

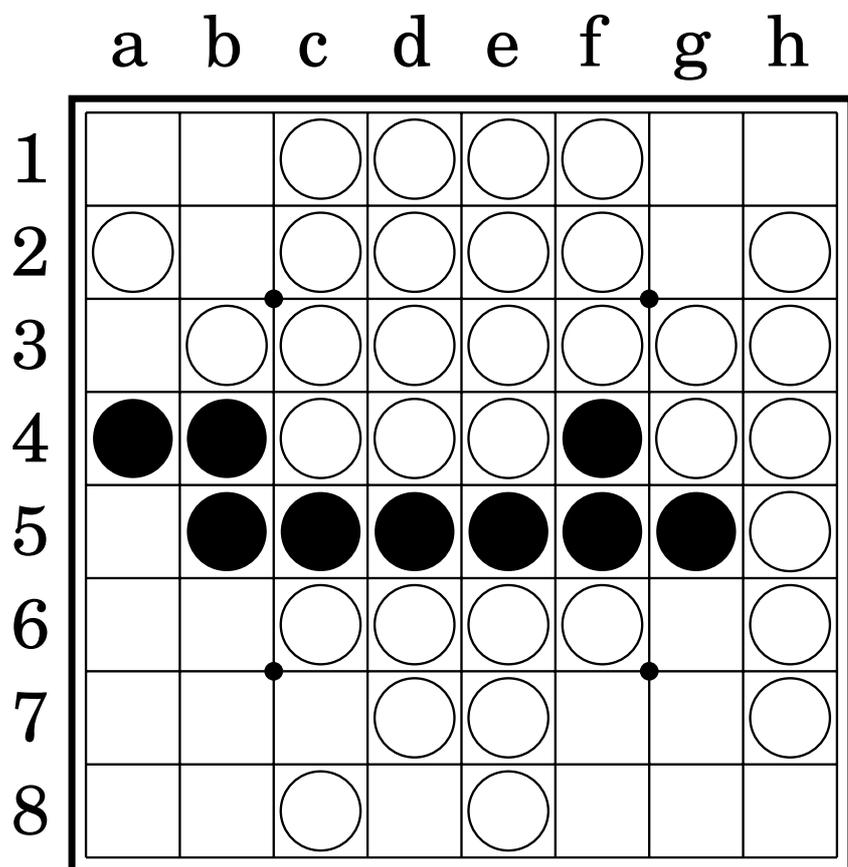
100 problèmes d'Othello pour débutants

Oleg Stepanov

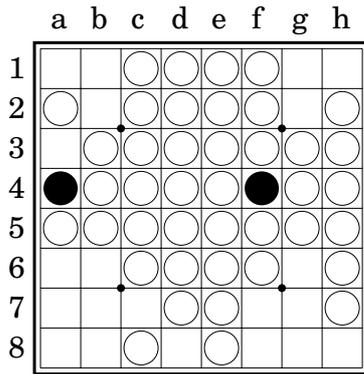
24 janvier 2004

1 Introduction

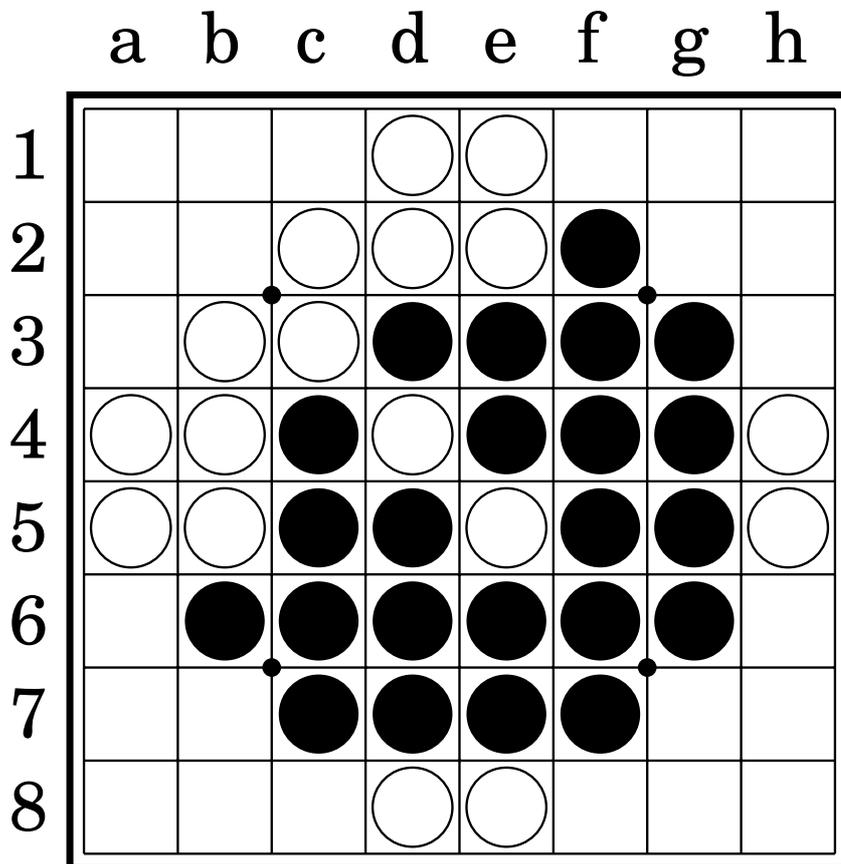
Nous remercions l'auteur de ces problèmes, Oleg Stepanov, pour l'autorisation de les reproduire. Blah blah blah fédé, niveau pas tout à fait débutant, il faudrait centrer les diagrammes horizontalement, et mettre le trait sous les positions, etc...



