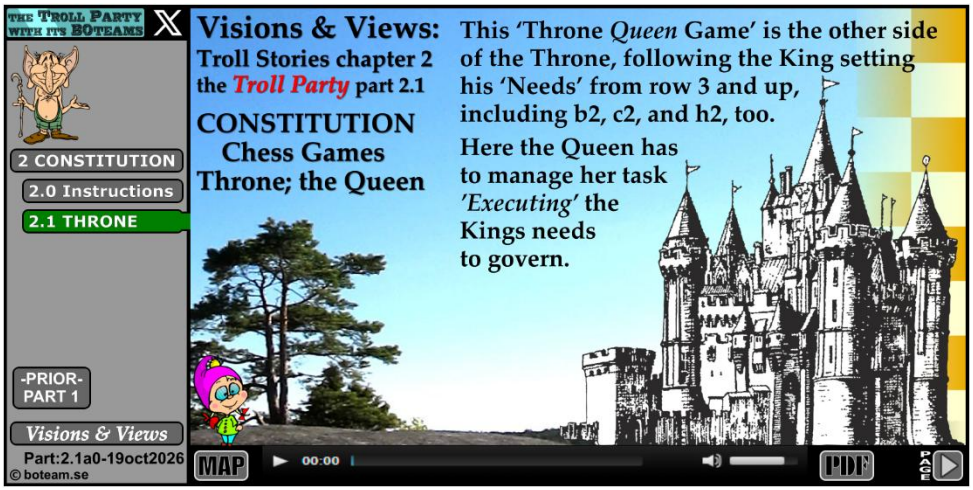
Visions & Views: The Troll Party – Constitution – Part 2.1



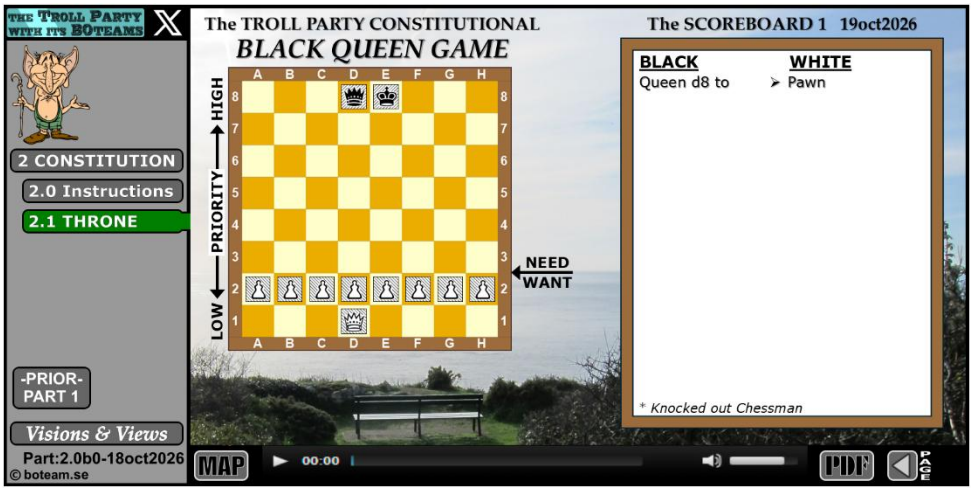
So. This Throne 'Queen' Game, is the other parallel side of the Throne following the Kings game, who previously set his 'Needs' from row 3 and up, including the squares, b2, c2, and h2, too.

Here in this game, the Queen has to set her 'Needs', which are: Managing her task to 'Execute' the Kings needs governing.

Now. This is not an easy task you know, there are lots of things to consider, and I for sure need to think this through thoroughly.

This to be able to execute any 'Whatever' law and legislation when you are not in control, or have no say (even if, very little), is not easy. And in this game the Queen (as I see it) can be looked upon representing an 'ADMINISTRATION' carrying out what the government 'Need' to be able to rule.

Okay, lots of things to consider here, and I (as the black Queen) 'Needs' to win of course. But not just that, I have to make my win worth something too.



