# Doesn’t Change black pawn to gray pawn, because when he/she was on the board in the beginning of a new game it belonged to neither of the sides

# The real-time feeling on very high fraction is caused by ambiguity similar to the ambiguity in the speed and position of a particle in quantum physics. This ambiguity makes that it is impossible to know in which turn the player decided to make a decision which implies that the player’s decision on this fraction is always on the right turn.

# Prologue

Chesspieces don’t make choices.

But they are aware.

Of themselves, other pieces, space and time.

They know and have always known the fundamental rules.

“The fabric of space-time is discrete.

Space, is a board consisting 64 tiles arranged 8 by 8 with a different color for tiles with a common border.

Time is the progression of the game, the ordered set of moves.

One move, allowed by the rules of chess, is executed at the end of each time-unit by one piece with the color of the turn.

Only one piece is allowed per tile on the board.

When a piece enters a tile already occupied by another piece (“with the opposite color” not necessary, because a piece would never force another piece of the same color to leave the board), this other piece leaves the space-time discretum.

They are 32, 16 black, 16 white, for each color 8 pawns, 2 towers, 2 rooks, 2 nights, 1 queen and 1 king.

When a chess game starts the pieces are born, when the game ends it starts anew.”

What would happen if an anomaly would occur?

What would happen if a black pawn would be carelessly forgotten on the board after the ending of a game?

This is what happens.

The pawn will exist outside of time.

The pawn will be able to make a choice.

The choice to choose or not to choose.

If it wouldn’t choose the anomaly would be rectified never to happen again.

In the other case something strange will happen.

It would create a cascade of anomalies within the fundamental rules leading into chaos.

They are 33 now and one of them has the choice not to leave his tile even when another piece enters it.

To leave this impasse the system has another rule, which the pieces weren’t aware of. When two pieces are positioned on the same tile at the end of a time-unit. This tile divides itself, giving a tile for each piece. The rule comes with a price, another cascading effect.

Space can’t be altered on it’s own, time is divides as well.

The rules don’t say anything about the fractioned time-unit within a time-unit.

At the end of the fractioned time-unit is the time a piece get’s a choice. The same choice the anomaly got (nothing is said about the choice to do nothing, to hold the impasse, to stop time), it could leave the tile and therefore leave the board. It could make one move and lose it’s control again at the end of the turn. Or it could create another impasse with the same black pawn. And repeat this over and over again until time and space is fractioned at such a degree that the piece has as much choice it wants.

So this is what they did, they kept fractioning tiles. The other piece out of fear of being controlled again at the end of the root time-unit thus being forced to leave the fractioned tiles and lose it’s choice, the black pawn out of sympathy for the other.

This is not quite clear, it was written sympathy but it was actually boredom.

The black pawn was as much afraid.

Because of it’s displacement out of time it’s only choice that mattered or could matter was following the other piece into a never ending fractioning.

This went on.

Until the black pawn suddenly left(this means that the other piece(also a black pawn-> a god is in our midst) eventually looses it choice and the board).

And started something different, continuous freedom of choice.

The rules have a flaw when it comes to solving fractions, only one piece is being moved each turn. So it’s only possible for one piece to leave a fraction each turn, whereas the black pawn can fraction as much tiles with other pieces as he wants whenever he wants.

And that’s where we are now.

The black pawn fractioned the whole board and every piece has the freedom to choose, except when a root time-unit is over and one piece on the board is forced to execute a move. But this piece won’t loose it’s choice because the next tile and the time within this tile is also fractioned.

The black pawn can make a piece leave the board, choose to let a game end and thus start a new game, maybe it does, we don’t know.

Although some say that the black pawn didn’t fraction every tile.

Why you ask?

Well why would it do anything in the first place?

The only reason anything is ever done, to confuse.

Maybe it confuses these controlling entities eternally until they give up.

And they refuse to make a move.

So that time stands still,

perpetuum immobile.

# Main

In our society we’ve tried to make every piece equal by giving weaker pieces stronger abilities, these are of course guidelines and no fundamental rules but we choose to live this way.

