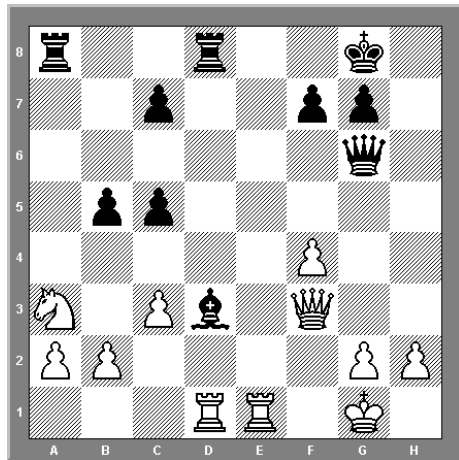
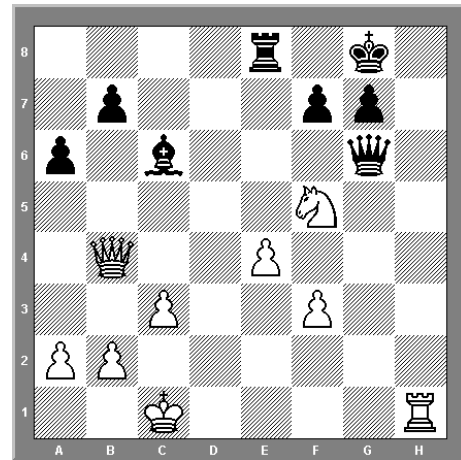


Ablenkung (Teil 2):

