

MEET DAMEO!

Description of a new checkers game

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(Beginner_2017)

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1. RULES OF THE GAME

Basic information about Dameo was given by its inventor Christian Freeling, on <http://mindsports.nl/index.php/arena/dameo>. There the game and its features are shown briefly but sufficiently.

I will try, based on these materials, to supplement and expand them in terms of tactics, endgames, fragments of games and tasks for solutions. I will try to avoid, if possible, repetitions.

So, we start sequentially from simple things to complex.

In principle, it was possible to do without the initial few pages, which are intuitively understandable for experienced players. However, I believe that they will be useful for beginners who want to understand the mechanics of the game. Therefore, the first sections «Two kings against one» and «Opposition» are introductory and are intended more for beginners. More complex material begins with chapter four «Majority capture».

The book will use the following notation symbols:

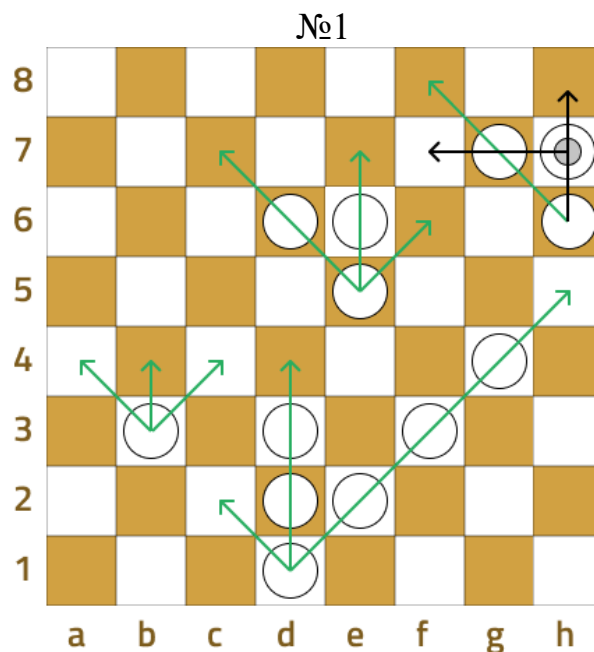
!	strong move
!!	very strong move
?	weak move
??	very weak, losing move
!?	a sharp move worthy of attention
?!	sharp but dubious move
White	white side
Black	black side
⇨	White's move on diagram
➡	Black's move on diagram
2-0	White wins
0-2	Black wins

The main moves are in **red font**.

Black font is used for variants, branches, deviations from the main course of the game.

Blue font is a task for the reader during the game.

The rules of the game are written in detail on the above site. In order not to repeat, I will show them schematically.



A simple checker can only move forward in three directions. In addition, a simple checker can jump over one or more other subsequent checkers of the same color, in a straight line, provided that the field ahead is free.

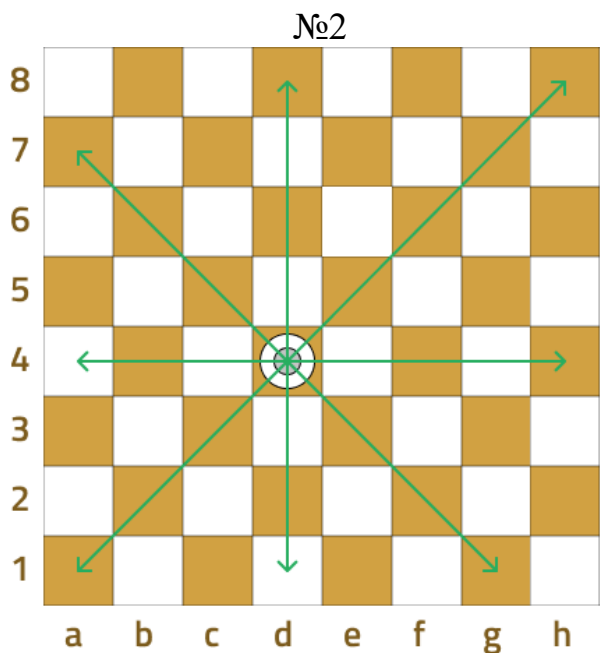
All these moves are shown by green arrows in diag.1.

The diagram only shows the movement of some checkers to avoid too many arrows that will make perception difficult. I think the moves of the other checkers are clear. For example, e2c4, e2h5, f3h5, d2d4...

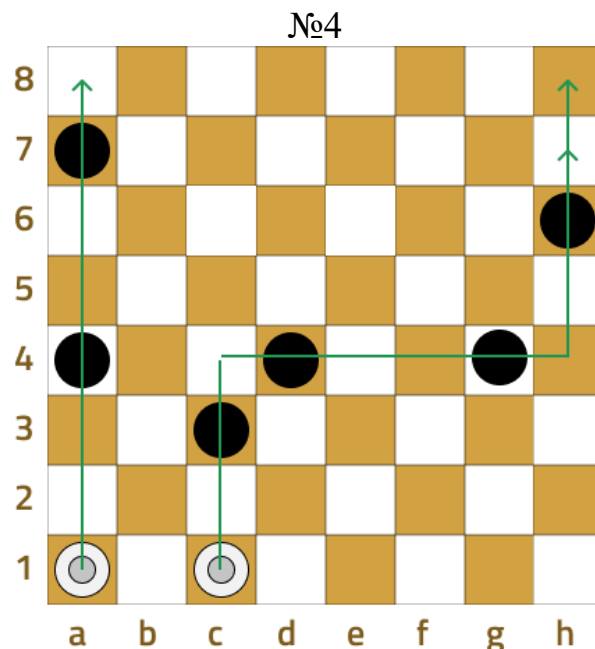
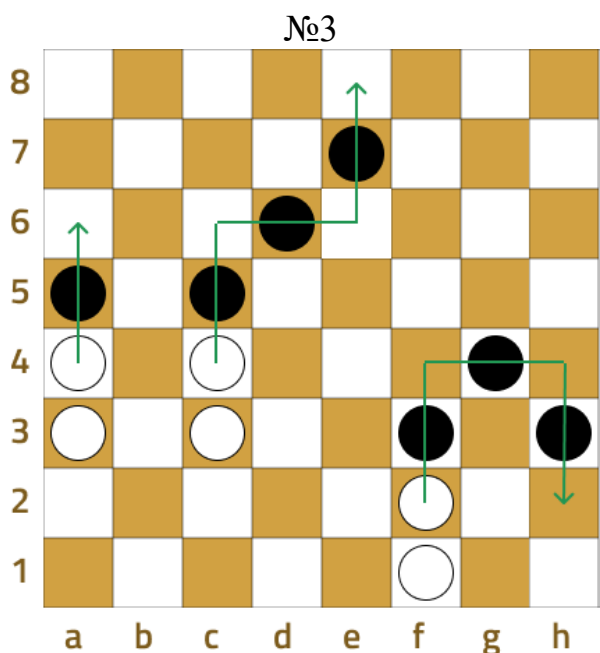
But the king is not involved in the linear jump!

Forbidden movements are indicated by a black arrow.

The king moves in 8 directions, like a queen in chess to any available number of cells. This property of king leads to a tremendous increase in its strength, increasing its ability to destroy the opponent's position, and, as a result, to a significant increase in the percentage of games won. Dameo has very few draws.

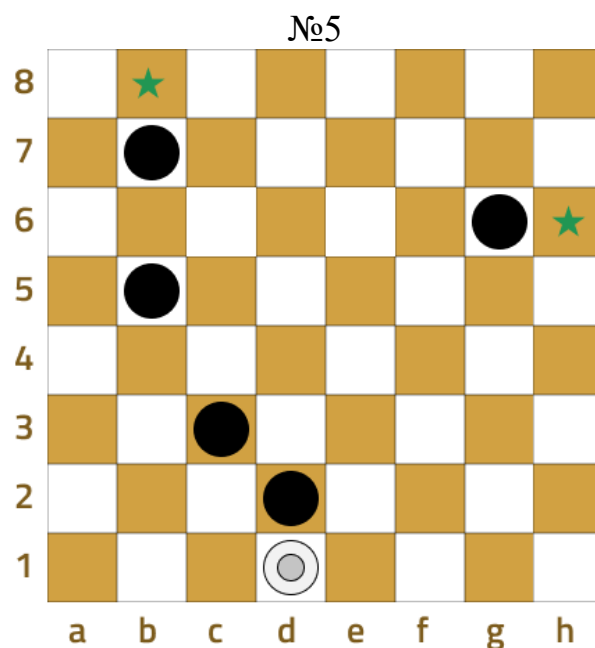


All captures in Dameo are straight only. A simple checkers may capture forwards, backwards and sideways by the short leap. King may capture by the long leap:



It is not allowed to jump over the same piece twice during a capture, but vacant squares may be passed over more than once. Majority capture takes precedence: if a player has a choice of captures, he must choose the one that results in the largest number of pieces being captured (kings and simple checkers counting equally). If a king has more than one option in terms of captures and destination squares, it must choose its route so that it maximizes the capturing sequence.

If there is more than one way to do this, it is free to choose.



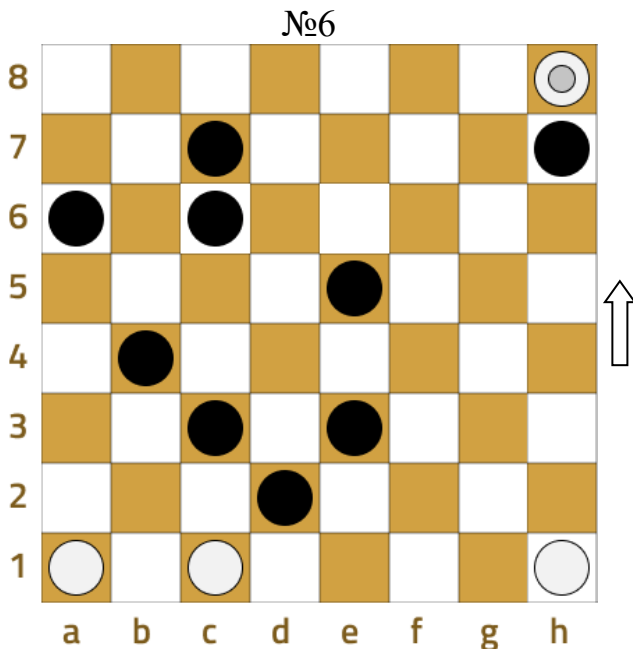
Whites has 2 equal captures:

1) d1:d3:b3:b6:b8

2) d1:d3:b3:b6:h6

In both cases, 4 black checkers are removed.

Other captures like d1:(d6):h6 or d1:(d7):a7 are not maximal and therefore illegal.



This position arose in the game [Beginner_2017 - JacekzKrakowa draughts.in.DAMEO.62](http://www.littlegolem.net) (in a tournament on <http://www.littlegolem.net>).

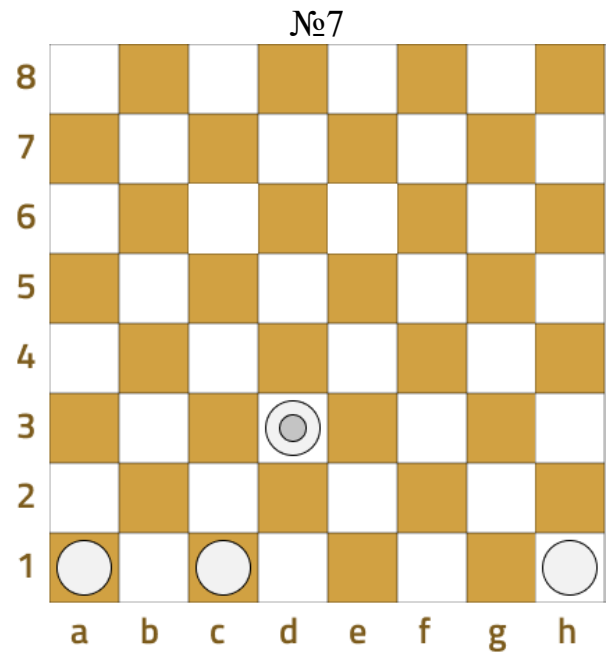
White has just finished a combination and must make the final move correctly.

The choice is very large, but there is only one capture that destroys all opponent's checkers!

Try finding it yourself and then see below.

Here is the solution:

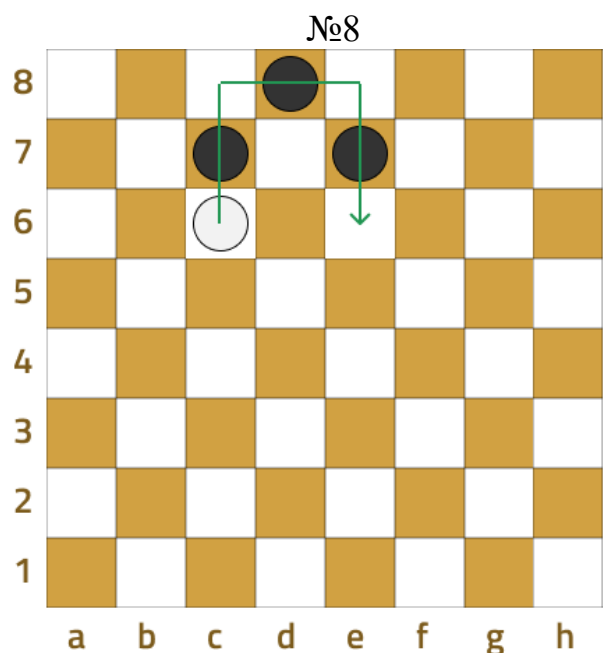
h8:h6:b6:b2:e2:e4:e7:a7:a3:d3, capturing all the opponent's checkers (diag.7)



The king should stop on the field d3, because it can't jump 2 times checkers e3 and d2 – captured pieces are removed from the board only after the end of the capture!

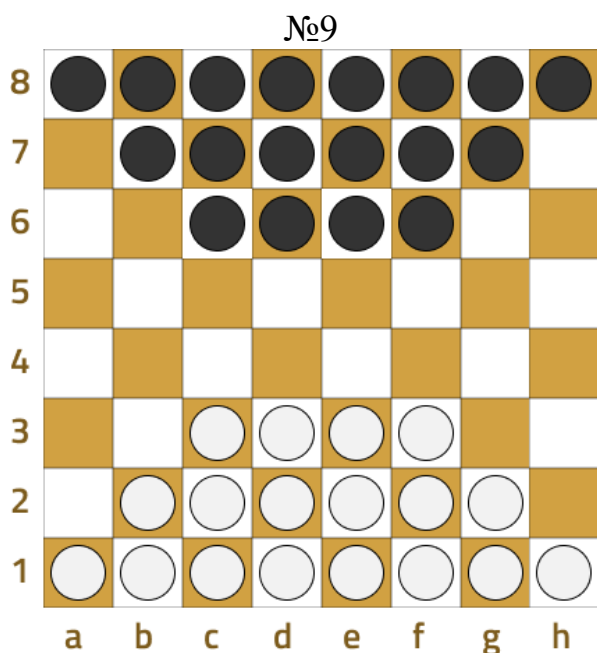
And the last rule, taken from international checkers: if a checker ends its move on the opponent's back row, it is promoted to king. A checker passing the back row in a capture, but not ending on it, does not promote to king.

The last case is shown in diag.8:



The white checker ends on the field e6 and still remains a simple checker, not a king.

The initial position in Dameo looks like this:



We note that in the initial position each of the sides has 52 moves! For example: b2d4, a1d4, e1e4, e3e4, d1g4...

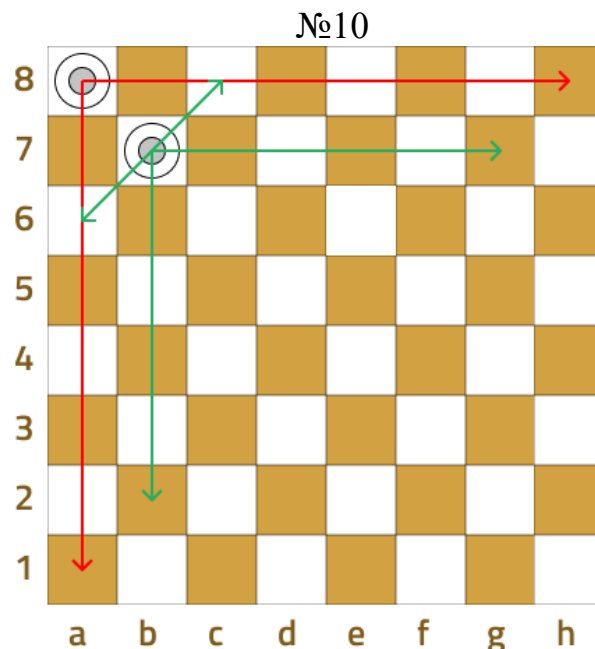
[Try to find all 52 moves.](#)

And now for the practical things.

2. TWO KINGS AGAINST ONE

In Dameo two kings always win against a lone one. This feature allows you to optimize even the smallest advantage. This leads to the fact that in Dameo the percentage of decisive games is unusually high, and the percentage of draws is extremely low.

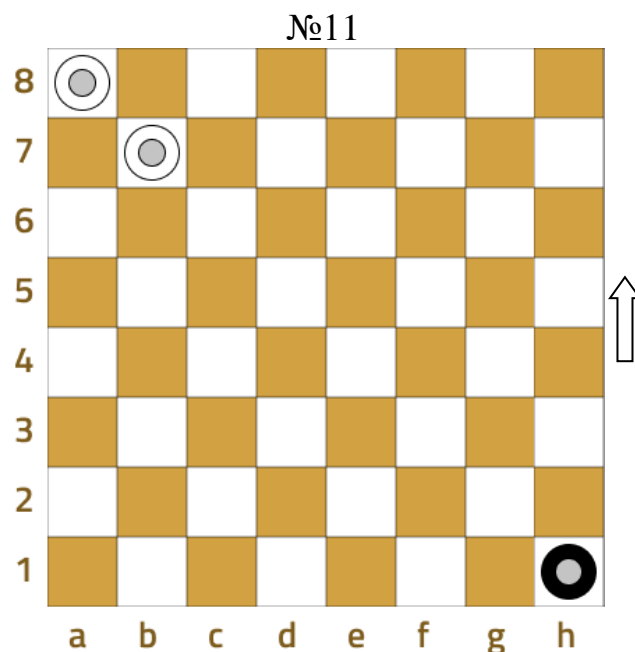
The following diagram shows the location of the two queens, allowing you to catch one opponent's lady.



Wherever the black king is, it falls under the sacrifice of the king b7. All sorts of maneuvers of king b7 are marked with arrows. King a8 controls the side fields. Only on the field h1 the black king does not die immediately.

When the move belongs to Black, the king must leave the shelter on the h1 field and die immediately.

The game will last a little longer if the move belongs to White.



In this case is enough to play

1.a8-h8 h1-a1

It is easy to see that the other moves the black king lose because of the sacrifice of king b7.

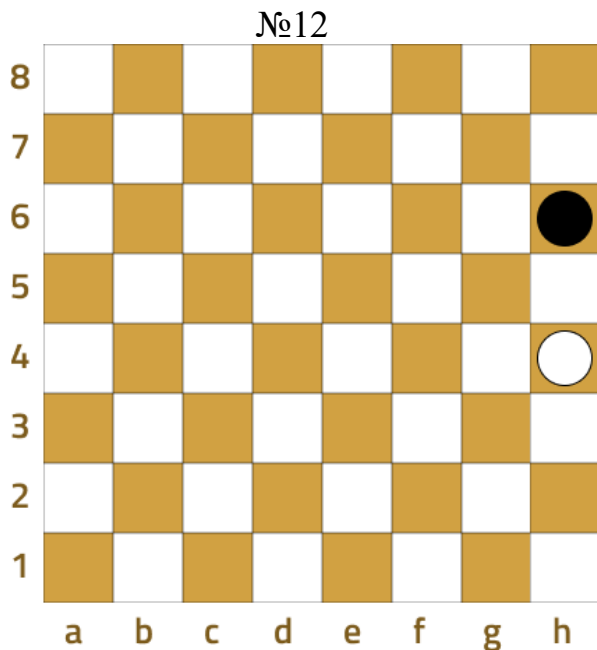
2.b7-g7,

and we get the mirror position of diag.11 and now with Black to move. White wins.

3. OPPOSITION

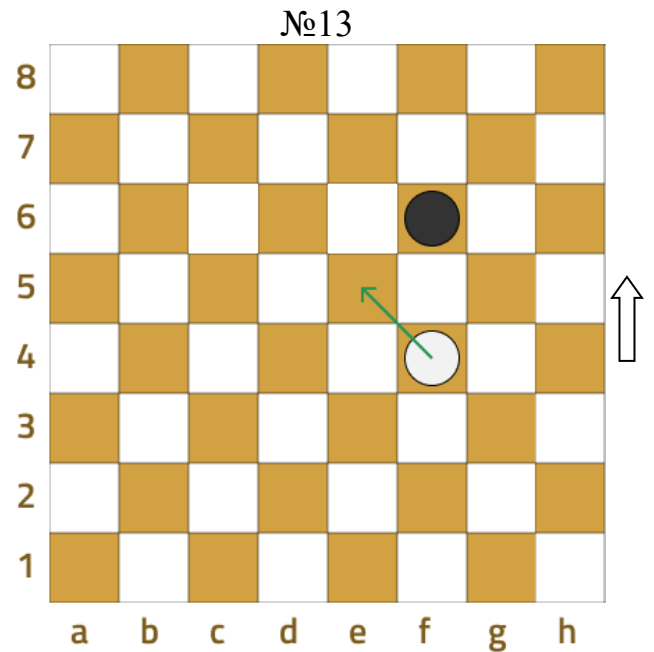
Opposition occurs if checkers get to face each other on the same vertical. At the moment of opposition territorial advantage, the right to move, and the general position on the board are important.

Consider a few simple cases and only then proceed to a more complex example.



Obviously, White wins during his move, and if Black starts, there will be a draw. In the first case, White has time to put a king on h1, before the black checker is on g2. In the second case White has not enough time. The same conclusion can be made with the opposition g4 - g6.

However, further with the displacement of the opposition to the center it becomes more interesting!



In this position, with White's move, only f4-e5 leads to victory. Why?

The fact is that with f4-g5 Whites gives additional access for Black to the corner a1. In the case of f4-e5, the advance of Black to a1 is blocked, and Black is forced to go to h1, which leads Black to defeat.

1.f4-e5! 2-0;

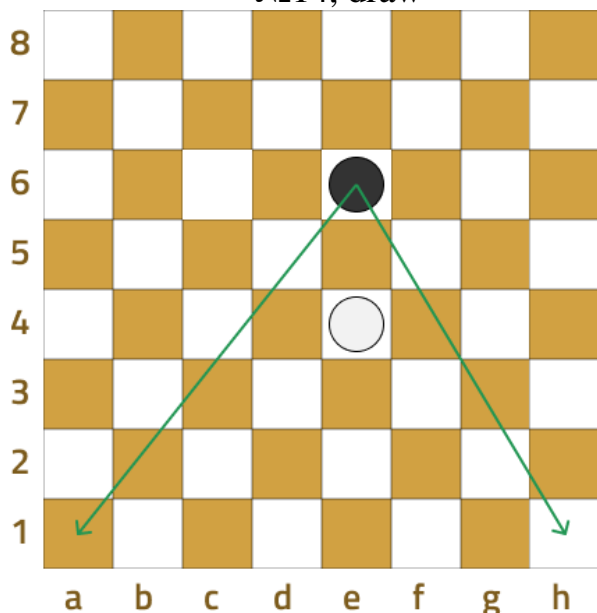
1.f4-g5? draw, 1-1.

With the oppositions e4 - e6 and d4 - d6, White, having a territorial advantage and the right to move, cannot win.

This is because the Black keeps 2 corners under control, not just 1, and achieves a draw.

Wherever White goes, Black goes to the opposite corner and gets a draw (diag.14).

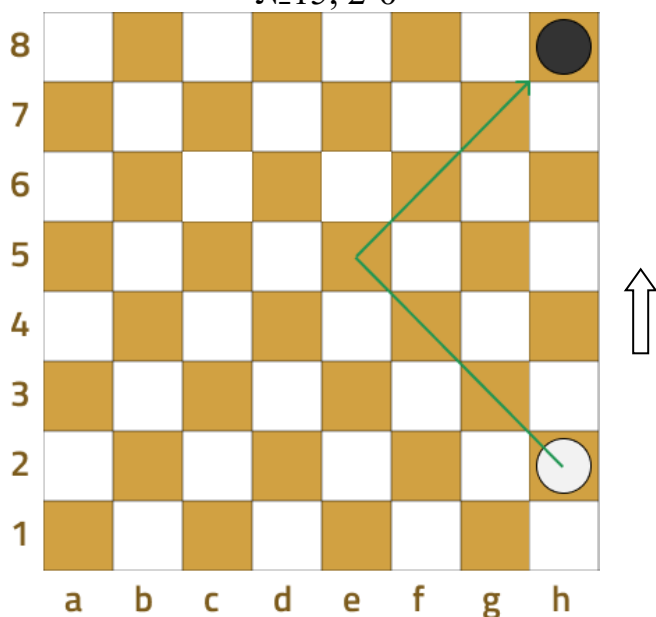
№14, draw



Having considered these simple cases, we come to the conclusion that for the defending side, which is lagging behind at one pace, it is extremely important to have 2 corners in sight, and this is possible only in the case of control over key central fields.

Here we come to a diagram of Christian Freeling in the section «Opposition» on the above website.

№15, 2-0



Now we know that the right move for White is the h2-e5 route. On the one hand, White

blocks the corner a1, on the other hand, White approaches to the field h8. Geometry of the board such that routes h2-h8 and h2-e5-h8 occupy exactly 6 moves in both cases. Only the first route leads to a draw, and the second to the victory.

So, 1.h2-h3? – draw, 1-1.

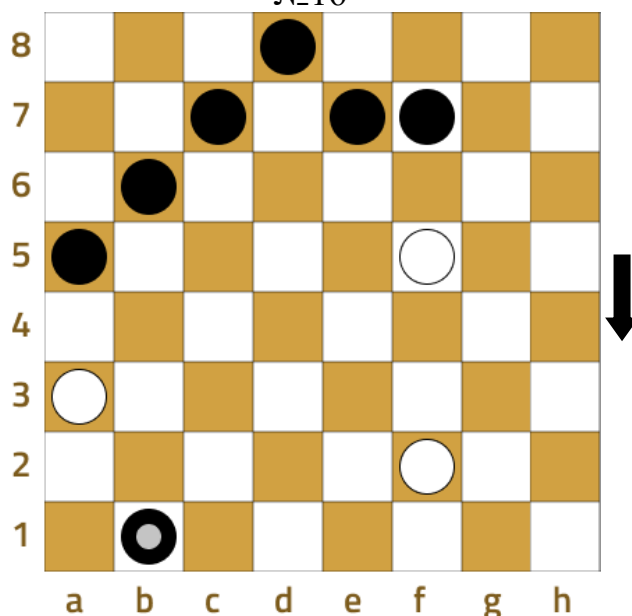
1.h2-g3! and White wins, 2-0.

4. MAJORITY CAPTURE

The essence of this tactic is that the opponent attacks 2 or more checkers. Using this, we get a large selection of moves for a counterattack.

Consider the simplest schematic example, and then more complex cases.

№16



It's ridiculous to say how hopeless White's position is, but Black has carelessly played

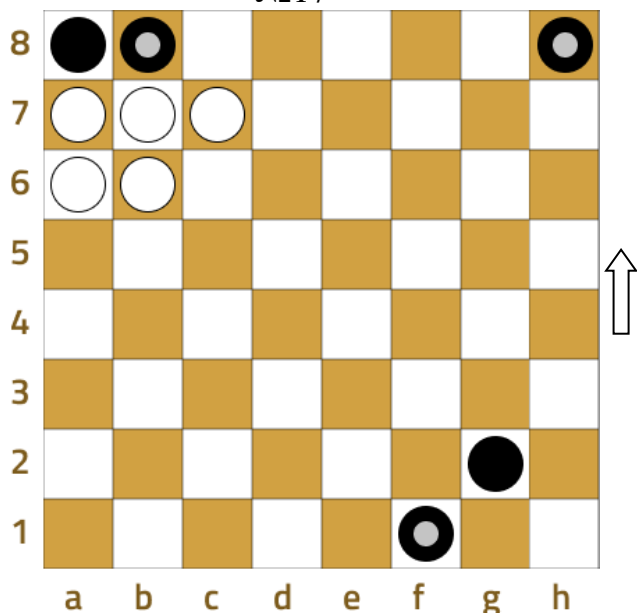
1... b1-f1??

We immediately see the next move - f1:f6, on which Black must capture 2 checkers, so White plays

2.a3-a4! f1:f6

3.a4:g6, 2-0.

№17



White's position seems to be lost - Black defends the 8th horizontal and has a huge advantage. It is hard to believe that with the help of majority capture, White in three moves will crush the position of the opponent.

1.a6c8!! ...

Black has to take the majority:

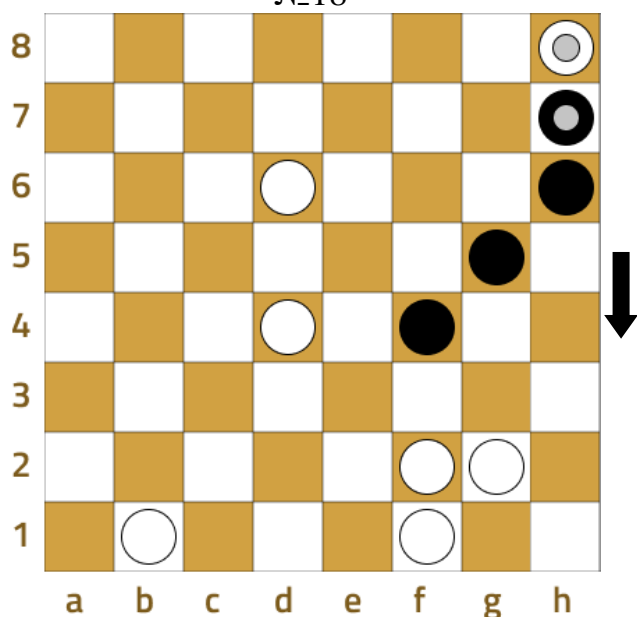
1... a8:c6

2.c8:a8 c6:c8

3.a8:a1,

and White can make the second king, 2-0.

№18



White has a big material advantage, the black king is bound, there is a threat of d6-d7 with the destruction of 3 checkers.

Black's position looks lost, but let's not hurry! The presence of the king, which, as we remember, has destructive power, allows us to look for chances of salvation.