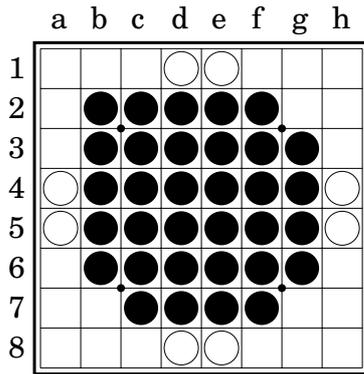
Blanc



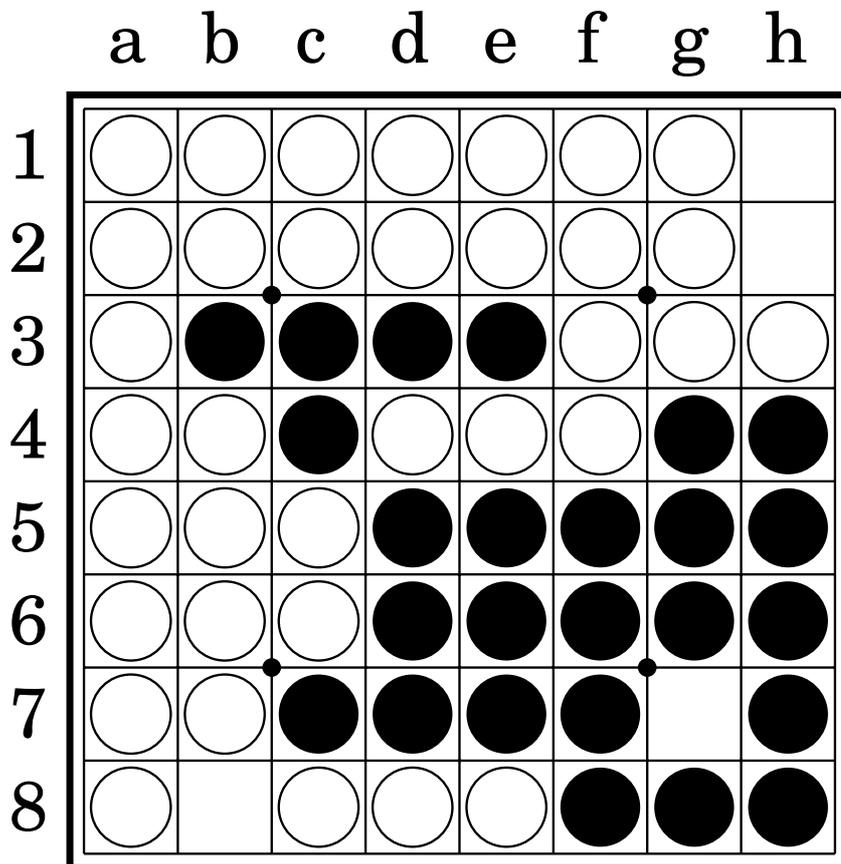
Blanc joue a5, et paradoxalement Noir n'a plus d'accès



Noir



Noir termine la partie en jouant b2!



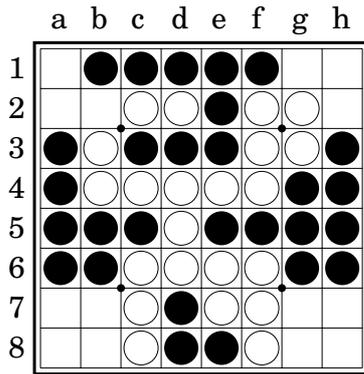
Noir

	a	b	c	d	e	f	g	h
1	○	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○	●
3	○	●	●	●	○	○	●	●
4	○	○	●	○	○	●	●	●
5	○	○	○	●	●	●	●	●
6	○	○	○	●	●	●	●	●
7	○	○	●	●	●	○	○	●
8	○	○	○	○	○	●	●	●

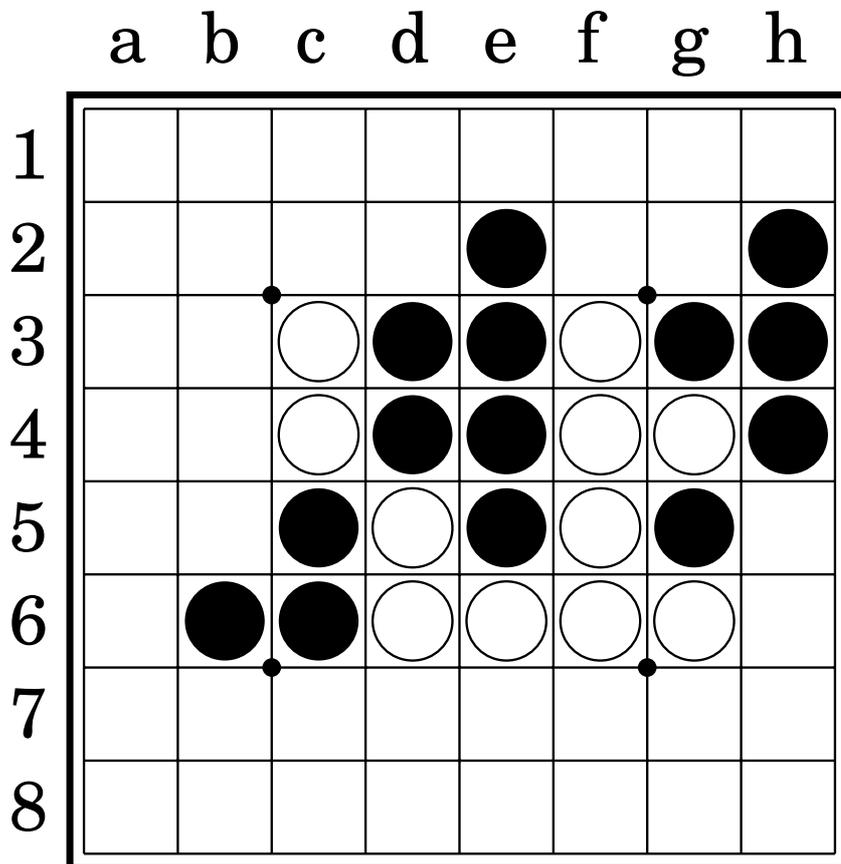
h2 est le bon coup, qui permet de garder b7 et c7 après g7

	a	b	c	d	e	f	g	h
1		●	●	●	●	●		
2			○	○	●	○		
3	●	○	●	●	●	●	○	●
4	●	○	○	○	○	○	●	●
5	●	●	●	○	●	●	●	●
6	●	●	○	○	○	○	●	●
7			○	●	○	○		
8			○	●	●	○		

