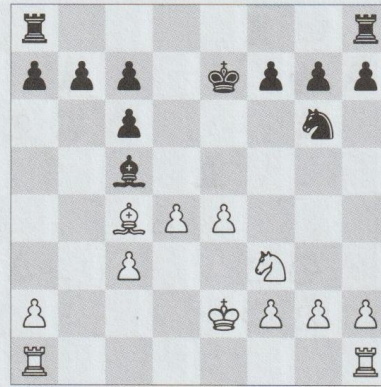
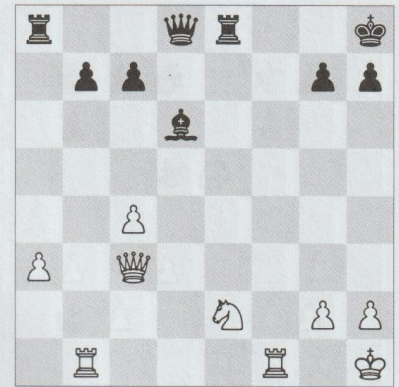




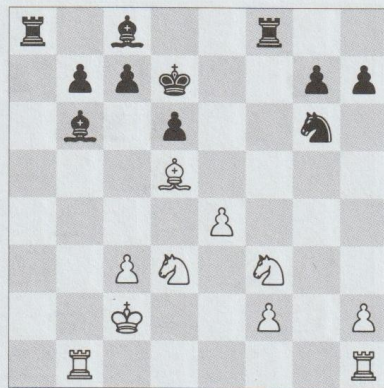
B1



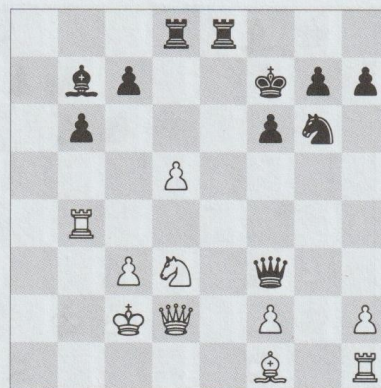
B2



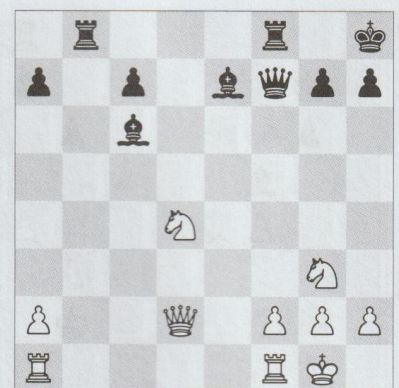
B3



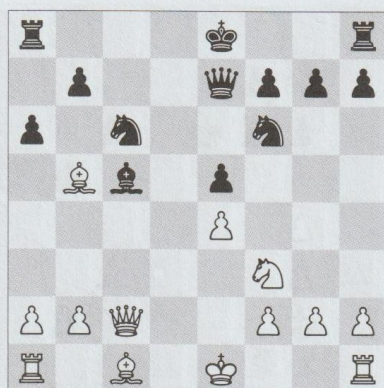
B4



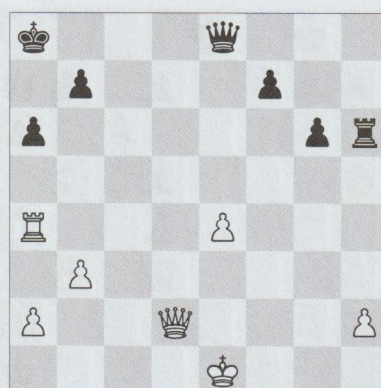
B5



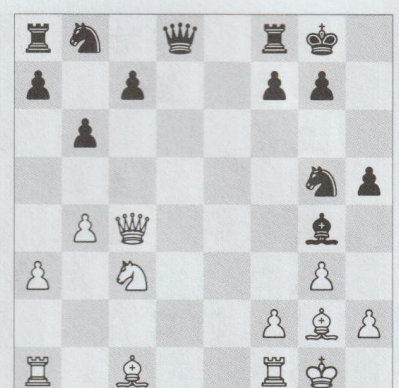
B6