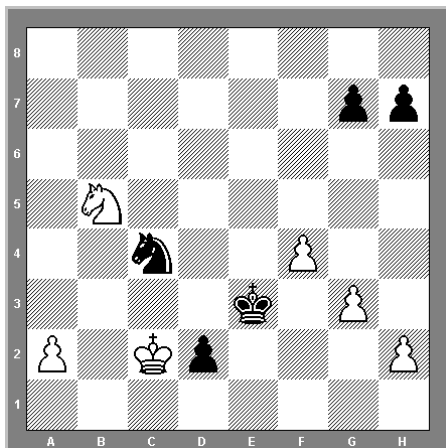
1. Weiß am Zug



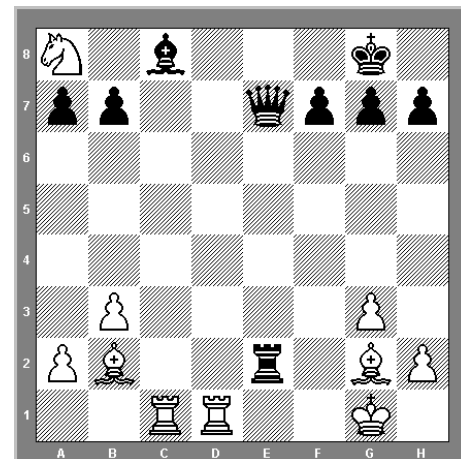
2. Weiß am Zug



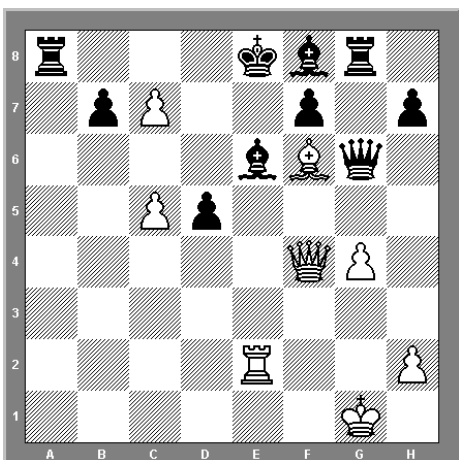
3. Schwarz am Zug



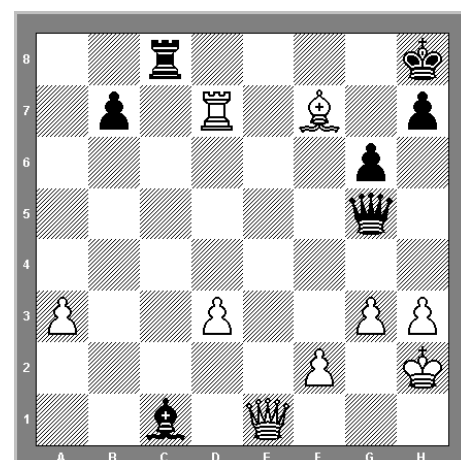
4. Schwarz am Zug



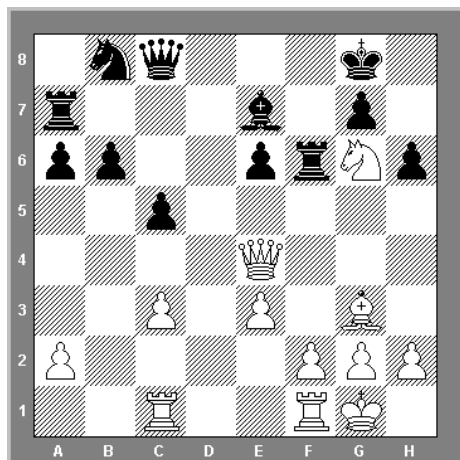
5. Weiß am Zug



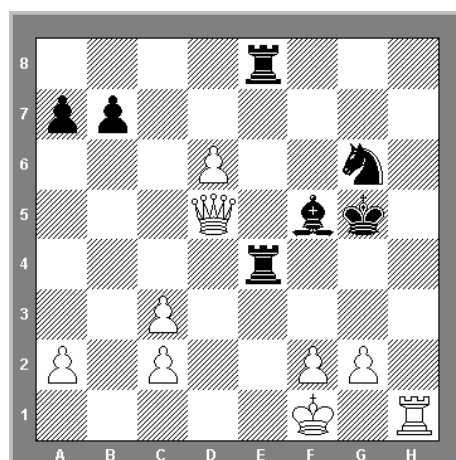
6. Weiß am Zug



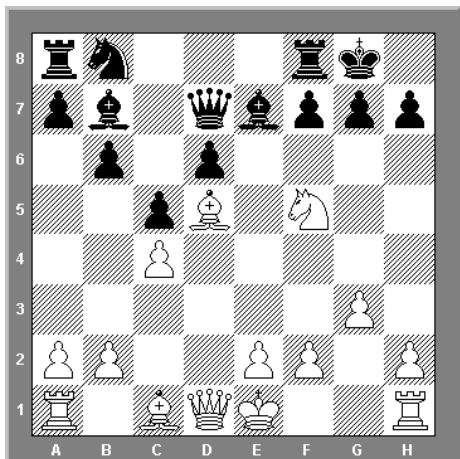
7. Weiß am Zug



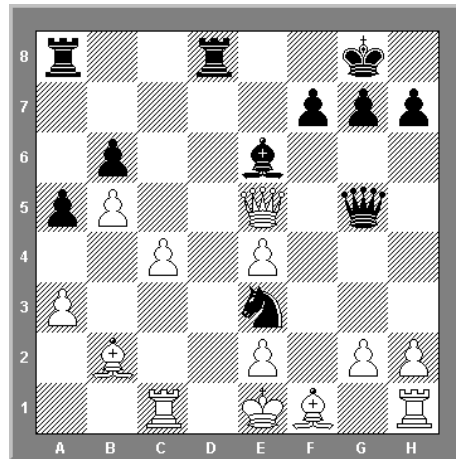
8. Weiß am Zug



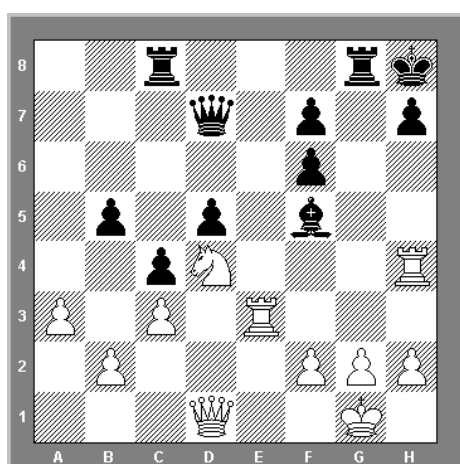
9. Weiß am Zug



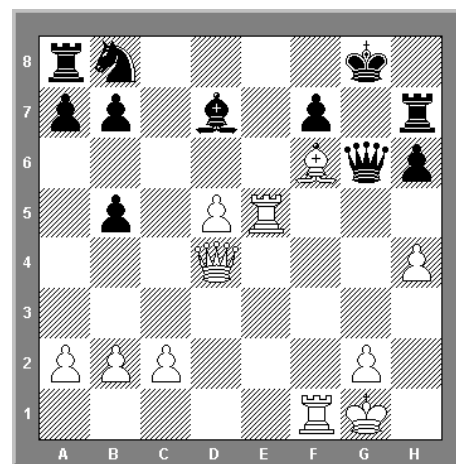
10. Schwarz am Zug



11. Weiß am Zug



12. Weiß am Zug



Lösungen:

- [01] 1. TxL DxT (oder: 1. ... TxT 2. DxTa8) 2. Te8+ Kh7 (oder: 2. ... TxT 3. DxD)
3. Dh5 ≠
- [02] 1. Df8 + TxD 2. Se7 ≠ (oder: 1. ... KxD 2. Th8 ≠)
- [03] 1. ... Sa3 + 2. SxS Ke2 3. Sc4 d1D +
- [04] 1. ... Lh3 2. LxL De3 + 3. Kh1 Df3 + 4. Kg1 Df2 + 5. Kh1 Dh2 ≠
- [05] 1. Da4 + TxD 2. c8D ≠