King h7 looks constrained, because when it leaves, 3 checkers are lost ... Stop! Therefore, at the same time, we can see the next White's move - h8:f3. Therefore, it is possible to apply a forced majority capture against White. After a little thought, we play

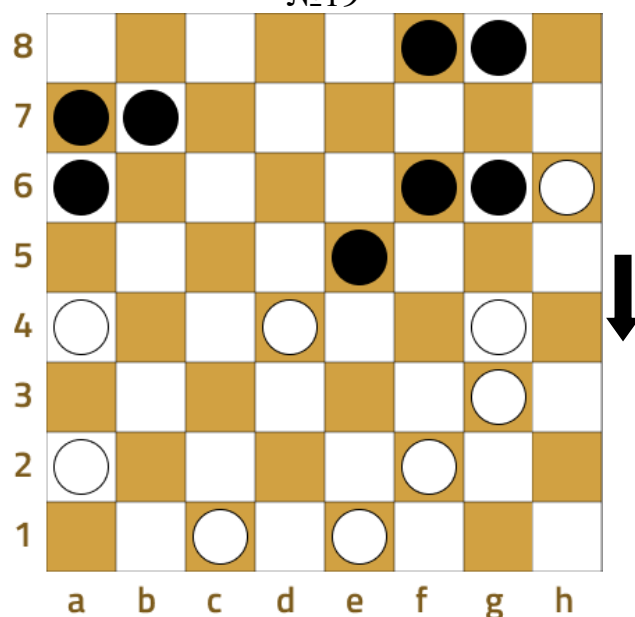
1... h7-d7!

2.h8:f3 d7:a1, 0-2.

And now we will consider another more complex example, which requires deep preparation of a majority capture.

At the same time, we will see the logic of thought of the attacking side.

№19



Black is one checker down and White threatens to break through on the right flank. Is there really salvation?

Yes! Black completely turns the game around in 5 moves and wins. But how? How

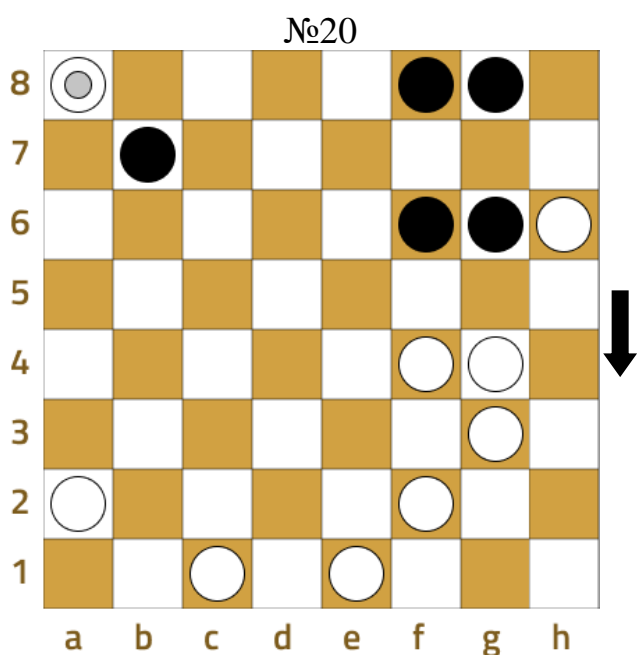
to think in order to find a winning combination?

Let's reason.

What are the flaws in the White's position? Lattice arrangement of checkers c1, e1, f2. Now, if our g6 checker stood on f5, then we would have played e5-e4! But alas... However, we have already seen the combination motive! Let's mentally donate e5-e4, d4:f4 ... What a beautiful path is formed by f4, f2, e1, c1! What's next? We need to use the f5 field, but how? Let's try to give the opponent a king and play a6-a5 ... White's king on a8. If it can beat 2 more checkers somewhere, we will organize it:

- 1... e5-e4!!
- 2.d4:f4 a6-a5!
- 3.a4:a8 ...

We counted up to that point, where White has a king.



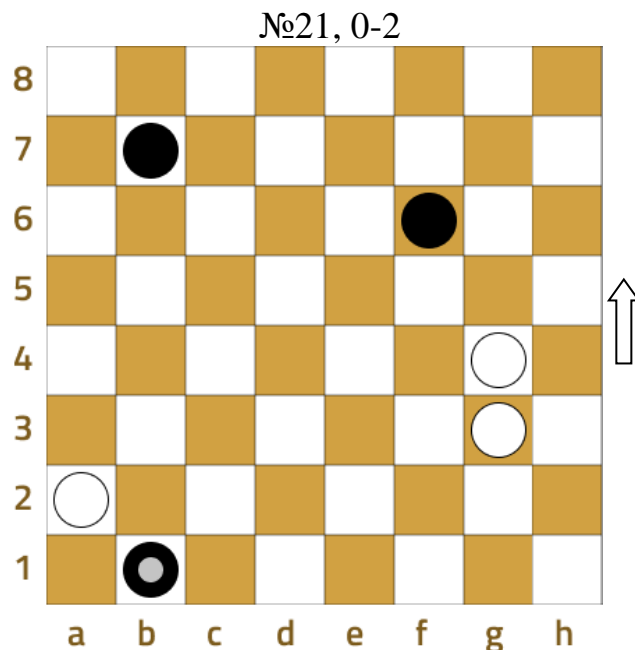
The king can beat a lot of checkers, this is its strength but also a weakness! Therefore, we need to attack one checker, and donate two. How? Like this!

- 4... g8-h7!!
- 5.a8:g5 h7:b1

Fantasy! And what luck that we found a block-stop by the checker at g5. But the

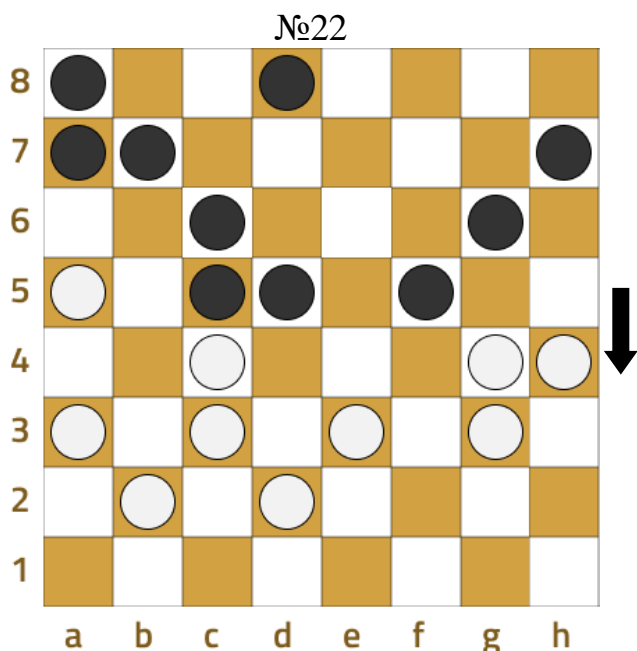
brave and desperate sometimes need some luck in Dameo ☺.

We get a technically winning ending:



White has not salvation for any continuations. Black can, for example, just move the king to the vertical «h», then, on occasion, to the field h5; if 2 white checkers are in the fields h4 and h5, then Black moves the king onto the field h1 and will threaten f6-g5; it is possible at some point in time to play b7-a6, depriving White of a breakthrough on the vertical «a». [See for yourself](#), 0-2.

Next we consider another example, which clearly shows the collision of two mental calculations.



White has set a trap, hoping for a naive attack:

1... a8-a6?

In this case White prepared an insidious and spectacular majority capture:

2.g3f4!! ...

A stunning move!

From the point of view of logic, everything is quite simple: because f5:b1 captures only 4 checkers we know in advance that the checker a6 must jump to e4, capturing 5 checkers.

Consequently, we should put a white checker on the field f4. The problem is that such a move as g3f4 is instinctively rejected by our mind. Why? Because the opponent threatens to capture 5 checkers, and g3f4 initially appears to initiate f5:b1, sacrificing 4! White's position resembles a sieve, and we fear such a move.

But Dameo is not for weak people :)

2... a6:e4 (majority!)

3.f4:b8, 2-0, [check out it](#).

Beauty!

Let's go back to diag.22.

I think an experienced player will quickly find a solution for Black. In fact, the white

checkers are like a sieve, and Black should use it.

1... c6b5!

2.c4:c6 ...

So, on the next move White must capture a lot of checkers. Black sees it in advance and uses it by

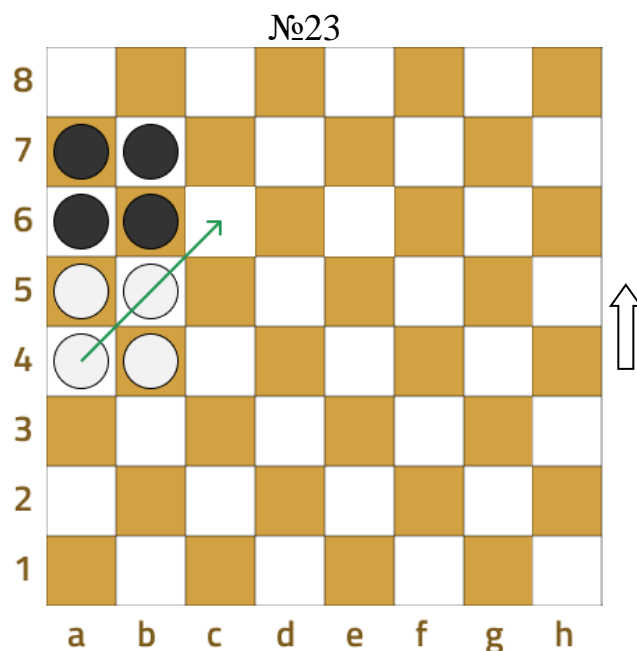
2... g6-h5 (majority)

3.a5:g5 h5:b1, 0-2.

It seems to me that these examples are enough to understand the principle of majority capture. To assimilate the material, try to solve the following problems on this topic.

5. OBLIQUE HIT IN A DOUBLE SQUARE

This is very common in Dameo and it is closely linked with majority capture. Let's look at the following diagram:



White applies an oblique hit

1.a4-a6! a6:c4 (majority)

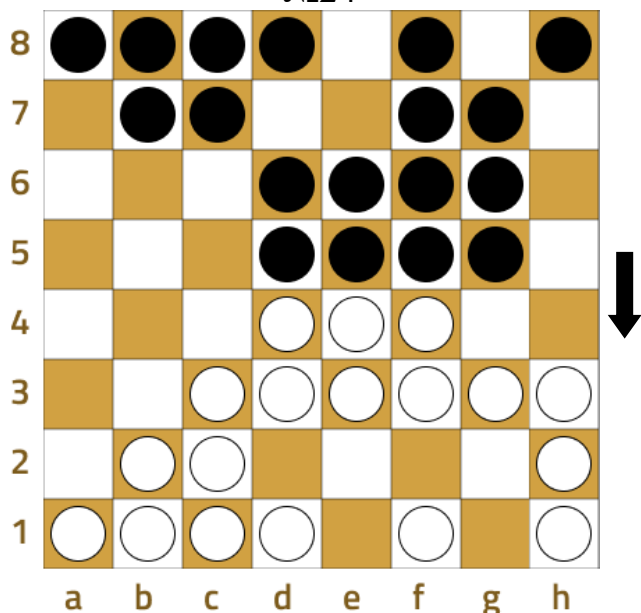
2.c6:a8, 2-0.

Next position arose in the game

[Beginner_2017 – Christian Freeling](#),

[draughts.cv.DAMEO.5.1.1](#)

№24

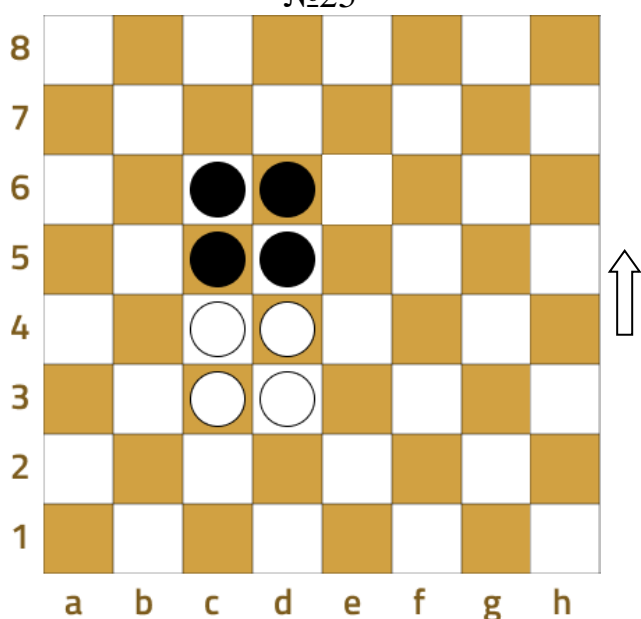


Such squares are often built in the opening and middle of the game. This fact emphasizes the importance of understanding the positions of this type. Black showed a classic oblique hit:

1... e6-c4!
2.e4:c6 c4:g2, Black won the checker.

Now we look at the excellent ending that Christian Freeling showed on <http://mindsports.nl/index.php/arena/dameo/67-basic-tactics?start=6>.

№25

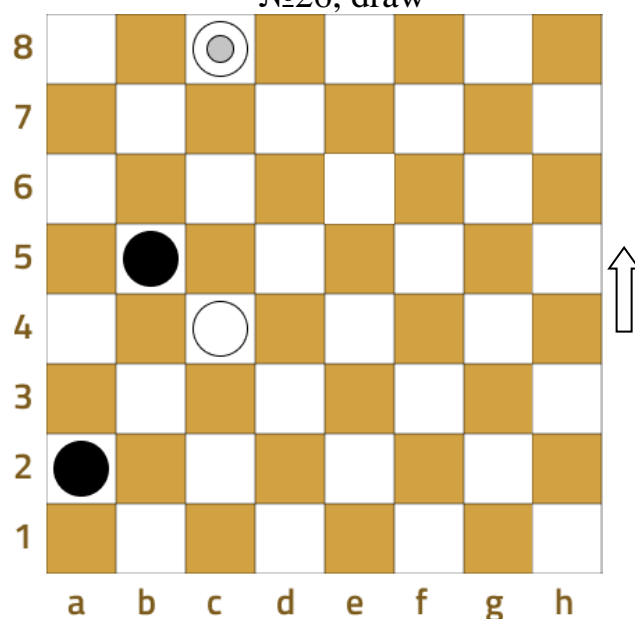


Author is Leo Springer, son of a former world champion of international checkers B. Springer.

White can make an oblique move to the left (d3b5) and to the right (c3e5). After just a little assessment of the position, we come to the conclusion that we must play c3e5. Otherwise, Black immediately captures the a1 corner and defends the checker c6 with a king:

1.d3b5? d5:b3
2.b5:d7 b3a2
3.d7c8 c6b5

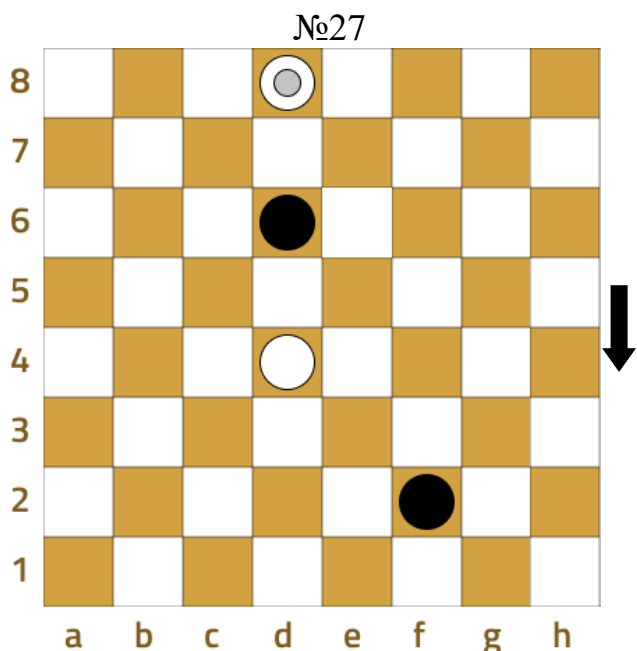
№26, draw



White can't win, draw. See for yourself.

Let's return to the diag.25:

1.c3e5! c5:e3
2.e5:c7 e3f2
3.c7d8 ...



Now the task of the White to move the king on the 1st horizontal, and then on the field f1. Black has 2 continuations, but there is no salvation.

A.

3... d6c5

4.d8e8 ...

With a threat d4d5.

4... c5b4

If the black checker were on g2, then after a simple g2h1 there would be a draw! But the corner is unattainable, and therefore

5.e8e1, and next e1f1, 2-0.

B.

3... d6e5

4.d8c8 ...

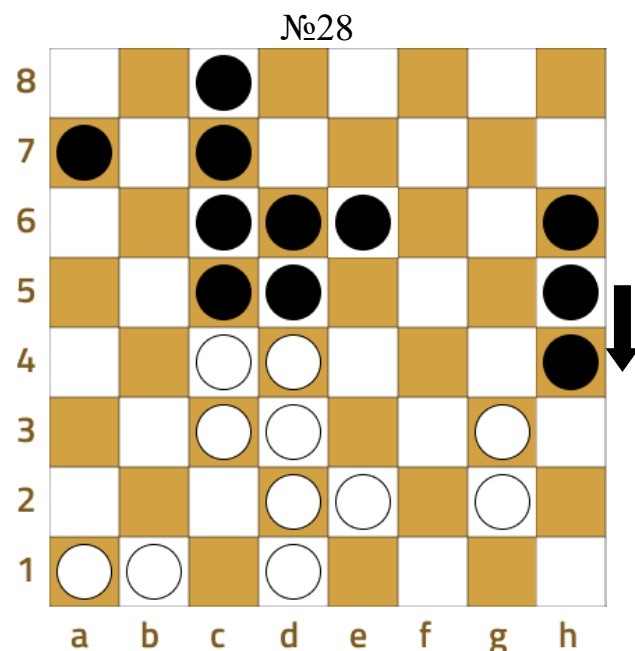
With a threat d4d5.

4... e5f4

5.c8c1, and next c1f1, 2-0.

A great ending that shows all the nuances of the fight!

Now we consider a complex fragment of a game. At the same time, we will see how the game goes in the endings and have some homework at the end.



Position of the game [Beginner_2017 – Madris, draughts.in.DAMEO.42](#)

Black played better in the first half of the game and got a strong position. There is a threat of a breakthrough on White's right flank. In the center there is a double square, but so far an oblique hit does not go on either side. Black decided to attack the flank immediately.

1... h6h3

2.e2e3 h3:f3

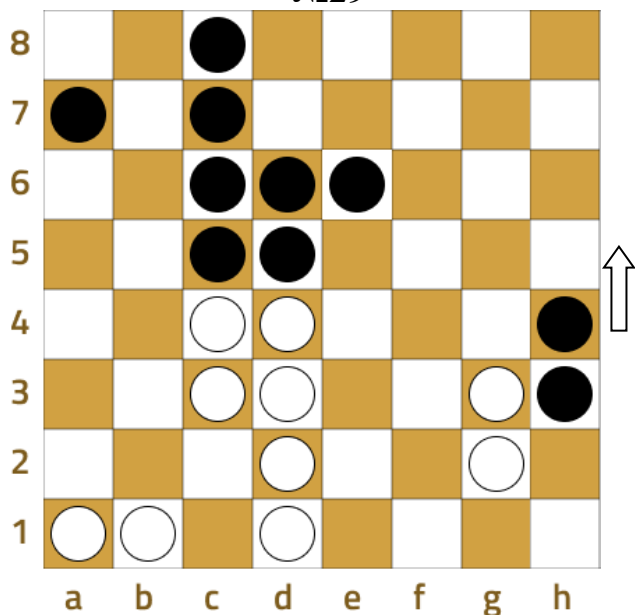
3.e3:g3 ...

What has changed during this time? Checkers h6 and (most importantly!) e2 disappeared. Due to the lack of e2 checkers, White has an oblique hit c3-e5. However, it had no power with the e2 checker!

Black did not attach importance to the above circumstances and careless continued the attack of the flank.

3... h5h3?

№29



Black counted, apparently, on an automatic response d2e3, but...

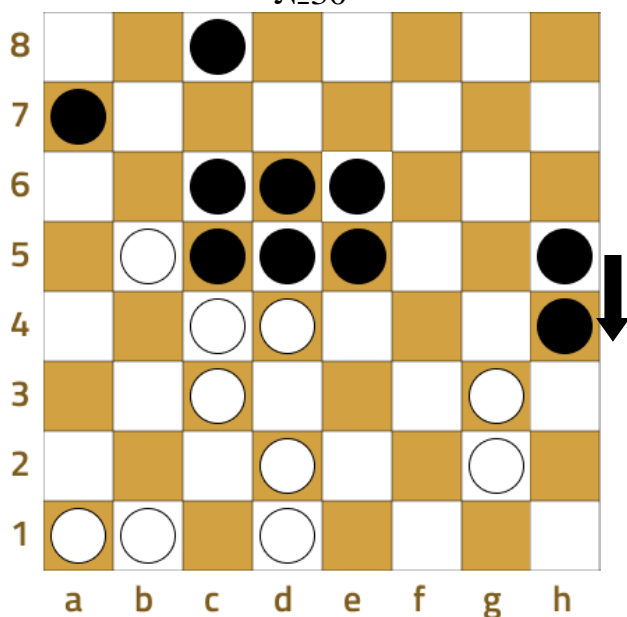
4.c3e5! ...

Madris could have counteracted this hit if instead of move h5h3 he had moved 3...c8d7! Black's position would remain strong.

We take a detour from the main course of the game and consider another defense.

In diag.29 instead of moves h5h3 and c8d7 it was not good to defend by 3...c7e5?! 4.d3b5! - White strikes from the other side, therefore, to defend the field d7 is better for Black.

№30



After forced moves

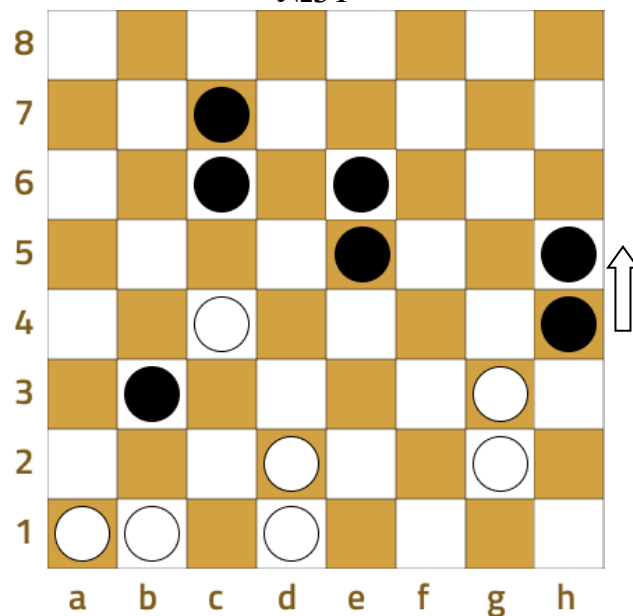
4... d5:b3

5.b5:d7 c8c7

6.d7:b7 a7:c7

we get diag.31

№31



Here the right to move is crucial. My advice: do not try to calculate all the continuations, but try to think schematically!

White plays

7.c4b5 ...

and puts getting a king first. It is most important! For the king you can donate a checker g3. If Black seeks salvation - with the existence of a white king it is a very, very difficult thing!

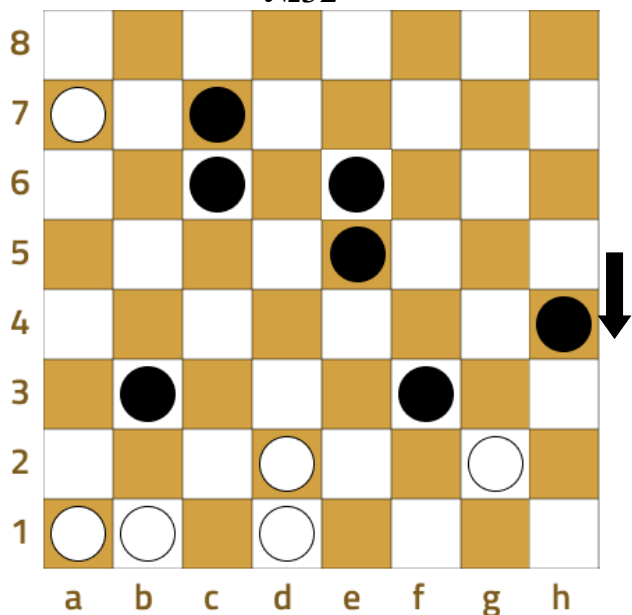
Here is one illustrative variant:

7.c4b5 h5h3

8.b5a6 h3:f3

9.a6a7 ...

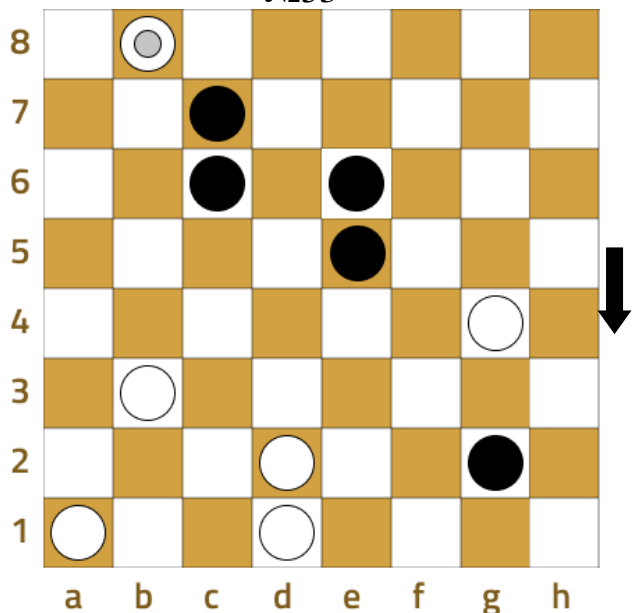
№32



Black's position is extremely difficult. To save it, Black needs not only to go to the 1st row, but also to destroy the trap b1-d1. In the case of rectilinear continuation

- 9... h4g3
- 10.g2:g4 b3b2
- 11.b1:b3 f3g2
- 12.a7b8 ...

№33

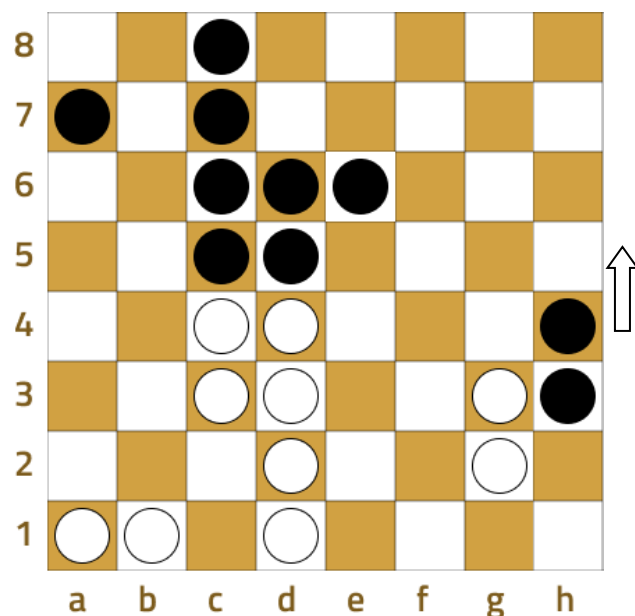


Black cannot make a king.

Of course, I do not deny that with a very deep analysis, perhaps Black has a

salvation. But in a practical game at the board, finding it is very hard.

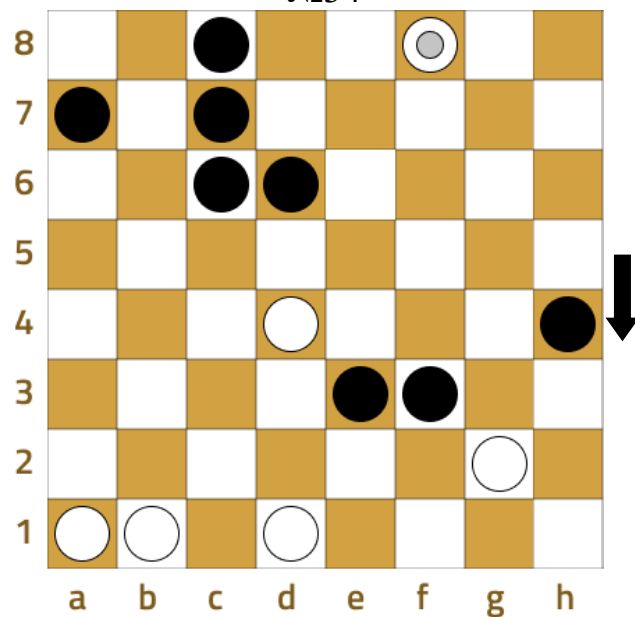
Let us return to the mainstream of the game (diag.29):



So, Black allowed to strike

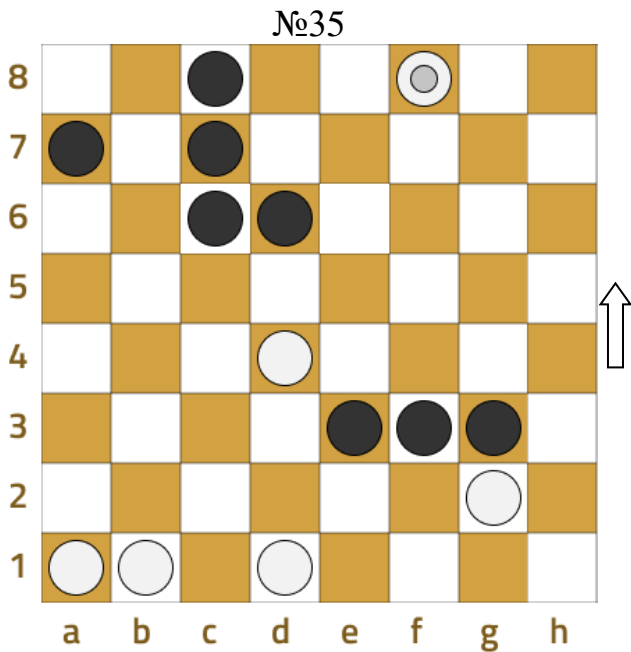
- 4.c3e5! c5:e3
- 5.e5:e7 d5:d3
- 6.d2:d4 h3:f3
- 7.e7f8 ...

№34



White gave 2 checkers for the king, but the king is already showing her incredible strength.

But look at the position. Black can counterattack 7... h4g3!

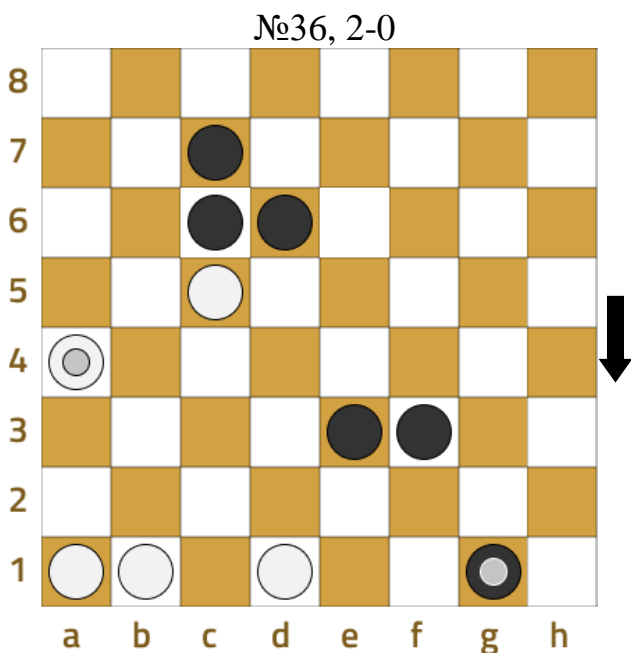


Majority capture!

