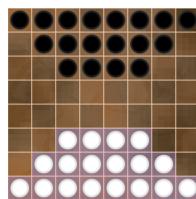


Abstract Play Dameo Tournament #4

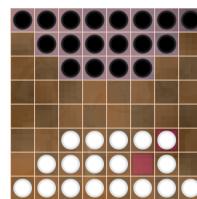
White: kirin

Black: oleg_topol

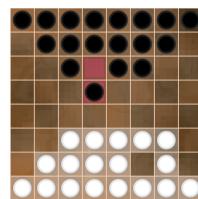
0. Start



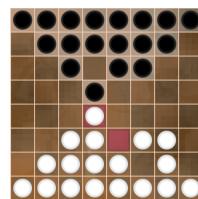
1. F2-G3



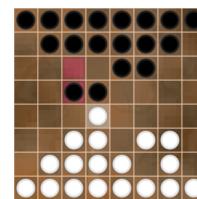
2. D6-D5



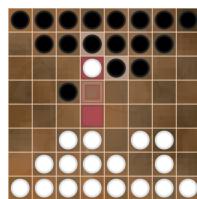
3. E3-D4



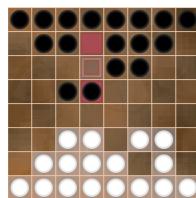
4. C6-C5



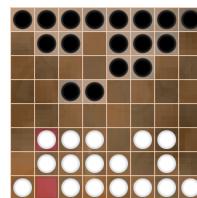
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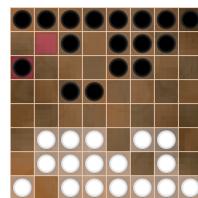
6. D7xD5



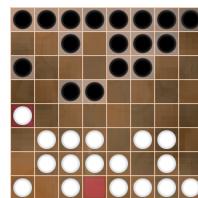
7. B1-B3



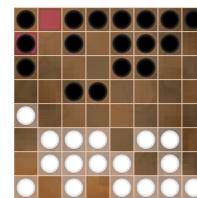
8. B7-A6



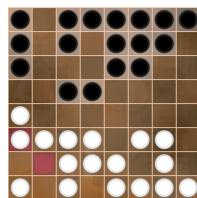
9. D1-A4



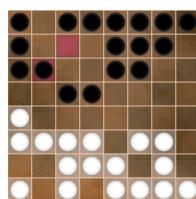
10. B8-A7



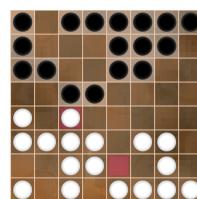
11. B2-A3



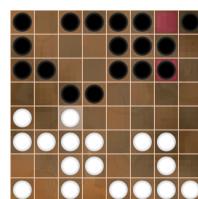
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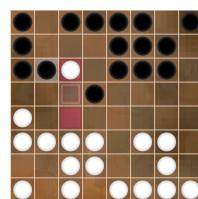
13. E2-C4



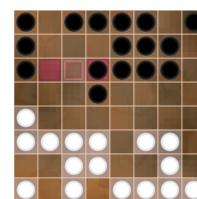
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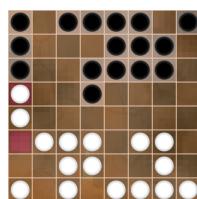
15. C4xC6



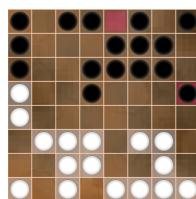
16. B6xD6



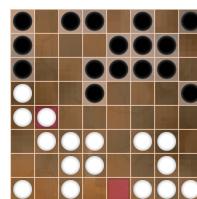
17. A3-A5



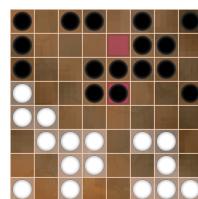
18. E8-H5



19. E1-B4

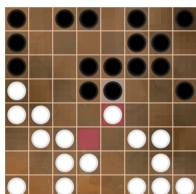


20. E7-E5

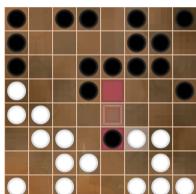


White aims to weaken black's center and strengthen the left with a side jump. But black gives up a king trap to restore the strong central 4-square. Moving this long diagonal line is very efficient and gives black a speed advantage. Dameo affords some control over pacing, and here we see black's initiative subtly taking control of the game.

