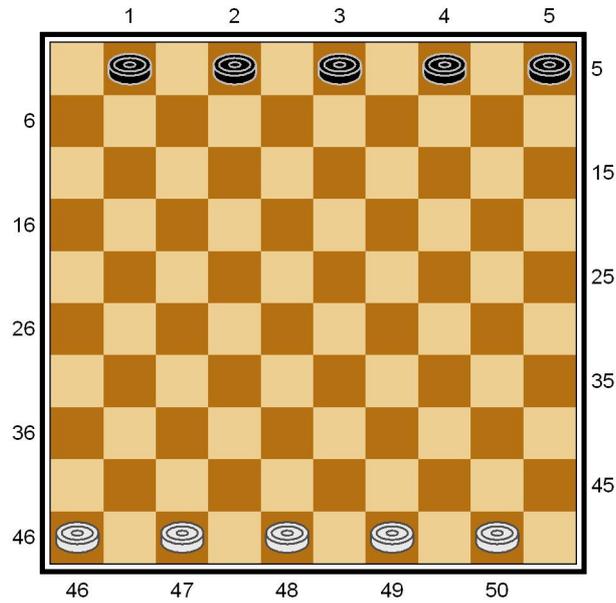


How to win in FRYSK!

Some important ways to play the endgame



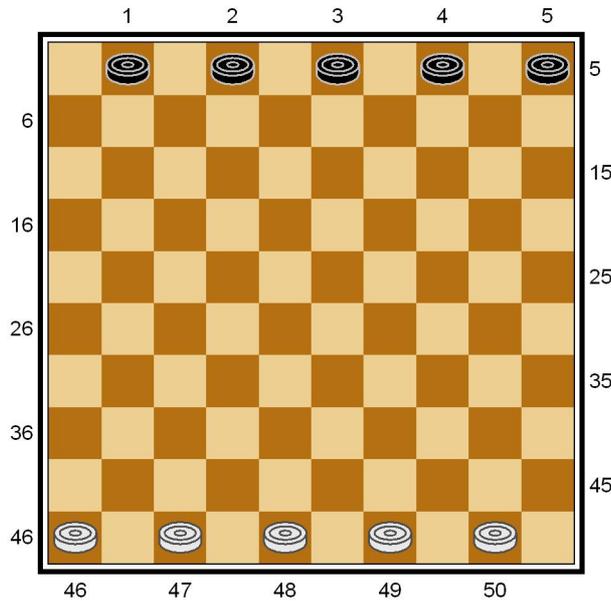
by Marten S. Walinga, Waaksens

27 August 2016

www.frisiandraughts.com

How to win in FRYSK!

Some important ways to play the endgame



The steps you have to take to win a game are like the steps you have to take to reach the top of a pyramid.



When you are playing a game, you need to take every step in the best possible way. The more you know about the theory of each step, the better you play.

If you come nearer to your goal, mastery of the necessary theory will become only more important. A mistake at the top is difficult to correct.

So we start at the top!

STEP 4

You're almost there...2 Kings against 1 King. How to win?

There are four basic principles:

A: the long diagonal setup;

B: the wide double diagonal setup;

C: an important shortcut;

D: the narrow double diagonal setup.

The main rule for this last part of a game is **the seven move rule:**

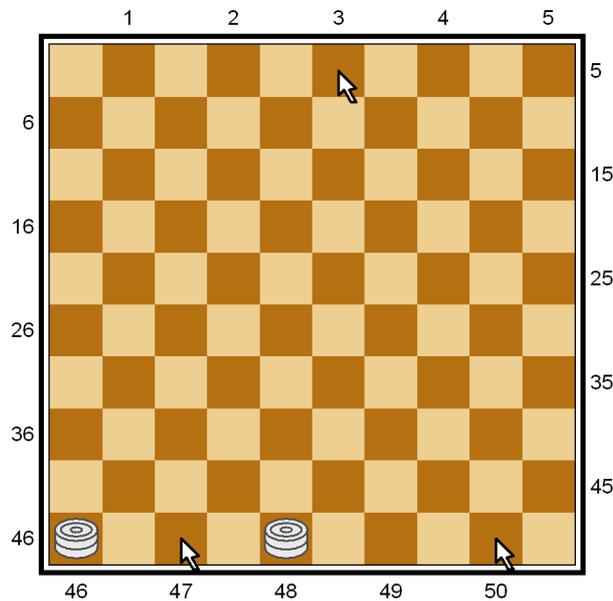
As soon as a situation of two kings versus one king is reached in the endgame, the seven move rule comes into effect.

