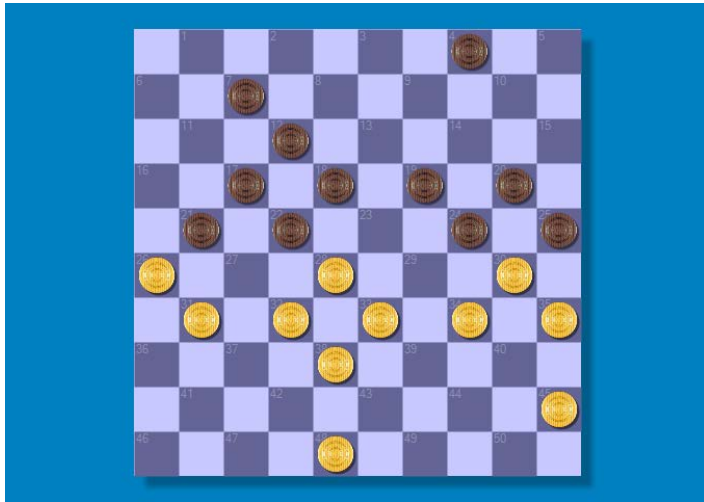


## 10P20 Match Analysis

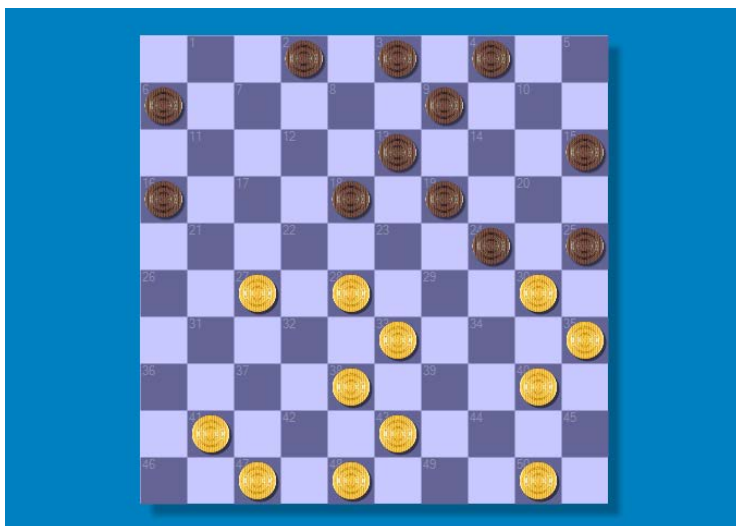
### Game 42: Damage – Kingsrow 0-2



In the diagram position Damage played 31-27 22x31 26x37 and after 4-9 he sacrificed a man with 28-23 18x40 45x34 and lost the game. The position is indeed very likely lost. The reasons are:

- Kingsrow has a grip on both wings
- Kingsrow has a much more flexible position
- Kingsrow has significant tempi advantage
- The four center piece of Damage are weak as they are surrounded and they don't form any strong formation

Most of the above problems are the result of a decision 12 moves earlier in the game.



In this position Damage played 40-34. That is a big decision. It is not necessarily a bad one. But it is a move you only play if you know what you are doing. In other words, you can play this if you can calculate deep enough to be sure it is a better option than 50-45 25x34 40x20 15x24, which is the much more 'noncommittal' option.

I tried this position in Dragon and interestingly I found that it switches from 40-34 to 50-45 at depth 13:

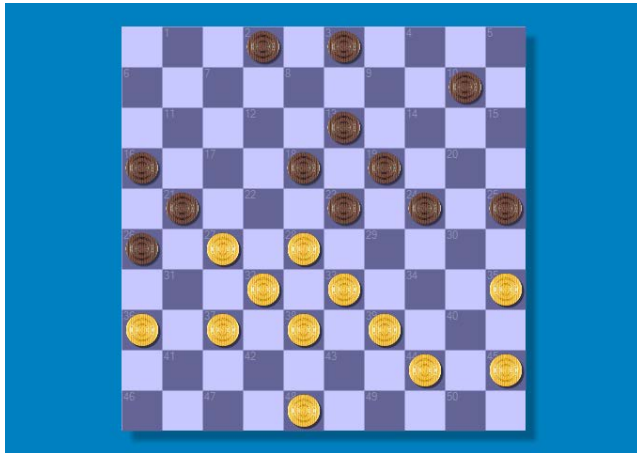
depth: 12.	0.000	1.1	40-34	6-11	50-44	11-17	44-39
depth: 13.	-0.016	2.4	50-45	25x34	40x29x20	15x24	41-37

Kingsrow favours 50-45 at most depths but the value of both moves is very close and also Kingsrow seems to switch a few time.

