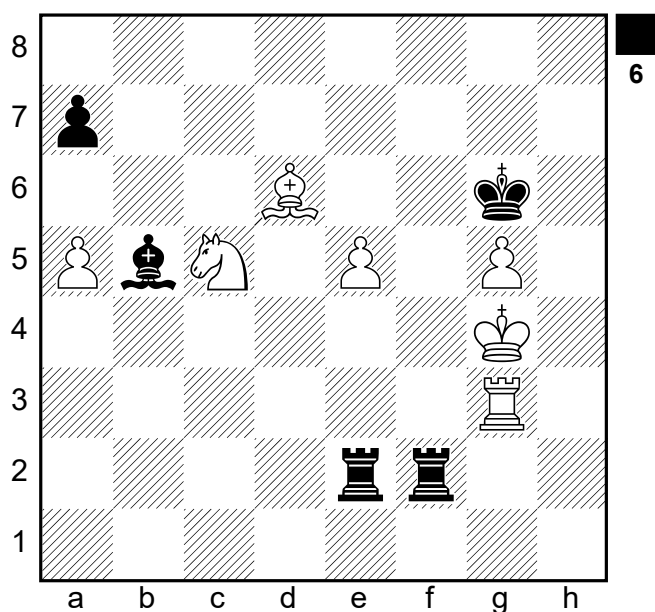
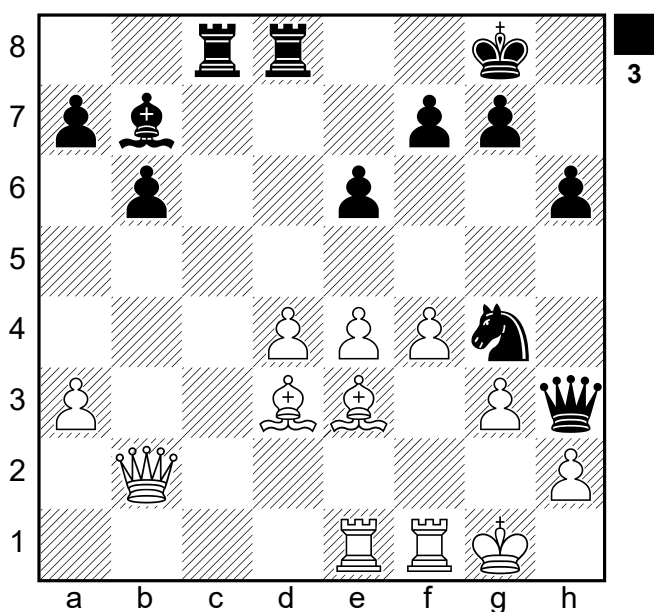
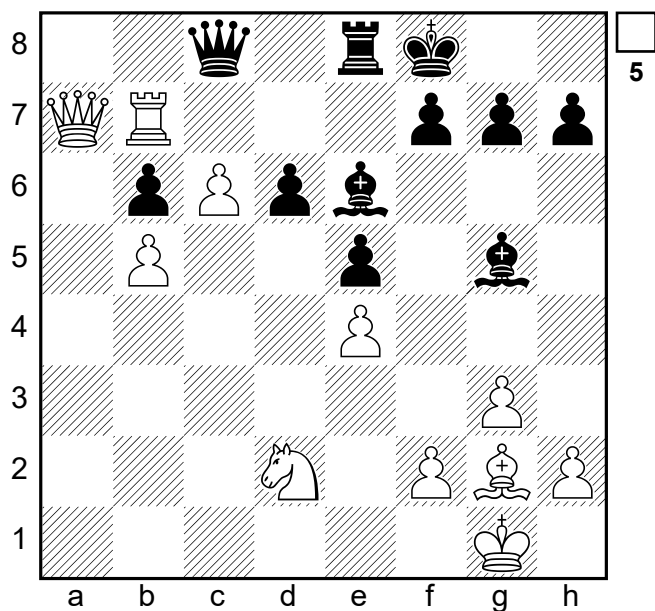
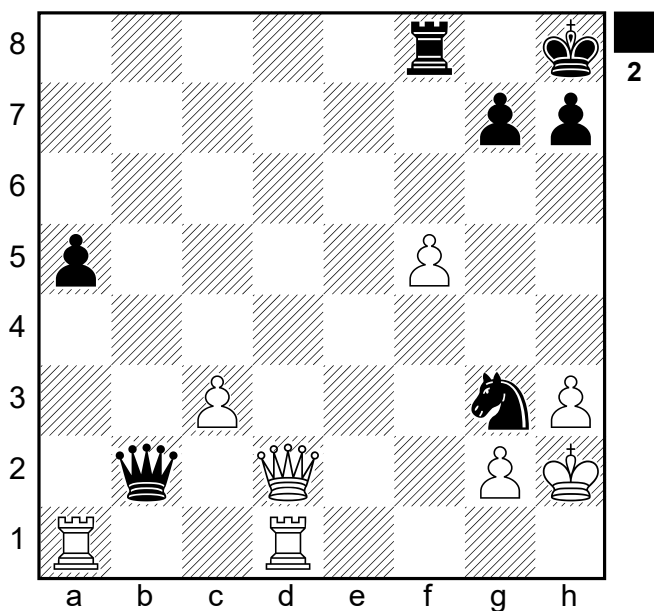
