



PURPOSE OF GAME: TO GET TO TOP OF OPPONENTS HALF OF OCTAGON  
 RULES OF GAME:

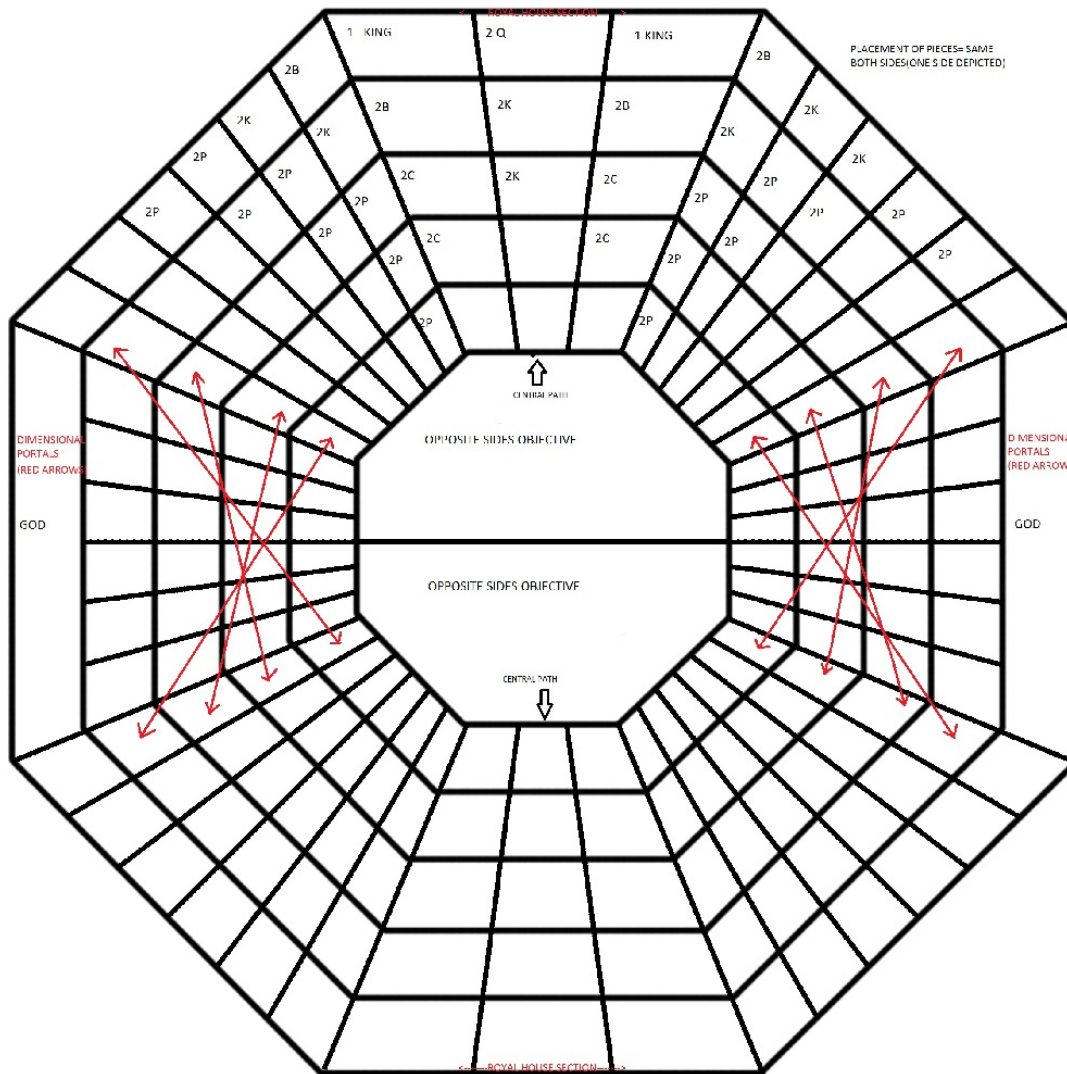
- 1-MUST KILL OPPONENTS KILLS BEFORE ENTERING PATH TO SUMMIT
- 2-MUST ENTER FROM BOTTOM OF PATH
- 3-KILLING KINGS DOES NOT AMOUNT TO VICTORY-MUST REACH SUMMIT
- 4-'DIMENSIONAL PATHS ZONE'- ONLY WAY TO ACCESSS OPPONENTS' SIDE-MUST FOLLOW PATH ALONG LINES(TOP-- → BOTTOM AND VICE VERSA)
- 5- 'GOD RULE': GOD IN DIMENSIONAL PORTALS BECOMES ACTIVATED ONCE ENOUGH PIECES HAVE LINED UP IN  OR  FORMATION(TOP & BOTTOM)

