

NEW CHESS



**O CHESS WHERE IS YOUR VICTORY?
O CHECKMATE WHERE IS YOUR STING,
THE HUMBLE CHILD PLAYER REIGNS NOW!
[MAT 18,1-10]**

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**PLATO'S CHESS, LAWS V-739, IS NO COMPETITION CHESS!
Cooperative chess with peace-making Kings on white...**

Chess with 2 kings on white is that legal? The International Chess Federation doesn't forbid realigning chess pieces put in a wrong begin-position if players move them with legal moves to their official place, trading squares to reach the 'queens color' position with the white king on a black square'. Players usually realign pieces by hand, but.....,it is also possible to use 'Plato's sacred chess rules' instead, as in a game played by the gods or children of the gods who adhere to the best law of: "property of friends is common property". Plato's Laws 5-739 demonstrates that it has its practical use also!

In Laws V paragraph 739a we read:

"Our next move in the business of legislation must be -like the man on the draught board from the 'sacred line' - so singular that it may well surprise you on a first hearing. (.....) 737c. The first-best society, then, that with the best constitution and code of law, is one where the old saying is most universally true of the whole society. I mean the saying that:

'FRIENDS' PROPERTY IS INDEED COMMON PROPERTY'

If there is now on earth, or ever should be, such a society -a community in womenfolk, in children, in all possessions whatsoever, - if all means have been taken to eliminate everything we mean by the word *ownership* from life; if all possible means have been taken to make even what nature has made our own in some sense common property, I mean, if our eyes, ears, and hands seem to see, hear, act in the common service; if moreover, we all approve and condemn in perfect unison and derive pleasure and pain from the same sources -in a word, when the institutions of a society make it most utterly one, that is a criterion of their excellence than which no truer or better will ever be found. If there is anywhere such a city with a number of gods, or sons of gods, for its inhabitants, they dwell there thus in all joyousness of life".

In Acts of the Gospel 2.44-45 we read: And all who believed were together and had all **things in common**; and they sold their possessions and goods and distributed them all, as any had need. Acts 4-32. Now the company who believed were one of heart and soul and no one said that any of the things, which he possessed, was his own, but they had **everything in common**. 1Cor-10 I appeal to you brethren, by the name of our Lord Jesus Christ, that all of you agree and that there be no dissensions among you, but that you be united in the same mind and the same judgment.

There is a clear similarity between Plato's Laws and the experience of the first Christian societies, there is unity of spirit without competition for the ownership of lands or goods.

Sacred chess is not conceived in the mind of man but in mind of the Egyptian god.

In **Plato's book Pheadrus 274 e, d**, we read:

"In Egypt there dwelt one of the old gods of the country, the god to whom the bird called Ibis is sacred, his own name being Theuth. He was it that invented number & calculation, geometry & astronomy, not to speak of *draughts* (chess) and dice and above all writing (...). Theuth said: 'Here o King, is a branch of learning that will make the people of Egypt wiser and improve their memories; my discovery provides a recipe for memory and wisdom.(...)'".

In Plato's Laws VII, 803 d. we read moreover that he does not attach any real value or worth to ordinary warfare as an analogy to chess:

Quote:

"I mean we should keep our seriousness for serious things, and not waste it on trifles; and that, while God is the real goal of all beneficent serious endeavor, man, as we said before has been *constructed as a toy for God*, and this is, in fact, the finest thing about him. All of us, then, men and women alike, must fall in with our role and spend life in making our play as perfect as possible -to the complete inversion of current theory-".

CLINIAS (his interlocutor): "Inversion? In what way?"

ATHENIAN: "It is the current fancy that our serious work should be done for the sake of our play; thus it is held that war is serious work which ought to be discharged for the sake of peace. But the truth is that in war we do not find, and we shall never find, either any real play or any real education worth the name, and *these are* the things I count supremely serious for such creatures as ourselves. Hence it is peace in which each of us should spend most of his life and spend it best. What, then, is the right course? We should pass our lives in the playing of games -certain games, that is, sacrifice, song, and dance- with the result of ability to gain heaven's grace, and to repel and vanquish an enemy when we have to fight him.(...)"

