



THE CROSS OF THE ISSUE IN THE QUESTION

Hello! Original / Hello! Origin
Thanks for sharing this Verse.

ACTIONPIR

also known as "Piração" presents:

"PIRÂMIDREZ COLLECTION"

THE X OF THE QUESTION

How could chess have come about?

How deep is its symbology, structure and strategic mechanisms?

Initially, a tribute to the beginning, as the basis of the entire path is "Chess".

It is the origin of the whole issue.

A member of the very select group of the oldest board games still played today, its arms embrace the entire planet and its feet walk for a long time, firm and resistant, inviting minds to a continuous new dance.

It is essential to acquire knowledge of traditional chess, as it is the basis of the "Sacred Map".

Being in the public domain, there are numerous methods to reinforce learning about:
the positioning of the pieces, their movements, what is allowed and what is prohibited.

Access virtually and choose the ones you like most.

Dedicate yourself to Chess and become a Pirâmidez master

The greater the intimacy and understanding of the simple, the greater breadth of possibilities and resources will naturally be achieved in the face of the complex.

Therefore, the more you understand and incorporate the movement and reach of the pieces, the better the performance of the actions as a whole.

The objective is to exercise, understand and improve the dynamics of possible combinations between the pieces of your army.

"Chess is proof of human Free Will"

(Abul Hasan Ali Ibn Husain Ibn Ali Al-Masudi / AlMaçudi)

PRESENTATION

Pirâmidez

it's a multigame

inspired by Chess

which gradually acquires RPG personality
and virtualize in possibilities.

Your arms embrace and your steps walk
through Dimensions that will gradually open new Dimensions.

The way of playing is always based on Chess and countless new ways
of gameplay, called "Realities" will be presented little by little.

Little by little, where each one introduces, or removes something from the traditional dynamics of
Chess.

A game with infinite possibilities, added to the possibilities
already endless Chess offerings that offer a wide choice in the form of entertainment and study.

This makes it possible to establish, by contracting before the game, what will effectively be the level
willing to be covered by the parties, as they walk through the "Verso", providing a high degree of
autonomy in the construction (level) of each match, with the prospect of evolving in complexity,
while introducing new elements (in the plot, in the accessories / in the characters / in the settings /
in the media...) while savoring the "Legendary Narrative" telling the saga experienced by the
"Ordinary Nomads", while "Libertus Gravitarius who sail through the Verse recognizing, outlining
and improving the "Sacred Map".

CLARIFICATIONS

ABOUT PEDAGOGY

Pirâmidez invites you to take a deep dive into the mechanisms of Chess using the Boards, as an experimental laboratory, for training moves and movement studies with specific pieces, as well as exercising the spatial dynamics of the pieces on the board, reducing or expanding the field of action. Game recommended for ages seven and up, reinforcing its pedagogical properties.

You can use the Boards separately and in isolation.

With the larger board (you can practice conventional chess) begin Pirâmidez Phase I, which focuses on the specific exercise of the pieces, reinforcing the role of each one, as well as the possible relationships between them.

With smaller boards you will be able to monitor the behavioral dynamics of the pieces in reduced dimensions, practice strategic moves, quick games with a limited number of pieces, simulation of game endings, etc.

Presentation and study suggestion:

From 00 to 07 years old = Traditional chess

After 7 years = Series I

After 14 years = Series II and Series III

ABOUT DUALITY

How important is the reflective dive into Duality, when an entire planet appears polarized?

Chess is clearly a representation of the "Dual Reality" that the mind observes, perceives, observes everywhere.

Duality is everything that exists (and what doesn't exist too) and everything that exists (and what doesn't exist too) is dual.

This perspective, presented in a forceful way in Chess, where opposites rule hegemony with the original premise of a battle between two opponents in absolute balance of forces and who seek absolute hegemony (annihilating their opposite = absolute victory) will be expanded to multiple Dimensions.

It is natural for there to be an approach and distance from what exists as Duality. From one extreme to the other, from the ruler that governs the map, a continuous dance of experimentation with different degrees of encounter.

There are regions/periods in which things can exist and continue to exist, in continuous mutations.

There are regions/periods in which everything is homogeneous, everything follows the same vector, the same frequency, everything is something common, where existence cannot be perceived from the outside, only from the inside and vice versa.

There are regions/periods in which everything is very fast and very quantitative, and opposite regions; there is the "Field of Relativistic Intentions", where everything that can exist, exists without existing and can exist if potentiated.

Chess represents Duality in many different forms and Dimensions.

Present on a Board (Spatial Dimension) arranged not as half black and half white, but rather checkered; two Armies / 02 Knights / 02 Towers / 02 Bishops / 02 Queens / 02 Kings and also the Duality of gender.

Chess is a Duality that promotes the integration of points, encounters, which naturally disintegrate. Where its nature is to become not just a Trinity (or Unity), but rather a continuous Multiplicity.

Chess represents, allows and delves into this almost infinite Multiplicity of combinations.

Duality synthesizes the same Unity moving in opposite directions (+1/-1) allowing a finite perspective to emerge in infinity (vice versa).

From the dual encounter arises a third existential state that is neither one nor the other, even though it is both.

A single vortex appears that will be a finite point immersed in a womb capable of generating infinite points.

The continuous dual dance allows for birth, death and what happens in between.

Dual friction generates local vortices that continually integrate and disintegrate. Initially points in a field.

ABOUT SEEING BEFORE

How important is it to internally exercise the sewing of algorithms through play? In other words, how important is it to see first?

One of the most significant and striking mental processes in chess is the invitation to expand the ability to see moves in advance. His gameplay can be summarized and defined by his ability to see moves ahead.

The sooner the before is perceived, the sooner you see the intersections (the encounters and the unfolding of actions) the better gameplay achieved.

The mind is what prints, processes, memorizes, conveys and relates measures of information and the Verse is information being modeled and in movement. The intentional movement shapes the vortices and the intention is the mind.

Bodies are vortices intended by minds, just as all life, planets, stars, atoms and Verses are moving vortices intended by minds.

ABOUT IMMORTALITY

In traditional Chess the Kings are immortal, because in fact, they never die, at most they stumble and fall, transferring the next encounter.

He is eternal, or rather, he existed and will exist, as long as, and as long as, the mind exists.

His Immortality (Omnipresence) and his power (Omnipotence) are verified, not only, with his continuous revitalization (by continually restarting a new game, a new battle) but also, in the ability to revitalize and command his entire Army and his Lady, above all (and most importantly) command a human mind to defend him (Omniscience).

Mate does not mean the death of the King.

Mate causes the King's vortex to stop, which will have to be restarted.

It means he was immobilized or at most injured. For an immortal, immobilization offers more damage than a wound. Mortals when captured leave the game and die. Immortals when captured return to the beginning of the game.

ABOUT THE SERIES

The collection will be presented through series, which will gradually reveal new dimensions of these flights and dives.

ORIGINAL SERIES "PIRÂMIDREZ KINGDOM" THE LEARNER'S PATH

1ST STEP Planetary Awakening (Reality / Rough Stone)
Divided into 04 Phases and some Extras.

It remains the same Board game, but its traditional rigidity gradually gives way to the new. You will find new piece dynamics / new board dimensions / new interference, such as luck / new strategies for the initial positioning of pieces / among other innovations.

The series begins with the formation of the first "Local Originators" of our Verse, waking up, starting their journey and narrating their prose in verse and vice versa.

(IN BOARD FORMAT, ACCESSORIES AND CHESS PIECES + APP)

PONTIFF SERIES "LIBERTUS GRAVITÁRIUS" THE MEETING BETWEEN COMPANIONS

2nd HUG The Stellar Awakening (Another Reality / Cornerstone)
3rd DIVE The Galactic Awakening (Other Realities / Chipped Stone)

The journey continues and further expands the possibilities of: Dimensions, pieces, movement, accessories, potential of the pieces, numbers of pieces acting and introducing particular characters into the event.

Now those who have achieved
the status of "Originary Libertus Gravitarius"
walk through new dimensions,
expanding the way of playing, introducing new vectors and range of pieces,
as well as the introduction of new Boards that multiply inside,
allowing the creation of multiple kingdoms in each home.

(IN RPG FORMAT / VARIOUS BOARDS / VARIOUS PIECES / VARIOUS ACCESSORIES + CARDS + APP)

FULL SERIES "CREATORS" THE MASTERS BROTHERHOOD

4TH FLIGHT The Multidimensional Awakening (Polished Stone/The Gem/Rare Jewel)
The Pirâmidez Collection concludes with "Criadores", where "Originários Plenus"
(those who continually are)

dominate the fundamental vectors
and with this they use Hydrogens to model Verses
and the developments of his Prose.