After such an unexpected move White can become confused. But there is a way to win.

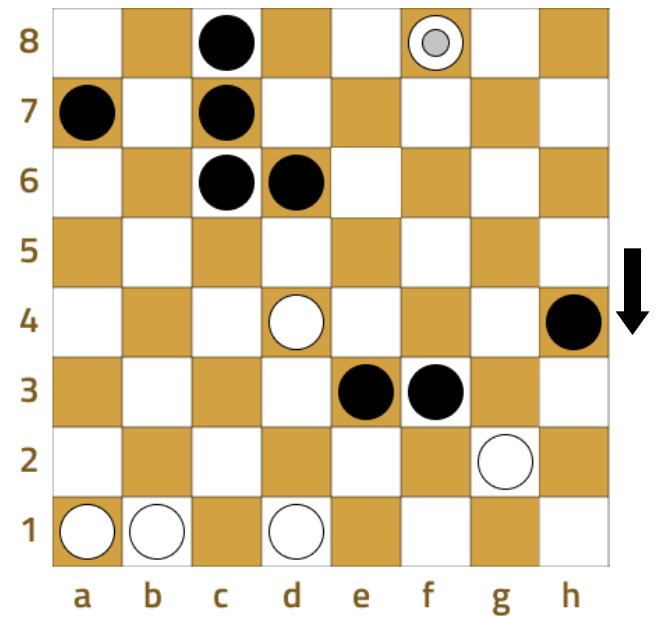
9.f8:a4! g3:g1

10.d4c5! ...



Homework: make sure that with both continuations for Black, White wins.

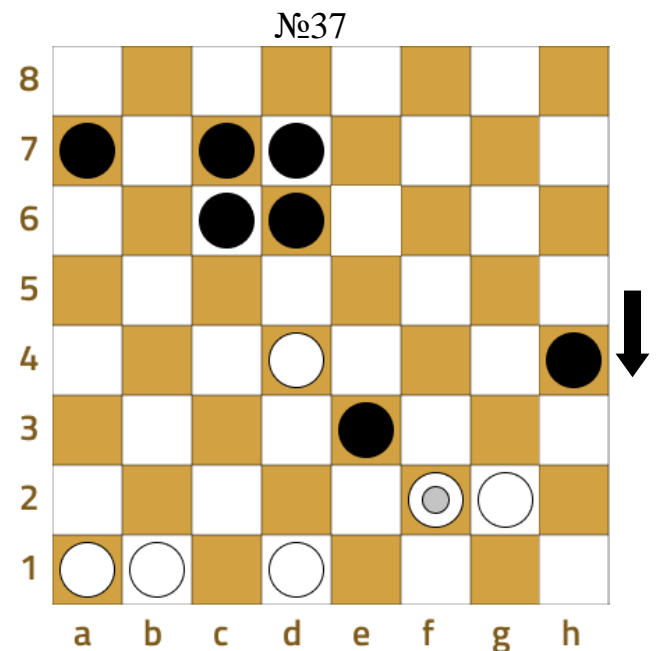
Now, back to diag.34:



Black played less aggressively.

7... c8d7

8.f8:f2 ...



It is also very strong to immediately put the king on the field f1, threatening to attack the checker e3. For example, after

8.f8:f1 e3e2

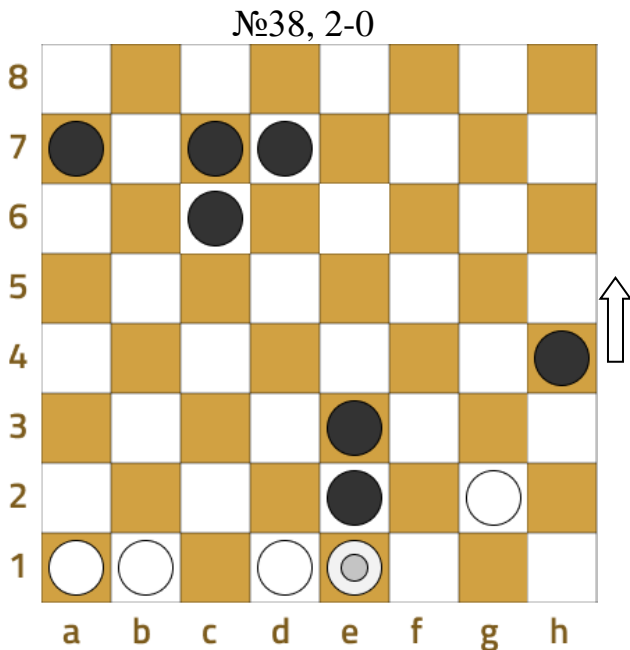
follows the same sacrifice as in the game:

9.d4d5! ...

(It is not good to immediately play f1e1 because of d7e6, whereby the king is caught, and Black stubbornly resists).

9... d6:d4

10.f1e1 d4e3



11.g2f3 e3:g3

12.e1:a8, 2-0.

Now we continue to watch the main course of the game (diag.37).

Black tried to break through, but...

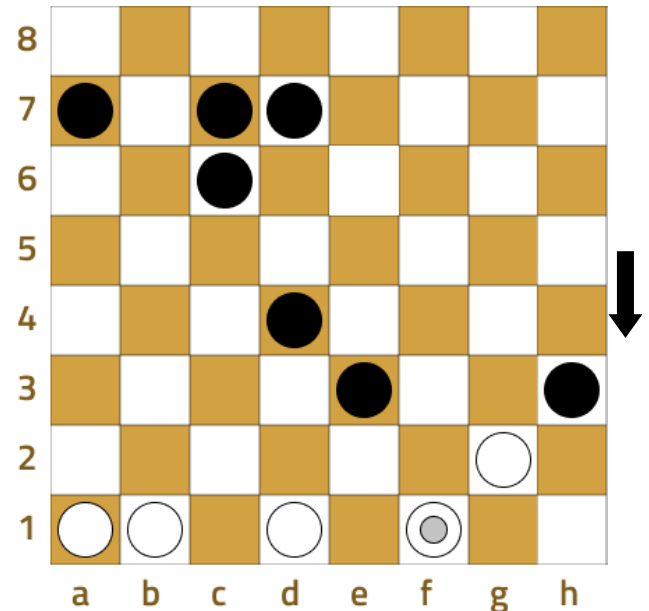
8... h4h3

9.d4d5! d6:d4

10.f2f1 ...

When the black grouping is already broken, the move 10.f2e1 also leads to victory.

№39



White responded with a sacrifice of checker and then made a quiet move. What for?

To break the grouping of black checkers in the center and free up even more space on the board for moving the king. White also threatens to play g2g3. It is also important that the trap b1-d1 for a potential black king is not destroyed.

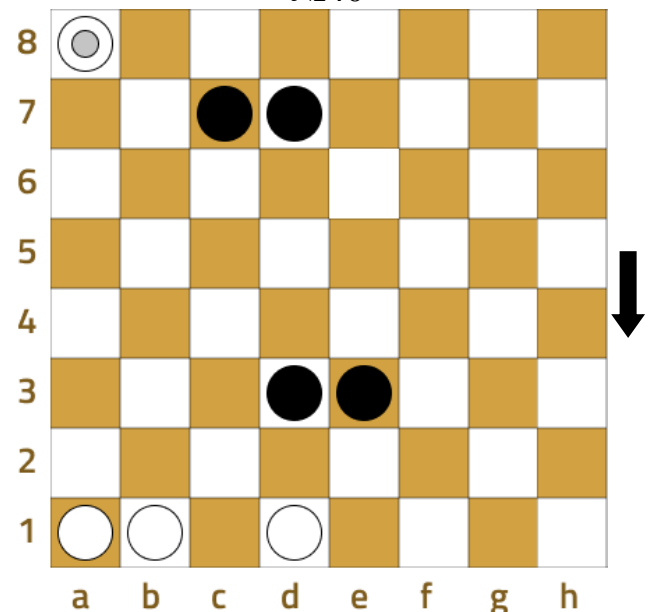
10... d4d3

11.g2g3 h3:f3

12.f1:a8 ...

In this position you can clearly see the superiority of the white king over simple black checkers.

№40



No matter how Black plays, the white king attacks simple checkers from all sides and achieves victory.

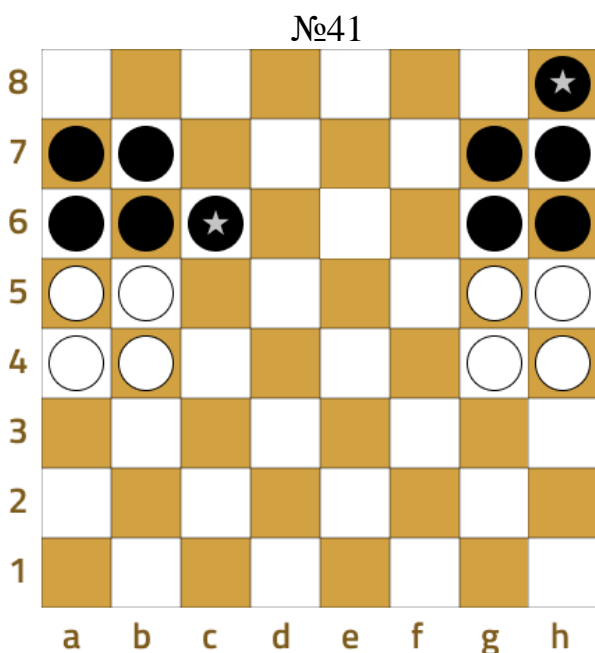
In addition, White threatens to transfer the king to the 2nd horizontal, which, together with the trap b1-d1, also lead to victory.

Homework: see for yourself how White wins, and I will show only the first moves.

- a) 13... e3f2
14.a8f8 or a8d8, 2-0.
- b) 13... e3e2
14.a8e8 or a8d8, 2-0.
- c) 13... d3e2
14.a8e8 e3e1!
15.d1:f1 e2d1
16.e8a8!, 2-0 (how?)
- d) 13... e3d2
14.d1c2 d2:b2
15.b1:b3, 2-0.
- e) 13... d3c2
14.b1b2 c2:a2
15.a1:a3, 2-0.

How to defend against an oblique hit? I think that having studied the material, everyone can answer this question.

Look at the following diagram. It schematically indicates key fields for protection against an oblique hit.

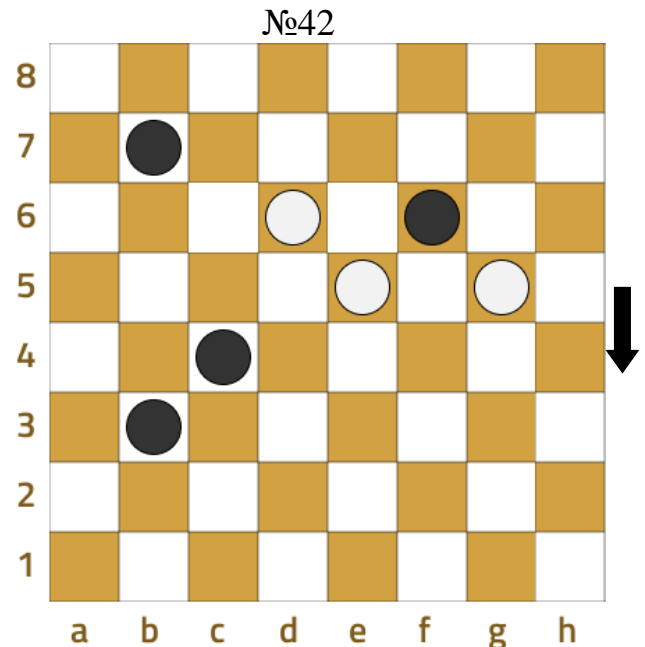


The checker c6 does not allow making move a4c6. The checker h8 is a deeper defense - it insures the entire black grouping and does not allow White to get to the last horizontal after h4f6. On occasion, Black themselves threatens a7c5, h7f5.

6. LADDER AND BRIDGE

The Ladder. In this type of strike, everything resembles moving up or down the stairs.

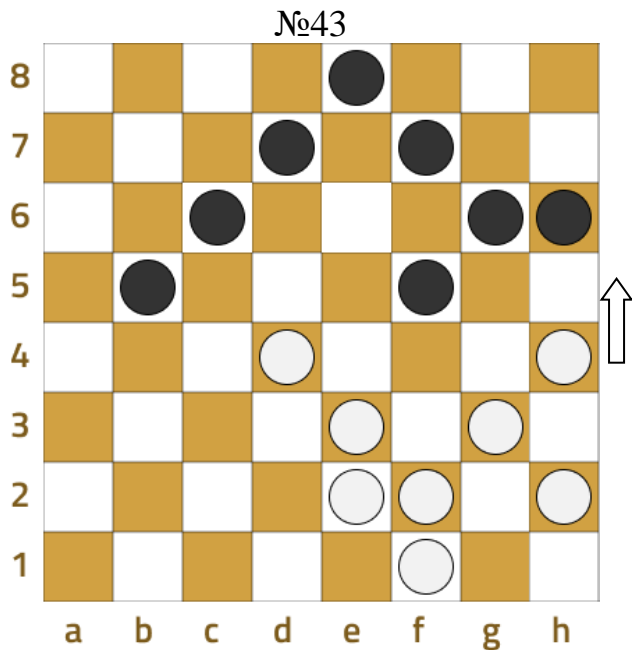
Very often this happens when the opponent's checker is located exactly between your two checkers. Consider this example:



Black's position is won, but Black has to show some patience. To win, you can play c4a2 to have two kings with an extra checker in the end. But Black decided to increase his material advantage and win the checker:

- 1... f6f5??
- Terrible naivety! White answered
- 2.e5c7! b7:d5 (majority!)
- 3.g5:a3 – the ladder, 2-0.

And now let's see a slightly more complicated example.



White's position looks helpless, the opponent threatens to break through on the flank. But Black has weaknesses in black fields, pay attention to the track f4-f6-f8... But how to use it? To do this, move the black checkers to the fields f3 and g2!

Fantasy? No, reality!

1.h4g5!! g6:g2 (majority!)

So, the black checker stopped between two white ones. Now let the opponent go down the ladder :)

2.f2c5! b5:f3 (majority!)

And now White jumps onto the stairs:

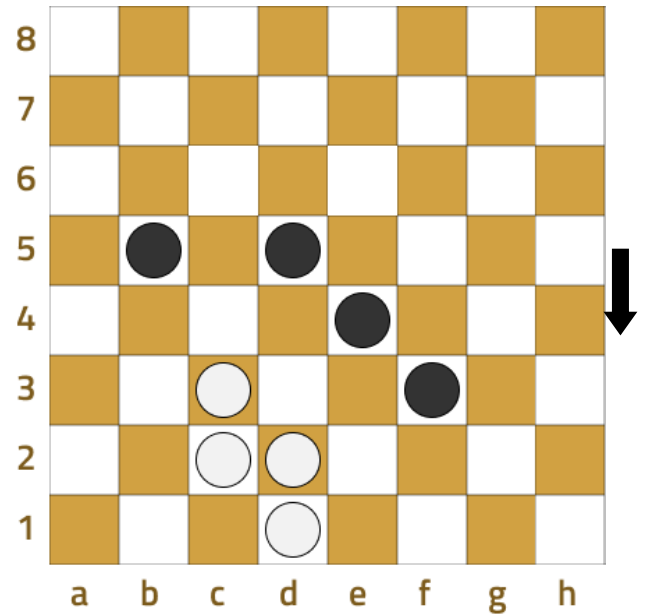
3.h2:b6 – the ladder, 2-0.

Consider the simplest version of the strike «bridge». Such a hit is very common in the game and very popular among beginners, as it is quite easy to master.

Most often, the attacking side sacrifices several checkers one by one, moving the opponent's checker to a disastrous field.

Let's show it on several examples.

№44



Having a winning position, Black hurried:

1... d5g2?

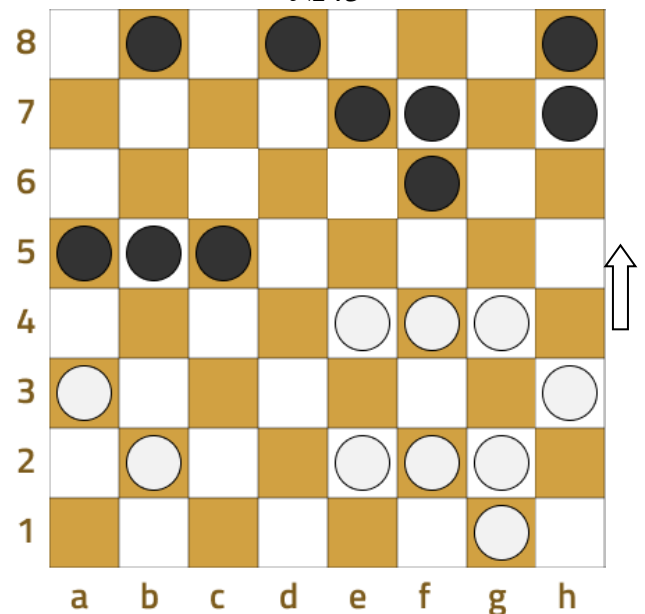
White sacrifices one checker after another, making the black checker b5, as if on a bridge, jump towards death.

2.c3b4! b5:b3

3.c2c3 b3:d3

4.d2:h2, 2-0.

№45



This is a more complex example.

There is material equality on the board, but White has a very weak left flank. Black threatens to attack b5a4.

At first glance, it is impossible to counteract this. But, looking closer at the position, we see that Black attacks 2 checkers (a3 and b2). Then we can pre-play g4g5 with the idea after b5a4 play g5g6 (hit on the majority)!

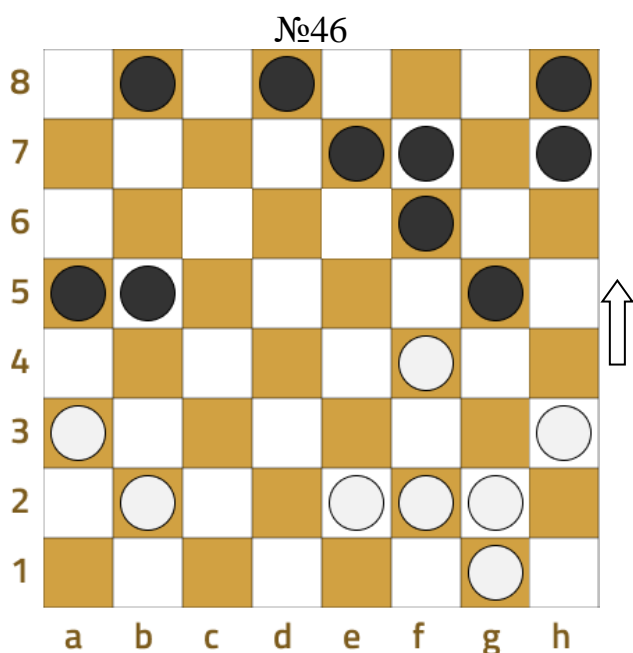
But Black will surely see it and play f7g6, exchanging a white checker g5.

But there is another solution! The hit «bridge» comes to the rescue.

A diagonal row d8-e7-f6 is the ideal target for an attack. If the white checker on g1 would be on g3, then with the help of the sacrifice of two checkers e4d5 and h3f5, we could force the black checker on c5 to g5! So, we see the combination motive.

But the white checker is on g1. In this case we are planning to move the black c5 to g5. And another black checker should be put on g3! Which one? Of course, a5!

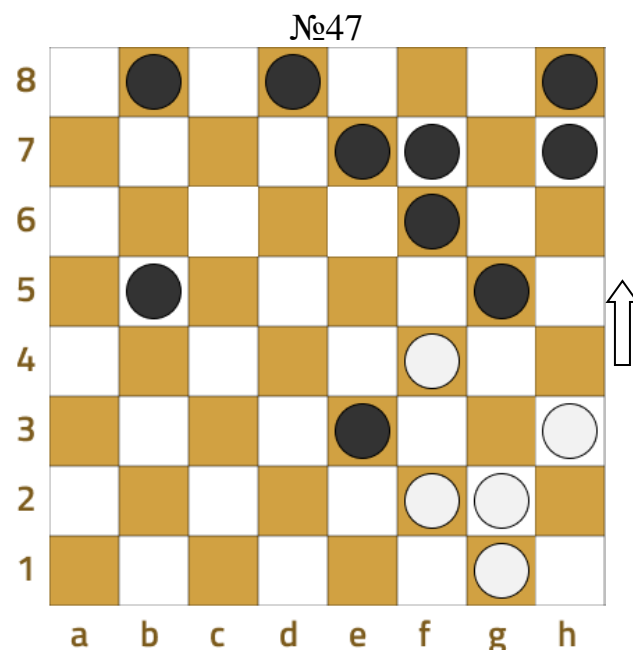
1.e4d5! c5:e5
2.g4f5 e5:g5



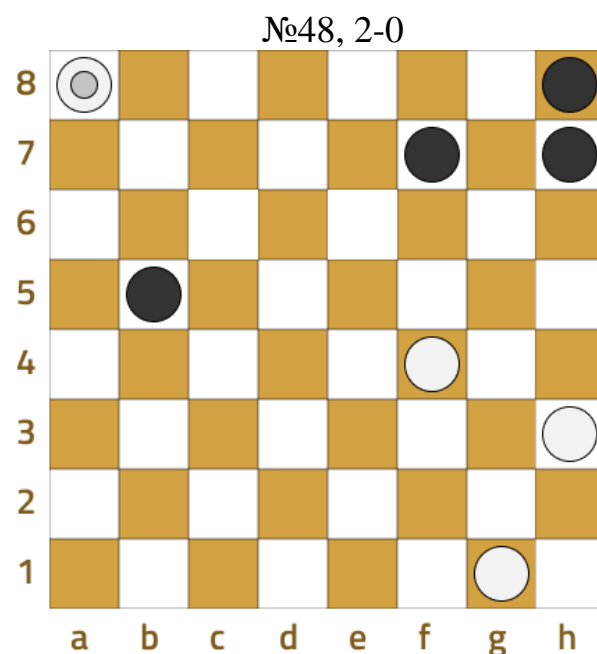
We have just completed the first part of the plan. Now we need to move checker from a5 to g3, as if paving a bridge from one field to another:

3.a3a4! a5:a3
4.b2b3 a3:c3

5.e2d3 c3:e3



6.f2f3 e3:g3
7.g2:a8 ...



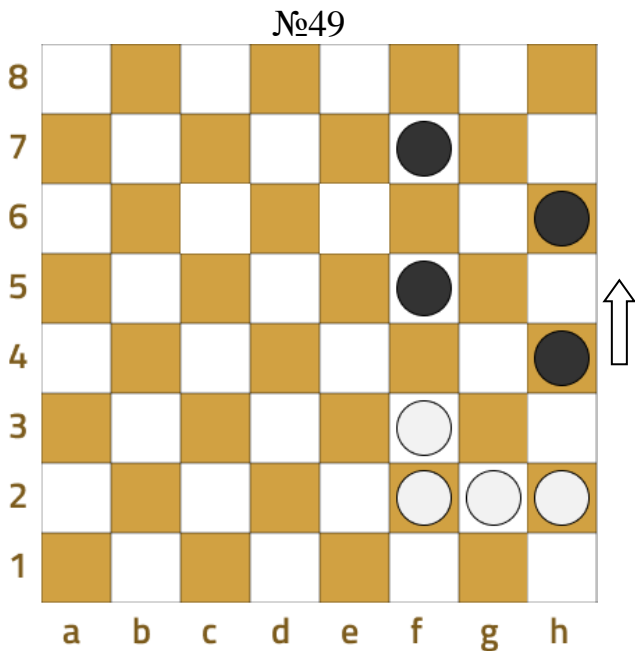
White's position is absolutely won. For example, after

7... b5b4
8.a8a3 ...

Black has no salvation. [See for yourself.](#)

7. AMBUSH

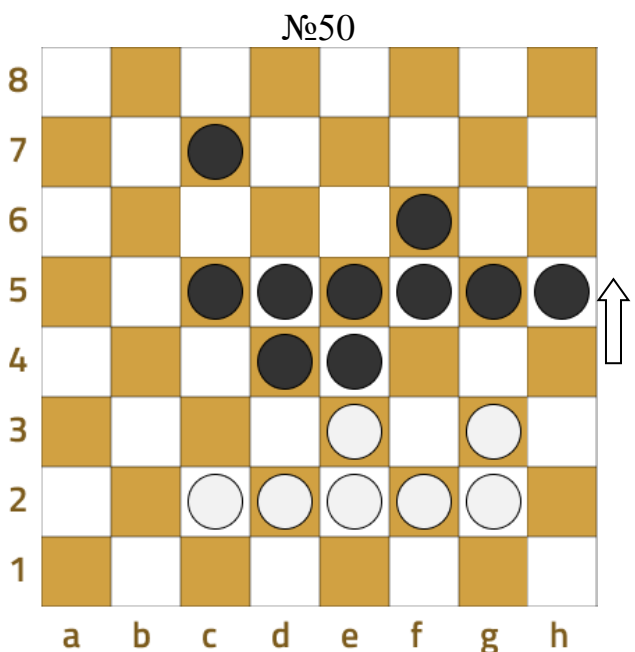
During the game, the opponent's checker is ambushed into our rear and unexpectedly turns on a combination mechanism. We show a simplified scheme of this hit.



1.h2h3! h4:h2
2.f2f4 h2:f2

We launched a black checker in our rear.
3.f4:f8 f2:f4
4.f8:f1, 2-0.

Another simple version of this strike:



Black has a big material advantage and an overwhelming position. Black also threatens d5f3 or e4f3. Any modest protective White's moves are doomed to fail. But the «ambush» comes to the rescue.

The solution is simple:

1.e2f3! ...

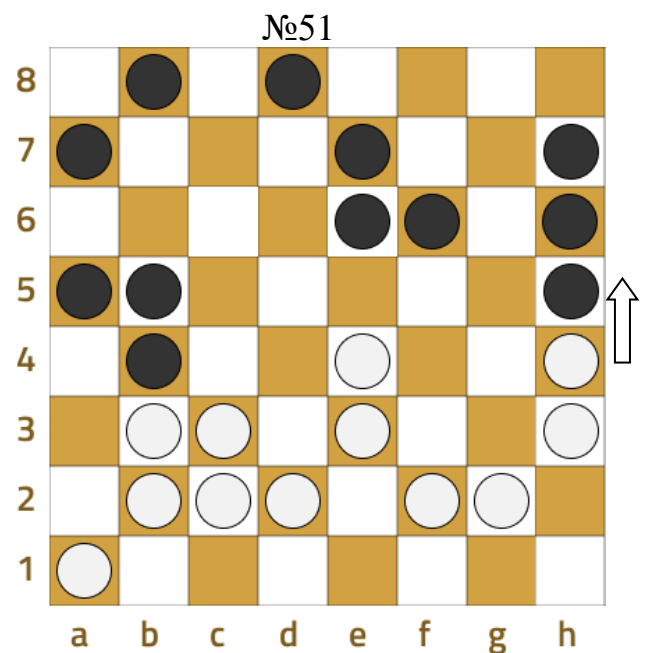
This is even stronger than e2d3, as it protects the right flank after the combination.

1... e4:e2
2.g2g4 e2:g2
3.g4:c8 g2:g4
4.c8h8, 2-0.

All this is pretty easy, isn't it?

Now let's look at a more complicated position.

The attack mechanism is the same: the opponent's checker is lured into our lines and helps us strike.



Immediately see the unfortunate arrangement of black checkers on the left around the perimeter. How can White hit? In this case, will the combination of two strokes: ambush & majority.

1.e4e5! e6:e2

(we launched a black checker)

2.c2c4! ...

(hit on the majority)

2... e2:a2

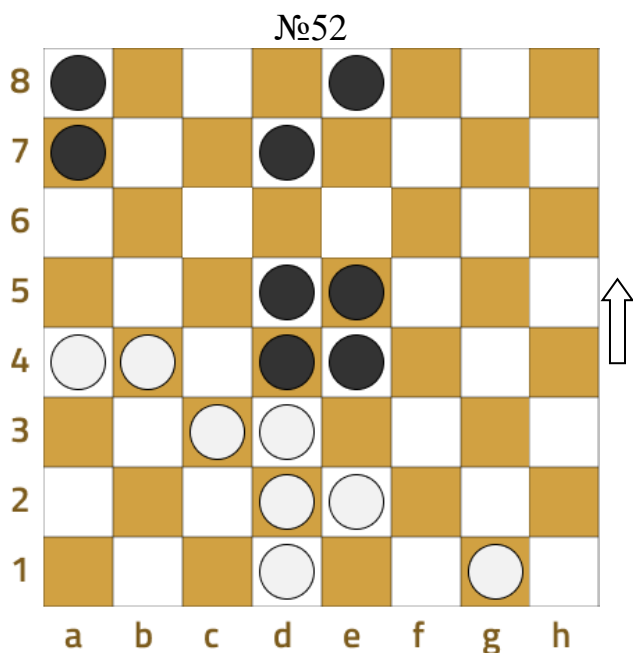
3.c4:g6 h6:f6

4.h4:h8, 2-0.

Could anyone believe in advance that the simple checker h4 would become a king?!

8. ROYAL HIT

The principle of this strike is as follows: we sacrifice 3-4 checkers for 1 move to transfer the opponent's checker to the required field. And only after that we make the decisive hit. Often it is undermining the structure of the opponent's checkers. Let us explain all this with simple schematic examples.



Look at this position. What lack of Black's position do we see? This is the d6-d8-f8 track. If the black checker were on the c4 field, then we could somehow undermine the d4 checker and go to the 8th horizontal from the field b4!

How to do it? I think you guessed it.

