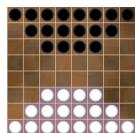


This example game shows how graphical structure is used to present a game tree with a single main line and a few nested variations.

Each game state is presented as a diagram, labeled with the move number and notation that produced this game state. The first state is zero, and indicates the game start position. This is usually the standard Dameo trapezoid, but could differ if a game begins with a handicap or from a specified position.

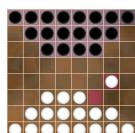
Moves each get their own number, so there's no need to specify a color and a move number like "black's move 3" or "... 3". Herein, the move number alone is sufficient, and the color is implied by the number. Odd numbered moves 1, 3, 5, etc. are white moves, and even numbered moves 2, 4, 6, etc. are black moves.

0. Start

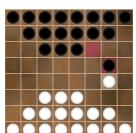


Moves flow from left to right, top to bottom, so they can be read in line with the commentary. No need to jump from diagrams to text and back, imagining moves in between. Simply read the game in its natural visual form.

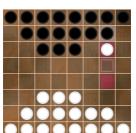
1. F3-G4



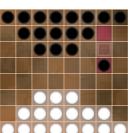
2. F6-G5



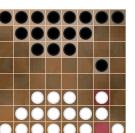
3. G4xG6



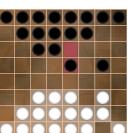
4. G7xG5



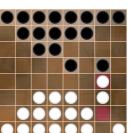
5. G1-G3



6. E6-E5



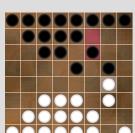
7. G2-G4



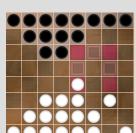
Only the main game line is shown without a gray background. Variations are always explored within gray boxes, indented from the left. The darker the shade of gray and the more indented, the more deeply nested the variation being considered. So a branch from the main line is presented in a light gray box, a nested variation from this branch is shown in a darker gray box, and so on. After the darker variation ends, the previous game line resumes at the same level of indentation as before. In this way, it's easy to keep track of variations and skip over the deep ones if you like.

Here we explore a variation that's obviously bad for black.

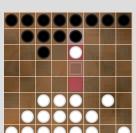
8. F7-F6



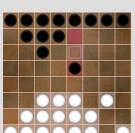
9. G4xG6xE6xE4



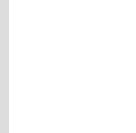
10. D6-E5



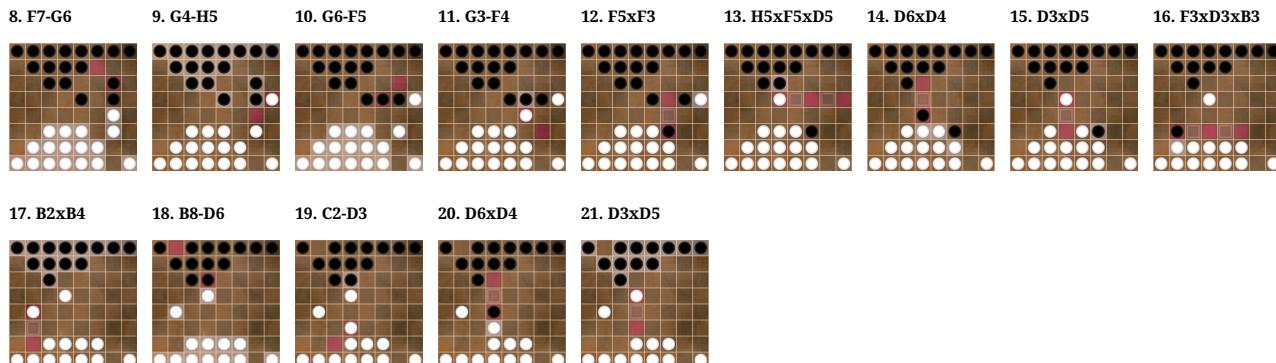
11. E4xE6



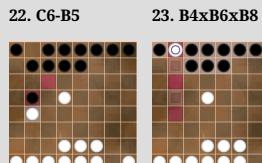
12. E7xE5



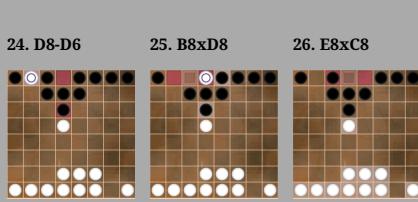
Now we're back to the main game line. The indentation returns to the left and the move flow continues from where move 7 left off. If you wanted to follow only the main game line, you could just ignore the whole indented section and gray box above, skipping the hypothetical bad move sequence 8 through 12.



Let's explore some variations with black playing giveaway Dameo.

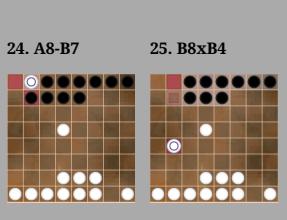


This is a nested variation showing how to trap the new king.

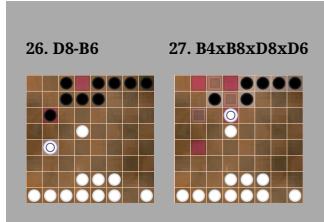


Here's another variation that lets the king escape with capture.

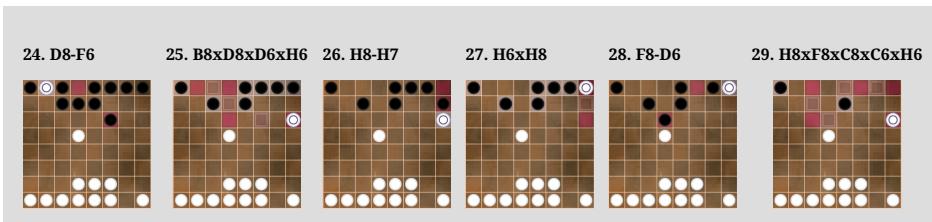
Notice the horizontal divider between this variation and the one above. Both of these variations have the same preceding move, each showing a different continuation from move 24.



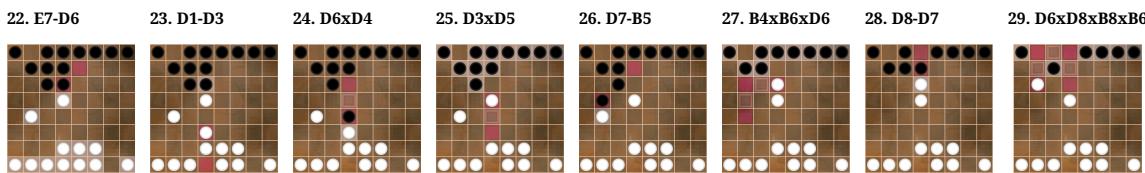
The horizontal divider visually separates parallel game lines so that text like this can interrupt a move sequence without following moves being mistaken for a new variation. This move 26 continues along the same line after 25. B8xB4.



If we're really playing giveaway Dameo, better let the king fly free with as many captures as possible, setting up the next!



And back to the main line again. What a game! Good thing it's only made up to illustrate the layout conventions. Real games to follow will illustrate Dameo's more aesthetically pleasing points of interest and surprise.



Even without a visual representation for a resignation move, here it's clear that black is resigning because the move number is even.

Final game scores are shown with integers, no fractional portions for draws. Two points for a win, zero points for a loss, one and one for a draw. White's score is first, followed by a colon and then black's score. In this case, white wins. 2:0

#### 30. Resign