(IN VIRTUAL GAME + APP FORMAT)

ORIGINAL SERIES

“THE PIRÂMIDREZ KINGDOM”

THE LEARNER'S PATH

ABOUT THE STRUCTURAL COMPOSITION

The Game has:

- 01 Artifact of Destiny (piece used for the draw / roulette / dice);
- 01 Temporal Artifact (piece used to record time / clock / hourglass);
- Bid notebook;
- Tables and Score Sheets (Hydrogen ranking/rating);
- 04 Boards (which we call dimensions) with checkered print and coordinates
- Each Board (Dimension) has respectively:
 - 1st Dimension (top) with 04 houses / 02 for each player (territory)
 - 2nd Dimension (intermediate) with 16 houses / 08 for each player (territory)
 - 3rd Dimension (intermediate) with 32 houses / 16 for each player (territory)
 - 4th Dimension (base) with 64 houses / 32 for each player (territory).
- 64 pieces (32 “angular corpus” stones and 32 “corporeal clothing”) separate and fit together, being:
 - 16 white pawns (08 corpus / 08 clothes) and 16 black pawns (08 corpus / 08 clothes) / 02 white queens (01 corpus / 01 clothes) and 02 black queens (01 corpus / 01 clothes) / 02 white kings (01 corpus / 01 vestments) and 02 black kings (01 corpus / 01 vestments) / 04 white horses (02 corpus / 02 vestments) and 04 black horses (02 corpus / 02 vestments) / 04 white bishops (02 corpus / 02 vestments) and 04 black bishops (02 corpus / 02 clothing) / 04 white towers (02 corpus / 02 clothing) and 04 black towers (02 corpus / 02 clothing) / (see illustration).

The Pirâmidez structure can be created in different ways.

There are four Boards (respectively: 2x2 / 4x4 / 6x6 / 8x8 squares) overlapping (in the shape of a pyramid / see illustration) and with a proportional distance between them all, in such a way that allows the pieces to be handled. The support structures fit into the apexes of the decks. If you find it more convenient, Pirâmidez can be played without supports, like an RPG, placing the boards side by side on a table.



ABOUT THE PHASES AND THE CONTRACT (The game of choices and combinations)

The Original Series “Pirâmidez Kingdom” has 04 specific Phases, with their own Realities and countless possible Variations that must be chosen, combined and contracted before each match. We emphasize that the breadth and diversity in gameplay allows for a wide range of combinations that “must” be made before each match.

As there are countless Realities and endless Variations, there is the “Contract” where agreements are made between the parties, determining which path will be taken through the Map and providing a lot of autonomy in the construction (level) of each match. This is an important condition so that strategies can be developed with the refinement of agreed rules for the clash.

GAME CONTRACT

Arranged between the parties (each participant fills out their contract)

OBJECTIVES	
ANNIHILATION	01
RESCUE + ANNIHILATION	02
BIGGER OBJECTIVE ADD HYDROGEN	

CHOOSE REALITY	
INEVITABLE (PHASE I)	01
THE LADIES' SACRIFICE (PHASE I)	02
INFILTRATES (PHASE I)	03
HOSTAGES (PHASE I)	04
CHAOS (PHASE I)	05

CHOOSE VARIATIONS	
NO ROULETTE	01
PERMANENT ROULETTE	02
ROULETTE WITH A MAXIMUM OF 03 DRAWINGS IN A ROW	03
ROULETTE WITH A MAXIMUM OF 4 DRAWINGS IN A ROW	04
ROULETTE WITH A MAXIMUM OF 5 DRAWINGS IN A ROW	05
½ BOARD	07
BOARD IV	08
RUNNING TIME 120 MINUTES	09
RUNNING TIME 90 MINUTES	10
RUNNING TIME 60 MINUTES	11
RUNNING TIME 30 MINUTES	12
RUNNING TIME 15 MINUTES	13
QUICK WITH CLOCK	14
NO PAWN PROMOTION	15
CHEENERLESS PAWN PROMOTION (C/B/T)	16
STANDARD PAWN PROMOTION WITH CHECKERS (C/B/T/D)	17
PAWN PROMOTION (FREE WARRIOR)	18
ARMIES (DEFAULT POSITION ON BOARD IV)	19
ARMIES (FREE POSITION ON BOARD IV)	20
CHECKERS (OUT OF THE GAME)	21
CHECKERS (DEFAULT POSITION ON BOARD IV)	22
CHECKERS POSITION (FREE ON BOARD IV)	23
CHECKERS (INVERTED) MOVABLE ON BOARD IV	24
CHECKERS (INVERTED) IMMOVABLE ON BOARD IV (HOSTAGES)	25
PEDESTRIANS WALK TO THE SIDES (CAPTURE 02 DIAGONALS)	26
PEDESTRIANS WALK BACKWARDS (CAPTURE 02 DIAGONALS)	27
PEDESTRIANS FREE MOVEMENT (CAPTURE 02 DIAGONALS)	28
PEDESTRIANS FREE MOVEMENT (CAPTURE 04 DIAGONALS)	29
PAWNS (INFILTRATES) FREE ADVERTISEMENT	30
PEONS (INFILTRATES) MANDATORY ANNOUNCEMENT IN THE 20th LANCE	31
PAWNS (INFILTRATES) ANNOUNCEMENT AFTER 10TH LID	32
PAWNS (INFILTRATES) ANNOUNCEMENT AFTER 20TH LID	33
PAWNS (INFILTRATES) ANNOUNCEMENT AFTER 30TH LID	34
NUMBER OF PLAYERS (01)	36
NUMBER OF PLAYERS (02)	37
NUMBER OF PLAYERS (03)	38
NUMBER OF PLAYERS (04)	39

PARTICIPANTS CODE
JOGADOR 01: _____
JOGADOR 02: _____
JOGADOR 03: _____
JOGADOR 04: _____

GAME N° _____

OBJECTIV		
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VARIATIONS					

REALITY	
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DATE ____/____/____

ABOUT THE NARRATIVES

The story is told from the perspective of three distinct chronologies, three different approaches that combine.

How could chess have come about?

How deep is its symbology, structure and strategic mechanisms?

Pirâmidez tells the story of how Chess was introduced into human reality by the first race of "Libertus Gravitáriuus existing in this Verse: the "Somus Originators".

This legend was transmitted to them by the "Antiores Prioris" when the "Libertus Gravitáriuus" leap occurred, which transmuted the first "Local Originators" into "Nomadic Originators".

Billions of years later, this story remains latent, pulsating and present in its essential nodes.

Whether this is fiction, or reality, the past (not the future) will tell.

You will follow step by step the trajectory of these true guardians of recognition through the records they make, as they jump between quantum, planetary, stellar and galactic nuclei. Through the Series, their stories are narrated and will gradually reveal new dimensions of these flights and dives.

The Original Series narrates the legend that "Originários Plenus" tell their descendants about the origin of the Verse and about their own origin.

An "Original Verse" blossoms, of itself, in itself, and as it should be, a unique Original Verse.

A new sound chord emerges from this moment (after all, the music doesn't stop).

Added to this chord is a progressive verticalization of winds and horizontal events.

And isn't it always like that?

HELLO ORIGINARY HELLO ORIGINARY
WELCOME TO THE VERSES OF PIRÂMIDEZ

NOTE FROM THIS NARRATOR

THE NARRATIVE USES SOME NOMENCLATURES UNKNOWN UNTIL THE TIME THEREFORE, A BRIEF CLARIFICATION IS APPROPRIATE.

WHEN IT IS SAID "VERSE" IT MEANS OUR UNIVERSE.

"LOCAL ORIGINATORS" ARE ALL MANIFESTATIONS OF LIFE ON A PLANET.

"LIBERTUS GRAVITÁRIUS" ARE THOSE WHO STOPPED FROM "LOCAL ORIGINATIONS" AND MANAGED TO LEAVE THEIR PLANETS.

"ORIGINATING SOMUS" ARE THE FIRST RACE OF LIBERTUS GRAVITÁRIUS IN OUR VERSE AND WHO, SINCE THEN, BECAME ORIGINATING NOMADS TRAVELING AROUND THE VERSE.

"ORIGINARIANS PLENUS" ARE THOSE WHO WANDER BETWEEN VERSES.

THE LEGEND WAS ELABORATE AND TRANSMITTED BY "ORIGINARIANS PLENUS", THEY ARE THOSE WHO WANDER AMONG VERSO, AND WHO WAS DELIVERED TO THE FIRST "LIBERTUS GRAVITÁRIUS INHABITANTS OF OUR VERSE, THE "ORIGINARIES SOMUS", AND IT SPEAKS ABOUT: THE ORIGIN, THE PROCESS AND THE PURPOSE OF THE EXISTENCE AND NON-EXISTENCE OF THE VERSE AND ABOUT ITS OWN ORIGIN.

BILLIONS OF YEARS AFTER, THIS LEGEND CONTINUES TO BE TRANSMITTED TO ITS DESCENDANTS, REMAINING, LATENT, PULSATING AND PRESENT, IN ITS ESSENTIAL NODES. WHETHER THIS IS FICTION, OR REALITY, THE PAST (NOT THE FUTURE) WILL TELL.

... INTRODUCTION...

