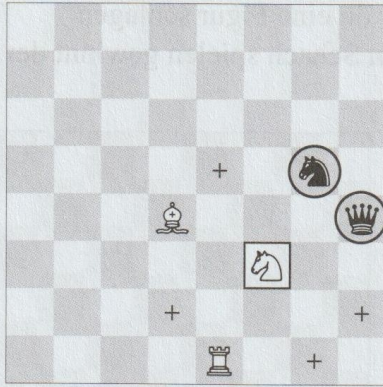


Spielregeln

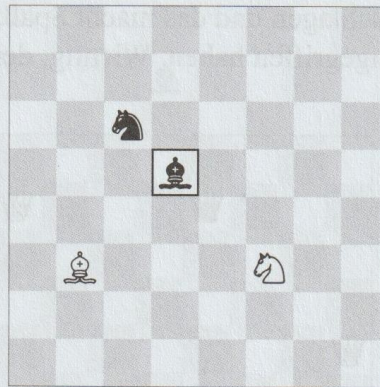
Gangart der Figuren: **B**

B1

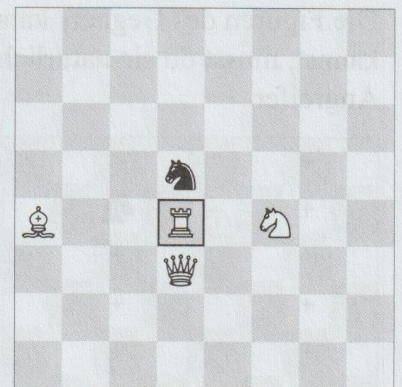


+ = ziehen ○ = schlagen

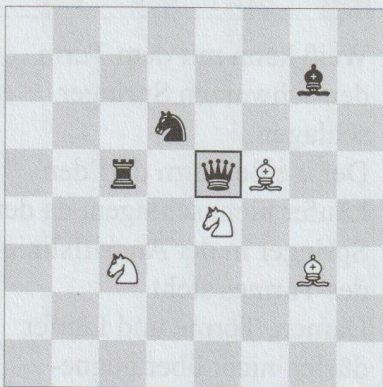
B2



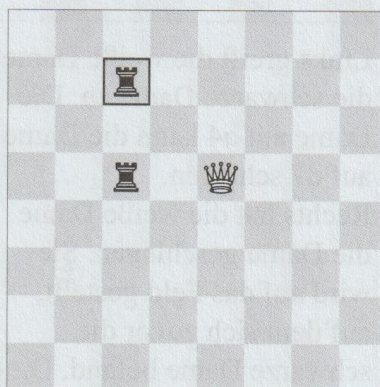
B3



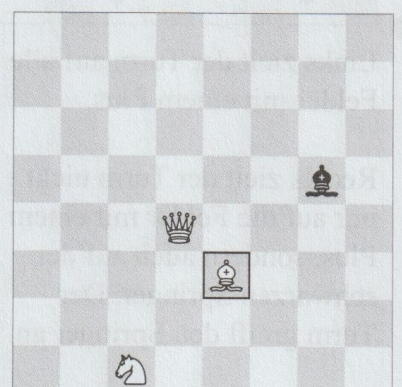
B4



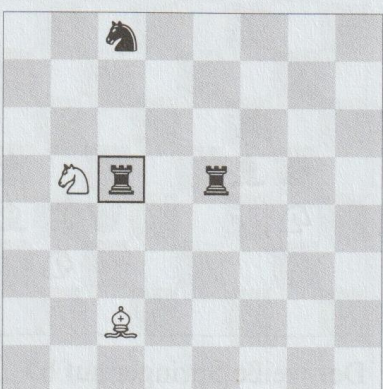
B5



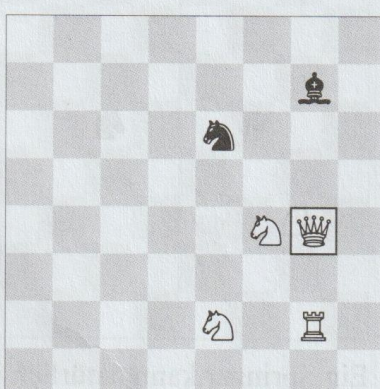
B6



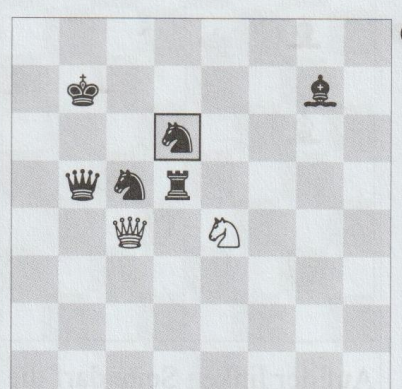
B7



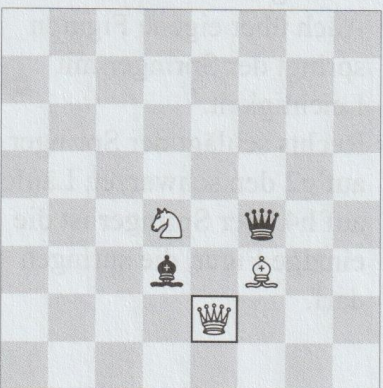
B8



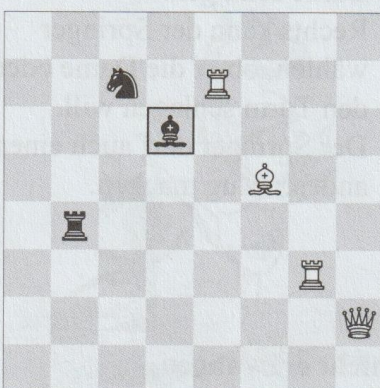
B9



