

Étape

Stufe

Step

Stap

2

plus



Nom

Name

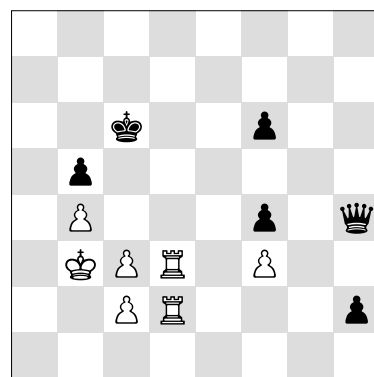
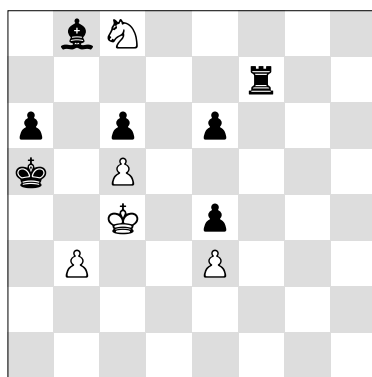
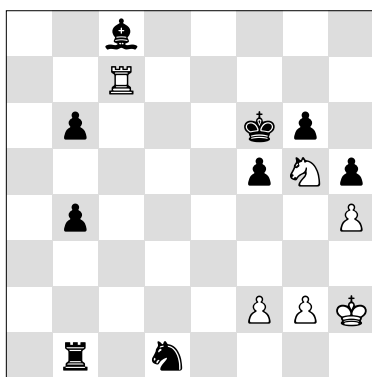
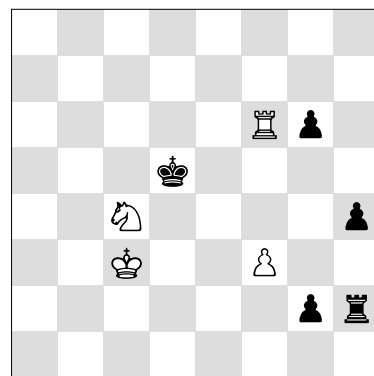
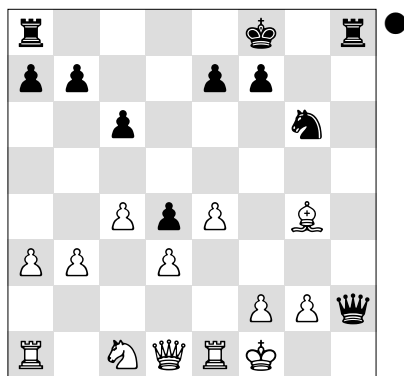
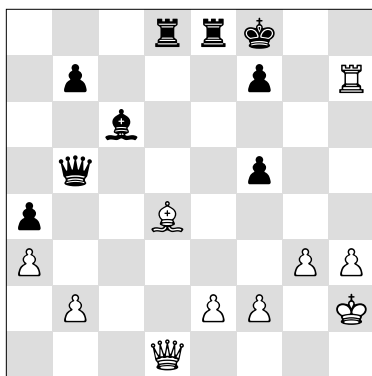
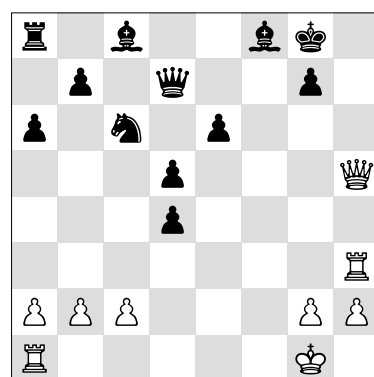
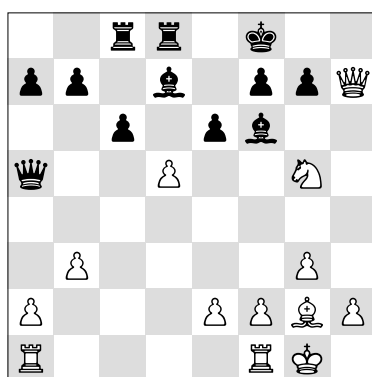
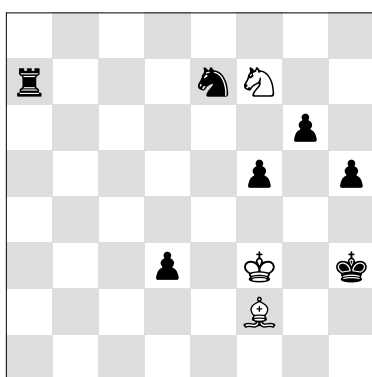
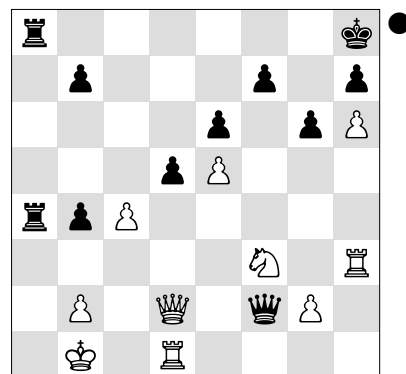
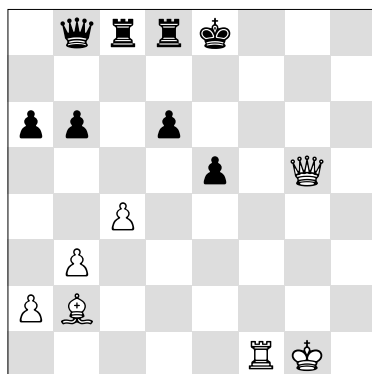
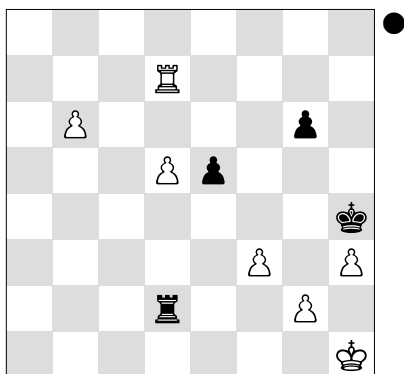
Name

