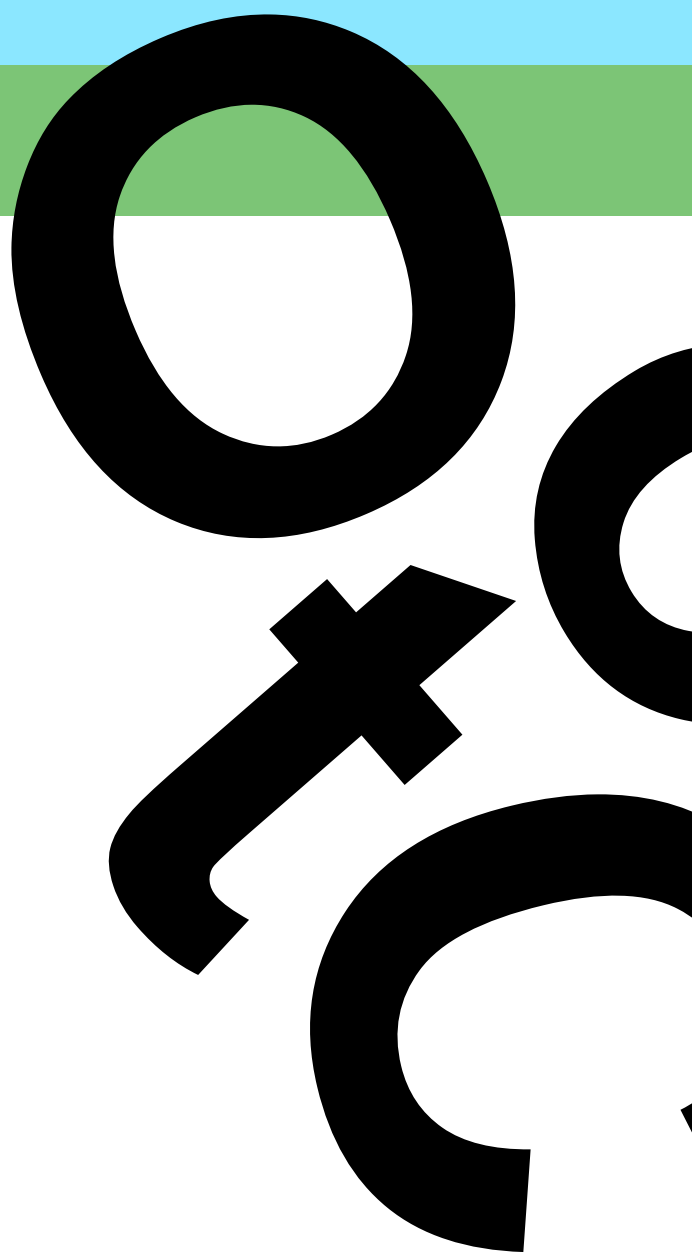


003

Schema version 5

The Game and The Guide



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C

The Office of the Commissioner (all hail)

Document information

The Game and The Guide
Item 003(v1.2)

”If the gamespace is left in a stable state with no connection to the physical world, something terrible happens (Pillar of the Physical: 2.6.2.2)” ”

1 Introduction

This is version 5 of what have been called "The Rules of Blackjack 2"¹. With which, a new era for Blackjack 2 has started. An era of investigation! An era of new, and more complex, play.

There are two parts of this document, with different uses. The Game and The Guide. The Game is the schema of Blackjack 2, ratified by the Office of the Commissioner (all hail), and will be followed. The Guide will be shown alongside The Game, existing as a practical example or lossy translation of not only what The Game means, but also what it implies. It is important, but not essential, to understand both. The Game will be shown in mathematical expression, while The Guide will be shown below it.

2 The concepts

2.1 The Rules

$$R \mapsto (\lambda x. \langle \text{expr} \rangle) \quad (1)$$

Where " $\langle \text{expr} \rangle$ " represents the body of the rule. This is not consistent across R .

$$RG_n \mapsto [G_n/x](\langle \text{expr} \rangle) \mapsto RG_{n+1} \quad (2)$$

The above describes a Rule as a function that takes G (the gamespace) as input and returns a changed gamespace. The expression within R is difficult to calculate but could represent any possible change to the gamespace. This is not usually the case in Blackjack 2 and in practical play, the umpire may decide that a Rule must only have one single effect on the gamespace, limiting the players to making gradual changes to the game only.

Under this schema, players are rules by definition. Due to the recent advancements during version 4, this fact is not widely known and has not yet been exploited. The impact on the game still has yet to be investigated.

2.2 The Gamespace

$$G \mapsto R(R(R(\dots))) \mapsto y \quad (3)$$

The above describes how the gamespace is nothing more than the order in which rules are applied, with G_n being one rule "deeper" than G_{n+1} . It also describes that games always evaluate to nothing. In this way, the gamespace encodes the entire state of the game, from which you can calculate the course it will take.

2.3 Play

$$RG_n \rightsquigarrow RG_{n+1} \quad (4)$$

The above describes how play is the process of getting closer to yielding y (nothing). If the game is deemed currently unplayable by the umpire (meaning "play", in this definition, has stopped), they can act to revert changes. This fits within the schema, however, as the function R in which they act was already encoded within G . This action of the umpire should not be seen as a change to G , instead as an inevitable consequence of the game which could not be avoided.

The umpire fills the gap between the play and the players, bringing the gamespace back to a stable state where needed. The answer, then, to "when should the umpire step in to fix the gamespace" is: "when they do".

¹This is misleading, as the "rules" contained within all previous versions were not "rules" in the eyes of the rulebook itself. This created both meta-rules and rules. This document contains no rules and instead should be seen as a schema, contained within which is Blackjack 2. Poorly formed Blackjack 2 is not illegal, or "against the rules", in any way. But it is not Blackjack 2.

2.4 The Commissioner (all hail)

$$C = (\lambda x.G_0) \rightarrow [\text{The Universe}/x](G_0) \mapsto RG_1 \mapsto \dots \mapsto y \quad (5)$$

The Commissioner (all hail) can therefore be defined as a function taking the universe as input and evaluating through nested rules of finite depth before yielding y , or, nothing. In this way, by playing Blackjack 2, we evaluate each layer of C , calculating the Commissioner (all hail) each time we play. This is an emergent feature of the game, not being primarily focused on during play.

3 Conclusion

Within this document, the core concepts of Blackjack 2: Rules, The Gamespace, Play and the Commissioner (all hail), have been fully described mathematically and elaborated upon. The purpose of this document is to clear up any ambiguity around the difficult question "what even is a rule?" or "is the Commissioner (all hail) even real?". Providing a clear and succinct answer: " $(\lambda x.<expr.>)$ " and "no".

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