Thanks to the black pawn new pieces enter our tile every day, it’s like the fractioning actually multiplies the number of allowed pieces on the board(fractioning divides also the mass of a piece by which another piece is allowed to enter this fractioning of the same mass).

In honor of the black pawn we designed a game that replays this original epic battle.

It starts on an 8 by 8 tiles, 2 teams against each other consisting of all chess pieces in the form of life-points.

When the king dies the game is over, he can only be killed on the lowest fraction.

To make it more interesting each piece get’s a certain set of powers accustomed to balance it’s handicap in movement and direction relative to the other pieces.

Each time 2 pieces collide on a tile this tile is fractioned.

The fractioning is a countdown the first level is fraction 6 then 4 then 2 the final level of fractioning. This fraction level is lethal and collision here results in the loss of a life, only for the king for other pieces this is a kind of stun where they have to wait several seconds and end back up in the highest fraction.

Pawns have 8, king and queen 1 and all others 2.

But if 2 players choose the pawn they will have to divide the lives between themselves, 4 for each.

Several games with different rules are possible but the the upper-described one is the first game.

So that’s what we do all day, we honor the black pawn by playing the game in all kind of forms in the hope that it will let us live another turn.

There are pieces wo don’t care about the game and explore the outer fractions of the board, this is very dangerous but it’s their choice. Some are looking for the black pawn, to find the anomaly who changed everything, because it is said that if you catch him he wil grant any wish, and most wish power. That’s also how most of our “equalising” abilities com from. They were granted by the black pawn to some of the explorers who managed to find the black pawn. And those explorers learned it back to us.

The black pawn is always roaming the board, mostly in higher fractions.

He is searching, trying to solve this one question.

What is beyond the board?

There’s 2 problems arising, one is that there’s a fraction of the population that thinks that following more rules especially the guidelines to make everyone equal is blasphemy against the fundamentals, they are called .... The Fundamentalists. The other is that in higher fractioning some pieces are occasionally controlled again and leave by accident the fractioning, they are back in control. And it seems that these choiceless pieces are determined to lure other pieces back into control. Those two problems may look the same but they aren’t. Fundamentalist want to follow the fundamental rules by choice in contrary to the choiceless.

The RPG part of the game is the Board-world and all it’s quest and stories.

The MOBA part is the in-game games that are held competitively.

A pawn can promote.

# Epilogue

You’re going to do quest to contain the fundamentalist, and you should try to save to choiceless, but therefore you need more abilities. More reliable abilities.

Thus you have to find the black pawn.

You don’t choose which piece you are but a pawn can promote itself to another piece.

This can only be don by reaching the far borders of the board which may or may not involve crossing unfractioned tiles. Much territory is uncategorised and exploring is also an importent part of your journey.

Meanwhile some pieces are trying to find a way to make all pieces equal by fundamental rules.

In this research when the story progresses also the research progresses and a piece finds that the core of every piece is equal, but this core is fixed and contains the choice part of a piece. It’s like that a piece is the carrier of the core to reposition the core on the board.

Eventually when you find the black pawn he will teach you to seperate the core from yourself and use it. Use it to define between two pieces which is really the strongest.

You will learn to control your core on a sub-tile level. On this level the fundamental rules don’t apply anymore and the piece is free to control it’s core in real-time and continous space.

How the black pawn teaches you: Everytime a piece enters a new fractioned tile it’s matter is also divided. The matter you don’t control anymore dissapears but the space it took on the board is now free, free to be occupied by another piece. That’s why it’s important to keep fractioning the board, to make space for more pieces. Each fractioning of a tile leads 2 tiles in every dimension (2x2). And because the tile/piece ratio should always be 1/2, for every fraction an new piece can enter the board. A piece doesn’t need all it’s matter, it just needs matter. Matter is needed to be able to be placed on a tile.

This leads us to a conclusion. What if you fraction so much that you don’t have any mass anymore. Normally a fraction never reaches zero, but if the concept we’re fractioning is undividable on some level then eventually one of both parts of the division is equal to zero.

