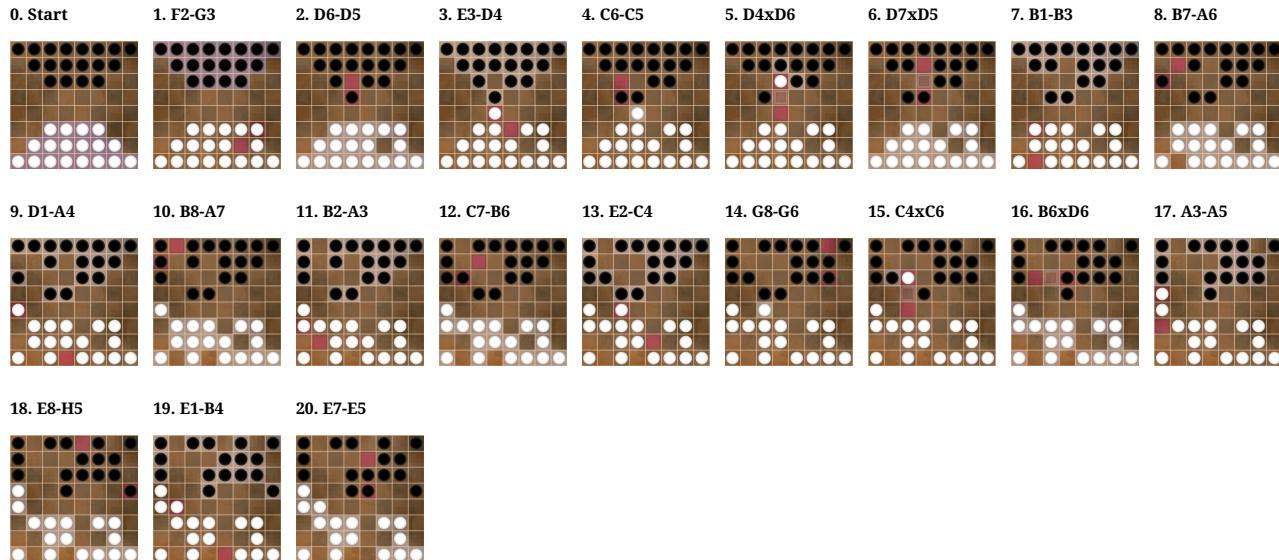


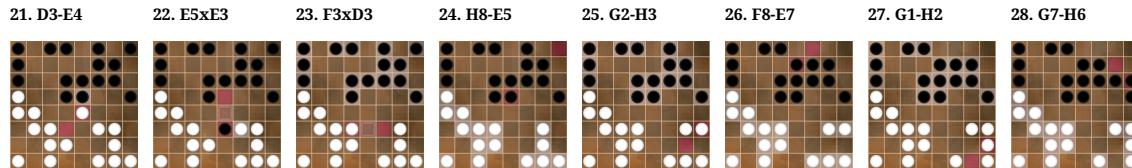
## Abstract Play Dameo Tournament #4

White: kirin

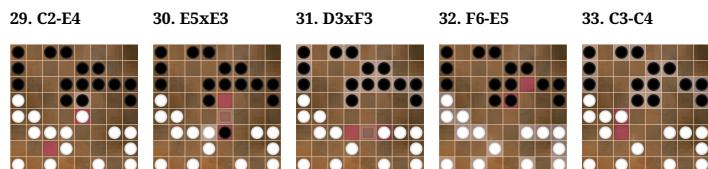
Black: oleg\_topol



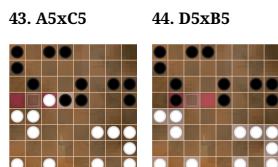
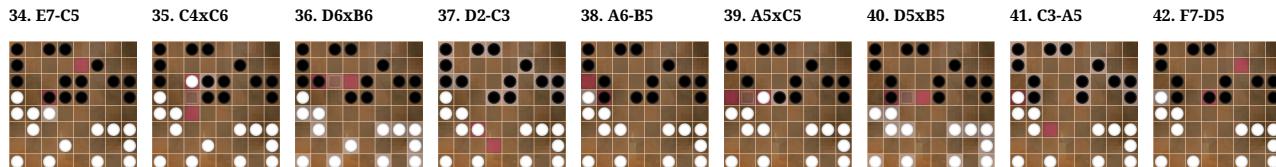
White aims to weaken black's center and strengthen the left with a side jump. But black gives up a king trap to restore the strong central 4-square. Moving this long diagonal line is very efficient and gives black a speed advantage. Dameo affords some control over pacing, and here we see black's initiative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



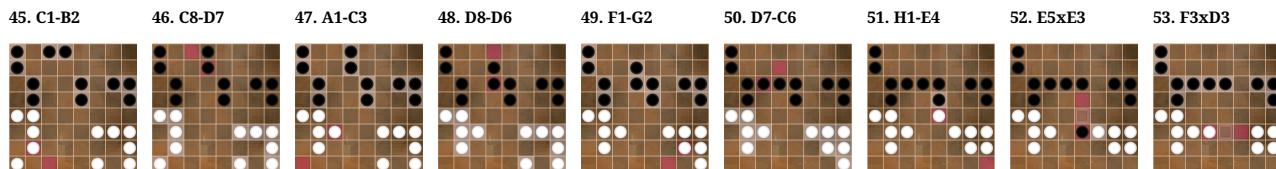
White plays into black's strategic hands, losing time with sacrifices, and weakening the left side simply by advancing it while black's center is stronger.