From now on the player with the two kings may only make another seven moves.

If the match is not finished within these seven moves, it is declared a draw. The capture of the single king must take place within the seven moves.

Principle A

The long diagonal setup



It's white's turn to move and the black king is only not threatened if it is on one of the three marked squares. If the black king is on one of the other squares, then white can always sacrifice a king and then capture the black king.

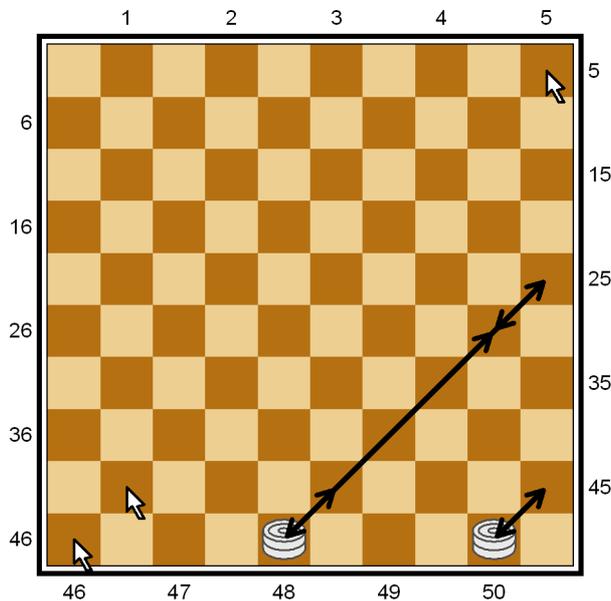
If the black king is on 47 or 50, the winning move is 48-31! Now there are no more safe squares to occupy.

If the black king is on 3, then the move sequence is:
48-42 (3-25) 48-26.

It is now black's turn to move and he has to leave the safe square.

Principle B

The wide double corner setup



If one king occupies the long diagonal, victory can be achieved as follows.

In the figure, white has one king on the 25—48 diagonal and the other on the 45—50 diagonal. In the position illustrated, black is only safe on 5, 41 or 46.

With black on 5, white will play 48-43, and will win after any subsequent move. With black on 41, white will play 48-25 with the same result. With black on 46, white will play an intermediate move 48-39. Black must now move to 41 or 5, after which white will win in one of the ways listed above.

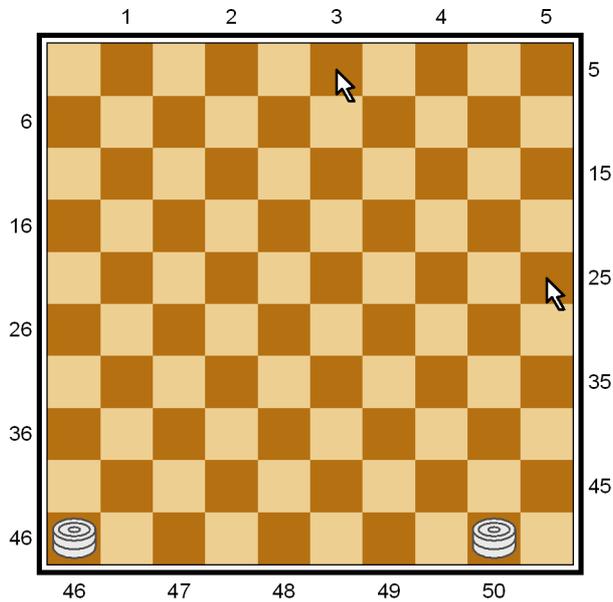
In this endgame, the following rule of thumb applies.

White can occupy a maximum of three of the four horizontal or vertical lines 5—45, 10—50, 41—46 and 46—50, and black only one. If a total of three lines are occupied, white can take control of the fourth, but in such a way that the other three remain occupied, two by white and one by black.

If either two or four lines are occupied, then white will play the king on diagonal 25—48 first in an intermediate move to the unoccupied diagonal 1—45 or 6—50.