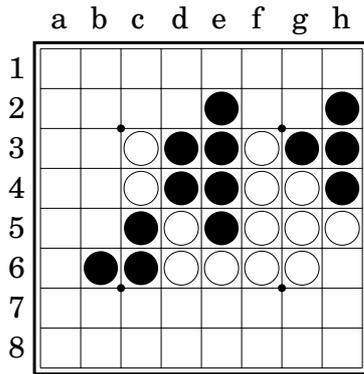
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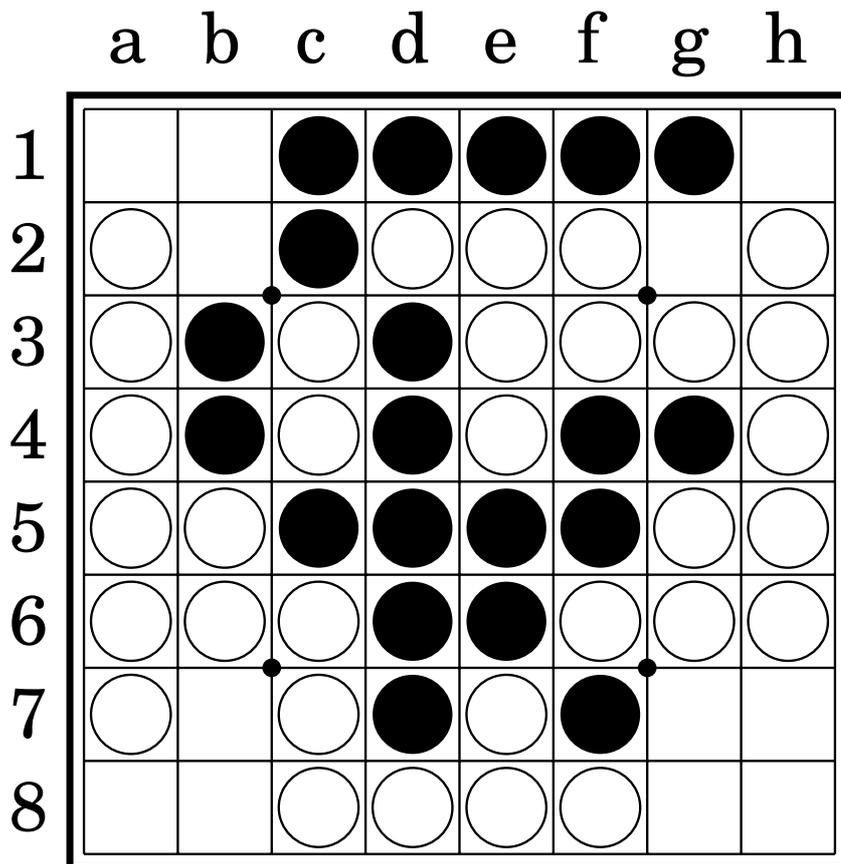
KESKIDI?? g2 ààèöÿ ââ ?óí??. ñòí ?íó et çàê ?úâÿ a2



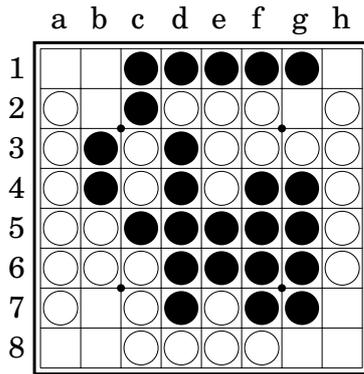
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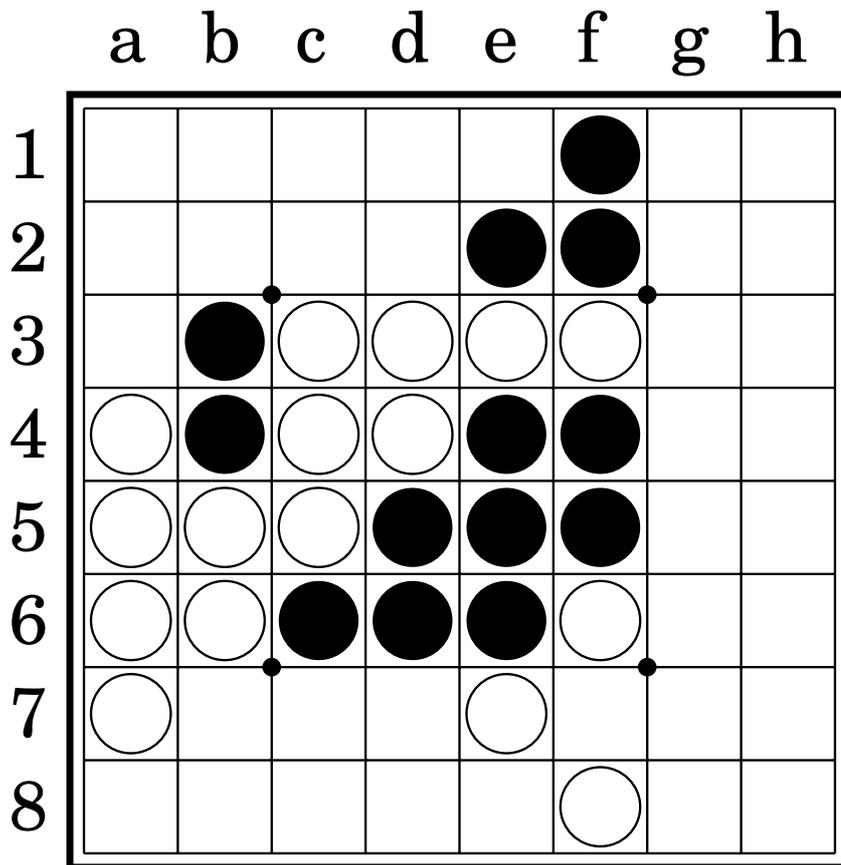
Blanc joue h5. Pour éviter de perdre le coin h1, Noir doit retourner toute la ligne 6 et se former une grande frontière.



