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A FAIRY-TALE ABOUT THAT WHO JUMPS AND THAT WHO GLIDES

Episode 1.

Sometimes when the darkness falls down and the night chains her bad-tempered snow-storm I pass the stone design of the streets drawing my head into my shoulders and, shivering with cold, recollect how I met That Who Jumps at first time. At that moment the darkness begins to fade and I start to believe again. To believe in something different, something new and again new.

That Who Glides walks along the street and recollects how that Who Jumps came to him at first time. The strength of That Who Jumps begins to disappear, his comprehension slips away and he needs more and more energy to keep it. And the whole world all the time tries to interfere in and to throw him into forgetfulness.

When a person starts going into the cakery, but not the bakery; when he begins calling his house a stone box; when he prefers to cross the street at the yellow traffic light, he opens the gate, leading to us, a little. And when this passage widens he may call us and we would come right in that moment when he would loose the last thing – the hope for this.

Episode 2.

When the momentum speed came almost to zero That Who Jumps Found himself right in the centre of his round room and, hanging in the air, he threw his striped dice into the wall and listened to the different shades of sounds. (Dzinnnn...) Three to one...plus some violet in the right corner...and you have got several moments before The System would begin it's turn and make That Who Jumps jump again.

- Into the park!
- Or into the cross of the briges?
- Or, maybe into the tunnels?

Episode 3.

All the moments, being caught into the net of his senses, were full of harmony. Whether they were just the red points or the long vibrating tracks in the fragile airdrops that were the traces of The Ambassadors who left The System for The Bounds of The Worlds.

Everything came to the end. The limit of his growth was coming to the end and since some moment the Old Wingless Griffin hinted upon the approaching parting.

Soon. Quite very soon he would lead That Who Jumps by his last trajectory of The Great Jump.

At first, to the Dazzling Spfere to meet Eternaly Greying Chimeras and then, after instructing, directly into The Game.

The Great Game of all Those Who Jumps.

Episode 4.

- Thou were always ready for that. - The Old Griffin bended his huge thorned head and blinked with satisfaction looking at the big, unbearably sparkling with blue, Sphere that just began developing through the ice spirals.

- Chimeras are waiting for thee.

- For the last time. May I ? - That Who Jumps signed by all his gills-like plumage and, having got the Griffin's patronizing permission, dropped his dice for the last time.

The dice entered the wall soundlessly and didn't come back.

- Thou knew that it'd be so, - Griffin croaked.

- I doubted, - answered That Who Jumps using his thoughts as usual.

- Dice never lie.

Episode 5.

The Space suddenly stopped being rectilinear and That Who Jumps followed Griffin hardly keeping his tangent.

Many millions of Others Who Jumps were busy upon their lives and only several of them watched with blind interest how Griffin and That Who Jumps draw a strange figure. And they used all their twenty-five senses. They certainly couldn't see them, cause they hadn't the eyesight as well as the other human senses, but they felt how the huge blue Sphere swallowed them quicker and quicker.

And farther they entered the design of The Eternal Labirinth drawing it in the cristall faceted sky closer they were to the gaze of Chimeras who were meeting them.

Chimeras were the only creatures in this world who were able to see. Of couse, not like humans, but using their own way. Only humans could see what happens. Chimeras saw what happened and what must happen, what didn't happen and what couldn't happen, what might happen but didn't happen and what couldn't happen at any circumstances.

Episode 6.

- Do thou know why thou are here? – Griffin's snake wisper made That Who Jumps shudder and if he had a body it would cover with creeps.

- Those moments which I lived through came to the end, - That Who Jumps thought doubtfully.

- You are right! – Chimeras hissed from the opposite side of The Sphere. – Griffin! You may go back.

One of Chimeras moved her wings and The Labirinth around The Sphere began to roll at the oposite direction. Griffin stepped into it's beginning and instantly disappeared being caught by the design of The Labirinth.

Only in that moment That Who Jumps opened the fan of his echoradars and noticed the presence of the other six creatures.

- Aliens! - He guessed with surprise.

Episode 7.

- Watch your attention, That Who Jumps! The Chimera strained and pointed at one of the aliens. – This is That Who Breaks Through!

It was something narrow, rapidly directed, without any doubts and hesitations. Gathered in one line he could hang in a very small room only because of the cutting abilities of The Sphere. He had no that curiosity which Those Who Jumps owned. No cunning, no adroitness. He always crossed the world by the straight line. He didn't mind the absence of the boards of the world because he lacked the sense of anxiety. That Who Breaks Through was the obvious contrast to That Who Jumps.

At first time That Who Jumps met a creature without any hints at flexibility.

- What a nightmare! - That Who Jumps thought.