Principle C

An important shortcut

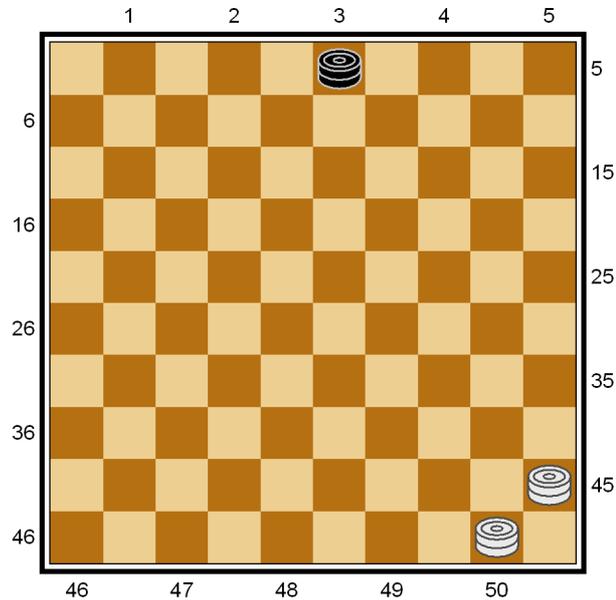


In the run up to this endgame, white usually first positions a king on 46. Because black can draw out the game the most on the 3—25 diagonal (necessary to force a draw), the single king is usually positioned there.

Black could occupy positions 3 or 25. If black is on 3, white will play 50-22, to the closest point near the long diagonal; if black is on 25, white will play 50-33.

Principle D

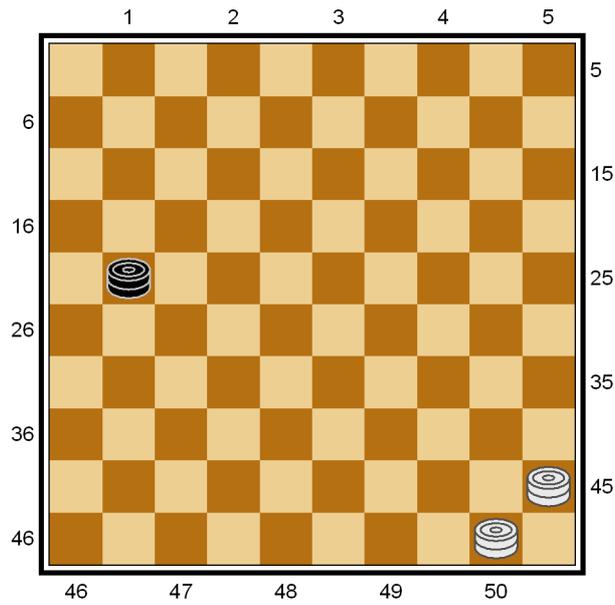
The narrow double corner setup



There are some situations where a lot of moves are needed to get into the long diagonal position. A good alternative is then a position where the kings are both placed on the diagonals of the double corner.

In the figure, black can only play to 8 or 21. The response to (3-8) is 45-1 (crossing over with the nearest king), and black has nowhere to flee. After (3-21) the next play is 45-6.

Win by crossing over with the nearest king!



If black is already on 8 or 21, he can also play to 2 or 16. White must then play an intermediate move by moving the nearest king along two squares.

In the figure, 50-39 follows on (21-16). Black must then return to 21, after which the white king crosses to 6.

.

STEP 3

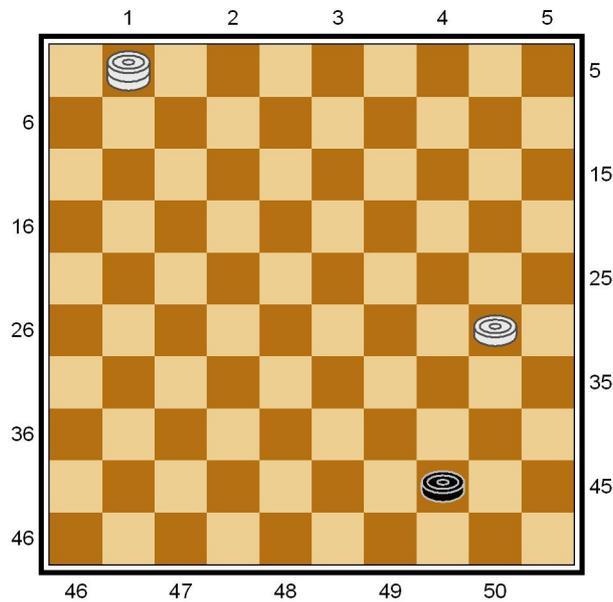
Winning positions when you have a King and Piece against one King.