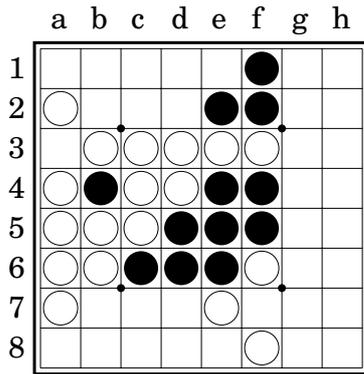
Noir



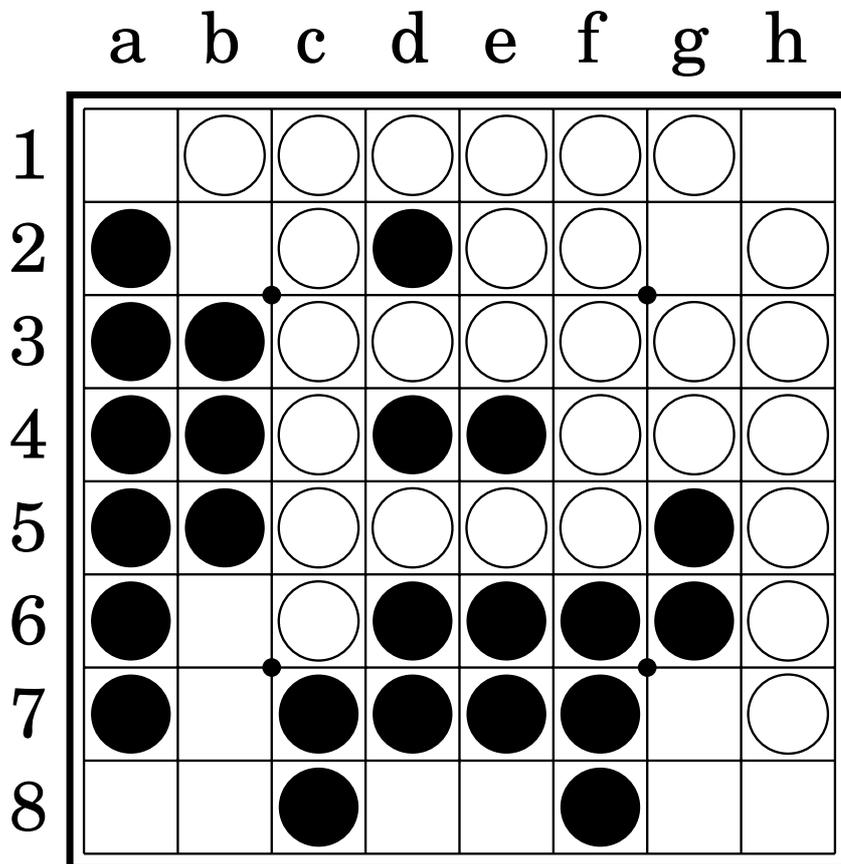
KESKIDI??? g7, àâê êâê b2 îâ, î?îôîâèò (èç-çà îòââòâ îâ b1)



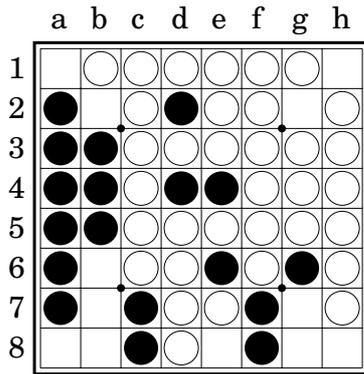
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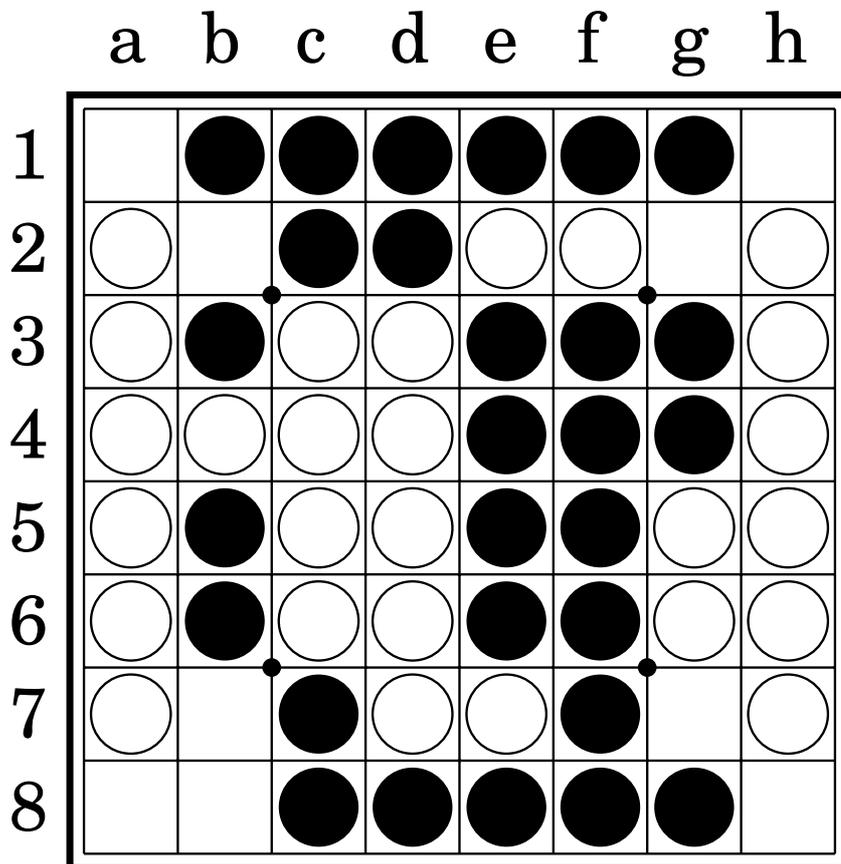
Blanc joue a2, et quoi que joue Noir, Blanc pourra jouer a3 au coup suivant