FOR AN ETERNAL INSTANT
WHAT THERE WAS
REMAINED IMMOBILE
IN A STATE OF ZERO/INFINITE
AND
IN NON-EXISTENT SPACE/TIME.

ONCE THERE WAS ALL.

AND ALWAYS BEING THE ONLY
AND EVEN, NO THING AT ALL, SOMETHING
DECIDED TO CHANGE
THIS IS YOUR CONDITION
OF INERT AND ABSOLUTE SOLITUDE.

IT IS IMPORTANT TO REMEMBER THE ORIGINAL LISTENER
WHAT SYMBOLS AND WORDS
THEY ARE INABLE
TO REFERENCE THIS REALITY.

THEN...

THE FIRST INTENTION WAS ECHOED...

THE VERB HAS BEEN MADE...

THE ALPHA ACTION.

THE INWARD MOVEMENT
IT WAS THE FIRST START THAT OCCURRED
IN "BEFORE TIME".

IN THE END...

BEING ALL THERE IS
GOING INSIDE IS THE ONLY OPTION.

IT WAS DURING THIS ETERNITY
THAT THE TOTALITY
EXPERIENCED IT FOR THE FIRST TIME
THE FEELING OF INTEGRATION.

THERE WAS ONLY AND EXCLUSIVELY
THE SPATIAL DIMENSION OF THE BOARD.

THERE WAS SPACE AND THERE WAS ENERGY
BUT THERE WAS NO MATTER, NOR TIME.

SPACE AND ENERGY,
DANCING CONTINUOUSLY
IN MYRIADS OF FRAMES
HOMOGENEOUS, RADIAL AND CONCENTRIC,
ENJOYING YOURSELF AS WHOLE,
MORE AND MORE INSIDE YOURSELF.

IT WOULDN'T BE POSSIBLE
VIEW THIS ACTION FIRST
WHICH TOTALLY OCCURRED,
BUT IT WOULD BE POSSIBLE
FEEL A WAVE
WALKING MORE AND MORE
INSIDE YOURSELF.

AFTER THIS FIRST ACTION,
WHAT CAME TO EXIST
IT WAS A COHESIVE AND UNIFORM SPACE UNIT
ON THE MOVE, BUT THERE WAS NOT TIME YET.

AS A RESULT
OF THE KINETIC EXCLUSIVITY OF GOING INWARDS...
OR,
FROM THE PRIMORDIAL INSPIRATION...
OR EVEN,
FROM THE ORIGINAL BOMBASTIC SYSTOLE...
ANYWAY...
FROM THE PRESSURE THAT THE TOTALITY EXERTED ON ITSELF,
STILL WITHIN YOURSELF,
THE EXTRAORDINARY HAPPENED.

WHAT EXISTED PROMOTES ITS PARTHENOGENESIS.
THE UNIT DUALIZES
AND NOW PULSE.
THIS WAS THE FIRST END
AND THE SECOND BEGINNING IN "BEFORE TIME".

THIS WAS THE EPISODE
WHERE ABSOLUTE TOTALITY
EXPERIENCED IT FOR THE FIRST TIME
THE FEELING OF DISINTEGRATION,
OCCURRING INSIDE.

NOW THERE WERE TWO REGENCES
ON A BOARD
INCREASINGLY DUAL,
WHERE THE OUT
WALKING OUTSIDE
SEEKING TO DILUTE YOUR CORE,
WHERE THE INSIDE
I WALKED INSIDE
DENSIFIING YOUR PERIPHERY.

A VACUUM ARISED BETWEEN DUALITY
AND WHEN THE EXTREMES OF THE SELF
THEY REACHED THEIR LIMITS,
THE VECTORS WERE NATURALLY REVERSED.

THAT WAS WHEN...
DUALITY PROMOTED THE OPPOSITION OF SELF, WITH SELF...
IT WAS WHEN THE SAME THINGS WERE NO LONGER THE SAME...
THEY FIND THEM IN THE SAME PLACE THEY STARTED FROM...
AND NOW IT WAS NO LONGER THE SAME...
THAT THE SECOND END AND THE THIRD BEGINNING
IN THE "BEFORE THE TIME" THEY OCCURRED.

AFTER A FEW MORE ETERNAL INSTANTS
OF RESUMES,
OF INVESTMENTS AND REUNIONS,
FINALLY...
THE MEASURE BETWEEN
THE INSIDE
AND
THE OUT
HAS BEEN FOUND.

THIS WAS THE EPISODE
WHERE ABSOLUTE TOTALITY
TRY IT AGAIN
THE FEELING OF DISINTEGRATION,
OCCURRING INSIDE,
BUT..., NOW..., AGAIN..., SOMETHING HAS CHANGED.

IN THIS SPACE/TIME OF YOURSELF
THE TOTALITY WILL EXPERIENCE
FOR THE FIRST TIME
THE FEELING OF DISINTEGRATION
AND INTEGRATION
OCCURRING MORE SLOWLY,
SIMULTANEOUS AND CONTINUOUS...
LIKE A DANCE
OCCURRING INSIDE.

THIS IS THE SUBLIME MOMENT
WHERE DUALITY IS EMBRACED
AND
FROM THIS MEASURE SOMETHING BROUGHT.

THE DANCE BETWEEN IN AND OUT
ALLOWS THE BIRTH OF EXISTING/NOT EXISTING.

A NEW MULTIDIMENSION ARISES
COMPOSED OF EXISTENTIAL VORTICES
AND THE THRESHOLD OF NON-EXISTENCE.

NOW
UNITY IS TRINE
THE TOTALITY PULSES AND SPINS.

THIS IS THE DIVISION MARKET
BETWEEN:
...THE THIRD ENDING IN "BEFORE TIME" ...

...AND THE "FIRST BEGINNING OF TIME"...

THE FIRST ENCOUNTER OF DUALITY
PRODUCED A THIRD EXISTENTIAL STATE,
THAT OWNING PART OF THE TWO THAT EXISTED
(AND EXACTLY BECAUSE IT IS SO AND BEING SO)
BECOMES NATURALLY
A VORTEX OF NEUTRALIZED SPACE/TIME.

IT IS NOT
NEITHER ONE, NOR THE OTHER,
EVEN WITH BOTH OF THEM,
AND THAT'S EXACTLY WHY IT WAS SO, AND IS SO.

THIS ALLOWS
THE INTRODUCTION OF (-1) AND (+1)
IN A ZERO/INFINITE FIELD.

THE FINITE ARISES.

TWO PARTS OF THE SAME ESSENCE
WALKING IN OPPOSITE AND CONVERGING DIRECTIONS.

FRICITION PROMOTES LOCAL VORTICES.

WHILE DUALITY IS CLAIMING EVERYWHERE
THESE INTEGRATE AND DISINTEGRATE, THEY ARE BORN AND DIE.
REGARDLESS OF THE VECTOR THAT EACH FRAGMENT TAKES,
IT IS CERTAIN THAT
AT SOME POINT
THERE WILL BE A MEETING OF OPPOSITES.

IN THE END,
THE ENTIRE THREE-DIMENSIONAL EVENT
CONTINUES CONTAINED BY DUALITY,
WHICH CONTINUES CONTAINED BY THE UNIT,
THAT NEVER STOPPED BEING (EVEN WHEN IT WAS NOT).

IN EVERY TINY EXISTENTIAL POINT
WHERE CONVERGENCE OCCURS
AND REGARDLESS OF THE DEGREE THAT HAPPENS,
A VORTEX WILL RESULT.

TELL THE LEGEND THAT
WHEN DUALITY TRUMPED
SHE PRODUCED A VORTEX
WHERE TWO EGGS SPIN VERY CLOSELY
FROM A COMMON CENTER OF GRAVITY.

INSIDE A WHITE EGG
A KING AND A LADY GERMINATE.

INSIDE A BLACK EGG
A KING AND A LADY GERMINATE.

BOTH,
THEY NOW LIVE IN THE CIRCUIT
OF EXISTENCE AND NON-EXISTENCE.

A KING AND A LADY
THAT BROUGHT FRUITFUL FROM THE INSIDE
AND
A KING AND A LADY
THAT BROUGHT FRUITFUL FROM THE OUTSIDE.
IT WILL BE CHRISTMAS
OF A SQUARE OF MORTALS.

THEN...
THE UNUSUAL HAPPENS...

STILL AS FETUS...
STILL AS SEEDS IN FORMATION,
KINGS SACRIFICE THE LADIES
WITH THE PERSPECTIVE OF BEING BORN IMMORTAL
AND
THEY WILL TRONATE
AS THE EXCLUSIVE RULERS OF DUALITY.

THIS WAS WHAT HAPPENED
AT THE BEGINNING OF THE END
FROM THE "FIRST TIME".

EGG SHELLS BEGIN TO CRACK
AND THEY PLAN AS BOARDS.
ONE WHITE AND ONE BLACK
WHO POSITION PARALLEL, FACE TO FACE,
REVEALING THE FIGURE OF KINGS STANDING IN THE CENTER.

THE NATURE OF THE VORTEX IS APPROXIMATION.