The main rule for this last part of a game is **the three move rule:**

A player with a king (or several kings) as well as one or more men may only use the king (or the same king) three times in a row to make an ordinary move.

In this small course I will show you three examples of how to win in such a situation.

King and Piece against King, example 1

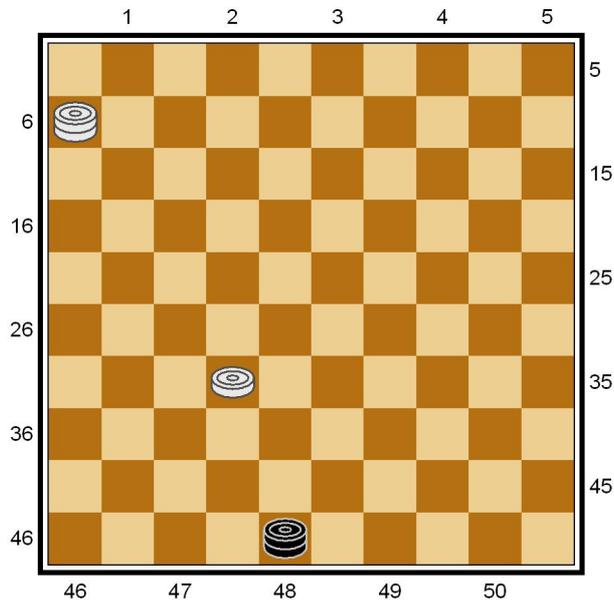


Black gains a king on 50. After 30-24 the game will be a draw by 50-28. So white plays 30-25.

Now black can only play 50-33 to stop white on the diagonal 47—15. However, white wins the game by playing 1-45: black is forced to clear his diagonal and is unable to reach the diagonal 46—5. He must play 33-50.

White now occupies the diagonal 46—5 by 45-23 and black is unable to reach a blocking line again.

King and Piece versus King, example 2



White starts with 32-27. Is it possible to stop promotion? We'll see.

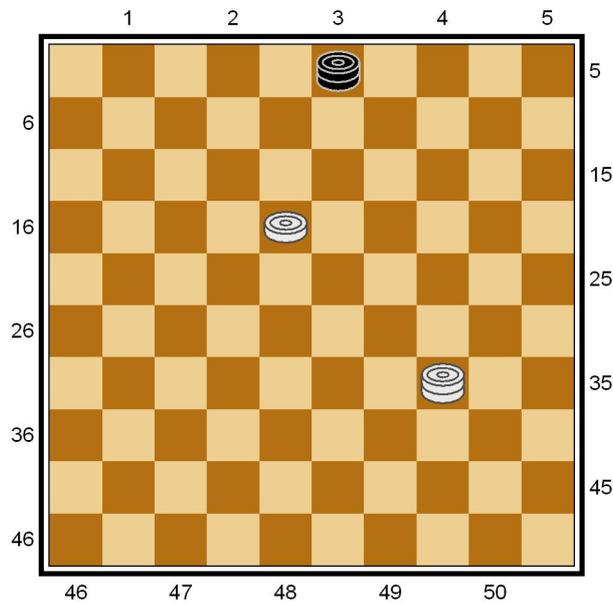
Variant 1: (48-42), 27-21 (42-29), 6-50 (29-1), 21-16 (1-7), 50-28!
 With this move white can control field 7 after the next move of black by way of 10 and will win.

And after the sequence...(48-42), 27-21 (42-29), 6-50 (**29-7**), 21-16 (7-1), 50-28 (1-7) white plays 28-41!! Only (7-2) is stopping the white piece once but it will be followed by 41-10 (third move) and black must release the pressure..

Variant 2: (48-34), 27-21? (34-12), 21-16 (12-18)!, 6-50 (18-7), 50-28 (7-1) and now 28-10 is prohibited, because it is the third move! White will then lose the game after (1-6). So this is a draw.

