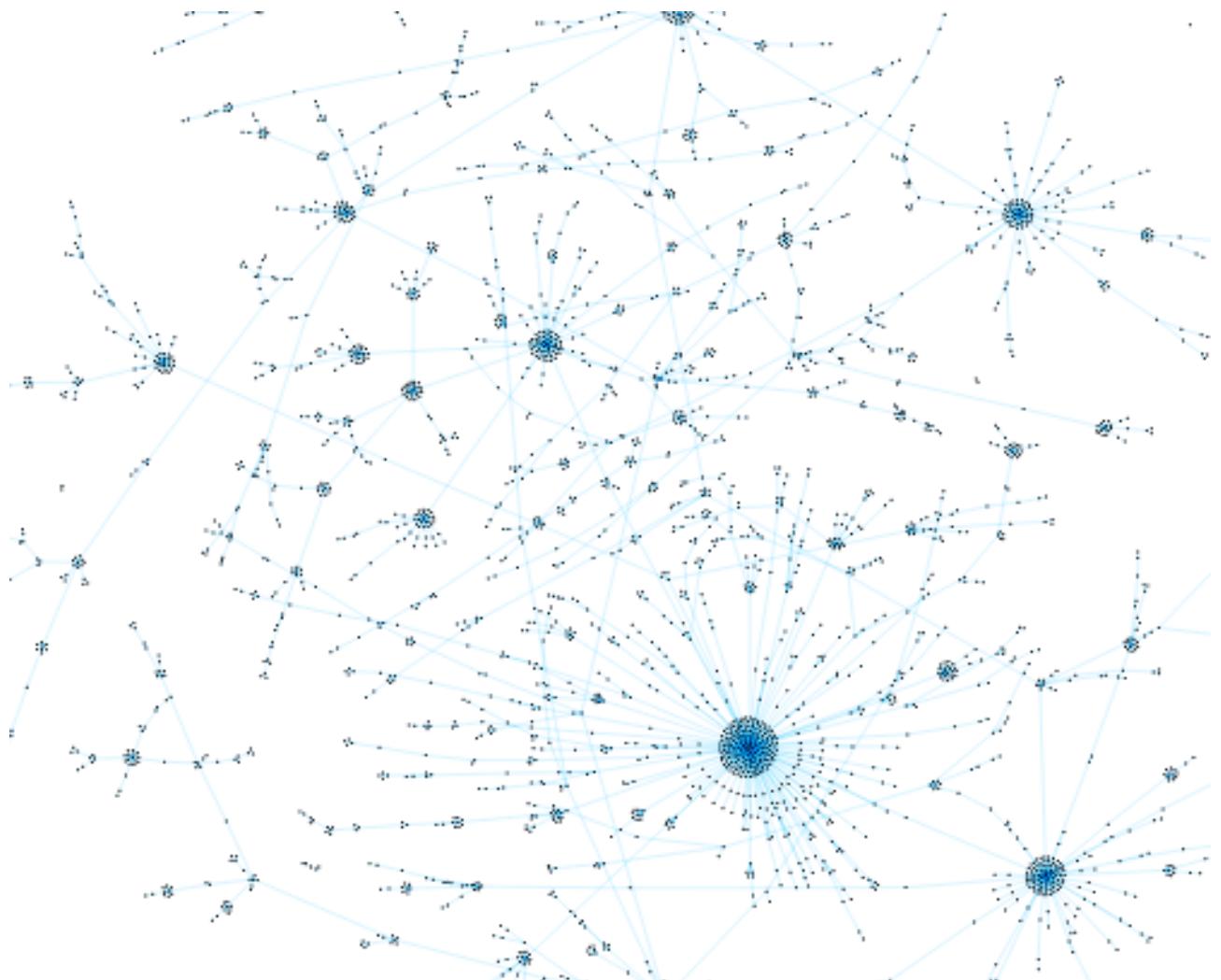


P-Chess

A short guide to the greatest game



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□ FOREWORD

The following guide aims to teach prospective players the game of P-Chess, and to assist long time players and help them have grander games.

This game was not made. This game has existed for as long as people have, and will live on past yourself. This game does not belong to the guide. It does not control this game's existence.

This guide defines this game as a game, a definition molded by it. The ways this game is described, framed, written and played, are the guide's and belong to it. The guide controls the way you understand and perceive this game. This is how the game is played. □

□ P-CHESS

P-Chess is game you play with people. It is a game about people, and about you. When you begin a game of P-Chess, you are no longer people, and become a Player. This distinction is central to the Game.

