

## Mini Quincala Knocking Game Scores - 2

### ***Bromsgrove Abstract Games Club 28 June 2010***

To load a score into Quincala Game Viewer, just *copy* the relevant “QSF-string” (enclosed by <>), then click the *Paste* button in the software (or use the keyboard to type Alt + v). If you cannot see the Paste button click the “Fn:” button until you see it.

In Acrobat Reader, to enable selection and copying, you might have to click “Select” on the top bar before you can highlight and copy the QSF-string. (Note, loading game scores will be much easier soon.)

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Date: 2010-06-28

White: Phil

Black: Ulf

Friendly

Black win

<=QSF;0.1&Quincala;KM;3344555546362626445555263645  
5562636345556345365747453647484736r0;0.2&title=201  
0-06-28\_Phil\_v\_Ulf>

==

Date: 2010-06-28

White: Ulf

Black: Phil

Friendly

Black win

<=QSF;0.1&Quincala;KM;64636262778888a6969688686886  
96966a69786244442637444636373948374636374837379663  
4546376848473746r0;0.2&title=2010-06-28\_Ulf\_v\_Phil>

==

Date: 2010-06-28

White: Phil

Black: Ulf

Friendly No 2

Black win

<=QSF;0.1&Quincala;KM;a696966a69699674646426363655  
4444574848445353948486374744826265373626226353564  
44354635443393847474334435363674543668696954636947  
3636637435445386854453628473625336545362r0;0.2&tit  
le=2010-06-28\_Phil\_v\_Ulf\_-\_2>

Ulf: Very interestingly this score shows that a retreating strategy might be weak.

## Mini Quincala Knocking Game Scores - 2

Date: 2010-06-28

White: Ulf

Black: Phil

Friendly No 2

White win

<=QSF;0.1&Quincala;KM;8696a6a668696a6aa696966a4848  
55444426364646445454364647476263645454464747544547  
4837474745544745549674635445r1;0.2&title=2010-06-2  
8\_Ulf\_v\_Phil\_-\_2>

==

Date: 2010-06-28

White: Phil

Black: Ulf

Friendly No 3

White win

<=QSF;0.1&Quincala;KM;8696a6a6998888a6969657484862  
63638877776463636869699687776987639687887939486a79  
888777;0.2&title=2010-06-28\_Phil\_v\_Ulf\_-3>

==

Date: 2010-06-28

White: Ulf

Black: Phil

Friendly No 3

Black win

<=QSF;0.1&Quincala;KM;8696a6a626363696a6a6463636a6  
8899887736697877887584938484778888r0;0.2&title=201  
0-06-28\_Ulf\_v\_Phil\_3>

==

Date: 2010-06-28

White: Bob

Black: Tony

Friendly

White win

<=QSF;0.1&Quincala;KM;6263636a69696354555569787777  
54444426363655353657473536364736334446;0.2&title=2  
010-06-28\_Bob\_v\_Tony>

## Mini Quincala Knocking Game Scores - 2

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Date: 2010-06-28

White: Tony

Black: Stuart

Friendly

Black win

<=QSF;0.1&Quincala;KM;6263636a69696364646968688696  
96998888968788687877878888554444788888a69526363644  
45364645645444454588583645r0;0.2&title=2010-06-28\_  
Tony\_v\_Stuart>

Ulf 2010-06-29:

White missed a win in turn 11:

<=QSF;0.1&Quincala;KM;6263636a69696364646968688696  
96998888968788687877878888554444788888x442636;0.2&  
title=2010-06-28\_Tony\_v\_Stuart\_branch\_1>

===

Date: 2010-06-28

White: Stuart

Black: Tony

Friendly No 2

White win

<=QSF;0.1&Quincala;KM;6263636a6969a696966968686364  
64463636334444364544645455454444686969969595699686  
959384958696r1;0.2&title=2010-06-28\_Stuart\_v\_Tony\_-\_2>

Ulf: last white move was illegal on the photo, but legal version still wins

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Date: 2010-06-28

White: Tony

Black: Stuart

Friendly No 2

Black win

<=QSF;0.1&Quincala;KM;6263636a696996a6a62636364455  
5569686855453646456463454568583645r0;0.2&title=201  
0-06-28\_Tony\_v\_Stuart\_-\_2>

Ulf 2010-06-28:

White's last move could have continued, to produce a White win:

<=QSF;0.1&Quincala;KM;6263636a696996a6a62636364455  
556968685545364645646345x4758r1;0.2&title=2010-06-  
28\_Tony\_v\_Stuart\_-\_2\_branch\_1>

## Mini Quincala Knocking Game Scores - 2

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Date: 2010-06-28

White: Ivor

Black: Stuart

Friendly

White win

<=QSF;0.1&Quincala;KM;5544446a69694426366947366463  
63473626634546;0.2&title=2010-06-28\_Ivor\_v\_Stuart>

==

Date: 2010-06-28

White: Stuart

Black: Ivor

Friendly

Black win

<=QSF;0.1&Quincala;KM;6263636a6969a696966869699685  
85887777868585777979646363363755444426373733444448  
5757633637693637;0.2&title=2010-06-28\_Stuart\_v\_Ivor>

Ulf 2010-06-28:

White attacking with the other tower in turn 15 might give him a win depending on Black's response:

<=QSF;0.1&Quincala;KM;6263636a6969a696966869699685  
85887777868585777979646363363755444426373733444448  
5757x44463757474663364647695847364637;0.2&title=20  
10-06-28\_Stuart\_v\_Ivor\_branch\_1>

Ulf 2010-07-01:

.. however, with another response it is a Black win:

<=QSF;0.1&Quincala;KM;6263636a6969a696966869699685  
85887777868585777979646363363755444426373733444448  
5757x44463769473746633646374736;0.2&title=2010-06-  
28\_Stuart\_v\_Ivor\_branch\_1.1>

Ulf 2010-07-01:

...even with a more clever attack, when White actually gets the large piece first, the cleverness of the attack backfires since he hasn't got the middle piece knocked: it is a Black win:

<=QSF;0.1&Quincala;KM;6263636a6969a696966869699685  
85887777868585777979646363363755444426373733444448  
5757x444626375748394837263746633646473769473746363  
74737;0.2&title=2010-06-28\_Stuart\_v\_Ivor\_branch\_1.2>

## Mini Quincala Knocking Game Scores - 2

Ulf 2010-07-01:

This looks a better route for White:

White should win because Black has bad connection to smallest pieces:

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<=QSF;0.1&Quincala;KM;6263636a6969a696966869699685  
858877778685857779796463633637x5544442637373344444  
85757858769374848633646463948595944262648596959374  
626374737375968364757r1;0.2&title=2010-06-28_Stuar  
t_v_Ivor_branch_2>
```

Ulf 2010-08-08:

What about combining attacks on two fronts? Not great for White: Still easy for Black to win!

```
<=QSF;0.1&Quincala;KM;6263636a6969a696966869699685  
858877778685857779796463633637x5544442637373344444  
8575785889988796978884446377888998879;0.2&title=20  
10-06-28_Stuart_v_Ivor_branch_2.1>
```

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