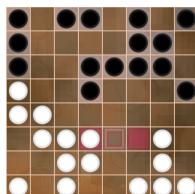
21. D3-E4



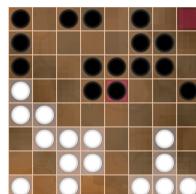
22. E5xE3



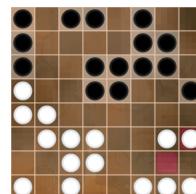
23. F3xD3



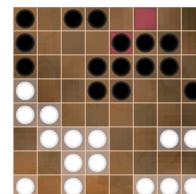
24. H8-E5



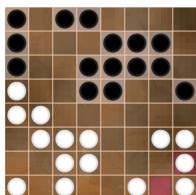
25. G2-H3



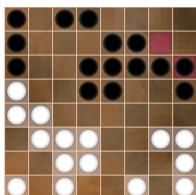
26. F8-E7



27. G1-H2

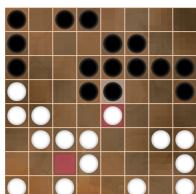


28. G7-H6

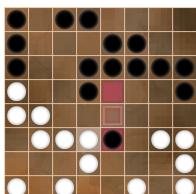


White plays into black's strategic hands, losing time with sacrifices, and weakening the left side simply by advancing it while black's center is stronger.

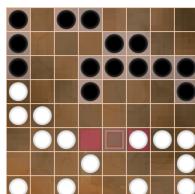
29. C2-E4



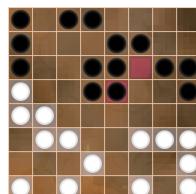
30. E5xE3



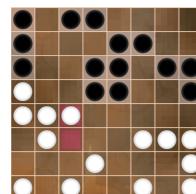
31. D3xF3



32. F6-E5

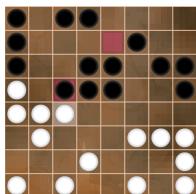


33. C3-C4

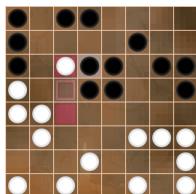


Black seizes the strategic opportunity and uses the strong center to negate white's presence on the left.