THE BOARDS LOOK FOR REINTEGRATION
MAY IT OCCUR IN A BALANCED MEASURE.

WITH THE SACRIFICE OF THE LADIES
REAL POWER EXTRAPOLATED
THE POSSIBILITY OF CONTAINMENT.

AND SO BEING...
WHEN THE IMMORTAL KINGS WERE BORN
THEY NATURALLY TOUCHED EACH OTHER.

THIS IS THE RECORD OF WHEN I MET HIM
DUAL OCCURRED IN AN OVERWHELMING AND ABSOLUTE WAY
PROMOTING THE ANNIHILATION OF DUALITY ITSELF
RETURNING TO UNITY CONDITION.

IMMEDIATELY AFTER TOUCH
WHAT EXISTED WAS DISINTEGRATED
AND BEING SO,
EVERYTHING BACK TO
"BEFORE THE BEGINNING OF TIME"
CREATING A MOTOCONTINUOUS IN THIS REALITY,
WHERE UNITY IS ZERO/INFINITY
DANCE FOR ETERNITY
AMID AN INSTANT OF DUALITY.

...FIRST END OF TIME...

LEGENDARY NARRATIVE
CONTINUES...

PHASE I

ABOUT THE FUNCTIONAL COMPOSITION

In this Phase I you will use the Boards separately and in isolation.

With Board IV you can practice conventional Chess (this is the Reality present in all other Realities, playing Chess is the unity).

With smaller boards you will be able to follow the behavioral dynamics of the pieces in reduced dimensions, practice strategic moves, quick games with a limited number of pieces, simulation of game endings.

This phase invites you to take a deep dive into the mechanisms of Chess using the Boards, as an experimental laboratory, for training moves and movement studies with specific pieces, with the possibility of placing all Boards (Dimensions) on a flat surface (for children) reinforcing its pedagogical properties (game recommended for ages 7 and up).

At the same time, we begin the four Realities of Phase I "Absent Kings" and invite you to follow step by step the trajectory of these true guardians of recognition (the "Originaries"), through the records they make, as they jump between planetary cores, stellar and galactic.

Gradually work with the new terms and with the simultaneity of the stories being narrated.

CHESSE

FIRST STANDARD REALITY

INTRODUCTION OF THE FIRST ELEMENTS THAT MAKE UP THE SACRED MAP (CHESSE).

TRAINING COMBINED WITH:

1ST MEASURES (KINETIC ENHANCEMENT OF PARTS / EVOLUTION IN THE DYNAMICS OF JOINT ACTIONS)

THEY EVIDENCE AND ENCOURAGE THE EXERCISE OF THE GRADE OF ROUGH STONE,

SPACE/TIME REGARDING CHILDHOOD.

THE FIRST ELEMENTS ARE WHAT MAKE UP CHESSE.

THIS IS THE FIRST REALITY\THE ORIGINAL LAW\RISE OF MANY AFFLUENTS.

ABOUT CHESSE OBJECTIVES

CHECKMATE (attacking the opponent's king, preventing his possibility of escape or defense)

CONFRONTATION BETWEEN OPPOSITES (duality)

KING AND QUEEN CONCENTRATE POWER (most important pieces of the game)

ANTICIPATION OF THREE-DIMENSIONAL EMERGENCY (anticipation of moves)

PERCEPTION OF POINT AND COUNTRY CONTINUITY (range of action that the piece has)

PERCEPTION OF VECTOR DYNAMICS (basic movement of parts)

ABOUT THE PRINCIPLES OF CHESSE

ACTIVITY (minor and major dynamism of the piece)

DOMINATE THE CENTER OF THE BOARD

ESTABLISH ATTACK (maintain pressure)

OPENING (avoid isolating pedestrians)

MIDDLE GAME (find weaknesses / establish strategy)

FINAL (king in the center / most active)

ABOUT CHESSE TASKS

DEVELOP PARTS

MAKE THE ROCK

CONNECT TOWERS

STUDY THE DYNAMICS OF PARTS AND THEIR COMBINATIONS

ABOUT THE REALITIES

Reality without Chess

In this Reality there is no Board / there are no Pieces / there is no Chess.

There is no End, for there was never a beginning.

Reality where Chess is just a decorative board

The last vestige was a frozen instant, a stagnant Duality, where a Board (and its inert pieces) was all that remained.

Both realms remain like this for countless eternities and nothing remains.

A First (and definitive) Instant of Time, Without End.

Reality that gave up on Chess

This is the Eternal End of Chess.

In this Reality Kings decide that the moment of the end has come.

The supreme ideal was achieved, and those who achieved it desired it as eternal.

This Reality triggers the previous Reality.

Reality Chess standard format

The King in Chess is Immortal.

Mate makes the end always return to the beginning.

In this Reality Kings concentrate all the energy of the kingdoms and direct it to the 4th Dimension and the Threshold, disintegrating the intermediate Dimensions.

The (defeated) King sent to the Threshold of Non-Existence always returns for the next game, as the blood cannot stop flowing.

When any piece dies, it remains available on the Threshold of Non-Existence, to be rescued by any of its Kings.

No matter who wins the fight, the winning King will always revive the losing King.

They know that if the fight ends, Existence will succumb forever.

Therefore, a new fight will always be necessary.

There is no trace of the First End of Time in this Reality.

Since it emerged, it has never ceased to exist.

There is a finite loop, of Mates and Resurrects that invite us to surf possibilities that tend to never end.

...FIRST ERA OF THE CHESS KINGDOM...

...AFTER THE FIRST BEGINNING OF TIME...

AFTER THE ONE-DIMENSIONAL IMPERIAL INSTANT,
THE KINGDOM OF DUALITY ARISES
WHICH ALSO HAD
A HEGEMONIC, EXCLUSIVE RULE
AND CONSIDERABLY SHORT
(JUST THE ETERNITY OF AN INSTANT).

OF FIRST ORIGINS,
A POWER CABLE BROUGHT BETWEEN TWO ABSOLUTES,
WHERE THE BOARDS THAT BUILD DUALITY,
THEN THEY WERE ABLE TO GRADUATE.

FROM THE BEGINNING OF TIME,
REALITY, WHICH IS OPEN,
BECAME THE MATRIX OF MULTIPLE
NEW OTHER REALITIES.

IN A REALITY,
THE LAST TRACE IS A FROZEN INSTANT,
WHERE REALITY ESTABLISHES A STAGNANT ORDER,
WHERE NOTHING HAPPENS.

THERE IS NO COMBAT, THERE ARE NO ENCOUNTERS, NO DISCONTINUES.

THE SCENE REPRESENTS ANNIHILATION
FROM THE DUAL CONFRONTATION INITIATIVE
AND SYMBOLIZES SOLITARY BOARDS
WHICH SERVED ONLY AS DECORATIVE UNIVERSES,
IN THE MIDDLE OF NOWHERE.

THE DANCE BETWEEN EXISTENCE
AND NON-EXISTENCE CLOSES TO ACT.

THERE ARE ONLY
ONE INSTANT
FROZEN FOREVER.

THIS IS THE ABSOLUTE END,
WHERE THERE ARE NO MORE BEGINNINGS.

THIS IS THE OPTION TO NOT PLAY.

FINALLY....
IN ANOTHER REALITY (IN ANOTHER VORTEX)
THE "1ST ERA" OF THE "KINGDOM" BEGINS
AND ITS EXISTENTIAL DYNAMICS CALLED:
"CHESS".

KINGS AND KINGDOMS
THEY WERE THE SAME THING.
SOVEREIGN
THEY HAD ABSOLUTE POWER OVER THEIR KINGDOMS,
FORMED BY RADICAL PARTY ELEMENTS.

EVERYTHING WAS HARMONIOUS AND SIMPLE.

EVERYTHING WAS GOOD.

EVERYTHING WAS FAIR AND PERFECT
BETWEEN BOTH COLUMNS
IN WHICH THE TRINITY FLOWERS.

AFTER AN ETERNITY OF MORTAL KINGS AND LADIES
NOURISHING THE EXISTENTIAL VORTEX (BEING BORN)
THAT OF COURSE
NURTURES THE THRESHOLD OF NON-EXISTENCE (DYING);
AND
WITH THE IMPOSSIBILITY
TO ALSO LEAVE THIS SAMBARA,
TWO KINGS ASSUME RULE
OF THE ONLY TWO KINGDOMS
EXISTING IN EXISTENCE.

THEREFORE,
A NEW FIGHT WILL ALWAYS BE NECESSARY.

IT DOESN'T MATTER WHO WIN,
THERE WILL ALWAYS BE A NEW GAME.

THIS IS THE REALITY.
WATERED AND MAINTAINED
THROUGH A CONTINUOUS CIRCUIT OF CONFRONTS,
CONTINUOUSLY FED BY BLOOD.

THE MOTTO IS:
TO FIGHT! ONLY VICTORY.

ALL OF THIS HAS ONE PURPOSE:
TRANSFORM EFFEMERAL MORTALITY INTO ETERNAL.

