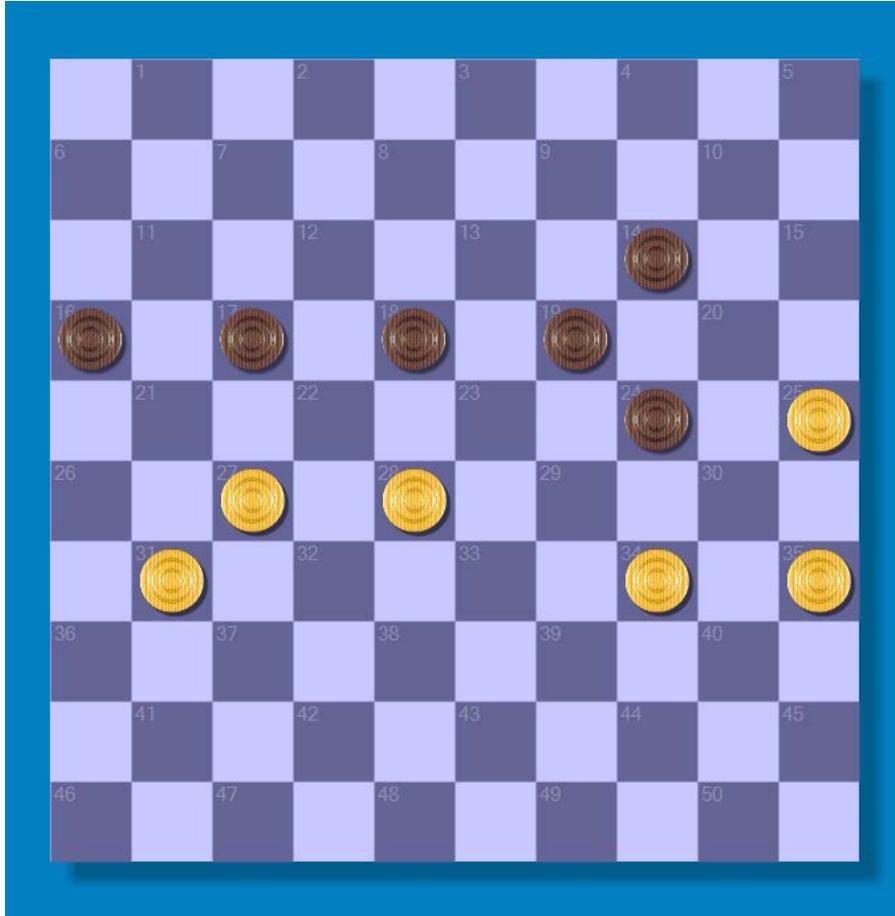


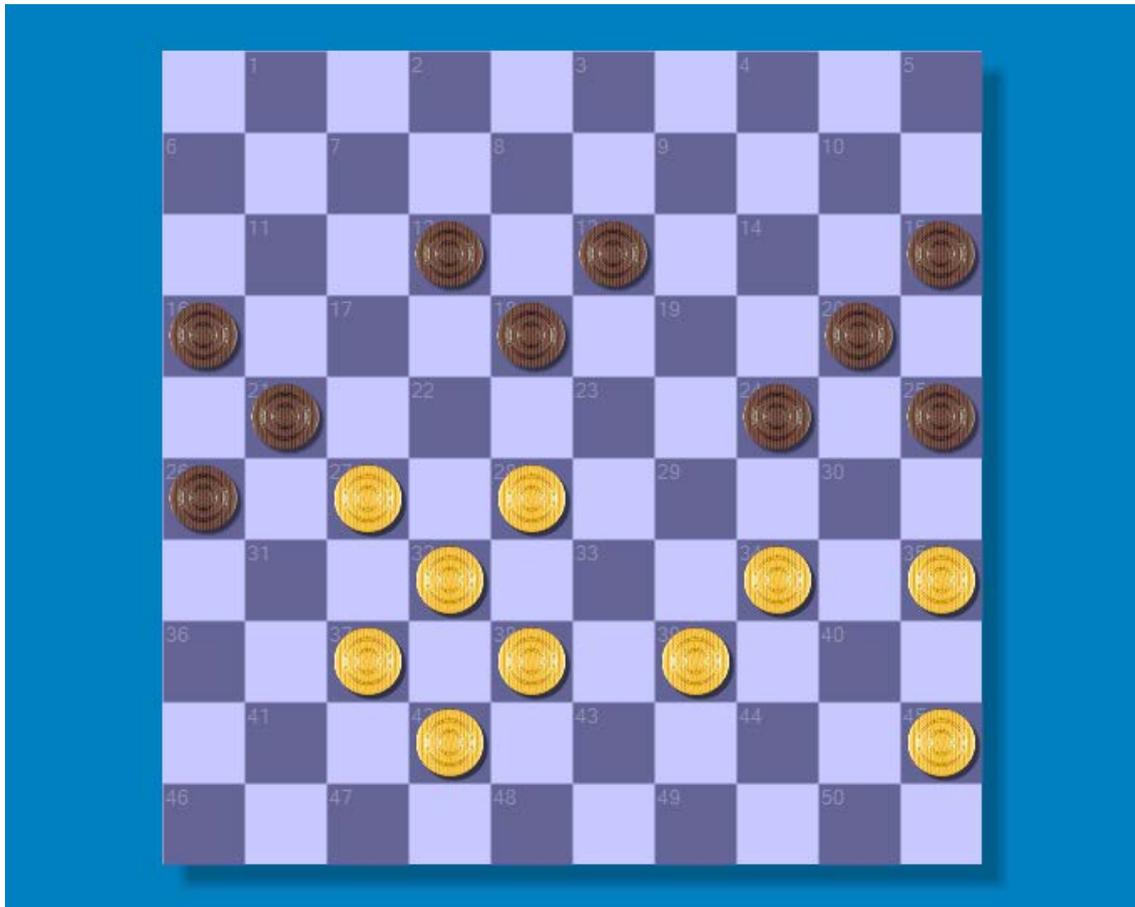
PF16 Match

Game 29: Kingsrow – Damage 2-0



In this position Damage makes a big mistake by playing 17-21. With this move Damage wins one piece after 25-20 21x23 20x9. However, Damage grossly underestimates the value of the breakthrough and hence the king that white is going to get. I am not sure whether this is an evaluation related mistake (undervaluing breakthrough compared to gain of one man) as the ply 16 search should have revealed the power of the king on 4.

Game 30: Damage - Kingsrow 0-2

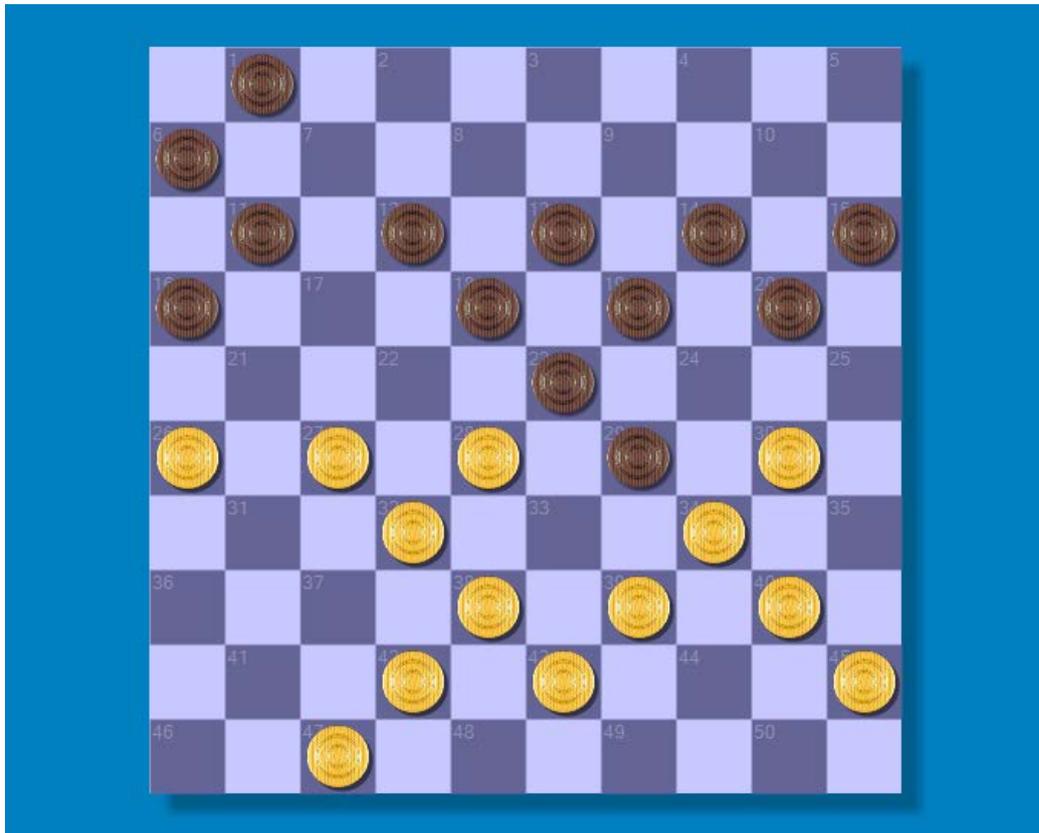


Damage has manoeuvred itself into a bad position, mainly because of the white man on 42 (Kingsrow more or less forced that weakness on Damage 6 moves ago by building the formation 15 20 24 25. This suggests better evaluation by Kingsrow)

Damage sacrifices a piece with 35-30 which indeed seems to be the only option it has. However, after sacrificing the piece it does not continue with the big exchange 37-31 and 34-29 that offers good changes for a draw because of the breakthrough chances it creates for white. Instead Damage plays 28-22. Kingsrow now returns the piece with 13-19 22x24 20x40 45x34 and then creates a breakthrough with 25-30 34x25 35-40.

