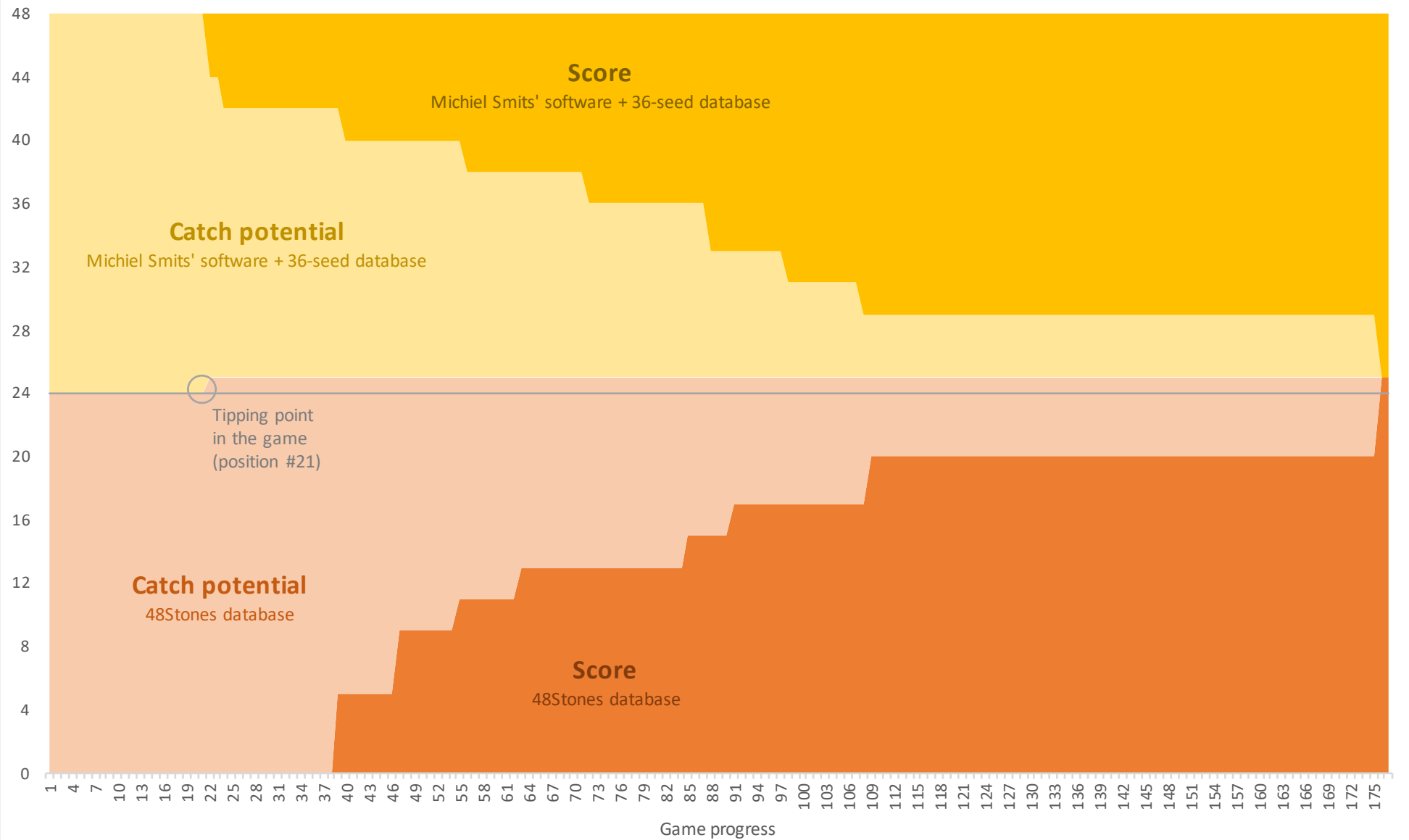


# Challenge game - Michiel Smits (software + database) vs. 48Stones (database) (23-25) - May 3, 2022



# Challenge game - Michiel Smits' software + database vs. 48Stones (23-25) - May 3, 2022

www.playok.com settings: game time limit: 15 min. + 10 seconds for each move

North: Michiel Smits' software + database, South: 48Stones database

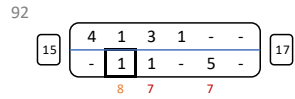
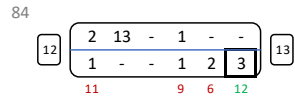
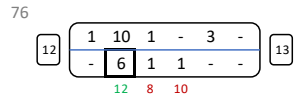
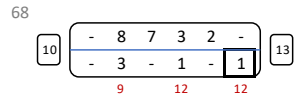
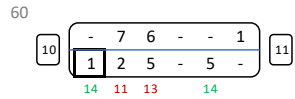
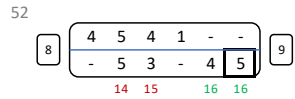
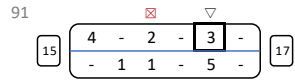
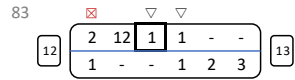
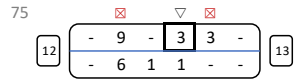
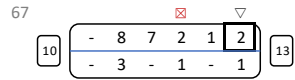
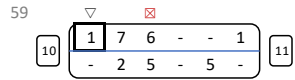
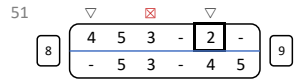
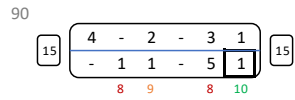
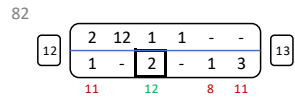
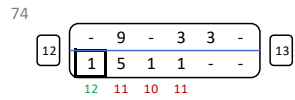
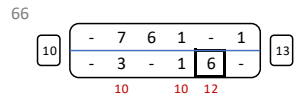
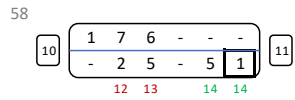
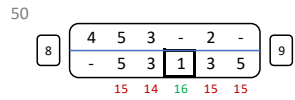
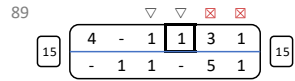
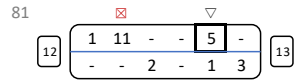
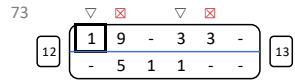
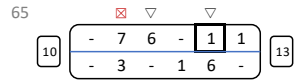
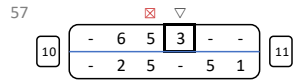