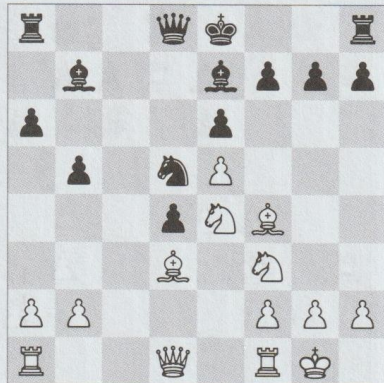
B7



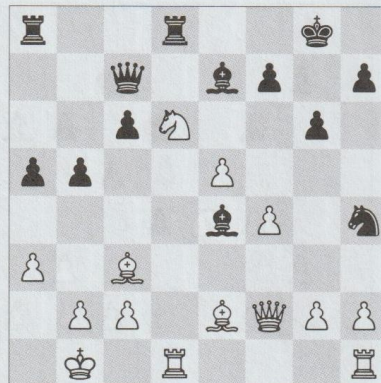
B8



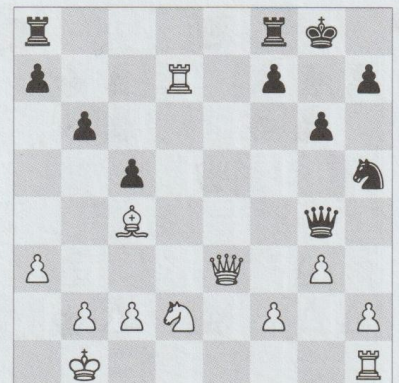
B9



B10

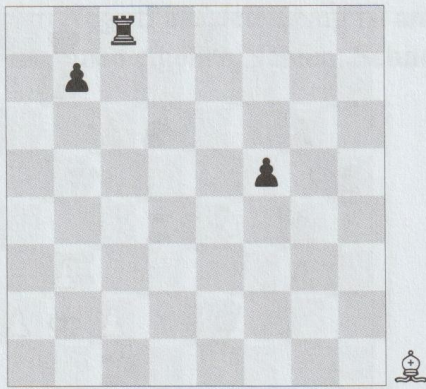


B11



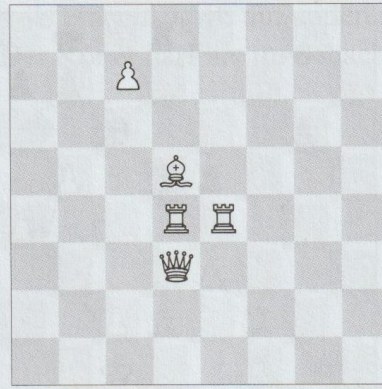


A1



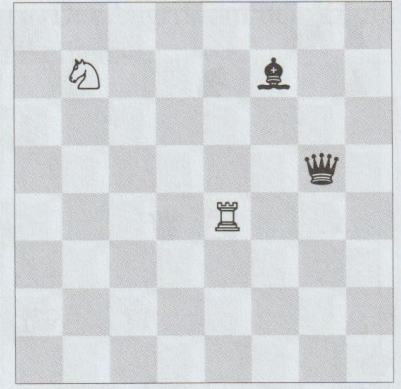
Angriff ausdenken

A2



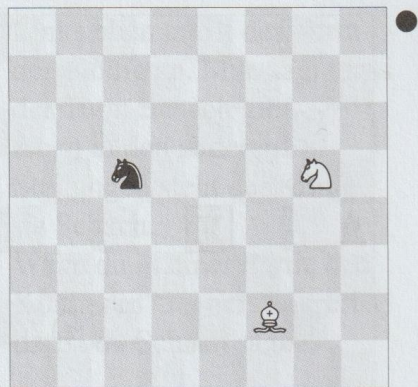
Wie darf der Bauer ziehen?