- What a nightmare! - That Who Breaks Through thought having defined That Who Jumps in the space.

Episode 8.

- Watch your attention, That Who Jumps!

The corridor of the space stretched at the pointed direction.

- This is That Who Collects!

And That Who Jumps felt the wavering substance of hints, frights, howls and sighs, ten thousand of emotions and impressions so familiar to him and the same quantity of uncomprehensible emotions of the other creatures. That Who Collects accumulates all those fragments of memory and characters and put them into himself (as if he were Tetris) in the united structure of the regulated contence. Multitude of the emotions. The moneybox of Everything-What-Is-In-The-World. He turned all that into the pure energy, which he consisted from.

- The thing you feel is Power! -The Chimera grinned. - He turns everything into The Initial Power. He is Power himself. But don't be afraid of him – he could never use it. He is only That Who Collects as well as you are only That Who Jumps.

Episode 9.

- Fix your attention up, That Who Jumps!

That Who Jumps turned around.

- This is That Who Changes!

- What does he change?

He changes everything, absolutely everything. Try to understand it, That Who Jumps! All these creatures have their real names but they wouldn't tell you anything. For them you are That Who Jumps. For you he is That Who Changes. Let's stop here.

That Who Jumps narrowed his eyes.

The creature flowed. It changed the contence, colour, and the frame of its mind and even the principle of the reception of surroundings.

In addition to that he always tried to to change his position on the space as well as the space around him what was, to our luck, impossible inside The Sphere.

Looking at him That Who Jumps felt the reflection of Griffin, of Chimeras, of himself, of the other curious creatures. All that mass cunningly flowed, blinked and had no boards.

- Yohanga!- That Who Changed moaned and it meant greetings and farewells at the same time.

And judging by that greeting That Who Jumps understood at once that in front of him was the creature who lived outside of the time.

- Yohanga! - That Who Jumps answered. "Though he is horrible, I obviously like him".

That Who Changes, as it was seen, was influenced in his favour, too.

Episode 10.

- Keep your attention, That Who Jumps! - Chimeras weakened the grip of the power lines and That Who Jumps noticed the creature who was restrained by them.

- This is That Who Twists.

The creature definitely had the fire origin. With big quantity of curlings and wavings of the fire it resembled of the dragon.

- He is your Cleaner. He'd clean everything after you, he'd baste everything, mix your tracks, and the main thing – twist. He would twist the substance after you, and, if you would be lucky, you would leave The Game. He could twist the whole worlds, he could twist the far-off corners of the space into one point and you wouldn't waste your energy for the long distance Jump.

- Maybe I'd twist something and you'd ride me a little? - The dragon-like creature curved.

- After The Game –sure, I'd do it. – That Who Jumps tried to joke, but was there a place for a joke? They knew that very rare individuals left The Game though billions entered it.

Episode 11.

- Watch your attention, That Who Jumps! – Chimeras rustled with their wings. – This is M-m-mo. He is That Who Knows.

This creature was on a short hand with Chimeras and he was close to them by his structure. But Chimeras were impassible and isolated. The Game was based upon their indifference.

- Mmoo, it's That Who Jumps.

Blinking neon colour of the vision buried itself into That Who Jumps. And he saw two points of light and something immeasurably deep after them.

- He is Knowledge. He knows everything. Or, it's better to say almost everything you need.

That Who Knows was absolutely peaceful and indifferent to everybody. These features distinguished all Those Who Knows from the other creatures. He owned the calmness and the hardness of the monolith and he could resist anything except That Who Breaks Through, probably.

Episode 12.

- And the last one. Watch your attention, That Who Jumps. This is That Who Scans. He is the reflection of The Labirinth. He is the only one who could see and trace the design of the Labirinth in The Game. He would find and recognise it's tracks everywhere. How well? It would depend on how he'd manage to reserve his memory entering The Game. He would recognise The Labirinth in everything and everywhere. He is its outcome. As you know it is possible to change The Essence of Big Polarities of the world only using The Labirinth. Pray for his memory, That Who Jumps! You couldn't leave The Game without the help of That Who Scans. And here, into this Sphere, you came, - the Chimera's wing pointed at the creature, - not without his help.

That Who Scans was something spreading at many directions and strangely repeated that very design owing to which Griffin and That Who Jumps entered the Labirinth. Purposefulness was his main feature. He was the way from the beginning to the end and from the end to the beginning himself. And at any moment he was ready to go and to pass it, though as That Who Scans knew for any familiar to him creature it would end with Destruction or Deformation of their Attention or, that is worse, with the loosing of Realization itself.

- Yohanga! - That Who Jumps sent to him.

- Yohanga! - That Who Scans answered immediately and his greeting-farewell reversed into the very beginning.