Demonstration of Platonic or Sacred-chess also called peace and friendship chess.

The squares on the chessboard are numbered from 1-64 in one continuous ribbon. See example. Both kings stand on a white square as peace-making kings that play sacred Platonic chess, such as the notations indicate. Anyone with an ordinary chess game can play it with these instructions. When a black pawn is promoted on the first row (1-8) or a white pawn on row (57- 64), it can be either mounted on a checkers piece or given a home made coronet or given a rubber band to indicate that it is a laureate with the power of a queen.

Numbering the squares of the chess board

Q - K

BLACK	64-63-62-61-60-59-58-57	squares numbered as in this example; square 1= black and 2 is white etc., to square 64; odd numbers are black while even numbers are white.
	49-50-51-52-53-54-55-56	
	48-47-46-45-44-43-42-41	
	33-34-35-36-37-38-39-40	
	32-31-30-29-28-27-26-25	
	17-18-19-20-21-22-23-24	
	16-15-14-13-12-11-10-09	
WHITE	01-02-03-04-05-06-07-08	

K - Q

Notation of symbols used: 01= move number; - = moves to square xy; x = exchanges or trades place with xy; pa = pawn; la = laureate = promoted pawn; rc= rook or castle; kn= knight; bi = bishop; qn = queen; kg = king; h = honor point for redemption of ally's piece; r = realization, coming home of a piece, i = idler move; K= Key move of friendship.

Following is the move-by-move description of what happens while playing Platonic Peace chess. The game is meant to be played by at least two people, every one may have his say or opinion; in all moves consensus has to be reached following the discussion of what is the next move. One can also play it alone. There is only one fastest solution to bringing the 32 pieces

to the other side legally. I do it in 2x 42 moves, but can you do it more efficiently, faster, with fewer moves using the same inverted chess rules? Let men know!

Following is the game score:

WHITE

BLACK

01 pa 12 - 28

01 pa 53 - 37 Move 1: The white pawn on square 12

moves to square 28 and opens the game of cooperation between the two sides to move the white family to the other side of the board on numbers 57-64 and the black family to the numbers 1-8. He opens the diagonal line to his left for his bishop on square 6. The black pawn on 53 goes to 37 for the same reason. This is like any normal opening move, except the white king stands on square 04, (this was the so called mistake) but because a pawn move was made players now choose to rectify this error in an other way, because they do not have a second chess board available.

02 pa 16 - 17

02 pa 49 - 48 Move 2: White pawn on 16 advances

to 17 and the black pawn on 49 goes to square 48. This move is not played often but here it is done for a special reason that will become clear.

03 bi 06 - pi 48 la1

03 bi 59 - p17 la1. Move 3: In this move the Platonic

spirit or way of thinking and playing becomes clear; it is radically different from the spirit of chess. Bishop 6 knows that all property is held as common property and pawn 48 has therefore no fear of white because there is no rivalry between them. The white bishop on 6 trades place with the black pawn on square 48 placing him on the rear line so that he, a black pawn, enters the white King's sacred line of Plato on square 6. (a pawn in chess can be promoted to queen, if he manages to reach the rear line of the enemy) The black pawn from square 48 is now promoted on square 06, he is elevated to become laureate, he receives a white crown to distinguish him from other black pawns and is given the queen's power. Strife and war are transcended in this peace game. The black bishop on 59 answers with an identical move, he reciprocates and crowns the white pawn on 17 likewise, giving him a black crown and the queen's power. These 2 moves transform the spirit of enmity and war to friendship.

04 pa 13 - 29

04 pa 52 - 36 Move 4. White pawn 13 goes to

29 and opens the right diagonal for the white bishop on square 3; pawn 52 does like wise.

05 pa 09 - 24

05 pa 56 - 41 Move 5. As expected, the 2nd move is

now repeated by black.

06 bi 03 - pa 41 la 2

06 bi 62 x pa 24 la 2 Move 6. White bishop 3

exchanges place with the black pawn 41 and laurels him; the black bishop 62 elevates the white pawn 24 to make him a laureate.