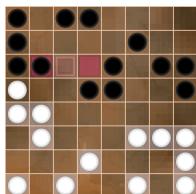
34. E7-C5



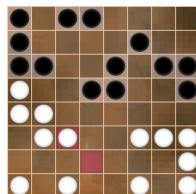
35. C4xC6



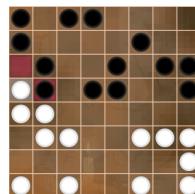
36. D6xB6



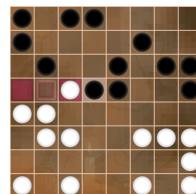
37. D2-C3



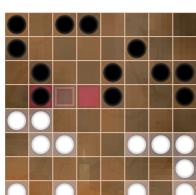
38. A6-B5



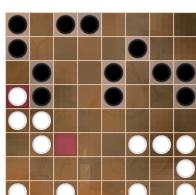
39. A5xC5



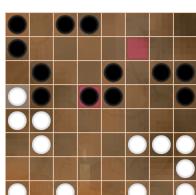
40. D5xB5



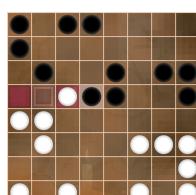
41. C3-A5



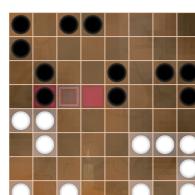
42. F7-D5



43. A5xC5

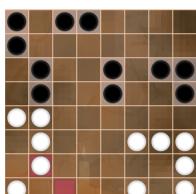


44. D5xB5

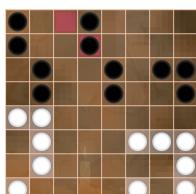


White gives up the left side king trap and prepares to support the A4 checker if black moves to advance his majority forces on this side. King traps are not to be discarded lightly, but a simple corner king trap is generally less helpful when attacked head on, and it's better to prevent such a direct attack in the first place.

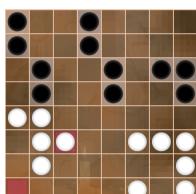
45. C1-B2



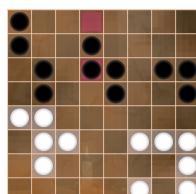
46. C8-D7



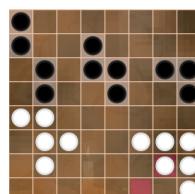
47. A1-C3



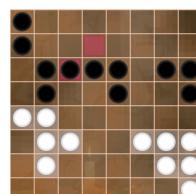
48. D8-D6



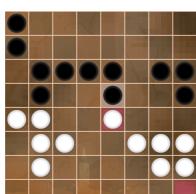
49. F1-G2



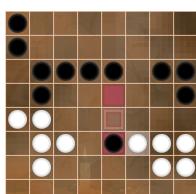
50. D7-C6



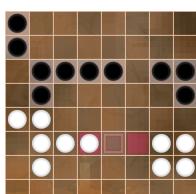
51. H1-E4



52. E5xE3

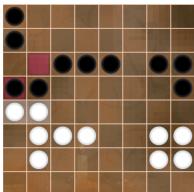


53. F3xD3



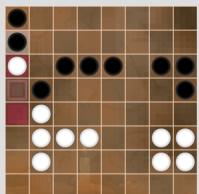
Black launches a dangerously fast side attack, aiming to penetrate through the A file before white can shore up the weak left flank.

54. B6-A5

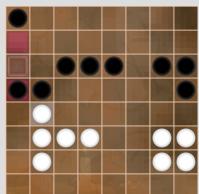


Taking on A first leads immediately to disaster...

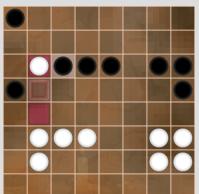
55. A4xA6



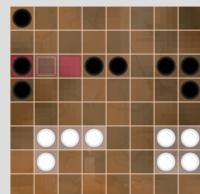
56. A7xA5



57. B4xB6

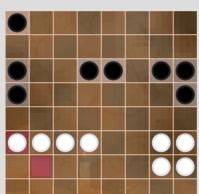


58. C6xA6

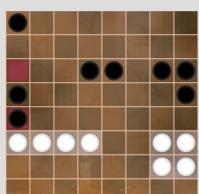


With an empty back line and no reinforcements from the corner, white can't stop the onslaught and black's pair marches to victory.

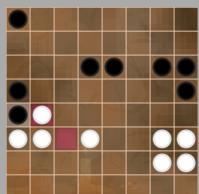
59. B2-A3



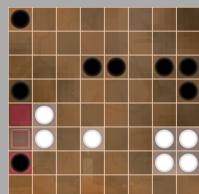
60. A6-A4



61. C3-B4

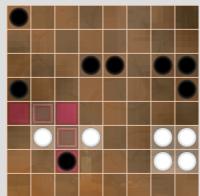
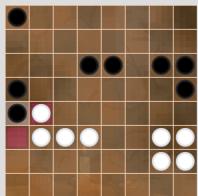


62. A4xA2



61. A3-B4

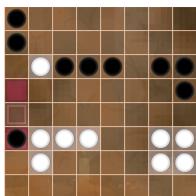
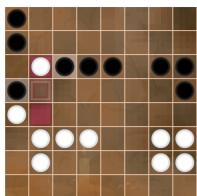
62. A4xC4xC2



Taking on B first, black can still dash down the A file.