A3



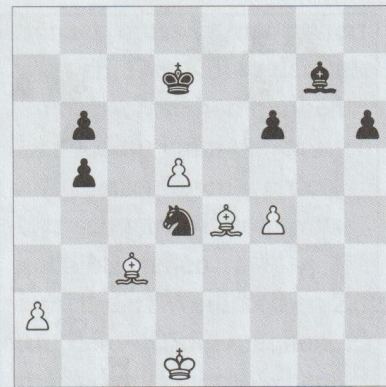
Greife an

A4



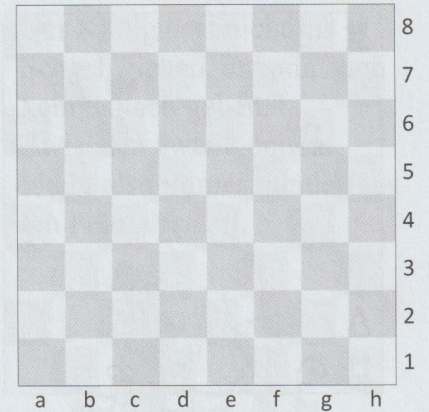
Greife an

A5



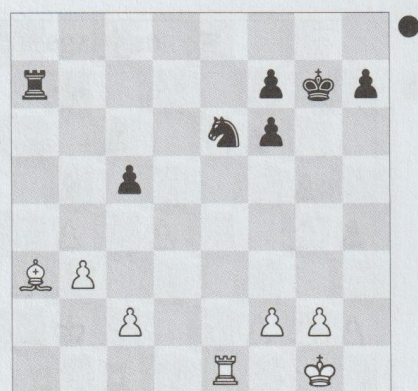
Verteidigen

A6



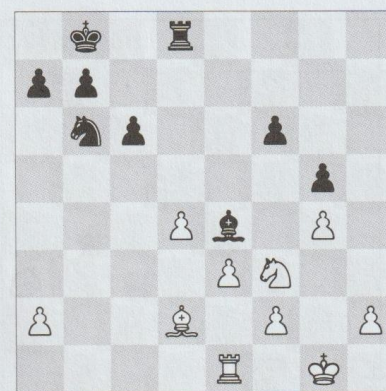
● = d5 ■ = f3 ◆ = e7

A7



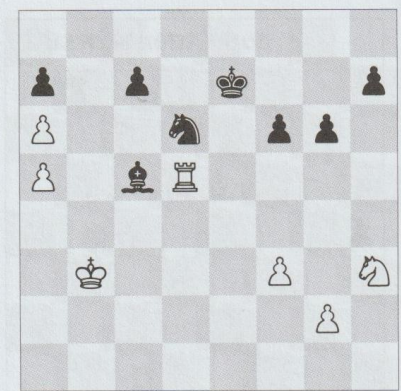
Schlage eine ungedeckte Figur

A8



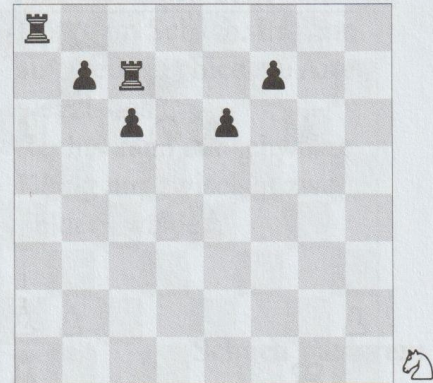
Verteidigen

A9



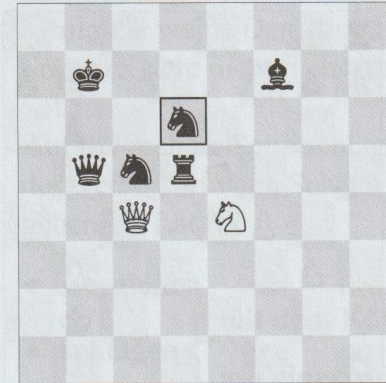
Verteidigen

A10



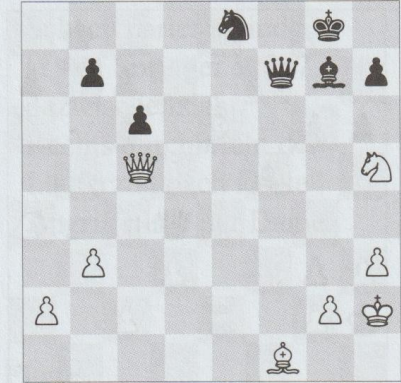
Angriff ausdenken

A11



+ = ziehen ○ = schlagen

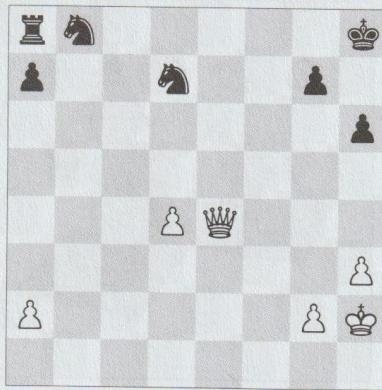
A12



Schlage eine ungedeckte Figur

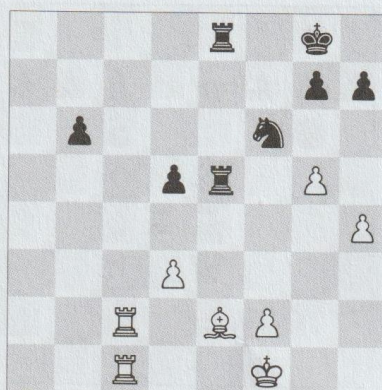


A1



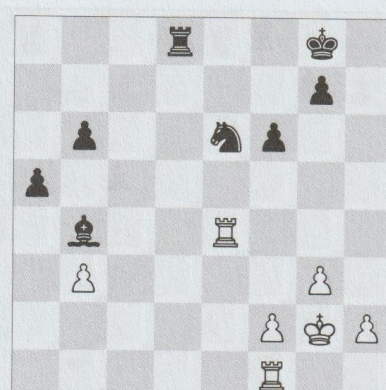