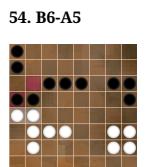
Black seizes the strategic opportunity and uses the strong center to negate white's presence on the left.



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.



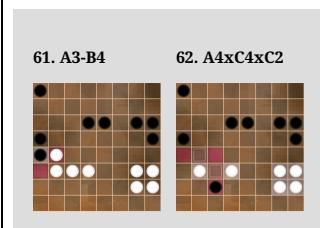
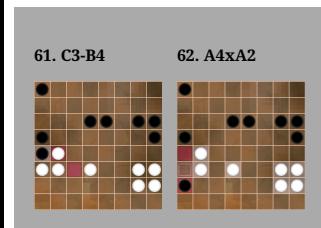
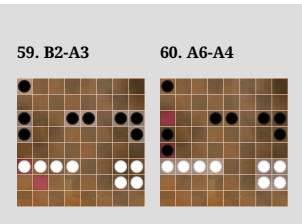
Black launches a dangerously fast side attack, aiming to penetrate through the A file before white can shore up the weak left flank.



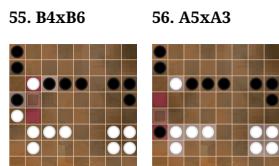
Taking on A first leads immediately to disaster...



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

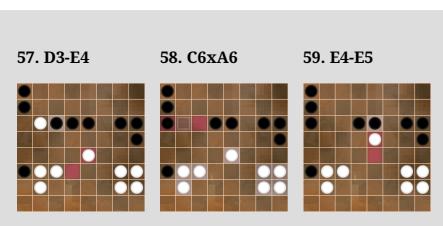


Taking on B first, black can still dash down the A file.

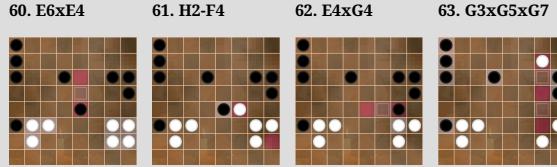


But doing so leaves white with a tempo, as black's next move will be to capture the hopeless checker on B6.

