

offline net 7

Another bonus to the printed offline Internet. Made by drummyfish in May 2024.

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4chan Happenings Thread Anonymous
10/20/24(Sun)11:04:35 No.79187988
ITT: Interesting and unusual stuff that's happening on the boards you visit.

In order to post on /qa/ you will now have to do one of the following edition

Non-happenings, habbenings, haqgenings, small GETs, complaints about shit boards being shit, known spergs sperging out, personal report buttons and blogposting / avatarfagging et al. belong in the nonexistent /nah/ thread (>>>/vip/nah/)

Past happenings: https://wiki.bibanon.org/4chan/History
Know your moderators: https://wiki.bibanon.org/4chan/Staff
See how active 4chan boards are in real time: https://4stats.io
Search 4chan: https://find.4chan.org & https://boards.4chan.org/search
Public ban archives: http://185.10.68.107:1776/ (4bans) & https://hiddenservice.cc/bans (IPv6 only)
Self-serve ads: https://4ch-ads.pages.dev/
Enhance your 4chan Experience (no 4chanX): https://reentry.org/4chan_Userscripts_1
Enhance your 4chan Archive Experience: https://reentry.org/FoolFuuka_Userscripts
Yotsuba catalog: https://catalog.neet.tv/
4chan media browsers: https://thread-puller.party/ (Images) & https://www.4webm.org (Webms / [wsg])
Tagmap: https://tagmap.io/search?query=4chan+happenings
How to access IRC and contact the mods: >>>/qa/1690512

Previous thread:
https://desuarchive.org/r9k/thread/79153247

10/20/24(Sun)11:08:49 No.79188028
Anonymous 10/20/24(Sun)11:08:49 No.79188028
wait till page 10 faggot

10/20/24(Sun)11:14:07 No.79188072
Anonymous 10/20/24(Sun)11:14:07 No.79188072
File: 1720642619689698.jpg (100 KB, 768x960)
100 KB
100 KB JPG
>>79188028

hey, I just saw the thread on autosage on a late page, don't blame the baker, I got shit to do in a few minutes, and you gotta start baking these things minutes in advance.

anything happening?

10/20/24(Sun)11:17:18 No.79188097
Anonymous 10/20/24(Sun)11:17:18 No.79188097
>>79187988
Add another one to the pile
>>>/vt/87829945

10/20/24(Sun)11:36:20 No.79188264
Anonymous 10/20/24(Sun)11:36:20 No.79188264
>>79188097
oh shit, they actually did it.

10/20/24(Sun)11:39:36 No.79188298
Anonymous 10/20/24(Sun)11:39:36 No.79188298
>>79188097
/mu/ is next. they already cracked down on the kpoppers once

10/20/24(Sun)11:43:23 No.79188340
Anonymous 10/20/24(Sun)11:43:23 No.79188340
>>79188097

That sucks because that board also has potentially strict rules that are currently lightly applied. I'm pretty sure this is preparation for all boards becoming ban happy hell, with the help of report snitches, to destroy meaningful discourse.

10/20/24(Sun)11:46:34 No.79188388
Anonymous 10/20/24(Sun)11:46:34 No.79188388
>>79188298
Isn't /mu/ just kpop now?

10/20/24(Sun)11:57:18 No.79188533
Anonymous 10/20/24(Sun)11:57:18 No.79188533
>>79188097
I kneel I fucking kneel. Now do /g/. Do it

10/20/24(Sun)12:09:30 No.79188665
Anonymous 10/20/24(Sun)12:09:30 No.79188665
>>79188533
would they really do that

10/20/24(Sun)12:14:52 No.79188723
Anonymous 10/20/24(Sun)12:14:52 No.79188723
File: 1729415348003849.webm (1.23 MB, 654x630)
1.23 MB
1.23 MB WEBM
>>79188097

With /vt/ being so completely divorced from the rest of the site in terms of primetime hours, while also being so willing to paypig, this might actually be an interesting one to watch play out.

10/20/24(Sun)12:19:21 No.79188766
Anonymous 10/20/24(Sun)12:19:21 No.79188766
>>79188723
It's already become so cucked and opposed to community efforts, I can't imagine it improving anything. The Twitch culture whores would want this change.

10/20/24(Sun)12:21:17 No.79188787
Anonymous 10/20/24(Sun)12:21:17 No.79188787
File: b next.png (552 KB, 921x611)
552 KB
552 KB PNG
a trend is forming

10/20/24(Sun)12:26:59 No.79188840
Anonymous 10/20/24(Sun)12:26:59 No.79188840
>>79188787
>/int/
>/tv/
>/sp/
Will be interesting to see if the jannies try to pull this on boards which actively despise them.
https://www.youtube.com/watch?v=Us3_8FxoAIs

>inb4 they stop just short of their darling /t/tt/

10/20/24(Sun)12:29:58 No.79188875
Anonymous 10/20/24(Sun)12:29:58 No.79188875
>>79188097
Haha I called it: >>79176350

10/20/24(Sun)12:31:09 No.79188894
Anonymous 10/20/24(Sun)12:31:09 No.79188894
>>79188787
being realistic, there's a pretty huge difference in activity between /vg/-/vt/, and /b/, so i wouldn't be surprised if they just stopped at /vt/.
what i don't understand is why they're doing it one by one and not all at once? i can't imagine it's that risky to make a

change like this. i haven't been here long enough to know, was captcha rolled out on boards one by one like this?

10/20/24(Sun)12:38:47 No.79188977
Anonymous 10/20/24(Sun)12:38:47 No.79188977
>>79184022

I got nothing, your spam killed everything of worth there because the catalog maybe had 4 threads you didn't like. Your excuses mean little, noboyd asked for your help, your circlejerk barged and started making rules claiming they owned the board. That's why literally everyone, hap, shitposters, mods, etc turned against you.

10/20/24(Sun)12:38:55 No.79188979
Anonymous 10/20/24(Sun)12:38:55 No.79188979
>>79188723

This is a man(?) feeling genuine joy towards life. I would imagine many of you cannot say the same.

10/20/24(Sun)12:42:07 No.79189017
Anonymous 10/20/24(Sun)12:42:07 No.79189017
>>79188298
Create /kr/

10/20/24(Sun)12:52:48 No.79189145
Anonymous 10/20/24(Sun)12:52:48 No.79189145
File: 1714473188945002.jpg (49 KB, 499x757)
49 KB

49 KB JPG
>>79188979
Silence slaaneshi cultist; malformed desire is indefensible.

10/20/24(Sun)12:53:21 No.79189153
Anonymous 10/20/24(Sun)12:53:21 No.79189153
>>79188979
It's a bit for TikTok bro chill out

10/20/24(Sun)12:56:46 No.79189189
Anonymous 10/20/24(Sun)12:56:46 No.79189189
>>79189145
I don't know what slaaneshi is.

10/20/24(Sun)12:58:40 No.79189204
Anonymous 10/20/24(Sun)12:58:40 No.79189204
>>79188840
/mu/ or /int/ will be next

10/20/24(Sun)13:02:25 No.79189240
Anonymous 10/20/24(Sun)13:02:25 No.79189240
>>79188840
i think lgbt will be one of the last ones the gay general practically fled to discords and the only generals left are the tranny ones

10/20/24(Sun)13:03:05 No.79189244
Anonymous 10/20/24(Sun)13:03:05 No.79189244
>>79188979

He's getting high. His damaged brain matter is setting his body to Convulse because he's experiencing the closest thing to emotional connection that he will probably ever manage. It's like looking at someone conked out on heroin and going "now there's a guy who really knows how to relax."

10/20/24(Sun)13:05:29 No.79189265
Anonymous 10/20/24(Sun)13:05:29 No.79189265
>>79187988
>4chan Happenings

why is this a thing exactly???

10/20/24(Sun)13:06:09 No.79189274

Anonymous 10/20/24(Sun)13:06:09 No.79189274
>>79187988
With what little money this site makes, isn't Hiro going be annoyed when the caretakers kill the site?

10/20/24(Sun)13:06:54 No.79189281
Anonymous 10/20/24(Sun)13:06:54 No.79189281
>>79189240
>gay general practically fled to discords
QRD?

10/20/24(Sun)13:07:58 No.79189291
Anonymous 10/20/24(Sun)13:07:58 No.79189291
>>79188787
plausible
>>79188894
>what i don't understand is why they're doing it one by one and not all at once?
idk maybe they want to be careful to avoid accidents like how they accidentally wiped the boards
maybe they want to gather clearer statistical data on specific boards' antispam effects on pass sales or traffic changes
maybe they're doing it for us so we have more fun with a long protracted series of happenings instead of one gigahappening

10/20/24(Sun)13:09:04 No.79189300
Anonymous 10/20/24(Sun)13:09:04 No.79189300
File: 1707238357848460.png (107 KB, 249x298)
107 KB
107 KB PNG
>>79189189
Sounds like what a heretic of Slaanesh would say.

10/20/24(Sun)13:10:44 No.79189315
Anonymous 10/20/24(Sun)13:10:44 No.79189315
>>79189017

Everyone on this damn websited and even some kpopers begged for for a korea board. It's not happening sadly.

10/20/24(Sun)13:32:14 No.79189543
Anonymous 10/20/24(Sun)13:32:14 No.79189543
File: 1729432976923.png (12 KB, 500x91)
12 KB
12 KB PNG
in times where left wingers are becoming dormant, 4chan mods acknowledged the existence of poop2 after years of denial just to "bifo" us
what are the political implications of this

10/20/24(Sun)13:33:37 No.79189550
Anonymous 10/20/24(Sun)13:33:37 No.79189550
>>79188723
If /pol/ and /v/ didn't have a meltie then nothing's gonna happen.

10/20/24(Sun)13:34:05 No.79189557
Anonymous 10/20/24(Sun)13:34:05 No.79189557
File: 1719846191612920.png (10 KB, 253x123)
10 KB
10 KB PNG
>>79189265
We used to have an entire board.
Yet we were exiled, cursed to wander the lonely wastes, only allowed to return on days the mods laugh at us.

Such is the path of the metaflag.

10/20/24(Sun)13:35:53 No.79189569
Anonymous 10/20/24(Sun)13:35:53 No.79189569
>>79189557
>We used to have an entire board.
Why the FUCK did they allow the meta board to become another lolrandom board?

10/20/24(Sun)13:38:44 No.79189592
Anonymous 10/20/24(Sun)13:38:44 No.79189592
>>79189543
/qa2/ won and it's not even close.

10/20/24(Sun)13:40:47 No.79189611
Anonymous 10/20/24(Sun)13:40:47 No.79189611
File: 205 - keyed pepe tux.png (159 KB, 586x724)
159 KB
159 KB PNG
>>79189592
kek, its keyed

10/20/24(Sun)13:44:28 No.79189647
Anonymous 10/20/24(Sun)13:44:28 No.79189647
>>79189281

He's talking about old lore, /lgbt/ became /tttt/ by the sheer quantity of toxic, rich underage tripfags attentionwhoring with their passing pics and their legion of simsps / haters.

10/20/24(Sun)13:47:59 No.79189673
Anonymous 10/20/24(Sun)13:47:59 No.79189673
File: 1501342178088.gif (81 KB, 320x224)
81 KB
81 KB GIF
>>79188840
most of the anti mod crew are long gone

10/20/24(Sun)14:10:17 No.79189853
Anonymous 10/20/24(Sun)14:10:17 No.79189853
>>79188723
this with sound is pretty depressing
>>79188979
nice try but coping is not feeling genuine joy

10/20/24(Sun)14:12:57 No.79189881
Anonymous 10/20/24(Sun)14:12:57 No.79189881
Soon /b/ Board New Anti-Spam Requirement and next /a/, next /sp/, next /soc/, next /fa/, next /his/, next /jp/ and more ect
so i don't know what will be last Board or least Board never used or all Board anti-spam (4chan is kill?)

10/20/24(Sun)14:17:45 No.79189928
Anonymous 10/20/24(Sun)14:17:45 No.79189928
Which /b/ archive has the oldest posts?

10/20/24(Sun)14:25:28 No.79190012
Anonymous 10/20/24(Sun)14:25:28 No.79190012
>>79188097
>>79188723
Why allow /vt/ but not a general e-celeb board? They're pretty much the same thing.

10/20/24(Sun)14:27:19 No.79190028
Anonymous 10/20/24(Sun)14:27:19 No.79190028
>>79187240
/his/ was always /pol/ and /leftypol/ fighting for influence

10/20/24(Sun)14:31:34 No.79190072
Anonymous 10/20/24(Sun)14:31:34 No.79190072
>>79189928
old.sage.moe has the most from pre-2009 going back to 2003. they didn't import the 2004 threads from https://vyrd.bibanon.org/rx/ though

10/20/24(Sun)14:32:48 No.79190087
Anonymous 10/20/24(Sun)14:32:48 No.79190087
>>79190012
it's easier to moderate /vt/.

10/20/24(Sun)15:04:34 No.79190344
Anonymous 10/20/24(Sun)15:04:34 No.79190344
>>79190072
>has the most from pre-2009 going back to 2003.
wat? I thought most of that shit was lost.

10/20/24(Sun)15:04:58 No.79190351
Anonymous 10/20/24(Sun)15:04:58 No.79190351
The email/15m timer is just a desperate attempt to slow down the fastest boards (which are also full of spambots) so they don't burn the servers when something big happens and they get a 400% boost in activity. /b/ may get it too since it's full of bots, but I genuinely doubt boards with /a/'s levels of activity will get the filter.

10/20/24(Sun)15:11:02 No.79190389
Anonymous 10/20/24(Sun)15:11:02 No.79190389
>>79190351
>so they don't burn the servers when something big happens and they get a 400% boost in activity.
Didn't 4chan used to refresh at a faster rate before gookmoot changed it?

10/20/24(Sun)15:28:20 No.79190558
Anonymous 10/20/24(Sun)15:28:20 No.79190558
I am once again asking what's the most fucked up thing you've seen posted on 4chan

10/20/24(Sun)15:29:32 No.79190567
Anonymous 10/20/24(Sun)15:29:32 No.79190567
>>79188787
>/tv/ behind /int/ and /b/

that's depressing

10/20/24(Sun)15:33:31 No.79190600
Anonymous 10/20/24(Sun)15:33:31 No.79190600

>>79190558
I assume you are new, just stick around and you'll find the obsessive, chronic time wasters and mentally ill maniacs on any board.

Merely browsing anonymous forums exposes you to the bottom of society. My biggest one was a sociopath on /b/ proudly showing us how he killed a horse foal because he thought it was funny. Of course, nobody knew about the chinese animal torture rings yet.

10/20/24(Sun)15:34:27 No.79190610
Anonymous 10/20/24(Sun)15:34:27 No.79190610
>>79190600
I'm not new and from the first line I noticed you didn't answer my question so I didn't read the rest

10/20/24(Sun)15:34:32 No.79190612
Anonymous 10/20/24(Sun)15:34:32 No.79190612
>>79190567
it's fascinating that /b/ is that high.
completely related, it's fascinating there's so many low IQ assholes whose biggest hobby is looking for amateur nudes.
one would think people would find more personally enriching time wasters.

10/20/24(Sun)15:35:33 No.79190623
Anonymous 10/20/24(Sun)15:35:33 No.79190623
>>79190610
Then you missed out like a newfag retard.

10/20/24(Sun)15:39:53 No.79190659
Anonymous 10/20/24(Sun)15:39:53 No.79190659
>>79190612
I'm almost certain it's a bot testing ground. There are multiple boards that do porn better.

10/20/24(Sun)15:42:41 No.79190677
Anonymous 10/20/24(Sun)15:42:41 No.79190677
>>79190659
>I'm almost certain it's a bot testing ground. There are multiple boards that do porn better.
having discovered the universe of onlyfans dedicated forums, I assure you, /b/ is 100% organic. There's just that many lowlives.

10/20/24(Sun)15:59:26 No.79190849
Anonymous 10/20/24(Sun)15:59:26 No.79190849
>>79187762
>At this point how many message boards that are left that aren't astroturfed to hell?
A lot. They're harder to find nowadays but you can still look around and see a bunch of forums about culture or media that average 1-5k users and 5-10k lurkers at any given time (which is around as much as some of the faster boards here).