1.e2e3! e4:c4

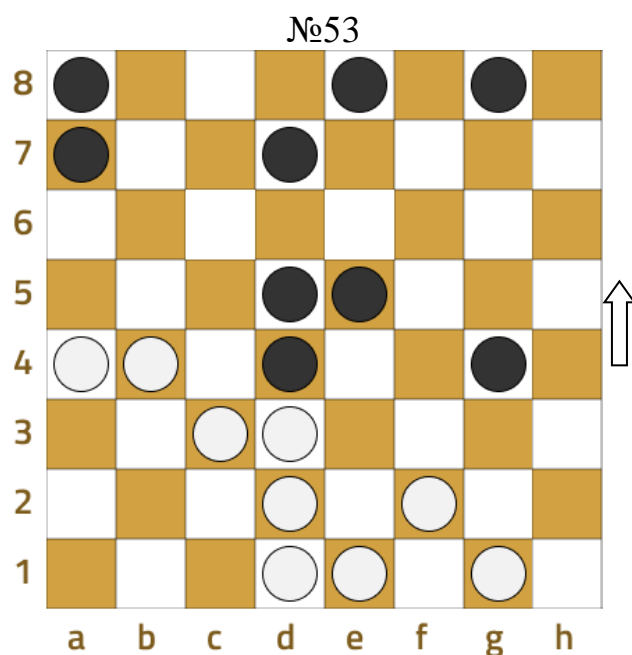
The first part of the task is completed - we moved the black checker to the field c4. Now we need to complete the second part -

to undermine the d4 checker. Let the Black do it themselves :)

2.g1g2 d4:d2

3.b4:f8, 2-0.

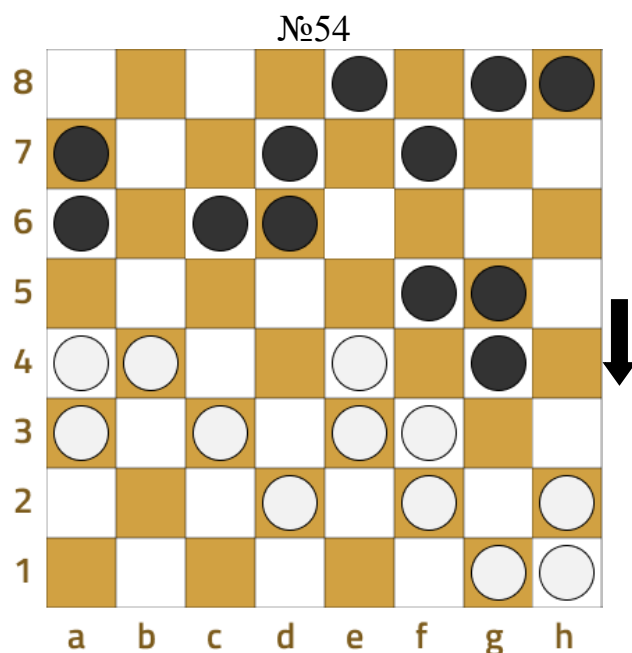
Now look at the next position. It is similar to the previous one. You already know the scheme of royal hit, so you can easily find the right solution.



1.e1g3!, 2-0.

Everything is not so difficult, right?

Let's complicate the task.



The usual position on the board, nothing predicts a combination storm. But look at the board more closely.

White has weakened white fields g2-e2-c2-c4, while in the Black's camp there is a track d8-f8-f6-f4-h4.

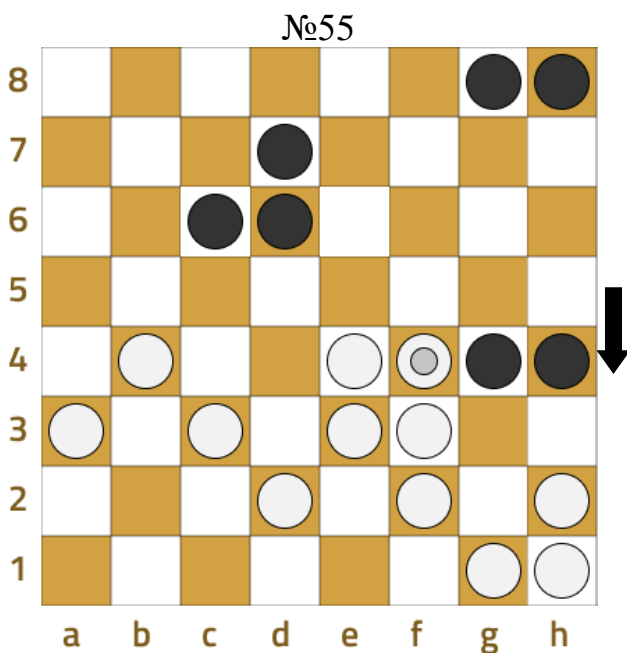
But the move belongs to Black!

White threatens to play f2f4. Suppose we have a preliminary move g5h4. Imagine that the black checker g5 is on h4, and the white checker f2 is on f4. These checkers are fixed and can not beat anyone. Next, we undermine the e4 checker. Does this situation remind you of anything? Yes, it is a royal strike! But how to prepare all this in this particular position?

Answer: on field f4 should move ... the white king!! For two turns.

Now everything looks simple.

1... a6a5!!
 2.a4:a8 g5h4
 3.a8:f4 ...



The first part of the task is completed - white king moved to the field f4. Now we are undermining the checker e4.

3... d6e5
 4.e4:e6 g4:a2, 0-2

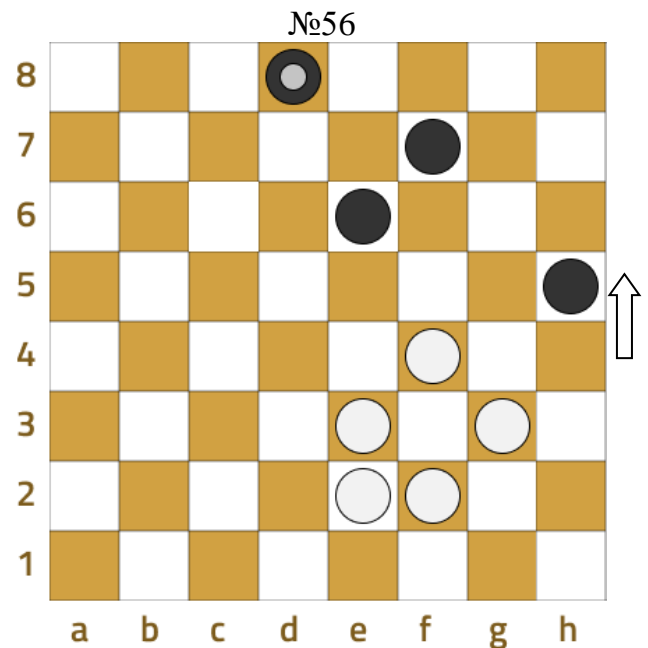
That, in essence, is all. I hope you liked the royal hit!

9. TURKISH HIT

As you know, it is not allowed to jump more than once over a checker in the same turn.

In addition, beaten checkers are removed from the board only after the end of the capture, but not during the capture! The Turkish strike is based on this rules.

Let's look at how this hit looks in a schematic example:



It seems that the Black's victory is beyond doubt, but see what White does!

1.f2d4!! ...

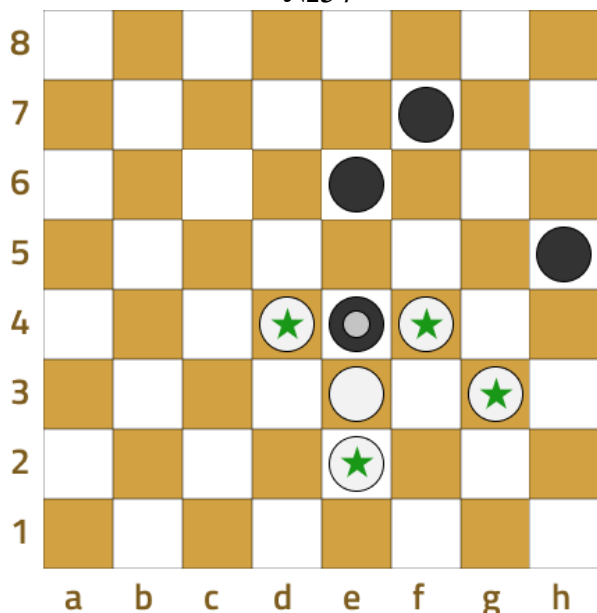
When you find such a move, there is no limit to delight! Black has 4 variants of capture, but only one majority capture.

1... d8:e4

1) black king has no right to beat checker d4 twice;

2) white checkers are removed from the board only after the end of the capture, but not during the capture, so the black king has no right to beat the checker e3, as this is prevented by the checker e2.

№57

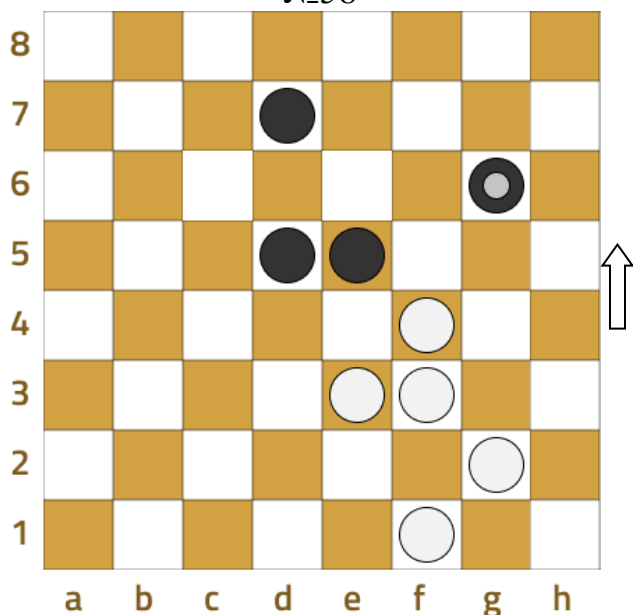


In this diagram the white checkers that the black king did beat are marked. The d4 and e2 checkers limit the further movement of the king.

2.e3:g7, 2-0.

And here is another example, sometimes called a 'semi-turc' because the king is stopped by a *black* man on e5:

№58



Black believed too early in victory and carelessly moved the king to the g6-square. The answer was sobering:

1.f3g4!! g6:e4

A king must stop on field e4 and can not be beat checker f4, since the field g4 is occupied.

2.f4:d8, 2-0.

It's simple ☺.

We looked at several types of complex beats. Let's explore another simple but very common hit.

10. «STRIKE-PAUSE»

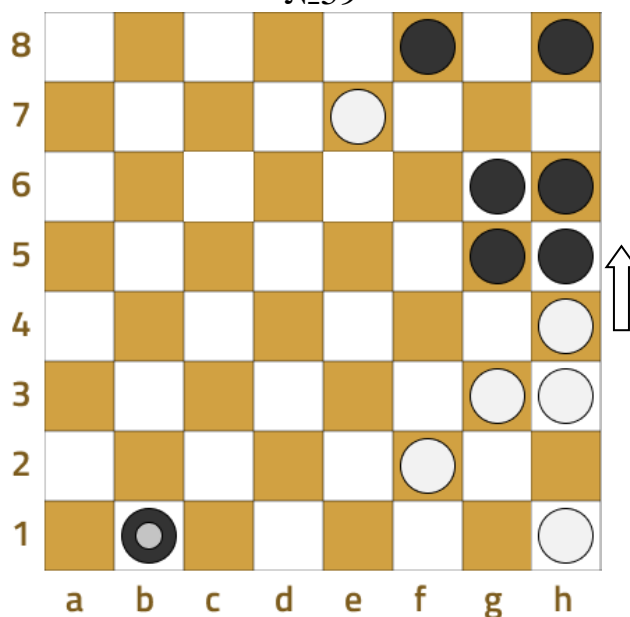
In principle, sometimes it is an independent strike, but sometimes it is also a technical element in the composition of a more complex attack. The meaning is pretty simple:

- 1) we see in advance that in the next move the opponent captures our checker;
- 2) we use this free time for counter-attack.

You can often find a «strike-pause» when striking a majority - we see in advance that the opponent beats two or more of our checkers and we are preparing a retaliatory strike.

Consider the cases when it has independent significance. Let's look at some simple examples.

№59



On the board again a usual position of a practical game.

Black got the king before White and prepares to celebrate the victory. The situation for White looks hopeless, since the white king is immediately caught. What to do? The «strike-pause» comes to the rescue.

1.h3g4!! ...

We give Black the second king, but we see the next move g5:g3.

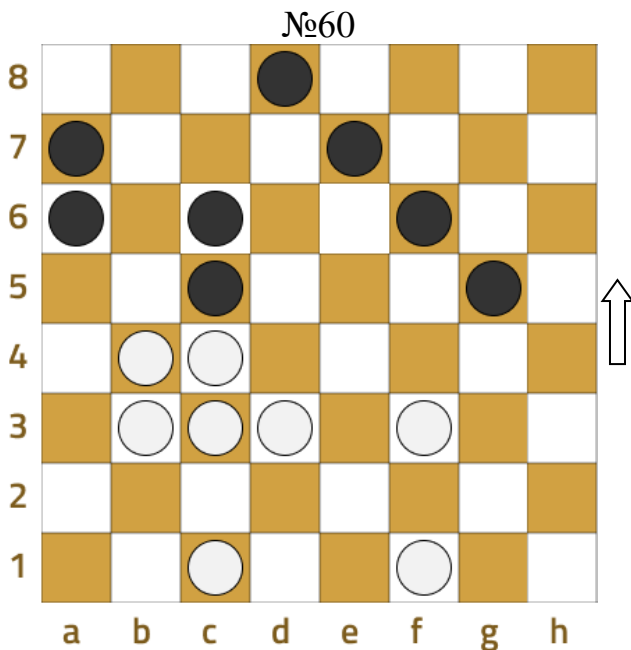
1... h5:f1

2.e7d8 ...

White knows the next move of Black in advance and calmly prepares the final strike.

2... g5:g3

3.d8:a1, 2-0.



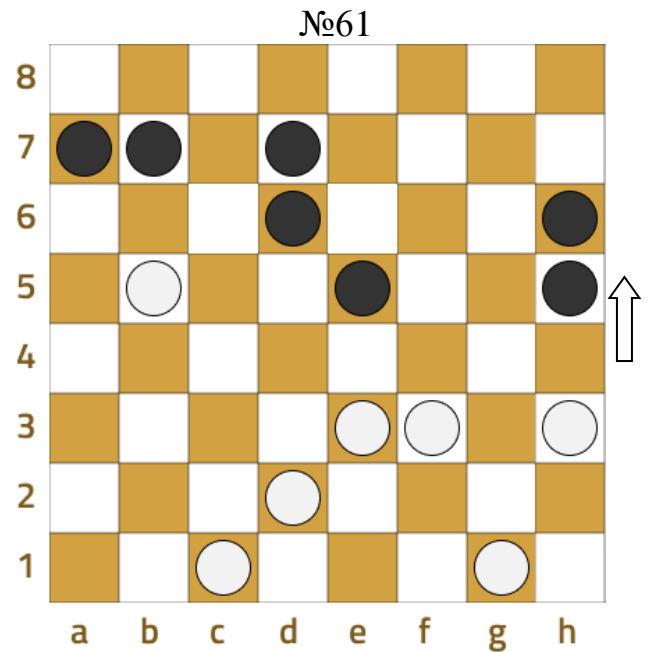
Black's position looks much more promising due to weakness of White's flanks. But the blacks have weaknesses too and White will use them. How?

1.c3a5!! c5:g3

White knows the next move of Black (a6:c4) in advance and has free time to strike at the lattice arrangement of black checkers.

2.f1g2 a6:c4 (majority)

3.g2:c8, 2-0.



A quiet and calm position at first glance. But White has the opportunity to stir up the water! How?

Look at the position again.

Very often a «strike-pause» helps when we let an opponent go to the last line. A king appears, it stops and beats further only on the next move. So we must use this minipause.

1.h3h4! h5:h3

2.g1h2 h3:h1

Black has a king. The next move we know - h1:b6.

We use this pause and play

3.f3e4 h1:b6

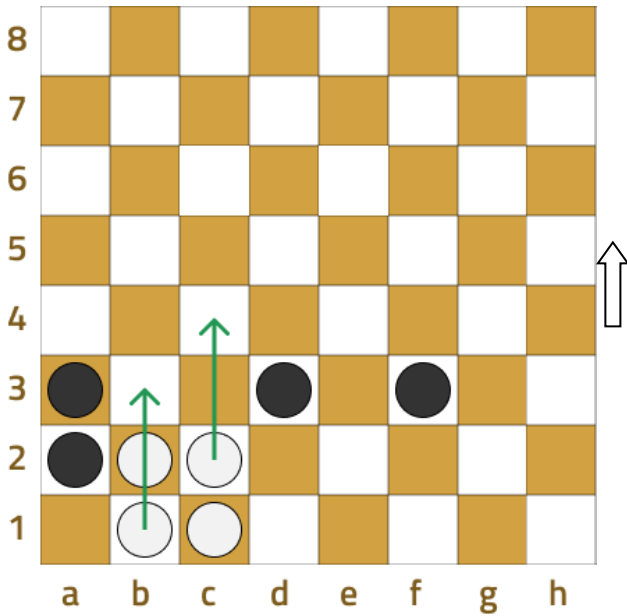
4.e4:a8, 2-0.

11. TRAPDOOR

A beautiful hit, that is always performed with special pleasure. Most often it looks simple, but sometimes it needs to be well prepared. A «trapdoor» is often found when defending difficult positions.

Here is a scheme of this hit in the simplest and purest form:

№62



By capturing, White opens the trapdoor, which Black must immediately fill with his own capture.

1.b1b3 a3:c3

2.c2:c4 ...

(the trapdoor is open!)

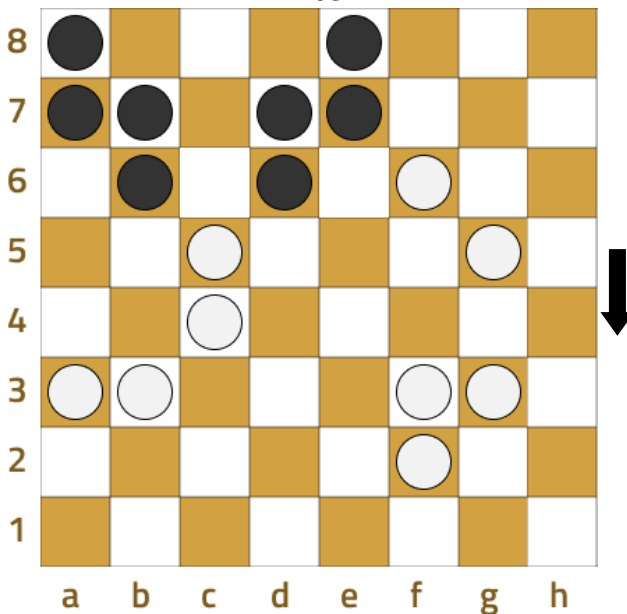
2... a2:c2

(Black must immediately fill it with his own capture)

3.c1:g3, 2-0.

Now consider some practical positions.

№63



White has an extra checker and a breakthrough on the flank. But if you play Dameo, do not despair even in the worst positions! The combinational power of this game is very great and often helps.

Looking closely at the position, we understand that we need to move a white checker to the field e7. In that case our checker e8 can make an excellent capture.

A «trapdoor» will help us in this matter.

Which checker should be moved to e7? Of course, c5!

1... a8c6!!

2.c5:c7 b6c5

3.c4:e6 e7:e5

(Black has just opened the trapdoor!)

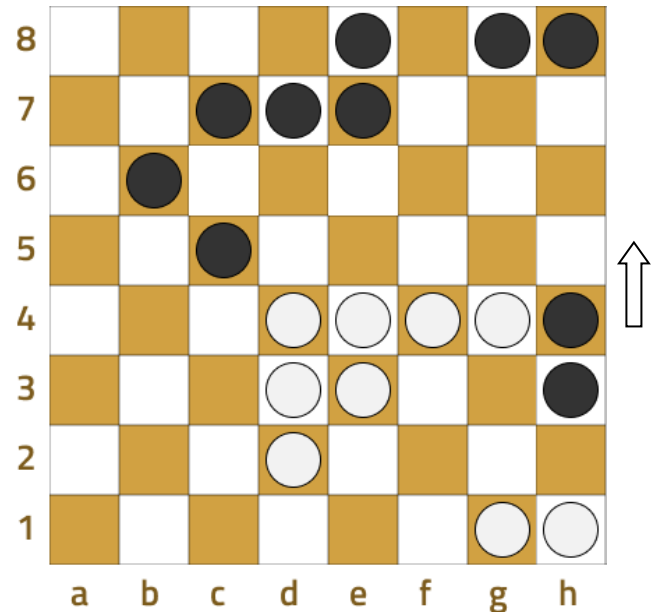
4.c7:e7 ...

(White immediately must fill it with his own capture)

4... e8:g2, 0-2.

In the next position we consider another implementation of this hit.

№64



It seems that the affairs of White are bad. Black has an extra checker, exerts a strong pressure on the right flank, a breakthrough on the left is inevitable ... How to defend?

Let's find the problems in the position of Black together.

What is noticeable almost immediately? We meditate in the mind without moving the checkers!

a) the road to the 8th row through the d-file; some black checker must be moved to the field d5.

b) after capture d4:f8, checker d7 will be gone; Black has a weak chain c5-b6-c7-e7.

c) move another black checker to the field d4 and destroy this chain.

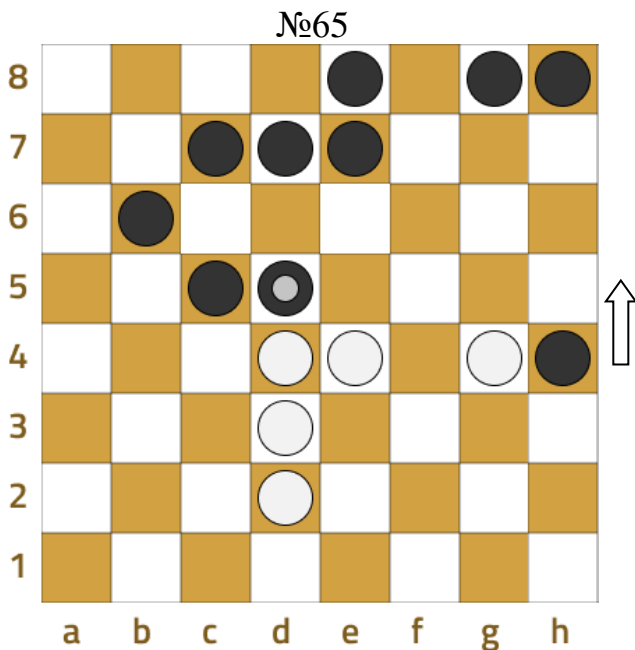
Let's start the implementation of this plan in stages.

Which black checker can get on the field d5? Only ... king! Therefore...

1.h1h2!! h3:f1

Now we use the «strike-pause»:

2.e3e5 f1:d5



The black king is now on the field d5, on its way destroying the checker f4 and opening the capture for the checker h4!

What a stormy activity! But this leads to disaster for Black.

3.d4:f8 ...

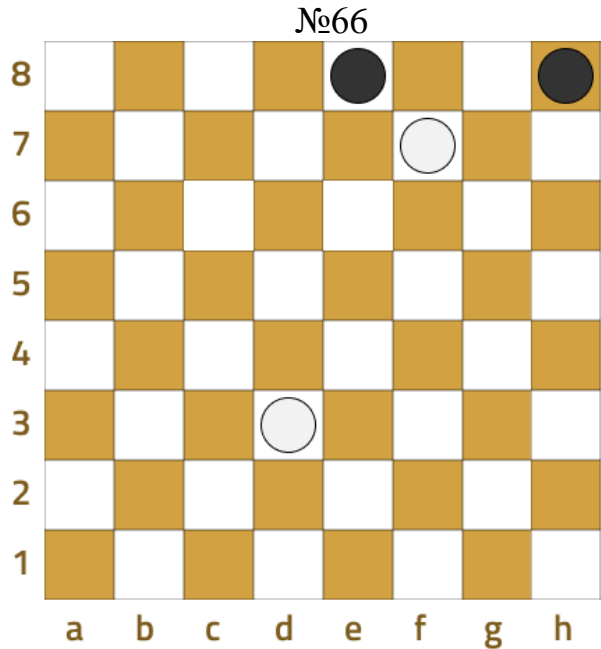
(the trapdoor is open!)

3... h4:d4

Black instantly must fill it with his own capture.

4.d3:f7 g8:e8

5.d2d3, 2-0.



The quiet move underlines the complete helplessness of Black.

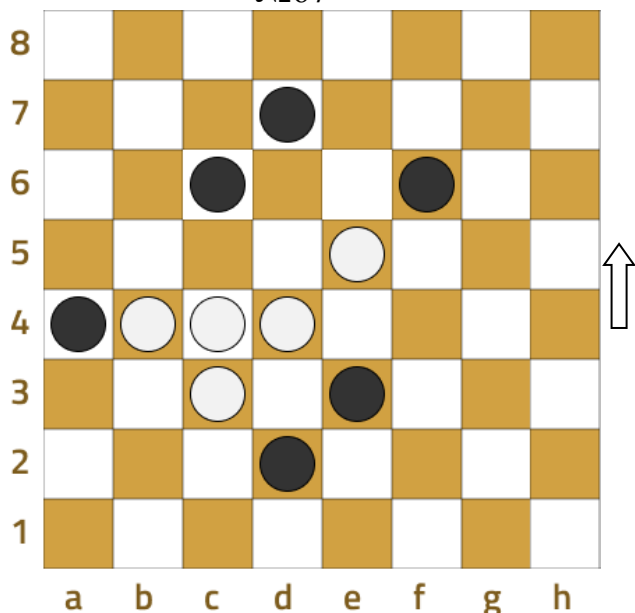
Agree, this is an excellent hit, allowing you to stop an aggressive opponent.

12. HEELKICK

This hit resembles the previous one. The difference is that White opens the trapdoor **by a backward capture**, which Black must immediately fill with his own capture.

So, let's start, as always, with the simplest strike scheme.

№67



Black played sloppy in the won position and ran into a beautiful hit:

1.e5e6! f6:d6

2.d4d5 d6:d4

3.c4:c2 ...

A trapdoor is opened by a backward capture!

3... a4:c4

Black instantly must fill it with his own capture.

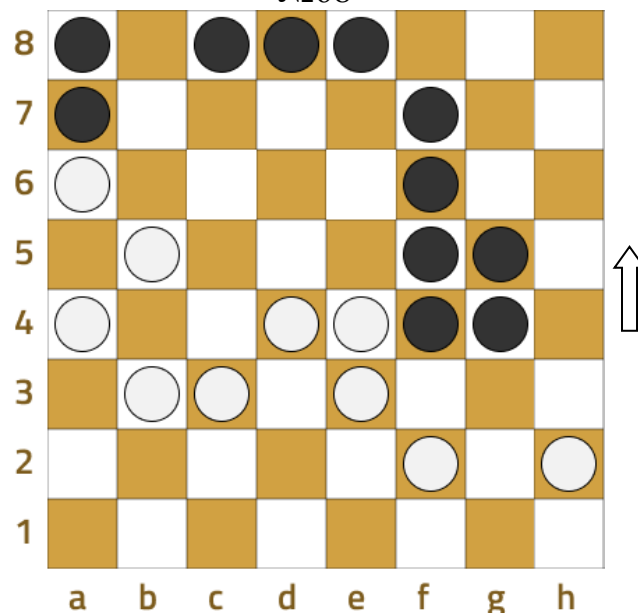
4.c3:e7, 2-0.

A very original idea.

The following examples will be much more complex, but we will examine in detail the mechanism of this strike.

I would like to note that the examples were composed by Christian Freeling, and he kindly provided them to me for this manual.

№68



Instead of immediately winning by f5f3, Black preliminarily played b8a7. But we know how dangerous it is to attack two opponent's checkers. In this position, this fact allows White to rearrange the position for an incredible combination.

So, we see in advance that Black captures two pieces. But White also has the threat of h2g3! In this case, the checker g4 is undermined and the white checker e4 jumps to the field e6. The problem is that the black checker g4 also jumps farther along the route ... e2-e4-c4-c2 ... Therefore, it must be stopped! How to do it? It is necessary to block the field c4! Which white checker can do this without losing a single pace?

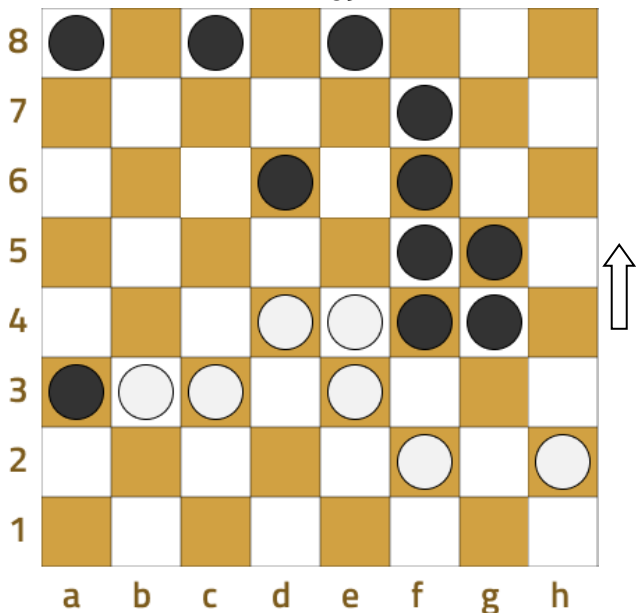
You won't believe it, but it's the checker ... e4!!! But for this it is necessary to add black checkers to the fields d6 and c5.

Well, let's start ...

1.b5c6!! a7:a3

2.c6d7! d8:d6

№69

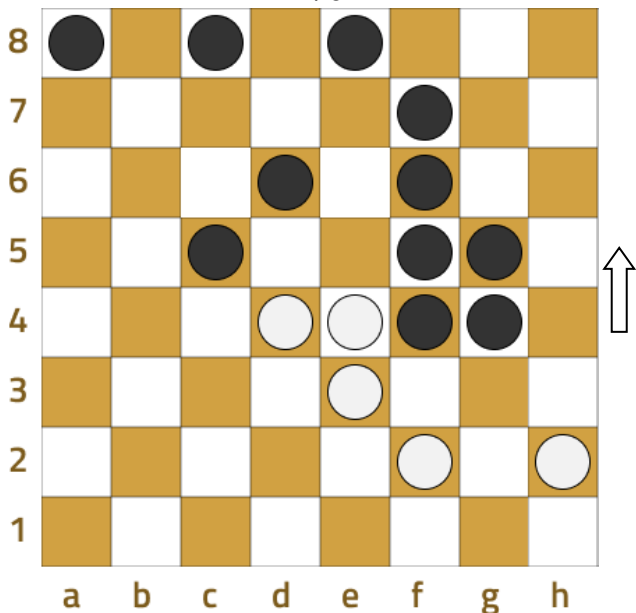


What did White achieve? The route of the checker e4 has lengthened (e4-g4-g6-e6-c6) after h2g3.

Now you need to move the black checker to the field c5, so that this route is extended to the field c4.

3.c3c4! a3:c5

№70



Now everything is ready for the final strike:

4.h2g3 g4:e2

5.e4:c4 ...

White opens the trapdoor by a backward capture.