07 la 59 - 31

07 la 03 - 39 .Move 7. White laureate 59 withdraws

to square 31 and the black laureate 5 does likewise to 39.

08 la 62 - 26

07 la 06 - 34 . Move 8. Now a symmetry is visible.

The white laureate on 62 goes to 26 and laureate 6 goes to 34 to follow the example.

09 pa 10 - 23

09 pa 55 - 42 Move 9. The white pawn 10 and black

pawn 55 go to 23 and 42 opening the way for the white and black bishops to realize themselves.

10 pa 15 - 18 10 pa 50 - 47 Move 10. This move is repeated and now all 4 bishops can take their new place on the other side, they realize themselves.
11 bi 41 - 59 r1 11 bi 17 - 03 r1 Move 11. The white and black bishops realize themselves on squares 59 and 3.

12 bi 48 - 62 r2 12 bi 24 - 06 r2 Move 12. The other 2 bishops realize themselves so that a circle is created with 4 pawns in the middle, 4 laureates and 8 pawns on the periphery as in a circle.

13 rc 01 x rc 64 sh 1 13 rc 57 x rc 08 sh 1 Move 13. Now the white castle on square 1 redeems the black castle on square 64; Castle 57 answers this 'simultaneous bypass' with an identical move; castle 57 trades places with the white castle on 8. This is the first move in the game in which 2 pieces reach their new place in one move, hence this is called a simultaneous bypass.

14 pa 28 x pa 36 14 qn 61 x pa 36 la 3 move 14. Pawn 28 exchanges with pawn 36 but now black responds with queen 61 and changes place with pawn 36 to elevate him to laureate.

15 qn 05 x pa 28 la 3 15 qn 36 x la 61 p Move 15. The white queen on square 5 laurels pawn 28 by exchanging place and the black queen 36 trades place with the white laureate 61.

16 qn 28 x la 05 p 16 la 28 x la 36 d Move 16. Queen 28 potentiates with laureate 5 and laureate 28 does likewise with laureate 36, they dance before the queens!

17 la 28 - 10 p 17 la 36 - 50 p Move 17. Laureate 28 potentiates to 10 and his colleague 36 does likewise on 50.

18 qn 05 x pa 37 la4 18 qn 61 x pa 29 la4 Move 18. Both queens on 5 and 61 elevate once more each other's pawns on squares 37 and 29.

19 qn 37 x la 05 p 19 qn 29 x la 61 p Move 19. Both queens potentiate once more with the new laureates.

20 la 29 - 15 p 20 la 37 - 55 p Move 20. These 2 laureates potentiate in front of each other's knights so that an empty 'circle' is created within a larger square, having 4 laureates on the corners. There are now 8 laureates in total, 4 on each side standing in anticipation of the grand exchange, the Royal Exodus !

21 qn 05 x kg 60 21 qn 61 x kg 04 Move 21. In the 21st move the white queen exchanges place with the black king and the other pair does likewise taking their place waiting for the last move, the royal peace-move of friendship so that both Kings can ascend to their rightful white square, as it was in the beginning before all wars, or players may choose. Now the white queen stands on white but the black queen stands on white with both Kings on black, which problem can be solved in the very last move as the players wish. (discussion)

22 la 31 - 17 22 la 39 - 41 Move 22. Laureate 31 goes to 17 and his colleague on 39 goes to 41.

38 la 14 x pa 38 h6 38 la 18 - 15 r4 Move 38. Laureate 14 redeems pawn 38 for which he receives an honor point ; now the symmetry on the board has been repaired, while laureate 18 realizes himself on square. 15.

39 la 38 - 54 r4 39 la 32 - 16 r5 Move 39. Laureates 38 and 32 realize themselves on squares 54 and 16.

40 la 42 - 56 r5 40 la 19 - 20 i Move 40. Laureate 42 realizes himself on 56 but because black has to make the last move in order that both sides have equal moves, he must make what is called an idler (i) move so as to regain the game balance; laureate 19 goes to 20.