This time it seems that Damage incorrectly evaluates the value of a man compared to a breakthrough twice (allowing black to break through instead of creating breakthrough chances for itself as well).

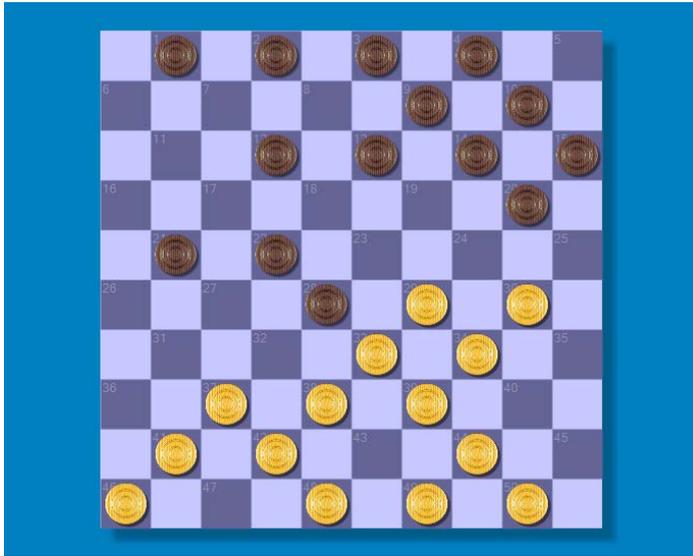
Game 35: Kingsrow – Damage 2-0



Damage has stuck out its neck by playing 24-29. Kingsrow played 35-30. After this Damage does not opt for the big exchange with 29-33 19-24 30x17 11x35 which would result in a fairly equal position after 42-32 14-19 27-22. Instead Damage plays 20-25 that allows Kingsrow to play 40-35 29x40 35x44 20x34 39x30. Damage continuous with 29-33 45-40 15-20 30-25 and is completely locked up by Kingsrow 5 moves later, has to sacrifice a man and loses.

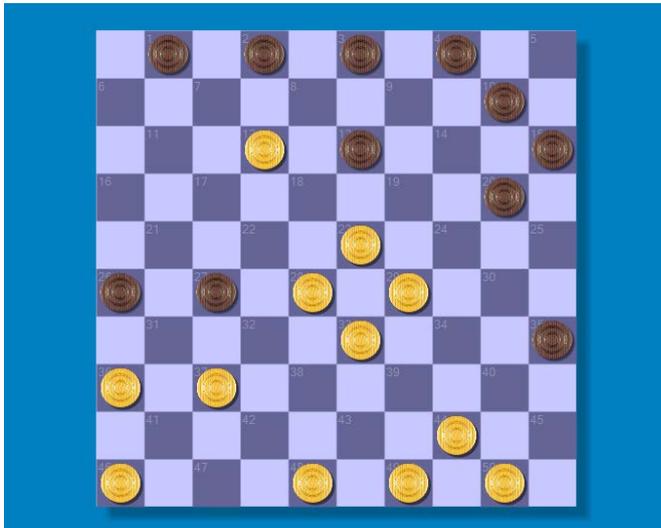
In this case the 16 ply search might not be deep enough to find the problems black will get into after 20-25. The evaluation did not properly detect that the control over both wings by white gives it a big advantage. Therefore, Damage misses the opportunity to get out of the classic position with the 29-33 exchange.

Game 121 - Kingsrow - Damage 2-0



In this position Kingsrow starts the attack on piece 28 to which Damage has no easy defence.

After 38-32 13-19 38x23 19x28 42-38 Damage tries to rescue the game with 12-18 38-32 20-24 32x12 24x35. Winning the man at 12 back is not easy though.



In this much later position Damage finally wins back the man at 12 but Kingsrow has prepared a nice continuation to return on 12 with a very strong man. After Damage gets the man back with 2-8 48-43 8x17 Kingsrow continues with 23-18 13x22 29-24 20x38 43x12 (back with a vengeance!) 22x33 44-40 35x44 50x28. Pinning down the man on 1 and 3 with the man on 12 and the tempi advantage is sufficient for the Kingsrow win.