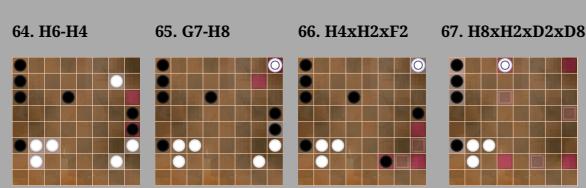
The position is charged with hidden potential, and kirin missed it in the game. oleg\_topol pointed out a winning combination for white after the moment had passed. Let's take a look at this brilliant line that begins with a "stretching sacrifice".



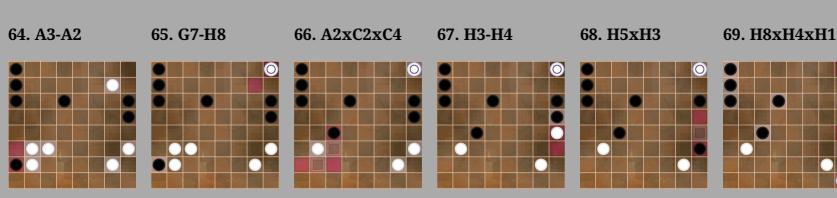
The D4 checker runs to meet E6! This only works because the forced capture prevents black from lining up the central checkers to counterattack. A brief pause, a moment's hesitation, can change the game completely. White's 4-square converts the potential energy of the position, launching through black's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



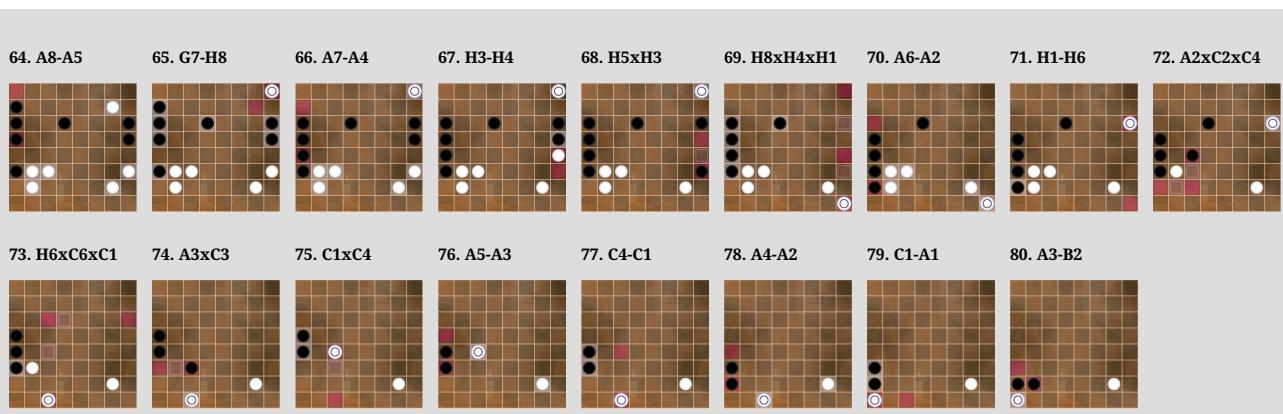
Black can't safely proceed to attack, as doing so would break the pair and lead to disaster.



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.



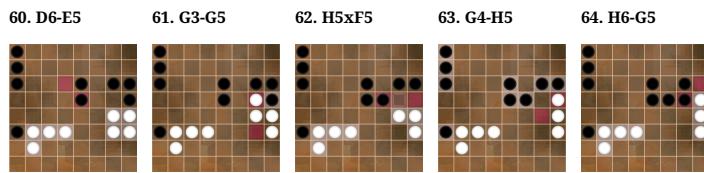
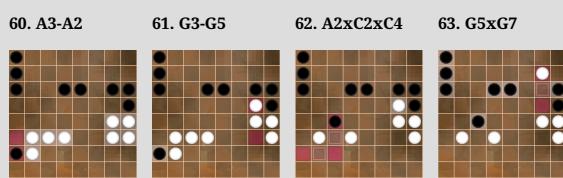
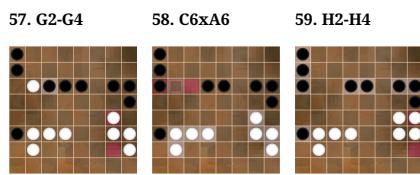
Guile and blundering aside, the strong edge line may be black's best remaining hope. Here's a close endgame for example.