10/20/24(Sun)16:43:43 No.79191283
Anonymous 10/20/24(Sun)16:43:43 No.79191283
pitbull and chihuahua thread devolves into /pol/shit about abortion
>>>/an/4893724

10/20/24(Sun)17:09:18 No.79191512
Anonymous 10/20/24(Sun)17:09:18 No.79191512
>>79190558
Guy cutting out his own testicles on /sci/.

10/20/24(Sun)17:30:45 No.79191725
Anonymous 10/20/24(Sun)17:30:45 No.79191725
File: 1701699019134651.jpg (39 KB, 417x279)
39 KB
39 KB JPG
>>79187875
>meguca has nothing to do with your subhuman shit (his reply is in response to an 8gag timeline thing)
Ackshyually meguca does indeed have a connection to it, as it hosted a political board that was closely aligned with the 8gag way of doing things. Meguca itself died when it had its own mass shooter, the guy affectionately named "doorcuck" or whatever it was and the owner wanted to evade responsibility and shut it down. Before the mass shooter they did some custom CSS thing to hide its presence. You needed to know how to disable it to view their based (and redpilled) board where they spoke in the typical 8gag way that was more violent and conspiratorial than 4chan. Meguca isn't just related to that "subhuman shit", it was an active participant. People might say it's a contradiction, but /a/ boards are generally steeped in politics and require harsh moderation. They truly can't take it easy.
Meguca was brought back by someone else and they had an argument over the importance of having a politics board then it died again and eventually someone else made it again and the existing board today no longer has a politics board. (only took them like 12 years)

>>79188977
>I got nothing
The best time for general 4chan meta was in the retirement home era when it had its largest variety of users, but that lasted about 3 months in 2015. [s4s] raids killed half of it and the hiro blotter killed the rest. The /q/ era is I suppose what you found value in, but that was the era of Barneyfag/kiwifarms maintaining 50 GR15 threads at a time, 8gag maintaining another 50 for politics and /pol/ trolling, and the other 50 having about 5 good meta threads with interaction and 45 /q/ complaints that maybe 2 people would reply to.

10/20/24(Sun)18:56:43 No.79192514
Anonymous 10/20/24(Sun)18:56:43 No.79192514
File: 1715269718095490.png (523 KB, 825x460)
523 KB
523 KB PNG
>>79187988
Periodic happening: Babby Qualifiers are finished for the 4CC, teams are now confirmed for the Autumn Cup for the 1st Nov.

10/20/24(Sun)19:00:26 No.79192556
Anonymous 10/20/24(Sun)19:00:26 No.79192556
File: 1710280610411063.png (1.57 MB, 1919x946)
1.57 MB
1.57 MB PNG
>>79189291
>maybe they're doing it for us so we have more fun with a long protracted series of happenings instead of one gigahappening
mods really did care about us... i just couldn't see it

10/20/24(Sun)19:02:41 No.79192580
Anonymous 10/20/24(Sun)19:02:41 No.79192580
>>79190558
Other than CP and other fucked up things involving children, here are some fucked up things that stood out that I can remember
>Zoophile showing pictures of his dog in dog sized bdsm harnesses and gear. The dog looked like it gave up on life completely and was begging for death
>Some guy posting photos of some girl just murdered within the past 30 minutes and green texting how the murder went and how she struggled and how he loved it both mentally and sexually
>The cum jar guy (not related to the pony cum jar) this is more funny though
>The guy who somehow stole a human skull from the catacombs then pressed his penis into the eye socket and came inside
I'm sure there's more I can't remember but those come to mind immediately

10/20/24(Sun)19:10:39 No.79192667
Anonymous 10/20/24(Sun)19:10:39 No.79192667
>>79192580
>a human skull from the catacombs then pressed his penis into the eye socket
Lol I very vividly remember seeing that and quitting 4chan for about 2weeks.

10/20/24(Sun)19:12:13 No.79192686
Anonymous 10/20/24(Sun)19:12:13 No.79192686
>>79189017
that'll unironically leave /mu/ at 2 post/min

10/20/24(Sun)19:14:08 No.79192718
Anonymous 10/20/24(Sun)19:14:08 No.79192718
>>>/co/146011809

10/20/24(Sun)19:15:06 No.79192729
Anonymous 10/20/24(Sun)19:15:06 No.79192729
>>79192580
>>The guy who somehow stole a human skull from the catacombs then pressed his penis into the eye socket and came inside
imagine dying hundreds of years ago, thinking about a nice resting spot for your corpse, choosing a decent catacomb, and then from the heavens seeing your skull being cummed inside 500 years later.

10/20/24(Sun)19:18:45 No.79192771
Anonymous 10/20/24(Sun)19:18:45 No.79192771
File: Screenshot_20241020_19175(...).png (86 KB, 746x330)
86 KB
86 KB PNG
>>79189017
>>79192686
In case you haven't noticed, they've got generals on like 8 boards.
They're like cockroaches; they infest and spread, they don't stay in one place.
3, <https://boards.4chan.org/r9k/thread/79187988#p79187988>

Captcha is getting legitimately difficult btw.

10/20/24(Sun)19:18:51 No.79192772
Anonymous 10/20/24(Sun)19:18:51 No.79192772
File: 1717628093723354.png (840 KB, 3000x2000)
840 KB
840 KB PNG
>>>/co/146027576
Spider-Man overcame Kermit the Frog and became Mr. /co/ 2024

10/20/24(Sun)19:21:18 No.79192804
Anonymous 10/20/24(Sun)19:21:18 No.79192804
File: 1717865144915217.png (13 KB, 654x174)
13 KB
13 KB PNG
>>79192771
skill issue, get rekt pleb.

10/20/24(Sun)19:21:36 No.79192808
Anonymous 10/20/24(Sun)19:21:36 No.79192808
File: 1715904052390539.jpg (35 KB, 279x580)
35 KB
35 KB JPG
>>79192772
Well are they celebrating the right way?
With Spiderman! threads?

10/20/24(Sun)19:22:06 No.79192815
Anonymous 10/20/24(Sun)19:22:06 No.79192815
File: 1725534331835700.png (3.2 MB, 2691x1401)
3.2 MB
3.2 MB PNG
>>79192772
The overall results of Mr. /co/ 2024

sage
10/20/24(Sun)19:23:46 No.79192835
sage 10/20/24(Sun)19:23:46 No.79192835
>>79192771
I've never seen a korean general outside of /mu/
>>
sage
10/20/24(Sun)19:24:49 No.79192843
sage 10/20/24(Sun)19:24:49 No.79192843
>>79192835
forgot to take the name off, whatever i'll keep it there

10/20/24(Sun)19:26:57 No.79192859
Anonymous 10/20/24(Sun)19:26:57 No.79192859
>>79192808
A bit
>>>/co/146021028
>>>/co/146024930
>>>/co/146020611
>>>/co/146026010
The mods are strict about the tournament being contained to one general, though

10/20/24(Sun)19:30:32 No.79192888
Anonymous 10/20/24(Sun)19:30:32 No.79192888
>>79192835
try using a board that isn't a /b/ spinoff for one day
>>
sage
10/20/24(Sun)19:32:50 No.79192906
sage 10/20/24(Sun)19:32:50 No.79192906
>>79192888
aside from /r9k/ i only use blue boards and have never encountered this issue

10/20/24(Sun)19:46:08 No.79193022
Anonymous 10/20/24(Sun)19:46:08 No.79193022
>>79190558
There's actually not much, and I've been here since 2014ish. Beyond the obligatory cartel gore, african gentleman missing his face.jpg, and child models, I still haven't seen anything too crazy.

I did see a s*rb threaten to bomb a plane on one of the flag boards years ago (/int/ or /pol/) and I tipped the FBI for that

10/20/24(Sun)19:54:53 No.79193114
Anonymous 10/20/24(Sun)19:54:53 No.79193114
>>79190558
one that actually upsets me is a vid where somebody tosses a firecracker and a dog goes after it and it explodes in his mouth, you can see like a gallon of blood come out of the dog's mouth as he takes his last breath from his shattered lungs

10/20/24(Sun)19:56:06 No.79193128

Anonymous 10/20/24(Sun)19:56:06 No.79193128
>>79191725
I swear meguca split off of 4chan way earlier than the image purports
that being said, the only thing I really know about it is that it became the alt of choice for r/a/dio when that got booted off of /a/

10/20/24(Sun)19:59:06 No.79193159
Anonymous 10/20/24(Sun)19:59:06 No.79193159
>>79193114
That's the key: if someone is disgruntled or angry in a thread and starts posting webms/gifs with a grainy image of a pet, don't click it! I still haven't seen shoveldog because I click off it because my reflexes are so fast

I did see a webm of a guy's dick being blown off with firecrackers on /gif/ but I'm not lumping that in with worst things I've ever seen because it was fucking funny. I saw an original post claiming it was a rapist, but I think it might be an extreme CBT thing from a guy who was too gooned out for his own good

10/20/24(Sun)19:59:09 No.79193161
Anonymous 10/20/24(Sun)19:59:09 No.79193161
>>79193114
I feel like I've seen this and I hate that I remember it and I hate that I read this . Dogs are so great

10/20/24(Sun)20:10:29 No.79193267
Anonymous 10/20/24(Sun)20:10:29 No.79193267
>>79190558
the one that really gets me is similar to the catacomb dude, but instead it was the guy who worked at a morgue and started live posting him fucking with that girl's corpse and describing him raping/fingering the dead body. can't remember much from it now, but i do remember he posted a pic of him putting the girl's eye in her mouth.
i really just wish dead bodies could be left alone, any kind of necro shit pisses me off.

10/20/24(Sun)20:16:12 No.79193333
Anonymous 10/20/24(Sun)20:16:12 No.79193333
>>79190558
Few years ago while delving through the archives I learned about a thread where somebody sounded their urethra with the penis of a raccoon.

10/20/24(Sun)20:26:42 No.79193447
Anonymous 10/20/24(Sun)20:26:42 No.79193447
File: 1454983845610.jpg (108 KB, 816x461)
108 KB
108 KB JPG
>>79191725
>The best time for general 4chan meta
Actually, I hate your clique enough to effortpost about it. Let me give you a concise argument

* The argument to use the bump bots was basically boiled to "I don't like the OP image", killing all sincere conversation that can appear from even the most retarded OP
* On the practical side you interrupted all conversation every few days and therefore all spontaneity in the board. People left because they couldn't ass themselves to remake threads every time you got them killed
* Your effort straight up depopulated the board, and that wasn't a good thing no matter what you, yotgo, echizuki, vraa, tenshi & echibiki's and all the rest of the assholes could say
* By the end you were forced to use your shitty bot to force a semblance of activity, which obviously didn't work and didn't attract any real poster, reducing the site to just /hap/ and your baker's dozen catfighting on random threads talking in code about kissu and the other shitty spin off boards
* Not only it didn't work, but encouraged unrelated trolls to bait ACK & barneyfag to /qa/ and even use their own spambots to the fray, just to specifically fuck with you.
* You are the direct cause of sharty even existing, because the mods got so fed up with your clique's whining they started moving onions threads to /qa/ just to get rid of you

You can dress it however the hell you want. The facts speak for themselves: Your clique and your bot specifically ruined /qa/ and killed all activity on the board.

But even years later you keep pretending you dindu nuffin. Apparently it hurts you on a physical level to know you are a shitter so you bend facts and use all manner of rhetoric to pretend you didn't poison the well harder than any /deletepol/ thread every did.

Shit, you are the fucking jew stereotype. Crying as you hit everyone else. Some sort of fucking eike that's why spin offs got made, no sane community would have you.

10/20/24(Sun)20:41:52 No.79193637
Anonymous 10/20/24(Sun)20:41:52 No.79193637

>>79193267
>i really just wish dead bodies could be left alone
they dont got no feelings anony-pie, they dont got no cares
bout nunna dat. if heaven exists, and they're looking down at
their defiled corpse, they will not care; after all, there is only
happiness in heaven. its pure bliss

10/20/24(Sun)20:42:10 No.79193642
Anonymous 10/20/24(Sun)20:42:10 No.79193642
File: 1445270012423.png (16 KB, 180x278)
16 KB
16 KB PNG

>>79191725
>>79193447
So of fucking course the best time would only be the start of
the board because you cunts did not let things evolve
naturally and dumped that "self-moderation" bs on everyone
because you were too much of a newfag to realize all you
need to do to get rid of outraged retard was wait them out.

Feel half tempted to post jaks everytime I detect your
presence just to remind you how badly you screwed up.

10/20/24(Sun)20:45:10 No.79193684

Anonymous 10/20/24(Sun)20:45:10 No.79193684
>>79190659
it is, anon. I remember not too long ago 4chan was down for
maintenance, and it was offline for almost a day. All the
boards were wiped. I jumped on when the boards were just
starting to work again, and checked /b/; shit you not, the only
threads up were "images you shouldnt share" threads, and
they were all made at the same time, and existed for less than
a minute- yet they already had hundreds of image replies.

10/20/24(Sun)21:47:45 No.79194449
Anonymous 10/20/24(Sun)21:47:45 No.79194449
File: 75766949007-clean.jpg (28 KB, 660x371)

<https://boards.4chan.org/sci/thread/16437325/getting-shot-in-the-heart>

Anonymous
>getting shot in the heart 10/17/24(Thu)22:01:00
No.16437325
File: hey.png (891 KB, 964x1287)
891 KB
891 KB PNG
>getting shot in the heart Anonymous
10/17/24(Thu)22:01:00 No.16437325
So according to most movies, or word of mouth, getting shot
or stabbed, etc in the hearts is an instant that, like getting
your brains blown? Why? Your blood is still slushing around
your body after the very last pump, wouldnt it take some time
before your brain/other organs give up, like a minute or so?

10/17/24(Thu)22:07:49 No.16437342
Anonymous 10/17/24(Thu)22:07:49 No.16437342
You don't die instantly, you pass out instantly and die within a
minute or two from oxygen deprivation. It's inevitably fatal
because there's no way to stabilize someone who's heart was
just shredded.

10/17/24(Thu)22:09:33 No.16437347
Anonymous 10/17/24(Thu)22:09:33 No.16437347
>>16437325
But you're too late! You give love a bad name.

10/17/24(Thu)22:11:11 No.16437351
Anonymous 10/17/24(Thu)22:11:11 No.16437351
>>16437342
>you pass out instantly
Why?

10/17/24(Thu)22:14:41 No.16437357
Anonymous 10/17/24(Thu)22:14:41 No.16437357
>>16437351
Hypovolemic shock

10/17/24(Thu)22:24:30 No.16437364
Anonymous 10/17/24(Thu)22:24:30 No.16437364
>>16437351
Your blood disappears and then your vessels have not
enough blood in them because if you were shot in the heart
the blood is instantly gone

10/17/24(Thu)22:50:12 No.16437374
Anonymous 10/17/24(Thu)22:50:12 No.16437374
>>16437364
Blood is stored in the heart.

10/17/24(Thu)23:06:30 No.16437382
Anonymous 10/17/24(Thu)23:06:30 No.16437382
Massive loss of blood pressure would leave your brain
without oxygen and you would be unconscious in seconds.

10/17/24(Thu)23:53:00 No.16437408
Anonymous 10/17/24(Thu)23:53:00 No.16437408
>>16437325
movie people don't read a lot of med journals

>>16437342
it highly depends on the level of "shredded" because people
do rarely survive being shot in the heart with calibers like .22
or a very glancing hit. in the typical case though, >>16437382
is correct.

10/18/24(Fri)00:40:19 No.16437430
Anonymous 10/18/24(Fri)00:40:19 No.16437430
File: ai game.png (1.52 MB, 1024x1024)
1.52 MB
1.52 MB PNG
>>16437351
Instantly is an exaggeration. If it's a 9mm or a knife and if you
factor in the adrenaline response, you probably got maybe 3-
6 secs before your out cold, and then you will die within
another 10-30 sec or while unconscious. Any larger caliber
would probably knock you out instantly.

People dying/passing out from stomach wounds is retarded
though. I got stabbed in my Radial Artery and, with some
pressure on it, I stayed well awake till the paramedics came
about 20 min later. I was a bit woozy and lost stupid amounts
of blood but it wasn't a big deal really as long as you aren't
running or stressing or just letting it squirt out.

10/18/24(Fri)00:46:07 No.16437437
Anonymous 10/18/24(Fri)00:46:07 No.16437437
>>16437430
Damn bro, I got a half-stab half-slash (went in like a stab,
came out like a slash) to the quad and I thought I was a
badass for not crying over it. Meanwhile you tanked a knife to
the stomach! Truly heroic shit that you survived that.