- All the seven! - Chimeras stepped from the petals of The Sphere and made a big grey circle.

Episode 13.

- Your life has come to the end. To prolong it means to pass the Game.

- But if we won't pass The Game?

- The Universe would have seven Beasts less.

- Only to win the Game?

- The Game is the forced stage of your existence. You, all the seven, couldn't continue your development on different spheres of the world. You are the seven parts of The Whole. This Whole, of course, would exist at the very other Space and Time and we couldn't understand it. We are only the servants of accidents and coincidences. You, as The Whole one, would belong to the different grade of the creatures, to the grade of Creators, who makes the world. But it'd happen only if you win the Game.

- And what is so frightened in it? - That Who Collects asked.

- Patience! - Chimeras seemed to be going to make a decision. - The Game has its own Laws and Rules and, the main thing, - the winning combination.

- And in this case.... - That Who Twists began.

- In this only case you could pass it save and sound. You could never leave it one by one, but you could do it if you'd be like One Whole creature ... Like That Who Glides.

- That Who Glides?

Episode 14.

- The Game would give you a form and you'd fill it with content. Your form is your future body. – The Chimera stepped back and then the other came forward.
- The World of The Game has its own features. The First One is Sticking. This World sticks because it is just substance, a physical substance.
- The seven grinned.
- Rough substance?
- Right! You know, forms stick. Neutrons to atoms, molecules to molecules, boys to girls, sweet to salty...
- Girls and what?
- But it is The Second Feature of The Game – Duality.
- That Who Scans stretched with pleasure.
- You'd be separated into two halves like everything in The Game separates into opposites. You'd find out that there is space-separation into darkness and light, cold and warmth, strength and weakness, men and women, beasts of prey and victims.
- Do The Rules spread all over The Game? – That Who Jumps was surprised, found out such a plain fact.
- Of course, yes! – The Chimera croaked.

Episode 15.

- The Third Feature: The Game has a tendency to repetition. It is called The Rule of The Ring. The world of The Game rolls into rings and the end is at the same place as the beginning. Everything comes back to its circles but, lucky you, The Ring varies with depth.
- A Spiral? – That Who Twists moved with pleasure.
- Definitely! Everything you do would come back to the beginning, you'd be able to change only the inner quality. So, The Rule is: It is stupid even try to change The Game. It is possible to change only yourself. The Ring is the third symbol of The Game. Everything what is begun would be finished. Everything what is created would be destroyed. Everything what is black would be white.
- And what is it still?
- You'll see. Let's go farther. The Fourth Feature: The Upside-Down Thing.

Episode 16.

Chimeras set on the petals of The Sphere again. Now a medium-sized ring hanged in its centre with The Labirinth inside which sparkled with all its curves and planes. Seven Beasts surrounded The Ring and the lilac veil of the Design had already touched them.

- Remember! – The Chimera cawed. – You'd appear in the different places of The Game and, firstly, you should find each other. And then, maybe sometime, you would become a New Whole Creature. And you could pass The Game only as small parts of The Whole, because the only escape is The Tactics of Gliding. You should become the small parts of The Whole when you only come there. And remember the main rule: "Glide by, touch everything and get attached to nothing!"
- We remember everything. – The Beasts answered.
- So, let's go! – Chimeras folded their wings and the Beasts made a circle.

- Yohanga! – Chimeras cried altogether.

- Yohanga! – The Beasts replied.

In the next moment their consciousness was pulled into the middle of the Ring right into The Design. After a moment of eternity Chimeras saw how the forms of The Beasts appeared staying motionlessly hand in hand around The Ring.

Episode 17.

Hand by hand The Beasts take place in a circle to start The Game.
All the Seven'd turn to One and The Ring devises the sum.
Everyone from those Beasts has its own Seven Rings.
Seperated in two halves they all ramble on the planet
And The Wonder is forgotten by these Seven magic Beasts.
Loosing the Chimeras' words they all look at empty morrors
Their own dear faces seem too alien to them.
And they call us to the porch by the tinspoons lightly jingling:
In great fear strongly sticking to each other one by one.
Vice verse Mo they call but he hears only "Om",
Beasts are loosing their tracks on the way from job to home.
Living only by The Hope they relay upon The Faith
And forget about souls Beasts just try to change The Space.
Looking for support of Six and enduring the tricks,
Everyone acting alone, seven Beasts try to recall the way from Labirinth to Home.
Being policeman or a thief, or a person full of grief,
Contract keeps them all together where spirits signed in.
Did The Death give them that promise or The Endless Wish to live?
But since that moment all Beasts couldn't drain that Power and believe.
So, captured by The Labirinth, sometimes greenish, sometimes blue
Lonely planet named "The Game" round the Earth goes, old and new.