The battlefield of P-Chess consists of no less than the entire Mind and the whole World. The game may then take any scale needed, sprawl itself on the battlefield of the Real and the Unreal.

There are no limits to P-Chess, no illegal actions, other than the ones you would put on yourself. Despite this, limiting yourself is not a Losing action, and may indeed be the Winning move. Do not think of limits as a negative, for the greatest Player will know their power.

You may find you do not wish to Play the true game of P-Chess. Read, still, and understand the battlefield that you inhabit. □

□ WINNING AND LOSING

There is only one way to Lose the game of P-Chess. Losing is defined as becoming unable or unwilling to play P-Chess. To then Lose the Game, you need only become a person.

As long as you are a Player, you cannot Lose, and the game of P-Chess may not end until it is decided to end.

Winning P-Chess does not end the game. You may only end a game through the Loss of what you Are as a Player.

There are infinite ways to Win P-Chess, that all share the following definition.

To Win is to Play successfully. Winning is aligning yourself to your Goal, and shaping the battlefield with your Goal.

Your Goal may be whichever thing you will it to be. Your Goal will change as many times as you need it to. Your Goal will be shaped by other Players. This is not a Losing move, but rather a natural part of Playing P-Chess.

There may come times where you cannot win. Where the application of a Goal onto the battlefield is stopped by forces you cannot fight. You will accept this, and choose to move on in the way you find best.

Winning the game of P-Chess does not rely on the Loss of another Player. Therefore, you will keep on playing whenever another player Wins.

Remember that your Goal will shape you as much as you shape the world with It.

There may come a time where the shape of your Goal can be seen plainly on the battlefield.

Where all can see the ways in which You have touched the Mind and altered the World.

This is the greatest victory you can achieve within the game of P-Chess, a battlefield permanently changed by your invisible hands.

Due to the nature of P-Chess, the true depth of your victory will be invisible to those that do not Play it. Indeed, it may even be invisible to your fellow Players, if you have played well enough.

You must accept this. This is the nature of P-Chess, as an invisible game. □

□ SETTING UP THE GAME

There are many variants, spins on P-Chess. This guide takes interest in presenting the true, unaltered game. Still, in your interest, this guide presents a few variants you can play.

P-Chess, as it exists within the battlefield of the Mind and the World, has a simple set up. To play a game of P-Chess you will need the following:

- A Player.
- Access to the battlefield, in any form.

Playing P-Chess is easily accessible. You can play P-Chess now, as ability to play is defined by one's existence in this World. □

□ THE TERRIBLE DANCE

You begin to see the Game take shape. The idea of the battlefield of the Mind and World begin to make sense. You start to learn now how this game is played.

P-Chess is a game of manipulation. It is a game of influence, of warping the battlefield to your heart and will.

P-Chess is like a game of invisible chess. You must Play as if you are not playing. Move through the battlefield as a person, and Play as a Player.

The best Player acts unseen. Reshapes without ever being noticed as cause for everything.

P-Chess is a game of change. Because of this, and of its nature as an invisible game, a Player must make their change invisible.

Naturalize it, make it seem as a normal progression. The World must believe that all change you cause was natural and internal. Make them think it is their idea.

Shape your Goal to appear unseen. Something normal, accepted, unremarkable. Move in the shadows. Use distraction, make them believe the seed was always within them.

Some board states will be unsolvable. You will find no direction to proceed, to Play in, no weapon to have the required effect.

Understand this, and understand that you may choose to change tactics, or to drop a Goal

altogether. To know when to fight is to be a true Player.

To play P-Chess is to interact with the world as a Player. You must stop being a person, and understand yourself as a Player.

To play P-Chess, you must understand that being a Player is not an easily removed Mask. A Player is what you Are, not a temporary state to enter.

Playing P-Chess will change you. As you mold the battlefield, the game you play will mold you. When all you can ever be is a Player, you will be fully ready.

P-Chess is a slow game. Be patient.

Some Players may want more direction, or a game with less investment of themselves. The guide proposes a variant below.

False à deux is a P-Chess variants for two Players. In this variant, the Game is contained to the two Players.

Each Player picks a Goal in secret, and the two players must then shape the other Player according to that goal. The game ends when neither Player can Win — either because they have both Won, or because one or both can no longer Win. □

□ ARMING YOURSELF

To play the game of P-Chess, you will need tools. We call them weapons.