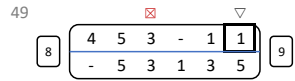
▽: Best move, ☒: Worst move

The game is lost for North after this move. Not optimal move = regressing the max result by 1 seed

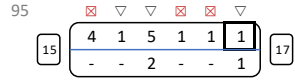
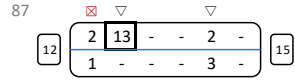
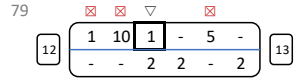
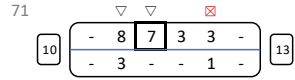
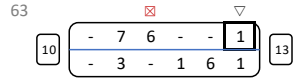
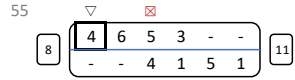
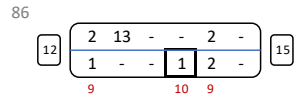
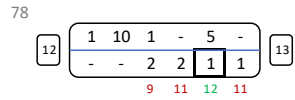
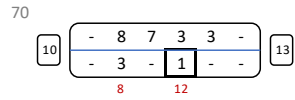
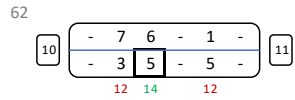
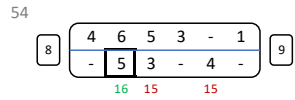
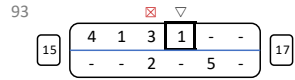
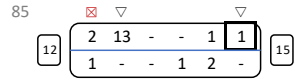
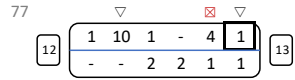
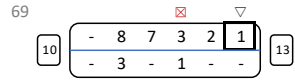
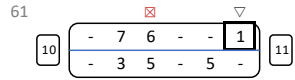
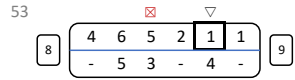
Reminder on notation: green means catching more than what the opponent can catch (i.e 44/2=22)

1st krou  
2nd krou

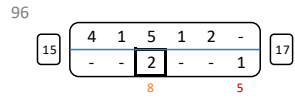
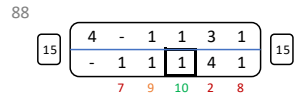
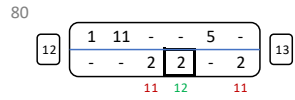
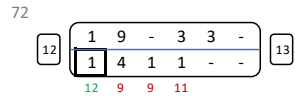
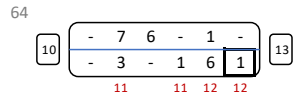
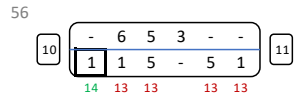
Not catching with the 3-seed pit to keep max seed complexity for North, hence higher risk of errors