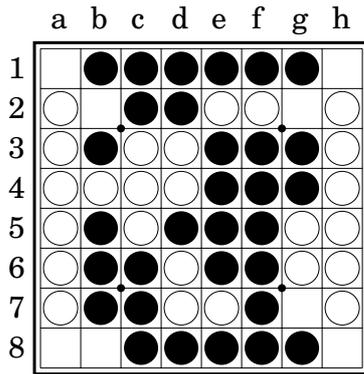
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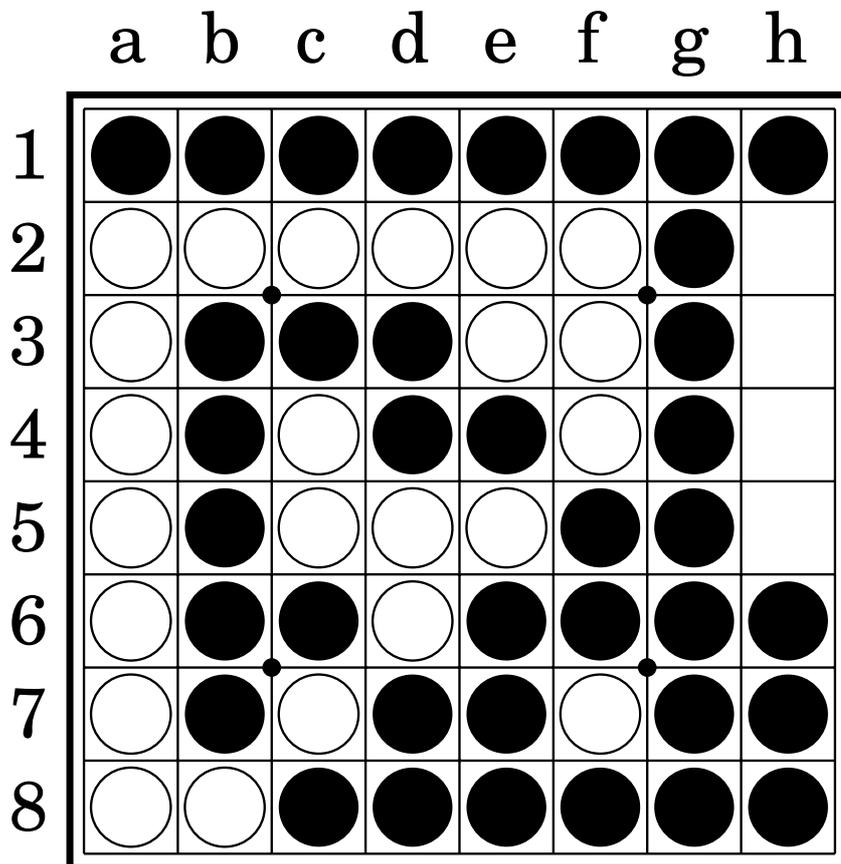
Blanc joue d8. Si e8, b6, et si b6, e8



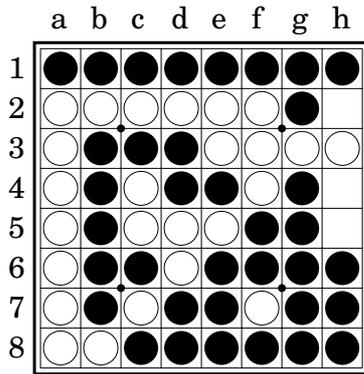
Noir



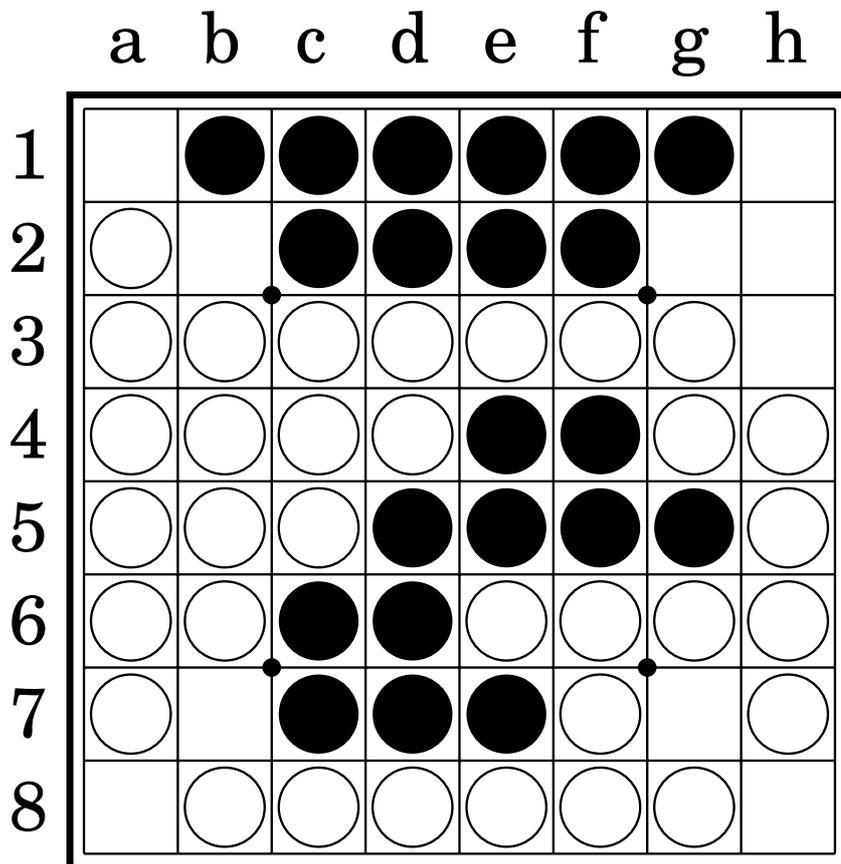
Noir joue b7, g7, g2. Si Noir avait joué b2, Blanc aurait joué g2, rendant g7 est mauvais