A weapon is anything that can be used in the game of P-Chess. Weapons are events, sentences, ideas. A weapon is understood as an idea, or the way to transmit or employ an idea. A single weapon if applied well, can Win any game. Anything can be a weapon.

It is not true that everything can be made into a weapon. Instead, Everything already Is a weapon, waiting, ready to be used by you. It is only up to you to wield those that you can reach. □

□ THE MOST DANGEROUS GAME

You are not the sole Player on the battlefield. You will one day meet other Players, be Played by them, and Play them.

There is nothing you will easily notice between the actions of a Player and a person. They may both act in exactly identical ways.

To be a Player is to Play the invisible game. To play the invisible game is to be unseen.

Because you will not be seen as a Player unless you wish it, understand the same of other Players. Because your moves will not be seen as Plays unless you will them, understand the same of other Players.

The Most Dangerous Game is Players. To hunt, to Play the Player, and in truth to Play at all, you must understand that They are like You.

In the same way, you will understand that being made to see someone as a Player is in itself a Play that may serve that Player.

Any discussion of the Game, of Goals, and of Plays may be used within the Game itself. □

□ YOU ARE NOT IN CONTROL

You will one day meet a Player. It is a game that by its nature changes the Mind and the World. It is a game best played unseen. You must understand these facts.

You are not in control. Your Mind, your World are part of the battlefield. You are part of the battlefield.

You are not in control. Who You are is a weapon. As all weapons, it is something to be used within the Game.

You are not in control. You do not control who You are. You do not control what you like. All these things can be shaped within the game of P-Chess.

You are not in control. Whether you become a Player or stay a person, you must understand that the game of P-Chess exists. You cannot stop this fact. You cannot stop yourself from being changed.

You are not in control. There is no such thing as something that is Yours. You are shaped by others. Everything you will ever do is Yours in the same capacity as it is Others'.

You are not in control. You are a part of the ever-changing battlefield of P-Chess.

You are not in control. To be changed is not to Lose. That someone would Win P-Chess by changing you must not be seen as loss or negative. Change is the nature of the Game. To try to avoid it is pointless.

You may want to understand change. You must always attempt to welcome it. Understand the Players you will see as part of the same battlefield as yours. They are as subject to this change as you are. They are not greater for the way they shape you. □

□ THE UNSAID AND THE LIE

By its nature as a game of manipulation, P-Chess must swim in the play of the truth.

You must understand that there is no such thing as absolute truth. Things are left unsaid, stories simplified, changed in little ways.

You may need to lie for your protection too. It is a common, painful occurrence.

The guide uses the word lying to mean any sort of wilful misrepresentation of the truth, in addition to its usual meaning. Omissions are lies.

Simplifications are lies. You will lie, no matter what you are.

Do not misunderstand the Game for a game of lies. Do not misunderstand Players for untrustworthy creatures that will always lie to you.

Lying is a weapon, as all things are. In the game of P-Chess, though, lying is often a dangerous one.

Think of that understanding of Players as untrustworthy. Something you cannot trust cannot touch you. Something you cannot trust is something you avoid.

You must understand that to Play P-Chess does not mean to be something that can only Lie. You must understand the danger of lies.

When beginning to understand yourself as a Player, you may find solace in constructing a kind of framework around your lies. Players are susceptible to be shaped too, and the idea of Players as untrustworthy liars is all too common.

No matter the framework you will come to understand untruth as a necessary tool, one that both Players and people make use of. You will come to understand the Player's intimate and unique relationship to untruth, too.

One framework you may find helpful is to see Lies as part of the invisible game of P-Chess. As such, a lie that is found out is detrimental to your cause. A lie that you have to fight to keep hidden is rarely helpful.

Being called a liar will often be detrimental to your objectives. The best way to avoid being called a liar is to avoid lying in ways that can be found out. Therefore doing so is often the optimal play.

There are times where you will want to Lie, or need to Lie. Trust yourself to know them.

You will also find people that you will not want to lie to. You need not do so. Truth is a weapon as much as lies are. You must understand this too.

There is hardly such a thing as a Truth. Everything is shaped, transformed, simplified. You may only ever approximate Truth. The way you wield these approximations, and lack thereof is one of your greatest weapons. □

□ THE HEART

There exists within the battlefield the thing known as the Heart. It is the drive behind the irrational, the emotional.