So, this is the setup. Two Queens have been added to the first 'King Game' setup with one black King and eight white Pawns. The black Queen is me, representing what the 'Black Queens Needs', and the opposite white Queen, … which is me too, … represents what the 'White Queen Wants'. And I tell you right now, that the will of mine and what I want is like endless, and I can find out endless ways to get around obstacles too. But even so and that said, I don't always succeed (or rather far from it), I must admit.

Okay. I need to start off considering the rules here and how to navigate. The rules are simple: If I move my black King in check, I 'the Black Team' win and the game ends. If any of the white chessmen check my black King, they 'the White Team' win and the game ends.

Now. The tricky thing here is to get something out of a win. Meaning: If the Black Team wins with the black King placed on any of the chess-rows 5 to 8, the black Queen don't gain anything. The black King must end up on a chess-row below row 5, which then will gain the black Queens 'Needs' priority over what the white Queen want, from that row and up. This too means, that I need to move my black King down below the chess-row 5 to gain anything.

However. If the White Team wins and the black King is on row 8, the black Queen lose, and the white Queen 'what SHE wants' have priority

from that row 8 down. So, the White Team must check the black King as high up as possible, at least from row 5 to gain anything. Meaning too, that I (the black King) can't risk to be checked by the white Queen (or any of the Pawns) that high up. Not an easy task as it looks like, but at least I, the Black Team, starts.

Whatever. This game will for sure test and reveal these both sides of me, what I need and what I want, which feels kind of scary. But whatever again, I can't let Doo and Bo down, and I need to be true to myself setting up this Troll Party no matter what!

So, there's a lot to consider to start off with, and I'll be back on that on the next page.

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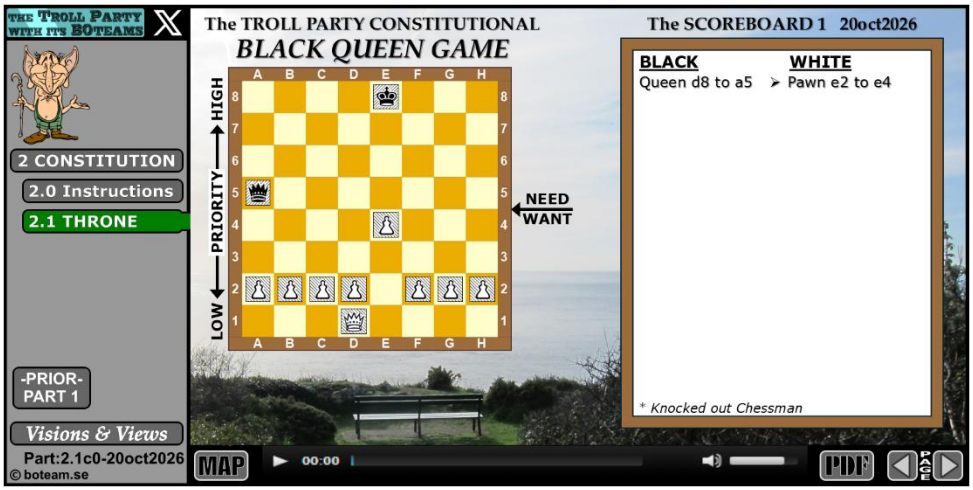
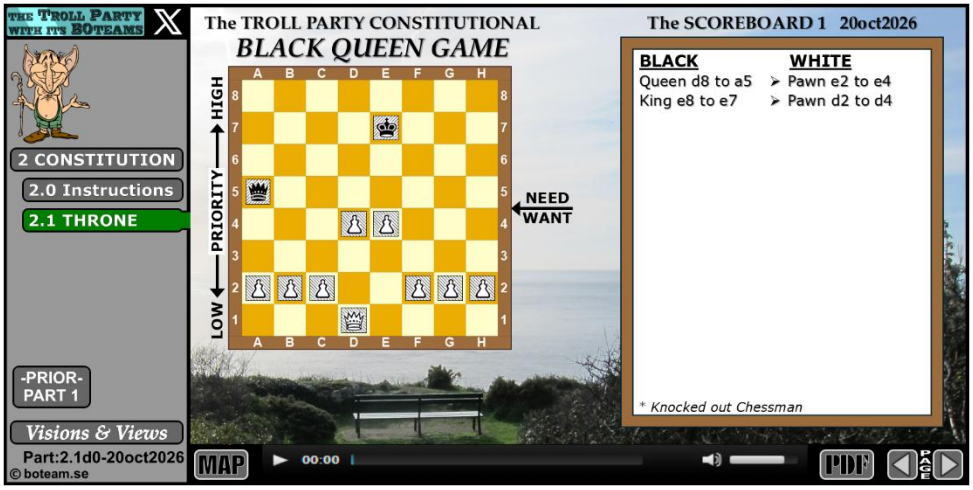