10/18/24(Fri)00:57:32 No.16437444
Anonymous 10/18/24(Fri)00:57:32 No.16437444
>>16437437
Nah man Radial Artery is one of the two main in the arm, on
the heart side. It's the one doctors will check your pulse with
cuz it's connected straight to it basically. What I meant about
the stomach thing is that it would bleed less so the movies
make no sense.

Also I am no hero haha, but I am sure as hell ain't gonna
argue with no crackhead tryna jump the fence into a bar I'm
sitting at ever again, that's for sure lmfao.

Dude the quad would have hurt way more than this. There are
like barely any nerves right where I got stabbed. The quad
would have fucking sucked ass, good on ya for dealing with it
like a champ too man

10/18/24(Fri)01:11:13 No.16437448
Anonymous 10/18/24(Fri)01:11:13 No.16437448
>>16437444
I don't know much of anything about cardiovascular anatomy,
I just assumed you were talking about one of the arteries near
the stomach/torso.

> Also I am no hero haha, but I am sure as hell ain't gonna
argue with no crackhead tryna jump the fence into a bar I'm
sitting at ever again, that's for sure lmfao.

That's ironically kind of how I got stabbed too. A crackhead
was harassing a young girl near my mother in-law's
apartment old (a ghetto shithole area).

Myself, my brother in law and one of his cousins went
downstairs to try and get him to leave her alone, as he had
her backed somewhat against a fence and she was terrified
and screaming for help. When we got down there we got in
the way enough for the girl to run to the cousin while my
brother and law were chewing him out. Dude pulled a knife
and lunged at me. Mid-lunge he lost part of his balance and
his forward lunge towards my stomach ended up being a
falling stab into my left leg before yanking the knife out as he
fell to the ground. I lost a lot of blood but thankfully it wasn't
anywhere near the major arteries running on the inside of the
thigh, so it wasn't immediately life threatening and more of an
infection risk than anything.

The guy didn't even end up getting prison time because the
fuckhead DA didn't end up pursuing charges after his social
worker cried about how he was trying his best to get clean
and get his life together.

10/18/24(Fri)01:12:16 No.16437449
Anonymous 10/18/24(Fri)01:12:16 No.16437449
>>16437448
Brother in-law and I were chewing him out*

10/18/24(Fri)01:14:39 No.16437451
Anonymous 10/18/24(Fri)01:14:39 No.16437451
>>16437448
DAs are consistently the most useless pieces of shit
imaginable, US really needs a better system for charging
people than politically-motivated elected officials doing it on
personal opinions and how they're feeling that day

10/18/24(Fri)01:20:42 No.16437455
Anonymous 10/18/24(Fri)01:20:42 No.16437455
>>16437448
Classic crackhead. Bummer with the DA dude. Especially
when you just know he is out doing this shit again since then.

I live in Sweden though and our crackheads are 90%
unregistered boat migrants with literally no names or ID
numbers in the system so I didn't even bother going to the
cops.

We do have old Swedish park drunks though, like Russia but
not violent lmao

10/18/24(Fri)01:21:18 No.16437456
Anonymous 10/18/24(Fri)01:21:18 No.16437456
>>16437451
Yeah, I agree. Unfortunately my area has been hit really hard
by the opioid crisis, but the wealthier suburbs are able to
protect themselves enough from the hellscape they've
created that they basically feel no pressure to change it.

Instead they do the bit where they endlessly argue for
"rehabilitation, not prison" while not actually taking care of the
dangerous addicts all over the damn place. It's not as bad as
California, and thankfully we have winter so it's not as much
of a year round problem, but it still sucks.

10/18/24(Fri)01:26:40 No.16437460
Anonymous 10/18/24(Fri)01:26:40 No.16437460
>>16437455
In the US we tend to be quite good at producing our own
crackheads, so the government doesn't seem to see much
need to import them.

I've never been to Sweden, but I saw plenty of what you were
describing in Czechia. Prague has a ton of middle aged
drunks just lounging about in the parks in the city. Basically
every part of town that isn't crazy touristy had them all over
the place but they weren't threatening as much as they were
annoying (at least in 2019, it's been a bit since I was there for
work so idk if it's changed much since).

10/18/24(Fri)01:33:01 No.16437464
Anonymous 10/18/24(Fri)01:33:01 No.16437464
>>16437325
>according to most movies
>Science & Math

10/18/24(Fri)01:57:38 No.16437476
Anonymous 10/18/24(Fri)01:57:38 No.16437476
>>16437464
biology is a science

10/18/24(Fri)08:11:36 No.16437768
Anonymous 10/18/24(Fri)08:11:36 No.16437768
>>16437325
Getting shot i the heart kills you faster than being shot in the
head. And if you miss you can make a recovery enough to
shoot again.
If you do hit the heart, not just graze it, it will basically stop
pumping blood, then the entire body dies.
With the brain you take a risk at not hitting the parts that
control heart beating and breathing. Many just go blind
because they dont know what they are doing. Captain Sobel,
of band of brothers fame, played by Ross, shot himself in the
head and then spent 17 years crippled at a VA hospital.
Fun fact. Sobel (**סובל**) means "Suffer" in hebrew.

10/18/24(Fri)08:15:16 No.16437773
Anonymous 10/18/24(Fri)08:15:16 No.16437773
File: Edging table.png (2.05 MB, 1690x761)
2.05 MB
2.05 MB PNG
I have a humble suggestion that i wish to popularize as a
method: The wheel.

You have to lie on the wheel with your feet facing outwards, then spin it (with a motor). The G forces will pull blood from the brain so you will pass out, its only a matter of RPMs. You can play edge games with it, you hold on to the rails and put RPMs high enough to blackout, then the centripetal forces expel you from the wheel as you can grab the rail, then you wake up. ----- 10/18/24(Fri)08:25:07 No.16437786 Anonymous 10/18/24(Fri)08:25:07 No.16437786 >>16437325 Blood has oxygen, blood must move to deliver O2. Heart moves blood but more importantly it moves O2 to organs that need it.....like the brain. ----- No O2 = no alive ----- 10/18/24(Fri)11:28:13 No.16438078 Anonymous 10/18/24(Fri)11:28:13 No.16438078 >>16437351 It would be extremely painful ----- 10/18/24(Fri)11:30:26 No.16438083 Anonymous 10/18/24(Fri)11:30:26 No.16438083 File: 1667022169031.webm (1.43 MB, 592x592) 1.43 MB 1.43 MB WEBM >>16437342 ----- 10/18/24(Fri)21:34:04 No.16439087 Anonymous 10/18/24(Fri)21:34:04 No.16439087 >>16438083 Is he ok? ----- 10/18/24(Fri)21:40:38 No.16439105 Anonymous 10/18/24(Fri)21:40:38 No.16439105 >>16439087 guy that got shoot is dead. The cop that got tackled to the ground got paralixis i heard. ----- 10/19/24(Sat)06:37:32 No.16439522 Anonymous 10/19/24(Sat)06:37:32 No.16439522 >>16439105 >got paralixis i heard. Paralysis? Did he got shot or stabbed? ----- 10/19/24(Sat)06:45:56 No.16439527 Anonymous 10/19/24(Sat)06:45:56 No.16439527 Suck a million cocks sci, suck a million CAWKS ----- 10/19/24(Sat)06:47:25 No.16439528 Anonymous 10/19/24(Sat)06:47:25 No.16439528 >>16439527 You are wrong. Jobs are part of a system, is it wrong to seek the highest power job all the time or are you supposed to be part of a good system that has you with a good job but not the most powerful. ----- Truly think this through, I'm much wiser than you but I'm badly injured. ----- 10/19/24(Sat)06:48:26 No.16439530 Anonymous 10/19/24(Sat)06:48:26 No.16439530 >>16439528	Proficiency allows you to be a businessman and a soldier if you want. ----- 10/19/24(Sat)06:50:38 No.16439533 Anonymous 10/19/24(Sat)06:50:38 No.16439533 This is advanced shit anyway, you're not aware of it until now ----- Think of a population of Aryans like Zanderkand. 'one big family' ----- 10/19/24(Sat)06:51:42 No.16439534 Anonymous 10/19/24(Sat)06:51:42 No.16439534 Ease of collecting heaven points (a good system).(Includes wealth). ----- 10/19/24(Sat)06:53:07 No.16439536 Anonymous 10/19/24(Sat)06:53:07 No.16439536 As said the 6-14 monarch minds will be decided fairly and that's per universe. So opportunity will arise again. ----- 10/19/24(Sat)06:56:04 No.16439537 Anonymous 10/19/24(Sat)06:56:04 No.16439537 >>16439534 Ra'qqqqqil ----- 10/19/24(Sat)07:36:35 No.16439567 Anonymous 10/19/24(Sat)07:36:35 No.16439567 >>16437351 You fall to one knee, vomit, then pass out ----- 10/19/24(Sat)07:39:11 No.16439568 Anonymous 10/19/24(Sat)07:39:11 No.16439568 >>16437351 Near instant loss of blood pressure in your brain. You ever see somebody black out when pulling high Gs? It's like that, rapid drop in blood pressure in the brain (albeit for a different reason). Lights out. ----- 10/19/24(Sat)07:40:35 No.16439572 Anonymous 10/19/24(Sat)07:40:35 No.16439572 >>16437430 I hope the nigger who stabbed you got killed. ----- 10/19/24(Sat)07:41:41 No.16439573 Anonymous 10/19/24(Sat)07:41:41 No.16439573 >>16438083 that was a special kind of gun which makes people break dance ----- 10/19/24(Sat)08:37:36 No.16439619 Anonymous 10/19/24(Sat)08:37:36 No.16439619 >>16439568 >You ever see somebody black out when pulling high Gs? I This is why i have proposed the use of spinning wheel platforms to induce G forces. You can use them to play blacking out, or go all the way. The way you play is that you lie feet out on the wheel and hold to two rails behind your head, and as you blackout you release your grip and get kicked out of the wheel. Very fun. And doubles as a permanent escape if you strap yourself and put the motor in high speed ----- 10/19/24(Sat)09:24:00 No.16439674 Anonymous 10/19/24(Sat)09:24:00 No.16439674 >>16439619 RIPPEN -----	10/19/24(Sat)11:59:22 No.16439875 Anonymous 10/19/24(Sat)11:59:22 No.16439875 File: Screenshot_20240619_23440(...).jpg (227 KB, 894x1387) 227 KB 227 KB JPG >>16437374 You think the heart is really a lot bigger ----- 10/19/24(Sat)12:28:10 No.16439919 Anonymous 10/19/24(Sat)12:28:10 No.16439919 File: 1710833369142.jpg (197 KB, 1920x1080) 197 KB 197 KB JPG >>16439875 You think the mind is really a lot readabler ----- 10/19/24(Sat)12:35:16 No.16439933 Anonymous 10/19/24(Sat)12:35:16 No.16439933 Well I think it would be the worst to be shot in the right ventricle of the heart (or the aorta), bevause if they were shot in the RV it would create a negative pressure (P) in the chamber and all flow out from the RA without stopping, and the tricuspid valve would never close back up (because the RV P would never > P of RA). And this would get it in the first part of (early) diastole, which also doesn't have any electrical activity, and be bypassing the lungs with the hole. This lower pressure before the pump, and no blood going into the main pulmonary artery) would cause the pressure in the lungs to increase and for perfusion to decrease due to constricted vessels (if not for the pump then because the lack of oxygen (V) in the alveoli would signal for constriction of the vessels (-Q), and none of the thread has mentioned that a lower perfusion throughout the lungs would also inhibit CO2 transport out of the body, which is worth mentioning because hypoxia is a factor but hypercapnia is dangerous and the lungs won't be able to expel CO2 which is what it would try to do if it can do neither of the two jobs in the situation. And the adrenaline would also cause all of the blood to go to the center of the body, out of the peripheral/extremities ----- 10/19/24(Sat)12:47:59 No.16439955 Anonymous 10/19/24(Sat)12:47:59 No.16439955 >>16439933 ----- P of RV causes < respiratory P, so no cnstricted vessels (unless the alveoli would signal to stop the flow to those vessels to go to working ones) Q would decrease though - so V would also decrease, and the lungs would try to put CO2 into the blood there, over O2 (but CO2 is much mre soluble) ----- not that it would do either of the two jobs but if it was like this then that would be the outcome. the hypoxia is important but the brain would also be colder (because of less blood there, and lower body temp from the blood loss, so it can last without oxygen for more than the 4 minutes other anons posted about), and CO2 would build up, and cell death would occur if someone was shot in the RV, not only in the heart (which cant repair itself - or go into apoptosis because it cant) and lungs but in other parts of the body via the mitochondria spilling in the other cells throughout the body with hypovolemia killing the person as they lose blood ----- 10/20/24(Sun)16:01:03 No.16441616 Anonymous 10/20/24(Sun)16:01:03 No.16441616 >>16437430 >Getting shot by 9mm is fine the absolute state of /k/tards
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https://boards.4chan.org/an/thread/4887208

Anonymous 10/02/24(Wed)15:34:12 No.4887208 File: AldabraTortoise.jpg (1.03 MB, 1000x1035) 1.03 MB 1.03 MB JPG Anonymous 10/02/24(Wed)15:34:12 No.4887208 Fresh out of fucks to give but I can stock up on the tenth page. ----- 10/02/24(Wed)23:39:45 No.4887440 Anonymous 10/02/24(Wed)23:39:45 No.4887440 File: cowabunga.png (65 KB, 300x500) 65 KB 65 KB PNG >>4887208 Cowabunga Im kicking you back to page 1 old turtle dude! ----- 10/03/24(Thu)20:32:54 No.4887913 Anonymous 10/03/24(Thu)20:32:54 No.4887913 File: smokinginbathroomcat.jpg (25 KB, 356x317) 25 KB 25 KB JPG 5, https://boards.4chan.org/an/thread/4887208	>>4887208 夕パコの老人を手に入れましたか? ----- https://youtu.be/vmL72sgVdAQ ----- 10/04/24(Fri)08:07:49 No.4888160 Anonymous 10/04/24(Fri)08:07:49 No.4888160 File: smokingturtle_200x200.jpg (10 KB, 200x200) 10 KB 10 KB JPG ----- 10/04/24(Fri)13:09:00 No.4888253 Anonymous 10/04/24(Fri)13:09:00 No.4888253 File: pallascatifonlyyouknew.png (800 KB, 786x499) 800 KB 800 KB PNG >>4888160 I hear ya brother times are rough you just can't get to page 10 in this type of economy ----- 10/04/24(Fri)13:22:51 No.4888260 Anonymous 10/04/24(Fri)13:22:51 No.4888260	File: drteoa4863hb1.jpg (135 KB, 2048x1131) 135 KB 135 KB JPG >>4888160 >>4888253 ----- Breaks over yas get back to work ----- 10/06/24(Sun)02:17:47 No.4889069 Anonymous 10/06/24(Sun)02:17:47 No.4889069 File: snapper86.jpg (112 KB, 640x480) 112 KB 112 KB JPG >>4887208 OI U THINK YA CAN MAKE IT ALL THE WAY TO PAGE SEVEN? NAH NAH NAH BACK TA PAGE ONE WIT YA U CUNT! ----- 10/07/24(Mon)03:07:42 No.4889508 Anonymous 10/07/24(Mon)03:07:42 No.4889508 File: 97363ca83102a95444774d89e(...).jpg (45 KB, 650x366)
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45 KB

45 KB JPG

A turtle so slow, craving that page,
Stuck on page nine, filled with pent-up rage.
His shell starts to shake, his legs press on tight,
Page ten's a tease, calling all night.

With one final push, his shell hits the floor,
Page ten's in his grasp—he's begging for more.

10/07/24(Mon)03:39:03 No.4889515
Anonymous 10/07/24(Mon)03:39:03 No.4889515
File: 9B433C31-904E-4ABA-B182-D(...).jpg (114 KB, 626x626)
114 KB
114 KB JPG
Old Sage Turtle here letting you know we will be making it to
page 10 eventually. With the power of this sage we should
make it in no time.