- [06] 1. Td8 + TxT 2. Dc3 + Df6 3. DxD ≠ (oder: 1. ... DxT 2. De5 +)
- [07] 1. Da8 TxD 2. SxL + Kf7 3. SxD (oder: 1. ... Tb7 2. SxL + TxS 3. DxD oder:
1. ... Ld8 2. DxT Sc6 3. Se7 + SxS 4. Tfd1 und die weiße Dame entkommt über d7
wieder)
- [08] 1. Th5 + KxT 2. DxD+ Kh6 3. DxD!! (und nach TxD?, d7 ist der d-Bauer nicht mehr
aufzuhalten)
- [09] 1. LxL DxD 2. Dd5 Sc6 (oder: DxD SxL + nebst SxD) 3. DxD DxD 4. SxL + nebst
SxD
- [10] 1. ... Td1 + 2. TxT Sc2 + 3. Kf2 De3 ≠ (oder: 2. Kf2 Sg4 + 3. Kf3 [Kg1 De3 ≠]
SxD + 4. Kf2 Df4 + 5. Kg1 De3 ≠)
- [11] 1. Te7 DxT 2. SxL Df8 3. Th7: + KxT 4. Dh5 ≠ (oder: 1. ... Tg2: + 2. KxT DxT
3. SxL Df8 4. Th3 Dg8 5. Tg3)
- [12] 1. h5 Dxc2 [1...Dg3 2.Tf3 Dxf3 3.gxf3 Sc6 4.Dxd7 Sxe5 5.Lxe5 f6 6.De6+ Tf7 7.Lxf6
Kf8 8.Ld4 Td8 9.Dxh6+ Ke8 10.Lxa7 Td1+ 11.Kf2 Te7 12.Lc5 Tee1 13.Db6 Tf1+
14.Kg3 Tfe1 15.Dxb5+ Td7 16.h6] 2.Dg4+ Kf8 [2...Dg6 3.hxg6 fxg6 4.Dxg6+ Kf8
5.Le7#] 3.Le7+ Ke8 4.Dg8#