

This document is intended to spread the seed of a numinous causal form, as defined by the Order of Nine Angles. It describes, or *suggests*, the principles upon which a League—a competition—appropriate to the New Aeon could be developed. It is, in short, a blessing and a curse: an opportunity for those who can rise to one of the greatest possible challenges at this stage in our human evolution to do so, and a scourge upon all cowards and poseurs who enjoy the image but are not *the reality* of that higher mode of being which is a prerequisite to playing this Game.

The Star Game League is, then, directly opposed to the norms of the modern 'occult'. Here, there is triumph or failure. Here, there is the beautiful or the tepid. Here, there is no solace for those whose 'occult' endeavours are really a delusionary compensation for their own failings, and, above all, no escape into a transcendental realm or comfortable social structure which redeems mediocrity in the world of 'here and now'.

There is only you, the cosmos as a living unity, and whatever limits you have accepted, or have been forced by failure to be resigned to.

The masters of this game will be as Gods in comparison to the masters of the arts and 'sports' that have gone before.

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Star Game: all that has passed for humanity will be known, when this Game is played, as no more than the conditions necessary for its genesis. *That* humanity was the condition which allowed **The Star Game** to be played will be humanity's justification, and the answer to the coward-existentialists of the 20th century.



The Star Game: two players, a condition which they work towards and which wins the Game when met, and the cosmos as their arena. That is all.

The winner wins, the *esoterikos* win beautifully.

Any condition; that is its beauty, and that is how it operates as a measure of those who engage in it. They will be revealed for what they are, and it will allow the *living* of a kind of being previously unseen on earth.

Examples:

Star Game: the destruction of a particular nation state. The players start without any resources in two countries of (mutually judged) equivalent political stability. Then they play. The winner ascends to monstrous heaven.

Star Game: the creation of a cult. *How* a player does this is a measure of their artistry. They could make anything; this condition creates a canvas unlike any available to the primitive representative artists who will be as babbling idiots before the master of this new, living art form. He who lusts for catastasis will be shown for the mundane he is— he who orders protasis, epistasis, and catastasis as the steps of Jacob's ladder incarnate will be beheld as an embodiment of divinity on earth.

Star Game: the driving of one of two twins to suicide. This is for lesser players, who have not trained themselves to the level being necessary to engage in the former two. Still, though, it is a canvas with great potential.

Star Game: being featured as the headline in a specific newspaper. Once again: those who lust for catastasis may win, technically, but the player who embodies heaven on earth by this method is revealed by it in a way no context has previously provided the opportunity for.

Star Game: the destruction of a set percentage of humanity's population.

Star Game: the alteration of a *single* community (or **system of any kind**) towards a specific end, each defined for each player by himself. Or defined by the other, depending upon how the *esoterikos* decide to play.

Star Game: the creation, by whatever means, of a life form (or hybrid life-form and technological system) of human or beyond-human intelligence that is not human.

Star Game: subverted Buddhahood.

Star Game: anything.

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Of course, a particular kind of character, and *force* of character, is needed to play anything but the simplest forms of this Game. And a new, evolved kind of honour and kinship will be necessary for it to create the divine aristocracy (*esoterikos*) which it has the potential to create. That is already being taken care of: the Sevenfold Way's system is a training tool for players, and the means by which a Game impossible for a human who has not realised his potential becomes one's mother tongue.

Lyra - xLx

Suggestions for Enactment

The minimum number of individuals required for a Star Game League proper is two. League seasons can last anywhere from a minute to many years or decades in causal time, and multiple seasons in the same division can co-exist simultaneously. A season could consist of 1, 3, 5, or more Games.

For Star Game Leagues consisting of more than two players, a 'knock-out' Tournament structure may be of use. 8 players would become 4, and then 2 finalists.

It will likely prove optimal for a minimum of three individuals to be party to any given Season/Game: two players, and one honourable and esoterically advanced arbitrator who is trusted by both players. Whilst it may be viable for some players to arbitrate and agree upon the outcome of a Game between themselves, the force of will and the intensity of the striving required for successful participation in some, and some of the greatest, Games may not be reconcilable, at this stage, with acceptance of defeat in the absence of an independent judgement.

In one sense this is a limitation, but in another it is a necessary prerequisite to the very means whereby that limitation may eventually be overcome on an Aeonic scale. It is an enactment of the Law of Personal Honour, which itself might, in time, allow some individuals to achieve an honourable existence of the kind that allows them to participate in oppositional Star Game Leagues without need for external arbitration.

If, as it may be, The Star Game League is used in the spirit of friendly rivalry, or as a means to hone and take to their limit the capabilities of two allies working to achieve mutually supportive ends, then arbitration is not likely to be necessary.

