

Mini Quincala Knocking Game Scores - 7

Bromsgrove Abstract Games Club 6 September 2010 – Board 3 Only

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.)

These are reconstructed from photos; Board 3 was furthest away from Ulf. The players could not be identified directly from the photos.

(Game 1 unfortunately was played from the wrong starting position.)

Game 2 had some very interesting moves, but unfortunately had an illegal “knight's jump” move in turn 12

```
<=QSF;0.1&Quincala;KM;5554696868646363778888869696  
8886967574263636444536354563544546x;0.2&title=2010  
-09-06_Board_3_Game_2_until_turn_12>
```

Board 3 Game 3, Black win

```
<=QSF;0.1&Quincala;KM;6364645748486454444446474455  
55364747a6969688799687776a797955454747486888878687  
8799888747372679787777r0;0.2&title=2010-09-06_Boar  
d_3_Game_3>
```

Board 3 Game 4, White win

```
<=QSF;0.1&Quincala;KM;6263646426364646646345463948  
4845463648463636554444364544334445r1;0.2&title=201  
0-09-06_Board_3_Game_4>
```

Board 3 Game 5, Black win

```
<=QSF;0.1&Quincala;KM;758493936a696993848499888886  
9696686969a6967869887869698487787769787787r0;0.2&t  
itle=2010-09-06_Board_3_Game_5>
```