Okay. I did make my move, the black Queen from 'D' 8 to 'A' 4. My aim here was to try to block that row from white Pawns (sort of). And then I move the white Pawn 'E' 2 to 'E'4, which I thought was good opening up for the white Queen.



Then I moved my black King forward a step to 'E' 7, to get away from the white Queen ending the game by checking me. My response to that was moving the white Pawn 'D' 2 to 'D'4.

Not so much clever thinking here I must admit, but I felt needing to start off from somewhere, so this was it.

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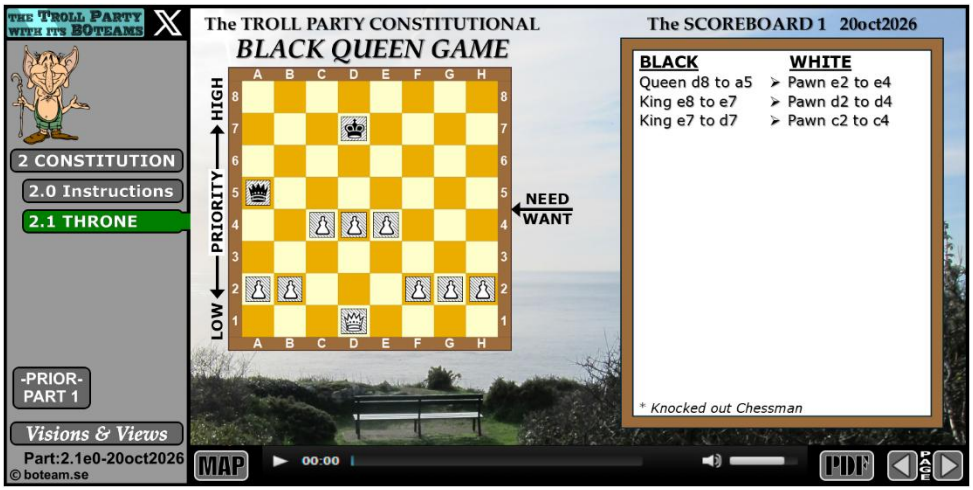
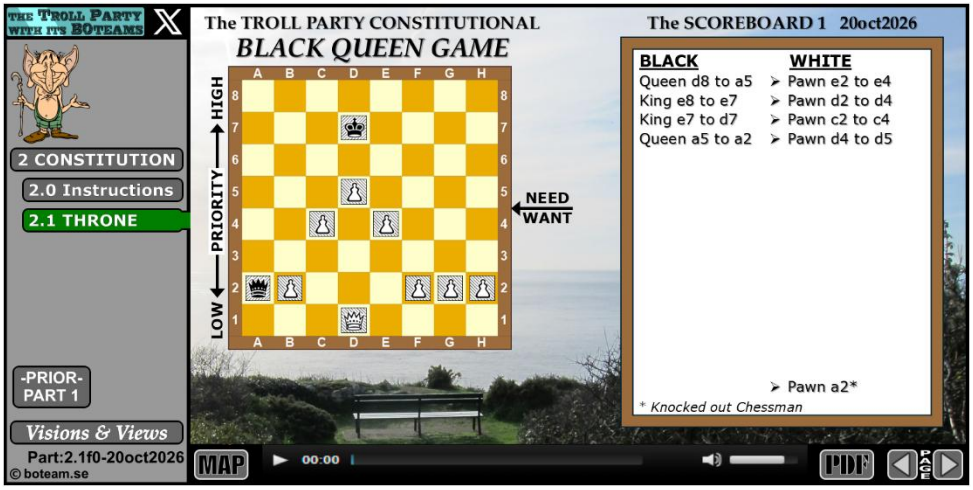