- 6-'MOVES': EACH PLAYER MOVES 2 PCS. PER TURN AND ALTERNATES WITH OPPONENTS
- 7-GOD KILL: 2 PCS. ATTACK IN SAME MOVE OR OTHER/RIVAL GOD KILLS

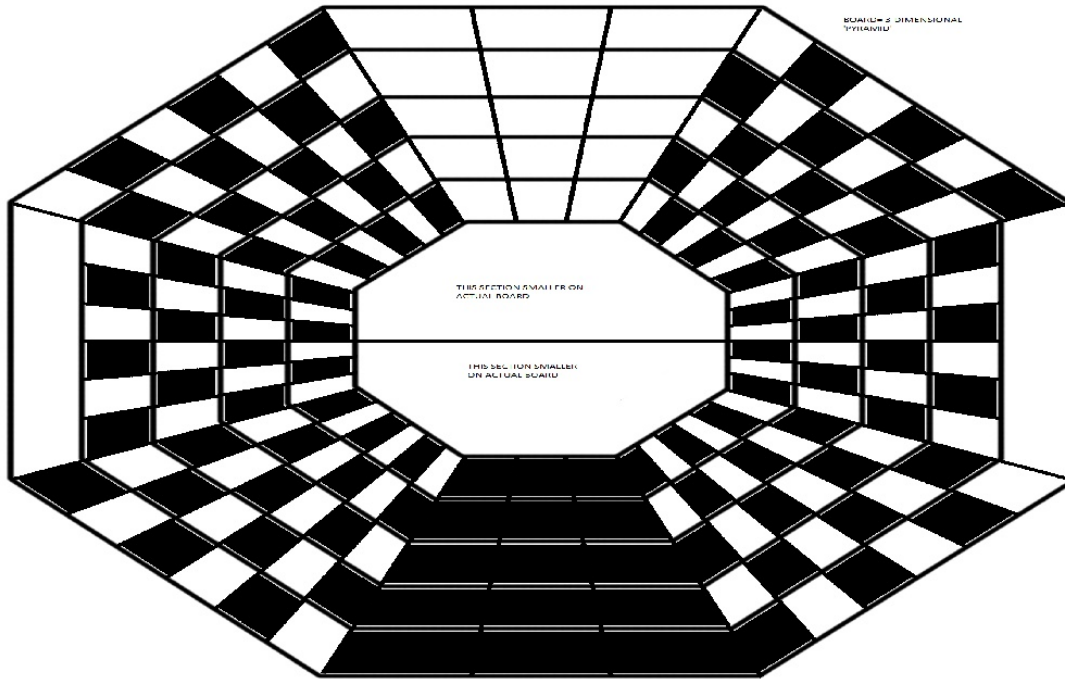
BOARD(SEE ACCOMPANYING DIAGRAM):

- OCTAGONAL TRI-DIMENSIONAL; ALTERNATING BLACK AND WHITE SQUARES
- 6 LAYERS OF CONCENTRIC OCTAGONS INCREASING IN HEIGHT TO CENTRAL OCTAGON WHICH IS BIFURCATED
- DIMENSIONAL PORTALS WHERE GOD IS LOCATED AT LOWEST PART OF OCTAGON WHEREIN ARE NO SQUARES; THIS AREA IS CROSSED WITH 'DIMENSIONAL PORTALS'
- 'ROYAL HOUSE SECTION' IS MONOCOLOURED IN OBVERSE TO THE OPPOSITE SIDE(EG. WHITE IN BETWEEN TWO BLACK COLUMNS) AND VICE VERSA ON OPPOSITE SIDE
- 6 PATHS FROM PROXIMAL SIDES OF OCTAGON LEADING UPWARD WITH EACH OCTAGONAL LAYER

-PLACEMENT OF PIECES:  
 2P=2 PROLES  
 2K=2 KNIGHTS  
 2 KING=2 KINGS  
 2Q= 2 QUEENS  
 2B= 2 BISHOPS  
 2C= 2 CASTLES



NOTE: CENTRAL AREA WILL BE SMALLER THAN DEPICTED ON THE BELOW DIAGRAM:



**PIECES:**

<b>WHITE</b> (examples)	<b>BLACK</b> (examples)
1)PROLES: (farmer; tradesmen,etc.)	(gangbangers; jihadist,etc.)
2)CASTLE: (townhall; suburban house; townhall)	(synagogue; catholic church; crack den)
3)KNIGHTS: (ss soldier; kkk; berserker)	(police; military; mossad; un troop)
4)PRIEST: (kkk gmad dragon; odinist; pontifex maximus/creator)	(voodoo priest; 33° mason; catholic priest)
5)KING: (Fuhrer; Augustus)	(rabbi; ayatollah; baron samedi, etc.)
6)QUEEN: (Freyja; Isis)	(jewish feminist; black widow)
7)GOD: (Wotan)	(shaitan)

<b>MOVES</b>	<b>POWERS(KILL)</b>	<b>(BE KILLED)</b>
1) 2 SQUARES (360°)	SAME	"..."
2) SAME	SAME	"..."
3) 3 LONG+ 2 SHORT(90°)	SAME	"..."
4) SAME	SAME	"..."
5) 1 SQUARE (360°)	AFFECTS OPPONENT 1 SQUARE 360°(AS 'AURA')	2 OPPOSING PIECES ON SQUARE WITHIN HIS 'AURA'
6)SAME AS BISHOP+KNIGHT		
7)AS WITH ALL KILLS ALL WITHIN PATH	SAME WITH OTHERS	IMPOSSIBLE

Numerologically H=8, the 8th letter of the English alphabet, the language of Angle/os//Angels. H+8 in pronunciation/phonetically expressed render 'hate', the theme of this game which is simply a microcosm of the macrocosm, the nihilation of the opponent, the dark evil presence of chaos in the world leading to the positive moment of order, the Good.

Hate is thus necessary to clear away evil and manifest the good. '88' represents 'HH' numerologically, that is to say 'Heil Hitler' which is the act of paying homage to that messianic figure who some claim will return at the close of this current aeon, the kali yuga/iron/wolf age/Ragnarok/Armageddon, being this destroying current of Force that will sweep away the evil in the world, leading to the new Golden Age.

'H8' represents more exoterically as above stated 'Hate'. Esoterically it represents this god-man resurrected triumphant in this End Time: H=Heil, 8=H=Hitler; H8=Heil Hitler. It is necessary to Hate Evil as this is the nature of the Good, its polarity.

The figures and characters of this game are hypostases of Good and Evil in their various manifestations on the mundane plane. The Hero Figure, valiant in his self-sacrifice for the greater good-a whiter, brighter world= finds either victory or valhalla through the combat, the cleansing fire that enables transcendence beyond physical limitation.

"It is necessary that I should die for my people but my spirit shall rise from the grave and the world will know that I was right"-HH/88

## **GULAG: "DICTATORS OF THE PROLETARIAT"**

**PREMISE:** DICTATORS (POLICE/MILITARY/PROPAGANDISTS/DICTATORS)  
PRESERVE ORDER

**PROLETARIANS:** SEEK ANARCHIC ZONE(FREEDOM)

Ds USE MINIONS + PERSONAL POWERS TO ENSURE ORDER

Ps ENTER ZONE & BUILD STRENGTH THE FURTHER INTO THE ZONE THEY GO

Ps SEEK CONSOLIDATION & REACTION AGAINST DICTATORS ONCE POWER BUILT UP.  
LEADERSHIP OF Ps=HIERARCHY

1)FIGUREHEAD(1ST TO END OF ZONE), ETC.

-POWERS OF MOVEMENT INCREASE WITH LEVEL IN HIERARCHY

**ANARCHIC ZONE:** Ps INCREASE POWER HERE

1ST 3 SQUARES=INCREASE IN MOBILITY

4TH=CRONY=MULTIDIRECTIONAL 1 MOVEMENT 5TH=LIEUTENANT=1 ADDITIONAL  
MOVEMENT 6TH=FIGUREHEAD=MULTIDIRECTIONAL MOVEMENT 360 DEGREE(QUEEN  
LIKE)+DOUBLE MOVES

MULTIPLE Ps ON 1 SQUARE=MOB(X10 PCS.)=GREATER MOVEMENT(AS A GROUP): CAN  
BE KILLED OFF ONE AT A TIME ONLY; MOVE MORE EACH MOVEMENT(1 1/2X SQUARES)

**END GOAL:**

DICTATOR DESTROYED=Ps VICTORY

Ps DESTROYED=PROLETARIAN VICTORY

Ps CORRALLED=VICTORY OF Ds(MEANS=FIGUREHEAD KILLED+LIEUTENANT)