KINGS ARE NOT YET IMMORTAL,
BUT, THEY RISEN.

THIS IS ANOTHER ONE OF THE ENDLESS REALITIES
OCCURRING AFTER THE "FIRST BEGINNING OF TIME".

LEGENDARY NARRATIVE
CONTINUES...

PIRÂMIDREZ

In this Reality, which is open and ends up being the matrix for countless other new Realities, Chess transported the mind to a Dimensional leap, starting the formation of Parallel Realities, surfing variations on the conventional Chess theme. (Passage from Chess to Pyramid).

Reality initial format Pirâmidez

If you have a Chessboard at home, you can play the entire Phase I of the "Pirâmidez Kingdom" Original Series. This is the moment where the game really begins and it starts going backwards in time. This is the beginning, where and how it all began.

Inevitable

Kings disappear. The confrontation between their kingdoms is heading towards annihilation. Each of the Armies imagines that the other has something to do with this. It is the inevitable confrontation, where the objective is to annihilate the opponent. Initially Damas remain guarded and protected. Pedestrians acquire a virus of unknown origin. They begin to behave like Kings.

Sacrifice of the Ladies

Tempers are increasingly heated and the Ladies themselves enter the conflict, where the only option continues to be annihilation. Kings remain missing. The confrontation continues and now the Ladies enter the game. The virus remains.

Infiltrators

One of your opponent's Pawns is (in fact) your Undercover spy.

Before starting the game, you must write down (save and present at the time of the announcement) which of the opponent's pawns will be your Infiltrator (a2/b2/c2/d2/e2/f2/g2 or h2) for a player and (a7 /b7/c7/d7/e7/f7/g7 or h7) for the other player.

The announcement of the Infiltrator occurs on the 20th and 21st move of the game and after the announcement the piece reverses its vector. The ad is considered a bid. In the Free Movement of Pawns Variation, they capture the four diagonals and walk in a cross.

Hostages

Ladies are captured and remain immobilized until the rescue is made and completed. When in his own territory, Dama returns to action. Pedestrians still infected.

Chaos

Now even the Ladies are suspects in the disappearance of the Kings. The end approaches. All of Reality is contorted into a Chaos that reigns absolute. Pawns recovered.

In Phase I, our objective in all Realities is the annihilation of the opposing Army and in the third Reality "Hostages" it is also necessary to rescue the Lady.

One of Pirâmidez main features is its variety of gameplay.

Considering that each Reality has countless Variations, we always present the form that we consider the most basic of each Reality, as being the Standard Format of that Reality.

One of these Variations is the Free Positioning of the pieces, throughout their territory, on Board IV.

Too Late Reality...

In a Reality, Kings arrive too late and everything that existed had already walked towards the Threshold of Non-Existence, including the Ladies.

Only the Kings of Duality and the rubble of their kingdoms remained (only the 4th Dimension / Board IV).

Devastated and lonely kings wandered aimlessly through their territories (which correspond to all the houses of their color), awaiting the final moment of the Last and Definitive End of the First Time.

They tried to remember (the needs, the reasons, the justifications, the whys) of what had led them to this double Mate.

Now there was no more to fight for, and even so, they knew that when they met, their swords would be drawn.

When this happened, they exchanged swords as only a King's sword could kill him and began fighting.

This Reality is known as "Suicidal Kings", where two lonely Kings fight for all eternity.

They know that only one will remain and when that happens, Existence itself would cease to exist, eternally, because with the death of a King, his kingdom would disintegrate and the Dimension (Board) that supports the kingdoms, without half of their houses, would collapse.

The sword piercing the heart of the losing King would be the penultimate vestige of the First Existence.

The last vestige would be the disintegration of the victorious King and the rest of his kingdom.

Perhaps this was, after all, the great glory, the great objective of this entire journey / to be the last one to sigh).

And everything goes back to Before Time.

*CHECKERS MAY BE ABSENT/PRESENT/INVERTED OR ISOLATED
AND THEY ARE ALWAYS DEADLY;*

ARMIES ARE ALWAYS PRESENT (AND ALWAYS DEADLY);

KINGS ARE ALWAYS ABSENT AT THIS PHASE (AND ALWAYS IMMORTAL);

PAWNS ACQUIRE A VIRUS THAT GRADUALLY MAKES THEIR MOVEMENTS MORE LIKE THOSE OF KINGS.

...ABSENT KINGS...

IN FORGOTTEN TIME KINGDOMS END.
IN A UNIQUE PLACE KINGDOMS ARISE.
IT HAS BEEN LIKE THIS FOR ETERNITIES.

A LOT HAS BEEN PAST
SINCE THE ORIGIN OF
"1st ERA" OF THE "KINGDOM"
AND ITS END WAS IMMINENT.

THE LEGEND SAYS THAT
IT WAS EARLY MORNING AND EVERYONE WAS SLEEPING.

JUST TWO MINDS,
THAT NEVER STOPPED,
WHO NEVER SLEPT,
THEY REMAINED CONTINUOUSLY
SEWING EXISTING AND NOT EXISTING.

IN EARLY TIMES AND IN AN ORIGINAL PLACE
TIRED OF REMAINING JUST THE TWO,
WHILE THEY CONTINUALLY FIND,
EVERYTHING THAT CONTINUOUSLY INTEGRATES,
BEING CONTINUOUSLY DISINTEGRATED,
AND
AFTER CONTINUOUS ETERNITIES,
WHERE ONLY
THE TWO RULERS OF DUALITY
AND
THE BOARD
REMAIN INTEGRATED,
KINGS, NOW IMMORTAL,
FOR HOURS THEY SAT MOTIONLESS ON THEIR THRONES,
THEY REFLECTED IN DEEPER
THAT COULD DIVE INTO EACH OTHER.

REFLECT ON:
WHY DID THEY NEVER FIND PEACE?
WHY COULDN'T THEY REACH UNITY?

A COMMON KINGDOM HARMONIZED WITH ONLY ONE KING,
WHERE THERE WOULD NOT BE THE NEED FOR WAR.

SIMULTANEOUSLY
ONE AWARE OF THE ACTION OF THE OTHER,
THEY STARTED TO FORMULATE A NEW STRATEGY.

THE PLAN THEY ALREADY HAVE
TO EXPAND IMMORTALITY,
EXPANDED.
NOW, THEY SEEKED BEYOND.

ALSO AWARE
THAT YOUR THOUGHTS
THEY ECHO AND FRUITFUL,
BOTH KNOW WHAT THIS INTENTION IS
WILL SET IT IN MOTION.

THEN THEY ENTER A STATE OF ABSENCE
BOTH TRINITY AND DUALITY
AND EACH ONE DIVES INTO THEIR OWN UNITY.

FROM THIS STATE
THEY SEEK TO BREAK
THE ENDLESS UROBOROUS OF DEATHS AND LONELINESS
THAT CONTINUOUSLY IMPERMANATES.

THEN,
SIMULTANEOUSLY THEY STAND UP
AND THEY WALK TO ONE OF THE EXITS OF THEIR TOWERS,
THAT ONLY THEY KNEW.

HEADS LOW SLIDE CIRCUMSPECTS,
ALMOST LEVITATING ON YOUR MENTAL SCREENS.

THEY WENT UP SLOWLY, OPPOSING STAIRS
THAT CONVERGED TO A SINGLE TOP, THE 1ST DIMENSION.

THE "1ST ERA" WAS RULED
THROUGH THE EXISTENTIAL DYNAMICS CALLED "CHESS",
WHERE KINGS HAD NEVER TOUCHED,
THEY NEVER FIGHTED AGAINST EACH OTHER.

THEN,
AFTER AVOIDING
FOR SO MANY ETERNITIES
THE MEETING
AND AFTER SO MANY ETERNITIES
OF CONFRONTS,
THE FINAL MOMENT ARISES.

BOTH STOP
FACE EACH OTHER
AND THEY COME SO CLOSE,
AS POSSIBLE THE APPROXIMATION WOULD BE.

AND THEY STAYED LIKE THAT, FOR OTHER ETERNITIES...

SOMETHING FINALLY SHINED
INSIDE THE EYES OF THE TWO KINGS
THAT ALWAYS REMAIN CLOSED
AND IMMEDIATELY BOTH RECOGNIZED THE ISSUE.

DESTINY WILL SEND THEM
TO AN ANTAGONICAL ETERNITY
OF MEETINGS
THAT SHOULD EXPAND
IN HORIZONS..., IN VERTICONTES...,
AND BEYOND...

THEY WERE AT THE LIMIT
EXISTENCE AND NON-EXISTENCE
HEADING TOWARDS THE CANCELLATION OF BOTH.

THEY KNEW WHAT THEY HAD TO DO.

THEY DRAWN THEIR SWORDS
AND THEY TOUCHED THEM.

THIS WAS THE LAST TRACE
LEFT BY THE KINGS.

A "MARRIAGE" WAS SEALED,
PERPETUATING THE ETERNAL CONFRONTATION.