10/07/24(Mon)12:19:30 No.4889678
Anonymous 10/07/24(Mon)12:19:30 No.4889678
File: 1000148183.jpg (59 KB, 646x475)
59 KB
59 KB JPG
>>4889515
Be careful of the bumps on the road

10/07/24(Mon)12:48:46 No.4889692
Anonymous 10/07/24(Mon)12:48:46 No.4889692
File: 1669130152879538.webm (122 KB, 466x498)
122 KB
122 KB WEBM
>>4889678

10/07/24(Mon)14:21:36 No.4889723
Anonymous 10/07/24(Mon)14:21:36 No.4889723
File: pexels-average-guy-686669(...).jpg (1.09 MB, 3262x4079)
1.09 MB
1.09 MB JPG
>>4889692

That a one they recalled for a hairline cracked block?

10/07/24(Mon)15:15:27 No.4889746
Anonymous 10/07/24(Mon)15:15:27 No.4889746
File: DFE41221-678A-44DE-BF2A-9(...).jpg (58 KB, 1000x1005)
58 KB
58 KB JPG
>>4889515
Ha ha ha heh heh How do you like this bumpikamihaha

10/07/24(Mon)20:05:34 No.4889870
Anonymous 10/07/24(Mon)20:05:34 No.4889870
File: buggs86.jpg (260 KB, 1477x1080)
260 KB
260 KB JPG
>>4887208
BACK TO PAGE 1 YOU LIL BITCH! YOU AIN'T EVER
GETTIN TO 10 BUSTER. YOU HERE ME!

10/08/24(Tue)01:44:59 No.4890003
Anonymous 10/08/24(Tue)01:44:59 No.4890003
File: winking_turtles__by_mimmi(...).jpg (102 KB, 900x675)
102 KB

102 KB JPG

>>4889870

Like a tic tac, tiger?

10/09/24(Wed)01:45:09 No.4890554
Anonymous 10/09/24(Wed)01:45:09 No.4890554
File: Common.png (1.68 MB, 1350x1080)
1.68 MB
1.68 MB PNG

10/10/24(Thu)23:05:10 No.4891408
Anonymous 10/10/24(Thu)23:05:10 No.4891408
Keep it up man you're almost there!

10/11/24(Fri)01:33:14 No.4891433
Anonymous 10/11/24(Fri)01:33:14 No.4891433
File: have-a-guinness-when-your(...).jpg (49 KB, 600x449)
49 KB
49 KB JPG
I get tips for this kind of gig right?

10/11/24(Fri)12:11:18 No.4891593
Anonymous 10/11/24(Fri)12:11:18 No.4891593
File: chadcat86.jpg (65 KB, 451x604)
65 KB
65 KB JPG
>>4887208
>A YO DONNIE YOU DOPPY MUTHA FUCKA LOOK AT
THIS TURTLE TRYING TO MAKE IT TO PAGE TEN. IM
SENDING HIM BACK PAGE ONE. WHAT DO YOU THINK
OF DEM APPLES DONNIE YOU LIL BITCH

10/11/24(Fri)12:42:01 No.4891609
Anonymous 10/11/24(Fri)12:42:01 No.4891609
File: 4ac229e72e71837105a1142d8(...).jpg (198 KB, 736x981)
198 KB
198 KB JPG
>>4891593

>dear god what an ugly mug

10/11/24(Fri)22:44:10 No.4891807
Anonymous 10/11/24(Fri)22:44:10 No.4891807
File: creepcat.jpg (250 KB, 610x779)
250 KB
250 KB JPG
>>4891609
>yesss yesss he is quite ugly not handsome like me the
ladies fall head over heels because of my good looks

10/11/24(Fri)23:26:37 No.4891826
Anonymous 10/11/24(Fri)23:26:37 No.4891826
>>4889508
Gemmy.

10/12/24(Sat)00:05:36 No.4891834
Anonymous 10/12/24(Sat)00:05:36 No.4891834
File: turtle-thinking.gif (87 KB, 640x586)
87 KB
87 KB GIF
>>4891807

Do you perchance play Warhammer 40k, and are you in fact, :(
a dark Eldar player?

10/13/24(Sun)02:41:45 No.4892318
Anonymous 10/13/24(Sun)02:41:45 No.4892318
File: mariostomp.png (670 KB, 1193x892)
670 KB
670 KB PNG
I'm a gonna stomp you back to page one and goa rescue da
princess.

10/13/24(Sun)16:37:01 No.4892583
Anonymous 10/13/24(Sun)16:37:01 No.4892583
YOU JUST LOST THE GAME

10/13/24(Sun)22:03:25 No.4892702
Anonymous 10/13/24(Sun)22:03:25 No.4892702
File: turtle_2.gif (56 KB, 400x300)
56 KB
56 KB GIF
Yippee kayAy mothafucka

10/15/24(Tue)22:12:42 No.4893685
Anonymous 10/15/24(Tue)22:12:42 No.4893685
File: crazyturt86.jpg (111 KB, 1024x989)
111 KB
111 KB JPG
I ALMOST GOT TO TEN WHAT AM I DOING BACK AT
ONE!

10/16/24(Wed)01:47:40 No.4893760
Anonymous 10/16/24(Wed)01:47:40 No.4893760
File: images (20).jpg (9 KB, 168x300)
9 KB
9 KB JPG
Page 1 is where they dispense drinks before we start truckin
to Page 10 again.

10/16/24(Wed)11:54:39 No.4893925
Anonymous 10/16/24(Wed)11:54:39 No.4893925
I wonder how a gigantic Galapagos turtle's flared dong looks
like.

10/16/24(Wed)12:14:42 No.4893935
Anonymous 10/16/24(Wed)12:14:42 No.4893935
File: Gtort.jpg (13 KB, 273x185)
13 KB
13 KB JPG
>>4893925

GAAAAAY!

10/19/24(Sat)14:03:19 No.4895283
Anonymous 10/19/24(Sat)14:03:19 No.4895283
File: Snapl.jpg (15 KB, 194x259)
15 KB
15 KB JPG

10/21/24(Mon)21:22:48 No.4896372
Anonymous 10/21/24(Mon)21:22:48 No.4896372
File: via_@c_rly22.webm (638 KB, 630x854)
638 KB
638 KB WEBM

10/21/24(Mon)21:23:52 No.4896374
Anonymous 10/21/24(Mon)21:23:52 No.4896374
>>4896372

https://psychonautwiki.org/wiki/Cannabis

Cannabis (Redirected from Weed); Jump to navigationJump to search; Summary sheet: Cannabis; Cannabis

Common names
Cannabis, THC, Marijuana, Weed, Pot, Mary Jane, Grass, Herb, Green, Bud, Tree. More names, and slang.
Routes of Administration
WARNING: Always start with lower doses due to differences between individual body weight, tolerance, metabolism, and personal sensitivity. See responsible use section.
↓ Smoked
Dosage Threshold 0.4 mg THC Light 0.4 - 2 mg THC Common 2 - 4 mg THC Strong 4 - 10 mg THC Heavy 10 mg THC +
Duration Total 2.5 - 5 hours Onset 0.1 - 10 minutes Come up 5 - 10 minutes Peak 15 - 45 minutes Offset 3 - 4 hours
After effects 45 - 180 minutes
↓ Oral Dosage Threshold
1 mg THC Light 2.5 - 5 mg THC Common 5 - 10 mg THC Strong 10 - 25 mg THC Heavy 25 mg THC +
Duration Total 4 - 10 hours Onset 20 - 60 minutes Come up 30 - 60 minutes Peak 1 - 2 hours Offset 4 - 6 hours
After effects 6 - 12 hours ↓ Sublingual
Dosage Duration Total 3 - 7 hours Onset 1 - 10 minutes Come up 15 - 30 minutes Peak 30 - 60 minutes Offset 4 - 6 hours
DISCLAIMER: PW's dosage information is gathered from users and resources for educational purposes only. It is not a recommendation and should be verified with other sources for accuracy.

Cannabis (also known as THC, marijuana,[1] weed,[2] pot,[3] grass,[4] hemp,[5] and many others) is a preparation of the cannabis plant that produces psychoactive effects when consumed (via smoking, vaporizing, or ingestion). It is the most used illicit substance in the world.[6][7] The mechanism of action is binding activity at cannabinoid receptors distributed throughout the body.[citation needed]
6, https://psychonautwiki.org/wiki/Cannabis

The principal psychoactive constituent of cannabis is tetrahydrocannabinol (THC), which makes up one of 483 known compounds in the plant,[8] including at least 84 other cannabinoids such as cannabidiol (CBD), cannabinol (CBN), tetrahydrocannabivarin (THCV),[9][10] and cannabigerol (CBG). At least three species are recognized: Cannabis sativa, Cannabis indica, and Cannabis ruderalis.[citation needed]

The earliest recorded uses of cannabis date from the 3rd millennium BC.[11] In modern times, cannabis is used for recreational or medicinal and religious or spiritual purposes.[12] It played a central role in the 1960s youth counterculture movement and is associated with the art and music of this era.[citation needed]

Subjective effects include sedation, appetite enhancement, immersion enhancement, creativity enhancement, increased sense of humor, increased music appreciation, visual disconnection, and euphoria. The effects can vary widely depending on dose, strain & form, tolerance, and set and setting. Notably, it can either strongly suppress or enhance anxiety depending on the individual and situation.

Lower doses are associated with relaxing effects similar to a depressant. Higher doses are associated with mild-to-moderate hallucinogenic effects such as visual hallucinations, conceptual thinking and time distortion, as well as a greater risk of anxiety, paranoia, and delusions.

Cannabis is considered to have low to moderate abuse potential.[citation needed] Chronic use is associated with escalating tolerance and psychological dependence in some individuals. [citation needed] It has very low physical toxicity and is essentially impossible to physically overdose on. However, it is capable of exacerbating certain mental health symptoms like delusions or psychosis in predisposed individuals (see this section).[citation needed]

Long-term cannabis use may be associated with negative cognitive effects such as brain fog, lowered motivation, difficulty learning, and inattention. These effects are typically reversible with tapered use and time off.[13]

It is highly advised to use harm reduction practices if using this substance.

History and culture

The genus cannabis is indigenous to central Asia and the Indian subcontinent.[14]

The history of cannabis and its usage by humans dates back to at least the third millennium BC in written history, and possibly as far back as the Pre-Pottery Neolithic B (8800–6500 BCE) based on archaeological evidence. For millennia, the plant has been valued for its use for fiber and rope, as food and medicine, and for its psychoactive properties for religious and recreational use.

The earliest restrictions on cannabis were reported in the Islamic world by the 14th century. In the 19th century, it began to be restricted in colonial countries, often associated with racial and class stresses.

Since the early 20th century, cannabis has been subject to legal restrictions with the possession, use, and sale of cannabis preparations containing psychoactive cannabinoids currently illegal in most countries. However, there is a recent growing trend towards decriminalization and legalization, with the sale of cannabis made legal in some US states and Canada.

In 2004, the U.N. estimated that global consumption patterns of cannabis indicated that approximately 4% of the adult world population (162 million people) used cannabis annually and that approximately 0.6% (22.5 million) of people used cannabis daily.[15] According to the United Nations, it is the most used illicit drug in the world.[6][7]

Potency trends

The potency of illicit cannabis plant material has consistently increased over time since 1995 from ~4% in 1995 to ~12% in 2014. The cannabidiol content has decreased on average from ~.28% in 2001 to <.15% in 2014, resulting in a change in the ratio of Δ9-tetrahydrocannabinol to cannabidiol from 14 times in 1995 to ~80 times in 2014.[16][17]

Etymology

The word cannabis is from Greek κάνναβις (kánnabis) (see Latin cannabis), which was originally Scythian or Thracian.[18] It is related to the Persian kanab, the English canvas and possibly the English hemp (Old English hænep).[18]

Common names

Cannabis has numerous common and street names. The most common ones are: marijuana,[1] weed,[2] pot,[3] grass,[4] hemp,[5], ganja, THC.

Chemistry

Cannabis plants contain a number of different specific compounds at various ratios. Cannabis contains more than 460 compounds;[19] at least 80 of these are cannabinoids,[20][21] chemical compounds that interact with cannabinoid receptors in the brain.[22] The most common cannabinoids are listed below:

Phytocannabinoids

Upon heating, cannabinoid acids decarboxylate to give their psychoactive cannabinoid.

Tetrahydrocannabinol (THC)

Pharmacology

The most psychoactive cannabinoid found in the cannabis plant is tetrahydrocannabinol (or delta-9-tetrahydrocannabinol), commonly known as THC.[19] Other cannabinoids include delta-8-tetrahydrocannabinol, cannabidiol (CBD), cannabinol (CBN), cannabicyclol (CBL), cannabichromene (CBC) and cannabigerol (CBG); they have less psychotropic effects than THC, but may play a role in the overall effect of cannabis.[19] The most studied are THC, CBD and CBN.[30]

CYP2C9 genotype affects THC sensitivity significantly:

Subjects with the *3/*3 genotype had 3-fold higher THC levels in their blood than subjects with the *1/*1 genotype. Those subjects with one copy of each gene (*1/*3) had intermediate THC levels that were about 2-fold higher than subjects with *1/*1.[31]

The entourage effect is a proposed mechanism by which compounds present in cannabis which are largely non-psychoactive by themselves modulate the overall psychoactive effects of the plant (these resulting principally from the action of the main psychoactive component of cannabis, tetrahydrocannabinol (THC)).

THC appears to alter mood and cognition through its agonist actions on the CB1 receptors, which inhibit a secondary messenger system (adenylate cyclase) in a dose dependent manner. Via CB1 activation, THC indirectly increases dopamine release and produces psychotropic effects.

Cannabidiol acts as an allosteric modulator of the mu and delta opioid receptors.[32] THC also potentiates the effects of the glycine receptors.[33] However, the role of these interactions and how they result in the cannabis high remains subject to on-going scientific investigation.

Drugs that activate the CB1 and CB2 receptors are known to upregulate and enhance 5-HT2A receptor activity.[34] The ERK1/ERK2 signaling pathway has been shown to mediate this effect, but the exact biochemical mechanism is unknown. This upregulation and enhancement of the 5-HT2A receptor is why cannabis potentiates the effects of psychedelic drugs and can cause psychedelic effects in very high doses.

Subjective effects

Disclaimer: The effects listed below cite the Subjective Effect Index (SEI), an open research literature based on anecdotal user reports and the personal analyses of PsychonautWiki contributors. As a result, they should be viewed with a healthy degree of skepticism.

It is also worth noting that these effects will not necessarily occur in a predictable or reliable manner, although higher doses are more liable to induce the full spectrum of effects. Likewise, adverse effects become increasingly likely with higher doses and may include addiction, severe injury, or death .

Physical effects Child.svg

Sedation[35] - Cannabis may produce a mild sense of stimulation at low to moderate doses. Its effects are primarily sedating and can even be hypnotic. These relaxing properties are suppressed by consciously forcing oneself to engage in physical activities.

In terms of its stimulating effects, these subjective aspects of THC typically last 2-3 hours, whereas the half-life of CBD, which is more relaxing, is 9 hours.[36] Thus, the first dose of cannabis after a period of abstinence will tend to be far more stimulating than subsequent doses, which must compete with the relaxing effects of previous doses.

Because the relaxation both persists much longer and shares many of the same pathways as the stimulation, regular ingestion of THC also leads to increased tolerance to its stimulating effects, but not to its relaxing effects.[citation needed]

Spontaneous bodily sensations - The "body high" of cannabis is extremely variable and depends entirely on the individual strain as well as dose and method of intake. In general, however, it can be described as a relatively pleasurable, sometimes warm, soft, intoxicating and all-encompassing sensation. At high dosages, it can cause some users to feel shaky or nerve-wracked.

Appetite enhancement - The feeling of increased appetite following the use of cannabis has been documented for hundreds of years[37] and is known colloquially as "the munchies". Cannabis has been shown in recent studies to stimulate the release of the hormone ghrelin which is normally released by the stomach when empty as a signal for the brain to search for food.[38]

Appetite suppression - This effect may present itself at the very beginning of the intoxication and is likely due mostly to the cannabinoid THCV.[39]

Gustatory enhancement - Cannabis is regularly known to improve the taste of foods.

Bodily pressures - This can be described a subtle or distinct pressure felt behind one's eye(s).

Bronchodilation[citation needed]

Changes in felt gravity - At extremely high doses, many users report a feeling of being pulled backwards across vast distances (sometimes at powerful speeds). This sensation progressively increases in intensity and often eventually becomes unbearable if one leans backwards or lies down; however, it disappears altogether once the user sits up or leans forward.

Increased heart rate[35] - Decreased blood pressure can result in an increased heart rate, although this varies depending on the user.