5 SPACES='PALACE'

D=IN PALACE GUARDED BY MINIONS(ON SAME SQUARE & ADJACENT SQUARES)

1ST FEW SPACES

MULTIDIRECTIONAL MOVEMENT(KING-LIKE BUT 2 SPACES EA. MOVE)

D2(POLICE)=BLOCK Ps(PORES BETWEEN POLICE AND Ps IN 'GULAG' AREA); IF ESCAPE  
CHASE AND KILL/MOVEMENT=BISHOP LIKE

D3(MILITARY)=LAST BASTION: KILL/BE KILLED(CHESS-LIKE)/MOVEMENT= Knight  
movement

D1(PROPAGANDISTS)= P MUST MOVE AWAY FROM PROPAGANDIST TO BEGIN GAME. IF P  
ESCAPES(2 MOVES OF TWO DIFFERENT PIECES/1 MOVE FOR EACH PROPAGANDIST);  
THE 'CIVIL CIRCLE'(8X8 GRID OUT OF WHICH PROPAGANDIST CANNOT GO) THEY  
INITIATE POLICE INTERVENTION. POLICE LAND ON SQUARE OF PROLETARIAN &  
'RETURN TO CIVIL CIRCLE' IF OUTSIDE OF "SOCIETY CIRCLE"92 SPACES OUTSIDE OF  
8X8 GRID), THEN CHASE AND KILL/MOVEMENT=KNIGHTLIKE

Ps MOVEMENT=MULTIDIRECTIONAL 1 SPACE/ONE SHOT ONE KILL

to be MOB: numbers on square to represent multiple Ps concentrated in one to enhance power

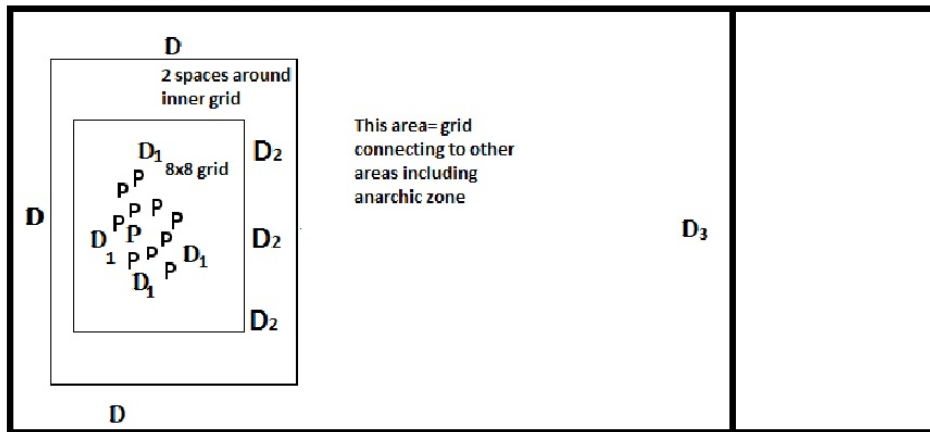
POSITIONING OF PCS.:

- Ps= 2 on each square(64) in initial placement
- DS=3 on periphery of 'PALACE'
- D1=4 sets of 3 surrounding 8x8 inner matrix
- D2=3 sets of 2 along front side of 8x8 matrix
- D3=3 sets of 2 spread evenly along 'ANARCHIC ZONE'

MOVEMENT/VALUES:

- Ds= king(absorbs 3 hits)
- D1=queen(3 hit)
- D2=bishop(2 hit)
- D3=knight(1 hit)

**GULAG : DICTATORS OF THE PROLETARIAT [D]**



**PALACE**

18(DEEP)X 12(WIDE)

**D1=PROPAGANDISTS;D2=SECRET POLICE**

**D3=MILITARY D=Dictator**

**ANARCHIC ZONE**

6(DEEP)X 12(WIDE)

# CULT LEADER

**PLAYERS:** CULT LEADER+SUBORDINATES; CONVERTS

CULT LEADER: powers/moves=1)influence; 2)sacrifice

SUBORDINATES must join in to achieve 2); need not achieve 1)

- no exit from cult region
- can span entire CULT CENTER
- subordinates die by converts pinching them(one in front, one behind)
- positioned in center of CULT CENTER(three rows from 'CULT LEADER')

CONVERTS: seek to escape unless 1) or 2)(above)