55. B4xB6

56. A5xA3



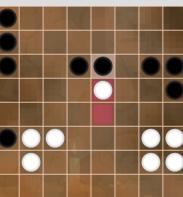
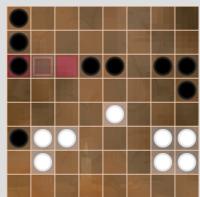
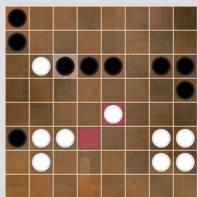
But doing so leaves white with a tempo, as black's next move will be to capture the hopeless checker on B6.

The position is charged with hidden potential, and kirin missed it in the game. oleg_topol pointed out a winning combination for white after the moment had passed. Let's take a look at this brilliant line that begins with a "stretching sacrifice".

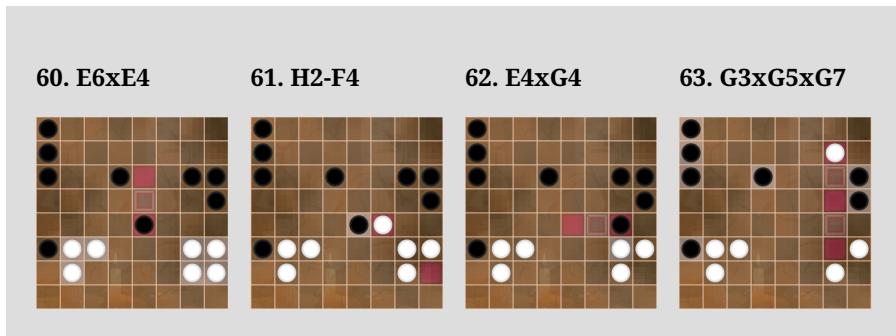
57. D3-E4

58. C6xA6

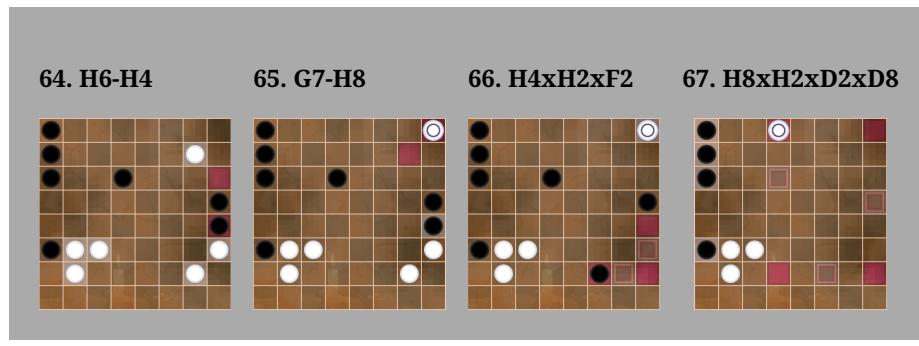
59. E4-E5



The D4 checker runs to meet E6! This only works because the forced capture prevents black from lining up the central checkers to counterattack. A brief pause, a moment's hesitation, can change the game completely. White's 4-square converts the potential energy of the position, launching through black's defense to king first!

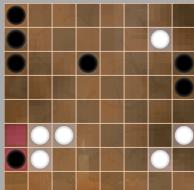


Black can't safely proceed to attack, as doing so would break the pair and lead to disaster.



White can delay black's advance to the back line. The remaining side pawns can pry black's forces apart, allowing the white king to clean up.