Naam

Mate: Bringing in the guard
 Matt: Bewacher heranholen

A

Le mat : Faire venir le gardien
 Mat: Bewaker erbij halen



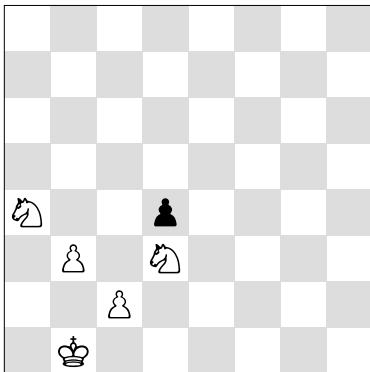
Creating mate (♔♘)

Matt ausdenken (♔♘)

A

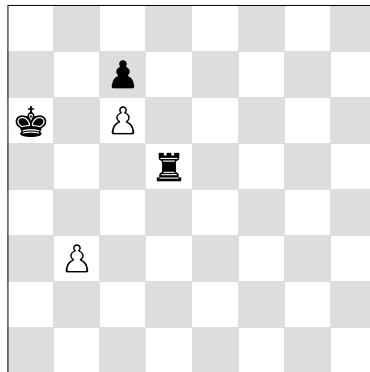
Inventez un mat (♔♘)

Mat bedenken (♔♘)