5... e2:e4

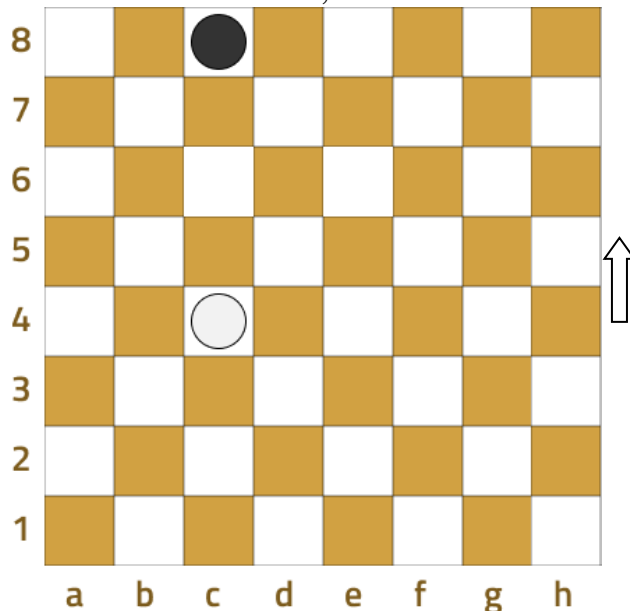
Black fills it with his own capture.

6.d4:b8 ...

How beautiful!

6... a8:c8

№71, 2-0

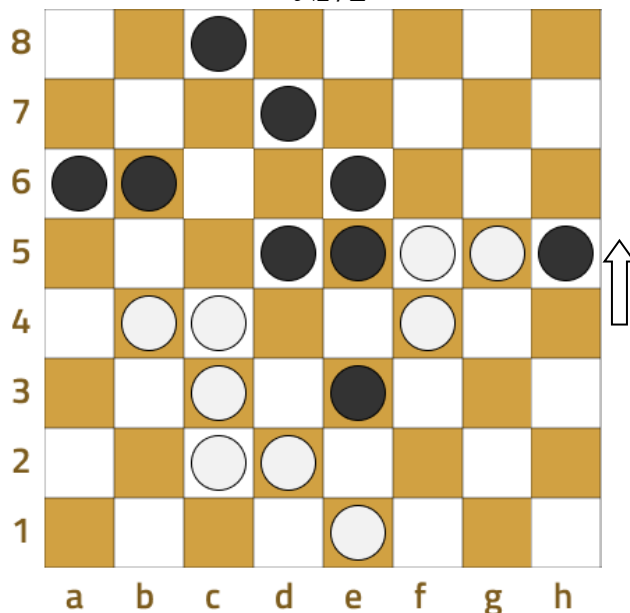


Who would have thought, looking at the initial position, that 1x1 opposition would arise? Obviously, White wins thanks to his huge territorial advantage.

A stunning attack!

Let's consider one more position.

№72



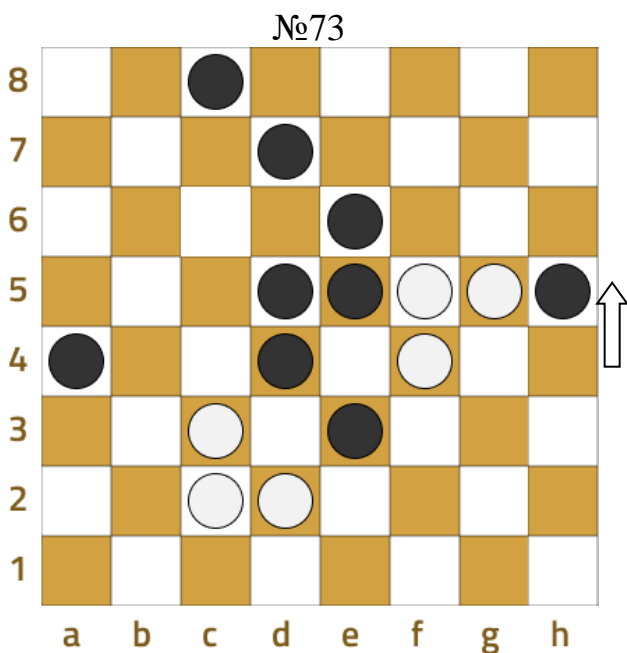
White's position is difficult. Black threatens to get to the 1st row. But let's take a closer look at the board. What do we see? Black has a weak chain e6-d7-c8. How can White use this?

Anyone who has carefully analyzed the previous example will see a combination motive in this example. The white checker f5 must, on some route, get to the field f3, freeing the field f5 for the black checker h5. But how to do that?

To move checker f5 to the field f3, you must have a black checker on the field d4. And then the black d5 must be undermined. What black checker can get on the d4 field? Of course, b6!

And how do we undermine the d5 checker? This is a difficult question. To do this, we need to move another checker on the c4 field. Which one? a6!!

1.e1a5!! a6:a4
2.b4b5! b6:d4



Well ... Now we move checker a4 to c4. I think that you have already calculated in your mind the further course of events?

3.d2b4 a4:c4
4.c3:c5 d5:b5
5.f5:f3 ...

White opens the trapdoor by a backward capture.

5... h5:f5

Black fills it with his own capture.

6.f4:b8, 2-0.

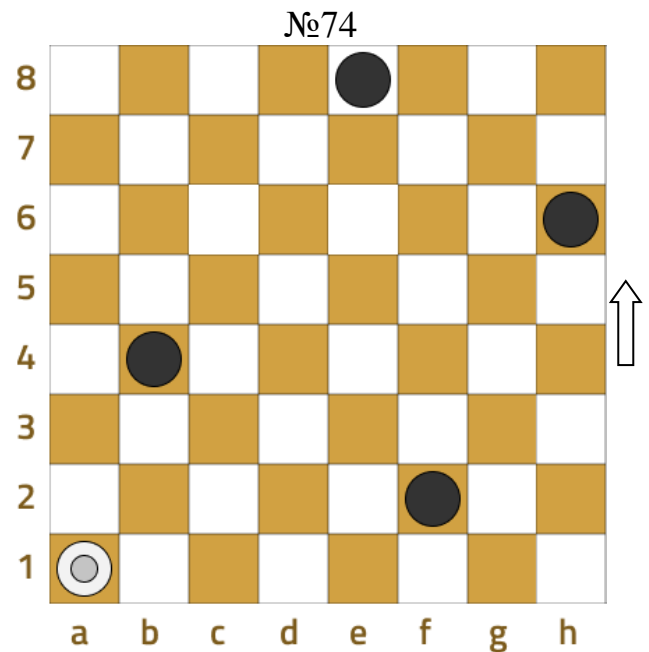
I hope that after mastering the «heelkick», your combination vision will improve significantly!

13. FORK

The fork is one of the characteristic positions in the struggle between the king and several simple checkers.

A king attacks a whole group of simple checkers that are threatened to be captured from all sides. The fork very well demonstrates the power and strength of the king.

Let's look further at a few examples that will convince you of this.



The king struggles with disparate checkers. But the naive move a1f1 will be rash and miss the victory.

1.a1f1? e8f7!

White has two variants for capturing, but, of course, there is no victory. Consider both options and see for yourself.

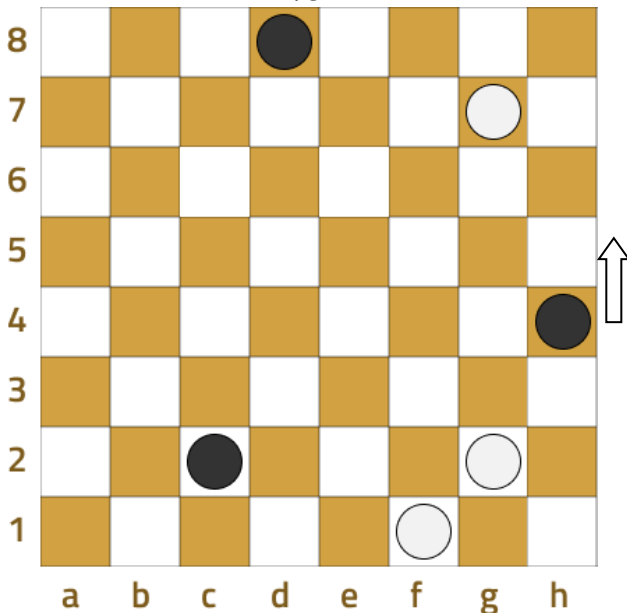
But on the first move White can play harder and inflict a multi-purpose strike:

1.a1h8!

This is the fork. White destroys all 4 checkers in any response of Black. 2-0.

The following two diagrams were taken from Christian Freeling's website <http://mindsports.nl/index.php/arena/dameo> I could not think of anything better and more informative. These diagrams fully show what a fork is. Therefore, I will show them to you.

№75



Important! If White turns the checker g7 into a king, then he will lose! [See for yourself.](#)

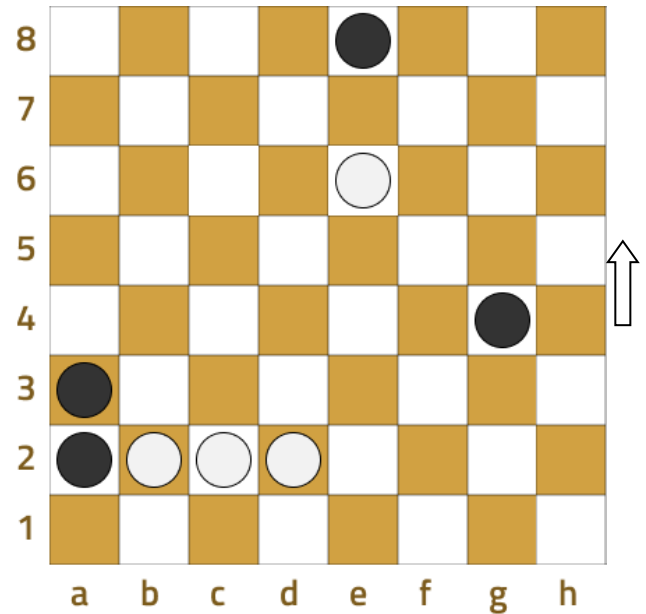
But thanks to the fork, White creates compelling threats:

1.f1h3!! **h4:f2**

2.g7f8, 2-0.

Black simple checkers have nowhere to run.

№76



In this seemingly bad position White builds a fork with a «strike-pause» and wins.

1.c2b3! ...

Now we know the next 2 moves of Black!

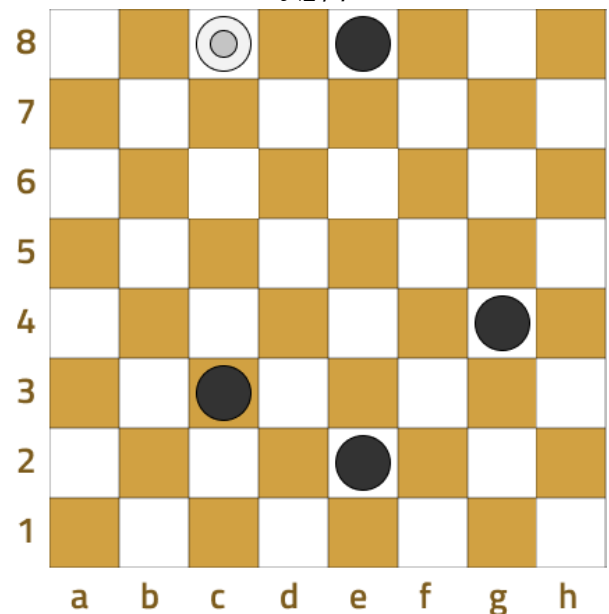
1... **a2:e2**

2.e6d7 **a3:c3**

3.d7c8 ...

It is a fork:

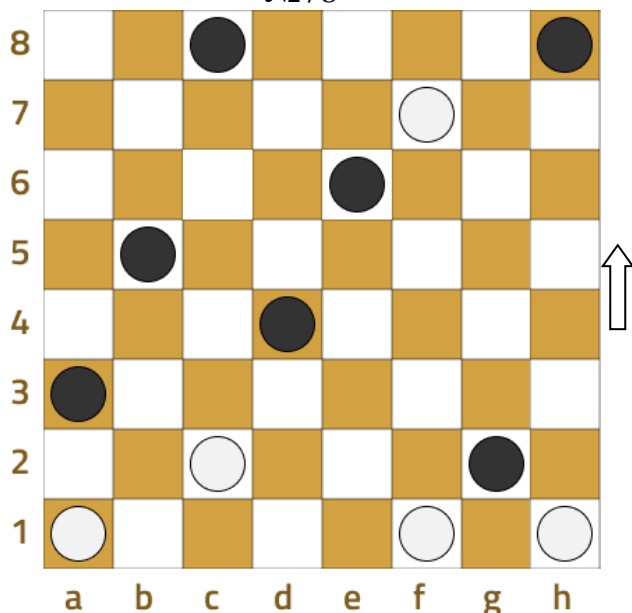
№77



3... **c3d2**

4.c8:g1, 2-0.

№78



A classic fork! White threatens to capture 6 checkers. And his 3 extra checkers do not save Black. This is a vivid example of the superiority of the king over simple checkers.

If Black plays

2... d4d3
 3.e8:b8:b2:h2 h8h7
 4.h2:h8 d3c2
 5.h8h2, 2-0.

If Black decides to save the checker g2:

2... g2g1
 3.e8:b8:b3:d3:d6:h6 g1:c1,

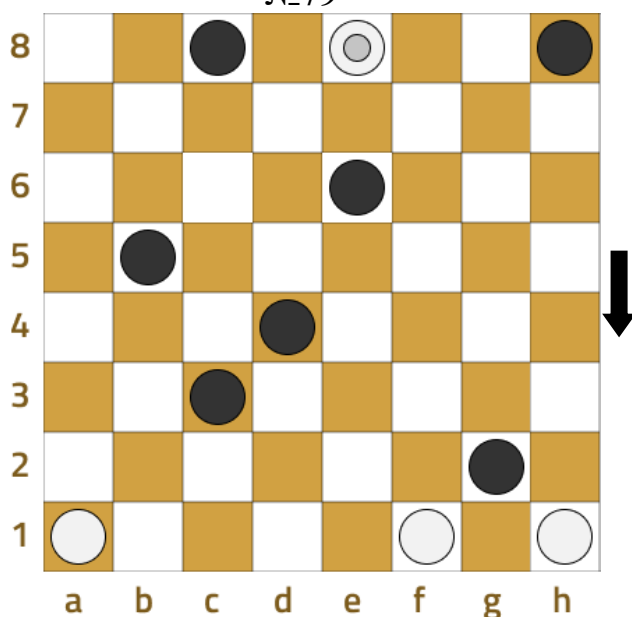
and Black can not prevent White from getting a second king. 2-0.

Here is an example from a real game.

In diag.71 the end of the game **Diamante – Tony, draughts.in.DAMEO.85**, Black has 2 extra checkers and is already close to the 1st row. But now the move belongs to White! In this example, we see how important this fact is in the ending. Who first gets the king has a powerful initiative. And even material advantage does not help Black in this position.

1.c2b3! a3:c3
 2.f7e8 ...

№79



Of course, we did not consider all types of possible strikes and combinations, there are a great many of them. Something additional can be found in the chapter «Games and Fragments».

14. PROBLEMS AND SOLUTIONS

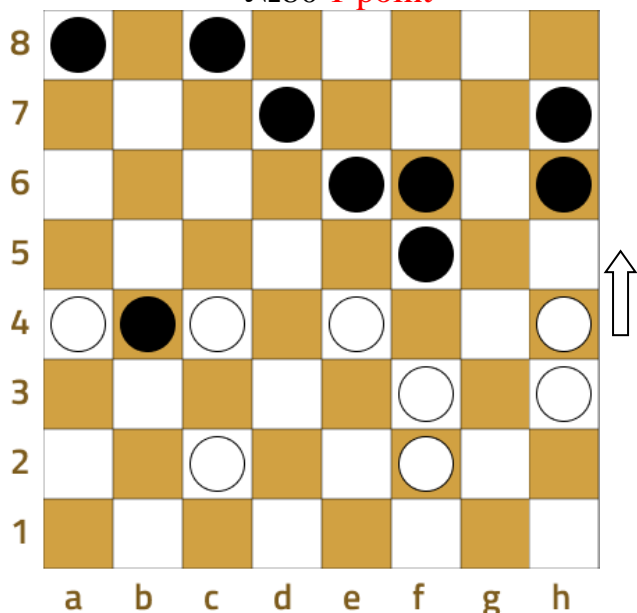
Before moving on, solve a few problems in Dameo. I tried to create tasks similar to positions from practical games.

Each task is rated from 1 to 5 points.

The symbol (*) marks particularly difficult tasks. If you solve them, it will show your very high level. For a good level, try to score at least 21 points.

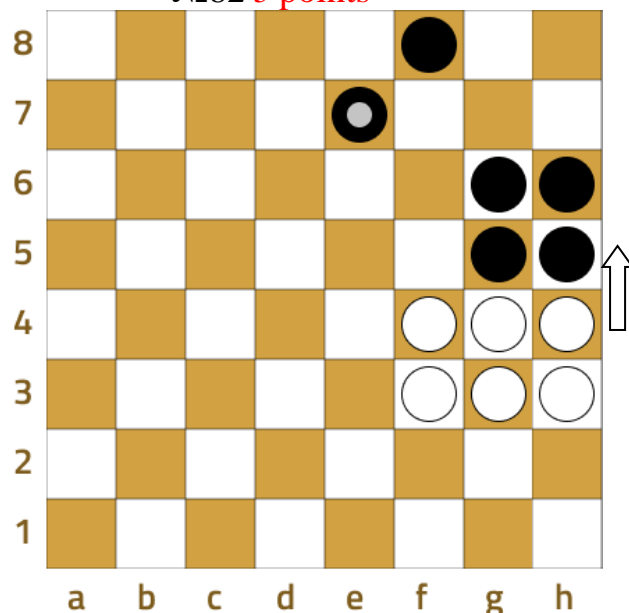
Solutions will be given below.

№80 1 point



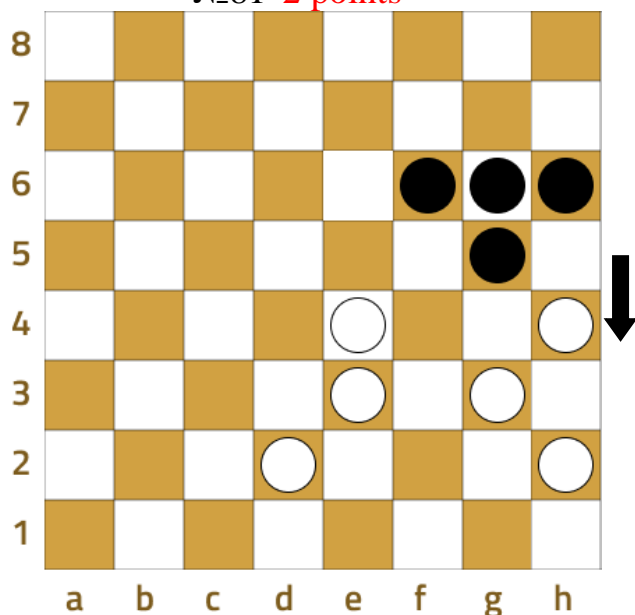
Black has an extra checker, but thoughtlessly attacked 2 checkers, and that is always dangerous for the attacking side. How does White use this fact?

№82 5 points *



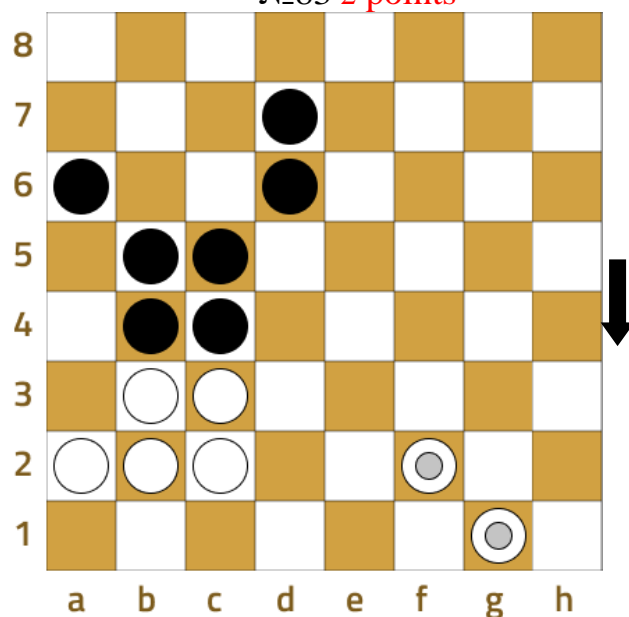
Do you believe that White can make a draw? It even better, White wins! In Dameo everything is possible. The king is on e7, not on e8, and this unexpectedly leads to a catastrophe for Black, because of a majority capture. Do you see how?

№81 2 points



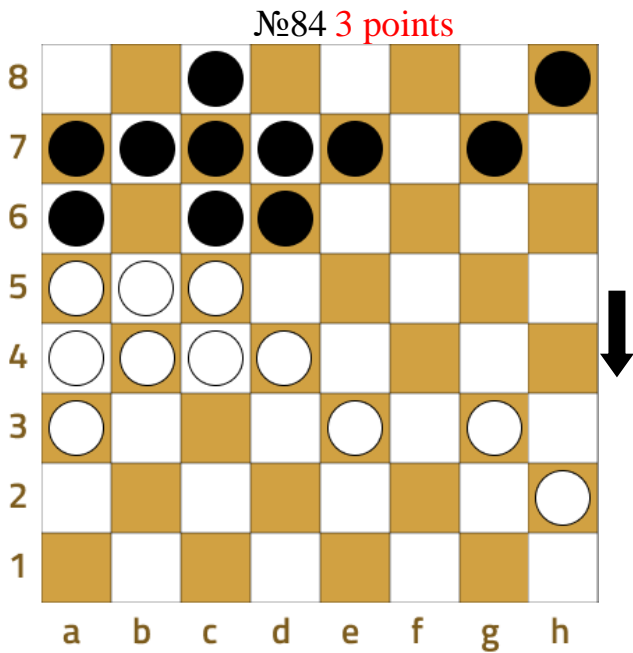
White has 2 extra checkers and seems to win. But Black finds vulnerabilities in the arrangement of white checkers, prepares a majority capture and gets a winning ending. In the end, the black king shows her strength. Find the way to Black's victory.

№83 2 points

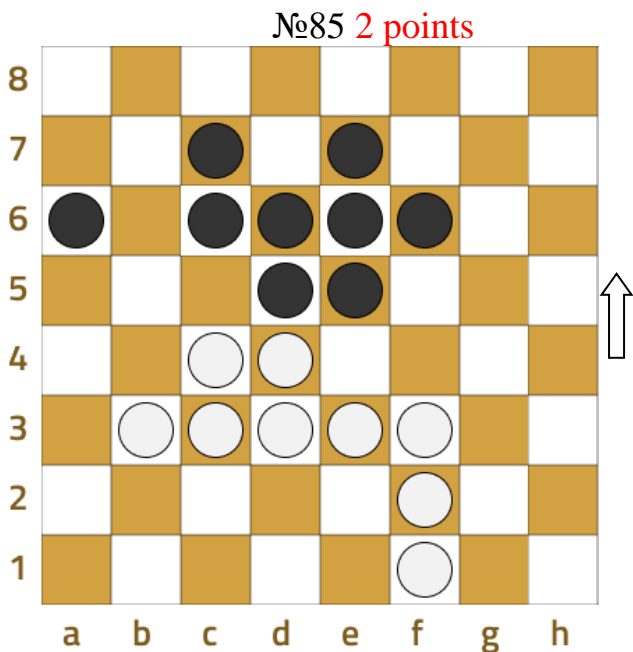


White has 2 kings and seems to have complete control over the situation. It is a pity that the hit c5-a3 does not save Black. Prepare another majority capture. The motive for the combination is the

unfortunate position of the white kings. Black wins!

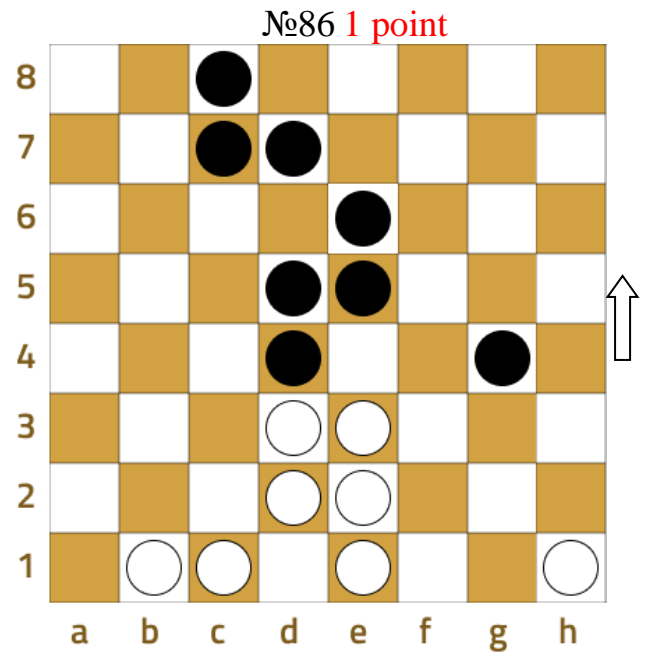


White has a large territorial advantage and threatens to invade on b6. However, the move belongs to Black. Find the flaws in White's position, prepare and implement a majority capture.

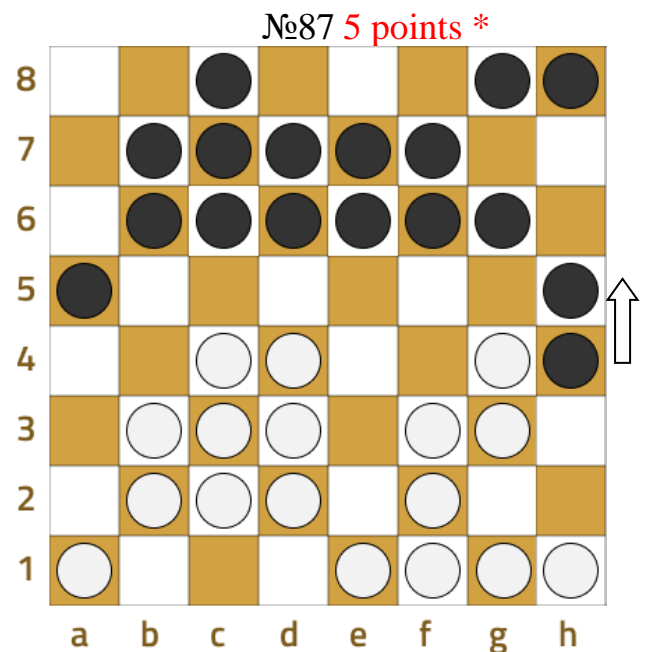


Both sides have weak flanks. But in the case of f3g4 there is an answer e7g5. Find a weak chain of black checkers and direct the

white checker along it. The result is a victory for White.



Black has active position, territorial advantage and exerts pressure on White's right flank. Black's last move was f6d4. But White prepares an oblique hit and carries it out. As a result, there is a win for White.



The idea of the combination is taken from the game:

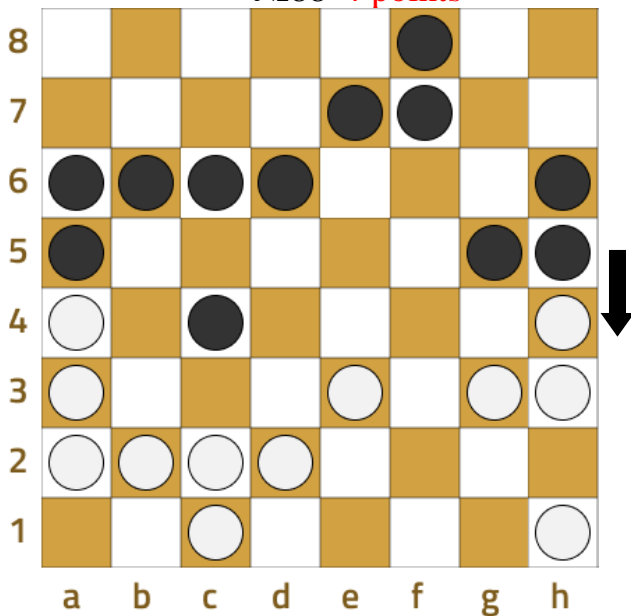
[Diamante - Beginner_2017, draughts.](#) in [DAMEO.63.](#)

White got to the 8th row and deserved the victory. But, unfortunately, the king fell into the trap and Black could avoid losing. But the combination made a stunning impression on me and after correcting the location of the checkers a little bit, I got a position in which White wins.

So, Black is attacking the right flank and hoping for the inaccessibility of his position in the center. However, White can remove checkers f6 and d6, form a path in the Black camp and with the help of majority capture penetrate the last line.

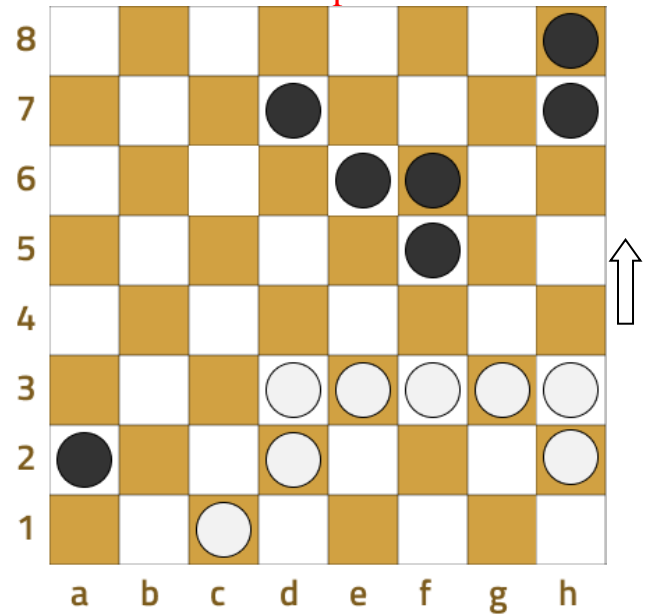
The first move is the most difficult. Play as Diamante!

№88 4 points *



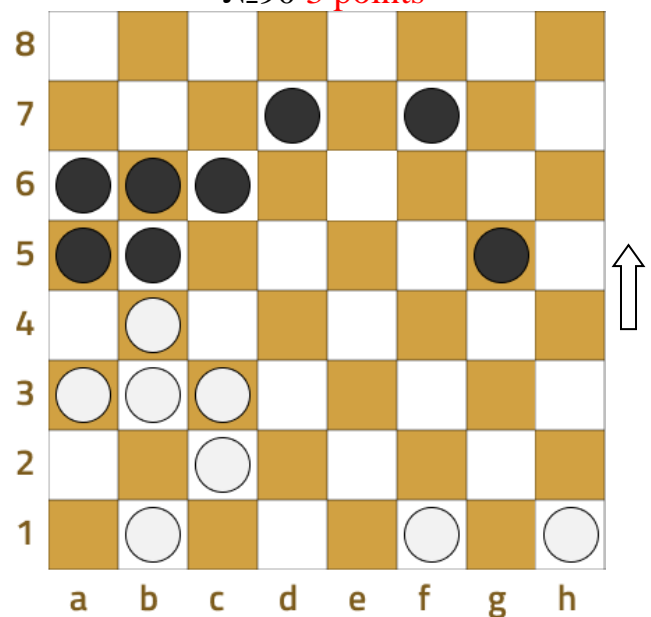
Black's position is more active. Find flaws in White's position and direction of the main attack. Try to think big and look at the whole board!

