# On The First Mini Quincala End Position with 8 Towers

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

In Acrobat Reader, to enable selection and copying, you might have to click "Select" on the top bar before you can highlight and copy the QSF-string. (Note: loading game scores will be much easier with the next version of the software.)

### Edit on 20 August 2012, by Ulf

This document updates my previous thoughts on the 8 tower end positions in mini-Quincala knocking game. I am now much more positive about the overall balance of the knocking game: I believe that in a defensive game, by building many full towers, the players gradually near a more easily defined position in which the first attacker have greater chances to find a win. The game as a whole might still turn out to be a Draw, but an 8 tower position does not look as if it is the trivial Draw as I first feared.

I have primarily looked at one real score from the 2010 tournament, 2010-09-12 Rnd 2 Brd 1 Andrew Br v Aled, the first recorded draw in Quincala history, ending in a position with 8 full towers on the board:
<=QSF;0.1&Quincala;KM;6463636a69696263632637a69557
48488696966869699695957788884455553948487584849988
88938484885858553333363737335555463737845454588888
54747437474755535388585 8rgx;0.2&title=2010-09-12_Rn
d_2_Brd_1_Andrew_Br_v_Aled>

**Conclusion:**
So far I there seems to be at least two position with 8 towers, in turn 22 and also in turn 24, that appear to have some strong winning lines for the first attacker, using the *short straight dart* attack. Two supporting examples are shown below; more in depth theory and explanation as well as further examples are found in the separate document "Mini Quincala Knocking End Game Tactics with Many Towers".

The following example from that document shows a successful attack by Black from turn 22 in the drawn game. As defences go, this is probably the strongest that I have looked into, forcing Black to use two small darts to win:

<=QSF;0.1&Quincala;KM;6463636a69696263632637a69557
48488696966869699695957788884455553948487584849988
88938484885858553333363737335555463737845454373645
54x55444554444484645446353544544535369969553 73959
658789695;0.2&title=guarded_dart_attack_4>

Conclusive proof would require better software tools, but brain power is always the first step. Which tactics to use after an initial short straight dart attack, for both players, must be studied more.