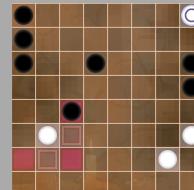
64. A3-A2



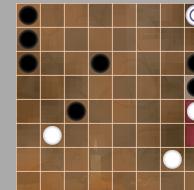
65. G7-H8



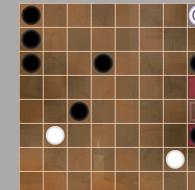
66. A2xC2xC4



67. H3-H4



68. H5xH3



69. H8xH4xH1



Guile and blundering aside, the strong edge line may be black's best remaining hope. Here's a close endgame for example.

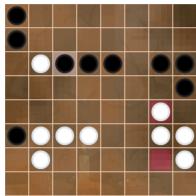


Two against one is decisive in Dameo. White wins.

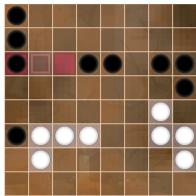


In the game, white missed the combination and settled for a simple advance, hoping perhaps that black would attack a 2-chain and allow white to cross the 5 rank.

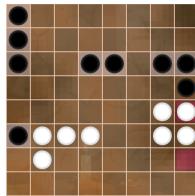
57. G2-G4



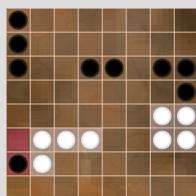
58. C6xA6



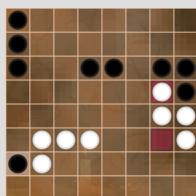
59. H2-H4



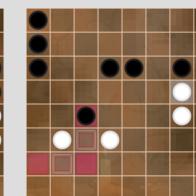
60. A3-A2



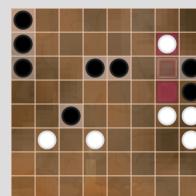
61. G3-G5



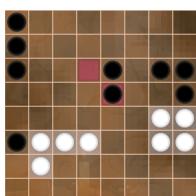
62. A2xC2xC4



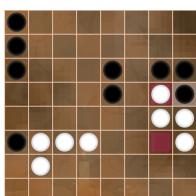
63. G5xG7



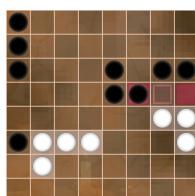
60. D6-E5



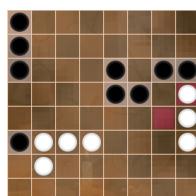
61. G3-G5



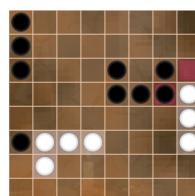
62. H5xF5



63. G4-H5

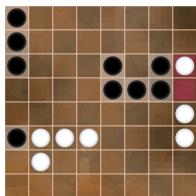


64. H6-G5

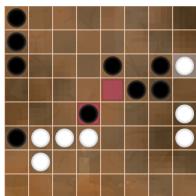


In actual play, white attacked a 2-chain, allowing black to advance and king first.

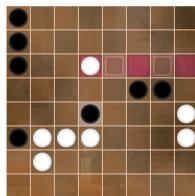
65. H5-H6



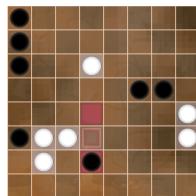
66. E5-D4



67. H6xF6xD6

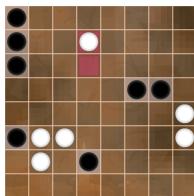


68. D4xD2

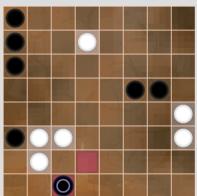


One of oleg_topol's great strengths is patience. It may be tempting to king immediately, but in the present board situation, kinging without preparation is either bad or balanced.

69. D6-D7



70. D2-C1



71. D7-C8



72. C1xC4



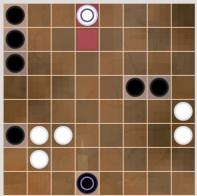
73. C8xC1



70. D2-D1

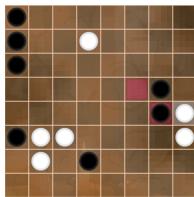


71. D7-D8

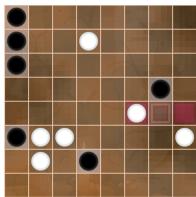


Black prepares to dominate the board with a king by separating white's remaining forces. Threatening a roundhouse multi-capture makes D7-C8 an impractical defense.