It is for individual players to decide how they play, and to practically experiment with the creation of various forms of The Star Game League. Our suggestions are *suggestions* for how a League may be practically constructed or grown, not limitations upon players *or* upon the forms which Star Game Leagues may take.

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Suggestions for Rules

The Star Game League has no rules except those that the players in any given League agree upon as useful, or desirable.

The following example may demonstrate the necessity of certain rules, in so far as certain individuals partaking in a Star Game League are concerned:

'Neither player will kill or directly wound the other, nor up to 3 chosen individuals which each player designates and knows personally'.

This rule may, of course, be waived or modified by the agreement of both players.

Once the players have decided upon any rules, it is for their chosen judge to arbitrate, and to enact the appropriate consequences for violation of any pre-agreed rule. A player may enact upon himself the consequences for his failure to adhere to his word, and thus his violation of his own honour, but such a method of Play may, again, not be viable at this stage.

Further, possibly useful, suggestions:

'Neither player shall publicly reveal their Game, or The League itself. This includes revealing the esoteric nature of the opposing player's actions to groups or individuals which are being manipulated in pursuit of victory'.

Specific rules may be appropriate for specific Games. For example:

In the following Game— **"Star Game:** the destruction of a particular nation state. The players start without any resources in two countries of (mutually judged) equivalent political stability. Then they play. The winner ascends to monstrous heaven."-- it may be decided that neither player is permitted to access, either for the duration of the Game or for a certain period of causal time at the beginning of the game, resources which they may otherwise have been able to utilise. Such resources could be financial, they could be potent individuals from the Nexion of which the player is a part, or they could be whatever else is relevant.

Once again, the penalty inflicted for violation of pre-agreed rules, and thus of Personal Honour, is for Players and Leagues to decide individually. For some violations, the only conceivable punishment is voluntary or involuntary cessation of the player's causal existence. For others, other, more or less severe, punishments will be appropriate.

And, finally, prizes: it is assumed that many players will find the numinosity of participation alone significant enough motivation. Some may strive to be a Champion of an honourable League, or to be known as such. Some, though, may also choose to stake prizes, of whatever form, on their triumph. All such prizes are to be agreed before a Game's commencement, or to be modified by mutual agreement during a Game. Prizes, along with financial and practical support for the player's dependents and esoteric commitments for the duration of relatively long Games, may be offered by sympathetic outside parties (or Nexions).

Concerning an Anticipated Challenge

It may be suggested that The Star Game League involves an excessively causal frame of reference. This is not the case.

Like Anton Long's symbolic Star Game, which we here honour and acknowledge as a major inspiration, The Star Game League *can* be played with a merely causal end in mind, if the participating players so choose. The most mundane of winning conditions *can* be accommodated within the structures of the form hitherto suggested, and the Game could feasibly be used in an uninspired and tepid way by uninspired and tepid human beings. This is as it should be.

As aforementioned: "**Any condition;** that is its beauty, and that is how it operates as a measure of those who engage in it. They will be revealed for what they are, and it will allow the *living* of a kind of being previously unseen on earth."

Further: "The winner wins, the *esoterikos* win beautifully."

And, conclusively: if both players, or both the players and their chosen esoterically advanced arbitrator, are possessed of a certain esoteric ability, or perception, or acausal empathy, then there is nothing to prevent them from making a condition *determined by and judged in accordance with* such esoteric capacities the end towards which the players strive, and which wins a Game when met. If the abilities of the arbitrator or players are particularly assured, then a Game could involve both players creating an outwardly similar causal form, by current causal standards, and the winner being determined by which form achieves superior numinosity after an appropriate period of causal time. Thus, Star Game League seasons may, like alchemical seasons, last for many causal years or decades.

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Aeonic context

Viewed from one angle, The Star Game League is everything and nothing. It is undefined except as players wish to define it and, in many respects, differs in *form* very little from the oppositional striving which is ubiquitous to 'human' beings.

Viewed from another angle, it is this very simplicity of the form—this very generality, and distillation of the deep structure which underlies so many different human endeavours—that renders The Star Game League of any value. It is, by comparison to many other forms, pure in its ability to liberate those who engage in it from all temporary, abstract ideas and restraints. It provides the means either to strive against or in the absence of such ideas and restraints, or to reinforce them either wilfully or reflexively. And this—once again—necessitates its ability to be used as a merely causal 'game'.

Thus can it be used in such diverse ways as to determine whether an individual is worthy of culling, or in the resolution of a dispute between two Drecc.

Viewed from an Aeonic angle, alike, it imbues something universal with a particular energy; a particular ethos; a particular Wyrd. And that energy, that ethos, that Wyrd is that of The New Aeon, whose only Law is The Law of Personal Honour. Thus, The Star Game League is, in essence, *suicidal causality*.

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The stars, Lyra, The stars...