Decreased blood pressure[35]

Dizziness - Cannabis has the potential to cause dizziness at very high doses. However, this effect is far more inconsistent than with substances such as alcohol.

Dehydration

Dry mouth[35] - This is known colloquially as "cotton mouth" in popular American and United Kingdom culture. Edible forms of cannabis can make this effect feel much more intense and uncomfortable.

Increased perspiration - This effect is experienced almost exclusively with the convection of solvent extracted hash oil and appears almost immediately upon exhalation. This is likely due to the high THC concentration and a relatively rapid onset that can result in a significant decrease in blood pressure, often causing the user to sweat.

Insomnia - Chronic intake is associated with insomnia.[40]

Motor control loss - This substance causes a partial to moderate suppression of motor control which intensifies proportional to dose, but rarely results in a complete inability to walk and perform basic movements.

Muscle relaxation

Muscle spasms - This effect is usually very subtle and is more likely to occur at high doses.

Nausea - At heavy dosages and overdoses, cannabis can be nauseating. This usually passes after the first 30 or 40 minutes of the intoxication and tends to transition later into nausea suppression.

Nausea suppression - Cannabis is effective for suppressing nausea induced by both general illness and substances. It is considered an effective treatment for chemotherapy-induced nausea and vomiting (CINV)[22] and is a reasonable option in those who do not improve following preferential treatment.[41]

Pain relief - This substance has been reported as useful for treating certain headaches and chronic pain, including pain caused by neuropathy and possibly fibromyalgia and rheumatoid arthritis.[42][43]

Perception of bodily lightness or Perception of bodily heaviness - Depending on the specific strain of cannabis, one can find themselves with a body which can feel either physically heavier or lighter than it usually would in a style that is entirely dependent upon dose or tolerance of the individual.

Physical euphoria - This rarely exceeds mild to moderate levels of intensity, and although this effect may be present for many users there are also a number of individuals who report experiencing no euphoria at all. For some, this effect is notably more prominent with edible forms of cannabis.

Red eye - Marijuana induces corneal vasodilation (so called red eye) and a reduction of intraocular pressure (IOP).[44] Naphazoline eye drops relieve red eyes.

Seizure suppression - There are many anecdotal reports of the successful treatment of seizures in epilepsy with the use of low THC/high CBD marijuana.[45][46][47] However, there is not enough scientific evidence to draw conclusions about its safety or efficacy. Studies in animals have found that cannabidiol,[48][49] tetrahydrocannabinol (THC),[50] and other cannabinoids have anticonvulsant properties.[51]

Tactile enhancement

Vasodilation - THC decreases blood pressure which dilates the blood vessels and increases blood flow throughout the body. The arteries in the eyeball expand from the decreased blood pressure. These enlarged arteries often produce a bloodshot red eye effect and is the basis for its effectiveness at treating glaucoma.[52] Studies have shown cannabis (smoked or eaten) effectively lowers intraocular pressure by about 25%, as much as standard medications.[53]

Visual effects Eye.svg

Cannabis inconsistently induces visual and hallucinatory states at higher doses. These hallucinations are very mild and ill-defined compared to the effects of hallucinogens like psychedelics, dissociatives, and delirians.

Colour enhancement - This effect is often faint, but has been known to increase in its likeness and/or appearance among "regular" users of psychedelics.

Acuity suppression - THC is known to decrease intraocular pressure.[54] This can sometimes result in blurry vision for some people.[citation needed]

Brightness alteration - THC has been shown to modulate the activity of cone cells in the eye. This can cause an increased sensitivity to light, causing one's vision to appear brighter than normal.

Pattern recognition enhancement - This effect can occur at high doses

Tracers - This effect can be seen at high doses and is generally quite mild. It generally does not extend past level 2.

Geometry - Cannabis is capable of inconsistently inducing mild psychedelic geometry at extremely high doses within many users who also regularly use psychedelics. It is capable of inducing these in a visual style which seems to be an averaged out depiction of all the psychedelics one has used within the past. These rarely extend beyond level 4 and are considered to be mild, fine, small and zoomed out (but often well-defined).

Internal hallucination - The internal hallucinations of cannabis are extremely variable in their appearance depending on the dosage, tolerance and the individual's brain chemistry. They are very inconsistent and for some even rare but can be described as being fainter in appearance when compared to traditional psychedelics and do not seem to be as regularly composed of visual geometry.

The most common way in which they manifest themselves is through hypnagogic scenarios. They are most common during high dosages in dark environments and can be comprehensively described through their variations as both lucid and delirious in believability, fixed in style, autonomous in controllability, equal in new experiences and memory replays in content and are primarily geometry-based in style.

Peripheral information misinterpretation - This very inconsistent effect tends to be mild and fleeting in contrast to other more powerful psychoactive substances. This effect rarely occurs on cannabis alone but when it does it is often in high dosages and/or when the individual has a low tolerance. It is more likely to manifest itself in certain environments as opposed to others and is more likely to happen if one has used stronger substances recently, typically within the past 24 to 36 hours.

Visual disconnection

Cognitive effects User.svg

Anxiety or Anxiety suppression

Analysis enhancement - This effect is significantly less prominent and consistent than it is with serotonergic psychedelics and stimulants.

Analysis suppression, Conceptual thinking

Cognitive euphoria - This effect is generally mild and usually only present during the onset and peak of intoxication

Creativity enhancement, Delusion, Depersonalization, Derealization

Dream suppression - It is commonly reported that regular cannabis use before sleep results in a complete absence of dreams. A day or two of abstaining from cannabis results in an intensification of dreams for a short period of time.

This claim is supported through studies that demonstrate that measurably reduced eye movement activity and REM states occur when one falls asleep in the THC condition. This state is strongly associated with dreaming. The same study also reported a REM rebound effect; there is more REM activity during the withdrawal from THC.[55]

Decreased libido and Increased libido - Although cannabis is commonly reported to increase sexual desire and heighten its pleasure it has also been reported to decrease one's libido as well.

The decrease in libido typically only occurs during the onset of the intoxication whilst the increase in libido commonly occurs during the offset or after the peak effects. However, these components are inconsistent and it is possible for one of these effects to occur without the other.

Emotion enhancement - The most prominent cognitive component of the cannabis experience is the way in which it enhances the emotions one is already feeling proportional to dose. This can result in euphoria, extreme laughter, and increased immersion within tasks and activities or it can result in anxiety and paranoia depending on the user's current state of mind.

Feelings of impending doom - This occurs in high doses, it consists of extreme anxiety and paranoia. It can be compared to a mild "bad trip" on psychedelics.

Focus suppression and Focus enhancement - This can depend on the user, dose, method or the strain of cannabis used. Higher doses tend to cause focus suppression while lower doses can increase one's focus.

Immersion enhancement, Increased music appreciation, Increased sense of humor

Laughter fits - Cannabis can often cause spurts of laughter for little, to no reason. This is often where the term "giggles" comes from when people are high off cannabis [56].

Memory suppression - Cannabis is known to suppress short-term memory due to inhibition of glutamate neurotransmission in the hippocampus. This effect primarily effects short-term memory, making ego death or long-term memory suppression very unlikely.

Mindfulness

Motivation suppression[57]

Novelty enhancement - Relatively consistent, but not as pronounced as with psychedelics. This effect can become more noticeable and/or consistent if the individual regularly takes psychedelics.

Paranoia - All cannabinoids are capable of inducing paranoia at high doses, with chronic administration, or when administered alongside psychedelics or stimulants.

Personal meaning enhancement

Psychosis - The prolonged usage of THC may increase one's disposition to psychosis[58], particularly in vulnerable individuals with risk factors for psychotic illnesses (like a past or family history of schizophrenia).[59]

Sleepiness - This effect depends mostly on dose and/or strain of the plant and is most prominent after the peak subsides.

Suggestibility enhancement

Thought connectivity - Cannabis can often cause many wandering thoughts and ideas at most doses.

Thought deceleration

Time distortion - Cannabis has been commonly reported to alter one's sense of time. The distortion that occurs is generally mild, and is most commonly reported to be in the form of time expansion.; Auditory effects Volume-up.svg

Enhancements

Distortions - These are usually only present at extremely high doses.

Multi-sensory effects Gears.svg

Synaesthesia - This is a very rare and typically non-reproducible effect. It is particularly mild when compared to the states capable of being produced by other hallucinogens, particularly serotonergic psychedelics. Increasing the dosage can increase the likelihood for this effect to occur, but otherwise only seems to be possible among those who are already predisposed to synaesthetic states.

Combination effects

Psychedelics - Cannabis strongly intensifies the sensory and cognitive effects of all psychedelics. Extreme caution is advised when combining these substances as this can significantly increase the chances of a negative psychological reaction like anxiety, confusion and psychosis. Users are advised to start off with only a fraction of their usual cannabis dose and take long breaks between hits. Many users report that cannabis is effective at briefly recreating the peak of the experience if consumed during the come down phase.

Dissociatives - Cannabis enhances the cognitive, visual and general hallucinatory effects of dissociatives. Dissociative-induced holes, spaces, and voids and internal hallucinations become more vivid and intense on cannabis. These effects correspond with an increased risk of confusion, delusions, and psychosis.

Depressants - Depressants such as benzodiazepines or opioids reduce the hallucinogenic aspects of the cannabis high. Instead, the focus shifts to bodily sensations, such as muscle relaxation, sedation, information processing suppression, and anxiety suppression.

8, <https://psychonautwiki.org/wiki/Cannabis>

Alcohol - When used with alcohol, cannabis often creates feelings of extreme nausea, double vision, dizziness and changes in gravity. It is generally recommended that people take the cannabis before drinking and not the other way around as this is reported to induce these effects less readily.

Stimulants - Cannabis tends to increase the thought accelerating, immersion enhancing and euphoric effects of stimulants, particularly as it relates to one's appreciation of music and sexual pleasure. This combination should be used with caution, however, as it can easily induce states of anxiety, paranoia, confusion, delusions, and psychosis.

Experience reports

Anecdotal reports which describe the effects of this compound within our experience index include:

...

Dosage and preparation

THC

"Our results showed an overall increase in potency of illicit cannabis, from approximately 10% in 2009 to approximately 14% in 2019. These results are in agreement with other potency monitoring programs in several European countries."[60]

Math to calculate the quantity needed weed: Desired THC from divided by the THC strength of the strain. For example, if you want to smoke 3 mg (a common dose) from cannabis with 12% THC:

3 mg / 12% = 3/0.12 = 25 mg

Strains and forms

Types of cannabis

Sativa and indica are the two major types of cannabis plants which can mix together to create hybrid strains. Because each strain has its own balance of cannabinoids, each strain has its own range of effects on the body and mind, resulting in a wide range of medicinal benefits.

Indica plants typically grow short and wide compared to sativa plants which grow tall and thin. Indica plants are better suited for indoor growing because of their short growth and sativa plants are better suited for outdoor growing because some strains can reach over 25 ft. in height.

Marijuana strains range from pure sativas to pure indicas with hybrid strains consisting of both indica and sativa (for example, 30% indica – 70% sativa, 50% – 50% combinations, or 80% indica – 20% sativa).

Hypothetical phytocannabinoid differences between C. indica and C. sativa

The effects of sativa may be used for a high, while indica may be used for its sedative effects. Both types are used as medical cannabis.

Cannabinoid ratios: On average, Cannabis indica has higher levels of THC compared to CBD, whereas Cannabis sativa has lower levels of THC to CBD.[61] However, huge variability exists within either species. A 2015 study shows the average THC content of the most popular herbal cannabis products in the Netherlands has decreased slightly since 2005.[62]

Terpene ratios: Sativa ancestry is associated with farnesene and [ergamotene, while Indica ancestry is associated with myrcene, elemene, and sesquiterpene alcohols.

Criticism

In 2022, studies found that plants identified as "indica" or "sativa" based on common methods of differentiation (e.g. plant height or leaf shape) are not, in fact, chemically distinguishable, with many identified as "sativa" having cannabinoid ratios predicted of "indica" plants and vice versa. The authors have concluded that the chemical makeup of cannabis plants cannot be reliably determined by simple inspection of the plants' physical characteristics and that the "indica" and "sativa" labels are not informative as to the cannabinoids (or other chemical components) delivered.[63][64]

Forms

Whole flower and leaf is the most widely consumed form, containing 3% to 22% THC.[65][66]

Kief is a powder which can be sifted from the leaves and flowers of cannabis plants and either consumed in powder form or compressed to produce cakes of hashish.[67]

Hashish (also spelled hasheesh, hashisha, or simply hash) is a concentrated resin cake or ball produced from pressed kief. Hashish was the primary form of cannabis used in Europe in 2008. Herbal cannabis is more widely used in Northern America. Purities of confiscated hashish in Europe (2011) range between 4-15%. Between 2000 and 2005 the percentage of hashish in cannabis end product seizures was at 18%.[68]

Tinctures are cannabinoids which have been extracted from cannabis plant matter using high-proof spirits (often grain alcohol). The solubility of THC in ethanol is greater than 1 g/mL.[69]

Hash oil is obtained from the cannabis plant by solvent extraction, and contains the cannabinoids present in the highly concentrated natural oils of cannabis flowers and leaves.[70] Hash oils in use in the 2010s had THC concentrations as high as 90%.[71]

Cannabutter is one of many varieties of cannabis infusions owing to the variety of non-volatile solvents used. Examples of solvents used in this process are cocoa butter, dairy butter, cooking oil, glycerine, and skin moisturizers.

Common usage

Consumption methods

Cannabis is consumed in many different ways:[72]

Smoking typically involves inhaling vaporized cannabinoids ("smoke") from small pipes, bongos (portable versions of hookahs with water chamber), paper-wrapped joints, tobacco-leaf-wrapped blunts, and other items.[73]

Vaporizers heat herbal cannabis to 165–190 °C (329–374 °F), causing the active ingredients to evaporate into a vapor without burning the plant material (the boiling point of THC is 157 °C (315 °F) at 760 mmHg pressure).[74]

Cannabis tea contains relatively small concentrations of THC because THC is an oil (lipophilic) and is only slightly water-soluble (with a solubility of 2.8 mg per liter).[75] Cannabis tea is made by first adding a saturated fat to hot water (e.g., cream or any milk except skim) with a small amount of cannabis.[76]

Edibles are cannabis added as an ingredient to one of a variety of foods.

Sublingual/buccal consumption typically involves the absorption of cannabinoids through the membranes inside the mouth (usually through a candy or tincture).

Tinctures vary from edibles, usually only containing extracted (and potent) THC in liquid form. Tinctures can be taken sublingually, or orally.

Topical consumption typically involves the use of either a cream or lip balm containing cannabinoids absorbed through the skin.

A joint/spliff prior to rolling with a paper handmade filter on the left.

A forced-air vaporizer. The detachable balloon (top) fills with vapors that are then inhaled.

Edible weed brownies

Preparation methods

Preparation methods for this compound within our tutorial index include:

Butane hash oil extraction, Isopropyl extraction of crude cannabis oil, Cannabis butter, Cannabis cookies, Green dragon tek

Medical use

Cannabis is an emerging treatment option for those suffering from many serious diseases, including cancer. Due to its pain relieving, nausea suppressing effects, cannabis can be useful for those undergoing radiation therapy and chemotherapy.[77] Oral doses of cannabis are more effective in reducing nausea and vomiting[78].

In addition to the anti-nausea effects, the appetite enhancement effects of cannabis can combine with the antiemetic effects and make it more likely that the patient will gain or maintain weight through cancer treatment.[79]

Toxicity and harm potential

Yellow-warning-sign1.svg

Cannabis is common, and its tolerance is moderate, so intoxication can occur frequently. Frequent use of cannabis with more than 10% THC increased the risk of developing a psychotic disorder. 5% THC provides pain relief as well as intoxication.[80] We recommend you to dilute your cannabis product (see below).

Analysis of data from 901 patients showed that the use of high-potency cannabis (THC content ≥10%) was associated with a modestly increased risk of developing a psychotic disorder compared to never using cannabis.[81]

Street cannabis has an average THC content of 12%.[82] and medical cannabis products have more than 10% THC.[80] We recommend you to weigh and dilute cannabis buds, and hashish, with 3 times more, and 10 times more hemp respectively. Avoid mixing with tobacco to avoid nicotine: Stimulants should be used with caution in combination with [quasi-]psychedelics including cannabis.

