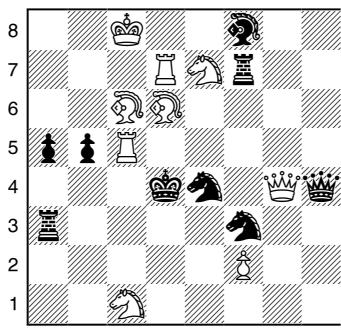




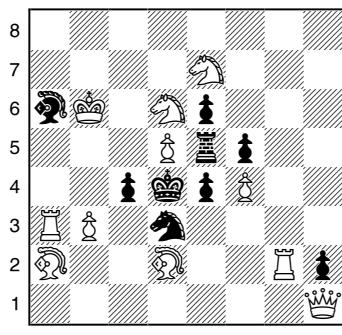
Accademia Scacchi Milano
III Torneo di Soluzione problemi - Gara 6 - 2012/2013

1



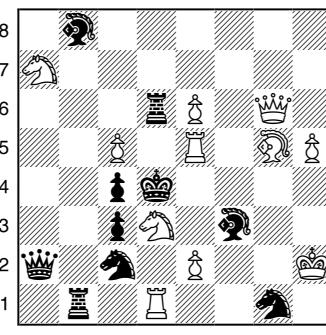
#2 (9+9)
il bianco muove e matta in due mosse

2



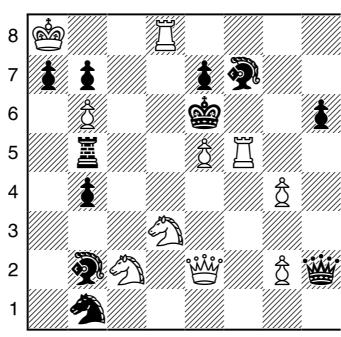
#2 (11+9)
il bianco muove e matta in due mosse

3



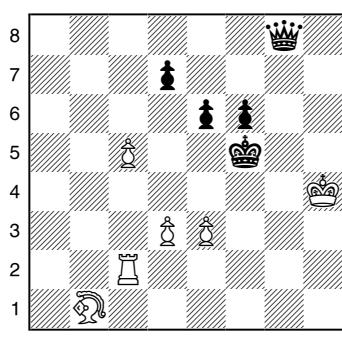
#2 (11+10)
il bianco muove e matta in due mosse

4



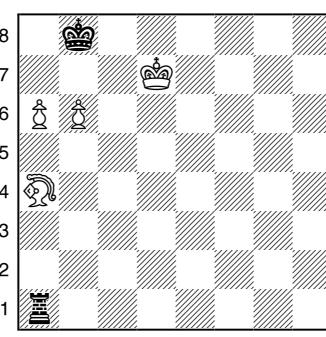
#3 (10+11)
il bianco muove e matta in tre mosse

5



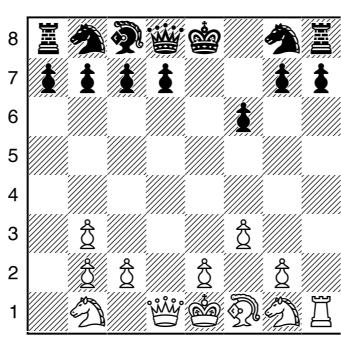
+ (6+5)
il bianco muove e vince

6



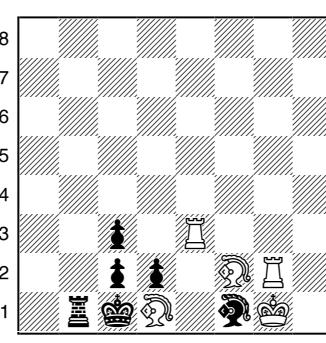
+ (4+2)
il bianco muove e vince

7



spg 9.5 (12+14)
posizione dopo la 10 mossa del bianco
ricostruire la partita

8



h#2 (5+6)
aiutomatto in due mosse
due soluzioni
(=> il nero muove per primo!)