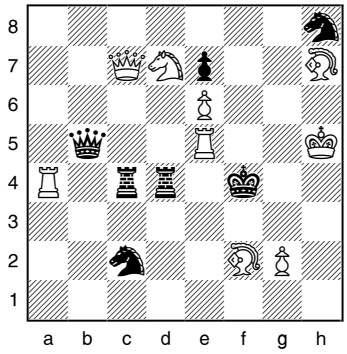
Accademia Scacchi Milano
III Torneo di Soluzione problemi - Gara - 2012/2013

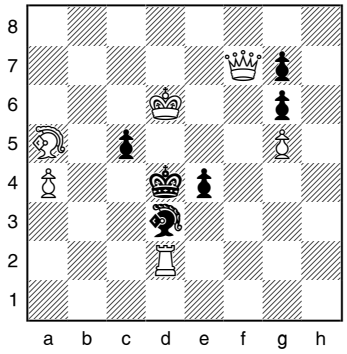
1



#2 (9+7)

il bianco muove e matta in due mosse

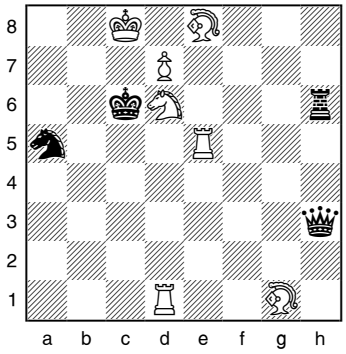
2



#2 (6+6)

il bianco muove e matta in due mosse

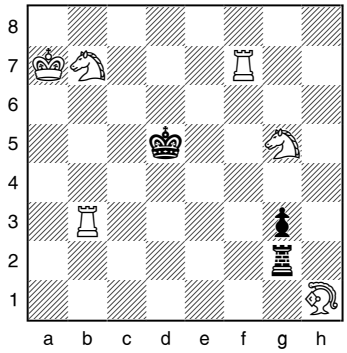
3



#2 (7+4)

il bianco muove e matta in due mosse

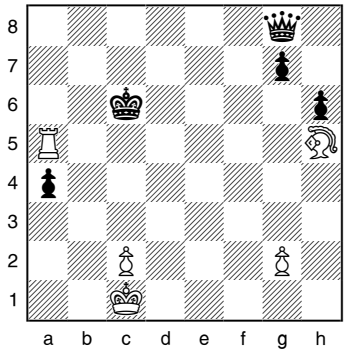
4



#3 (6+3)

il bianco muove e matta in tre mosse

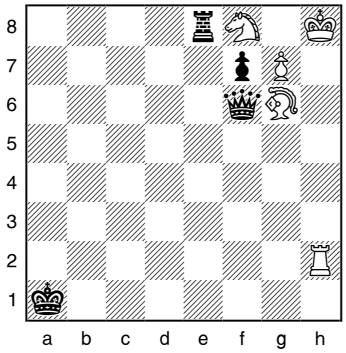
5



+ (5+5)

il bianco muove e vince

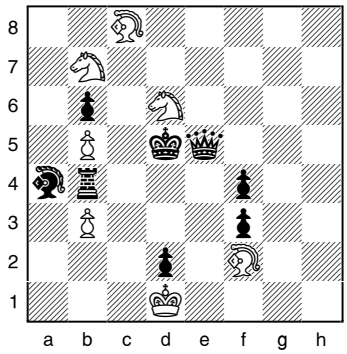
6



= (5+4)

il bianco muove e patta

7

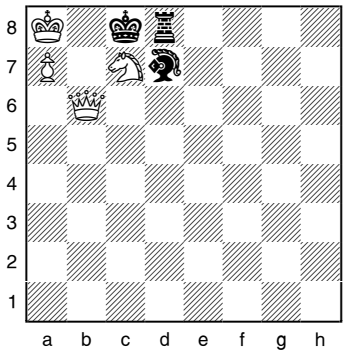


h#2 **tre soluzioni** (7+8)

aiutomatto in due mosse

(**il nero muove per primo!**)

8



s#2 (4+3)

automatto in due mosse