41 la 37 - 53 r6 41 la 20 - 13 r6 Move 41. Laureate 37 realizes himself on 53 and laureate 20 on 13.

(42) kg 61 x qn 60 (42) kg 05 x qn 04 (Move 42.) This is the royal move of peace, the key move of friendship; this is a symbolic move and is not counted as a normal move. With this last move the cooperative and harmonious ‘un-chess game’ has completed. The King on the black square 61 trades place with his queen on square 60 and king 5 trades place with his queen on square 4, they prefer to be peace kings rather than kings of war!

Converted is war to peace and friendship, or players may choose to move their pieces into the legal chess position to play chess from here, if they wish. The prerogative of the players gives them the right to have the kings make the last move, this can be like the castling move in chess, but they may change place with any piece of their own color (players prerogative).

This game demonstrates that war = chess, or chess = war carries the meaning of robbery by beating/slaying the other piece by taking his place (land or life). This is not the natural order of things, but rather the exception, because war is fought for the sake of peace and brotherly love, not for the sake of war, which is destruction or death. It would make life absurd. Love cannot be isolated but it needs to share its very nature, which is peace and harmony or concord and joy. Not war or hate or the so-called law of the strongest is the basis of human life but love.

The ‘law of the strong’ is an absurd law and argument although many people ‘justify’ their aggressive behavior by this ‘argument’, therefore war is an absurd theatre of total spiritual blindness and hate is a cover for the thirst for hegemony, but in the end hate will consume itself, it is self-destructive. The writer believes that man is created for eternal joy and goodness. But here each player can have his say, his meditation, which is the point of this game.

I now invite you my friend to give your commentary.

I have done this translation in haste, waiting for your answer before sending you the Metapontum game, which is played in exactly the same spirit. If you disapprove of this game, you would certainly disapprove of Metapontum.

Transition standard position without laureates [12 june 2015]
 [q = queen/ k = king/ p = pawn/ kn = knight/ b = bishop/ ca =castle]

move	na/#	act	na/#	gain	move	na/#	act	na/#	gain
01	p 9	-	25		01	p 56	-	40	
02	p 16	-	32		02	p 49	-	33	
03	p 13	-	29		03	p 52	-	36	
04	p 12	-	28		04	p 53	-	37	
05	b 6	-	12		05	kn 63	-	48	
06	b 12	x	kn 48		06	kn 58	-	41	
07	b 3	-	13		07	p 50	-	47	
08	b 13	x	kn 41		08	p 55	-	42	
09	kn 2	x	kn 13	h 1	09	b 59	x	b 41	h 1
10	kn 7	x	kn 12	h 2	10	b 62	x	b 48	h 2
11	ca 1	-	17		11	b 41	x	kn 13	
12	kn 41	-	58	r 1	12	b 48	x	kn 12	
13	ca 8	-	24		13	ca 57	-	41	
14	kn 48	-	63	r 2	14	ca 64	-	48	[sym circle]
15	ca 24	-	22		15	b 12	-	6	r 1
16	ca 17	-	19		16	b 13	-	3	r 2
17	ca 19	x	p 51		17	p 47	-	34	
18	ca 22	x	p 54		18	p 42	-	39	
19	ca 51	-	49		19	p 34	x	p 32	
20	ca 49	-	64	r 3	20	ca 41	-	43	
21	ca 54	-	56		21	ca 48	-	46	
22	p 15	x	p 19	h 3	22	ca 46	x	p 19	
23	p 10	x	p 22	h 4	23	ca 43	x	p 22	
24	ca 56	-	57	r 4	24	ca 19	-	17	
25	p 28	x	p 36		25	ca 22	-	24	
26	p 29	x	p 37		26	ca 24	-	8	r 3
27	p 25	x	p 39		27	ca 17	-	1	r 4 [sym]
28	p 43	-	54	r 5	28	p 32	-	17	
29	p 39	-	42		29	p 25	-	24	
30	p 42	-	55	r 6	30	p 24	-	9	r 5
31	p 46	-	51	r 7	31	p 17	-	16	r 6
32	p 34	-	47		32	p 29	-	20	
33	p 14	x	p 20	h 5	33	p 28	-	21	
34	p 11	x	p 21	h 6	34	q 61	-	39	
35	p 47	-	50	r 8	35	q 39	-	41	
36	p 36	-	45		36	q 41	x	p 21	
37	p 41	-	56	r 9	37	q 21	-	49	
38	p 20	-	29		38	q 49	x	p 29	h 3
39	q 4	-	13		39	q 29	-	27	
40	k 5	-	12		40	q 27	-	43	
41	p 37	x	q 43		41	q 37	-	53	
42	q 13	-	5		42	q 53	x	k 12	
43	k 53	x	k 60	!	43	q 12	-	13	
44	q 5	x	k 53		44	q 13	-	12	
45	q 53	x	q 12	!	45	q 53	x	p 43	h 4
46	q 12	x	p 40		46	q 43	-	38	
47	q 40	x	q 38		47	q 40	-	39	

