay Pots Fire: Lights, Candles, Fireplace</p> <p>Avoid: Wood: Indoor Plants, Flowers, Wooden Objects</p>
<p>3 E (GUN)</p> <p>Health/Family Power Colors: Green</p> <p>Enhancements: Wood: Indoor plants, flowers, wooden objects. Water: Aquarium, Glass, Fountain, Pond</p> <p>Avoid: Metal: Electronic Equipment, Stainless Steel, Metal Objects</p>	<p>5</p> <p>CENTER</p>	<p>7 W (DWO)</p> <p>Creativity/Children Power Colors: White</p> <p>Enhancements: Metal: Electronic Equipment, Stainless Steel, Metal Objects Earth: Stone, Crystal, Rocks, Pebbles, Terracotta Clay Pots</p>
<p>8 NW (GUN)</p> <p>Education/Knowledge Power Colors: Black/Blue/Green</p> <p>Enhancements: Earth: Stone, Crystal, Rocks, Pebbles, Terracotta Clay Pots Fire: Lights, Candles, Fireplace</p> <p>Avoid: Wood: Indoor plants, flowers, wooden objects</p>	<p>1 N (HUM)</p> <p>Career Power Colors: Black/Blue</p> <p>Enhancements: Water: Aquarium, Glass, Fountain, Pond Metal: Electronic Equipment, Stainless Steel, Metal Objects</p> <p>Avoid: Earth: Stone, Crystal, Rocks, Pebbles, Terracotta Clay Pots</p>	<p>6 NW (KIN)</p> <p>Helpful People/Travel Power Colors: White/Grey/Black</p> <p>Enhancements: Metal: Electronic Equipment, Stainless Steel, Metal Objects Earth: Stone, Crystal, Rocks, Pebbles, Terracotta Clay Pots</p> <p>Avoid: Fire: Lights, Candles, Fireplace</p>

Example of Analyzing a Fung Shui Flying Star Chart



In analyzing the combination of stars in each palace, it is important to support or activate the good stars and cure the bad stars. Stars are good and can bring tremendous luck when they are timely and stars are bad when they have past their time. So, timeliness of the stars is very important when analyzing flying star chart that's why fengshui is the study of time and space.

Let's discuss the nature of the stars. The following table shows the nature and symbology of the stars:

Star 1 Success, wealth

Star 2 Sickness, separation, female domination and miscarriage

Star 3 lawsuits, misfortune, arguments

Star 4 Romance, Academic Achievement

Star 5 Sickness, misfortune, death, casualties, lawsuits(the most deadly star)

Star 6 Wealth, Achievement, travel, Authority

Star 7 Robbery, Fire, Imprisonment

Star 8 Fame, wealth, happiness

Star 9 Luck, celebration, also enhances element whether favorable or unfavorable

As you can see, stars 1, 4, 6, 8 are good stars in nature while stars 2, 3, 5, 7 are bad stars in nature. However bad stars can become good or useful when they are timely. Good stars can become unfavorable when they are untimely though we can sometimes still use them because of their good nature.

" Timely Star or Prominent Star" is defined as when it is the same number as the period we are currently in. We are currently in period 7 (1984-2003). Thus, star 7 is very fortunate inspite of its bad nature. After period 7, star 7 reverts back to its bad influences.

Here is a chart the gives you idea on the status of the stars in Period 7:

Star 1 = Untimely/Dead

Star 2 = Untimely/Dead

Star 3 = Untimely/Dead

Star 4 = Untimely/Dead

Star 5 = Untimely/Dead

Star 6 = Past Prosperity

Star 7 = Very Timely, Prominent Star

Star 8 = Future/Growing Star

Star 9 = Distant Future Star

Two special flying star charts that override the inauspiciousness of the star combinations. These are the "Combination of 10" chart and the "Three Combinations (147, 258, 369)" chart. These charts need to be supported by proper forms to activate its auspiciousness.

The "Combination of 10" chart is a type of chart in which the sum of the numbers of the Time Star and Mountain Star (or Water/Facing Star) in all palaces adds up to 10. For instance, a Time Star of 4 and a Mountain Star of 6 add up to 10. This means the occupants will generally enjoy good health. A Time Star of 8 and Water Star 2 add up to 10 which generally means the occupants will enjoy good fortune/wealth.

The "Three Combinations" chart refers to the flying star chart in which all palaces contain either the combinations 147, 258, 369. This type of chart is said to be quite auspicious and brings occupants good health and fortune.

A Brief Analysis Of Flying Star Chart

Let us get back to the flying star chart above for period 7 (Facing = 342 deg.). Divide your house floor plan from the center into 8 wedges (or eight pie chart) as shown above.

Here's a brief interpretation of the stars.

Let us assume that a door lies in the south palace where the double 7 stars are. These two stars are very fortunate in period 7. This door should be used often. However, if we don't do anything to activate or enhance a good star it cannot bring us the luck we want. Good stars are to be supported with proper forms to bring out their usefulness.

The double 7 (mountain star 7 and facing star 7) therefore has to be enhanced to bring the occupants good luck. The prominent mountain star 7 has to be supported by a mountain. In the city there are no mountains so how can we support it with mountain? Mountain can be real mountains or virtual mountains such as houses and buildings. The prominent water/facing star 7 has to be supported by water. Water can be real water (lake, pond) or virtual water (road, street, pathways). You can also put an aquarium on the left side of the door from inside looking out. If this happens to be the west area, it is not recommended to put water in west area in period 7.

The bad combination 2-3 at the center palace has to be cured. Star 3 is wood. To cure its bad influence, fire is needed to weaken wood like red lamp. Please refer back to "5 elements" menu if you have forgotten about the element cycles. Moreover, star 2 is sickness star and has to be cured as well. Star 2

is earth element, metal is needed to weaken it. Putting a metallic pendulum clock in this area is needed.

The 9-5 or 5-9 combination is unfavorable. The fire(9) is enhancing the evil star 5(earth). The area should be painted white(metal) to weaken star 5. Metallic objects such as metal statues or metal cabinets are appropriate in this area but NOT moving metal like metal fan. If possible, this area should not be used frequently. The evil star 5 does not like to be disturbed.

There are more star combinations that are not discussed here. There are also other factors that need to be considered when analyzing these star combinations.

END

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