Visions & Views: The Troll Party – Constitution – Part 2.4



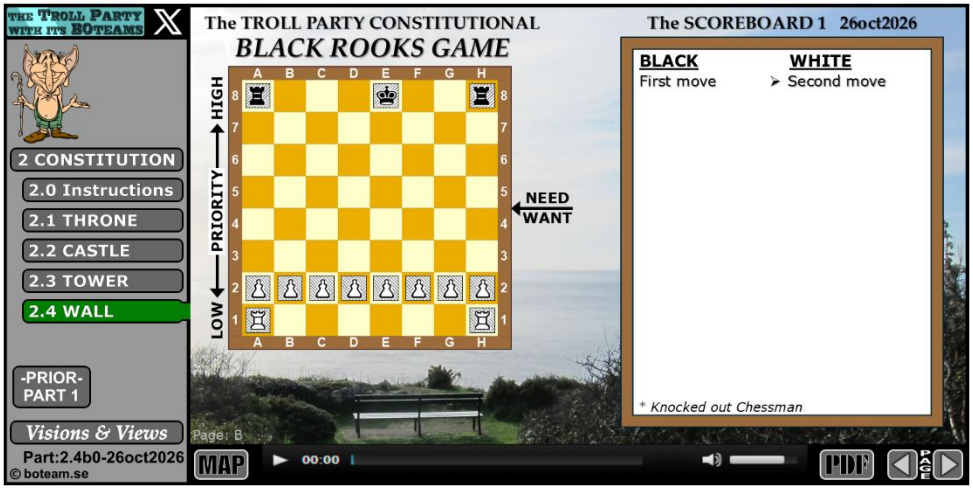
The yesterday's Knights game was a sort of new experience for me, quite different from all the others. I know about 'Defense', armies and such, and about protecting a Country too; a landmass or a sea area of some kind.

That 'Safety' part though, I'm not too sure of. To 'Secure' a Country's, or a Kingdom's, Land and its (perhaps too) Waters bordering other Countries, what's that about? I have a hunch though, that it has something to do with 'Establishing' borders 'Together' with other Countries, like agreements of some kind. But that's not too easy and obvious to do you know. Like, a big river can float through several countries, how to 'Secure' that water and all its fish swimming back and forth there, crossing your country's border?

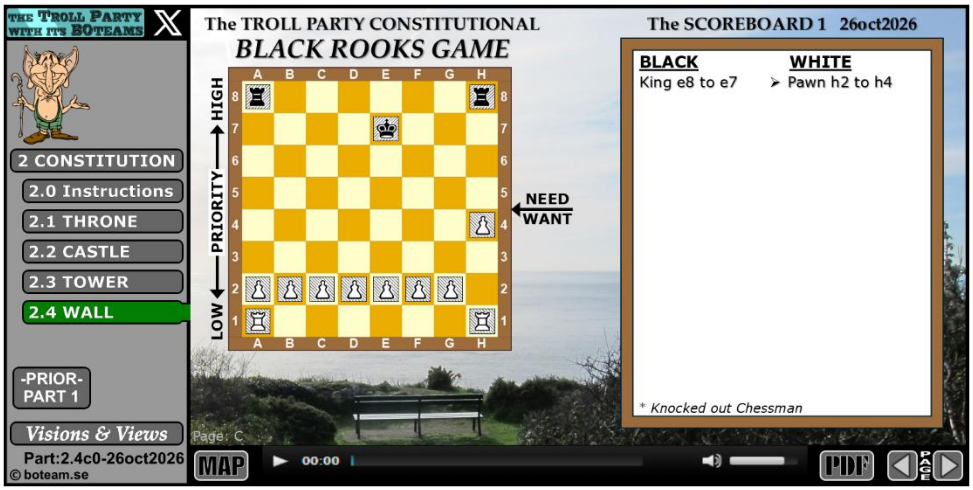
Okay, I have to pass on that one for now. I guess that Doo can sort that out better than me.

But 'Now'! … 'Rooks' representing 'Home' and 'Living', which initially would be easy to understand what that is all about. 'But'…, this about 'Existence and 'Preserving' a Kingdom, Country then if I understand this right, is not the same. I can understand that a Home must exist, otherwise no Home, sort of. And I can understand that Living needs to be preserved, otherwise no life, if no food you will die, sort of. But I can feel that it's more to it than that, and I wouldn't be surprised if those eight Pawns has something to do with it, like everything somehow ends up with them.

Anyway, that have to wait. My 'Wall Rooks Game' starts tomorrow, and I need to prepare myself for that. So, I'll be back tomorrow.

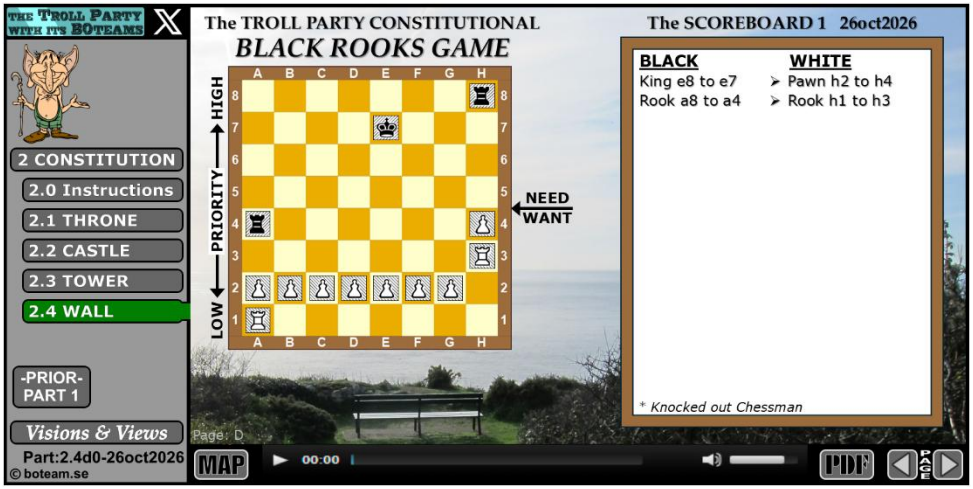


Okay, this is the 'Rooks Game' setup and I'm not too sure about this. The white Pawns have been hard to pass not losing the game. What kind of assistance my black Rooks can contribute with I'm not sure of yet. It looks a little bit locked up beforehand I would say.



