

METAPONTUM

is bridge to peace!



Metapontum: An instrument for conflict-resolution, reconciliation and waging peace; the science of thought-inversion & technology of cooperation transform chess into a "New Eden".

Cooperation

Six leaders, longing for peace, want to transform their chess mentality to a Metapontum attitude. With this new vision and changed heart [metanoia], they pledge to cooperate for the sake of universal-harmony, world-peace. These newfound allies negotiate all moves to reach consensus and concord. They balance taking and giving, right and duty so all men receive their due at last! The six represent all peoples, nations and cultures exercising their free will to transcend political and ideological differences, proving that moral, intellectual and economical symbiosis profits all humanity by creating mutual goodwill, respect and general prosperity.

Metapontum exploits a win-win-plus game-scenario, the Golden Rule of reciprocity:

"Seek others' advantage, cooperate, benefit others and benefit yourself"

Pilgrims

Leaders practice this Golden Rule: They direct with a staff their group or family of 16 analogous chess pieces across the table, moving them as in chess, however, they do not eliminate or beat each other; they exchange hexagons instead when it is mutually advantageous. By doing so the pieces resemble pilgrims going to the Promised Land, the New Eden, a state of harmony without malice or warfare. Finally all pieces must occupy the prearranged begin position of their ally, 'as it was in the beginning'. Rulers devolve (transfer) authority to others pioneers [pawns] by promoting them to laureate, they award up-to 8 crowns to them with the power of a magister-queen. One piece's handicap is another's piece's chance to become magnanimous. The challenge is to maneuver the six families efficiently in opposite direction of each other with inverted chess rules. The six regents [kings] must maintain the delicate balance of power in order to make their last "key move of friendship", the peace move, simultaneously, having equal moves, promotions and honor points. When they use these rules successfully, a state of harmony emerges on the table analogous to world-peace. There are example games with many different configurations that one can (re)play.

History

In classical literature, we find:

Egyptian Kings play peace/reconciliation games, 2700 b.C;

Homer, Greece, describes peace-games, 800 b.C;

Plato, Greece, writes about peace-chess in Book of Laws, 400 b.C;

Thomas More, England, writes about a peace chess in Utopia, 1515;

Hermann Hesse, Germany, writes in his Glasperlenspiel about a peace-chess, Nobel Prize 1946.

The Metapontum Game Table



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