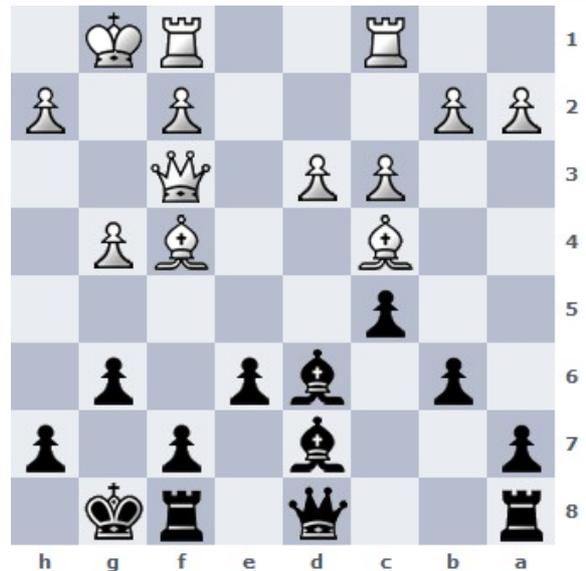
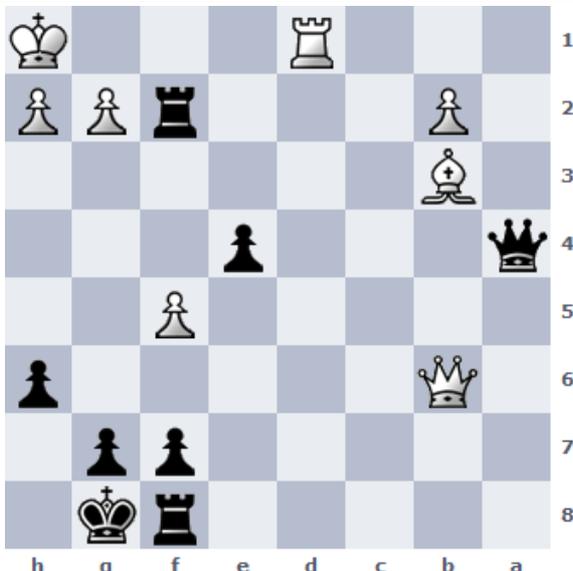


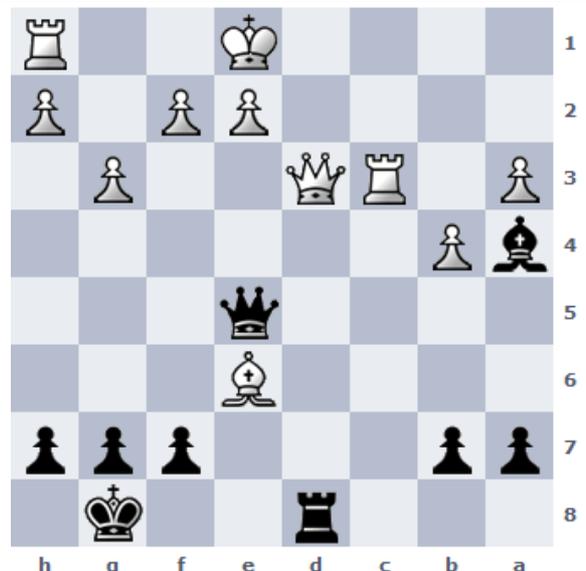
1. Sc3



1. ... Df6!



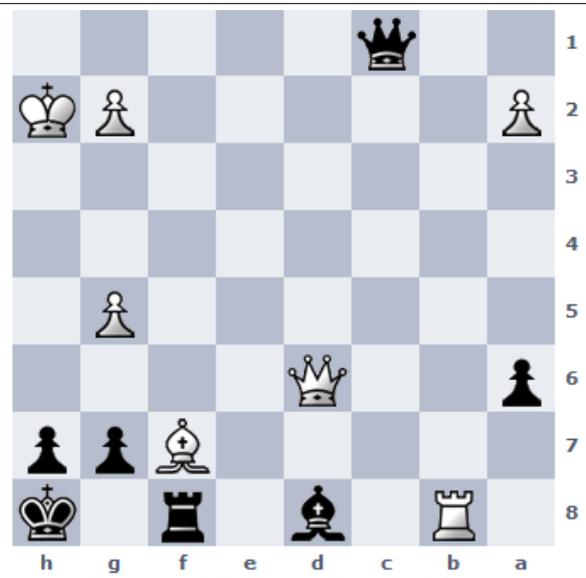
1. ... Txb2 rettet Dame und Turm und fesselt den weißen Läufer



1. ... DxT+! (die weiße Dame ist gefesselt: 2. DxD? Td1#)



1. Ta1! (gewinnt die Dame wegen Ta8#)



1. ... Dc7 (Lc7? TxT#) 2. TxL (DxD? LxL+ mit Turmgewinn) DxT