Table from the 2010 ISCD study ranking various drugs (legal and illegal) based on statements by drug-harm experts. Cannabis was found to be the eighth overall most dangerous drug.

Radar plot showing relative physical harm, social harm, and dependence of cannabis[84]

Despite its reputation for being a benign substance, it is important to be aware that cannabis use is associated with distinct risks. Acute adverse effects include anxiety, hyperemesis syndrome, impaired coordination and judgment, suicidal ideations/tendencies, and psychotic symptoms.

It is strongly advised to use harm reduction practices if using this substance.

Cannabinoid hyperemesis syndrome (CHS) is recurrent nausea, vomiting, and stomach cramp that sometimes occurs due to prolonged, high-dose cannabis use.[85][86]

9, <https://psychonautwiki.org/wiki/Cannabis>

Cannabis arteritis (CA) is a very rare peripheral vascular disease similar to Buerger's disease.[87]

Cannabis use during brain development (including during pregnancy and adolescence) has been shown to interfere with a variety of neurobiological systems. Meta-analysis following ~5 weeks of abstinence reveals lasting changes in the central executive and default mode networks, which are involved in attention and working memory. The extent of these changes as risk factors is not entirely clear.[88]

Suicidality

A NIH study found that suicide risk is higher with marijuana users than non-users. [89]

On the other hand, the largest study as of 2018 in association with cannabis use and the risk of suicide, there was no found evidence between the two. This study shows that it is unlikely a risk factor for suicide, either directly or as a consequence of use. [90]

Not only that, but another study studied the association between cannabis and suicidality also has correlation.[91]

The main takeaway from these studies and more is that while suicide risk may be higher with people who use cannabis, cannabis is unlikely the cause or an additional significant factor.

Psychosis risk

The prolonged usage of THC and other cannabinoids may increase one's disposition to mental illness and psychosis,[58] particularly in vulnerable individuals with risk factors for psychotic illnesses (like a past or family history of schizophrenia).[92][93][59]

Individuals with a personal or family history of mental illness, particularly psychotic disorders like schizophrenia, should not use cannabis without the advice of a qualified mental health practitioner.

Trauma

use and trauma are linked, with trauma playing a role in encouraging both the use and potential misuse of cannabis.[94] Conversely, cannabis use has been associated with the intensity of trauma and PTSD symptoms.[95][96] While evidence of efficacious use of cannabis is growing in novelty, it is not currently recommended.[97][98]

Lethal dosage

No fatal overdoses associated with cannabis use have been reported as of 2010.[99] A review published in the British Journal of Psychiatry in February 2001 said that "no deaths directly due to acute cannabis use have ever been reported." [100]

THC, the principal psychoactive constituent of the cannabis plant, has extremely low physiological toxicity and the amount that can enter the body through the consumption of cannabis plants poses no threat of death. In lab animal tests, scientists have had much difficulty administering a dose of THC that is high enough to be lethal. The dose of THC needed to kill 50% of tested rodents is very high,[101] 2.594 mol/kg, about 815.7 grams of THC per kilogram of body weight,[102] and human deaths from overdose are unheard of.[103]

At present, it is estimated that the LD50 of cannabis is around 1:20,000 or 1:40,000. This means that, in order to induce death, a cannabis smoker would have to consume 20,000 to 40,000 times as much cannabis as is contained in one cannabis cigarette. A user would theoretically have to smoke nearly 1,500 pounds of cannabis within about 15 minutes to induce a lethal response.

It is worth noting that the rare condition Cannabinoid Hyperemesis Syndrome (CHS) can cause ongoing nausea, vomiting and severe dehydration which can lead to renal failure[104] and in the worst case this can lead to death.[105]

Dependence and abuse potential

Cannabis is moderately habit-forming. Research has shown the overall dependence potential for cannabis to be less than that for caffeine, tobacco, alcohol, cocaine or heroin, but higher than that for psilocybin, mescaline, or LSD.[106]

Dependence on cannabis is more common amongst heavy users. Cannabis use can lead to increased tolerance[22][107] and withdrawal symptoms upon stopping usage.[30][108]

Prolonged cannabis usage requires the user to consume higher doses of the substance to achieve a common desirable effect, and reinforce the body's metabolic systems for synthesizing and eliminating it more efficiently.[109]

Tolerance to many of the effects of cannabis develops with prolonged and repeated use. This results in users having to administer increasingly large doses to achieve the same effects. After that, it takes about 1 - 2 weeks for the tolerance to be reduced to half and 2 - 3 weeks to be back at baseline (in the absence of further consumption). THC has been detected in heavy cannabis users after 77 days of drug abstinence.[110]

Cannabis exhibits cross-tolerance with all cannabinoids, meaning that all cannabinoids will have a reduced effect for a period of time upon using cannabis. The mechanisms that create this tolerance to THC are thought to involve changes in cannabinoid receptor function.

One study found that about 1 in 10 users of cannabis may develop dependence characterized by the occurrence of a withdrawal syndrome after abstinence. This withdrawal syndrome was found to peak 2-3 days after quitting and is mostly complete by 1 week; however, sleep disturbances and vivid dreams may persist for 2-3 weeks.[111]

Dangerous interactions

Warning: Many psychoactive substances that are reasonably safe to use on their own can suddenly become dangerous and even life-threatening when combined with certain other substances. The following list provides some known dangerous interactions (although it is not guaranteed to include all of them).

Always conduct independent research (e.g. Google, DuckDuckGo, PubMed) to ensure that a combination of two or more substances is safe to consume. Some of the listed interactions have been sourced from TripSit.

Legal status

...

United Nations

The legality of cannabis for medical and recreational use varies by country, in terms of its possession, distribution, and cultivation, and (in regards to medical) how it can be consumed and what medical conditions it can be used for. These policies in most countries are regulated by the United Nations Single Convention on Narcotic Drugs that was ratified in 1961, along with the 1971 Convention on Psychotropic Substances and the 1988 Convention against Illicit Traffic in Narcotic Drugs and Psychotropic Substances.[112][95]

Rescheduling proposals

The World Health Organization (WHO) is calling for whole-plant marijuana, as well as cannabis resin, to be removed from Schedule IV—the most restrictive category of a 1961 drug convention signed by countries from around the world.[113]

https://en.wikipedia.org/wiki/Leela_Chess_Zero

Leela Chess Zero

Original author(s): Gian-Carlo Pascutto, Gary Linscott

Developer(s): Gary Linscott, Alexander Lyashuk, Folkert Huizinga, others

Initial release 9 January 2018; 6 years ago

Stable release: v0.31.1 / 11 August 2024; 2 months ago

Repository: github.com/LeelaChessZero/lc0 Edit this at Wikidata

Written in: C++

Operating system: Windows, Mac, Linux, Ubuntu, Android

Type: Chess engine

License: GPL-3.0-or-later

Website: lczero.org

This article is part of the series on Chess programming

Leela Chess Zero (abbreviated as LCZero, lc0) is a free, open-source, and deep neural network-based chess engine and volunteer computing project. Development has been spearheaded by programmer Gary Linscott, who is also a developer for the Stockfish chess engine. Leela Chess Zero was adapted from the Leela Zero Go engine,[1] which in turn was based on Google's AlphaGo Zero project.[2] One of the purposes of Leela Chess Zero was to verify the methods in the AlphaZero paper as applied to the game of chess. Like Leela Zero and AlphaGo Zero, Leela Chess Zero starts with no intrinsic chess-specific knowledge other than the basic rules of the game.[1] Leela Chess Zero then learns how to play chess by reinforcement learning from repeated self-play, using a distributed computing network coordinated at the Leela Chess Zero website. As of June 2024, Leela Chess Zero has played over 2.5 billion games against itself, playing around 1 million games every day.[3] and is capable of play at a level that is comparable with Stockfish, the leading conventional chess program.[4][5]

History

The Leela Chess Zero project was first announced on TalkChess.com on January 9, 2018.[1][6] This revealed Leela Chess Zero as the open-source, self-learning chess engine it would come to be known as, with a goal of creating a strong chess engine.[7] Within the first few months of training, Leela Chess Zero had already reached the Grandmaster level, surpassing the strength of early releases of Rybka, Stockfish, and Komodo, despite evaluating orders of magnitude fewer positions due to its deep neural network in its evaluation function and its use of Monte Carlo tree search.

In December 2018, the AlphaZero team published a new paper in Science magazine revealing previously undisclosed details of the architecture and training parameters used for AlphaZero.[8] These changes were soon incorporated into Leela Chess Zero and increased both its strength and training efficiency.[9]

The work on Leela Chess Zero has informed the similar AobaZero project for shogi.[10]

The engine has been rewritten and carefully iterated upon since its inception, and since 2019[11] runs on multiple backends, allowing it to effectively utilize different types of hardware, both CPU and GPU.[12]

The engine can be configured to use different weights,[13] including even different architectures. This same mechanism of substitutable weights can also be used for alternative chess rules, such as for the Fischer Random Chess variant, which was done in 2019.[14]

Since 2022, it uses post-LN encoder-only transformers, similar to BERT. It represents a chessboard as a length-64 sequence of tokens.[15] The output of the network is another length-64 sequence of encoded tokens. A separate module is used to compute a logit for every possible move from one square (the source) to another (the target). The module takes as input two encoded tokens and outputs a single number (the logit for that move).[16]:Appendix A

Program and use

The method used by its designers to make Leela Chess Zero self-learn and play chess at above human level is reinforcement learning. This is a machine-learning algorithm, mirrored from AlphaZero used by the Leela Chess Zero training executable/binary code (called "binary") to maximize reward through self-play.[1][8] As an open-source distributed computing project, volunteer users run Leela Chess Zero to play hundreds of millions of games which are fed to the reinforcement algorithm.[3] In order to contribute to the advancement of the Leela Chess Zero engine, the latest non-release candidate (non-rc) version of the Engine as well as the Client must be downloaded. The Client is needed to connect to the current server of Leela Chess Zero, where all of the information from the self-play chess games are stored, to obtain the latest network, generate self-play games, and upload the training data back to the server.[17]

In order to play against the Leela Chess Zero engine on a machine, two components are needed: the engine binary and a network. (The engine binary is distinct from the client, in that the client is used as a training platform for the engine). The network contains Leela Chess Zero's evaluation function that is needed to evaluate positions.[17] Older networks can also be downloaded and used by placing those networks in the folder with the Lc0 binary.

Self-play Elo

This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. (August 2020) (Learn how and when to remove this message)

Self-play Elo is used to gauge relative network strength to look for anomalies and general changes in network strength, and can be used as a diagnostic tool when Lc0 undergoes significant changes. Through test match games that are played with minimal temperature-based variation,[18] Lc0 engine clients test the most recent version against other recent versions of the same network's run, which is then sent to the training server to create an overall Elo assessment.

Standard Elo formulae are used to calculate relative Elo strength between the two players. More recent Self-play Elo calculations use match game results against multiple network versions to calculate a more accurate Elo value.

The Self-play approach has several consequences on gauging Lc0 Elo rating:

Initial Cumulative Elo inflation in training runs differ drastically due to a-periodic gains in self-improvement and adversarial play.

Measuring Elo relative to previous networks fails to measure general strength since networks are trained to anticipate and beat the predictions made by prior Lc0 networks rather than opponents outside the training domain. This is a type of overfitting measured most drastically when testing smaller networks.

There is no direct one-to-one correlation between self-play Elo and the strength against Alpha-Beta engines, and no known correlation to strength against humans.

Input training data has a significant effect on how a network will perform elo-wise against the next iteration.

Cumulative Self-Play Elo does not have a universal conversion to conventional Human Elo due to inflation issues presented by adversarial play, and the reliance of the measure on time control. This holds true even when the engine runs on a standard set of initial conditions.

Cumulative Self-Play Elo inflation can be compared with other runs to gauge the lack of generality in gauging strength with pure cumulative self-play Elo. The Fischer Random Chess run Test 71.4 (named 714xxx nets), ranks at nearly 4000 cumulative self-play Elo 76 nets into its run (714076). The T60 (6xxxx) run 63000 net has a cumulative self-play Elo of around 2900. Pitting 714076 against net 63000 reveals 63000 clearly beats 714076 in head-to-head matches at most, if not all "fair" time controls. However, net 63000's Elo is significantly lower than its opponent. This supports the claim that Cumulative Self-Play Elo is not an objective measure of strength, nor is it a measure which allows one to linearly compare Lc0 network strength to human strength.

Setting up the engine to play a single node with --minibatch-size=1 and go nodes 1 for each played move creates deterministic play, and Self-Play Elo on such settings will always yield the same result between 2 of the same networks on the same start position—always win, always loss, or always draw. Self-play Elo is not reliable for determining strength in these deterministic circumstances.

Spinoffs

In season 15 of the Top Chess Engine Championship, the engine AllieStein competed alongside Leela. AllieStein is a combination of two different spinoffs from Leela: Allie, which uses the same evaluation network as Leela, but has a unique search algorithm for exploring different lines of play, and Stein, an evaluation network which has been trained using supervised learning based on existing game data featuring other engines (as opposed to the unsupervised learning which Leela uses). While neither of these projects would be admitted to TCEC separately due to their similarity to Leela, the combination of Allie's search algorithm with the Stein network, called AllieStein, is unique enough to warrant it competing alongside mainstream Lc0. (The TCEC rules require that a neural network-based engine has at least two unique components out of three essential features: The code that evaluates a network, the network itself, and the search algorithm. While AllieStein uses the same code to evaluate its network as Lc0, since the other two components are fresh, AllieStein is considered a distinct engine.)[19]

In early 2021, the LcZero blog announced Ceres, a new chess engine that uses LcZero networks. It implements Monte Carlo tree search as well as many novel algorithmic improvement ideas. Initial Elo testing showed that Ceres is stronger than Lc0 with the same network.[20]

Competition results

In April 2018, Leela Chess Zero became the first engine using a deep neural network to enter the Top Chess Engine Championship (TCEC), during season 12 in the lowest division, division 4.[21] Leela did not perform well: in 28 games, it won one, drew two, and lost the remainder; its sole victory came from a position in which its opponent, Scorpio 2.82, crashed in three moves.[22] However, it improved quickly. In July 2018, Leela placed seventh out of eight competitors at the 2018 World Computer Chess Championship.[23] In August 2018, it won division 4 of TCEC season 13 with a record of 14 wins, 12 draws, and 2 losses.[22][24] In Division 3, Leela scored 16/28 points, finishing third behind Ethereal, which scored 22.5/28 points, and Arasan on tiebreak.[25][22]

By September 2018, Leela had become competitive with the strongest engines in the world. In the 2018 Chess.com Computer Chess Championship (CCCC),[26] Leela placed fifth out of 24 entrants. The top eight engines advanced to round 2, where Leela placed fourth.[27][28] Leela then won the 30-game match against Komodo to secure third place in the tournament. [29][30] Leela participated in the "TCEC cup", an event in which engines from different TCEC divisions can play matches against one another. Leela defeated higher-division engines Laser, Ethereal and Fire before finally being eliminated by Stockfish in the semi-finals.[22]

In October and November 2018, Leela participated in the Chess.com Computer Chess Championship Blitz Battle.[31] Leela finished third behind Stockfish and Komodo.[32]

In December 2018, Leela participated in season 14 of the Top Chess Engine Championship. Leela dominated divisions 3, 2, and 1, easily finishing first in all of them. In the premier division, Stockfish dominated while Houdini, Komodo and Leela competed for second place. It came down to a final-round game where Leela needed to hold Stockfish to a draw with black to finish second ahead of Komodo. Leela managed this and therefore met Stockfish in the superfinal. In a back and forth match, first Stockfish and then Leela took three game leads before Stockfish won by the narrowest margin of 50.5–49.5.[22]

In February 2019, Leela scored its first major tournament win when it defeated Houdini in the final of the second TCEC cup. Leela did not lose a game the entire tournament.[22][33] In April 2019, Leela won the Chess.com Computer Chess Championship 7: Blitz Bonanza, becoming the first neural-network project to take the title.[34]

In the season 15 of the Top Chess Engine Championship (May 2019), Leela defended its TCEC cup title, this time defeating Stockfish in the final 5.5–4.5 (+2 =7 −1) after Stockfish blundered a seven-man tablebase draw.[35] Leela also won the Superfinal for the first time, scoring 53.5–46.5 (+14 −7 =79) versus Stockfish, including winning as both white and black in the same predetermined opening in games 61 and 62.[36][37]

Season 16 of TCEC saw Leela finish in third place in premier division, missing qualification for the superfinal to Stockfish and new deep neural network engine AllieStein. Leela did not suffer any losses in the Premier division, the only engine to do so, and defeated Stockfish in one of the six games they played. However, Leela only managed to score nine wins, while AllieStein and Stockfish both scored 14 wins. This inability to defeat weaker engines led to Leela finishing third, half a point behind AllieStein and a point behind Stockfish.[38] In the fourth TCEC cup, Leela was seeded first as the defending champion, which placed it on the opposite half of the brackets as AllieStein and Stockfish. Leela was able to qualify for the finals, where it faced Stockfish. After seven draws, Stockfish won the eighth game to win the match.[39]

In Season 17 of TCEC, held in January–April 2020, Leela regained the championship by defeating Stockfish 52.5–47.5, scoring a remarkable six wins in the final ten games, including winning as both white and black in the same predetermined opening in games 95 and 96.[40] It qualified for the superfinal again in Season 18, but this time was defeated by Stockfish 53.5–46.5.[41] In the TCEC Cup 6 final, Leela lost to AllieStein, finishing second.[42]

Season 19 of TCEC saw Leela qualify for the superfinal again. This time it played against a new Stockfish version with support for NNUE, a shallow neural network–based evaluation function used primarily for the leaf nodes of the search tree. Stockfish NNUE defeated Leela convincingly with a final score of 54.5–45.5 (+18 −9 =73).[43][44] Since then, Leela has repeatedly qualified for the superfinal, only to lose every time to Stockfish: +14 −8 =78 in Season 20, +19 −7 =74 in

https://pantsuprophet.xyz/writings/jade-falls.html

Jade Falls is a fantastical town that I imagine living in when life is too hard. It is the kind of place I would dream about living in. I've balanced making it utopian and perfect and also somewhat grounded in what a real town could be like to certain degrees. I'm not sure if I'll do anything creative with all this world-building like short stories or illustrations eventually but for now this indulgent, masturbatory writing is what calms me the most. I try to make it at least somewhat believable in terms of consistent natural features, animal biomes, and so on, but I'm not an expert at this stuff.