48 q 38 x p 33	48 q 39 13
49 q 33 x q 13 !	49 q 33 - 19
50 q 13 - 20	50 q 19 - 13
51 q 20 x p 38	51 q 13 - 21 idler move see move 54
52 q 38 - 52	52 q 21 - 13
53 q 52 - 61	53 q 13 - 4
54 p 45 - 52 r 10	54 p 20 - 13 r 7 Black must make the last move!
55 k 60 x q 61	55 k 5 x q 4 queens & kings dance in 1 simultaneous

peace & reconciliation move and never play chess again, beat or checkmate each other.

[** 9/7/12]

[Hosea 13,14 Kor 54,56]

CHESSESS WHERE IS YOUR VICTORY, CHECK MATE WHERE IS YOUR STING, A CHILD TRIUMPHS

New chess offers more with chaste intelligence; one can strive for faster cooperative solutions
 no laureates 9/6/15 [q = queen/ k = king/ p = pawn/ kn = knight/ b = bishop/ ca =castle]

move	na/#	act na/#	gain	move	na/#	act na/#	gain
01 p 13 -		29		01 p 52 -		36	
02 p 12 -		28		02 p 53 -		37	
03 kn 2 -		17		03 kn 63 -		48	
04 b 6 -		12		04 b 59 -		53	
05 b 3 -		13		05 kn 58 -		41	
06 b 13 x	kn 41			06 b 62 -		52	
07 b 12 x	kn 48			07 b 53 x	kn 17		
08 kn 7 -		24		08 b 52 x	kn 24		
09 kn 52 -		63 r 1		09 kn 13 -		2 r 1	
10 kn 53 -		58 r 2		10 kn 12 -		7 r 2 sym	
11 b 48 -		30		11 b 17 -		35	
12 b 41 -		27		12 b 24 -		38	
13 p 16 -		17		13 p 49 -		48	
14 b 30 x	pa 48			14 p 56 -		41	
15 p 9 -		24		15 b 38 x	p 24		
16 b 27 x	p 41			16 b 35 x	p 17 symmetry		
17 p 15 -		31		17 p 50 -		34	
18 p 10 -		26		18 p 55-		39 circle	
19 b 41 -		59 r 3		19 b 24 -		6 r 3	
20 b 48 -		62 r 4		20 b 17 -		3 r 4	
21 ca 1 x	ca 64 sh 1			21 ca 57 x	ca 8 hs 1		
22 p 28 x	p 36			22 p 37 x	p 29		
23 p 36 -		45		23 p 28 -		21	
24 p 11 x	p 21 h 2			24 p 51 x	p 45 h 2		
25 p 37 -		44		25 p 29 -		20	
26 p 14 x	p 20 h 3			26 p 54 x	p 44 h 3 symmetry small circle		
27 q 4 -		22		27 q 61 -		43	
28 q 22 -		10		28 q 43 -		55	
29 p 20 -		29		29 p 45 -		36	
30 q 10 x	p 36 h 4			30 q 55 x	p 29 h 4		
31 q 36 x	p 30			31 q 29 x	p 35		
32 q 30 -		16		32 q 35 -		49	
33 q 16 x	p 36 h 5			33 q 49 x	p 29 h 5		
34 q 36 x	q 29			34 q 36 -		50	
35 q 29 -		15		35 p 44 -		37	
36 p 21 -		28		36 q 50 x	p 28 h 6		
37 q 15 x	p 37 h 6			37 q 28 x	q 37 dance		
38 q 28 -		12		38 q 37 -		53	
39 k 5 -		13		39 q 53 -		52	
40 q 12 -		5		40 k 60 -		53	
41 q 5 x	k 53			41 q 52 x	k 13		
42 k 52 -		60		42 q 13 -		12	
43 q 53 x	q 12	dance		43 q 53 x	p 31 h 7		
44 q 12 x	p 34 h 7			44 q 31 -		45	
45 q 34 -		20		45 q 45 -		41	
46 q 20 -		24		46 q 41 -		56	
47 q 24 -		9		47 q 56 x	p 38 h 8		