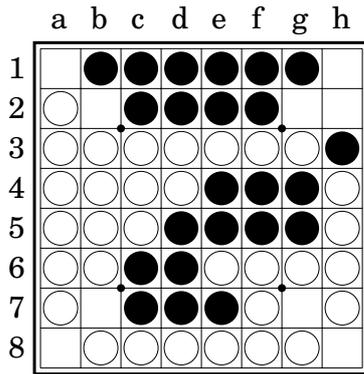
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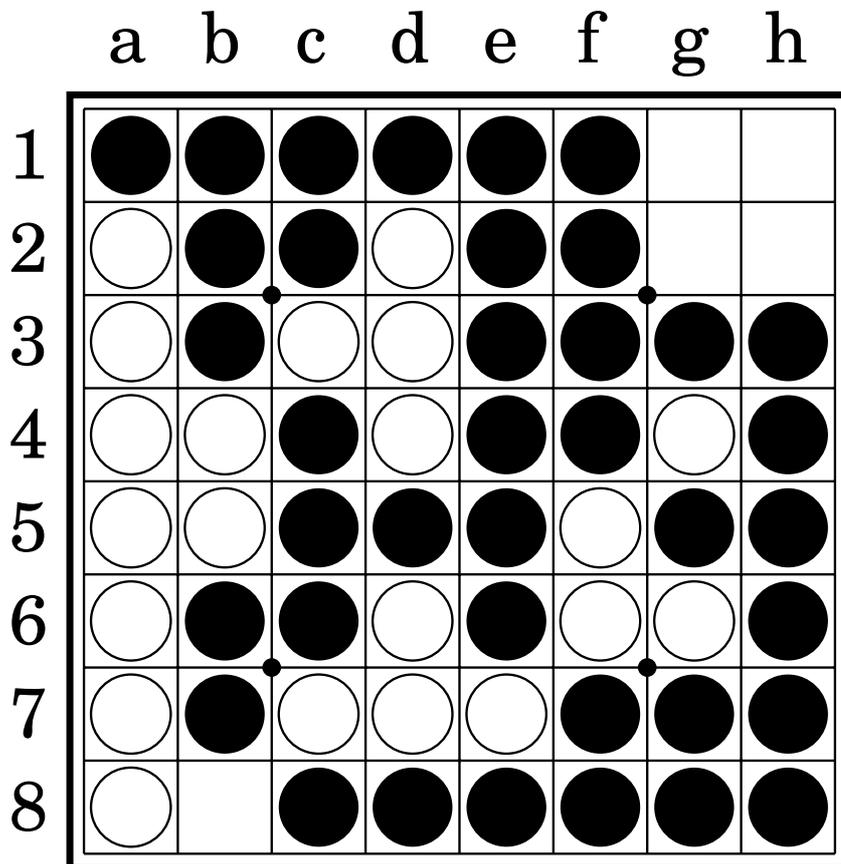
Blanc joue h3, forçant h4 - h2, passe, h5



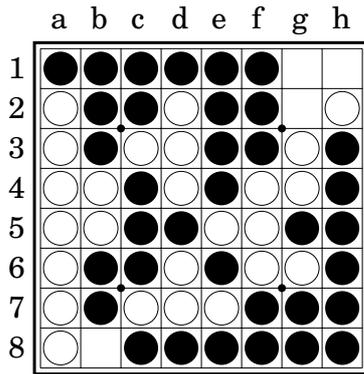
Noir



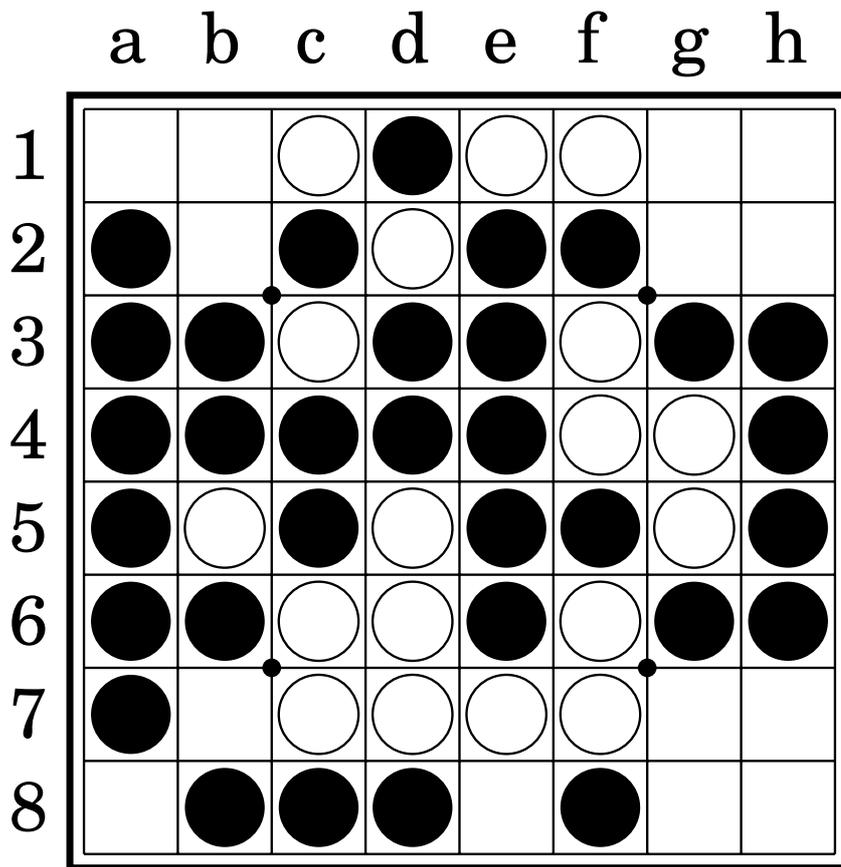
Noir joue h3, h2, g2. Si Noir avait joué h2, alors Blanc gagnait avec b7



