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Version 1.5

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Game 23: EXEXTRI


(Version 1.5)

By Dalyan QinQin, inspired in the words of Dadolecimo K. Lawrek, Timoteo Pinto and Lucretia Dalencourt.

The Origin of The Game 23

It's unknown when or how The Game 23 started, the **Genii of 23** (Or the Geniuses of the Sacred 23) never recorded their practices neither the nature or clear instructions on how to play The Game 23, but we actually know they didn't created the game. Why? Simple, the game had been running forever, we know for sure that it will continue to run to the infinite, not even the death of the last star in the sky will stop The Game 23. Just like the old Genii of 23 researched and played the game, we, who can be called the **Neo-Genii of 23**, are the new witnesses on the manifestations of the game in the same way a hiker looks at the giant mountain he's about climb.

There is, however, the story of an ancient pharaoh, **Nebqerhet** . He worshiped old Chaos gods instead of Solar ones seeing a positive side on what chaos may imply. The Pharaoh started to experiment with his new thinking testing it in the socio-political sphere of the Egyptian society. The freedom that gave to everyone was shocking, with mixed results. This new structure and *way of life* was

named the **game of chaos** .

This Game of Chaos might be a prototype version of the game 23 and the oldest notion of it, even so, we consider that it might be the first stone on what later became the Genii of the Sacred 23.

The Nature of The Game 23

The best way i can portrait The Game 23 is like a stream of water, a giant river of consciousness were people can swim, navigate, expand. Other call it a “Virus” which will be explained bellow. While a clear definition is impossible, we know that their main features are his **Infinity** and **Mutability**. Both are linked deeply into each other.

His **Inifity** was already said, the nature of the game is eternal, it can` t die, it may fade for a while, but its right there, in the media they were expressed or inside our minds, even if thousand years later doesn` t maintain his main name, the game will continue to exist.

His **Mutability** for the game can be twisted, mixed and recreated in any way imaginable while still being his proper self, like a bubblegum it stretches and compresses depending on *who` s chewing*; Its form will depends on the player.

Some players add another feature, his **Contagiousness**; this feature came from the idea of it being a Virus (a computer or biological one). While this conception is very welcomed considering our digital times, i think its something more close to the Mutability and how someone before me understood the game; for him the game is or manifest like a Virus. Yet, there is something which is certain, the game 23 tend to **spread** easily, even if the new one who is welcomed to the game doesn` t wanna play the idea of “*some weird 23 game thing that some weird people told me*” in his head is enough to continue the *infection*.

The Game 23: The Game of Games

The Genii of 23 were right when calling it “**the game of games**”. Once you enter it there`s is no escape, do not struggle, do not resist. Like being trapped by a Giant Wave in the sea there are only two options: Be wrecked by it or surf through it. Remember that any step you take is a new arrow in this chaotic universe, remember that any button you press is a choice in The Game 23, not only for you now but everyone who`s playing right now.

Sooner or later the game should be as big as any other concept or egregore in the Mind Wars, that`s why we are playing and why you should play now too, there`s only fun here. There is no reason to not play.

Level 0: How to play

The million dollar question. *How the hell do i play your famous 23 game?* Its actually easy. The game 23 is more about creation than explanation. The more you create about the game the more visible it becomes, the more visible the more player base the game will have, and so it continues until The Game 23 become everything.

The game 23 works similar to the notion of “meme”, it needs to be repeated until became so natural like other values our society understands as common or “normal”. The goal is to insert the concept of the game inside every mind becoming greater than any other thought before. Even now you are playing just by reading this. Cool isn`t it? That`s the greatest thing about The Game 23, how simple and complex can be at the same time.

Level -1: Abstractism is Power

Humans have a curious nature, they like to explore and unravel mysteries. We love questions. In a personal thought, it may be that we don't even like answers, we adore doubting and that's always been a double edge sword; We have a dilemma, believing in magic or living in a big lie. That being said, nobody will want to listen a simplistic, clear explanation of The Game 23, it's boring, *It kills the magic*, but luckily for us The Game 23 is more real than you think, but needs abstractism to reach its goal. Its nonsense in control, planned craziness.

The neoist part of it, and its imagery with influences in dadaism and abstract art with a *modern drop of salt* attracts curious people and creative ones, that's a main strength of The Game 23 for they are more inclined to create and continue with the infinite cycle of inspiration which is the game. This is not a sacred rule but a nice tip, as you can see by reading this there can be in the game clear answers and structured narratives, but try to not focus on them when you create and spread the game because, then again, you want to be *lure* others into, not gave them a sermon.

Level 3ZX: Warnings

You have the most freedom you can have when approaching and spreading the game 23, there aren't strict rules, you can even throw away all that has been said here and came up with your own vision of it. Then again, the game is supposed to inspire and get you to create, not to restrict you. Knowing that, i'm still gonna warn readers about two important aspects, while i can't force you to follow them, please take them as a close friend advice.

The first one is your sanity. I don't know what have been your past experiences with the esoteric, occultism or pseudoscience, but this applies to all of them: Keep your feet on the ground, period. You will be dealing with a lot of things that you will never understand, this game might shift your faith and put it in test constantly and that drives weak minds into madness. Sure, we all love to get a little crazy from time to time, but no one wants to end in an asylum. If you think this is consuming you, just take a break and think in other things, after all the game 23 isn't going anywhere, remember, its eternal.

The second one is the Ego. The Game 23 isn't a medal, nor a personality trait and doesn't make you better than others who don't know a thing about it, you are not part from a selected group, we are all players equally, even the NPC. Control your Ego and think every step you take, understand why you are playing The Game 23, then proceed. Be smarter, don't be a prisoner of your egoist side.

Level 8X(2E+ZY-185): Your turn

Now it`s your turn. How are you going to keep this flow going? Maybe telling a friend, make a fanzine, paste stickers, maybe just look for more info about it. How about making your own rulebook? Have you tried mixing The Game 23 with your own beliefs? The possibilities are endless, you are the boundaries of it.

For now i wish you the best in your journey, good luck. 23