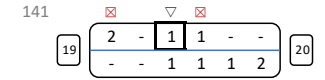
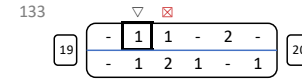
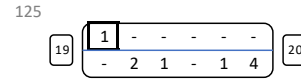
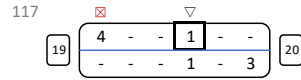
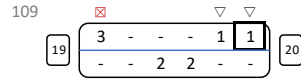
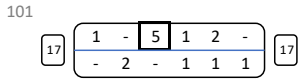
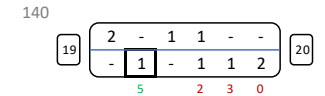
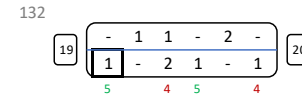
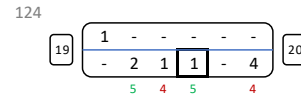
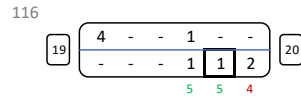
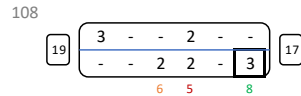
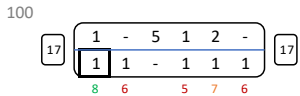
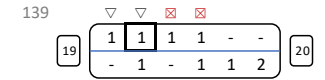
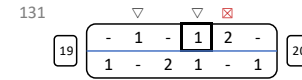
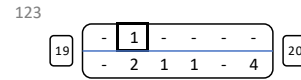
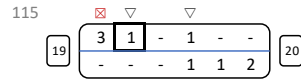
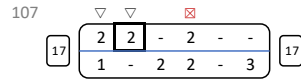
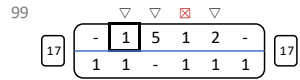
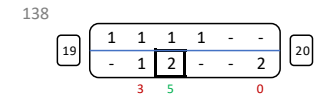
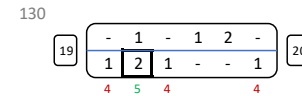
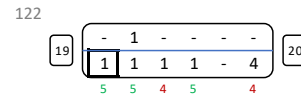
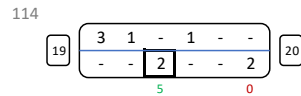
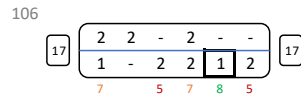
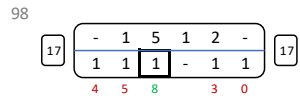
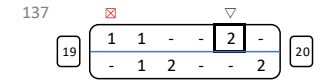
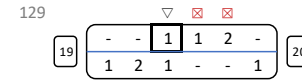
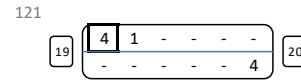
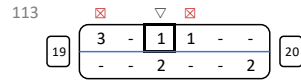
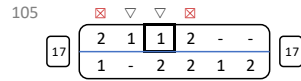
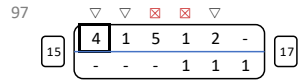


Not catching with the 4-seed pit to keep max seed complexity for North, hence higher risk of errors