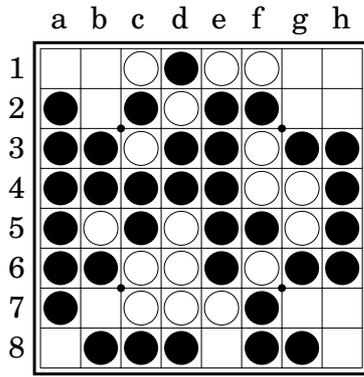
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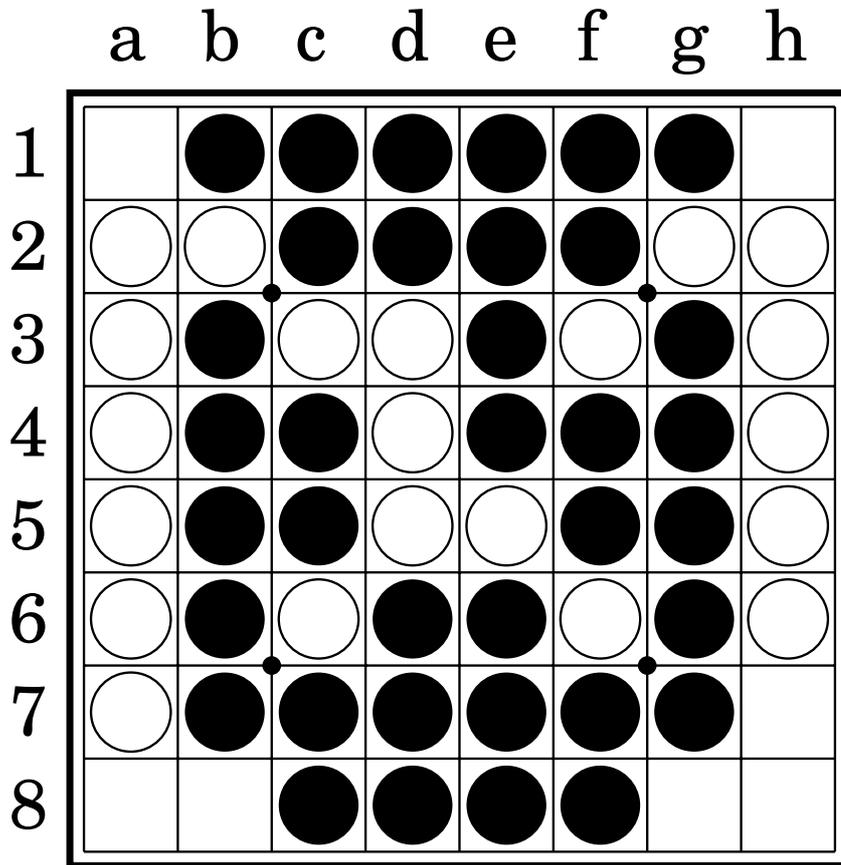
Blanc h2, qui nourrit Noir au Nord-Est, est le bon coup. Si Blanc joue b8, Noir passe et gagne la parité.



