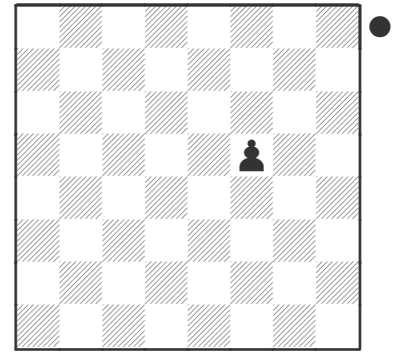
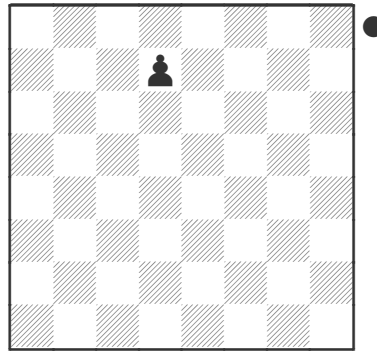
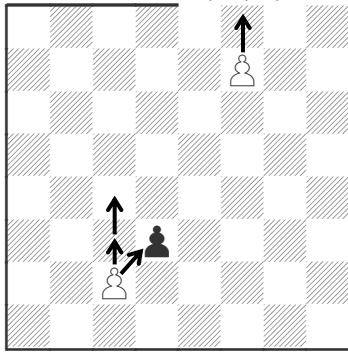


# S1 04 Regeln

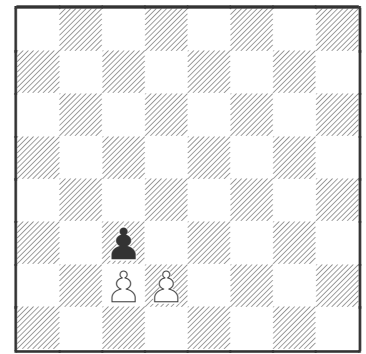
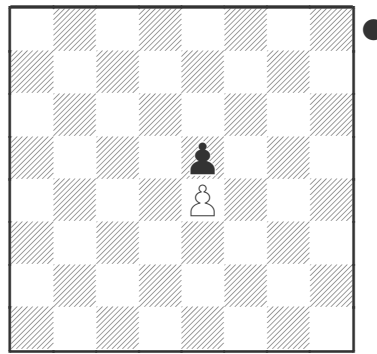
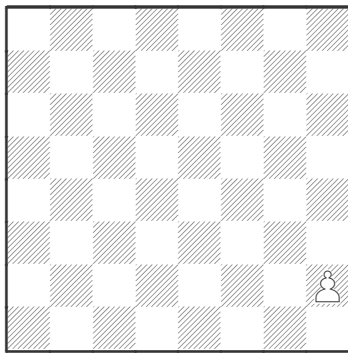
# Gangart des Bauern

D, T, L, S



Beispiel

Punkt = Schwarz zieht



Kein Punkt = Weiß zieht