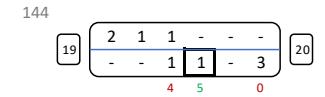
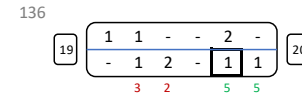
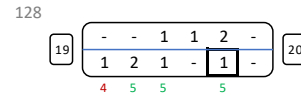
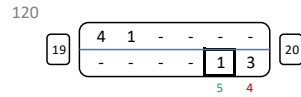
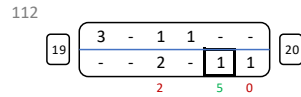
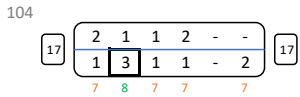
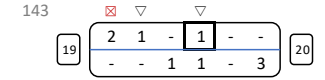
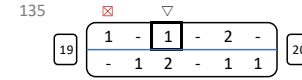
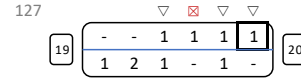
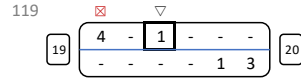
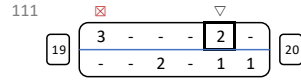
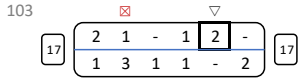
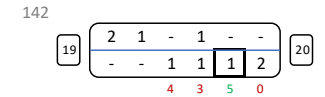
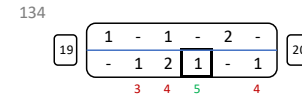
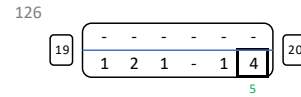
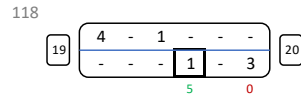
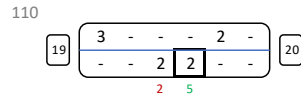
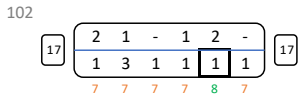


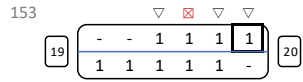
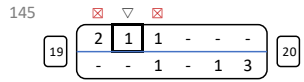
3rd krou



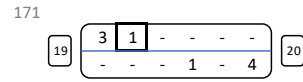
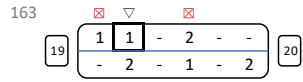
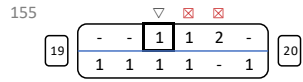
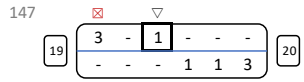
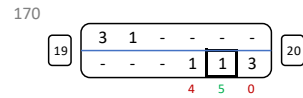
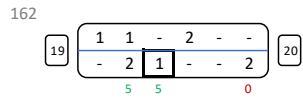
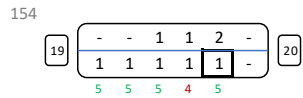
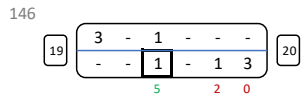
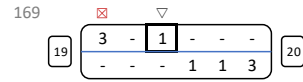
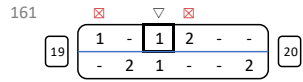


Whatever North plays, it will give the same potential result

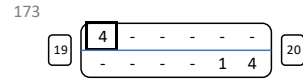
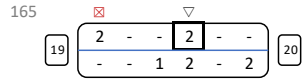
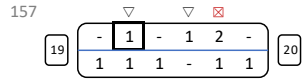
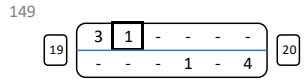
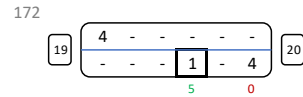
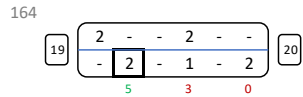
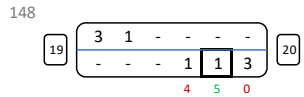




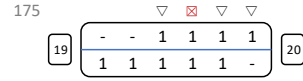
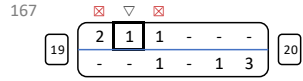
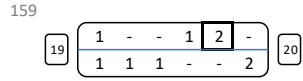
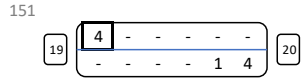
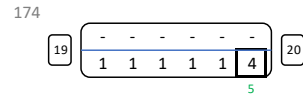
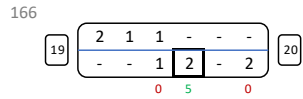
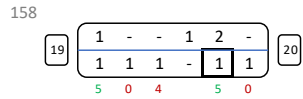
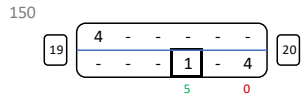
9-seed loop key position



Whatever North plays, it will give the same potential result

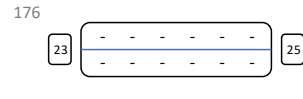
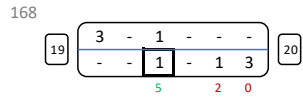
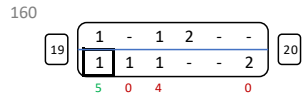
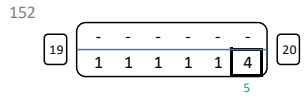


Whatever North plays, it will give the same potential result



Whatever North plays, it will give the same potential result

The players settle to distribute the seeds of this 9-seed loop: +4 for North, +5 for South



North: 23  
South: 25