48 q 9 x	p 27 h 8	48 q 38 -	44
49 q 27 -	21	49 q 44 x	p 26
50 q 21 x	p 39	50 q 26 -	27
51 q 39 -	38	51 q 27 -	45
52 q 38 -	20	52 q 45 x	p 44
53 q 20 x	p 21	53 q 44 x	q 21 dance sym
54 q 44 -	52	54 q 21 -	13
55 q 52 -	61	55 q 13 -	4
56 p 45 -	52 r 5	56 p 20 -	13 r 5
57 k 60 x	q 61	57 k 5 x	q 4 Peace dance with Ineke

2[6 r + h 8+ 2] = 32 pieces come home by means of intimate cooperation and inversion of thinking and moves action. If chess is the city of destruction and death, then New chess is the city of peace and harmony, a pearl of beauty the new Jerusalem where all Gods children of peace live in peace and joy forever. [This transition chess game or chess inversion game I have played ±20 times to balance it and prove that chess is indeed invertible. **

Transition standard setup without making laureates.

Move#	name/#	act /#	gain	move to/#	act na/#	gain
01	p 9 -	25		01	p 56 -	40
02	p 16 -	32		02	p 49 -	33
03	p 13 -	29		03	p 52 -	36
04	p 12 -	28		04	p 53 -	37
05	b 6 -	12		05	kn 63 -	48
06	b 12 x	kn 48		06	kn 58 -	41
07	b 3 -	13		07	p 50 -	47
08	b 13 x	kn 41		07	p 55 -	42
09	kn 2 x	kn 13 h1		09	b 59 x	b 41 h1
10	kn 7 x	kn 12 h2		10	b 62 x	b 48 h2
11	ca 1 -	17		11	b 41 x	kn 13
12	kn 41 -	58 r1		12	b 48 x	kn 12
13	ca 8 -	24		13	ca 57 -	41
14	kn 48 -	63 r2		14	ca 64 -	48 [sym]
15	ca 24 -	22		15	b 12 -	6 r1
16	ca 17 -	19		16	b13 -	3 r2
17	ca 19 x	p 51		17	p 47 -	34
18	ca 22 x	p 54		18	p 42 -	39
19	ca 51 -	49		19	p 34 x	p 32
20	ca 49 -	64 r3		20	ca 41 -	43
21	ca 54 -	56		21	ca 48 -	46
22	p 15 x	p 19 h 3		22	ca 46 x	p 19
23	p 10 x	p 22 h 3		23	ca 43 x	p 22
24	ca 56 -	57 r 4		24	ca 19 -	17
25	p 28 x	p 36		25	ca 22 -	24
26	p 29 x	p 37		26	ca 24 -	8 r 3
27	p 25 x	p 39		27	ca 17 -	1 r 4 [sym]
28	p 43 -	54 r 4		28	p 32 -	17
29	p 39 -	42		29	p 25 -	24
30	p 42 -	55 r 5		30	p 24 -	9 r 5
31	p 46 -	51 r 6		31	p 17 -	16 r 6
32	p 34 -	47		32	p 29 -	20

