Visions & Views: The Troll Party – Constitution – Part 2.3



Okay, my black team 'sort of' won the yesterday's Bishops game, but I'm not quite sure how that changed things? That game was about the 'Castle': Commerce (Production and internal trade), and Exchange (Production and external trade), which both are parts regulated by the Constitution.

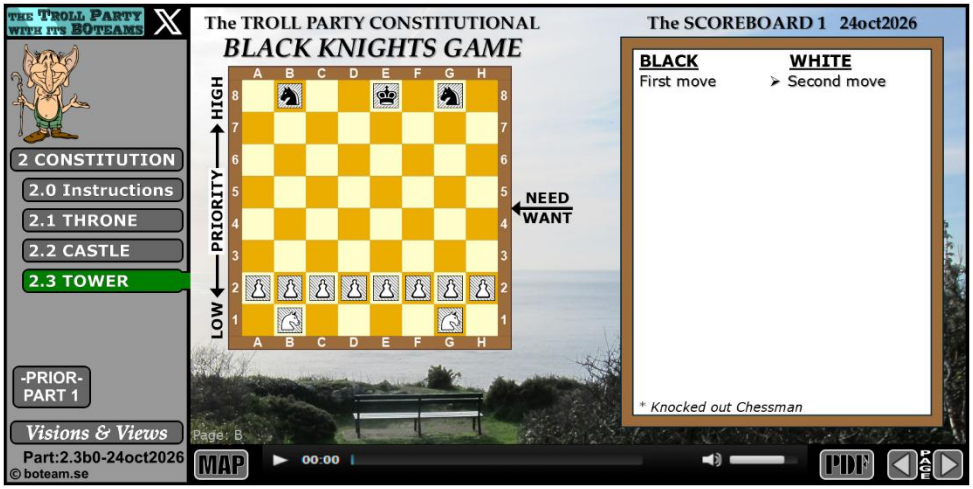
I can understand that the 'Throne' (as a part of the Constitution too) is supposed to rule over Commerce and Exchange, which in turn 'Needs' to adapt to Government laws, taxes, customs, fees, and so on, … in order to have production and trade work in a profitable way for the Thrones King and Queen, … who are responsible for legislation and execution of laws, taxes, customs, and fees, so that they are obeyed and in good order paid.

I can also understand that the 'Castle' (the two Bishops) constantly 'Need' to generate a 'Positive Value' to the Throne, otherwise Commerce will slow down, and sooner than later, the King and Queen will run out of money. Meaning that the 'Exchange' with other Kingdoms must be in a 'sort of' balance, and in the long run, profitable too.

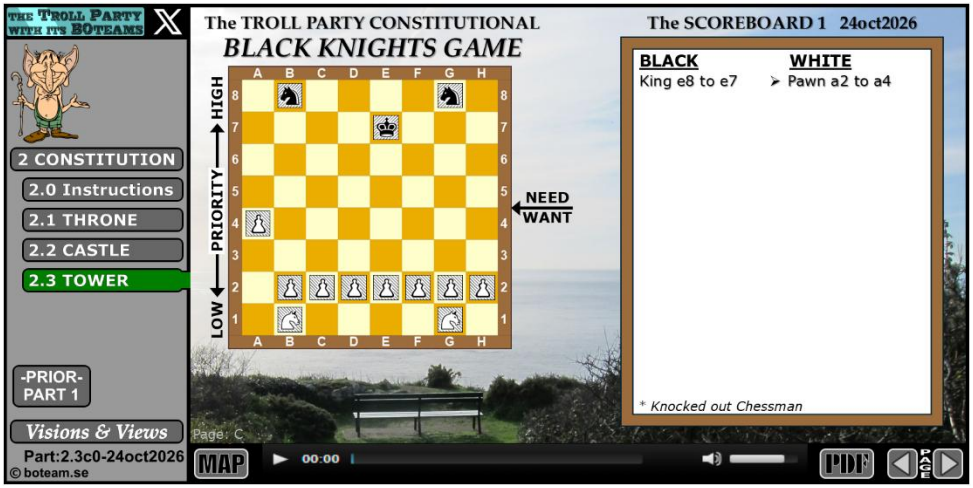
And now this 'Tower Knights Game' which is about to Protect and Secure the Kingdom, 'The PAWNS' that is, and not the Throne? What's that about?