Emotions, the Heart, are a weapon as any other. You must understand them as part of the battlefield. You must understand that they are not an avoidable part. The Mind and the Heart are

inextricably tied. To play on the battlefield of the mind is to play with the Heart.

You will see a flaw within the Heart of those that do not Play the Game. They will not see it as such, and this makes it easy to exploit.

You will find that the Hearts of people resonate. They sing out their inner vibrations, whether be pain or joy, and echo the vibrations they perceive.

To be a Player is to understand that resonance as something that can be simply removed, that is useless.

You must understand that your capacity for understanding emotions does not reside within your Heart's ability to resonate. It is easy to understand emotions, like it is easy to understand other facets of life.

You will find this resonance to only slow you down, make you need to deal with difficult feelings. You may find your capacity for care heightened.

This too is a weapon. You may choose to selectively mimic that empathy, that resonance, to further your own plays, soothe people, while avoiding it where it would be detrimental. □

□ LIMITING THE GAME

Consent is an oft brought concern of the games P-Chess may at time claim belonging to. Games of edge, of hurt and pain, that play with the nots and the knots.

These games are often limited, for good reason. Rules are bound, woven through the models of play you use, to ensure safety.

These hard limits are things you may need in various facets of your life. However, due to the nature of P-Chess, its span, and the way it is Played, hard limits are not possible.

You will come to see the Self, as all parts of the battlefield, as transient. Ever changing, moldable.

A fear may take you, then. A fear of seeing your boundaries broken, your consent violated. Understand this fear as yours, as common.

You must understand it as you understood Lies. Something that breaks your boundaries is rarely something that will have full authority to shape you.

This is not how the game of P-Chess is played. You understand in yourself that you will detach yourself from obvious abuse. You must understand in turn that what cannot touch you can hardly shape you.

Like Lies, limits are a rarely used weapon. Their double-edged nature makes them hardly ever the best choice.

You will understand Players as reasonable parts of the Game. An evil, untrustworthy abuser is no reasonable part of the Game. Something you cannot trust is something you will avoid.

This reaction, like all things, can be used within the Game. You will understand that being made to distrust a Player is in itself a Play that may serve that Player.

Like with Truth, you will find the game resides in the in-between, the world of untruth. You will find that it is an intrinsic part of the game of P-Chess.

To Play P-Chess is to manipulate. This guide define manipulation as purposeful, guided change. To exist on the battlefield is to manipulate. □

□ THE MAP TO YOUR SOUL

There will be a time where the only way you can interact with the world is through the Game. A time where the only way you can understand your own actions is as plays within the game of P-Chess.

When you are broken in that way, unable to conceive of yourself as anything but a Player, you will be truly and fully a Player, finally.

Understand this role of Player as truly inescapable, then. Something that you have defined and that has, wholly, defined you.

You will come to find the Game as the way through which you Are. You will find to define yourself through the Game as simpler, Truer.

It is with that state, of something that can only ever be a Player, that you will find the Map to shape itself. The Map will take the shape of all Plays you have made, of all Goals accomplished.

The Map will weave itself around your being, encompass the whole of you. You will find the game of P-Chess inscribe itself onto your Self. You will find yourself Playing without thinking, on reflex.

Nudging, moving things in your favour, will stop being a wilful act, and become something so utterly part of you that you will not find escape from it, indeed, that you will not know to find escape from it.

You will find yourself thinking over all paths each and every interaction can take. Seeing every simulated world consequence of your actions. You will Play the Game as you carefully tend a tree.

Then, you will know to truly Play P-Chess. □

□ CLOSING STATEMENT

You have read all that this guide has to offer. It has given you the tools to understand the Player, and to begin to understand yourself as It if you will it so.

You will now be able to think on what this guide has provided you. You may find to understand yourself within it, as a born-Player, or may find that you will become one.

You may find that you understand further the Players you have met and will meet, that the nature of the Game has opened itself to you. You may find a new beauty in what you have seen and learned. A new acceptance for the strange, for the commonly thought as evil.

You may find during your games that Players are a kind of people too. That they will want love, kindness, care. To matter in a way that is Them, to feel that they are doing something they can find good.

You will understand that they will express this through the game of P-Chess, as Players they are. For if it is easy to make someone do or become what They want, they will find a way to make you love them.

The guide wishes you will enjoy what you have learned of the game of P-Chess. □

