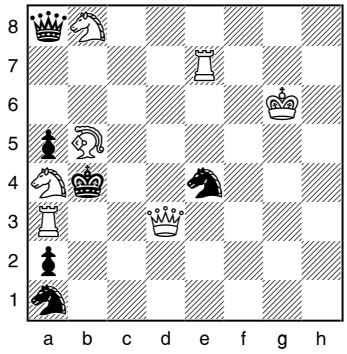
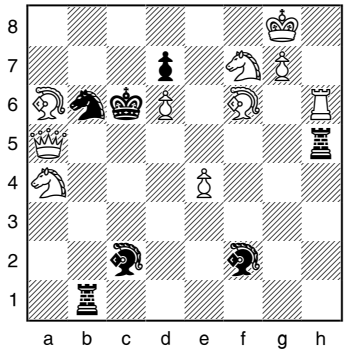
Accademia Scacchi Milano
III Torneo di Soluzione problemi - Gara 4 - 2012/2013

1



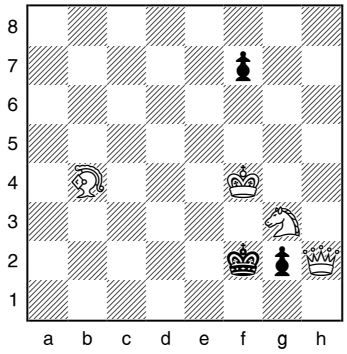
#2 (7+6)
il bianco muove e matta in due mosse

2



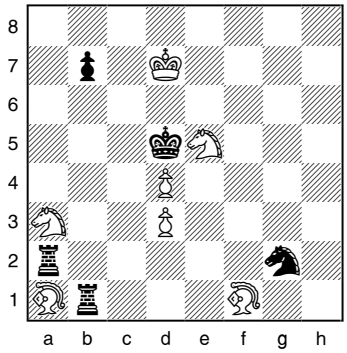
#2 (10+7)
il bianco muove e matta in due mosse

3



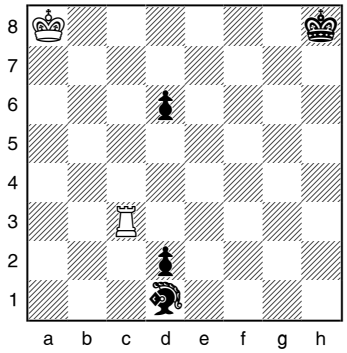
#2 (4+3)
il bianco muove e matta in due mosse

4



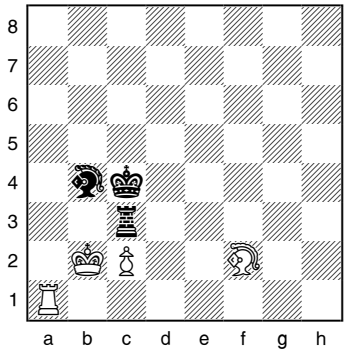
#3 (7+5)
il bianco muove e matta in tre mosse

5



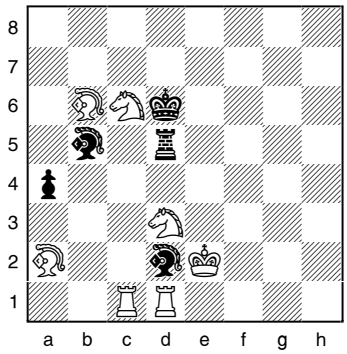
= (2+4)
il bianco muove e patta

6



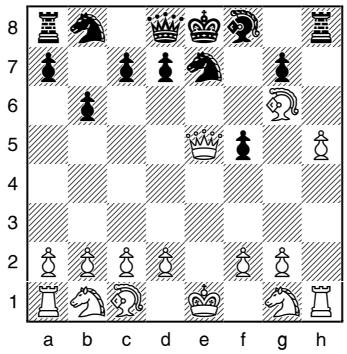
+ (4+3)
il bianco muove e vince

7



h#2 **due soluzioni** (7+5)
aiutomatto in due mosse
(**il nero muove per primo!**)

8



SPG7.5 (15+13)
posizione dopo l'8 mossa del bianco
ricostruire la partita