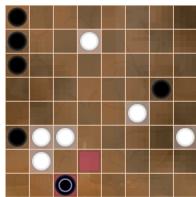
70. F5-G4



71. H4xF4



72. D2-C1



73. D7-C8

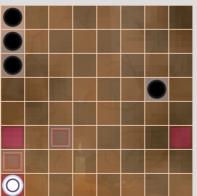
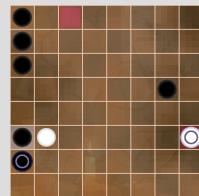


74. C1xC4xH4xH2xA2

75. C8-H3

76. A3xC3

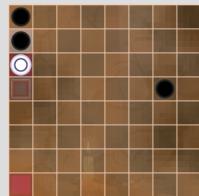
77. H3xA3xA1



78. A6-A5



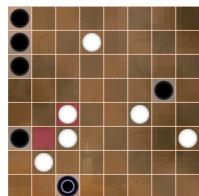
79. A1xA6



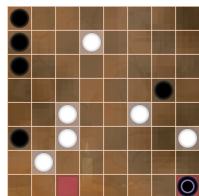
80. A7xA5



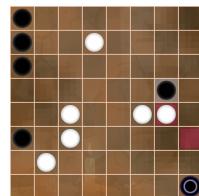
73. B3-C4



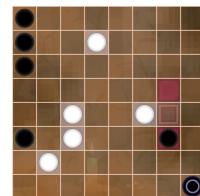
74. C1-H1



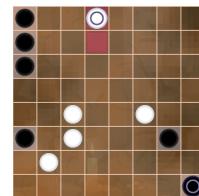
75. H3-G4



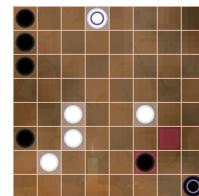
76. G5xG3



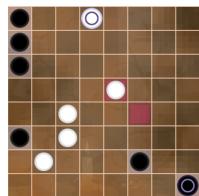
77. D7-D8



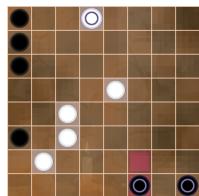
78. G3-F2



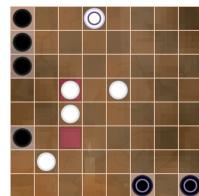
79. F4-E5



80. F2-F1

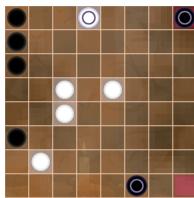


81. C3-C5

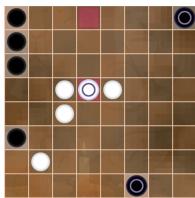


White's one king is no match for black's two, and the remaining pawns have little hope to reach the end. A few defensive moves waiting for a blunder, and it's over.

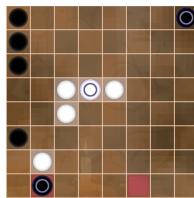
82. H1-H8



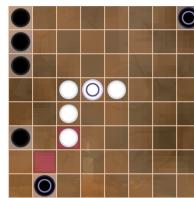
83. D8-D5



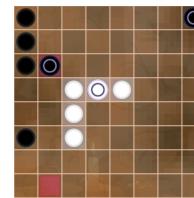
84. F1-B1



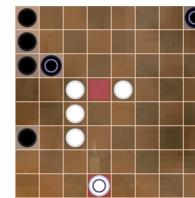
85. B2-C3



86. B1-B6



87. D5-D1



88. A3-A2



oleg_topol wins. 0:2

89. Resign