Hmm… I just wonder? There's something fishy with those eight Pawns, I just know it! But that have to wait, I have to set up the Knight's game for tomorrow. Another challenge it for sure will be.

So, I'll be back with that game tomorrow.

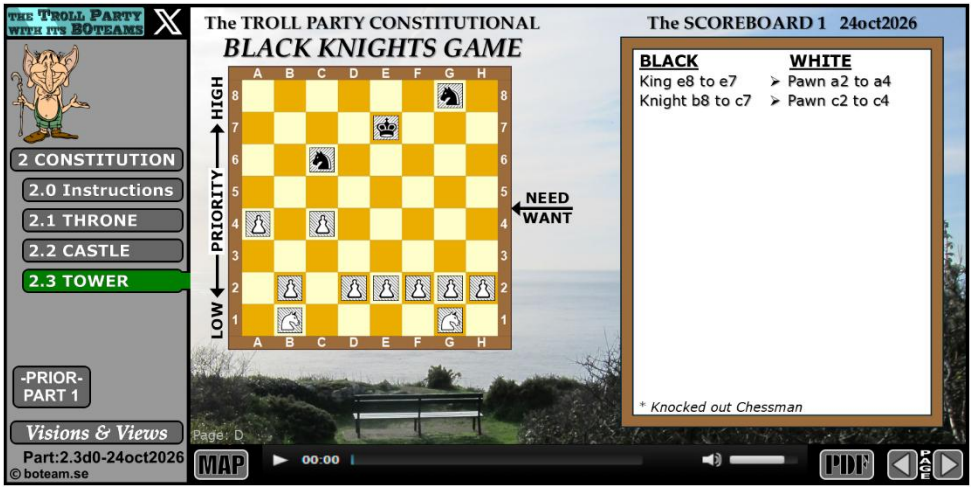


So, this is the 'Black *Knights* Game' set up, and we'll see if I can figure out something new to beat my other half 'What I Want' here. The rules are the same as the last game, but the Bishops have been exchanged to Knights instead. Right! Let's see how this game will turn out.



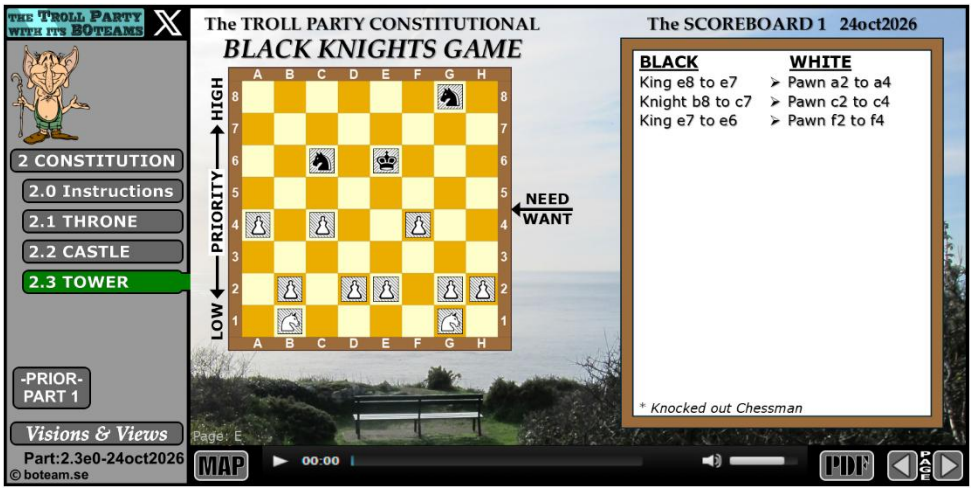
Okay, not so much thinking here, but I need to move my black King over to the white 'Want' side to win as much as possible. So, my black King goes to e7.

Not so much thinking on my white 'Want' side either, but I would like to try to change battle side from the last game. So, the white Pawn a2 goes to a4, then we'll see if there will any contra move on that or not. The Knights I feel a bit tricker to foresee, which can turn out interesting.



Right, I didn't expect that, but I can't have that white a4 Pawn continue forward in a next move. Hmm…, I have to wait moving my black King a bit and move my black Knight b8 to c6 instead.

Okay, interesting. And to counter on that, the white Pawn c2 goes to c4.