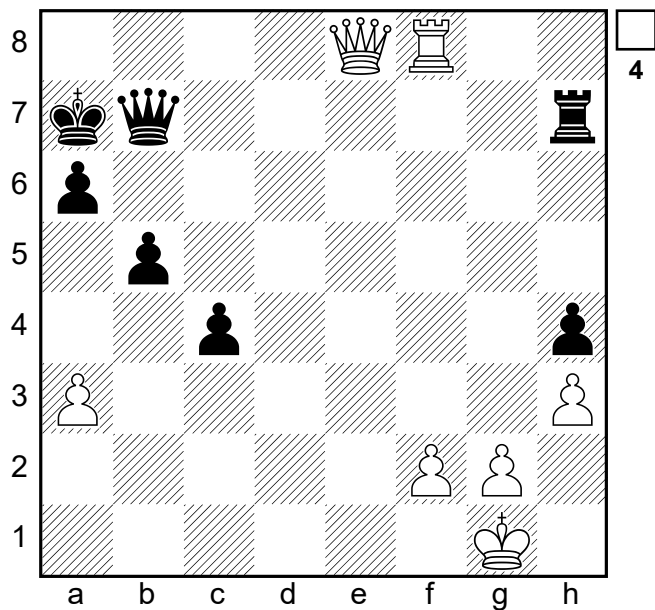
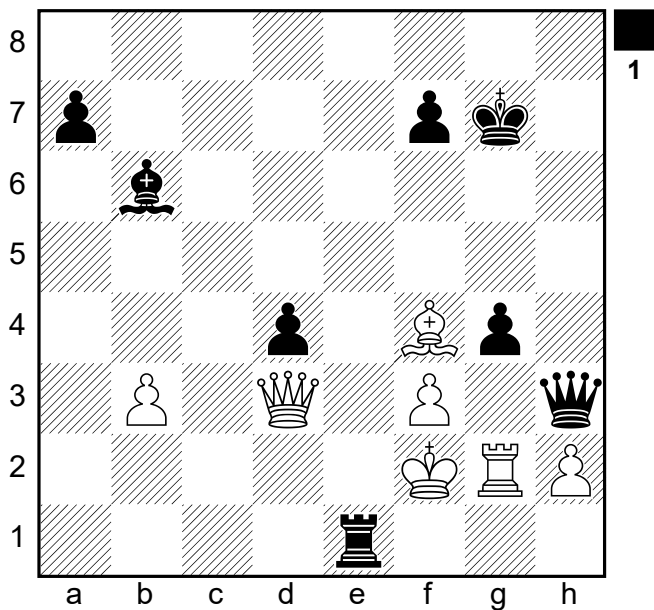
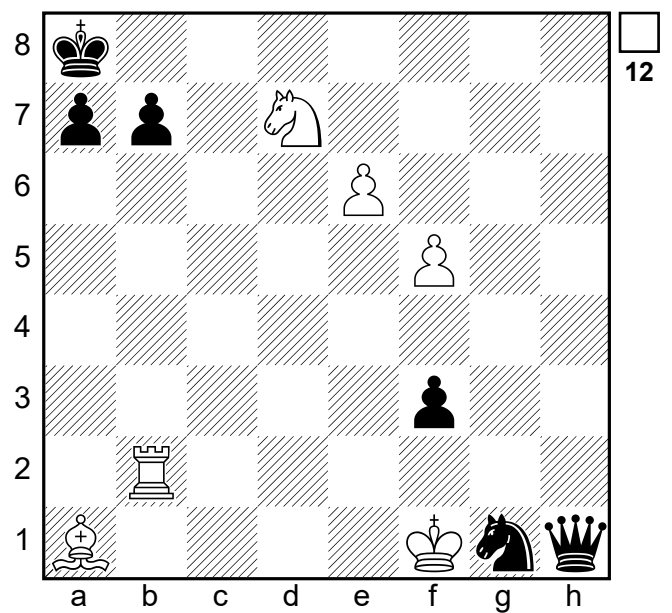
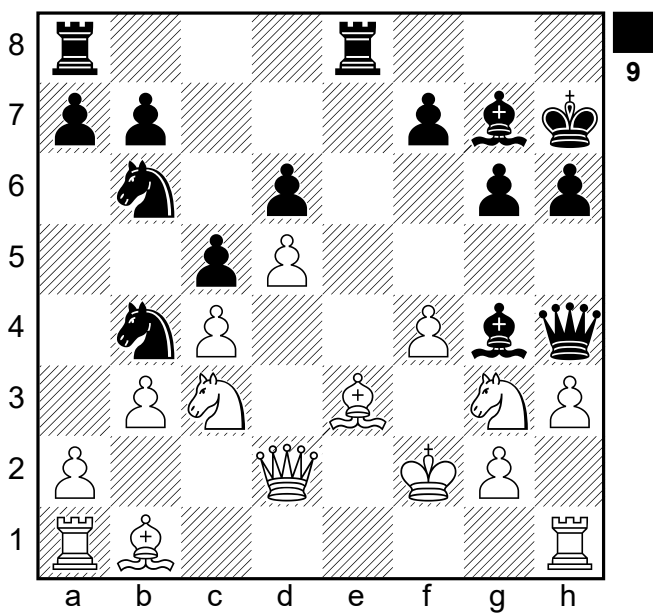