This is one of these positions where it is really hard to tell which move is better. A human player would probably base his choice on “What type of game do I want?” If you play against a strong opponent, then you might prefer the safer 50-45. If a draw is sufficient e.g. during a tournament or a team competition, then you pick 50-45. If you want to make the game more complex, then you might prefer 40-34.

Computers of course do not take such considerations into account. But it might still be possible to detect that 40-34 is ‘a big decision’ (many pieces get locked for the longer term) that possible should only be considered above a certain search depth threshold.

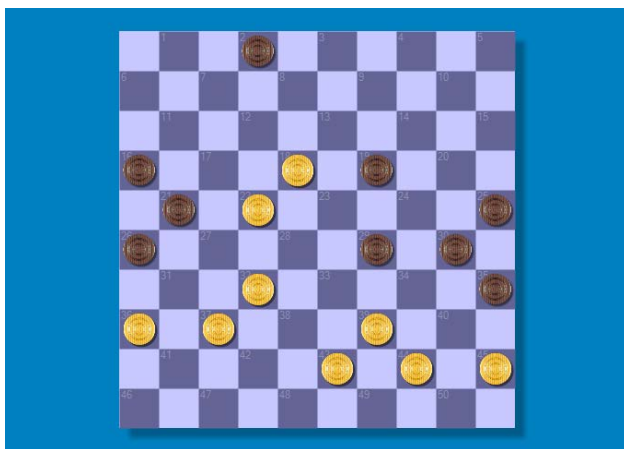
## Game 64: Damage – Kingsrow 0-2



The position in game 64 is a recurring theme when analysing Damage. Again we see a classical position in which Kingsrow controls both wings and Damage has a man on 36 that does not help.

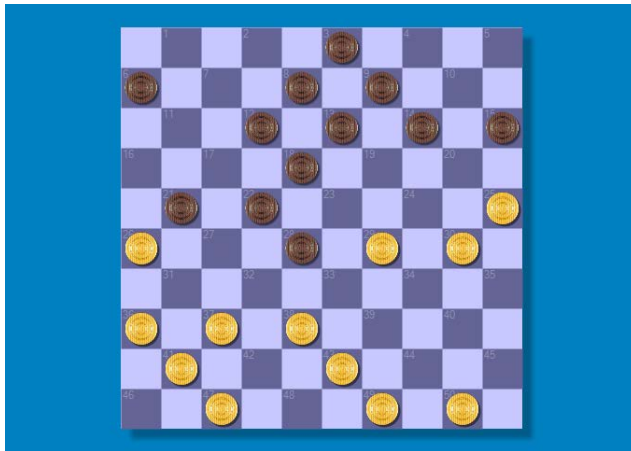
The position does not have to result in a loss but Kingsrow is clearly leading. White has to look for space again. Damage decides to look for space with 28-22 24-30 35x24 19x30 33-28 3-8 28x19 14x24 22x13 8x19. This creates the required space but also gives Kingsrow a big tempi advantage.

Damage struggles to find a good defensive plan and several moves later the position is:



Damage plays 32-28 after which Kingsrow takes the strong exchange 21-27 22x31 19-23 28x19 30-34 39x30 35x22. With three men 36 37 31 locked and other three men 43 44 45 with their backs against the wall Damage will lose.

## Game 104: Damage – Kingsrow 0-2

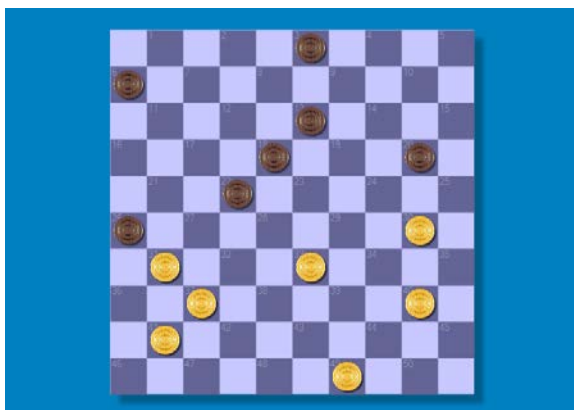


In game 104 we see a completely different game type. This time Kingsrow is attacking.