They are quite nasty those white Pawns, but I might have a way to deal with the situation. I don' want to move my black Knight c6, it feels perfect in place right there. So instead, I shift my attention to my black King again and move it from e7 to e6.

Right, what to do? Still there are several options here for my white team, and to 'sort of' mess things up. So, 'my *Want* will' moves the white Pawn f2 to f4. A kind of devious move I think.

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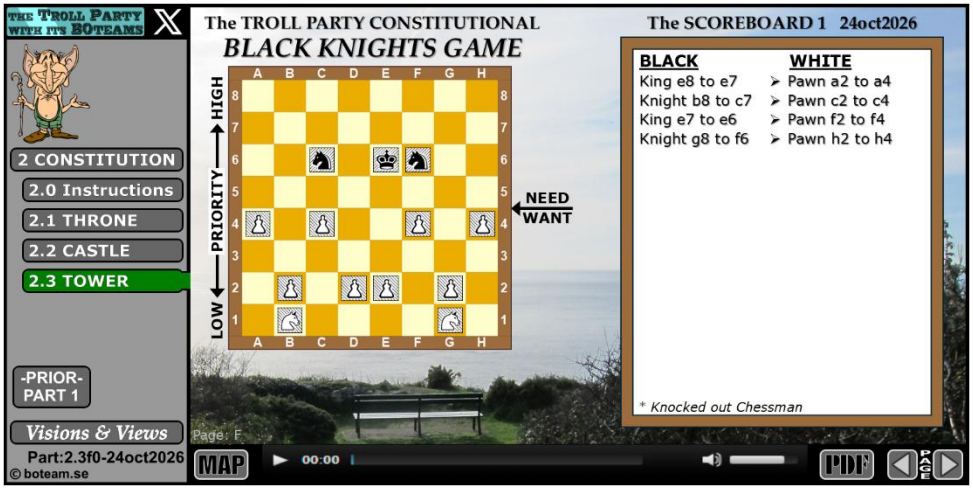
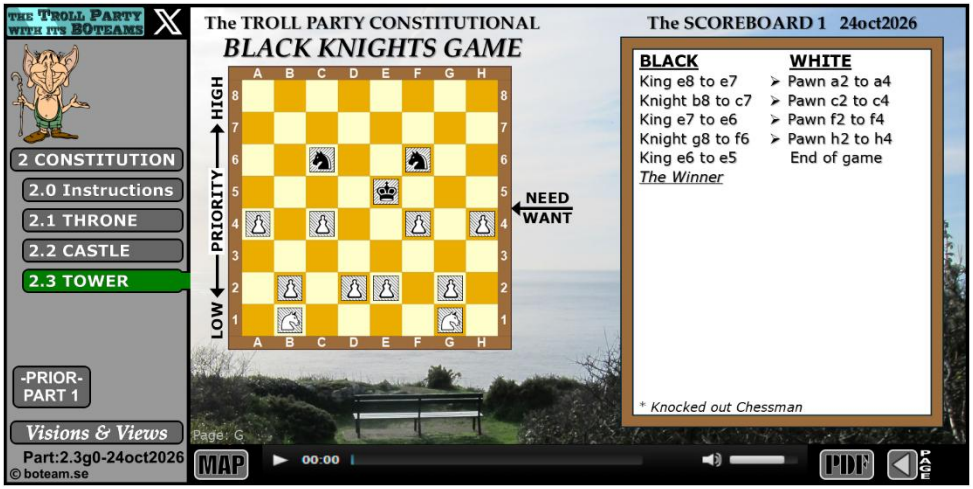


Okay, I don't want to end this game and win, not just yet anyway. So, instead I need to prepare myself and my black team for the 'sort of' worse. Great, so by moving my black Knight g8 to f6, I kind of feel safe.

So, if I'm going to mess things up, I 'in my mind' want to move the white Pawn h2 to h4, which I did. Right! Who have the upper hand now?



Those nasty white Pawns, "What is this?" I can't move my King safe anywhere, unless backwards, which if so, would weaken my black team position. Right then! I 'Need' my black team to win on this one, even though I sort of give up again. So, and accordingly, I move my black King from e6 to e5 and in check. I have once again won the game, but don't feel that happy about it. I just hope feeling better tomorrow, see you then.