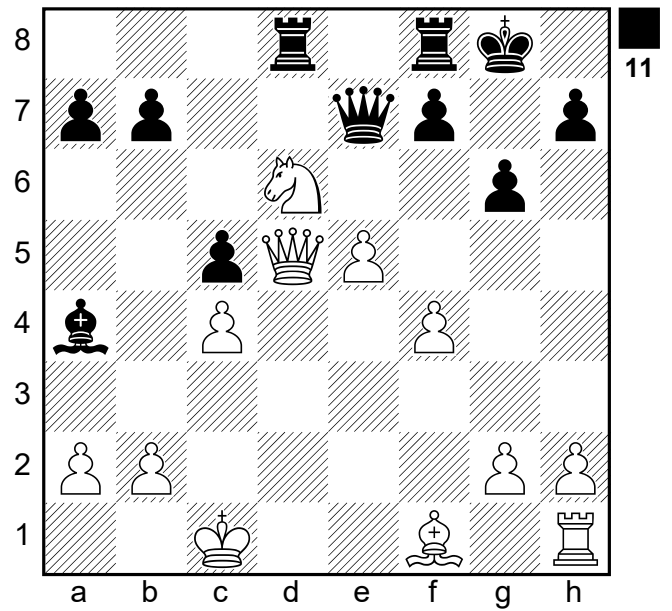
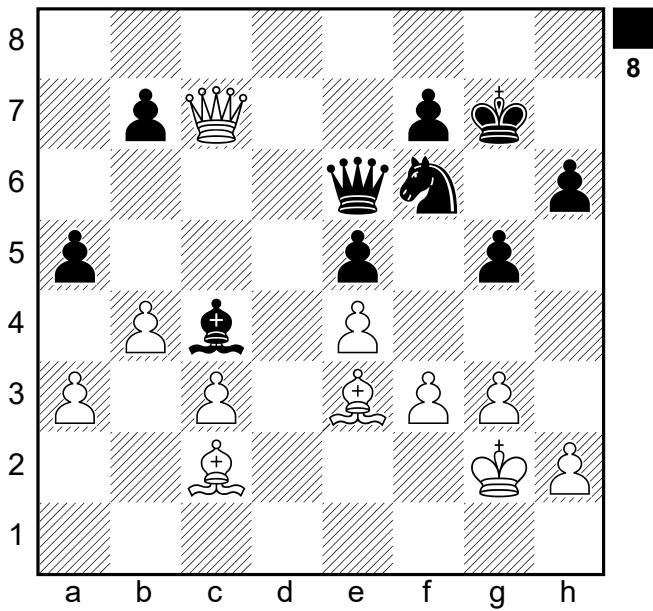
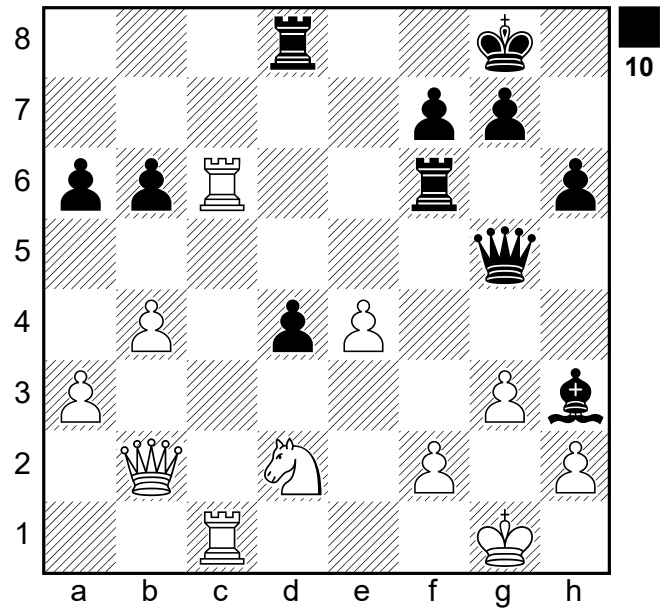
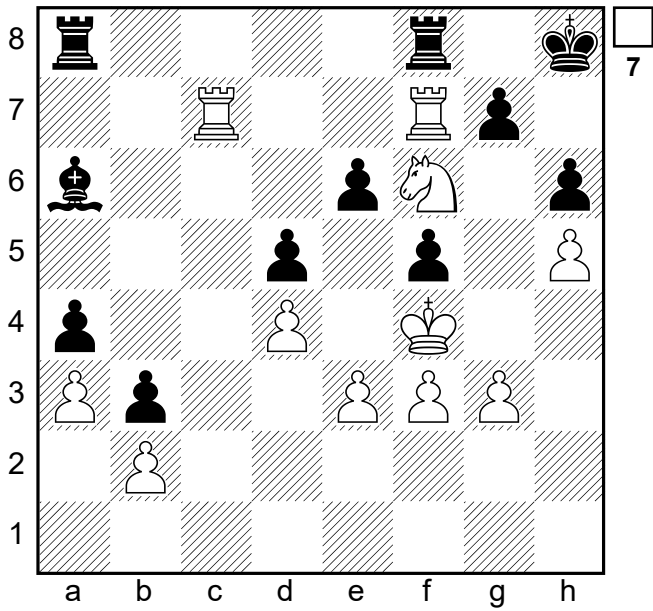






