

127Schach-Stiftung

127 Chess Foundation



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Encyclopedia of Chess-Prehistory · **Programming Language Chess**

Summary:

The "Encyclopedia of Chess-Prehistory" is the first chess book which is kept by the German National Library Berlin Frankfurt/M Leipzig under the subject headings **Chess, Cryptology, History** and is placed under the subject groups **Game, Informatics, Astronomy, Cartography**. Editor: 127Chess Foundation Düsseldorf.

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Year of publication 2015 and 2008 (Volume 1). See www.127jupiter.com/Encyclopedia.pdf

The author Peter Orantek has an extensive knowledge in finished study in the subjects of linguistics, geography + cartography, astronomy, informatics, theology. **With special proficient in the certain field of Asian cryptology**. For the first time it was successful to discover a programming language in chess and to decode it. 127Chess Foundation allows an insight in his research on the homepage www.127jupiter.com and in the text example "Chess-Queen" www.127jupiter.com/Example.pdf.

The rules of the chess game are known by many people. Everyone asserts with deep conviction: "Chess is a game!" In fact the Asian chess has got 2 levels of meaning.

The known game-level for transporting the secret informations is a servant-level.

The language-level is a decodable numeral language which is discovered "behind" the chess rules.

The chess rules are a programmed numeral language without change of language. With programmed astronomical, geographical as well as historical and archeological facts. For example WHERE chess comes from and HOW OLD chess is. Chess, the work of art, is as programming language the oldest prehistorical book of mankind. Older than the Asian Sanscrit writing.

Volume 1 of the "Encyclopedia of Chess-Prehistory" introduces into the decoding deciphering of the prehistorical programming language. Therefore nobody needs to play a good chess. Just important is conscientious counting and having basic knowledge in all possible scientific disciplines. On an empty board a piece is placed. Then it is up to the **counting** on how many squares the opposing piece can be beaten from there. That is very easy for everybody. So the prehistorical writing school at that time has standardized an "**influence sector**" with "**influence quantity**" for each piece. If this gets repeated with each piece on each square a numeral system comes up corresponding to periods of various planets. A big amount of data results from compose sums of the square circles and diagonals. The author puts the amount of data in order and shows in his documentation the voluminous prehistorical knowledge of the prehistorical chess-author = the inventor of chess.

Chapter 1 describes the "moment of release" and the "influence quantity of pieces". For example the Queen has an influence quantity of $1456 = 4 \text{ years} = 4 \times 364 \text{ days}$. Easy to recognize is the hint that $2 \text{ Queens} = 8 \text{ years} = 2912 \text{ days} = 224 \text{ days} \times 13 \text{ rotations} = \text{standardize } 1 \text{ Node of Venus}$. The prehistorical writing school connects 2 levels of meaning. The (364 days of Earth rotation) with the (224 days of Venus rotation). Rotations are coded "day precisely".

In former Asia Earthmoon + Earth + Venus were used as common timekeepers. Venus is visible in the night sky = on the Queens' side visible as planet with mild light. Venus is not visible = not standardized in the day sky = on the Kings' side. By this easy observation a **board projection** takes place ingenious involved with **orbit projections**. Now the reader knows where on the board

are **nighthalf | dayhalf** and where are **winter | summer**.

The total amount of 32 pieces standardizes ($\Sigma 9968 = \text{Earthmoon} \times \text{Earth}$) with the prime number of 127Jupiter. So the homepage www.127jupiter.com comprises the total amount of the 32 pieces. Each planet has a prime number. The 013Earth has its prime number 013 in the Queen because our Earthmoon needs 13 rotations in the course of 1 year = 1 Earthrotation round the Sun. While we discovered the afar planets not until the last century by "having seen them visible" the former Asians already knew about the non-visible afar planets by their **measurable period influence**. Also for 487Uranus and 547Neptun and 761Pluto-Charon167 the prehistorical chess already standardizes contexts with significant prime numbers.