Damage has just played 31-26. That seems a logical move as you do not want to the pieces 41 36 37 31 get locked by 21-26. The game continues with 13-19 26x17 12x21.

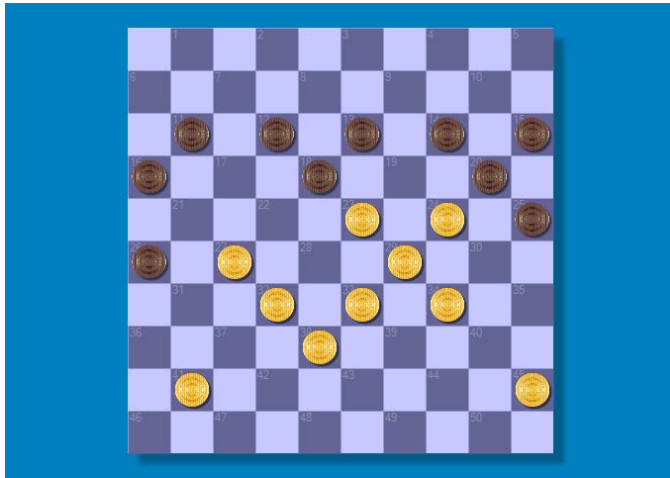
Damage apparently is not happy to have solved a problem as he plays 36-31. Of course Kingsrow takes has chances and plays 21-26 immediately trying to take advantage of the problematic men on 41 37 31 and at the same time threatening 28-32.

Damage defends against the threat with 38-32 8-12 32x23 19x28. The threat is back! (Note that with the two exchanges Kingsrow has also gained tempi). This time Damage decides to defend with 43-38. I have not made a deep analysis but I think that 41-36 would have been better. In any event, 10 moves later Damage is still struggling with the men on 41 37 31.



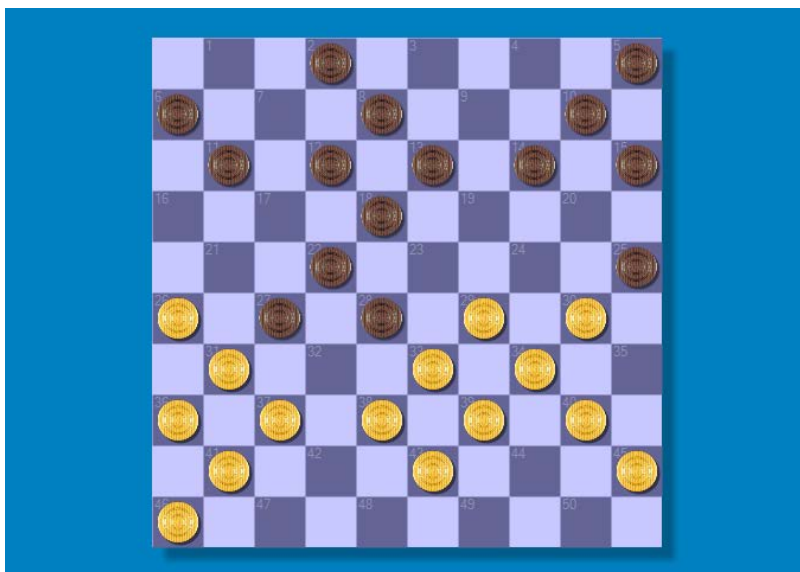
Damage plays 41-36 but Kingsrow show it to be a fatal problem (in combination with the tempi advantage)

## Game 139: Kingsrow – Damage 2-0



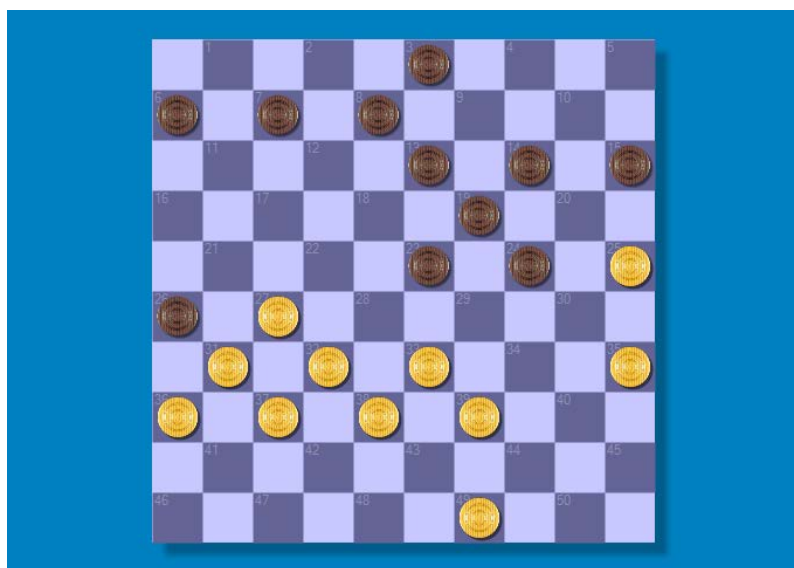
Kingsrow has built a textbook attacking position. Damage plays 11-17 and loses a man after 23-19 14x23 33-28 26-31 28x8 12x3 27x36.