Rozwiązania

1. 1... Re2+! 2. Qxe2 (2. Kxe2 Qxg2+--+) 2... d3+ 3. Be3 dxe2--+

2. 1... Nf1+ 2. Rxf1 Qxd2--+

3. 1... Rc3!! 2. Qxc3 (2. Bb1 Rxe3 3. Rxe3 Nxe3--+) 2... Qxh2#

4. 1. Qe3+ Qb6 2. Ra8+!! Kb7 3. Rb8+!! Kxb8 4. Qxb6++-

5. 1. Bh3! Bxh3 2. Rxf7+ Kg8 3. Rxg7+ Kh8 4. Rxh7+ Kg8 5. Qf7#

6. 1... Re4+!! 2. Nxe4 (2. Kh3 Bf1+--+) 2... Bd7+ 3. e6 Bxe6+ 4. Kh4 Rh2+ 5. Rh3 Rxh3#

7. 1. Rxg7!! Rxf6 2. Ke5 Rff8 3. Rh7+ Kg8 4. Rcg7#

8. 1... Qh3+!! 2. Kxh3 Bf1#

9. 1... Rxe3 2. Qxe3 (2. Kxe3 Qxg3+ 3. Ke4 Bf5#) 2... Bd4--+

10. 1... Rxf2 2. Kxf2 Qe3#

11. 1... Rxd6! 2. Qxd6 (2. exd6 Qe1+ 3. Qd1 Qxd1#) 2... Rd8!! 3. Qxe7 Rd1#

12. 1. Nb6+! Kb8 (1... axb6?? 2. Ra2+ Kb8 3. Be5+ Kc8 4. Ra8#) 2. Nd7+ Kc7 (2... Ka8=) 3. Rc2+ Kd6 4. Be5+ Kd5 5. Rh2!! *Hetman jest złapany!*