33 p 14 x p 20 h 4	33 p 28 -	21
34 p 11 x p 21 h 5	34 q 61 -	39
35 p 47 - 50 r 7	35 q 39 -	41
36 p 36 - 45	36 q 41 x	p 21
37 p 41 - 56 r 8	37 q 21 -	49
38 p 20 - 29	38 q 49 x	p 29 h 3
39 q 4 - 13	39 q 29 x	p 37
40 k 5 - 12	40 q 37 -	43
41 q 13 - 5	41 k 60 -	53
42 k 12 - 4	42 q 43 -	38
43 q 5 x k 53	43 q 38 -	52
44 q 53 x q 52 dance	44 q 53 -	60
45 k 4 - 12	45 q 60 x	k 12
46 q 52 - 53	45 q 12 x	q 53 dance
47 q 12 x p 40 h 6	46 q 53 x	p 45 h 4
48 q 40 - 22	48 q 45 x	p 29
49 q 22 - 38	49 q 29 -	20
50 q 38 x p 33	50 q 20 -	13
51 q 33 x q 13 dance	51 q 33 -	31
52 q 13 - 20	52 q 31 -	13
53 q 20 x p 38	53 q 13 -	4
54 q 38 - 52	54 q 4 -	13
55 q 52 - 61	55 q 13 -	4
56 p 45 - 52 r 7	56 p 20 -	13 r 7
57 q 61 x k 60 r r 9	57 k 5 x	q 4 r r 9 ** 9/7/15

[2 kings dance with 2 queens] ok ok

CHESS WHERE IS YOUR TRIUMPH? CHECK MATE WHERE IS YOUR STING, THE HUMBLE CHILD PLAYER REIGNS NOW! [HOSEA 13,14; 1 KOR 54-56]

NEW CHESS IS A PEACE GAME OF ORDER & LIFE; OLD CHESS IS A WAR GAME OF DESTRUCTION & DEATH #¹

*New or transition chess shows that players can transform check mate chess to peace-chess by playing cooperatively with legal moves without beating each other's pieces using a chaste, **non-violent** strategy. Chess experts say: wrongly placed pieces can't be moved with ICF rules to their legal place. In new chess however, players **swap** pieces with legal moves; they cooperate & discuss mutually beneficial moves without waging war to achieve their chief goal: to 'win' the other side, **without taking** pieces or destroying the existing order, showing reverence for each other and life by creating harmony & aesthetic formations instead via the reciprocity-law with*

*circular moves to change the old war instincts that drive players to win games by carnage and 'threatening and each other with psychic murder' #¹B. Fisher'. Players' pride, spite, & greed are transformed by faith into a metaphysical reality of mutual love, through reason, dialogue & brotherhood to achieve an intellectual conversion or metanoia, enriching them with spiritual virtues. False ideas that primal man is a predator are true only when ethics, moral imperatives & values are willfully withheld from children by educating them with competition sports, war-games & TV violence so that the **final goal of human life**, gaining eternal heavenly peace & joy are obscured or even scientifically denied arguing that invisible natural & meta-physical laws, transcendental science,*

divine reason, God, Christ & absolute Truth don't exist. This purblind reasoning is check mated! The universe is based on exact cosmic laws, natural constants & abstract mathematics to provide order, structure & purpose. God is supreme order, beauty & absolute Being; God is Law expressed in the Trinity of the Eternal Divine Circle, hypostatically present, vitally alive in all men of faith to conquer the original sin of Satan's deceit, pride, greed & hatred, the cause of death & human misery. Mans' ultimate triumph is to know, love, worship & serve the invisible God eternally. Love as a divine mysterious force, causes life's light that cannot be extinguished ever; life **IS**, we know & experience love in life. Chess is the very want of love, the very opposite of life, it loses its place as man's best intellectual strategic thought-model. New chess offers far more; players can strive for better solutions in a competitive game venue of team-contests to outdo each other in **cooperative skills**, vying for virtue, harmony, & beauty of composition to benefit all. The challenge is to introduce & integrate the best cooperative, symbiotic game-models into education, government and world politics if he, man, allows 'God to play & move in his heart & mind' when he desires to become a child of the Eternal Father to receive everlasting life as ultimate goal, prize and supreme reward. New chess shows the method of rapprochement by thought- inversion & action as life's ideal conform the Gospels' teachings: "Do good to each other, love your enemy, etc." Thus, players, open now your heart, the way to the Promised Land of milk & honey for each other to the other side of the board, to that ideal state which all men seek and strive for ardently, that is true happiness in the game of life. How? Recognize Christ, God the Father, the Holy Ghost & Trinity as the sole source of our existence, to thank, honor & acknowledge them for we all are but poor mortals, dust & ashes, created out of **nothing** but for Gods merciful, omnipotent, righteous &