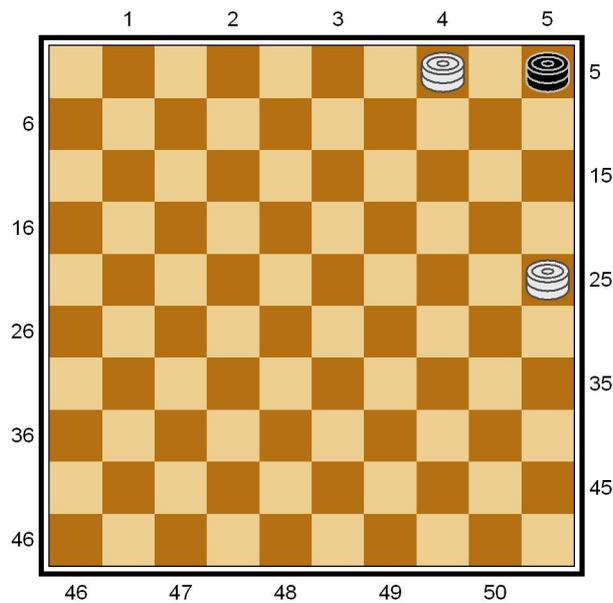
Variant 3: (48-34), 27-22 (34-29), 6-1 (29-20), 1-34 (20-3), 22-18 brings us to example 3.

King and Piece versus King, example 3



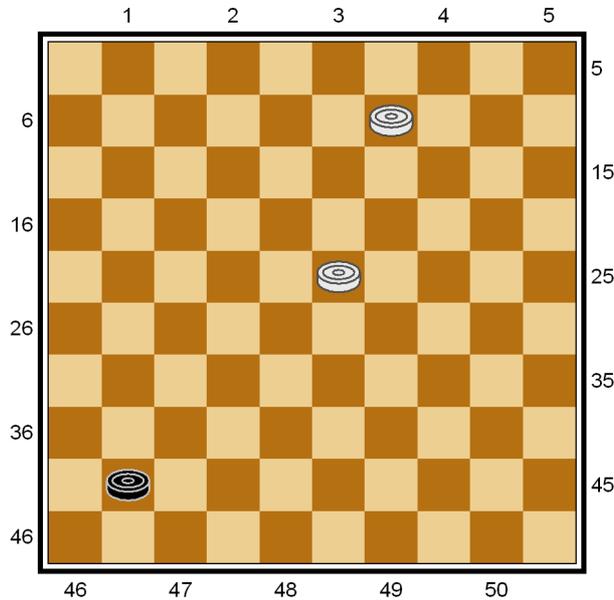
Variant 1: (3-26), 18-13 (26-31)!, 34-18 (31-36) will end in a draw

Variant 2: (3-26), 34-39 (26-3), 39-25! (3-21), 18-13 (21-32), 13-9 (32-10), 9-4 (10-5) and white has a challenge to win this position in seven moves...



The endgame: win, loss or draw?

The endgame with one king against a king and a man is particularly exciting and complicated. The distance between win, loss and draw is extremely small.



In the figure, both players are one move away from the king row.

If it is black's move and he occupies the long diagonal, a win is a definite possibility: (41-46), 23-18 (mandatory) (46-5) 18-12? (5-23!), 12-8 (23-5).

If white concentrates on his second move, however, only a draw remains: (41-46), 23-18 (46-5), 18-13 (5-10), 9-4? (10-5) 4-9• (5-28), 9-3•• (28-5)!!, 3-8••• or 3-9••• (5-32), 13-8 or 13-9 and then (32-10).

Finally, if white plays a good game, then black occupying the long diagonal will result in a loss: (41-46) 23-18 (46-5) 18-13 (5-10) 9-3! (10-5) [other moves also lead to a loss] 3-12 (5-10) 12-1, and white can always move on to get a second king.

With good play, this position will end up in a draw. Here are two examples of correct responses:

(41-47), 9-3 (47-36), 3-17• (36-9), 17-44•• (9-3), 23-19 (3-20), 19-13 (20-3) or (41-47), 9-3 (47-36), 3-20• (36-4), 23-19 (4-10), 20-14 (10-5).