№89 3 points



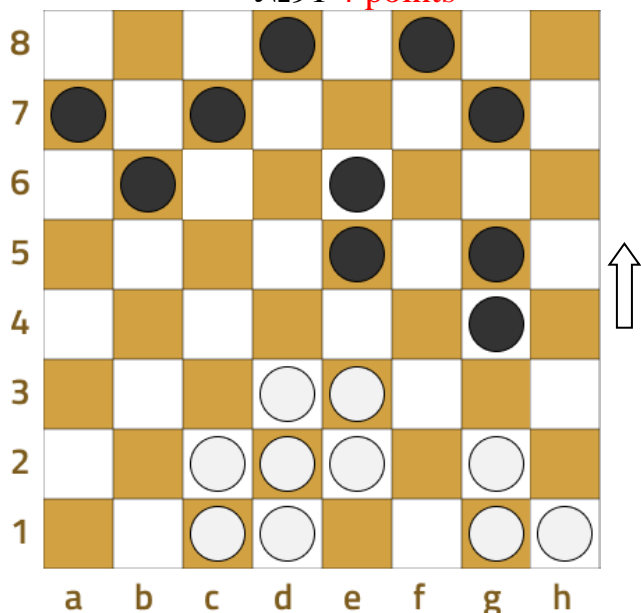
Despite material advantage White's position seems hopeless. But there is salvation! Due to the original sacrifices, White gets the winning ending.

№90 3 points



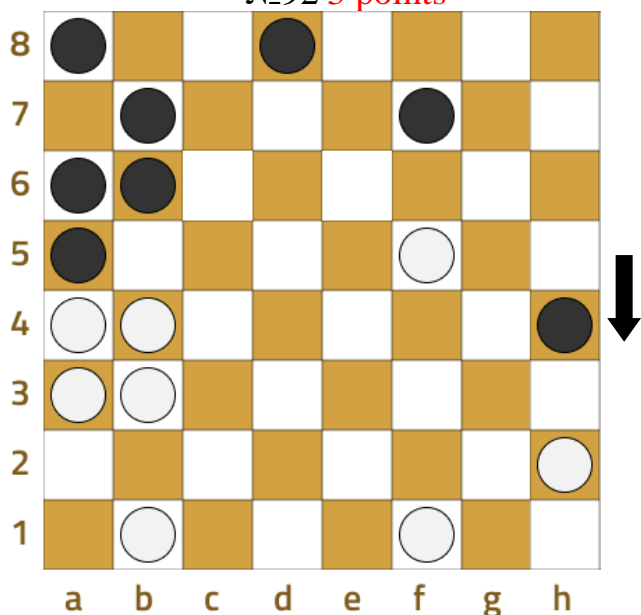
Black threatens to invade on the field a4. You want to answer instinctively c2a4. But you should not follow such a template! Think a little and with the help of a common union of two hits, transfer the game to a win for White.

№91 4 points *



The motive of the main attack is obvious – it's the unfortunate lattice structure of black checkers. It is also clear that the black checker g4 needs to be removed, and another black checker moved to g3. But how to do that? Think!

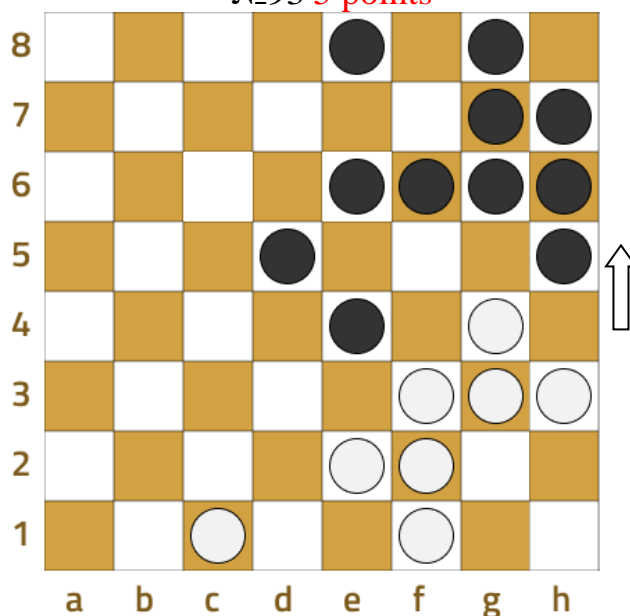
№92 3 points



There is material equality on the board, but the position of Black looks dangerous. White threatens to break through on the right flank and the defense is not immediately visible. However, there is

salvation. Not only salvation, but even a win!

№93 5 points *



Black has three extra checkers and a dominant position. But do not panic! Find a beautiful combination that comes to the rescue. The grouping of White on the right flank is still alive and has nuclear energy. Make the board explode!

Solutions:

Diag.80
1.h4g5!, 2-0.

Diag.81
1... h6f4!
2.e4:g4 g6h5
3.g4:e6 h5:d1 and in a few moves checker e6 is destroyed, 0-2.

Diag.82
1.g4f5!! g5:e5
2.h3g4 h5:h3
3.f3e4 h3:f5
4.e4:g4 and the ending is won for White.

For example,
4... h6g5 5.g8d5, 2-0;
4... g6e4 5.g8h8, 2-0;

4... g6h5 5.g8f8, 2-0.

Diag.83

1... a6d3!
2.c3:e3 b5d3
3.b3:d5 d3:h1, 0-2.

Diag.84

1... b7b6!
2.b5:b7 d7b5
Of course, 2... d7d5 also wins.
3.b7:h7 b5:h1, 0-2.

Diag.85

1.d3e4! d5:d3
2.c4d5 d6:f4
3.f3:b7 d3:f3
4.f2:f4, 2-0.

Diag.86

1.c1f4! g4:e4
2.d2f4 d4:f2
3.f4:b8 and next b8f8, 2-0.

Diag.87

1.d2d5!! h4:f4
2.f3:f5 f6:f4
3.b3a4! a5:a3
4.c4c5! c6:e4
5.g3h4 d6:d2
6.h4:b8 d2c1
7.f1f3 c1:f1
8.g1:e1, 2-0.

Important!

If we do without the sacrifice 3.b3a4, then a little bit later, instead of d2c1, Black plays a5a4&b6b5 and captures the king. In this case the combination will not be so pure.

[Check it out.](#)

Diag.88

1... c4b3!!
2.b2:b4 b6b5!
3.b4:b6 d6c5
4.b6:d6 h5g4 (Can be played any time)

5.h4:f4 e7e6
6.d6:f6 f7:b1, 0-2.

Diag.89

1.f3f4! f5:f3
2.c1b2 a2:e4
3.g3:c7, 2-0.

Diag.90

1.a3a4! a5:a3
2.c3a5 a3:a1
3.a5:g7 a1:g1
4.h1:f1, 2-0.

Diag.91

1.c1f4! g4:e4
2.d2d4! e4:c4
3.e3e4! ...
Black captures 5 checkers and stops on the field e3, because Black can not jump over checker e4 twice.
3... e5:e3
4.h1f3 e3:g3
5.g2:a8, 2-0.

Diag.92

1... a6b5!
2.a4:c6 h4h3
3.b4:b8 h3:h1
4.b8:f6 h1:g6, 0-2.
Black's position is easily won, for example:
5.b3a4 g6a6
6.a4b5 a8a7, 0-2.

Diag.93

1.h3h4!! h5:h3
2.e2h5! h6:f4
3.f3:f7 g7:e7
4.c1c2 h3:f3
5.f2:d8, 2-0.

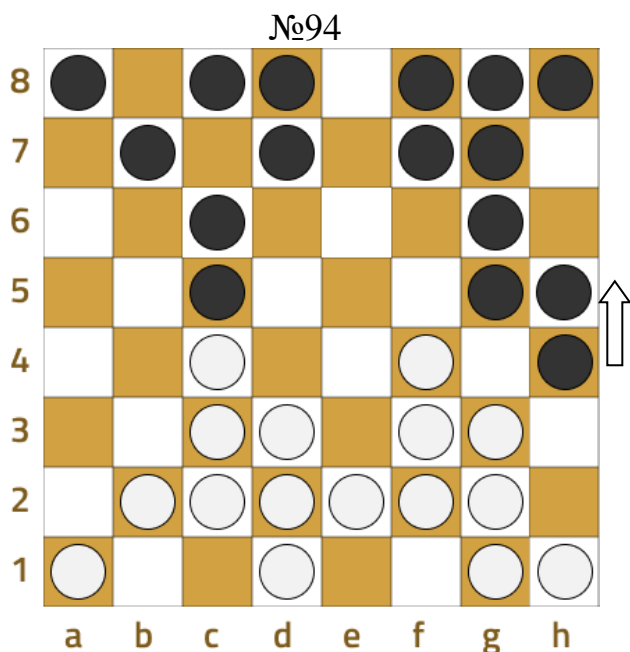
15. FRAGMENTS OF GAMES

In this chapter I will show my three most memorable and intense games. Of course, there are a lot of games played, but these three games are my favorites at the moment. It is difficult to comment Dameo-games, as there are an incredible amount of moves and variants. But we should remember that people play between themselves with thoughts and ideas. The clash and confrontation between two equally accomplished minds are the main beauty of any game.

My nickname is Beginner_2017.
Games played in tournaments on
<http://www.littlegolem.net>.

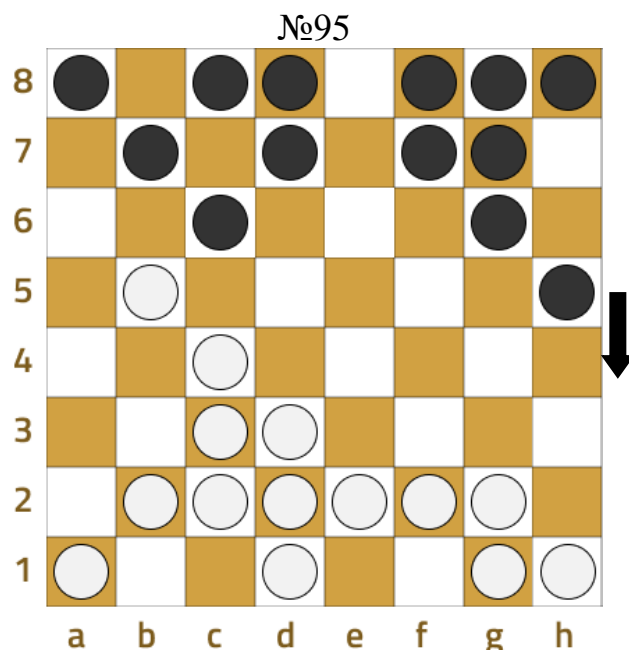
Game 1.

Epimundo – Beginner_2017,
draughts.in.DAMEO.80



Black developed activity on his left flank, but completely forgot about the unsuccessfully located checker c5. In addition, the right flank of Black is rather ragged and uncoordinated. The white checkers are more uniformly distributed. Using these facts, White wins the checker with a simple hit:

9.f4f5! g5:e5
10.g3g4 h4:f4
11.f3:b5 ...



Frankly, the position of Black is so bad that I wanted to give up. But made only 10 moves! I wanted to continue the game to a decent length, so I no longer thought about the position and mechanically moved my checkers. Who could at this moment have predicted the events that would follow?!

11... a8a7

At least I took control of the field a6. But this, of course, does not save Black. White has a huge advantage against Black's broken flank.

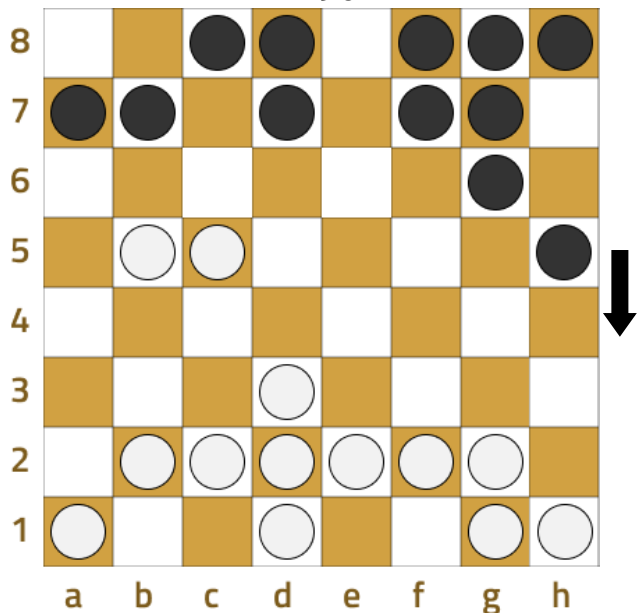
12.c4c5 c6:c4

13.c3:c5 ...

White methodically clears the way. Each exchange of checkers in favor of the side with a material advantage.

I decided to keep the golden rule: do not move the checkers where you are weaker. Therefore, Black actually left its right flank to the mercy of fate and rushed into a desperate attack on the opposite flank.

№96



13... **g8g5**

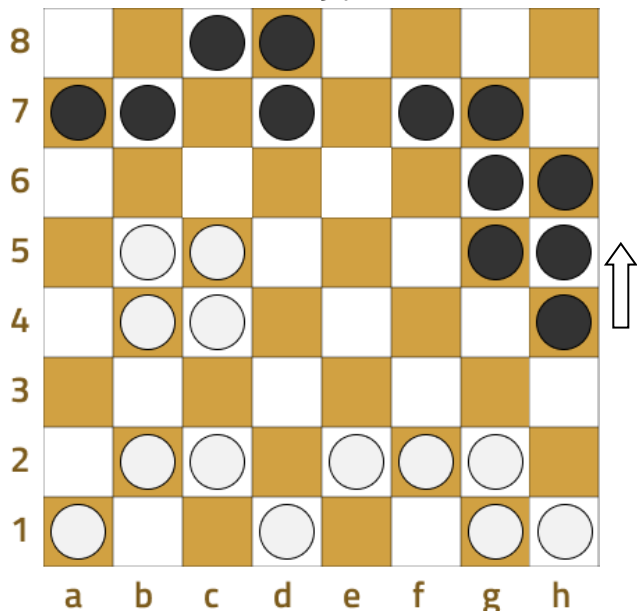
White wants to break through on the vertical «a», for this Epimundo moves the checker to the a5-square and reinforces it.

14.d2c3 **h8h7**

15.d3c4 **f8h6**

16.c3b4 **h7h4**

№97



It was at that moment that an idea to save the game arose in my head. But from the beginning to the realization of the idea is a huge step. It should be said that the plan did

not save Black, but could only complicate the road to victory for White.

Epimundo hopes for the impregnability of his right flank and begins the decisive phase of the assault on the other flank.

17.b4a5 **b7a6**

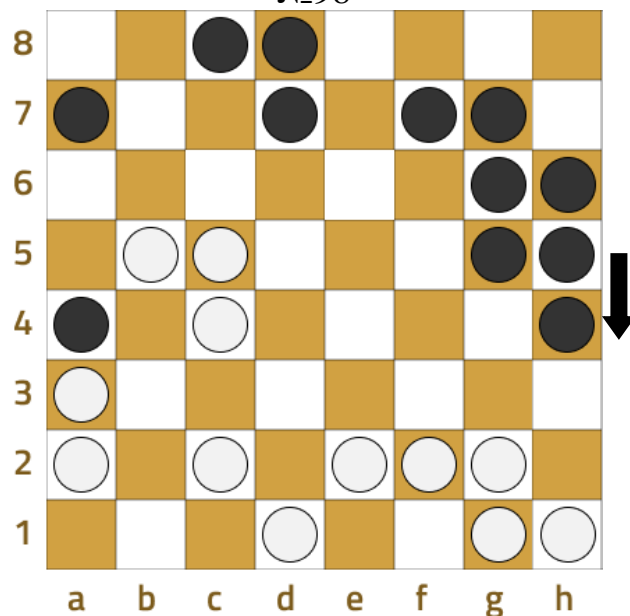
Of course, Black does not want to immediately give White field a6.

Why I did not play 17... c8a6? Because White sooner or later will get on the field a8, and then the king will threaten to capture the checker d8. Therefore I left it in place.

18.a1a2 **a6:a4**

19.b2a3 **...**

№98



For the moment there is material equality on the board, but White wins the checker at the next move and with renewed force attacks on the flank.

The saving idea of Black is the invasion on the field h2.

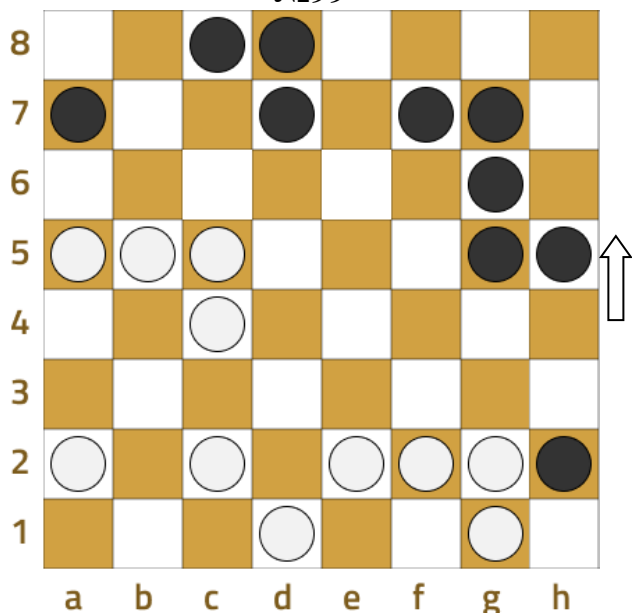
Black planned next:

19... **h6h3**

20.a3:a5 **h3h2**

21.h1:h3 **h4:h2,**

№99



but after

22.g2h3 h2:h4

23.c4a6 ...

White quickly enters the a8-square and controls the h1-square from there.

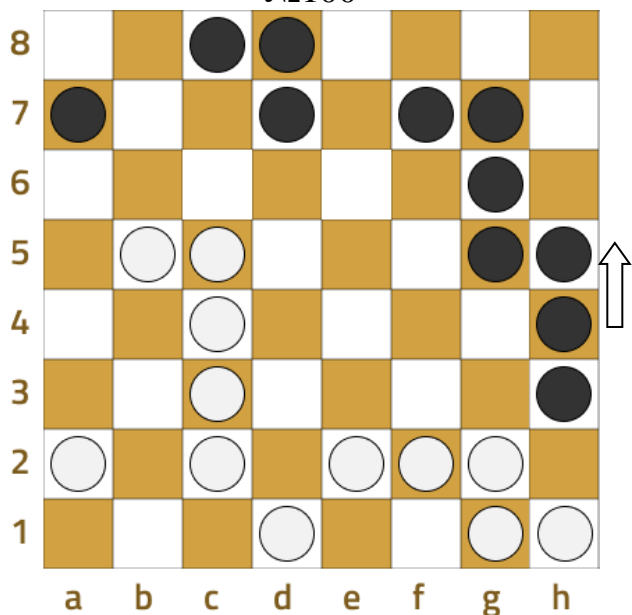
Let's go back to diag.98.

Let's try to play differently and make it difficult for White to reach the field a8.

19... a4b3

20.a3:c3 h6h3

№100



It looks strong for Black, threatening invasion on h2, but White has time to return the extra checker and get on the field a8.

21.c4a6! a7:a5

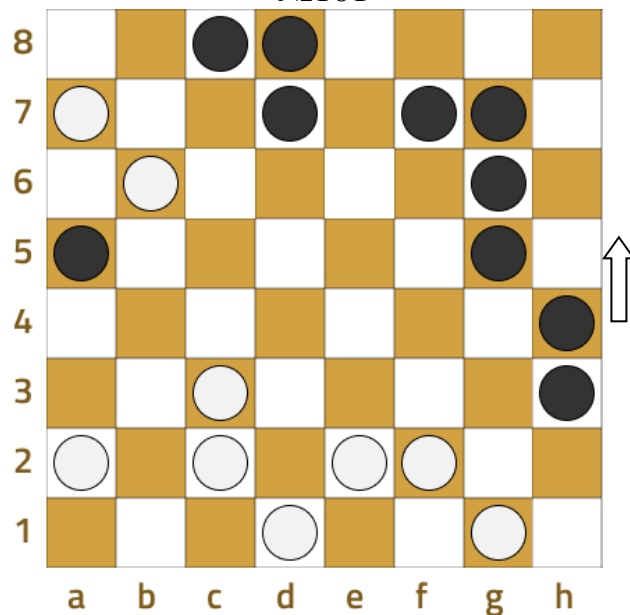
22.b5b6 h3h2

23.h1:h3 h4:h2

24.g2h3 h2:h4

25.c5a7 h5h3

№101



I refused this variant, since on the 24th move White throws the black checker back and wins the pace. Another reason was that White's moves seemed too simple and required only accuracy. And I wanted to set much more difficult tasks for Epimundo.

Having counted up to this position, I did not look any further, since I decided that White would be able to achieve victory by simple and logical moves. For example:

26.a7a8 g5f4

27.a8:g4 h4:f4

28.b6b7 h3h2

29.b7a8 h2h1

30.g1g2, black king is trapped, 2-0; [check it out](#).

26.a7a8

h4h2

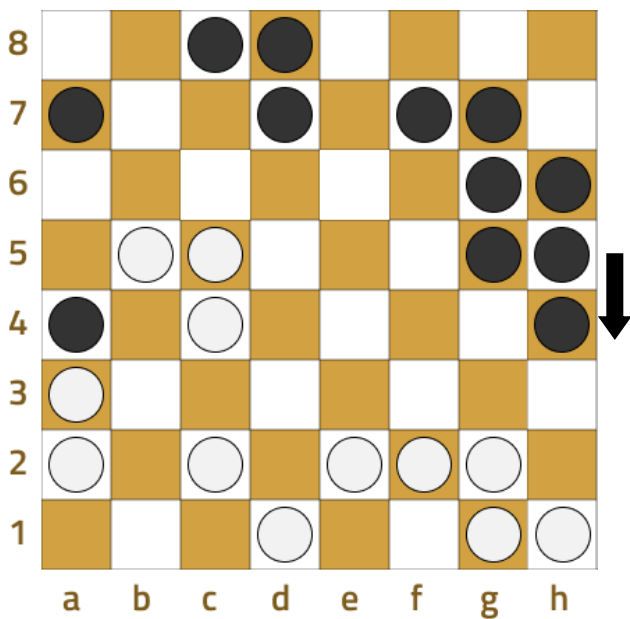
27.a8:a3 and again the black king is trapped; [check it out](#).

Of course, I did not see all these variants during the game, but I felt that White could find it and win.

I began to look for another way in which it is necessary to break through to the 1st row and save the king at any cost!

Availability of king greatly increases the defenses of the player.

Again back to diag.98 and the main course of the game.



In the end, Black prepared a trap and, breathless, waited for the opponent's moves.

19... *g7g4!?*

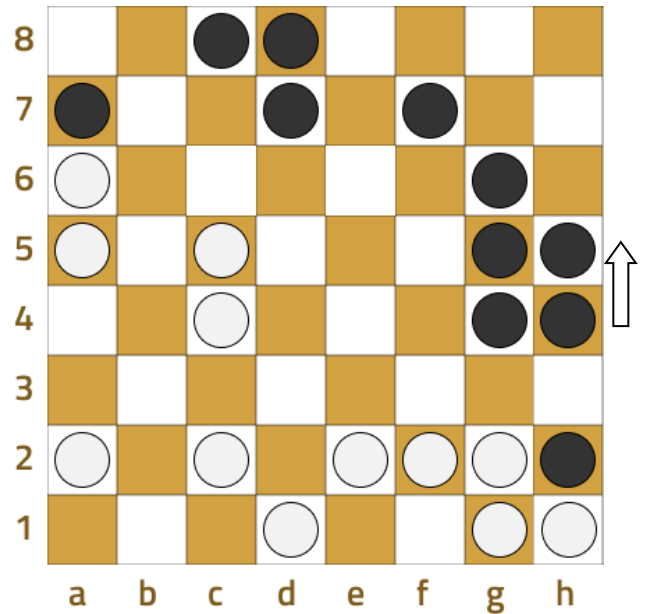
20.a3:a5 *h6h3*

21.b5a6! ...

This move is even stronger than c4a6, as it will turn out a little later.

21... *h3h2*

№102



White, of course, does not want to allow Black to the field h1 and leave the checker h1 in place.

22.a6:a8

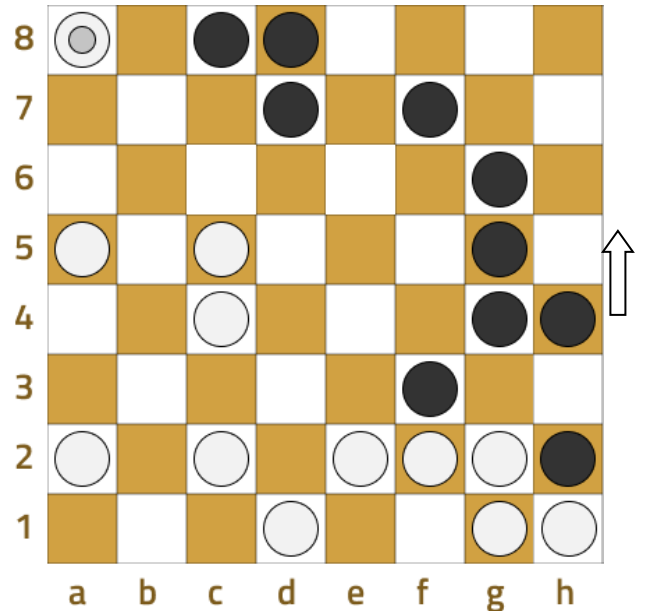
...

What is black's intention?

22...

h5f3!

№103

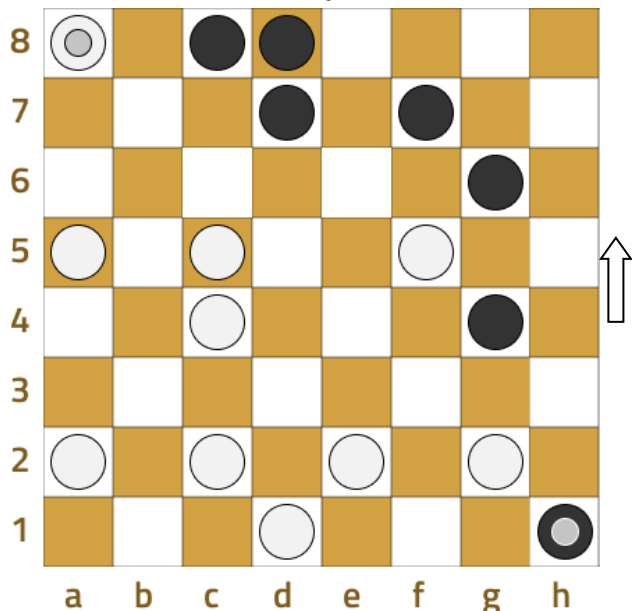


Majority capture!

23.h1:f5

f3:h1

№104



White has 3 extra checkers, but the black king with tempo attacks a group of checkers.

After a move of checker d1, I planned to catch the white king with the move d8d6, and then lead the checker g4 to the back row.

Despite the big material advantage, White could even lose if Black could realize his plan. Two kings is a nuclear power!

Try to guess how Epimundo played. When I saw his answer, I lost the ability to think ☺.

24.g2g3!! ...

Bombshell!!

A small simple checker organizes a nuclear explosion on the board!

A stunning majority capture.

By the way, look at the note for White's 21st move. If Epimundo then played 21.c4a6, the hit g2g3 was parried by 24... h1:c1:c3:h3!

Now, when the white checker is left on the c4 field, the black king goes along a another route and does not capture the g3 checker!

24... h1:a1:a4:e4:e1

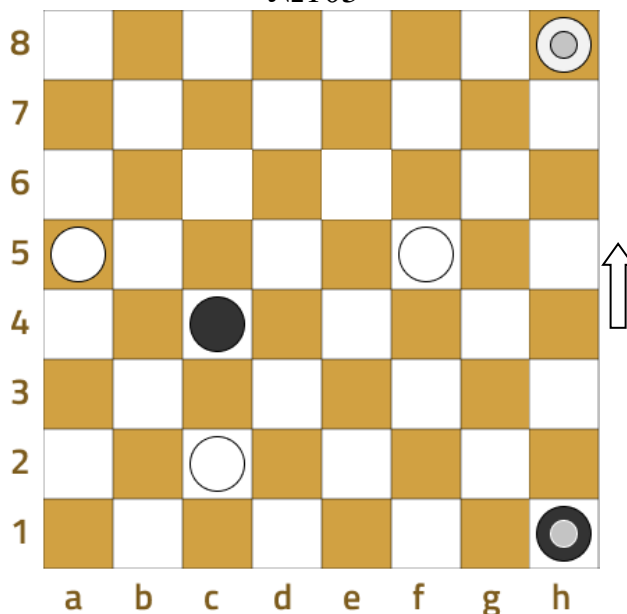
We know that the king cannot jump twice through the checker d1.

It was even worse to capture the f5 checker, since the black king immediately died in a couple of moves. [See for yourself.](#)

25.g3:c7 c8:c4

26.a8:h8 e1h1

№105



White's position is absolutely won. Black set the last trap in this crazy game and no longer believe in salvation ...

It was enough for White just to lead the checker f5 to the field f8, threatening to immediately catch the black king. For example:

27.f5f6 h1a8

28.f6f7 a8:f8

29.h8:c3, 2-0.

27.f5f6 c4d3

28.f6f7 d3e2

29.f7f8 e2e1

30.f8h6, 2-0.

Other ways to protect of Black can only delay the game for several moves.

27.h8c3?? ...

An incredible mistake that crosses all achievements. The cause of this error is only known to Epimundo himself. Perhaps

it was the fatigue and tension of the struggle. And it came at the most inopportune moment.

27... h1a8
28.c3:c5 a8:f8.

1-1, draw!

A rare case in which a game of Dameo ends in a draw. But the moral victory is awarded to Epimundo!

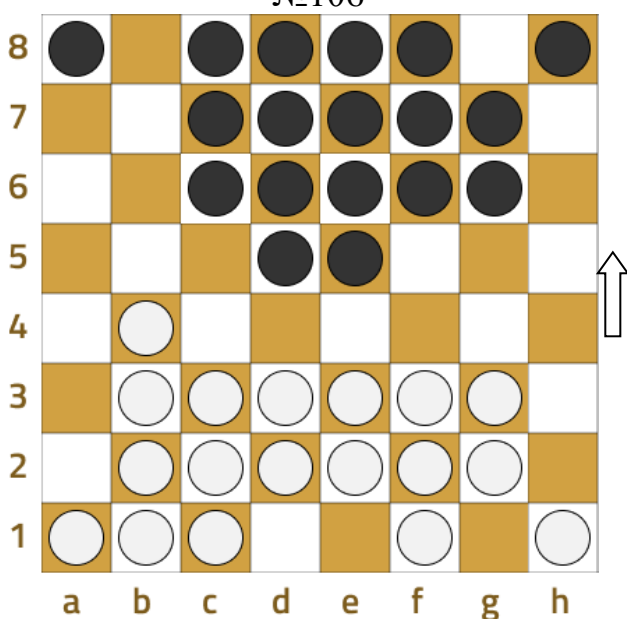
Game 2.