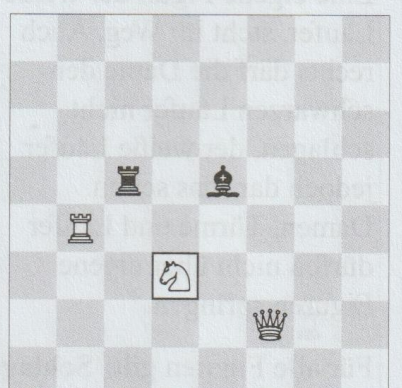
B10



B11



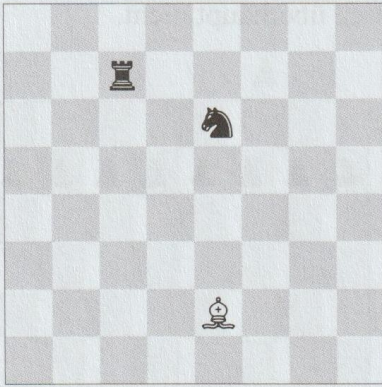
B12



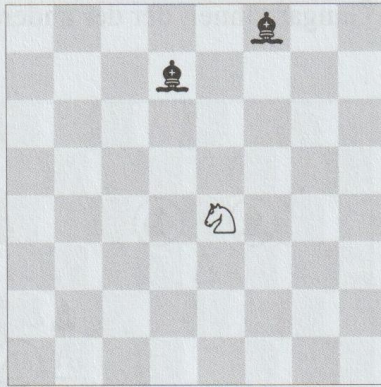
Angriff

Greife an: A

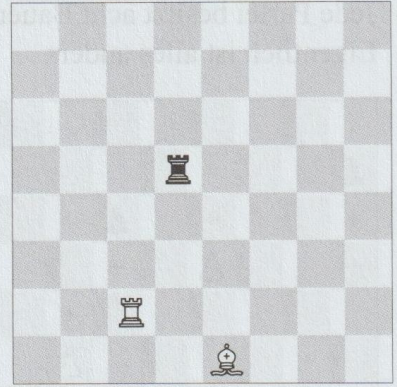
A1



A2



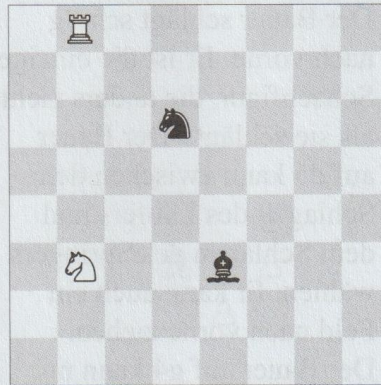
A3



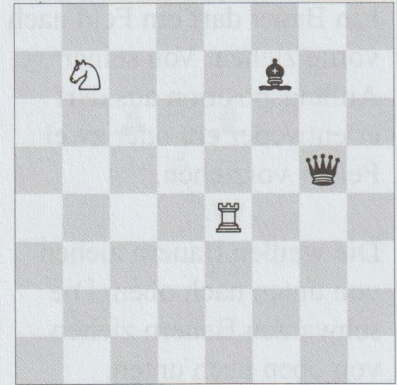
A4



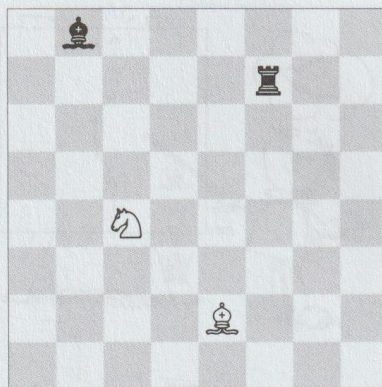
A5



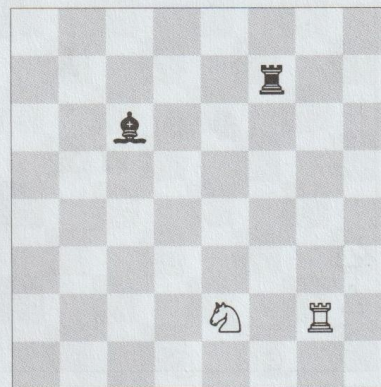
A6



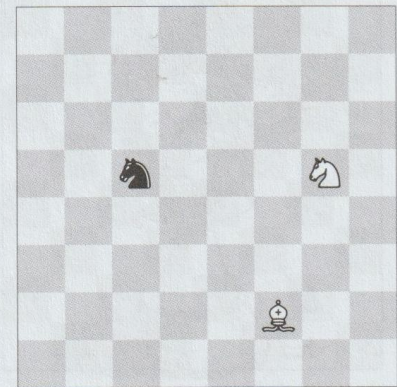
A7



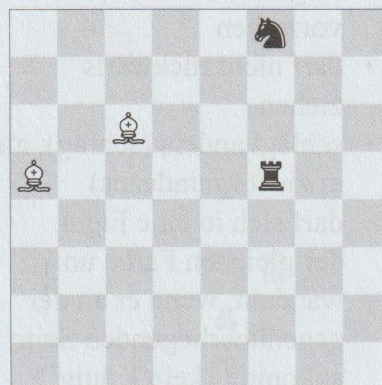
A8



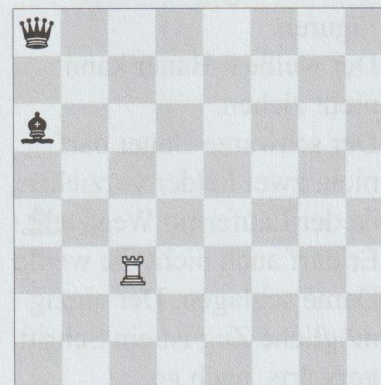
A9



A10



A11



A12