TELL THE LEGEND
THAT THIS WAS THE BEGINNING
THE END OF THE "1ST ERA" OF THE "KINGDOM".

THEN SOMETHING HAPPENS...
THE DAY DAWNS IN THE KINGDOMS,
WHERE EVERYTHING CONTINUES IN ITS USUAL ROUTINE,
UNTIL THE ALARMS START TO SOUND,
WARNING OF TRAGEDY:

THE KINGS HAVE DISAPPEARED!

BOTH TRIGGERED THE BIGGEST EVENT
PROPOSED SO FAR:
"THE SUPREME SACRIFICE".

THE LEGEND TELLS
THAT AFTER THE "BEGINNING OF THE FIRST HALF"
BLOOMED INTO A REALITY
THE ONE WHO WOULD BE KNOWN,
HOW TO:
"2nd ERA" OF THE "KINGDOM"
AND EXISTENTIAL DYNAMICS
CALLED "CHESK"
EVOLVED
TOWARDS AN EXISTENTIAL DYNAMIC
CALLED "PYRAMIDREZ".

AN IMPACT ACTION
WHO WAS SEEKING TO CHANGE
LOCALLY ORIGINATED
IN
ORIGINATING LIBERTUS GRAVITÁRIUS.

THE SAME NEW GAME CONTINUES
AND THIS
IT'S YOUR PHASE I
"ABSENT KINGS".

FROM THIS ACTION
THE BLOOD WILL BE USED TO PLASMA THE BRIDGE,
STARTING YOUR VITALIZATION PROCESS,
THAT WILL CONNECT THE EXISTENTIAL VORTEX
TO THE THRESHOLD OF NON-EXISTENCE,
TAKING THE FIRST STEPS
IN SEARCH OF THE SOUVENIR THAT NEVER EXISTED.

ALL SACRIFICED IN A FINAL CONFRONTATION,
DIVIDED INTO FIVE ACTS.

THE FIRST ACT, OR REALITY, IS:

"INEVITABLE"

HIS ARMIES MODELED IN IMAGE AND LIKENESS,
AS BRANCHES OF YOUR PHYSICAL BODY,
THEY FOLLOW THE CONFRONTATION MOVEMENT BY INERTIA
AUTOMATICALLY REPEATED FOR SO LONG.

KINGS DISAPPEARED

AND EVERYONE IS UNCONTROLLABLE, AFFLICTED
AND RANCOROUS.

ANNIHILATION IS INEVITABLE.

INITIALLY,

LADIES REMAIN HIDDEN AND SAFE,

SAFEGUARDING

THE LAST BULAUART OF THE ROYAL ORDER.

THE SECOND ACT, OR REALITY, IS:

"THE SACRIFICE OF THE LADIES"

WHEN LADIES (ARE REQUIRED)

ENTERING THE CONFRONTATION,

BECAUSE THIS,

IT IS THE LAST RESORT IN THE FACE OF ABSOLUTE DEVASTATION.

THE THIRD ACT, OR REALITY, IS:

"INFILTRATES"

WHERE ONE OF THE PEONS, ACTUALLY,

HE IS A SPY CAMOULATED IN THE OPPONENT ARMY.

THE FOURTH ACT, OR REALITY, IS:

"HOSTAGES"

WHERE CHECKERS

THEY ARE CAPTURED BY THEIR OPPONENTS,

IF NECESSARY,

THE RESCUE,

BEFORE ANNIHILATION.

RIGHT AWAY

AND COMPLETING PHASE I

THE FOURTH ACT, OR REALITY, IS:

"CHAOS"

THESE ARE THE LAST MOMENTS BEFORE THE END.

EVERYONE FIGHTS DESPERATELY

FOR SURVIVAL.

ANNIHILATION IS IMMINENT

AND IT WILL BE RELENTLESS.

AT THE END

THERE ARE ONLY THE FALLEN LADIES LEFT

DEADLY WOUNDS

AND WITH THE BLOOD DRAINING

OF HIS MULTIPLE WOUNDS.

MINUTES AFTER
THE LAST BEAT OF THEIR HEARTS
AND WHEN THERE WAS ONLY
A DROP OF BLOOD IN THEIR BODIES,
KINGS REAPPEAR
AND CROSS THEIR LADIES' HEARTS,
WITH THE BLADE OF THEIR SWORDS,
PASSING THEIR BODIES
AND DRIVING THEM DEEP INTO THE BOARD.

BOARD BRANCHES
THEY BEGIN TO ENTER THE LADIES' BODIES
SENDING THE BLOOD RETAINED ON THE TRAY
INSTANTLY NOURISHING AND RECOMPENSING YOUR BODIES.

EVEN BEFORE THE WOUNDS EXPOSED,
WITH THE REMOVAL OF THE SWORDS, THEY WILL HEAL...

STILL STUNNED
LADIES AWAKEN
AND IN UNISON THEY EXCLAIM:
THANKS?

AND THE ANSWER
ALSO IN UNISON OF KINGS,
HE WAS:
YES.
WE WERE THANKFUL.

THE BLOOD SPILLED
DURING THIS ENTIRE PERIOD
IT WAS THE OBJECTIVE
SERVE AS CURRENCY
FOR CONQUEST
OF THE IMMORTALITY OF LADIES.

LEGENDARY NARRATIVE
CONTINUES...

PHASE I
"ABSENT KINGS"

REALITIES AND VARIATIONS

	REALITY	OBJECTIVE	FORMAT STANDARD	VARIATIONS
01 ^a	INEVITABLE	ANNIHILATION	WHITE ARMY (NO LADY) X BLACK ARMY (NO LADY) FOR 02 PLAYERS / USE BOARD (IV) / ARMIES IN STANDARD POSITION ON BOARD IV / WITHOUT PAWN PROMOTION / STANDARD PAWN MOVEMENT / NO TIME / NO ROULETTE / ALL DEADLY	WITH TIME (06 OPTIONS) / FREE POSITIONING ON BOARD IV (01 OPTION) / PAWNS PROMOTION C/B/T / FREE WARRIOR (02 OPTIONS) / WITH ROULETTE (04 OPTIONS) / FREE MOVEMENT OF PEWNS (04 OPTIONS) TOTAL OPTIONS = + 17
02 ^a	THE LADIES' SACRIFICE	ANNIHILATION	WHITE ARMY (WITH LADY) X BLACK ARMY (WITH LADY) FOR 02 PLAYERS / USE BOARD (IV) / KINGS OUT / CHECKERS AND ARMIES IN STANDARD POSITION ON BOARD IV / WITHOUT PAWN PROMOTION / STANDARD PAWN MOVEMENT / NO TIME / NO ROULETTE / ALL MORTALS	WITH TIME (06 OPTIONS) / FREE POSITIONING ON BOARD IV (01 OPTION) / PROMOTION OF PAWNS C/B/T OR C/B/T/D / FREE WARRIOR (03 OPTIONS) / WITH ROULETTE (04 OPTIONS) / FREE MOVEMENT OF PAWNS (04 OPTIONS) TOTAL OPTIONS = + 18
03 ^a	INFILTRATES	ANNIHILATION	WHITE ARMY (WITH LADY) X BLACK ARMY (WITH LADY) FOR 02 PLAYERS / U03 SE BOARD (IV) / KINGS OUT / CHECKERS AND ARMIES IN STANDARD POSITION ON BOARD IV / NO PAWN PROMOTION / STANDARD PAWN MOVEMENT / NO TIME / NO ROULETTE / ALL MORTAL / ONE OF THE OPPONENT'S PAWNS IS CHOSEN TO BE THE SPY (INFILTRATE) / ADVERTISEMENT ON EACH PLAYER'S 20TH MOVE	WITH TIME (06 OPTIONS) / FREE POSITIONING ON BOARD IV (01 OPTION) / PROMOTION OF PAWNS C/B/T OR C/B/T/D / FREE WARRIOR (03 OPTIONS) / WITH ROULETTE (04 OPTIONS) / FREE MOVEMENT OF PAWNS (04 OPTIONS) / PRE-SACRIFICE VARIATION WITHOUT CHECKERS (01 OPTION) / ADVERTISEMENT AFTER THE 10TH MOVE / ADVERTISEMENT AFTER THE 20TH MOVE / ADVERTISEMENT AFTER THE 30TH MOVE (04 OPTIONS) TOTAL OPTIONS = + 23
04 ^a	HOSTAGES	RESCUE + ANNIHILATION	WHITE ARMY X BLACK ARMY FOR 02 PLAYERS / USE BOARD (IV) / KINGS OUT / CHECKERS REVERSED (HOSTAGES / RESCUE PROCEDURE SEE REMINDERS) / ARMIES IN STANDARD POSITION ON BOARD IV / NO PAWN PROMOTION / STANDARD PAWN MOVEMENT / NO TIME / NO ROULETTE / ALL MORTALS	WITH TIME (06 OPTIONS) / FREE POSITIONING ON BOARD IV (01 OPTION) / PROMOTION OF PAWNS C/B/T OR C/B/T/D (AFTER RESCUE) / FREE WARRIOR (03 OPTIONS) / WITH ROULETTE (04 OPTIONS) / FREE MOVEMENT OF PEDESTRIANS (04 OPTIONS) TOTAL OPTIONS = + 18
05 ^a	CHAOS	ANNIHILATION	CHECKERS X ARMIES FOR 02 PLAYERS / USE BOARD (IV) / KINGS OUT / CHECKERS REVERSED AND ARMIES IN STANDARD POSITION ON BOARD IV / NO PAWN PROMOTION / STANDARD PAWN MOVEMENT / NO TIME / NO ROULETTE / ALL MORTALS (WHEN CAPTURED LEAVE THE GAME) THREADS ALTERNATED (ANY PIECE)	WITH TIME (06 OPTIONS) / WITH ROULETTE (04 OPTIONS) / FREE POSITIONING ON BOARD IV (01 OPTION) FOR 01 PLAYER HALF CHEMEN X ARMY BOARD (01 OPTION) FOR 03 PLAYERS CHECKERS X WHITE ARMY X BLACK ARMY OR WHITE LADY X BLACK LADY X ARMIES (02 OPTIONS) FOR 04 PLAYERS WHITE LADY X BLACK LADY X WHITE ARMY X BLACK ARMY (01 OPTION) / FREE MOVEMENT OF PEDESTRIANS (04 OPTIONS) TOTAL OPTIONS = + 19