Beginner_2017 - Diamante,
draughts.in.DAMEO.55

Diamante is a bright combination player, the strength of which was felt by all the players of Dameo. His moves are unpredictable, unexpected, beautiful. Diamante often builds fancy patterns of checkers on the board. Often playing with him, I feel like an artisan against an artist.

1.e1b4 g8g6
2.g1g3 b8e5
3.d1b3 b7d5

№106



I will not comment on the initial moves in detail, as there are many development paths

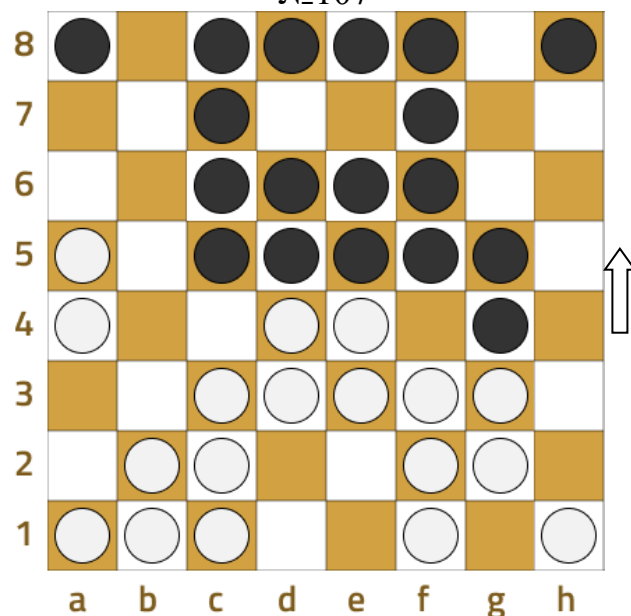
at the beginning. Each player has his own tastes and preferences. Black chose to group forces in the center. White wants flank play.

4.b4a5 c7c5
5.d2d4 ...

White is trying to counteract the pressure of the opponent in the center and put a barrier in the form of a checker d4.

5... d7f5
6.e2e4 g7g5
7.b3a4 g6g4

№107

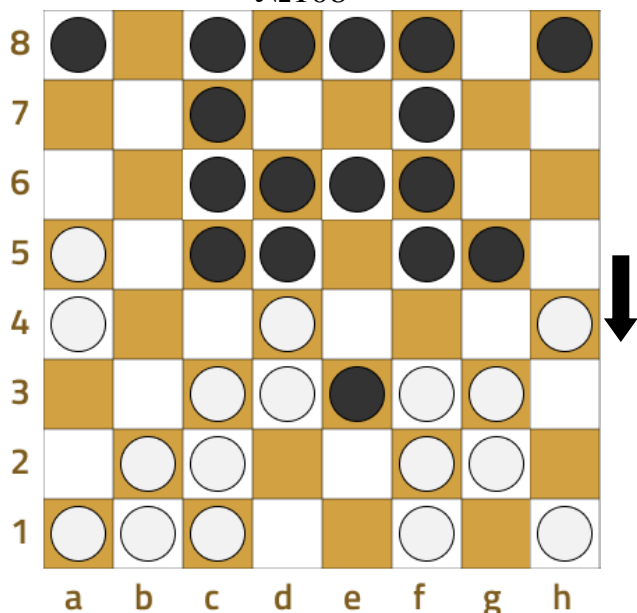


I could not understand why Diamante so easily gave me his right flank. On the other hand, I did not like the pressure of Black. I thought that I would always have time to play a4a6. And I decided to eliminate the pressure of the opponent in the original way.

8.e3f4? e5:e3
9.f4:h4 ...

This exchange leads White to a lost position, but it turned out that way only because of the strong and non-obvious moves of Black!

№108



After several preparatory moves, I planned to destroy the checker e3 by f3g4. But my plan to outwit Diamante in tactics was too naive.

Diamante instantly noticed a weak point in White's position. This is checker g3. If you remove this checker, the checker e3 becomes a king. How to do it? Donate checker g5! But to do it immediately is unprofitable since White captures 4 checkers and get on the field g7, while the black king is captured after b1b3.

Therefore, Black conducts this operation in parts.

9... f7c4!

First, the field f7 is vacated.

10.d4:b4 e6g4!

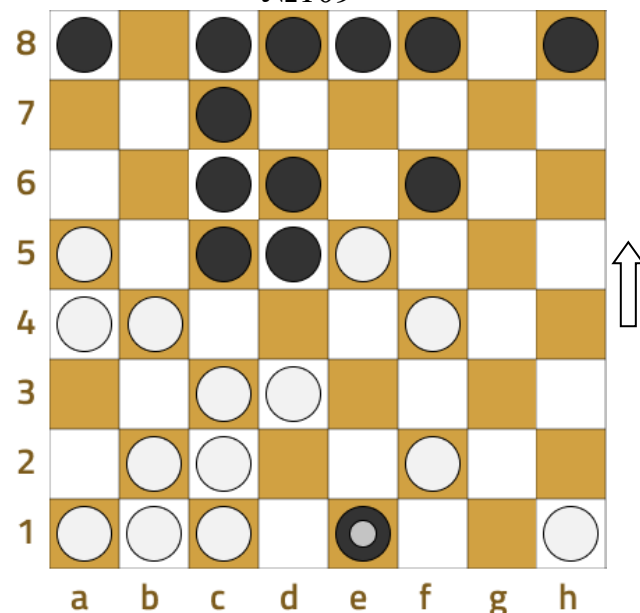
Next, the field e6 is vacated.

11.h4:f4 g5g4

Now the white checker is not jumping to the field g7.

12.g3:e5 e3:e1

№109



Now there is no time to play b1b3. To catch the king, White needs to give a lot of checkers.

13.e5e6 e1:e7

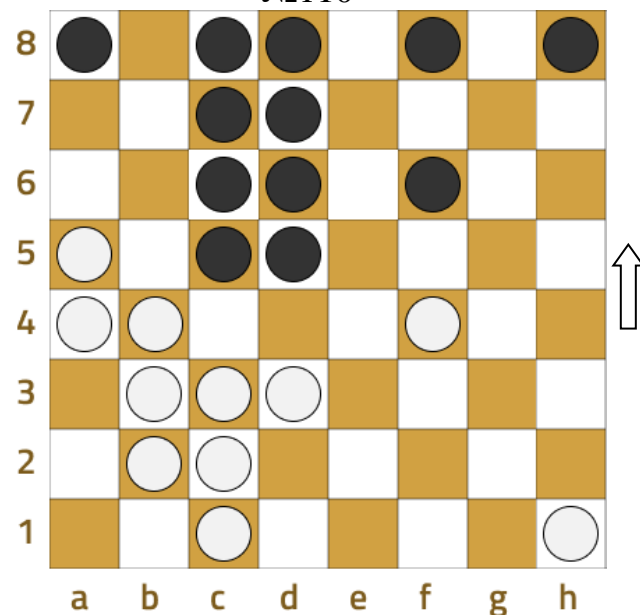
14.f2e3 e7:e1

In case of 14... e7:e2 15.c2c4 e2:a2
16.a1:a3 White created a powerful pressure on the vertical «a». Perhaps Diamante did not like it.

15.b1b3 e1:b1

16.a1:c1 e8d7

№110



The extra checker does not mean that the position is won automatically. As compensation, White has some advantage by a strong initiative on his left flank.

I wanted to play 17.a4a6, while not hurrying with b2b5. Having reached the a7-square, White can make it very difficult for Black to win.

Black has three obvious advantages: the checker a8; the trap h8-f8 against the king; the lack of such a trap for the White on the 1st line.

Let's deviate from the main course of the game and consider the possibilities of both sides:

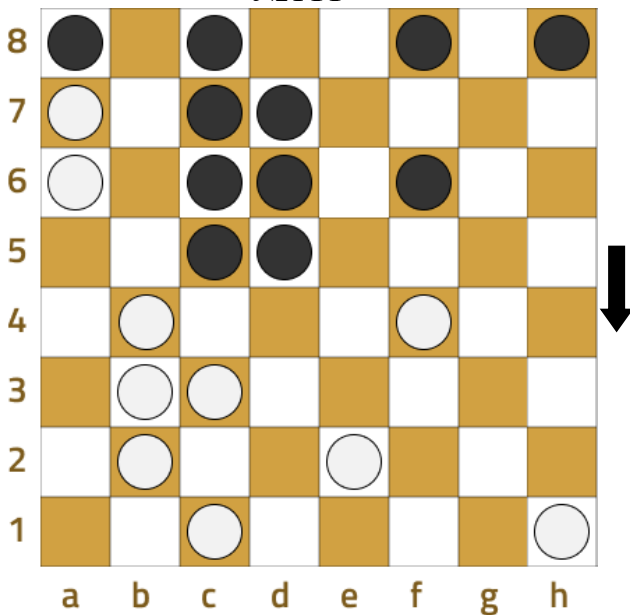
17.a4a6 d8d4

Active move. If White still gets a king, then the checker d8 will not be under attack anymore.

18.a5a7 d4:d2

19.c2:e2 ...

№111



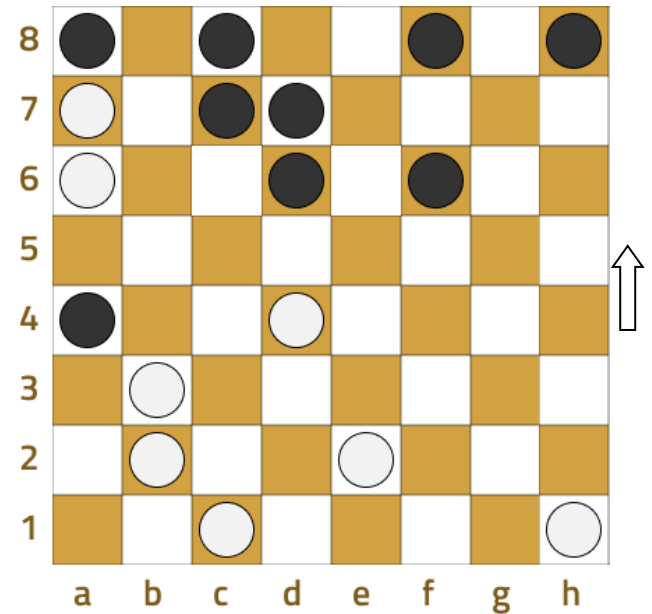
Further possible:

19... d5e4

20.f4:d4 c5c4

21.c3:c5 c6:a4

№112



Now an immediate breakthrough to the 8th row does not help:

22.a6b7? a8:a6

23.b7a8 a6a5, 0-2.

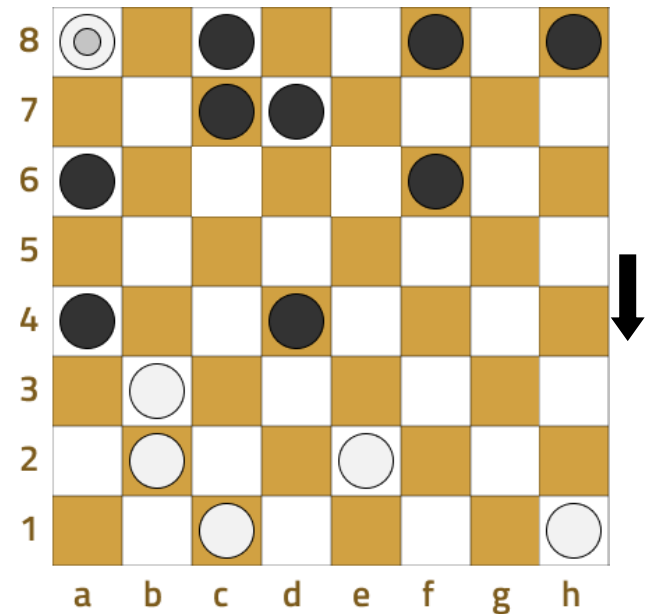
But Christian Freeling suggested an intermediate move

22.d4d5!! d6:d4

23.a6b7 a8:a6

24.b7a8 ...

№113



Beautiful fork! Despite 3 extra checkers, Black must return a material advantage. The

white king must be destroyed. To do this, find an unusual move:

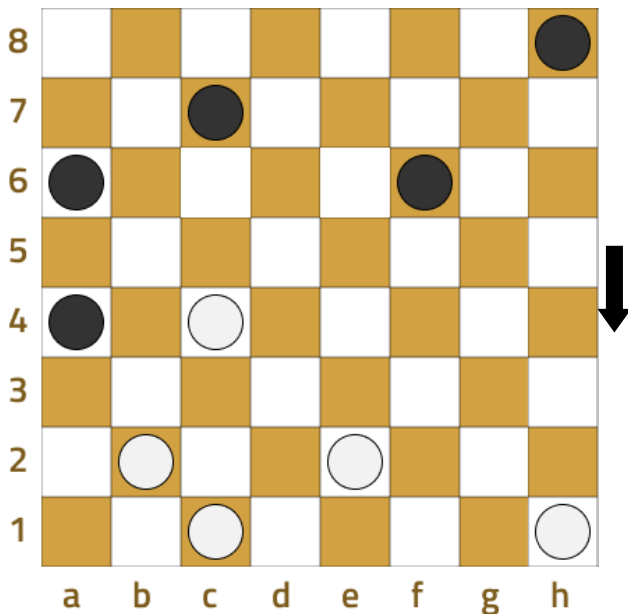
24... d4e3!

Worse 24 ... c8b7? 25.a8:a1 b7a6 26.a1:g8 h8:f8 as the flanks are sharply weakened.

25.a8:f7 f8:f6

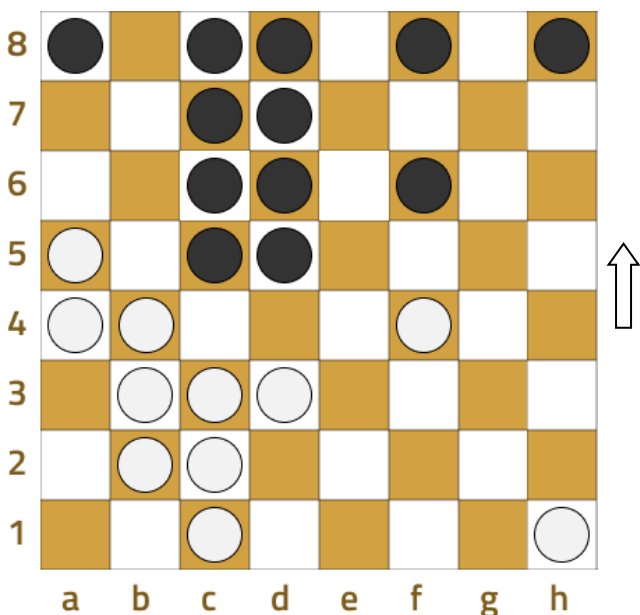
26.b3c4 ...

№114



It is not clear whose position is better. The checker c4 puts a lot of pressure on Black, and the pair c1&b2 is conveniently located for defense. Try to play this ending yourself.

Let us return to the mainstream of the game and to diag.110:



As we saw, an immediate attack with checkers along the line «a» gave White good practical chances. But during the game, I thought it was better to throw reserves into battle first. And that's what happened:

17.b2b5?! c8c4!!

What is this?!

18.b4:d4 d5e4

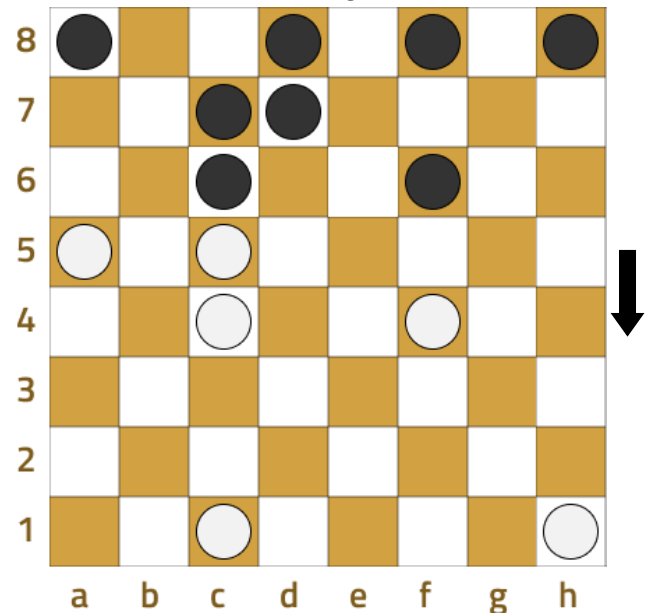
How does Diamante find such combinations?

19.b5:d5 e4:c4

20.c3:c5 d6:b4

21.a4:c4 ...

№115



Black increased his material advantage by one more checker. But even in this lost position White has some defenses. Therefore, my advice to the reader: never give up! Dameo often rewards stubborn and resistant players.

Perhaps, if my opponent were not Diamante, I could have been saved.

Now, for example, for Black it's bad to play c6b5 because of c4c6.

Also bad is d7b5 because of c4d5 and White wins back one checker.

Therefore, Diamante played carefully.

21... d7d6

22.f4g5 ...

I decided to move the checker to the field h6 to destroy the trap against the potential king.

23... f8f7

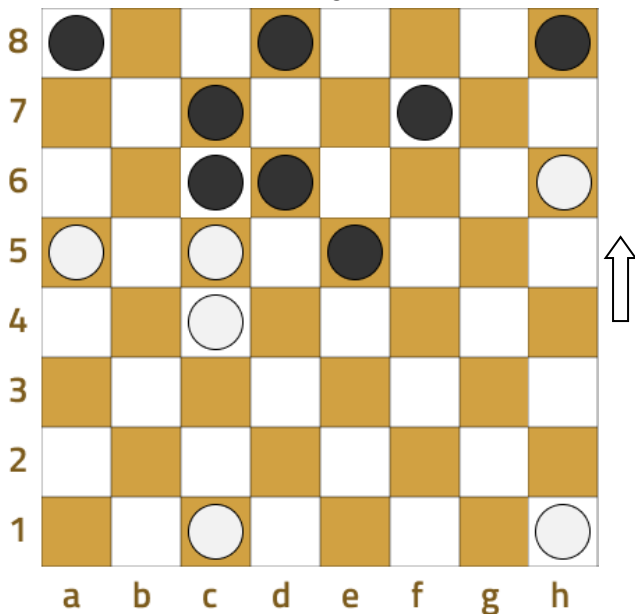
Black fears an invasion on the field g7. Moving c6b5? would still have been bad because of c4c6! (see for yourself).

24.g5h6 ...

Now the checker h6 is controlled by two checkers – f7 and h8.

24... f6e5

№116



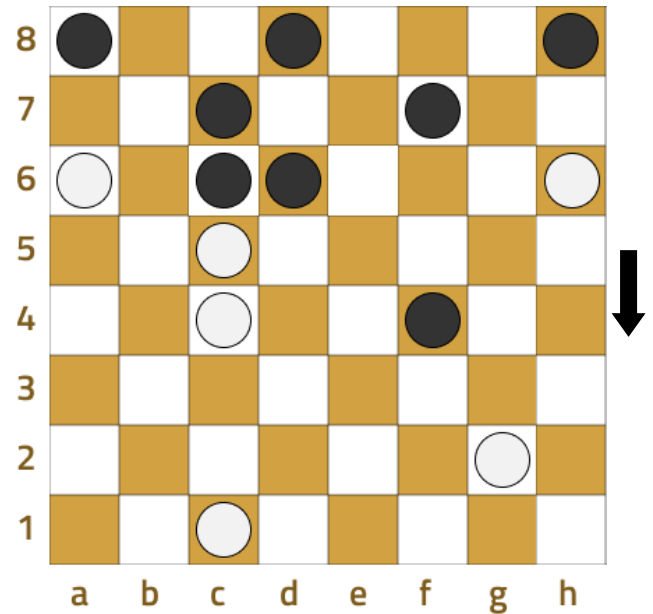
Diamante carefully avoids unnecessary intrusion on the field b5 and starts to move towards the first row.

25.a5a6 e5f4

26.h1g2 ...

At the moment a6b7 doesn't work. White wants to stop the checker f4 by c1d2.

№117



White does his best to make it difficult for Black to win. But Diamante invents a new trick based on two concepts: majority capture and «strike-pause».

26... c7b6!

27.c5:c7 ...

Now Black knows White's next move and plays:

27... f4g3

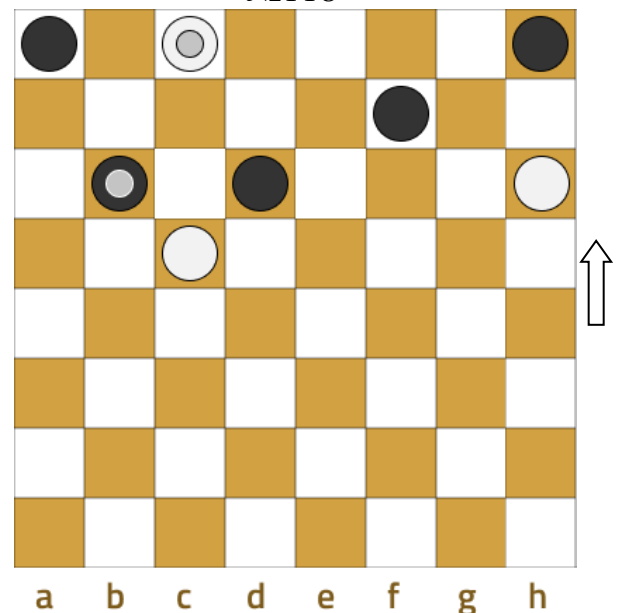
28.a6:e6 g3:g1

29.c4c5 g1:b1

30.e6d7 d8:d6

31.c7c8 b1b6!

№118



Because of the material advantage any exchanges are beneficial for Black, since they reduce the defenses of White.

White has almost no place to go on a free board! For example:

- a) 32.c5c6 b6b8, 0-2
- b) 32.c8a6 b6b8, 0-2
- c) 32.c8c6 b6b8, 0-2
- d) 32.c8d8 b6c7
- 33.d8:d5 c7:c1, 0-2
- e) 32.c8f8 b6a6
- 33.f8:c6 a6:e6, 0-2
- f) 32.c8f5 b6b8, 0-2
- g) 32.c8h3 d6d5
- 33.c5:e5 f7g6
- 34.h6:f6 b6:h1, 0-2

There are only two fields available: e8 and g4. I preferred the latter.

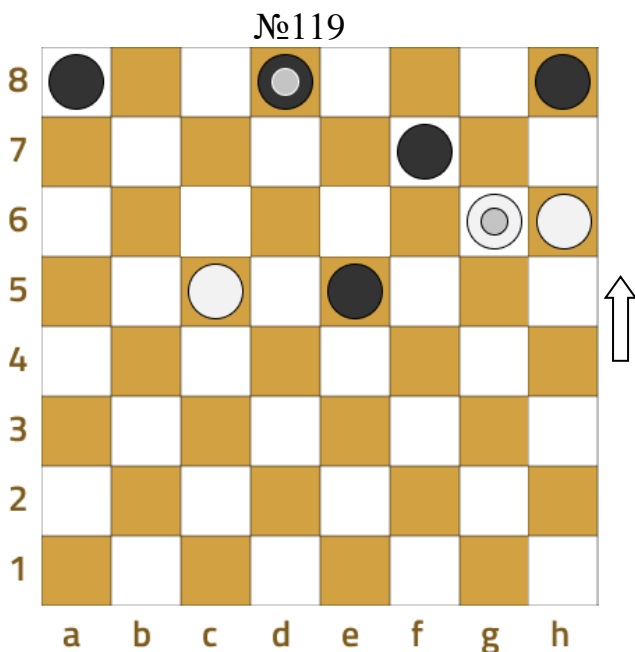
32.c8g4 d6e5

Moving the checker e5 towards the first row.

33.g4g6 ...

And White has some threats!

33... b6d8



Black threatens the march of checker e5. In addition, it is not good for White to move c5c6 because of f7e6, and also c5b6

because of at least a8b7. Exchange is beneficial for Black, and White is losing its potential.

I was still considering the move g6g4, but I did not like the answer d8h4.

However, this is not surprising. Having 2 extra checkers, Black in all cases has a big advantage.

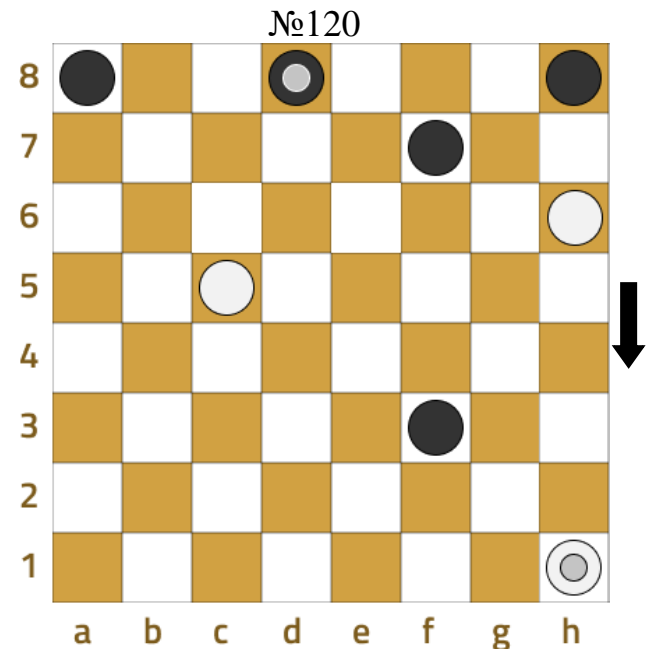
34.g6a6 e5f4

35.a6a1 ...

On 35.a6a3 follows 35... d8b8! and White must leave the 3rd row, or Black moves f4e3 and catches the king.

35... f4f3

36.a1h1 ...



White stubbornly resists and does everything possible, threatening h6h7...

36... d8e7

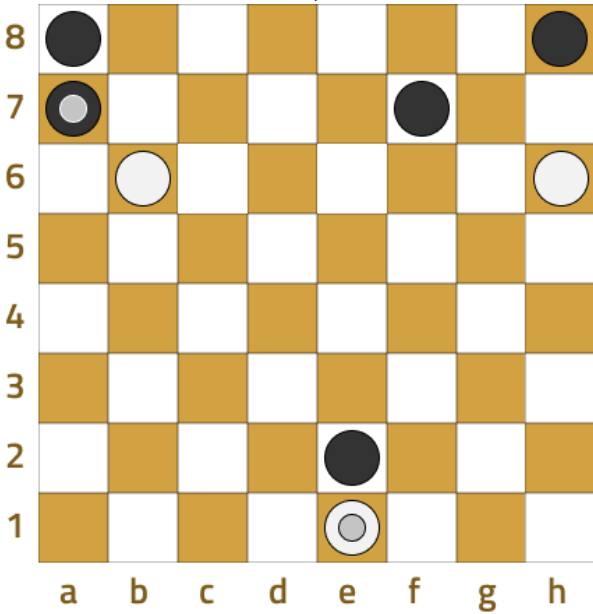
37.h1e1 e7a7

38.c5b6 ...

The checker c5 eventually moved and tied the black king to the 7th line, but ...

38... f3e2!

№121, 0-2

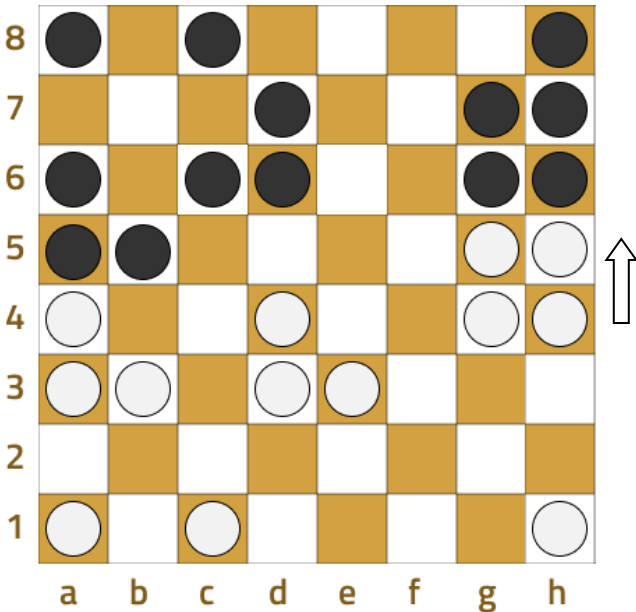


The final point in this most complex game. Black catches a king. The game is saturated with combinations and highly skilled play in the ending. 0-2.

Game 3.

Beginner_2017 - Christian Freeling draughts.DAMEO.mc.2017.sep.2.1

№122



Perhaps, this is the most intense game of all that I played. In this meeting with Christian Freeling such human qualities as risk taking

and intuition are fully revealed. I express my gratitude to my partner for creating a high-quality and interesting game.

Black has a very strong position. Checker h8 protects against oblique hit h4f6.

In addition, Black is ready for his oblique hit h7f5. However, I deliberately went to this position. The fact is that I highly appreciated the strength of my future checkers f7 against the black checkers h3. Therefore, I wanted to provoke an opponent to move h7f5.

22.d4e5?! ...

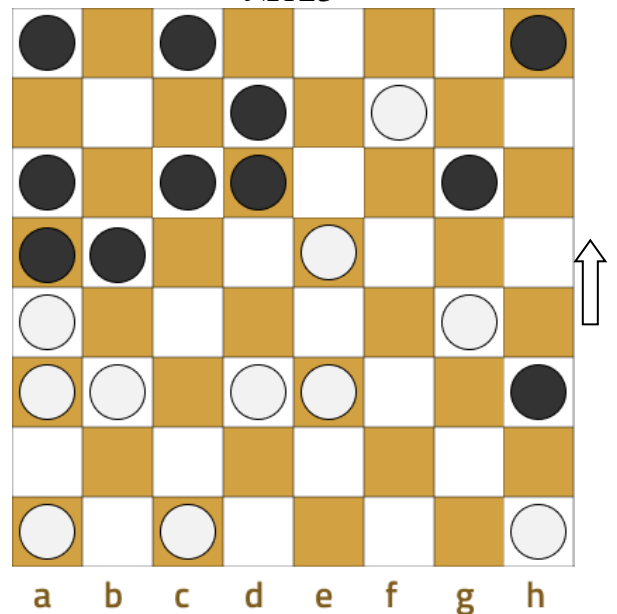
An obvious provocation! Black can react calmly by c6d5, but Ch. Freeling accepts the challenge.

