

In this work I have focused my thesis on the phenomenon of a game, as it seems to appear and as it finally appears in the philosophical method of Ladislav Klíma.

First I had to solve major troubles connected with the very specific philosophical method itself. Ladislav Klíma does not bother about using his terms in any special and invariable ways. Due to that the first part of my work [Egosolismus - nástín základních pojmů I An egosolism - a sketch of the basic terms and Problém poznání I The problem of understanding] is devoted to an explanation of these terms, so that they could be used in other parts of the work - devoted to the phenomenon of time and space.

In the second part I tried to find solutions to the most important stolidities, persistently disclosed in Klíma's philosophy. The solution of the principle of closed unit of Klíma's philosophy I have found in the concept of "game".

After explaining the principles, on which a game can be based in Huizinga's and Gadamer's philosophy, I have shown other aspects of it in Klíma's work. These aspects are becoming a game and losing a position of an individual in the world.