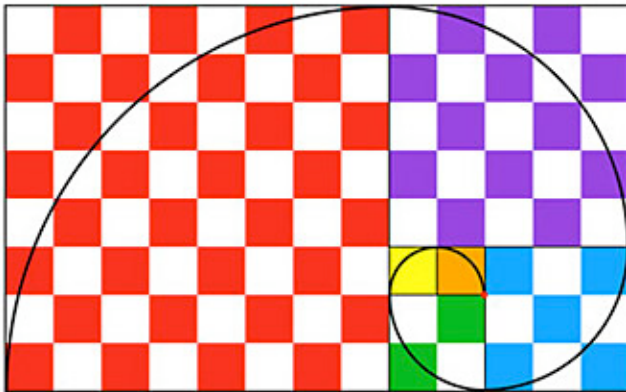
Chapter 2 introduces into the period of sunspots. The former Chess-Asians observed the Sun by the period of sunspots. The decoders of dates now are knowing how astronomical observations were done at that time.

Chapter 3 develops **the angles** of the board fields out of the Sun-board. By night | day the **sunrise** between **Queen | King** is especially marked by the first move of every chess game. Each square has its orbit dimension. The former writing school also introduces non-astronomers into the data recall. Were astronomy belonged to the basic education thousands of years ago, nowadays astronomy is eliminated from the curriculum of German secondary schools, with the awkward consequence that Germany ranks far behind in the PISA-survey without any interdisciplinary knowledge.

Chapter 4 summarizes the spiral results of the first 3 chapters. The Fibonacci spiral of numbers we only know since 1228. The much older chess informs that the spiral of numbers is already standardized in the pieces, in the board and in the prime numbers.

(112 x 3 Knight) + (112 x 5 Bishop) = (112 x 8 Rook) with the order (5 + 8 = 112 x 13 Queen).

The prehistorical writing school leads the recaller by spiral pieces --> to spiral prime numbers --> **to a spiral board with a 0 x 0 starting point**. Very quickly it's evident to every recaller that the chess inventor or the prehistorical writing school comes from this 0 x 0 starting point. Thereby a context tension arises in every recaller for the local Where. Where is this accented spiral 0 x 0 starting point on the geographical board projection on the surface of the Earth? Did Fibonacci crib from chess the after him named spiral of numbers in the year 1217-1219 AC without giving away the chess source?



Connections of a Fibonacci sequence with the board development of chess game. From 0 x 0 --> 8 x 8.

(0 + 1 = 1) --> (1 + 1 = 2) --> (1 + 2 = 3 Knight) --> (2 + 3 = 5 Bishop) --> (3 + 5 = 8 Rook).

History 0 1 1 2 3 5. Presence 8 x 8. Future 13 x 13 Queen. Spiral Sun rotation round the Galaxy.

Every recaller looks at this wonder world of fine-meshed spiral connections like a non-archeologist once having found 2 bones (Queen + Queen). His search lasting for days and weeks until he has recalled all the data of 32 bones (= 32 pieces on the chess board). After "**allocating**" everybody easily recognizes the exact "**meaning**" of the single numeral influence areas, for example "days" or "years" or "224 = rotation of the planet Venus" in day-numbers. Every recaller feels after this "**meaning learning in numeral context**" = "**learning by doing**" as if he had a complete dinosaur skeleton in his hand.

This "chess archeology at desk" can be seen by the recaller in reality by going to Asia. To this cartographic point where at that time a move has happened. A particular tension arises where the Code-Game projects the board coordinates on the Earth surface. The Chess Code-Game is the oldest coded slow motion film in the world with a historical course of the piece meanings, with time-units move-by-move. The recaller turns into a history discoverer while the chess inventor --> projects himself rebirthing in the recaller by the "rebirth of the programmed dates of standardized cosmos contents".

In memory of the deceased chess inventor the encyclopedia is not bound in soft cover but in respectful linen. A cheap presentation of programming dates of soft cover is disrespectful in Asian mind.

At the end of volume 1 the reader is capable of **recalling** the data of volume 2 **for himself**. Then the chess inventor has transferred his interdisciplinary scientific ideas of his prehistorical programming language --> to the recaller by having acquainted the reader with the data recall. This is Asian **rebirth** with programmed **working orders** on the spiral way to volume 2. In the different 16 volumes and in the Code-Game is known, what contents in historic Asia were so extremely important that they have been programmed world available in the future "forever" for each culture (which is able to count).

Recallers receive: Prehistorical programmed contents direct from the Asian prehistorical writing school.