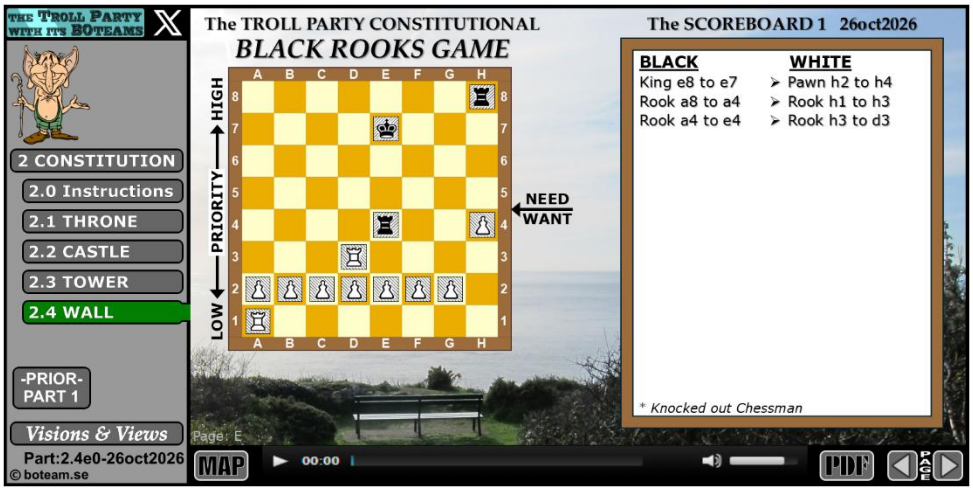
But even so (not knowing what to do), I need to move my black King downwards in order to win myself new 'Need' rows. So, my black King goes to e7, same as in the last 'Knights game.

Okay, what do I want the white team to open up with? Right, I got it! A kind of cunning plan I would say. So, the white Pawn h2 goes to h4, to sort of open up for the h1 Rook, which if I'm not mistaken, can stir things up for the black team really bad.



Damn, I see it. That was not good. I'm sort of trapped. Think, think, … how to get out of this. If the white Rook h1 moves to h3 I have a problem, I need to do something here. Okay, my black Rook a8 goes to a4.

Hmm…, whatever. The white Rook h1 goes to h3.



So, there is only one thing for me to do here. I need to guard my black King, if not I and my black team will lose. Okay, we'll see if this move can give me the upper hand. Right, black Rook a4 to e4.

Okay. Hmm…, that was not expected. The white Rook h3 can't check the black King in one stroke now and win. So, what to do? However, I think I got this, we'll see. So, the white Rook h3 moves to d3. How about that as a clever move?

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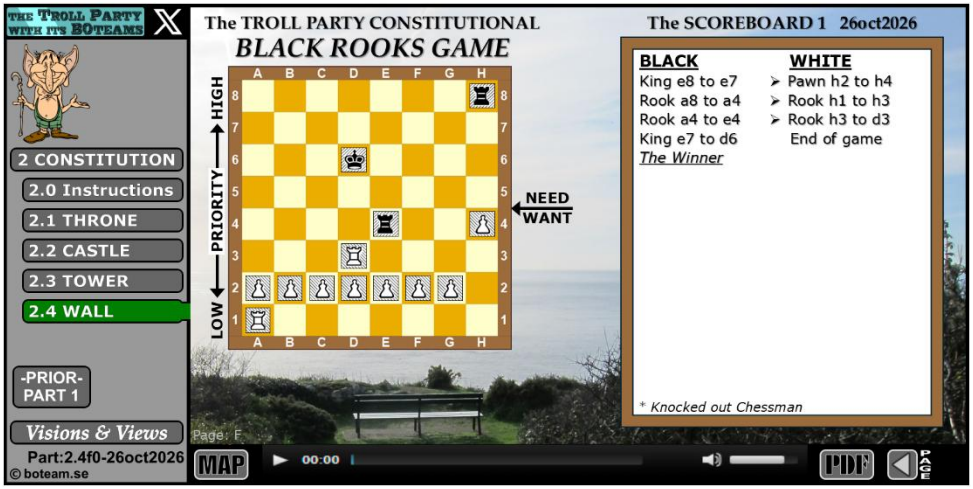

Okay…, it seems I'm caught here, but maybe not. In a next white Rook d3 move, my black King will be checked and the white team will win. But…, that white Rook did one fatal mistake. Now I can move my black King check instead and win the game. So, my black King e7 goes to d6. If the white Rook had moved just one step further to c3, I and my black team for sure had lost.

So, my black team won once again, but not very comfortably I would say. I did one mistake, that 'What I want' will of mine was too quick to move and hadn't thought things properly through yet. Something to learn and take notice of, that that my fast will, can for sure make me lose even with the best intentions.

But now, that last game, the 'Kingdom Pawns Game', which I know will need the best of me. I know that Doo has made this game a final test for me and I can't let him down. So, I really 'Need' to prepare myself the best I can for that event, so see you tomorrow.