This was a really complex game and I cannot easily tell where it went wrong. The Kingsrow attack originates from the position below. In that position it is still Damage who has the attach formation but Kingsrow has a lot of pressure on the Damage attack with both 37-32 and the fact that Damage cannot go to 19 or 20.



Damage plays the temporary sacrifice 11-16 26-21 27-32 38x27. After Damage finally regains the man Kingsrow has the better position and as we saw before he finishes it in textbook style

## Game 143: Kingsrow – Damage 2-0



Kingsrow and Damage are slugging it out in a classical game again. Damage has some of his usual features: no control of the wing, weak piece on 15. This time, however, the Kingsrow position also has a couple of small issues. There doesn't seem to be a deciding difference yet.

Kingsrow continues with 27-22. 23-28 is not possible due to 37-32 with king on 2. 8-12 seems to be an option but Damage decides to play 6-11. This makes the threat 23-28 real, but also creates a possible 'connection' for white. Kingsrow creates the connection with 32-27. This now threatens 22-17 11x22 27x??. Damage has to play 11-16 but the formation 31 27 22 will still continue to make it difficult to continue play on that wing, 6-11 and 8-12 are blocked.

Damage is forced to exchange back with 14-20 25x14 19x10.

Kingsrow now ups the pressure with 22-17! This threatens a breakthrough at the cost of one man. Damage has no defence against the threat and plays 15-20. Kingsrow breaks through with 17-12 8x17 27-21 16x27 31x11 6x17 37-31 26x37 38-32 37x28 33x11 and wins the game.

I analysed the position after Kingsrow creates the breakthrough threat with 22-17 in Dragon.

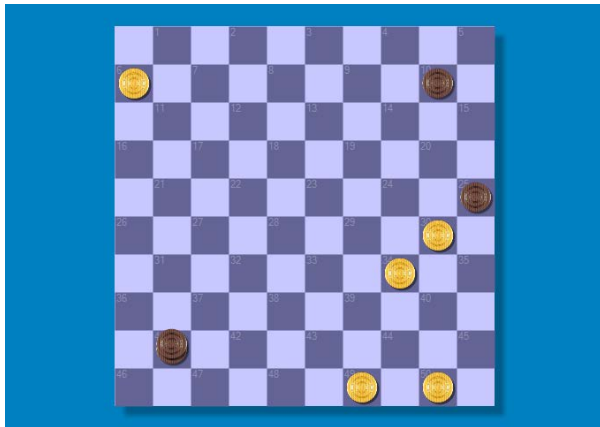
depth: 11.	-0.496	0.7	13-19 17-12 8x17 27-21 16x27
depth: 12.	-0.344	1.3	13-19 27-21 16x27 31x22 10-14
depth: 13.	-0.224	3.5	13-19 17-12 8x17 27-21 16x27
depth: 14.	-0.464	7.3	13-19 17-12 8x17 27-21 16x27
depth: 15.	-0.416	19.8	13-19 17-12 8x17 27-21 16x27
depth: 16.	-0.328	49.0	10-14 17-12 8x17 27-21 16x27
depth: 17.	-0.232	78.9	15-20 27-21 16x27 31x22 10-14
depth: 18.	-0.232	130.8	15-20 17-12 8x17 27-21 16x27

I am a bit surprised that even at depth 18 Dragon shows an advantage for black of -0.232

As a human I would say that this breakthrough for one man either wins for white or is a draw. It is extremely unlikely that white would lose the game with after getting the king long before black

could get a king (he never even gets close to one in the game). This would sort of place an upper bound of 0 on the evaluation.