05 STANDARD REALITIES + 95 VARIATIONS = PHASE I WITH 100 OPTIONS

VARIATIONS OF THIS PHASE

Time	Lucky	Promotion Pawns	Movement of Pawns	Players	Status Checkers	Position Board IV	Announcement From Infiltrator
No Time	No Luck Roulette Disabled	Without Promotion	Standard Promotion, they move forward and capture on 02 diagonals	02	No Ladies (Inevitable)	Army Standard	Ad free
120 minutes (runs)	Roulette Permanent Activated	Promotion by Rook, Bishop and Knight	Move forward and sideways and capture in 02 diagonals	03	With Checkers (Sacrifice)	Army Free	Mandatory advertisement on the 20th move
90 minutes (runs)	Roulette Activated 03 x in a row	Promotion by Queen, Rook, Bishop and Knight	They move forwards, backwards and capture in 02 diagonals	04	Reversed checkers, active for movement and capture only after rescue (Hostages)	-	Announcement after the 10th bid
60 minutes (runs)	Roulette Activated 04 x in a row	Promotion by free warrior	They walk forwards, backwards and sideways and capture in 02 diagonals	01	Independent and allied queens, capture all pieces (Chaos)	-	Announcement after the 20th bid
30 minutes (runs)	Roulette Activated 05 x in a row	-	They walk forwards, backwards and sideways and capture in 04 diagonals	-	Independent Queens capture all pieces including the other Queen (Chaos)	-	Announcement after the 30th bid
15 minutes (runs)	Roulette Activated 06 x in a row	-	-	-	-	-	-
Quick with Clock	-	-	-	-	-	-	-

NUMBER OF DIFFERENT WAYS TO PLAY

Time = 06 Variations + Standard Format = 07

Luck = 04 Variations + Standard Format = 05

Promotion = 03 Variations + Standard Format = 04

Movement = 04 Variations + Standard Format = 05

Number of Players = 03 Variations + Standard Format = 04

Status of the Ladies = 04 Variations + Standard Format = 05

Position on Board IV = 01 Variation + Standard Format = 02

Undercover Announcement = 04 Variations + Standard Format = 05

TOTAL = 37

NOTE: Combining variations produces new variations.

INTERMEDIATE NOTE FROM THIS NARRATOR

BETWEEN PHASE I AND PHASE II THERE IS A TIME KNOWN AS:
"LEGENDARY VACUUM"
IN THIS REALITY KINGS ARE IMMORTAL
AND NOW LADIES TOO.

KINGS OWN A FIELD
WHICH FILTERS ANY AND ALL OTHER FORM OF TISSUE THAT TOUCHES IT,
FILTERING, OR, REPELING,
IMMEDIATELY,
ANY SHAPE OF FABRIC
THAT MAY BE HARMFUL (OR UNWANTED).

NO ACTION IS REQUIRED TO ACTIVATE IT.
THEY ARE THIS FIELD/STATE,
WHERE ONLY THINGS THAT CAN BE ABSORBED BY ITS VORTICES ENTER
AND BRING SOME TYPE OF MAINTAINING, OR ALTERED, STATE THAT YOU DESIRE.

EVEN IF THE VERSE, IN WHICH IT IS, IS DISINTEGRATED,
THEY WOULD SIMPLY RETURN TO THE PREVIOUS VERSE.

EACH ONE IS HIS OWN VERSE.

LEGENDARY VOID IS COMPOSED OF A UNIQUE REALITY
"PARADISE"

AN ARENA WHERE A SQUARE OF IMMORTALS PLAY AT HUNTING MORTALS,
DIVIDED INTO TWO PARTS:

1st) IMMORTAL KINGS AND CHECKERS (CANNOT BE CAPTURED) / THE FOUR CAPTURE PIECES FROM
BOTH ARMIES / MORTAL ARMIES CANNOT CAPTURE (they CAN ONLY RUN AWAY) / ALL IN THE
STANDARD POSITION ON BOARD IV / CAN BE PLAYED BY UP TO 6 PLAYERS (PLAYER 01 KING BLACK /
PLAYER 02 WHITE KING / PLAYER 03 BLACK QUEEN / PLAYER 04 WHITE QUEEN / PLAYER 05 WHITE
ARMY / PLAYER 06 BLACK ARMY / DRAW TO SEE WHO GETS WHICH).
OBJECTIVE: CAPTURE THE BIGGEST NUMBER OF PARTS.

2nd) AFTER THE COMPLETION OF THE 1ST PART / ALL PIECES CAPTURED BY THE WHITE KING AND THE
WHITE QUEEN ARE FREELY POSITIONED ON THEIR HALF OF BOARD IV / ALL PIECES CAPTURED BY THE
BLACK KING AND THE BLACK QUEEN ARE FREELY POSITIONED ON THEIR HALF OF BOARD IV (FIRST THE
KINGS AND LADIES ENTER AND POSITION THEMSELVES IN THE ARENA, / THEN THE ARMIES). THE TWO
PLAYERS WHO COMMANDED THE ARMIES OF RADICAL PARTISTANS (IN THE 1ST STAGE) WILL NOW
COMMAND THEIR ARMY OF MIXED SUPPORTERS, WHERE, THE MORTAL SURVIVORS ACQUIRE THE
ABILITY TO RESUSCITE AS A PRIZE. KINGS AND LADIES PARTICIPATE.
OBJECTIVE: CONFRONTATION BETWEEN THE TWO ARMIES WITH THE OBJECTIVE OF KILLING THE
OPPONENT KING.

AS TIME PASSED, THE ARENA BEGAN TO PRESENT SOME
VARIATIONS SUCH AS: THE PROMOTION OF PAWNS, THE FREE MOVEMENT OF PEWNS, THE TIME AND
LUCK.

ON SPECIAL DAYS THERE WAS COMBAT BETWEEN THE 16 FREE WARRIORS (INFECTED PAWNS) IN FREE
POSITIONING OF PIECES ON THE BOARD, AGAINST THE KINGS.

RETURN TO

... "LEGENDARY VACUUM" ...

AFTER THE CHAOS
AND THE CONCLUSION
OF THE FIVE ACTS
FROM THE "1st ERA OF THE FIRST TIME" (PHASE I)
IN A REALITY
THE REMEMBERED PERIOD BEGINS
AS "LEGENDARY VACUUM".

HERE KINGS AND LADIES ARE IMMORTAL
AND
IMMORTALITY
IT WAS SYNONYMOUS
OF FULLNESS...

OF POWERS...

AND PLEASURE...

THERE WERE NO MORE WARS.

PEACE WAS ABSOLUTE.

UNQUESTIONABLE.

HOW THEY WERE IMMORTAL
KINGS AND LADIES OF THE TWO KINGDOMS
THEY HAD FESTIVALS
WHERE ETERNITIES PASSED,
FIGHTING AGAINST EACH OTHER
NOURISHING WITH BLOOD
THE EMPTY BOARDS.

THE LEGEND TELLS
THAT WITH TIME
THEY CREATED ARMIES
TO BE SACRIFICED
IN YOUR FESTIVALS.

THIS IS
THE "LEGENDARY VACUUM"
WHERE KINGS AND LADIES ARE IMMORTAL
AND THEY LIVE HAPPILY EVER.

IN THIS REALITY
THIS IS MOTOCONTINUOUS
THAT ETERNALLY REMAINS CONTAINED
BETWEEN "THE END OF THE FIRST HALF"
AND THE "BEGINNING OF THE SECOND HALF".

...END OF THE LEGENDARY VOID.

...SECOND AGE OF THE PIRAMIDRÊZ KINGDOM...