omniscient Spirit. Humble pride & friendliness befits new chess players to replace haughty conceit, imperiousness, anger, and apathy for others' suffering on the 'board of life'. New wine goes in new wine bags; the old rule of carnage in chess-politics is passé. New Chess is the game of reciprocal love, mutual respect serving to create understanding, compassion and true peace among races, peoples, and nations. Now my chess friends, it is all in your hands and new moves, try it, what can you lose but defeat & humiliation and gain faith in life eternal now & experience it forever after death, by God's grace you will!

#1 Bobby Fischer said that Chess is psychic murder !

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Knightly_News Chess on its highest levels, as Bobby Fischer said many years back, is a form of psychic murder. He put it in a characteristic Fischer expression: "I like to see 'em squirm." It means the same thing: psychic murder. Grandmaster chess is the effort of one highly trained, extraordinary mind to dominate and conquer the effort of an equally trained, extraordinary mind. Tremendous ego is involved. When two exquisitely trained chess minds meet over the board - each filled with fierce determination to win, each mind filled with thousands and thousands of hours of theory, tactics, strategy, openings, positional play end games, constant analysis, study, sharp technique, an encompassing knowledge of the literature, an ability to see more things more quickly, farther & more accurately than his less gifted colleagues, plus an ability to create beauty on the chess board - given all this, the winner necessarily takes home with him a good sized chip of his opponent's ego, and feasts on it. The loser is that much diminished psychically.

<http://www.nytimes.com/1981/09/27/magazine/cold-war-in-the-world-of-chess.html?pagewanted=all>

Meditation: In Fisher's statement: "*Chess on its highest levels is a form of psychic murder; I like to see 'em squirm*", I read yet a deeper meaning. It reveals the fact that he takes pleasure in tormenting fellow chess players. That seems to him the inherent goal of chess, to torture others! If so, it is nothing less than a diabolic hate-bite that poisoned and captured his mind. Looking at chess as an 'intellectual thinking-sport', I see the **dark side** of human thought, in finding pleasure in others' pain. Is this a structurally inherent or acquired nature in him and all professional chess players? Is it a psychological degeneration or a spiritual disease? We also see the opposite, the **illumination** of human intellect, to do the maximum of good by giving and sharing all property, even sacrificing ones life to benefit and love others as Christ did, who gave his life on the Cross for our eternal salvation. These 2 opposites, the demonic as opposed to the angelic, the bestial as contrasted to the divine, both are evident in human life. If one facet exists, as we

see in war and murder, of which chess is but a metaphor in game-form, the other side must exist also, for opposites generate each other; death is opposed to life, and life to death. While death as a phenomenon cannot exist by or from itself, for Being is akin to Life, Life must therefore be a first principle that cannot be brought to naught; so also with the divinity, God, as opposed to Satan, God must and does exist to transcend all pairs of opposites, like number that is neither odd nor even! Chess therefore must have its opposite and transcendence too; that we have proven and shown in New Chess, which is friendship and mutual care in action. Would that New Chess becomes common property, practiced and taught universally with freedom of fear for deceit and violence. May it with the breath of God go around the world seven times, as the Lord told me in my heart in 1977, while living in Albany New York, to work for peace, reconciliation, harmony and justice among all men of goodwill.....