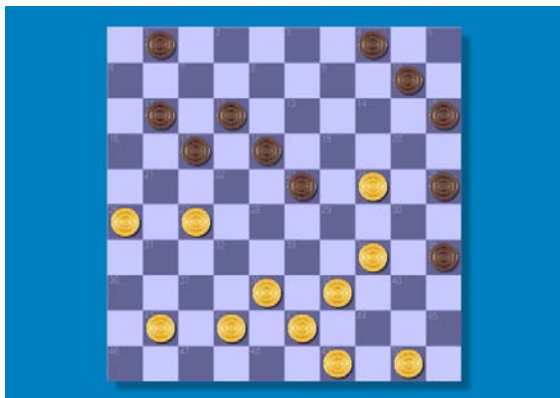
### Game 143: Kingsrow – Damage 2-0



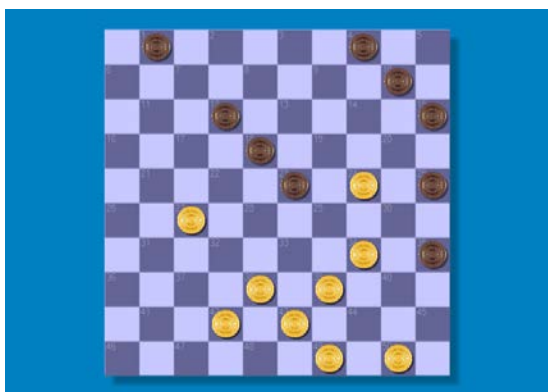
The game is recorded as a loss for black. I have no 8 pieces database to verify this. White might indeed be able to win but it seems far from straightforward.

In any event, it is probably more interesting to see how white got to this majority end game.

This was a difficult game in the sense that it did not follow the beaten paths of the classical game or standard attacking play. In the below position (black to play) might be an important moment in the game. I am not sure who has the better position here. White is restricted as it cannot go to 32 or 33. Black cannot go to 14 and black lacks the option to build the formation 8 12 17 and the black man on 35 seems to be helping white more than it does black.

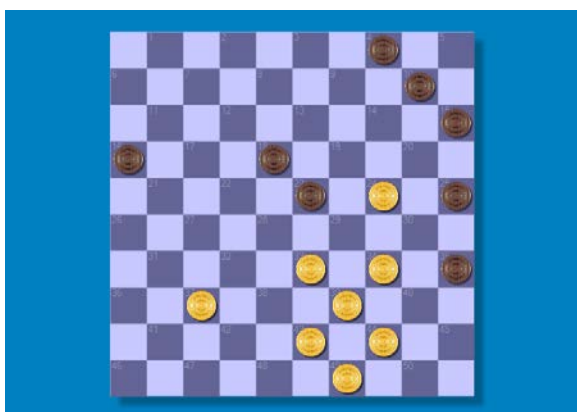


My first guess would be that 4-9-13 would be 'logical' moves. It forces white to make decisions as well. Damage on the other hand goes for 17-22 which also seems a reasonable idea. 41-36 22x31 26x37 11-17 37-31 17-22 31-27 22x31 36x27. So far so good.



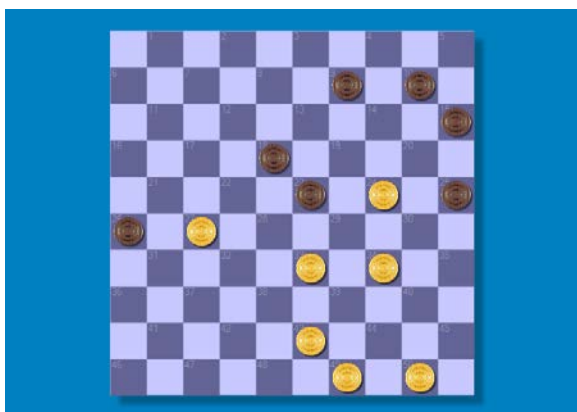
In this position Damage plays 12-17 and breaks his important formation 12 18 23, which was restricting a lot white moves. It does not \*feel\* like the right decision to me, but it might very well be the best move (requires lots of calculation at which Damage should be good ☺).

12-17 38-33 Kingsrow uses the opportunity, but this also makes 35-40 34x45 23-29 possible. Damage continues with 1-7 42-37 7-11 37-31 11-16 31-26 17-22 50-44 22x31 36x27.



White has advantage, but winning would still seem a difficult task.

16-21 37-32 4-9 44-40 35x44 39x50 with 7 pieces left each (must be a draw right ☺) 21-26 32-27.



Now Damage sacrifices two pieces by playing 18-22 which results in the majority end game of the first diagram. An 8 pieces (or more ☺) egdb would be a great help to decide if that is indeed the best chance for a draw.