- twice as many CONVERTS then SUBORDINATES
- can band together to destroy SUBORDINATES+CULT LEADER
- CONVERTS on periphery of CULT CENTER (3 squares in)
- SUBORDINATES exit compound to invite in; compel to join by landing next to civilian's square (in CIVILIAN WORLD) rendering them CONVERT

**MOVES:**

CULT LEADER:

- moves diagonally or horizontally/vertically as many spaces as desired->horizontally/vertically/diagonally
- only dies when all subordinates die

SUBORDINATES:

- same but only one direction and 5 spaces on the cult board or less

SACRIFICE:

- CULT LEADER moves to square adjacent to convert 'influencing' him; two SUBORDINATES must surround convert; when 'influenced' convert can't move one other convert on adjacent square; CULT LEADER takes convert as SACRIFICE(similar to chess moves)

CONVERTS:

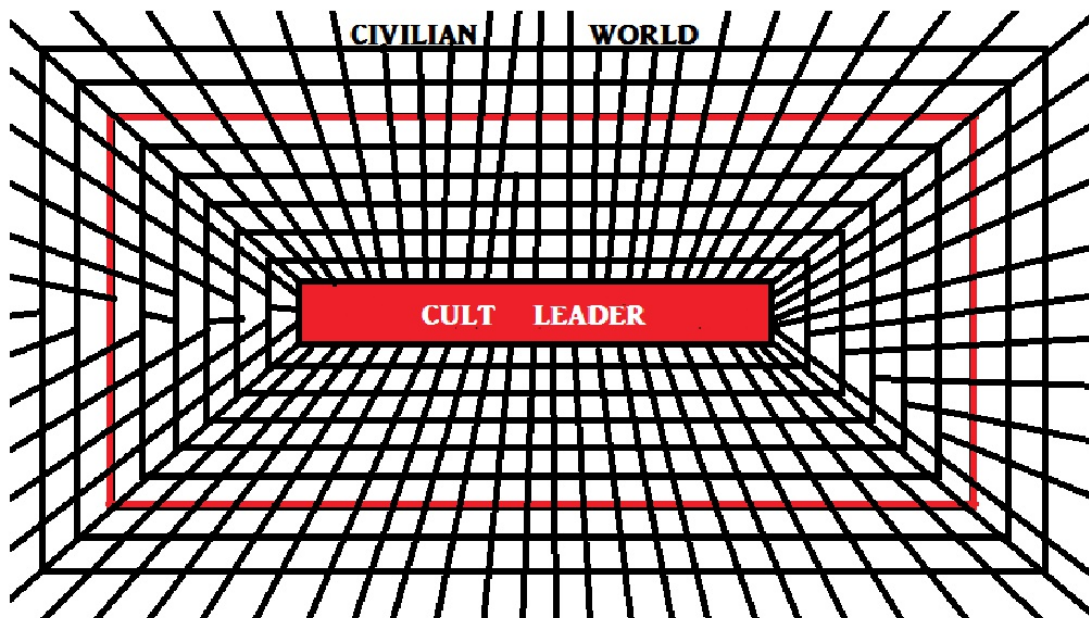
- move one square per time in any direction; 2-3 minions per turn

WIN:

CULT: SACRIFICE all CONVERTS

CONVERTS: destroy all SUBORDINATES+CULT LEADER





within red line= CULT CENTER  
outside= CIVILIAN WORLD  
red rectangle= CULT LEADER



## **DOPPLECHUSS** ('Double Chess' a CHESS VARIANT)

BOARD: x2 LARGER

BOARD: REGULAR CHESS BUT MODIFIED:

WIDTH=X2 SQUARES

LENGTH=X2+1/2

SQUARES= LARGE ENOUGH TO ACCOMODATE 3 PIECES

PIECES: X2 PER SQUARE

MOVES: SAME; ALWAYS 2 PER SQUARE OF OWN MEN OPTIONAL

-WHEN LAND ON LAST ROW OF OPPONENT: PIECE IS CONVERTED TO QUEEN  
REGARDLESS OF TYPE

-2 MOVES EA. PLAYER ALTERNATING

-1 MOVE PER PIECE MOVED MAX.

PURPOSECONCLUSION: BOTH KINGS OF OPPOSING PLAYER MUST BE CAPTURED.

