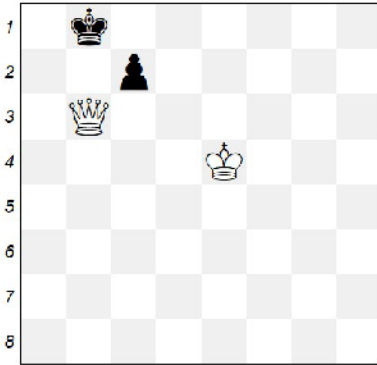
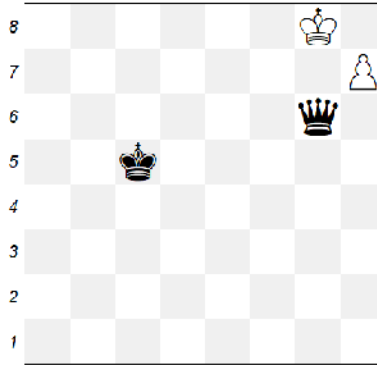




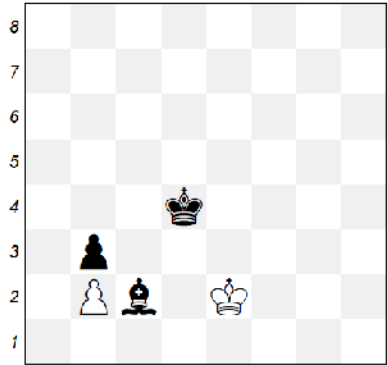
Festungen



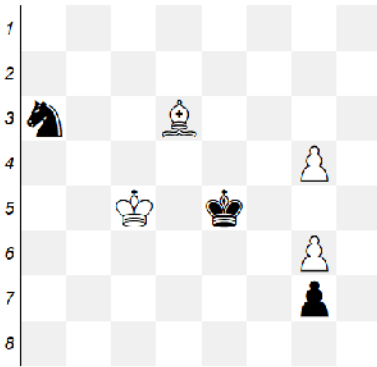
1...Kh1! 2.Dh3+ Kg1 3.Dg3+ Kh1! 4.Dxf2 Patt



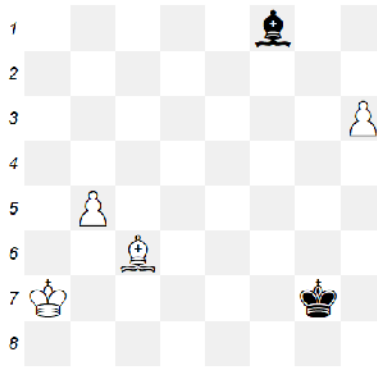
1.Kh8! Dh6 2.Kg6 Dg6+ 3.Kh8!= nebst Patt oder Zugwiederholung



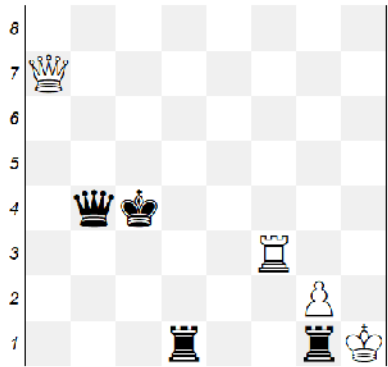
1.Kd2 Lf5 2.Kf8 Ke6 3.Ke8 Kd6 4.Kf8= nebst Patt oder Zugwiederholung



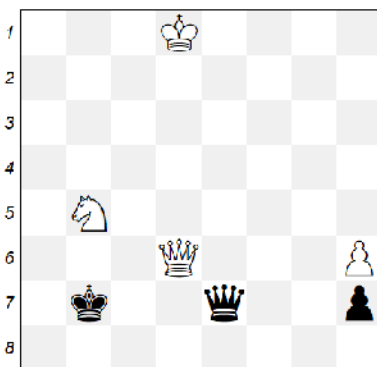
1...Kd6! 2.Kg4 Kd7 3.Kxh3 Kc8= mit Festung wie bereits gesehen



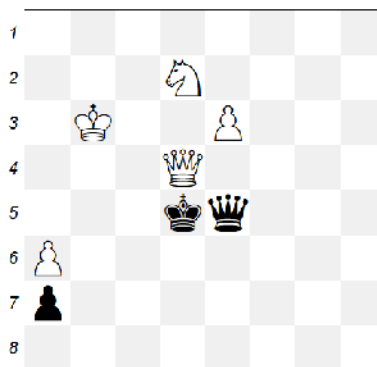
1...Lxg5! 2.Lxg5 Ka8= Festung



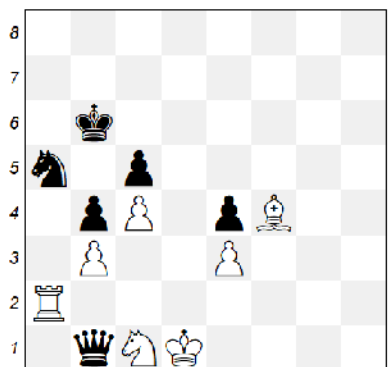
1.Dxg1 Txg1+ 2.Kxg1= Festung



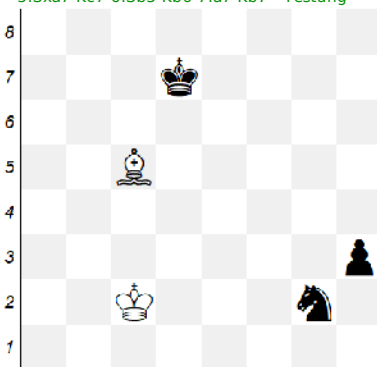
1...Dxe6 2.Sxe6+ Kf6 3.Sc7 Ke7 4.Sb5 Kd7 5.Sxa7 Kc7 6.Sb5 Kb6 7.a7 Kb7= Festung



1...Dxe4 2.dxe4 Kxe4 3.Kg4 Ke5 4.Kg5 Ke6 5.Sf4 Kf7 nebst Kg8= und Festung



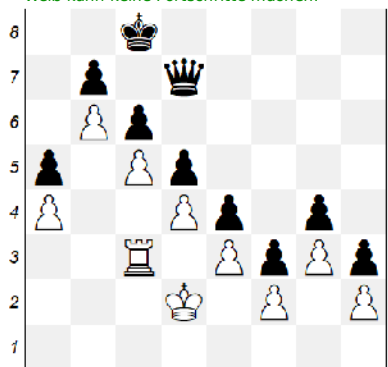
1.Txh4! Kxh4 2.Le5!= Die Dame ist eingesperrt. Weiß kann keine Fortschritte machen.



1.Lg1 Se1+ 2.Kd1 Sf3 3.Lh2!! Sxh2 4.Ke2 Sg4 5.Kf3 Ke6 6.Kg3 h2 7.Kg2= Festung (nicht 3.Ke2? wegen 3...Sxg1 4.Kf2 Se2!+-)



1.Dxg5+!! Dxg5 2.Sxg5 Kxg5 3.f3= Festung Weiß pendelt Kg1/Kg2 und Schwarz kann nicht eindringen.



1.Tc1! Kd8 2.Th1! Dc8 3.Ke1 Da8 4.Kf1 Da6+ 5.Kg1= nebst Patt oder Zugwiederholung!