Okay. Now I started to feel my black team walking into a trap. So, to sort of prevent that, I moved my black King from 'E' 7 to 'D' 7. And as a response to that I move the white Pawn 'C' 2 to 'C' 4. … which seemed to increase the pressure on my black team, at least I felt it so.



Think, think, I told myself, what is happening here? In any case I had to do something. So I moved my black Queen from 'A' 5 to 'A' 2 and knock the white Pawn 'A' 2 out. But then I immediately move the white Pawn 'D' 4 to 'D' 5 as if I had a plan sort of threatening the black King.

Right, Okay. Now things started to get tricky. I felt locked in, so I needed to really concentrate here. How can my black team win this game?

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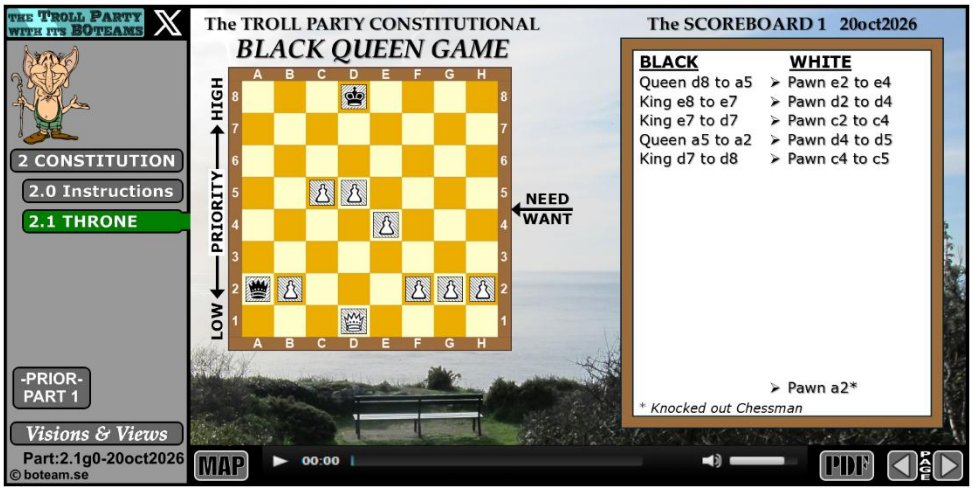
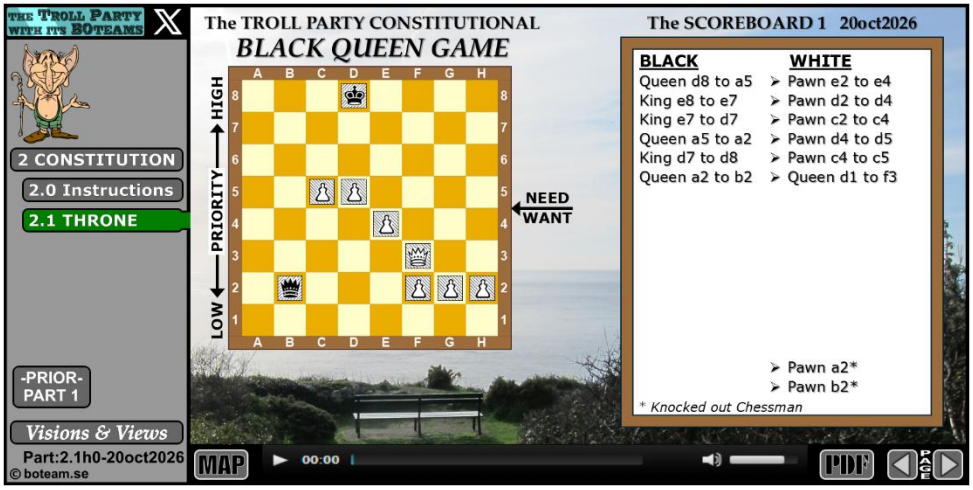