=== WHAT IS JADE FALLS?

Jade Falls is a town out of time and history, but at the same time is a primordial and ancient place in its spiritual authority. It is lived in by those who have fallen away from and lost sync with the real, mundane world, but those who moved here were the opposite of mere transplants. They were all destined for it from eternity. It is a traditional community of ancient, primeval heritage for the deracinated, uprooted, and alienated in particular. This sounds like a fundamental contradiction. Maybe it is. Jade Falls does not function like anywhere else, nor could it ever.

CLIMATE

11, https://pantsuprophet.xyz/writings/jade-falls.html

Jade Falls is COLD! Even in the summer it rarely gets above 15 degrees celsius. Winters are bitterly cold and can get as low as -35 degrees celsius for months at a time. We have four seasons, but they are a bit different from those in the rest of the world. We have long days in the summer and long nights in the winter, but not as extreme as the furthest reaches of the Arctic.

=== NATURAL FEATURES

Jade Falls is named after a waterfall that is modest in size but nevertheless very beautiful and tranquil. It's a bit outside of the city proper. It freezes over in the winter. The city is situated around a large lake that also stays frozen over the whole winter. Many rivers run through the town and feed it. We are high up in the mountains and the air is thin and clear. The mountains are steep, jagged, and impregnable. We are surrounded by lots of forests.

=== WILDLIFE

Jade Falls is very high up in the mountains. Its fauna and flora shows similarity to countries near the Bering Strait, from Hokkaidou to Alaska. Trees include pines, firs, spruces, and birch. Bears, deer, wolves, foxes, and squirrels are common wild animals. Although the citizens do their best to maintain a peaceful coexistence and avoid encroaching on their habitats, it is necessary to be alert as sometimes violent encounters are unavoidable. In fact, the town is so peaceful that a lot of the time the police are essentially wildlife control, keeping the humans and more potentially aggressive animals in tranquil coexistence to the best of their ability. Birds that are commonly seen and heard include ducks, geese, sparrows, warblers, thrushes, owls, cranes, hawks, and ptarmigans. The rivers and lakes are home to mackerel, trout, sturgeons, gobies, and eels. In the warmer seasons, insects like bees, dragonflies, butterflies, crickets, ladybugs, and fireflies and amphibians like frogs, turtles, and salamanders are common sights. Of course, this includes some not-so-popular bugs like cockroaches, ants, ticks, and termites as well.

=== FOOD

Jade Falls is a pretty magical place to live, but it has its areas where it falls short of a city in the "real" world. One of them is the variety of foods. It's a remote mountain town and not everything is easily or cheaply imported. But we are used to and satisfied with our local fare. There are many communal gardens and farms and the whole town pitches in to grow and raise our own local food. Fruits and vegetables from warm, temperate climates are much more expensive and hard to come by. You can expect far fewer bananas and pineapples and far more blackberries, pomegranates, and peaches, for example. Tomatoes and cucumbers are less common than carrots, cabbage, and beets. Rice and bread are stockpiled along with fruits and vegetables for the freezing months when the town has to prepare for fewer yields. The winter diet is often sustained by mushrooms, lichens, algae, and seaweed. Milk and cheese is also an important part of our diet, but goats and sheep are more common as a source than cows, as well as oat and almond milk. We have some cows here, but beef and dairy from cows is more of a luxury. When it comes to meat, birds like chicken and turkey, pork, and lamb are more common. But fish is the most common meat of all here. Fishing is how we obtain most of our meat, but a smaller and braver subset choose to venture out into the forest to hunt game like deer. Many enjoy the thrill of it, but hunting is always done in a responsible and sustainable manner and never just for "fun." Sometimes we even eat insects because there are a lot of them and mountain traditions make it necessary to eat what you can get your hands on sometimes! Alcohol, coffee, and sugary processed drinks are uncommon luxury items. Tea is the most common drink.

=== HOUSING

Jade Falls is not famed for its ostentatious luxury homes. Most homes are quite simple and humble in appearance, and that's just how we like it! Only a small subset of the most important buildings are more than two stories. A lot of them are narrow and skinny, so they may have two stories, but they are not large. There are also many small apartment complexes, but none of them are high rises. These homes have a rustic charm of their own. Most of them are made of wood. They do have electricity, but most are powered by renewable sources like solar panels or water mills. These are all designed in a way that accents the landscape properly. The philosophy is an old Japanese one: a building should look like it has "grown out of" the environment around it.

=== TRANSPORTATION

Jade Falls has almost no cars. The only residents that own them are institutions that need them for emergencies where speed is essential. This includes places like hospitals, fire stations, and police stations, for example. The city is quite walkable, but for longer distances the transportation method of choice is a bicycle. Boats are even available for transportation down rivers and across the lake during the warmer months. Sleds and sleighs cross the frozen lake in winter. There are a few trams as well for longer distances where all of the above don't work. Though the town is rural, it is quite tightly packed in terms of layout, so things are generally quite accessible by foot or bicycle.

=== DEMOGRAPHICS

Jade Falls is not an ethnostate. There are people of all backgrounds, as the ties its inhabitants have to the town are of the spirit and not bound by vulgar national borders of the "real" world. It consists of those who were chosen and called to arrive. And they were chosen from all over the earth, by mysterious means that we are unable to completely understand. However, the city does have noticeable majorities and minorities. Major languages spoken are Japanese and English, but the town honors and respects linguistic diversity and makes an effort to learn the languages of all its inhabitants, especially those which are endangered. It was originally founded by 50,000 people, and the population has remained about this level to this day. The original 50,000 had the following national backgrounds:

- * Japan (33,500)
- * China (5,500)
- * South Korea (2,700)
- * United States (2,500) [mostly indigenous tribes]
- * Russia (1,600) [about half indigenous tribes from Siberia]
- * Mongolia (1,500)
- * India (600) [about half Tibetan refugees]
- * Nepal (200) [about half Tibetan refugees]
- * Bhutan (100)
- * Brazil, Czech Republic, Germany, Poland, Slovakia (70 each)
- * Canada, France, Taiwan, Ukraine, United Kingdom (50 each)
- * Argentina, Australia, Chile, Hungary, Mexico, Netherlands, Romania (30 each)
- * Belarus, Finland, Indonesia, Malaysia, Sweden, Switzerland, Vietnam (25 each)
- * Austria, Bulgaria, Croatia, Denmark, Greece, Hong Kong, Kazakhstan, Lithuania, Norway, Pakistan, Portugal (20 each)
- * Bangladesh, Belgium, Colombia, Estonia, Georgia, Iran, Latvia, New Zealand, Nigeria, Peru, Philippines, Serbia, Slovenia, Spain, Thailand, Turkey, Uzbekistan, Singapore (15 each)
- * Albania, Algeria, Armenia, Bolivia, Bosnia and Herzegovina, Cambodia, Costa Rica, Cuba, Ecuador, Egypt, Iceland, Italy, Ireland, Kyrgyzstan, Laos, Lebanon, Macedonia, Moldova, Myanmar, Paraguay (10 each)
- * Afghanistan, Angola, Azerbaijan, Cameroon, Côte d'Ivoire, Democratic Republic of the Congo, Dominican Republic, Ethiopia, Ghana, Greenland, Guatemala, Kenya, Kosovo, Morocco, Mozambique, Oman, Panama, Samoa, South Africa, Syria, Tajikistan, Tanzania, Turkmenistan, Uganda, United Arab Emirates, Uruguay, Venezuela (5 each)

=== BODY TYPES

Jade Falls has people with many different body types, but the average height is around 175 cm for males and 165 cm for females. The average weight is around 80 kg for males and 70 kg for females. Women in Jade Falls often have HUGE breasts, for some mysterious reason. The average cup size for adult women is G, but it is very common to find girls with M-cups or even larger. There are plenty of slim and petite girls for those who have that taste, however.

=== LOVE

Jade Falls is a small town, which in the "real" world often have trouble with finding single people choices for romantic partners. But our town does better than most of them. We have matchmaking programs, both formal and informal, that help matchmaking in a more organic way than bullshit apps. "Open relationships" are very uncommon, but prostitution is common and nobody cares if people go to prostitutes while in relationships as long as it stays confined to that regulated area. In fact, prostitution in Jade Falls most commonly takes place in religious settings as a holy service, the way it used to be in many societies around the world. Public displays of affection are unheard of. It is considered very important to remain restrained in public places. The most you will see is holding hands.

=== FAMILY

Jade Falls is an excellent place to raise children. It is a rich, beautiful landscape, and children are encouraged to play outside a lot as they grow up. We do not believe in exposing children to screens very much in their formative and most impressionable years. Of course, in the colder months they will have to stay inside a lot and they can enjoy movies or games in healthy moderation, although only after many years of reading. The town is peaceful and safe enough that parents can enjoy giving their children a great amount of autonomy and independence. They still must go to school, but the schools here are pleasant and nurturing with a great sense of community.

=== LAWS

Jade Falls has some idiosyncrasies in its laws that don't always accord with the "real" world. We are lucky to be segregated enough that we can decide these things ourselves. Most of the "laws" mentioned here are enforced more by means of cultural norms than by strict policing, as the town is small enough for this to be effective. You should almost read the word "illegal" here to mean "frowned upon" as these are practically the same thing here. One of the biggest differences is that it is legal to possess any kind of information in Jade Falls. This means that "pirated" copies of media are widespread. There is no industry of selling media here like game shops or whatever, only areas to host it with people who bring their own copies. Wilful pollution of the environment is the greatest crime and it is strictly controlled. Legal drugs include alcohol, marijuana, and most major hallucinogens, but all are restricted to ages 25 or older. We do have a very strong culture of guarding against addiction and overuse of substances, so abuse of these laws is rare. More addictive and dangerous drugs like cocaine, methamphetamine, and heroin are illegal. Cigarettes are illegal. Cars are illegal except for special institutions like hospitals, fire stations, and police stations. Gambling is illegal. Firearms are legal to own with a license after the age of 18, but only for those in professions with a need for them like policemen or hunters. Other than that, most laws are pretty much what you'd expect: no violence, rape, theft, public disorder, etc. They are enforced more by compassion and sympathy than by discipline and repression.

=== CUSTOMS

Jade Falls has a Japanese majority, so it is no surprise that a lot of our customs are similar to traditional Japanese ones. For just a few examples, we bow rather than shaking hands, we take our shoes off when entering buildings, we largely eat with chopsticks and fingers, and so on. However, Jade Falls is not Japan at the end of the day and differs in some notable ways as well. We are not necessarily as reserved about inviting others into our homes as in Japan, as spending time together indoors is very important in the colder parts of the year. We are more honest and forthright than most Japanese are, but are careful to instill compassion and delicacy in our communication.

=== ECONOMY

Jade Falls prefers a more frugal and simple existence with less work to a more luxurious one with more work. No one feels the need to travel as things are perfect here, except maybe to experience the ocean once in a while, which is far away. We have a very strong anti-work culture which attempts to limit the amount of work anyone has to do in a day insofar as that work is unpleasant to them. Of course, we are far away from full automation, especially as we are a tiny mountain town and often a bit behind on technology. But we at least center our economy less on constant growth and exploitation and more on what is necessary for simple survival and a simple life, made easier through cooperation. A lot of work in Jade Falls is

remote. Otherwise, education, scientific research, agriculture, fishing, and forestry are notable sectors. We have a decent number of tourists who stop by in strange journeys between the "real" world and ours. But they are the few and the rare who can make it here for good.

=== LEISURE

Jade Falls is small, but its inhabitants know how to have a good time. Much of the year is well-suited to staying indoors for hours, if not days, on end. As such, a lot of the hobbies indulged in are indoor ones: reading books and manga, watching anime and movies, playing video games, and so on. These are often enjoyed alone, but there are plenty of ways to enjoy them socially as well. There are hybrid arcade/Korean-style PC-bangs all over the town, as well as similar places for fans of things like card games, model kits, or whatever. Theaters and libraries are much more social than in the outside world and it's very common to meet and hang out with friends in these public areas bonding over shared interests. Karaoke is a common pastime and there are both private booths and public bars. There are also concept cafes like in Akihabara: maids, nurses, etc. Of course, Jade Falls is resplendent with natural beauty, and its inhabitants love the outdoors as well, even in the bitter cold. Ice fishing, sledding, skiing, and curling are popular pastimes in the winter and things like hiking, camping, mountain climbing, kayaking, and typical sports are all popular in the warmer months. Jade Falls is also blessed with a number of hot springs, all of which are unisex.

=== FASHION

Jade Falls is one of the least "fashionable" towns you could ever visit, and we like it that way! That doesn't mean that people don't look nice. The citizens here are quite beautiful. But they have no fancy fashion brands here. Everything we wear is purely functional. We would all be naked if we lived near the equator, but since winters are brutally cold and evenings can get chilly even in the summer, we need to bundle up for a decent amount of the year. Most people buy clothes at used stores or wear hand-me-downs. We appreciate that some clothes might look nice on people, but no one really cares about it. No one has tattoos or piercings or uses makeup. Jewelry is only used for spiritual purposes. However, we do stay hygienic and generally clean-shaven.

=== EDUCATION

Jade Falls has an excellent education system. Homeschooling is legal, but uncommon. Elementary, middle, and high schools are generally comparable to the real world, but with far better curriculums and a better pace and style of teaching and learning. Classrooms are smaller, with an average of ten students or so. Many students also have a chance to observe and focus on professions in town once they have discovered what interests them, as long as they continue to get the quired basics in all fields. Schools are entirely secular. They have clubs, societies, sports teams, and so on, and this is the most common way for children to make friends and have social circles. Students clean their own schools. There are also a few universities for higher academics along with trade schools or spiritual institutions for those who choose other paths.

