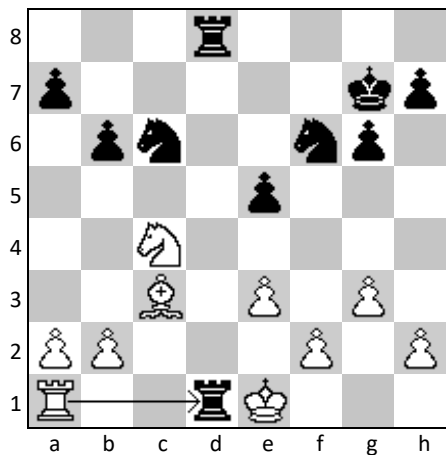


WIEDERHOLUNGSAUFGABEN

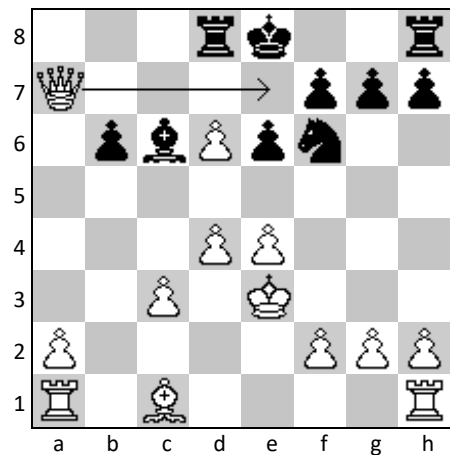
1



Schlage eine zweifach angegriffene Figur.

1.Txd1

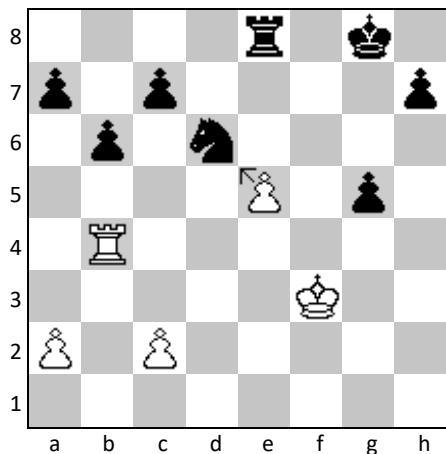
2



Setze Matt.

1.De7#

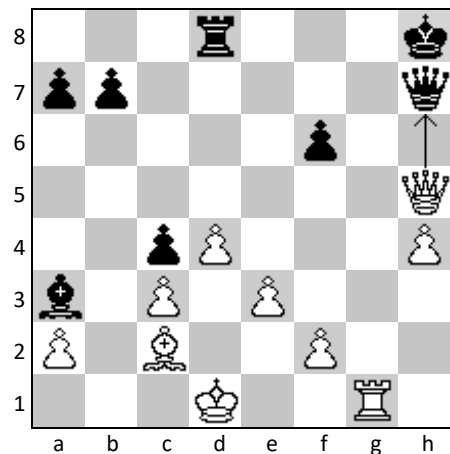
3



Finde den vorteilhaften Abtausch.

1.exd6

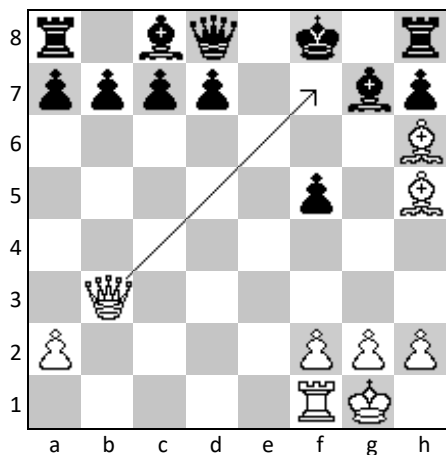
4



Setze Matt.

1.Dxh7#

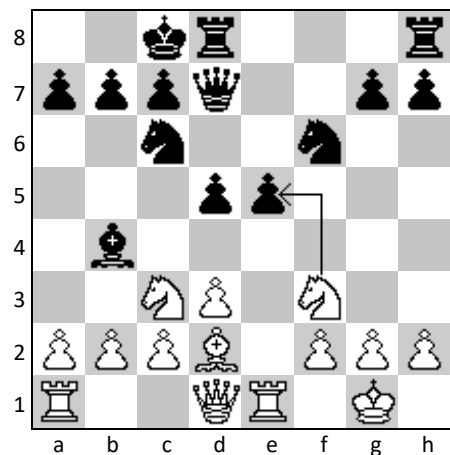
5



Setze Matt.

1.Df7#

6



Schlage eine zweifach angegriffene Figur.

1.Sxe5