Verteidigen

A2



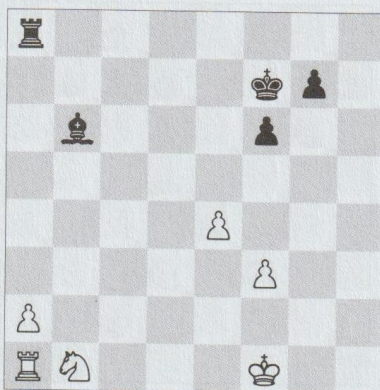
Verteidigen

A3



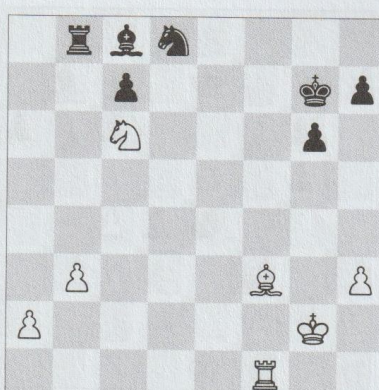
Schlage eine ungedeckte Figur

A4



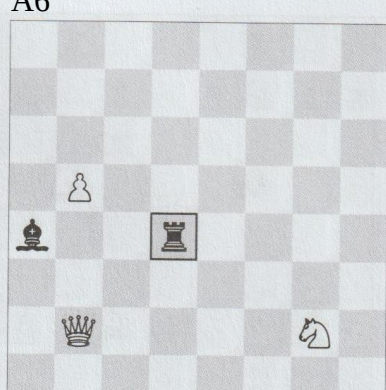
Greife an!

A5



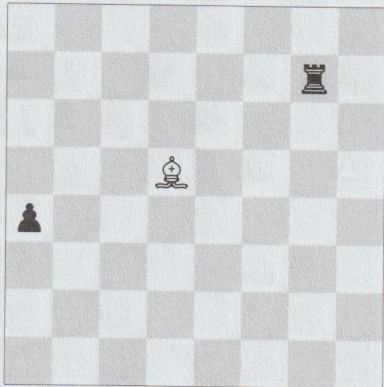
Verteidigen

A6



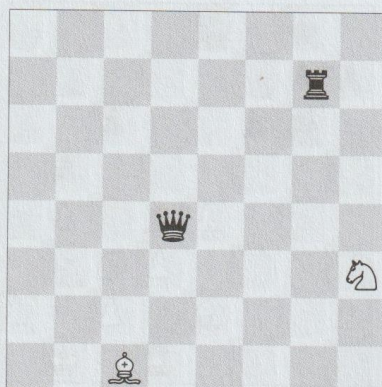
+ = ziehen    o = schlagen

A7



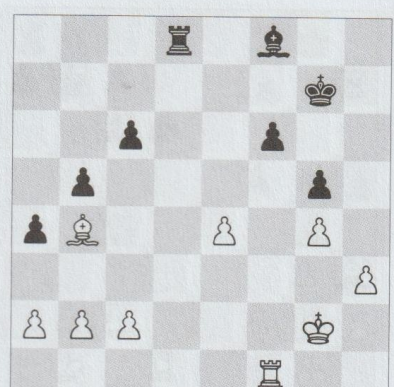
+ für gute Läuferzüge  
- für schlechte Läuferzüge

A8



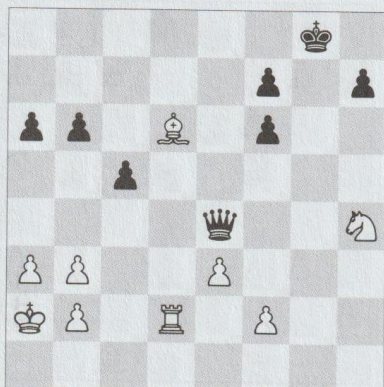
+ für gute Damenzüge  
- für schlechte Damenzüge

A9



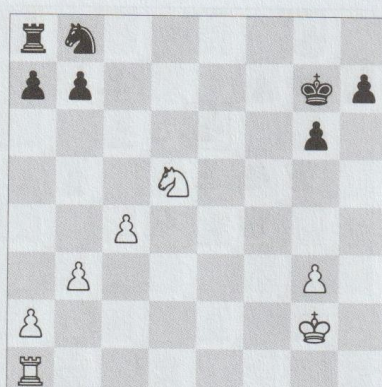
Schlage eine ungedeckte Figur

A10



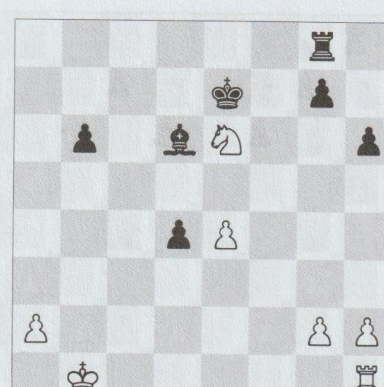
Verteidigen

A11



Greife an!

A12



Verteidigen