=== RELIGION

Jade Falls has a very fluid attitude towards religion. As such, it can be hard to say that most of its residents have only one "religion." We have a number of traditions and deeply respect the wisdom and teachings of them all, and they are by no means exclusionary. The town is generally steeped in spirituality and has a great number of institutions like shrines, temples, lodges, and so on. There are also a great many wise ones in the town who live further away and more in touch with the mountains, sustained as holy men by those of us who remained involved in "everyday life." Many choose to follow the religious path in this town, and they help our community in a number of ways. This is part of the seemingly paradoxical nature of Jade Falls: many of the practitioners here are part of indigenous, polytheistic spiritual traditions of "nature worship" that are deeply tied to particular lands and cultures, but they have chosen to sever themselves from their sources and live in Jade Falls, as sorts of representatives who try to unite and live with holy people from around the world. But humans have had to migrate before, and they haven't ceased worshipping nature. Some have made the hard choice to live as representatives here. But to be concrete, this is what the religious makeup looks like to the degree that we can say that its inhabitants belong to "one" tradition more than another:

- ★ "Nature Worship" (a broad term describing a number of practitioners and followers of indigenous faiths) - 59% (Shintou 42%, Musok 5%, Native American Religions 5%, Tengrism 3%, Siberian Religions 3%, Shugendou 1%)
- ★ Buddhism - 30% (Tantric 18% [Shingon 7%, Tendai 5%, Gelug 2%, Sakya 1%, Kagyu 1%, Nyingma 1%], Zen 13% [Soutou 7%, Rinzai 6%])
- ★ Daoism - 6%
- ★ Irreligion/Unaffiliated – 5%

bonus: chess PGNS

engine perfect game (first 6 moves: Lichess cloud, rest of the game by stockfish 15.1 vs itself, 30 minutes + 5 second incerement each)

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. Re1 Nd6 6. Nxe5 Nxe5 7. Rxe5+ Be7 8. Bf1 O-O 9. d4 Bf6 10. Re1 Re8 11. c3 Rxe1 12. Qxe1 Ne8 13. Bf4 d5 14. Nd2 Bf5 15. Qe2 Nd6 16. Nb3 b6 17. Re1 c6 18. Nd2 h6 19. h3 Qd7 20. Qd1 Rd8 21. Nf3 Nc4 22. b3 Nd6 23. Qc1 c5 24. Ba6 Re8 25. Rxe8+ Nxe8 26. Qe3 Nc7 27. Be2 Ne6 28. Be5 Be7 29. Bd3 Bxd3 30. Qxd3 Ng5 31. Nxc5 hxc5 32. a4 f6 33. Bg3 Bd6 34. dxc5 Bxc3 35. Qxc3 bxc5 36. Qe3 d4 37. cxd4 cxd4 38. Qd3 Kf7 39. Kf1 Qd6 40. Qc4+ Kf8 41. Ke2 Qe5+ 42. Kd1 Qe4 43. Qc5+ Kg8 44. Qc4+ Kf8 45. b4 Qb1+ 46. Kd2 Qb2+ 47. Ke1 d3 48. Qc5+ Kf7 49. Qd5+ Ke7 50. Qb7+ Kd6 51. Qa6+ Ke5 52. Qb5+ Kf4 53. Qc4+ Ke5 54. Qb5+ Ke4 55. Qc6+ Ke5 56. Qc5+ Ke6 57. Qc4+ Ke5 58. Qc5+ Ke6 59. Qc4+ Ke6 60. Qc7+ Ke4 61. Qb7+ Kd4 62. Qxa7+ Kc3 63. Qc5+ Kc3 64. Qd5+ Kc3 65. Qc6+ Kc3 66. Qd5+ Kxa4 67. Qxd3 Kxb4 68. Qe4+ Kc3 69. Qc6+ Kd3 70. Qd6+ Qd4 71. Qa6+ Qc4 72. Qxc4+ Kxc4 73. Ke2 Kd4 74. Kf3 Kd3 75. g3 f5 76. h4 gxh4 77. gxh4 Kd2 78. h5 Ke1 79. Kg2 f4 80. Kf3 Kf1 81. Kxf4 Kxf2 82. Kf5 Kg3 83. Kg6 Kg4 84. h6 gxh6 85. Kxh6 1/2-1/2

Dubov (2699) vs Carlsen (2863), 2020.05.16, FIDE Online Steinitz Memorial

1. Nf3 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. d4 O-O 6. Bd3 Bg4 7. Be2 Nfd7 8. Be3 e5 9. d5 a5 10. Nd2 Bxe2 11. Qxe2 f5 12. f3 Na6 13. O-O-O Nac5 14. Kb1 a4 15. a3 Rf7 16. exf5 gxf5 17. g4 Qf6 18. gxf5 Qxf5+ 19. Ka2 Qc2 20. Rc1 Qd3 21. Qxd3 Nxd3 22. Rcg1 N7c5 23. Rg3 Kh8 24. Rhg1 Bf6 25. Nde4 Nxe4 26. Nxe4 Nf4 27. Bxf4 exf4 28. Rg4 Rxf8 29. Kb1 b6 30. Kc2 Be7 31. Kd3 Bf6 32. R1g2 h6 33. Rg6 Bg7 34. Re6 Kh7 35. Nc3 Bxc3 36. Kxc3 Rg7 37. Rxc7+ Kxc7 38. Re7+ Kf6 39. Rxc7 Re8 40. Rd7 Re3+ 41. Kd4 Rxf3 42. Rxd6+ Kf5 43. Rxb6 Rf1 44. Rb8 Rd1+ 45. Kc5 f3 46. Rf8+ Ke4 47. d6 Rd2 48. Kc6 Rxe2 49. d7 Rd2 50. d8=Q Rxd8 51. Rxd8 h5 52. c5 h4 53. Kb5 f2 54. Rd1 1-0

GNU Chess vs Stockfish 15.1, 3 min per side

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Ngf3 Nc6 6. Bb5 Bd6 7. O-O cxd4 8. Nxd4 Ne7 9. Re1 O-O 10. N2b3 a6 11. Bd3 Ne5 12. Bg5 Re8 13. Nf5 Bxf5 14. Bxf5 Qc7 15. Bxe7 Rxe7 16. Qxd5 g6 17. Be4 Rae8 18. Rad1 Nc4 19. g3 Nxb2 20. Rc1 Ba3 21. Nd2 Na4 22. Rb1 Nc3 23. Qd3 Rd7 24. Rxb7 Qxb7 25. Qxc3 Qb4 26. Qxb4 Bxb4 27. Rb1 Bxd2 28. Bc6 Rde7 29. Bxe8 Rxe8 30. Rd1 Bb4 31. Kg2 Kg7 32. Rd7 a5 33. Rc7 Re1 34. a4 Ra1 35. Rc4 Ra3 36. g4 g5 37. h3 h6 38. Re4 Rc3 39. Re2 Kg6 40. f3 Bd6 41. Rd2 Bf4 42. Rd5 Rxc2+ 43. Kf1 Bd2 44. Rd6+ Kg7 45. Rd4 Bb4 46. f4 Bc5 47. Re4 Rf2+ 48. Ke1 Rxf4 49. Re5 Bd4 50. Re7 Bc3+ 51. Ke2 Rxa4 52. Kf3 Ra3 53. Kg2 Bb4 0-1

lol: Anna Bramlang (2100) vs Aman Hambleton (2420), online

1. d4 Nf6 2. c4 e5 3. Nc3 exd4 4. Qxd4 Nc6 5. Qd2 Bb4 6. b3 Ne4 7. Qc2 Bxc3+ 8. Kd1 Nxf2#

Nakamura (2779) vs Dubov (2660), 2016.12.29, World Blitz Championship

1. c4 b6 2. d4 Bb7 3. Nc3 e6 4. a3 Nf6 5. Nf3 d5 6. cxd5 exd5 7. Bf4 Bd6 8. Bxd6 Qxd6 9. Rc1 a6 10. g3 O-O 11. Bg2 Nbd7 12. O-O Rfe8 13. e3 Rac8 14. Ne1 c5 15. dxc5 bxc5 16. Nd3 Nxb6 17. Na4 Nxa4 18. Qxa4 c4 19. Nf4 Qb6 20. Qb4 Qxb4 21. axb4 Red8 22. Rfd1 Rb8 23. Ra1 g5 24. Ne2 Bc8 25. Nc3 Rxb4 26. Nxd5 Nxd5 27. Bxd5 Kg7 28. Rac1 Rxb2 29. Bxc4 Rxd1+ 30. Rxd1 Bg4 31. Rd1 a5 32. Rxa5 Bf3 33. Ra1 h6 34. h3 Rc2 35. Bf1 Rb2 36. Re1 Be4 37. Bg2 Bxg2 38. Kxg2 Rc2 39. Ra1 Rb2 40. Ra4 Rb5 41. h4 Kg6 42. Ra6+ Kg7 43. h5 Rc5 44. g4 Rc4 45. Kg3 Rc3 46. Ra1 Rb3 47. Ra4 Rc3 48. Re4 Rb3 49. Kg2 Rb2 50. Ra4 Rc2 51. e4 Rc3 52. Ra7 Rc4 53. f3 Rc2+ 54. Kg3 Rc5 55. Rd7 Rb5 56. Rd5 Rb3 57. Rf5 Ra3 58. Kf2 Ra2+ 59. Ke3 Ra3+ 60. Kd4 Ra4+ 61. Kc5 Ra6 62. Kb5 Rd6 63. Rd5 Rf6 64. Rd3 Re6 65. Kc4 Ra6 66. Kd5 Ra5+ 67. Kd6 Kf6 68. Rd5 Ra6+ 69. Kd7 Kg7 70. Rd3 Ra7+ 71. Ke8 Ra8+ 72. Ke7 Ra7+ 73. Kd6 Ra6+ 74. Ke5 Ra5+ 75. Kd4 Kf6 76. Rb5 Ra6+ 77. Ke3 Ra6 78. Rb5 Ra3+ 79. Kf2 Ra7 80. Rf5+ Kg7 81. Rd5 Kf6 82. Rd6+ Kg7 83. Ke3 Ra3+ 84. Rd3 Ra4 85. e5 Ra5 86. Ke4 Ra4+ 87. Rd4 Ra3 88. Rb4 Rc3 89. Rb7 Rc4+ 90. Kd5 Rf4 91. Rb3 Kf8 92. Rb8+ Kg7 93. Rb3 Kf8 94. Ra3 Ke7 95. Ra6 Rxf3 96. Rxb6 Rf4 97. Rh8 Rxc4 98. h6 Rh4 99. h7 g4 100. Ke4 g3+ 101. Kf3 Rh6 102. Kg2 Rh5 103. e6 Rh6 104. Kxc3 Rh1 105. Kg2 Rh6 106. Kf3 Kf6 107. Kg4 Rg6+ 108. Kh5 Rg1 109. exf7 Kxf7 1/2-1/2

worst moves by Stockfish against itself

1. g4 f5 2. f3 g5 3. Kf2 Kf7 4. Kc3 Ke6 5. f4 Kd5 6. Qe1 Kc4 7. Qh4 Qe8 8. Qh6 a5 9. Qf6 b5 10. Kf3 d5 11. Bh3 Qd8 12. e4 Ra7 13. a3 Bd7 14. c3 Qc8 15. Ra2 a4 16. Qg6 c5 17. Qc6 Bh6 18. Kg2 fxg4 19. e5 gxf4 20. Ne2 Na6 21. Ng3 e6 22. Qc7 Bg7 23. Qd8 Rc7 24. Qe7 Nb8 25. d4 cxd4 26. Bd2 d3 27. Kg1 Bxe5 28. Kf1 Rc6 29. Qf8 gxf3 30. Qxg8 f3 31. Ne2 Bd6 32. Ra1 Kc5 33. Qg2 f2 34. Be1 fxe1=N 35. Ng1 Qg8 36. Ne2 h5 37. Kg1 Qc8 38. Qg8 Qa6 39. b3 Qa5 40. c4 Qb4 41. Nc1 Be8 42. cxd5 Ra6 43. bxa4 Ra5 44. dxe6 h4 45. axb5 Bf7 46. Na2 Bf8 47. Qxh8 Qc3 48. Qg7 Qe8 49. exf7 Qe8 50. b6 Kb5 51. b7 Ka4 52. Qxf8 Qd8 53. Nb4 Ra8 54. Nd2 Qa5 55. bxa8=N Qxb4 56. Nb3 d2 57. Rxe1 dxe1=N 58. Qe7 Nd7 59. Qxe1 Ne5 60. f8=N Nf7 61. Nc7 Nh8 62. Na1 Ka5 63. a4 Qc3 64. Nh7 Kxa4 65. Na8 Ka3 66. Nf8 Qb2 67. Kf1 Qxh2 68. Ne6 Qb2 69. Nd8 h2 70. Qg3+ Qb3 71. Qf3 h3 72. Rg1 hxc1=N 73. Kxc1 Ng6

Magnus Carlsen vs magnusapp 20

1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. c3 d5 5. Qe2 Ne7 6. d3 Ng6 7. h4 h5 8. c4 d4 9. Bxc6+ bxc6 10. e5 Be7 11. Nbd2 Qc7 12. g3 O-O 13. Kf1 Bb7 14. Ne4 Rfc8 15. Rg1 Ba6 16. g4 hxc4 17. Rxc4 Nxe5 18. Bf4 Nxc4 19. Bxc7 Rxc7 20. Nfg5 Nh6 21. Re1 Bc8 22. Ng3 g6 23. Qe5 Rb7 24. h5 Rxb2 25. N3e4 Ng4 26. Qg3 e5 27. hxc6 fxg6 28. f3 Bxc5 29. Nxc5 Ne3+ 30. Rxe3 dxc3 31. Qxe5 Rab8 32. Qe8+ Kg7 33. Qe7+ Kh6 34. Qxe3 Bf5 35. Kg1 R8b6 36. Ne6+ Kh7 37. Nxc5 Rxa2 38. Qe7+ Kg8 39. Qe8+ Kg7 40. Qe7+ Kh6 41. Qh4+ Kg7 42. Qe7+ Kh8 43. Qf8+ Kh7 44. Qe7+ Kh6 45. Qh4+ Kg7 46. Qe7+

AnishGiri (3155) vs Ediz_Gurel (3255), Lichess, 60+0

1. e4 Nf6 2. e5 Nd5 3. d4 Nb6 4. Nf3 d6 5. exd6 exd6 6. h3 Nc6 7. Bd3 Be7 8. O-O O-O 9. c4 Bf6 10. Nc3 Nxd4 11. Nxd4 Bxd4 12. Bxh7+ Kxh7 13. Qxd4 Be6 14. b3 Kg8 15. Re1 Re8 16. Bb2 f6 17. Rad1 Qd7 18. Re3 Bf5 19. Rde1 Rxe3 20. Rxe3 Re8 21. Nd1 Rxe3 22. Nxe3 Be6 23. g4 c5 24. Qf4 d5 25. cxd5 Nxd5 26. Nxd5 Bxd5 27. Kh2 Qe6 28. g5 fxg5 29. Qxg5 Qf7 30. Qg3 b6 31. Be5 Kh7 32. Qh4+ Kg8 33. Qg3 c4 34. bxc4 Bxc4 35. a3 Bd5 36. h4 Kh7 37. Kg1 Qg6 38. Qxg6+ Kxg6 39. Bb8 a6 40. Bc7 b5 41. Kf1 Kh5 42. Bd8 Kg4 43. Ke1 Kf3 44. Bb6 g6 45. Bd8 Ke4 46. Bg5 Kd3 47. Kd1 Bf3+ 48. Kc1 Kc3 49. Bf6+ Kb3 50. Be7 a5 51. Kb1 Be4+ 52. Ka1 b4 53. axb4 axb4 54. Bf6 Kc2 55. Bb2 Bf3 56. Bf6 Bh5 57. Bb2 b3 58. Bf6 Kd3 59. Kb2 Bd1 60. Bg5 Kf2 61. Bf6 Kxf2 62. Bg5 Kf3 63. Bf6 Kg4 64. Bg5 Bc2 65. Bd8 Kf5 66. Bg5 Ke6 67. Bd8 Kf7 68. Bg5 Ke8 69. Bf4 Kf8 70. Bg5 Kf7 71. Bf4 Ke6 72. Bg5 Kf5 73. Bd8 Kg4 74. Bg5 Kf3 75. Bd8 Ke2 76. Bg5 Kd1 77. Bd8 Bf5 78. Bg5 Ke2 79. Bf6 Kd3 80. Bg5 Ke4 81. Bf6 Kd5 82. Bg5 Ke6 83. Kxb3 Be4 84. Kc3 Kf5 85. Kd2 Bf3 86. Ke1 Bh5 87. Kf2 Ke4 88. Kg1 Kf5 89. Kf1 Ke4 90. Kg1 Kf5 91. Kf1 Ke4 92. Kg2 Kf5 93. Kg3 Ke4 94. Bf4 Kf5 95. Bg5 Ke4 96. Bf4 Kf5 97. Bg5 1/2-1/2