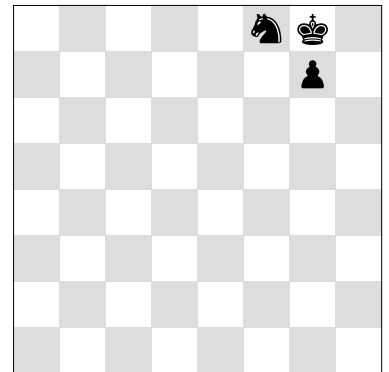
♔=

♘=



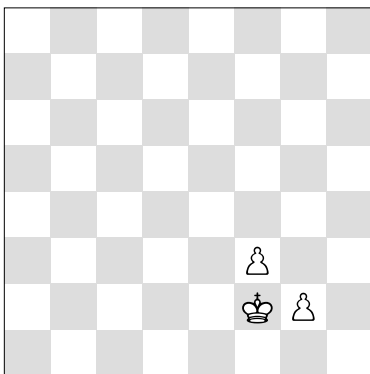
♔=

♘=



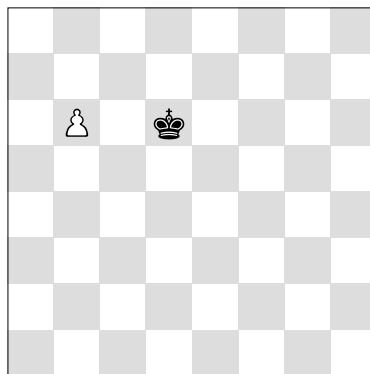
♔=

♘=



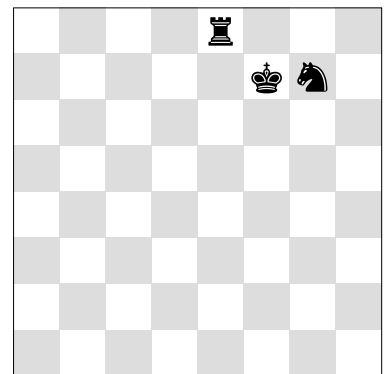
♔=

♘=



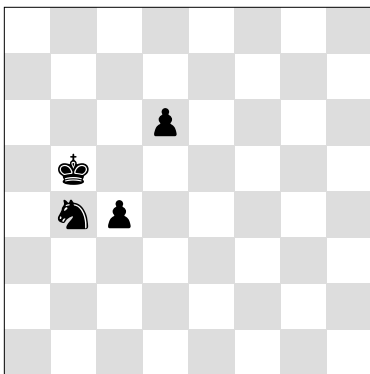
♔=

♘=



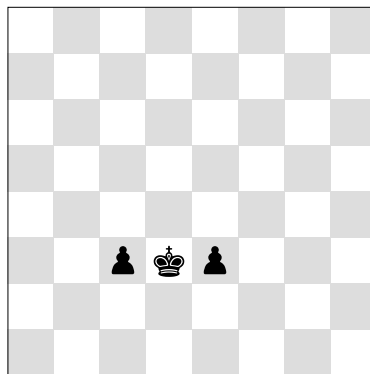
♔=

♘=



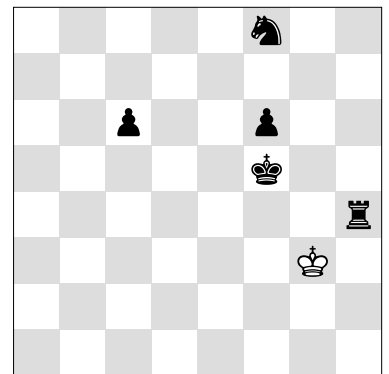
♔=

♘=



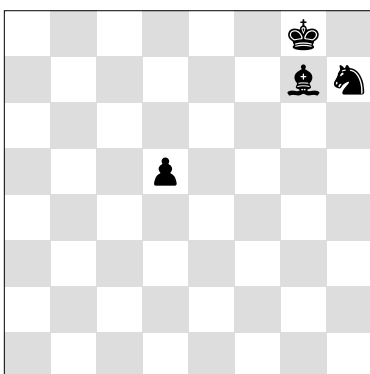
♔=

♘=



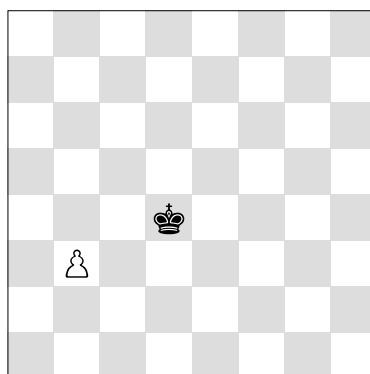
♔=

♘=



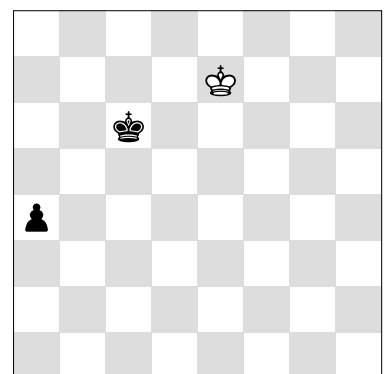
♔=

♘=



♔=

♘=



♔=

♘=

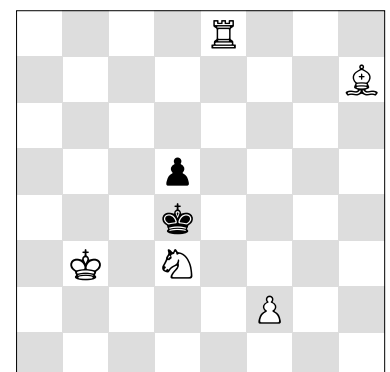