NO "CHECKMATE" WARNINGS=INSTANT KILL OR FORFEITURE

1-VARIATIONS:

TIMER:

-WHEN TIME ELAPSES

I)PLAYER WITH MOST PIECES=WINNER

II)PLAYER WITH MOST VALUABLE PIECES=WINNER

2-VALUES OF PIECES:

I)2 BACK ROW PIECES

II)1 PAWN

III)CLASSIC ASSIGNATION OF VALUES

BOARD: REGULAR CHESS BUT MODIFIED:

WIDTH=X2 SQUARES

LENGTH=X2+1/2

SQUARES= LARGE ENOUGH TO ACCOMODATE 3 PIECES

## ***ROUST-A-BOUT:***

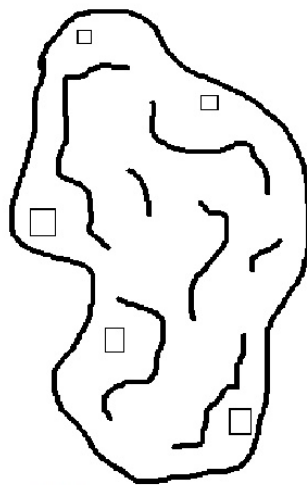
(A BOARD GAME, TRUE TO LIFE: NON-WHITE IMMIGRATION+HIRING PREFERENCE=WHITE JOBLESSNESS=WHITE HOMELESSNESS=WHITE GENOCIDE)

PURPOSE: 2+ PLAYERS ('S' SECURITY) ATTEMPTS TO BANISH OTHER PLAYERS ('V' VAGRANTS) FROM CERTAIN AREA (ON GAME BOARD)  
'S' ATTEMPTS TO CORNER 'V'

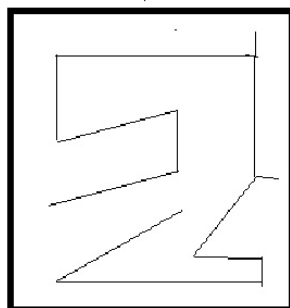
PLAYER POSITIONING: 'V'S ARBITRARILY/RANDOMLY PLACED THROUGH DIE CAST+DESIGNATING CERTAIN AREAS NUMERICALLY

PIECES: MANY (RELATIVE STRENGTHS/WEAKNESSES DETERMINED BY NUMBERS ARBITRARILY DETERMINED BY PLAYERS-OTHER FACTORS-SIZE OF BOARD; COMPLEXITY OF BOARD). CAN DISTRIBUTE CERTAIN AMOUNT OF 'V'S [DESIGNATED WITH TOKENS], AT CERTAIN TIME/ALTERNATING AREAS OF GAME BOARD SLEEP SPOTS - MUST PREVENT BEFORE SLEEP (IE. REACH THE SPOT). IF GET BEFORE (BY LANDING ON CELL ADJACENT TO VAGRANT) SLEEP SPOT NULLIFIED → VAGRANT MUST REVERSE DIRECTION OR BE ELIMINATED FROM GAME. (IN EXAMPLE OF PARKADE) ELEVATOR: INSTANT TRANSPORT OF VAGRANT TO BOTTOM OR UPPER OR MID LEVEL SECURITY SHACK.  
BUM/SECURITY CAN BE KILLED BY CAR. BUM CAN SANDWICH IN BETWEEN CARS.  
CARS: AFTER EACH MOVE A CAR ENTERS; CAR BLOCKS SPACE  
-DOMINOES OR DICE DETERMINES PLACEMENT OF VEHICLE AND MOVEMENT

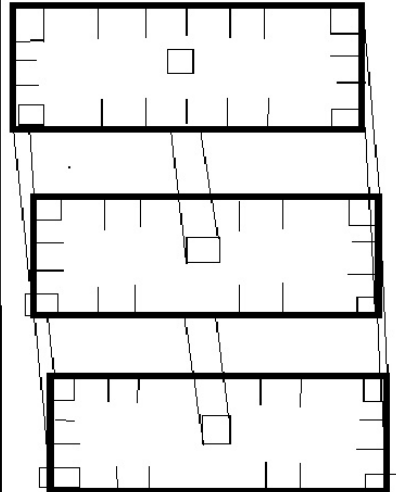
GAMEBOARD VARIATIONS (REAL LIFE SCENARIOS—2D DIAGRAM OF 3D WORLD)  
EG. "PARK"—TREE LINE ACTS AS BORDER WHERE VAGRANTS SEEK TO HIDE (CAN BE REARRANGED WITH EACH GAME)  
"SUBWAY"; "ALLEYWAY"; "BUS SHELTER"; "PARKADE"; "HOTEL", ETC.



PARK



HOTEL



PARKADE

GAME BOARDS ABOVE COULD BE 2 PR 3D MIRRORING LIVED ENVIRONMENTS