I felt my black King exposed like from all angles and needed to reach it a better position. So, I moved it from 'D' 7 to 'D' 8. Not a clever move I admit, but what else to do? And to continue with the white team plan, I moved Pawn 'C' 4 to 'C' 5 to increase the pressure on the black King.



Okay, I need to change plan for my black team here, this game is getting out of hand, I now felt very sure of. So the plan was to remove as many white Pawns I could to clear their columns. I had already cleared column A 'HOME', and by moving my black Queen from 'A' 2 to 'B' 2, I cleared the column B 'DEFENSE' too. Then my white Queen like continued with the white team plan, by moving the Queen from 'D' 1 to 'F' 3.

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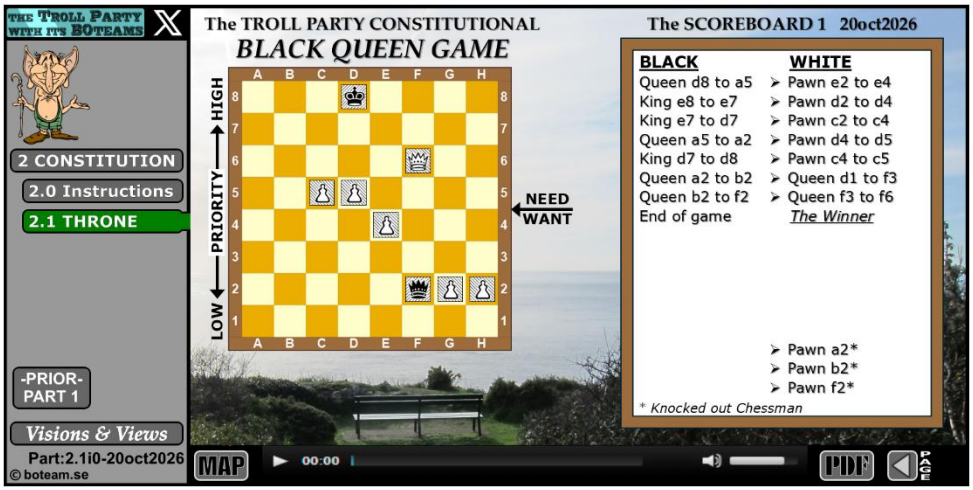

I felt no way for my black team to win this game, so whatever, my black Queen needs to know out as many white Pawns as possible. So, by moving my black Queen from 'B' 2 to 'F' 2, I knocked out another white Pawn at that 'F' 2 position, clearing the column F 'EXCHANGE'. The white Queen could for sure knock the black Queen out now, but if so, there was a risk that the black King could end this game and win. That risk I 'My Will' together with the white team didn't want to take, so the white Queen ended the game by moving from 'F' 3 to 'F' 6, checking the black King.

So, the white team 'What you Want' won over the black team 'What you Need', which I felt kind of strange about. Doo had for sure warned me about that side of me 'Everything I Wanted', and he was right.

The strange thing with this game and, sort of, enchanted chessboard was that I couldn't cheat. Choosing to play using the black King chessboard, was no joke, 'NATURE RULES' was what Doo had told me and he for sure was right. You can't cheat with Nature, and if I had tried, choosing any of the other three, the black Pawns, or the white King or Pawns, to play with, I for sure had cheated myself.

Even so. This was my first sort of 'Proper' game on my own, with a result I didn't, or couldn't, have expected beforehand. I felt it like 'Nature' had taught me lesson and that Doo further on would explain that to me, and the results of these games too, when I'm finished.