22... h7f5!

It is unlikely that either player did foresee the thriller that would unfold as the game progresses!

23.h5:f7 f5:h3

№123



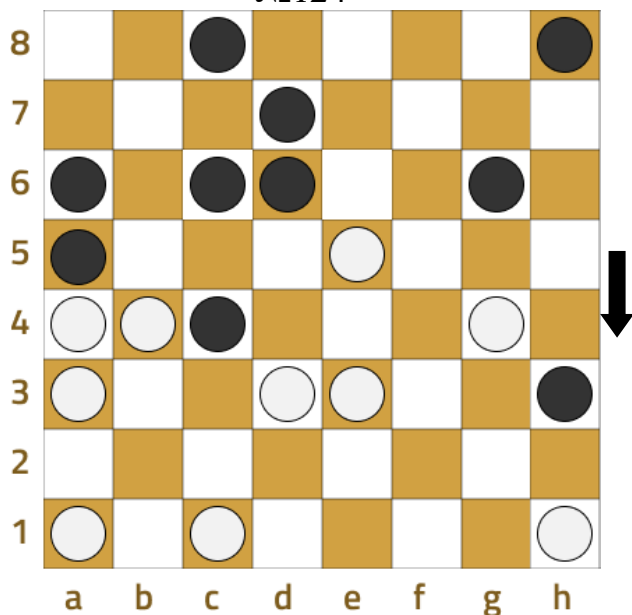
Next, I expected to win a checker after

24.f7f8 b5c4

25.f8:b8 a8:c8

26.b3b4 ...

№124



However, Black, seeing White's next move, prepares an unexpected counterstrike with the help of a «strike-pause»:

26... c8c7!
 27.b4:d4 d7d5
 28.e5:c5 c6:e2, 0-2.

This was a complete surprise to me. But the belief in the White's position was so great that I ventured on a reckless step (back to diag.123):

24.h1h2!?! ...

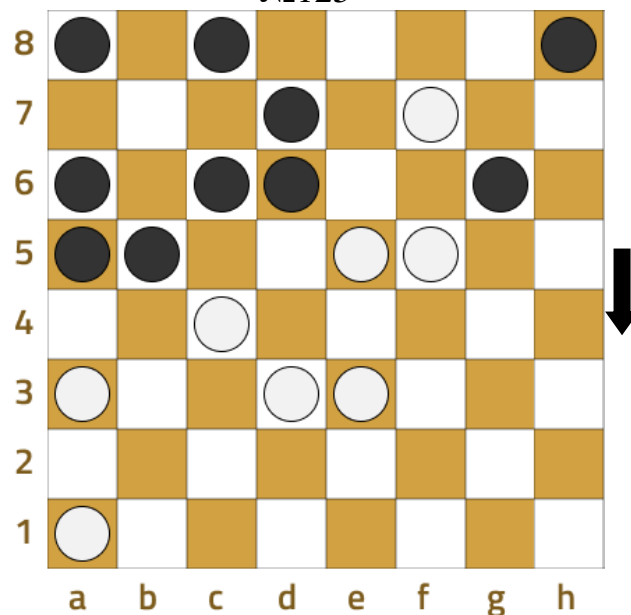
I do not know what signs to put on this turn. Perhaps, this move leads to loss. But the idea was so attractive to me that I could not resist the temptation.

White sacrifices 2 checkers to get a powerful initiative. And Black, despite the big material advantage, must get out from under the pressure.

So, the philosophical confrontation: Spirit against Matter!

24... h3:h1
 25.g4f5 h1:b4
 26.a4:c4 ...

№125



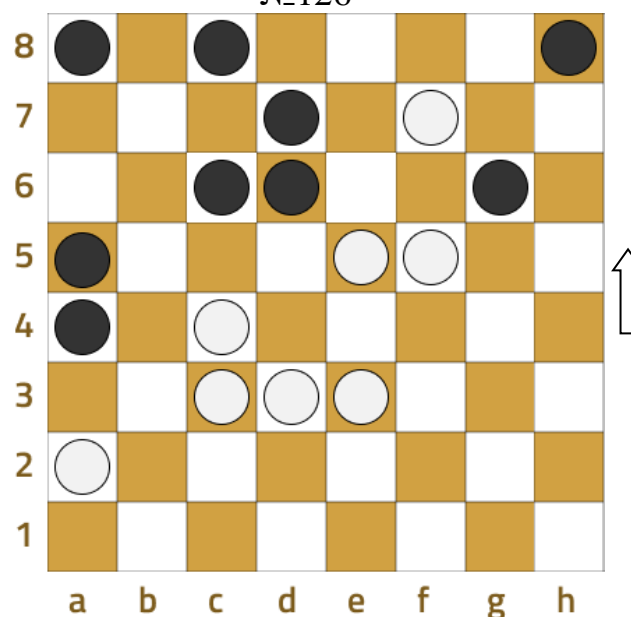
Despite the 2 extra checkers Black must clearly respond to the situation. White threatens to get to the 8th line:

e5f6-f5g6-g6e8-f7f8.

In addition, there is such a threat e3e4-f5f6...etc. Therefore, Black must hurry and in some way divert White from his main plan. To do this, Freeling starts counterplay on the flank in order to get a king.

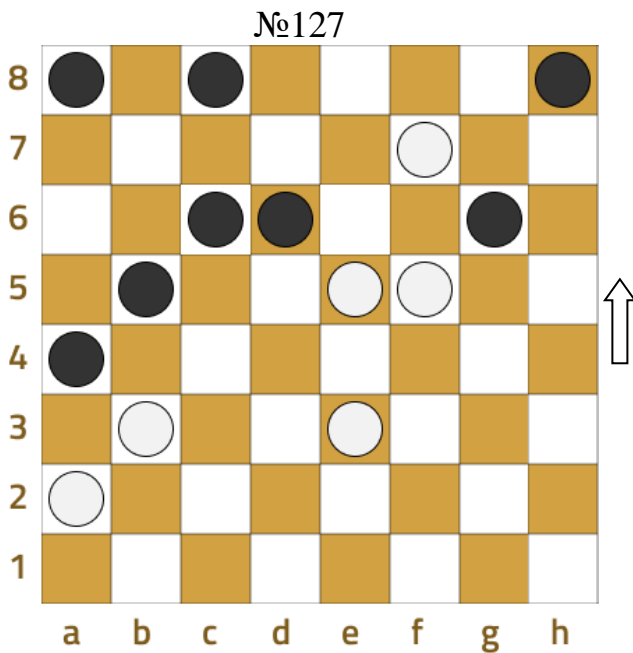
26... b5a4
 27.a1a2 a4b3!
 28.a3:c3 a6a4

№126



So Black returns one checker. But if Black gets a king at the same time as White, then it is not profitable for White. The reason is the material advantage of Black. Therefore, White destroys a pair of a5&a4 with a counter-sacrifice of one checker.

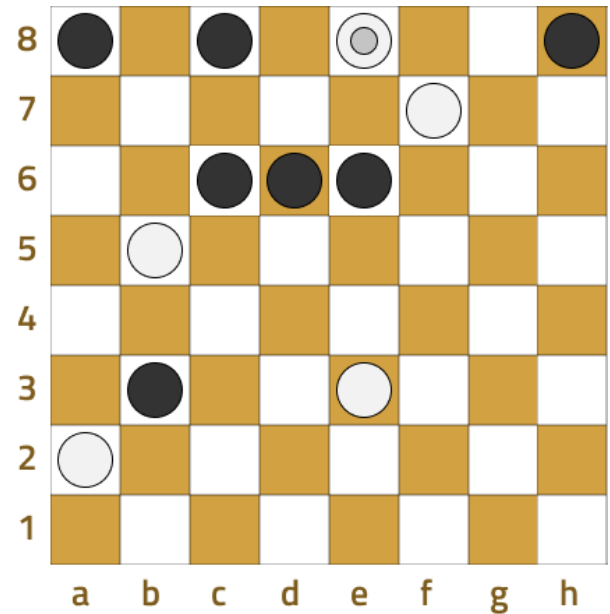
29.c4b5 a5:c5
 30.c3c4 c5:c3
 31.d3:b3 d7b5!



This move puts White in a critical position. Yes, he can realize his main plan and get to the 8th row, but Black at the same time gets to the first row! For example:

32.e5f6 g6:e6
 33.f5g6 b5b4
 34.b3:b5 a4b3
 35.g6e8 ...

№128



But having reached this position in my mind, I did not notice that the king also attacked checker e6. Black must spend a tempo on moving e6d5. But I did not see it! Apparently, fatigue has already arrived and the brain began to work poorly.

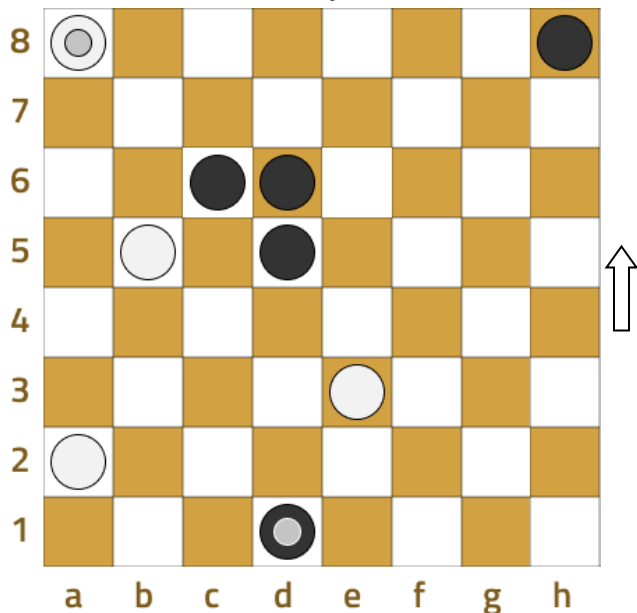
Instead of e6d5, I continued in mind 35... b3c2 36.e8:b8 a8:c8 37.f7e8 c2d1 and next 38... d6c5, Black has an extra checker in the end.

Therefore, I did not play 32.e5f6.

We bring this variant to its logical end:

35... e6d5
 36.e8:b8 a8:c8
 37.f7f8 b3c2
 38.f8:a8 c2d1!

№129

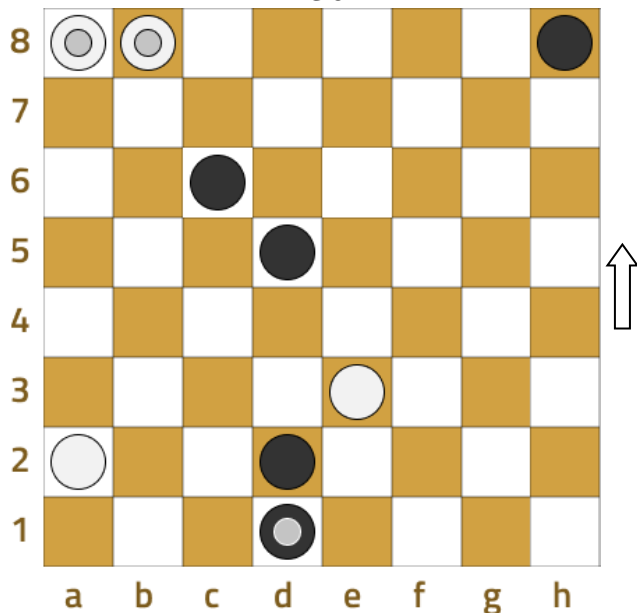


White, of course, can restore material balance by b5b6. This will most likely lead to a draw.

And if we try to get a second king?

- 39.b5a6 d6d4
- 40.a6a7 d4c3
- 41.a7b8 c3d2!

№130



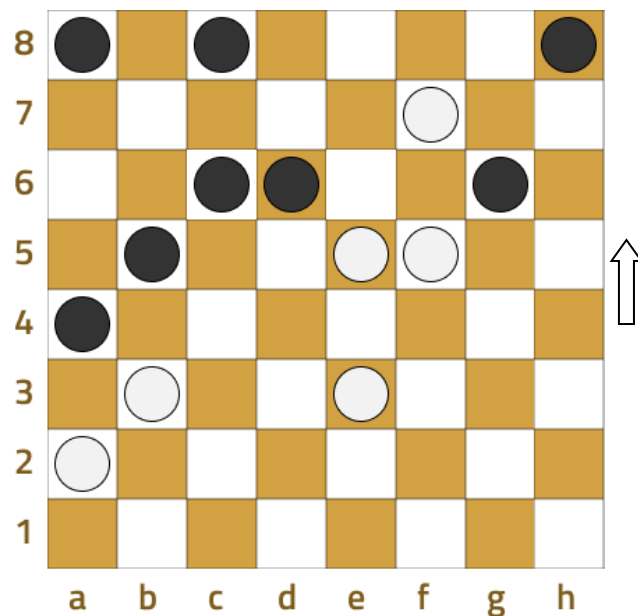
This is why the arrangement of checkers d1&d2 is optimal for Black! Only in this case the sacrifice b8c7 is harmless.

There is a 4-kings end.

The ending with four king is always unpredictable.

The winner is the player who has better combinational vision and ingenuity.

Let's return to the main course of the game (diag.127):



So, I did not play 32.e5f6. But I do not regret it. The next part of the game turned into a real thriller.

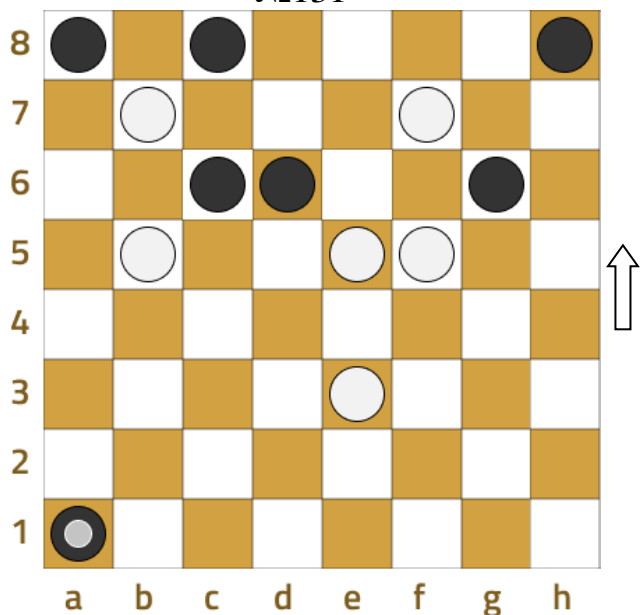
32.a2c4?! ...

This is an attempt to destroy the trap a8-c8 via the field b5.

It is clear that Black cannot attack 2 checkers by a4a3 or d6c5 because of f7e8 after which the king also captures the checker b5.

- 32... b5b4
- 33.b3:b5 a4a3
- 34.c4a6 a3a2
- 35.a6b7 a2a1

№131

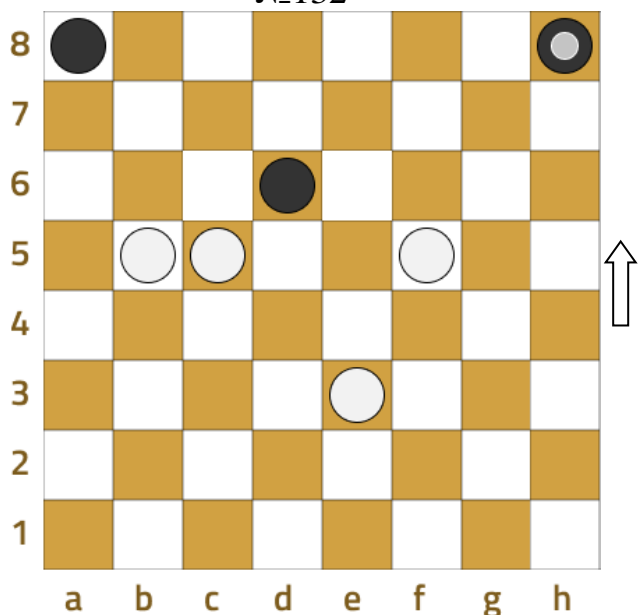


The situation is complicated and sharpens with each move. I wanted to play 36.b7b8 and saw no danger (the king attacks checkers d6 and g6). On 36.b7b8 a1a3?? follows 37.b8:d3.

With great difficulty I was able to detect the hidden combination:

- 36.b7b8 c6d5!!
 a) 37.b8:g5(g4,g3,g2) a1g1
 38.e5:c5 g1:e1, 0-2;
 b) 37.b8:g1 a1:h1
 38.e5:c5 h8g7
 39.f7:h7 h1:h8

№132

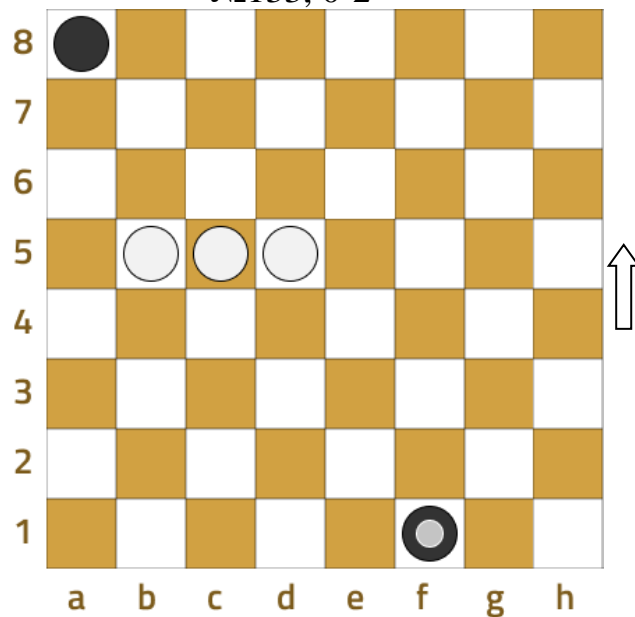


In this position we are talking only about victory of Black. White can get a king only through the fields a8 and h8. But Black controls these fields. This is supported by several illustrative variants:

a) 40.f5g6 h8g8, 0-2;

b) 40.e3f4 h8f8
 41.f4f6 d6e5
 42.f5:d5 f8:f1

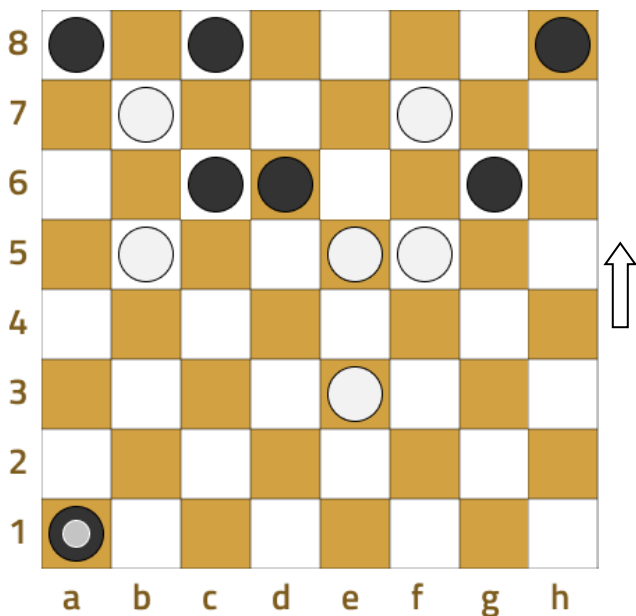
№133, 0-2



With the right game Black wins. Main idea:
 1) play f1f7;
 2) stand hard on the field a8;
 3) if White creates a pair a7&a8, play a8b7.

As you can see, White's chances are minimal. Convinced of this, I decided to embark on an adventure.

Let's go back to diag.№131:

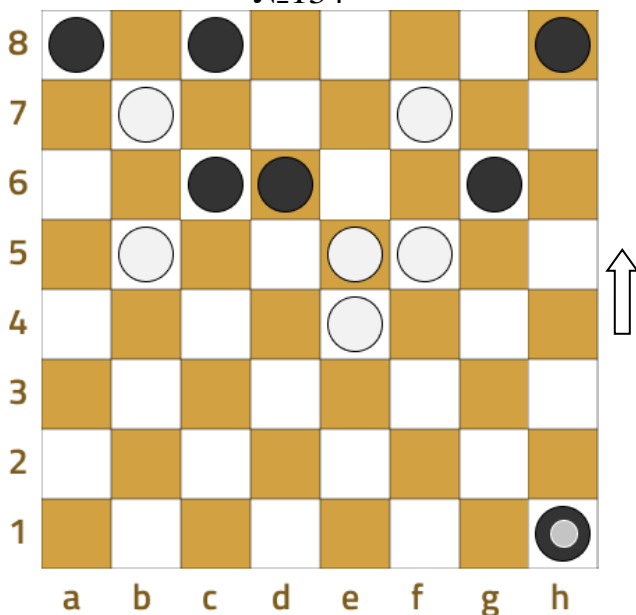


36.e3e4 ...

White passes the move to Black and threatens to play f5f6.

36... a1h1

№134



What to do? Black has a clear threat g6g5. Still you can not play b7b8 because of c6d5 and etc. as above.

In case of

37.f5f6 g6:e6
 38.e5:e7 h8g7
 39.f7:h7 h1:h8, 0-2 (see for yourself).

I refused all these moves. Now I can not explain my next few moves. But, as you know, you can become a hero out of despair ☺.

37.f7g8!! ...

This move does not save the game, but greatly decorates it.

37... h8:f8

Now White cannot immediately play

38.b7b8 g6h5

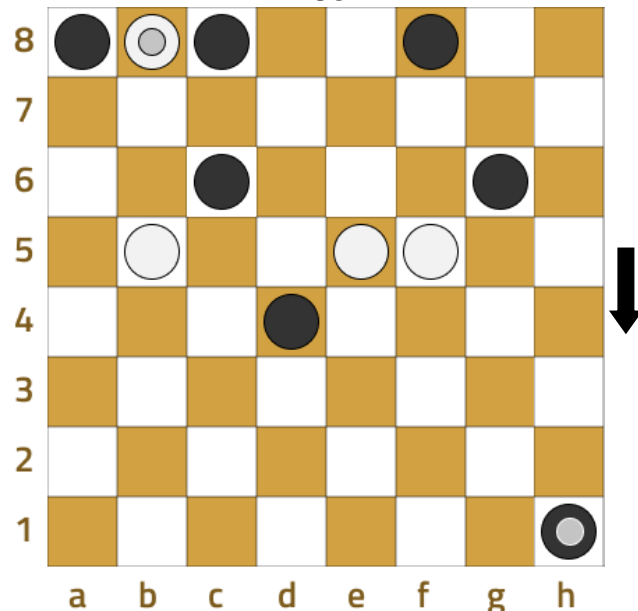
39.b8:h8:h4 h1:h7, 0-2.

But...

38.e4d5! d6:d4

39.b7b8 ...

№135



Just do not think that I thought some variants here. This was no longer the strength. I just wanted to make the task for Black as difficult as possible. Black has three extra checkers, but White's fork is unexpectedly strong.

«Fairly diabolical!» - Christian Freeling.

Black understood that victory was already near, but Christian was afraid to miss the advantage with an inaccurate move. And...

39... h1c1??

This move destroys the fruits of a perfectly played game and quite unexpectedly leads to an undeserved defeat!

If we look closely, we see in advance the next move of White b8:c7. Consequently, after a cool and careful move

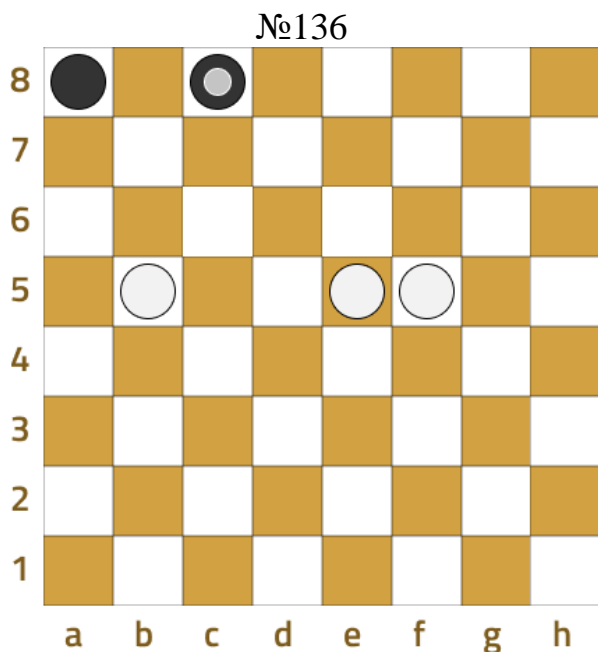
39... h1b1!!

40.b8:c7 b1:f4

Black won!

Such is the thin line between victory and crash.

40.b8:c7 c1:c8



This position won for White already.

White's plan is:

1) to bring at least 2 checkers to the 7th line;

2) to donate one of the checkers and to free the field h8;

3) to get on the field h8;

4) to get the second king;

5) to build the position «2 kings against 1».

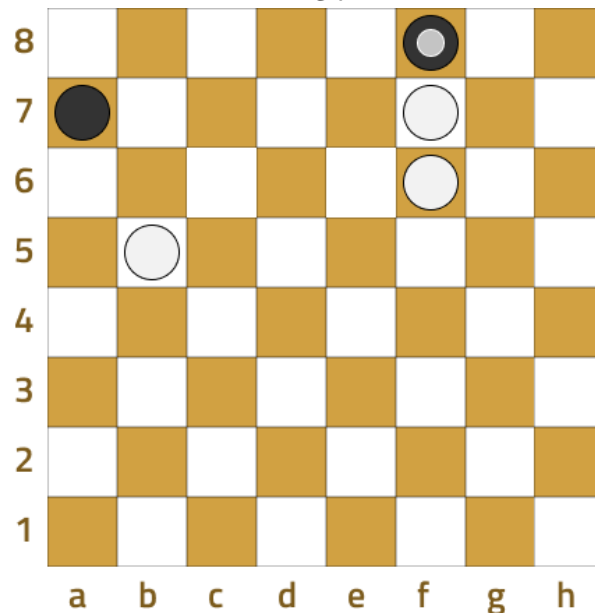
Checker a8 does not play any role.

41.f5g6 c8g8

42.g6f7 g8f8

43.e5f6 a8a7

№137



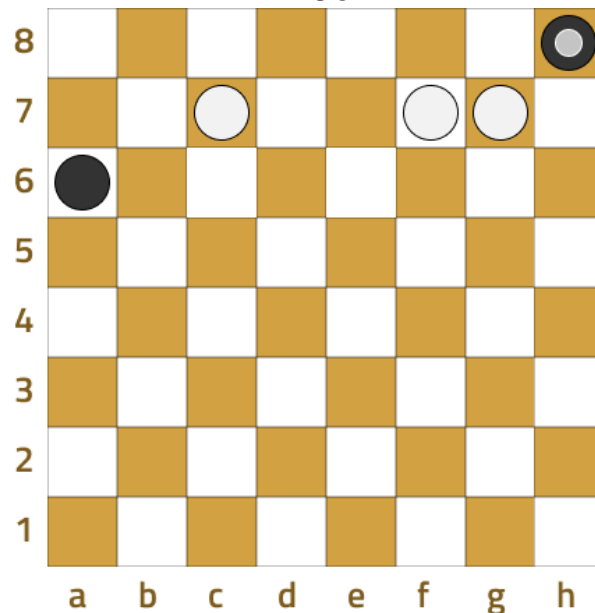
Now White pulls up the checker b5 to the 7th line. Then the black king is diverted from the 8th horizontal with the help of a sacrifice.

44.b5b6 f8g8

45.b6c7 g8h8

46.f6g7 a7a6

№138

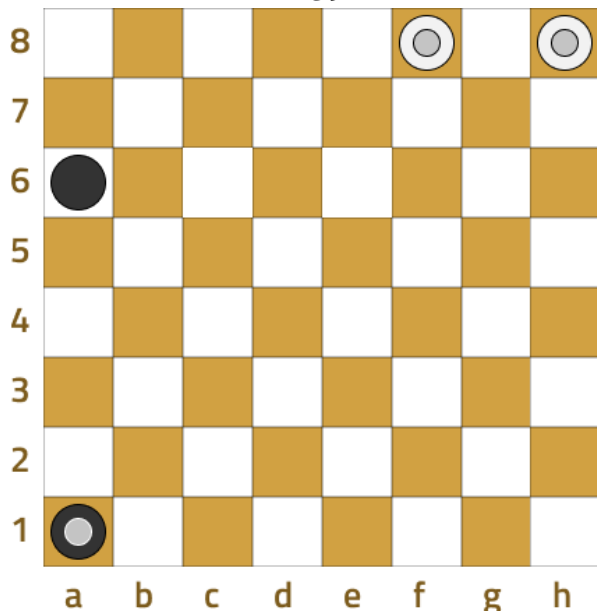


47.c7b8 h8:a8

48.g7h8 a8h1

49.f7f8 h1a1

№139



Black king has to flee from capture. Now White needs to implement the last point of the plan: to build the position «2 kings against 1».

There are several ways to do that, but they are all the same. The difference is in the order of moves. I decided to do it with a direct attack on black king.

50.h8h1 ...

Threatens f8f1. On any reasonable move of the black king, White plays f8g8 or f8g7 and catches the king. [See for yourself](#).

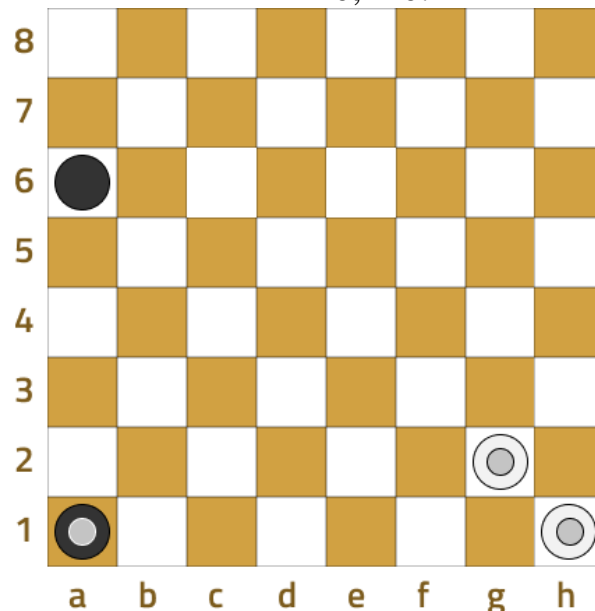
50... a1c3

51.f8g7 c3a1

52.g7g2.

White has built the necessary position and now will catch the black king in any continuation.

№140, 2-0.



2-0.

A very difficult, but memorable game.

15. THE END

Here, dear reader, we put an end. Of course, Dameo cannot be described in a few dozen pages. The game is insufficiently explored, so the scope for creativity in it is very large. But for the first acquaintance with this game this material is quite enough.

Play Dameo for fun, do not be afraid to lose, get interesting and complicated positions, take risks - and then Dameo will repay you.



Yours sincerely,
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