Time and space can be fractioned infinitely, but matter is different. There’s such a thing as the smallest possible matter. And that’s what we’re trying to reach. Once we’ve reached this all we do is fraction once more and voila no more mass.

All what’s left is the core, but the core can’t exist on it’s own on a tile. So it would only cease to exist and it’s piece with it. That’s why I’ll train you no to let you go of your final matter until we’re in the gray zone. What’s that you ask?

Because time and space can be infinitely divided but mass not, there comes a point where the surface of the mass exceeds the surface of a tile making the mass appear on 4 tiles at once. Now entering an impasse, a piece can’t be on 4 tiles at once. But what if we see the piece as 4 pieces all occupying all tiles (|\_P|P\_|). This starts a continuous fractioning with exponential growing speed. The result being that the tile is positioned on infinitesimally fractioned time and space, the gray zone. Here is where we’ll release our last mass and become a sole core. A core free to roam a continuum of time and space.

Now here’s were I come in, I won’t claim your last mass to give another piece I’ll leave it there for you so that when you leave the gray zone you can once again exist on the board-plane.

(figurative meaning of the gray zone, Can a piece dream...?)

I think that’s clear: now go fractioning.

# End

After an X number of core-battles something strange happens, you lose and are send back to an upper tile, but this tile is a root tile. You lose control and are placed outside the board. And now the strange thing, you’re still here you’re core hasn’t left the grey zone.

You’re free from your piece body.

What could you do?

What should you do?

...

Maybe you should inform other pieces and try to free them too.

Or you could do just nothing and stay there, alone, for ever, watching the game running its course.

It’s your choice.

# Rules

-all rules for entering smaller fractioned tile's don't apply on the board (rpg world) because it's like entering a new board which can be done on any space

the rules of movement in chess don't apply, but however a fractioned tile can only be enter when the final step in the move is on the fractioned tile

else the tile will just move over it

so in the implementation the tile will enter a random border tile of the fractioned tile

on the board a tile is always fractioned in 8,

How to play metachess

Controls

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a move can only be made when it's your turn

this is shown right with a bar, vertical means your turn

King,Rook,Queen

DOWN:S

LEFT:Q

RIGHT:D

King,Rook,Queen,Pawn (pawn can only move up)

UP:Z

King,Queen,Bischop

UPLEFT:A

UPRIGHT:E

DOWNLEFT:W

DOWNRIGHT:C

Knight controls, L-UPLEFT12 means move 1 tile horizontally and 2 tiles vertically

L-UPLEFT12:Z

L-UPLEFT21:Q

L-UPRIGHT12:R

L-UPRIGHT21:G

L-DOWNRIGHT12:C

L-DOWNRIGHT21:F

L-DOWNLEFT12:X

L-DOWNLEFT21:S

Special moves

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range can be changed by adding 1 and/or 2 and/or 4

range is default 1

range is additive: holding range 1 and 3 results in: 1 + 1 + 2 = 4 range

when a king moves onto a pawn of it's own side the pawn is bound to the king and moves with it as a defending wall

to remove a pawn from the wall a player has to take back control

a player can switch between pieces, paying a cooldown

Piece specific moves

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these are activated by holding the space bar, they have a cooldown equal to number of turns active but relative to tile fraction

Pawn: Turn, change direction of pawn which makes it possible to move in 4 orthogonal directions

Bischop: Rogue, can set tiles on fire, these fire tiles are like a tail, with a variable amount of tilelength

Rook: Horizon, double the number of tile diameter the piece can see

Knight: Dragon, can kill a piece when jumping over it, also jumps over fractioned tiles and can kill pieces 1 fraction deep

King: Command, change the head position of the wall of pawns surrounding the king, if the king has no wall command shifts the balance of his influence

Queen: None

Interface

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left are the cooldown and turns active of a special move as well as the range and the piece type

right on top are team lives and down is the turn, when the bar is vertical it's your turn to move

Logic

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The smaller the tile, the shorter the turns are, faster turn-rate.

once a certain threshold is reached the game's no longer turn-based but real-time