IN THE SAME OTHER PARALLEL REALITY,
KINGS AND LADIES,
IMMORTAL AND LONELY AFTER "CHAOS",
ESTABLISH THE END OF THE "1ST ERA"
AND THE BEGINNING OF THE "2ND ERA" IN THE "KINGDOM".

THE PLAN ARCHITECTED BY THE ABSENT KINGS
CONTINUES IN PROGRESS.

SOVEREIGN
THEY HAD COMPLETE CONTROL OVER THEIR KINGDOMS.

EVERYTHING WAS HARMONIOUS
FAIR AND PERFECT.

EACH OF THE KINGS
Erected two columns
TO BE THE FOUNDATION
WHAT IN THE FUTURE
I WOULD KEEP THE CONNECTION
AMONG THE EXISTENTIAL VORTEX
AND
THE THRESHOLD OF NON-EXISTENCE
BUT, THIS WAS HIDDEN.

FOR EVERYONE,
THE TOWERS WERE ONLY FOR
TO SHELTER THE LADIES
AND ITS CUTS
IN THE FOURTH DIMENSION.

THEY BREED HORSES,
TO TRANSPORT THEM WHEREVER THEY WANTED.
THESE, COMING FROM THE THIRD DIMENSION
AND THAT THEY HAD SPECIAL POWERS,
BUT THAT WAS LEGEND.

MODELED PAWNS/SERVANTS
AS RAW MATERIAL AND LABOR
FOR THE REALIZATION OF ALL YOUR DESIRES.

THESE ALSO UNKNOW
THE EXTENT OF HIS QUALITIES.

DON'T KNOW
THAT ORIGINATE FROM THE SECOND DIMENSION
AND MAY YOUR DESTINY
IT IS BEYOND THE 1ST DIMENSION.

FINALLY
CREATED
THE ECUMENICS (BISHOPS)
PONTIFFES OF THE TUMBER,
FRUITS OF THE FIRST DIMENSION.

IN THE MIDDLE OF ETERNITY:
"HAPPY EVER EVER"
EVERYTHING WAS GOING IN HARMONY
AND
IT WOULD CONTINUE...

BUT...

ONE DAY...

THE INEVITABLE HAS OCCURRED.

AS THEY WALKED THROUGH THE FOURTH DIMENSION
LADIES TURN TOGETHER
ONE TO ANOTHER.

UNTIL THEN,
THEY HAD NEVER BEEN FACE TO FACE.

THEY COULD NEVER SEE THEIR FACES,
IN DETAIL,
THEN,
THEY WERE ALWAYS COVERED BY VEILS.

AND THIS WAS A ROYAL DECREE.

WHEN THEY RAISE THE VEILS
THE AMAZING WAS IMMEDIATE
AND INSTANTLY
IN A REFLEX IMPULSE
THEY MADE THE ONLY GESTURE
THAT COULD UNBALANCE REALITY:

THE "TOUCH OF EQUALS".

THEY CAME CLOSER AND TOUCHED LIPS
EACH OTHER.

THEY KNEW THE LAW
BUT, THE DESIRE WAS SOVEREIGN.

A KISS
SET IN MOTION
A CHAIN REACTION THAT
THE "SECOND END OF TIME" BEGINS
AND CONSECUTIVELY
THE END OF THE "2ND ERA".

THEN...
THE THRESHOLD OF NON-EXISTENCE
BEGIN TO SUCK THE EXISTENTIAL VORTEX.

THE SOFT OF "TOQUE"
THROW THE CHECKERS
TO THEIR ORIGINAL POSITIONS
AND THERE THEY REMAIN FROZEN
AS STATUES
WITH A TONE BETWEEN
THE PEARL AND THE CRYSTAL.

HORSES BEGIN TO DISINTEGRATE...
NEXT THE PEDESTRIANS...
EVERYTHING AND EVERYONE IS DISINTEGRATING...

EVEN KINGS AND KINGDOMS
THEY WOULD HAVE CANCELED TO EXIST
IF THEY HAD NOT ACTED QUICKLY.

THIS WAS THE MOMENT OF ACTION.

IF THEY EXIT
THEY WOULD RUN THE RISK OF DISINTEGRATING
THE ORIGINAL UNIT ITSELF
THAT HAD GENERATED THEM.

IT WOULD BE ABSOLUTE DISINTEGRATION.
THE CLOCK WOULD SIMPLY STOP.
IT WOULD BE A RETURN TO BEFORE TIME.

DID YOU KNOW?
THAT THE ONLY THING
CAPABLE OF NEUTRALIZING THE DISINTEGRATING ACTION
IT WOULD BE WAR.

THE ETERNAL PARADOX.

CONTINUOUS MOVEMENT
WOULD HEAT THE BOARD
THAT WOULD BE NOURISHED AGAIN
BY OCEANS OF BLOOD.

KINGS AND PONTIFFS OF THE UMBRAL
WERE IN CONFERENCE
ON THE MENTAL SCREEN OF THE FIRST DIMENSION
WHEN THE "LADIES' TOUCH" OCCURRED.

WHEN THEY REALIZE
THAT THE INEVITABLE HAD FINALLY OCCURRED.

KINGS DRAWN THEIR SWORDS
AND THEY DEADLY WOUNDED THEIR ECUMENICS.

THIS ACTION HAS THE OBJECTIVE
TRANSFER THE PONTIFICAL BLOOD
TO THE FIRST DIMENSION MENTAL SCREEN
GUARANTEEING SURVIVAL
SO THAT SHE KEEP INTEGRATED
SERVING AS A SHIELD
FOR THE TRANSPOSITION OF THE LADIES
THRESHOLD AWAY.

IN THE FUTURE, THE FIRST DIMENSION
INFILTRATE THE UMBRAL
SERVING AS A BASE
FOR NEW ACTIONS.

KINGS
THEN THEY RETURNED THEIR SWORDS
ONE AGAINST THE OTHER

THEY INVESTED IN A TITANIC FIGHT
LIKE THERE NEVER HAS BEEN
NOT BEFORE AND NOT AFTER.

THEIR SWORDS WERE FORGED
WITH THE SAME DEGREE OF NON-EXISTENCE
FROM THE HILL.

THEY BOTH GOT DOWN
THE FOUR MENTAL DIMENSIONS
FIGHTING AND WRECKING
THE MAXIMUM OF THE OPPONENT'S BLOOD.

BLOOD
THAT COAGULATES AND MORTARS
WITH ARMY FRAGMENTS
WITH FRAGMENTS OF THEIR KINGDOMS
AND WITH THE VERY ESSENCE OF THE UMBRAL
FORGING AND REMODELING
A NEW DIMENSIONAL STRUCTURE
OF THE EXISTENTIAL VORTEX.

IN THE MIDDLE OF A VACUUM
PRODUCED BY THE SUCTION OF THE THRESHOLD OF NON-EXISTENCE
AND BY THE ACTION OF KINGS
A KINGDOM WILL BE RAISED.

ITS NAME "PIRÂMIDREZ".

THE BASIS OF THIS STRUCTURE
THE FOURTH DIMENSION / BOARD IV
IT WAS COMPOSED AS AN ELEMENTAL EXISTENCE
THE FIRST TO BE RECOVERED.

RIGHT AWAY
THE THIRD DIMENSION / THE BOARD III
THE GENERATION OF ANIMATED EXISTENCE.

AFTER
THE SECOND DIMENSION / THE BOARD II
WHERE DO THEY ORIGINATE FRUITS
WHERE THE I AM AWAKENS.

FINALLY
THE FIRST DIMENSION / THE BOARD I
THE EXISTENTIAL KINGDOM LIBERTUS GRAVITÁRIUS.

UNTIL THEN
ONLY KINGS AND ECUMENICS
THEY TRAVELED THROUGH THESE DIMENSIONS,
THROUGH THE MENTAL SCREENS OF KINGS.

BUT,
THIS WILL ONLY BE IN THE FUTURE.

IN THE PRESENT REALITY...

WHEN THEY ARRIVE NEXT TO THEIR LADIES
FIND

THAT THE BOARD
IT WILL HEAT ENOUGH
AND ITS RAMIFICATIONS
THEY KEPT THE LADIES INTEGRATED.

BUT THERE WAS NO MORE
HOW TO KEEP THEM IN EXISTENCE
BECAUSE THE SUCTION FORCE,
INEVITABLY,
IT'S GOING TO DRAG THEM OUTDOORS.

THEN...
KINGS IN BLOWS
SIMULTANEOUS AND INSTANT
THEY CUT OFF THEIR LADIES' HEADS.

TELL THE LEGEND
THAT THIS ACTION
ENDS THE "2ND ERA" OF THE "KINGDOM"
AND SEALS THE "SECOND END OF TIME".

LEGENDARY NARRATIVE
CONTINUES...

ABOUT THE ORIGINAL CHALLENGE

The core of Originários Plenus challenges you
to play at least once,
all the Realities of the Original Series "Reino Pirâmidez",
as well as all Variations.
Would I get the score?
to become a member of
Nuclear Original Mind?