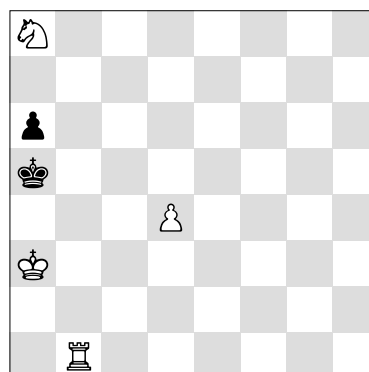
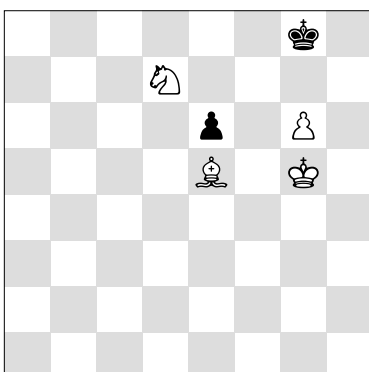
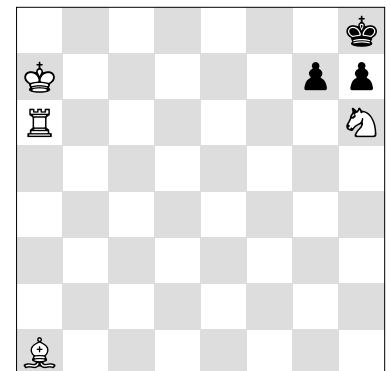
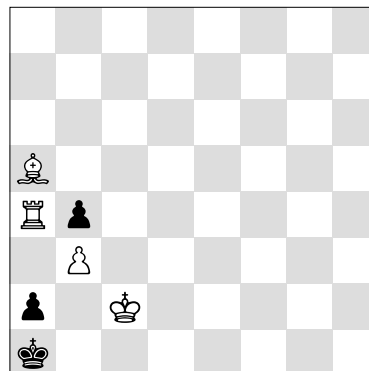
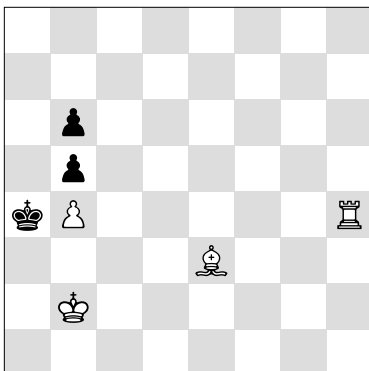
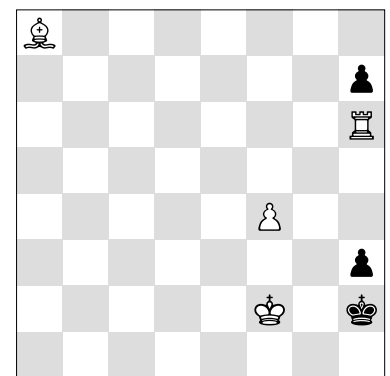
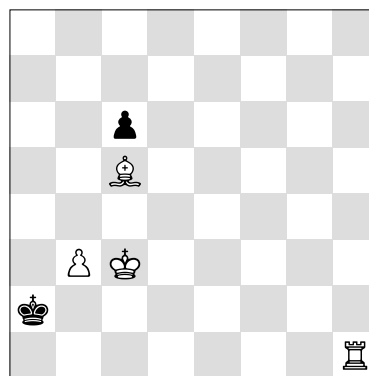
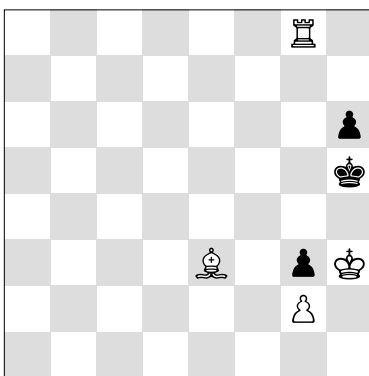
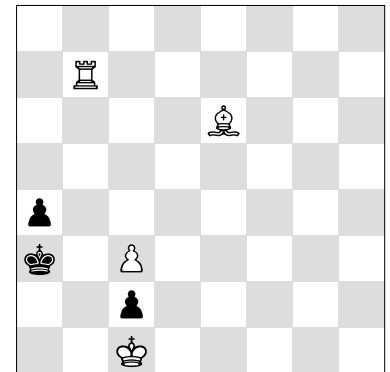
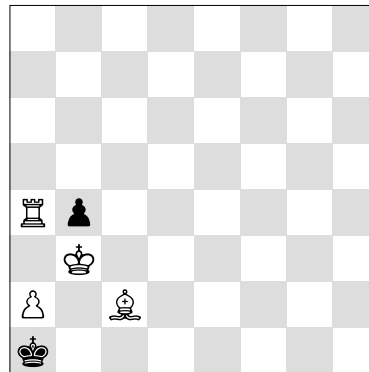
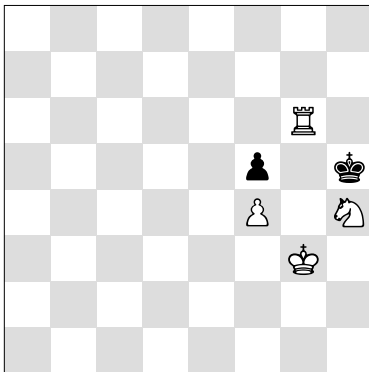
Lifting stalemate: #2

Patt aufheben: #2

B

Parez le pat : #2

Pat opheffen: #2



Intermediate move

Zwischenzug

B

Coup intermédiaire

Tussenzet