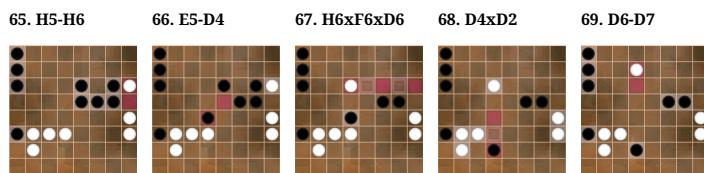
Since two against one is decisive in Dameo, white wins in this unrealized potential ending.



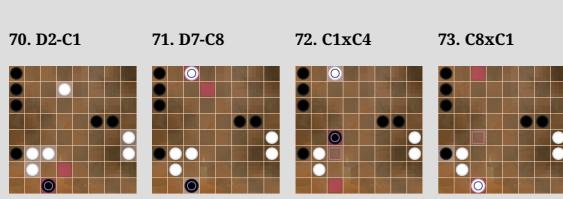
In the real game, white missed the combination and settled for a simple advance, hoping perhaps that black would attack a 2-chain and allow white to cross the 5 rank.



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



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.

70. D2-D1

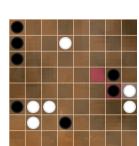


71. D7-D8

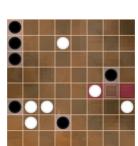


Black prepares to dominate the board with a king by separating white's remaining forces. Threatening a roundhouse multi-capture makes D7-C8 an impractical defense.

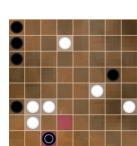
70. F5-G4



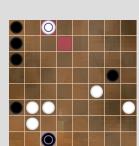
71. H4xF4



72. D2-C1



73. D7-C8



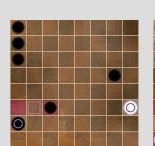
74. C1xH4xH2xA2



75. C8-H3



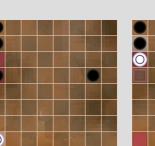
76. A3xC3



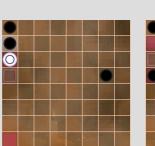
77. H3xA3xA1



78. A6-A5



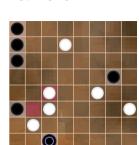
79. A1xA6



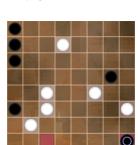
80. A7xA5



73. B3-C4



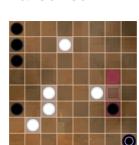
74. C1-H1



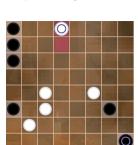
75. H3-G4



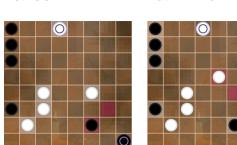
76. G5xG3



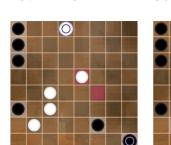
77. D7-D8



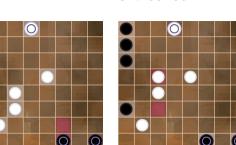
78. G3-F2



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



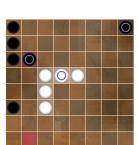
84. F1-B1



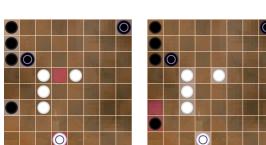
85. B2-C3



86. B1-B6



87. D5-D1



88. A3-A2



oleg\_topol wins. 0:2

89. Resign