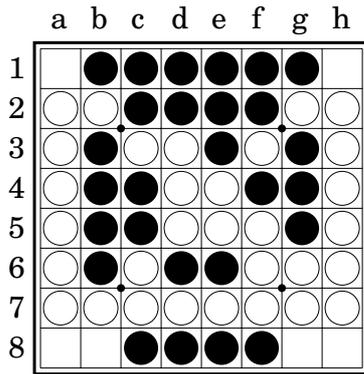
Noir



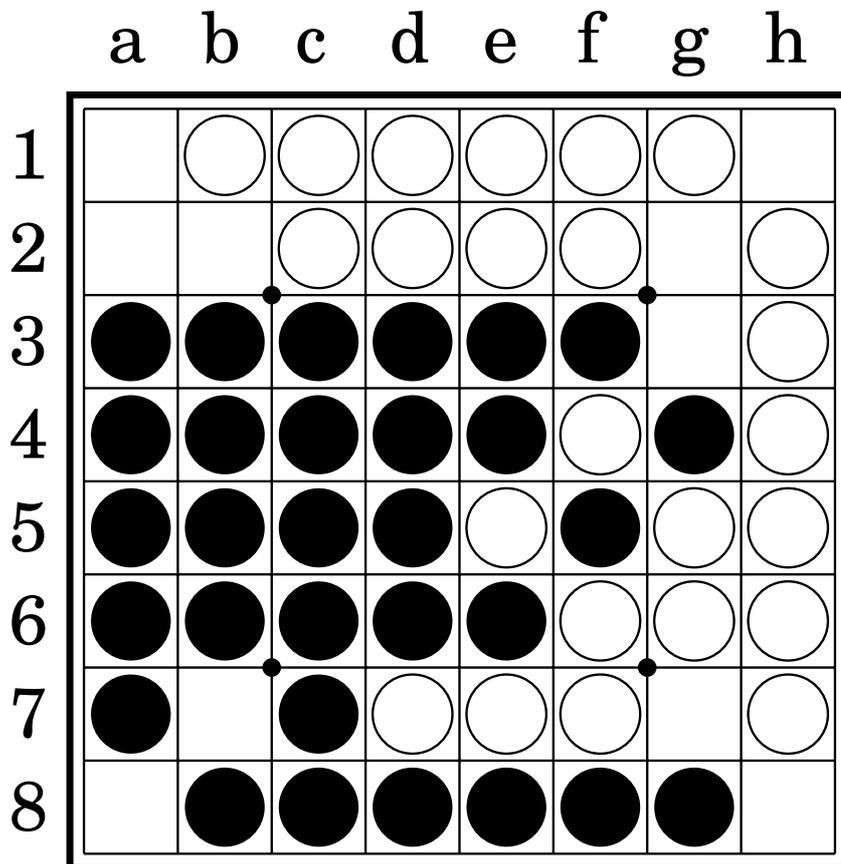
Noir joue g8, et a encore e8



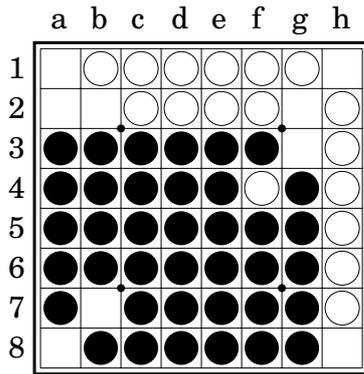
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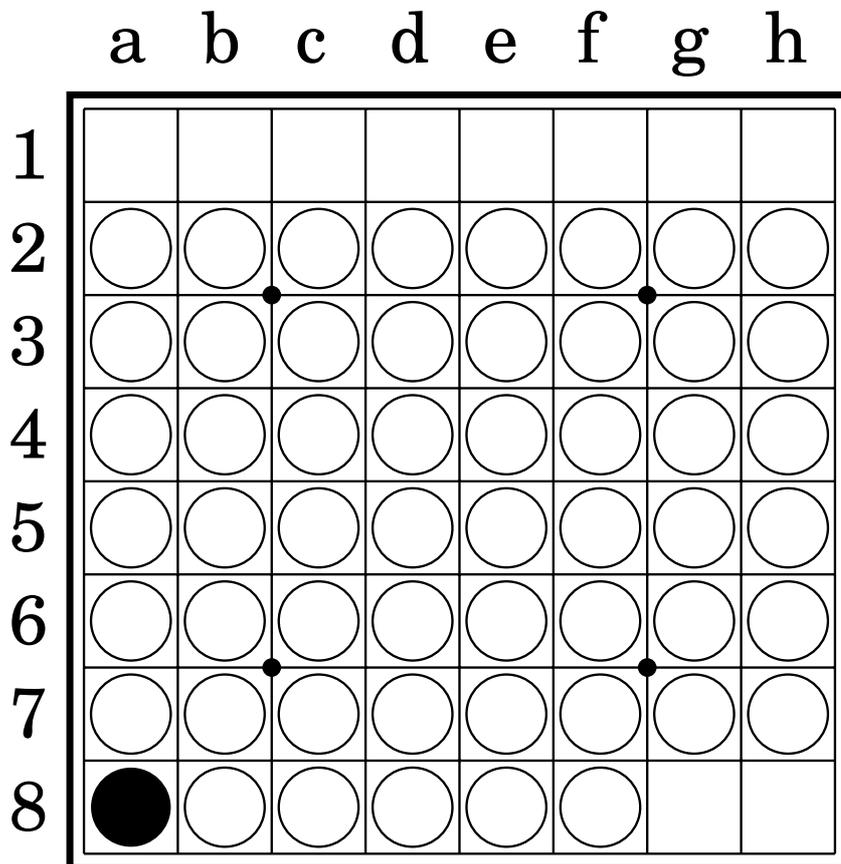
Blanc joue h7 et contrôle les deux diagonales



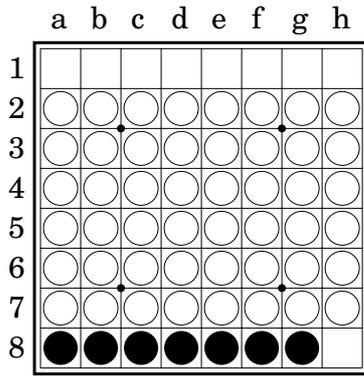
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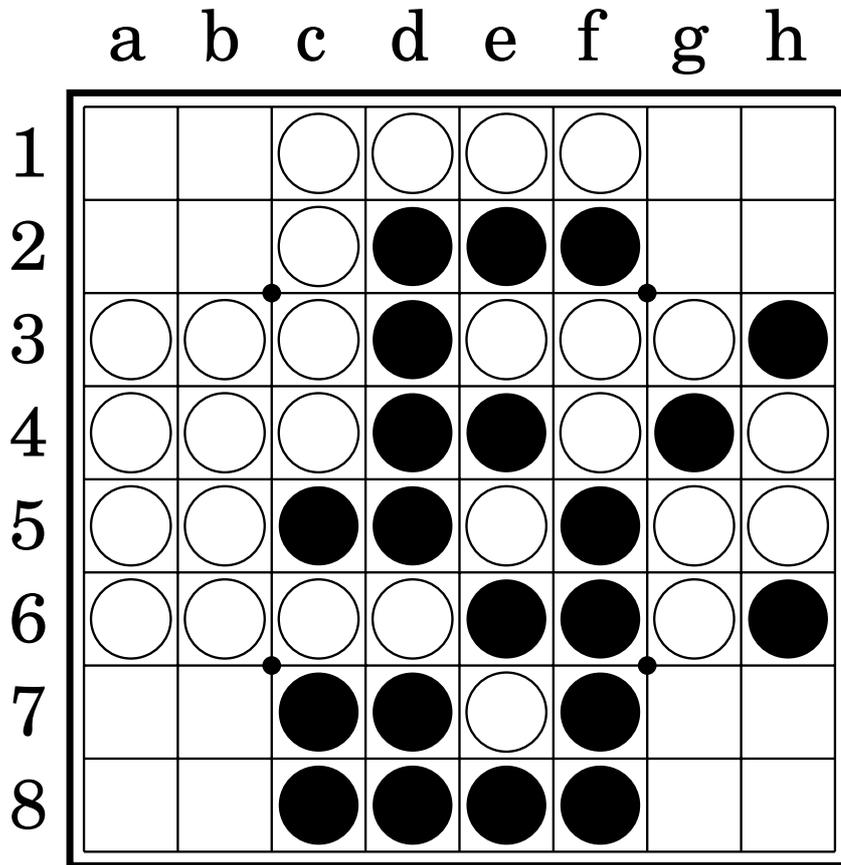
Noir joue g7. Noir g3 est une erreur à cause de la réponse blanche en b2



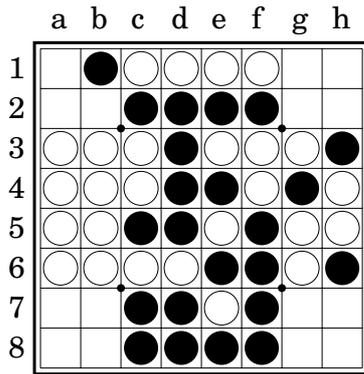
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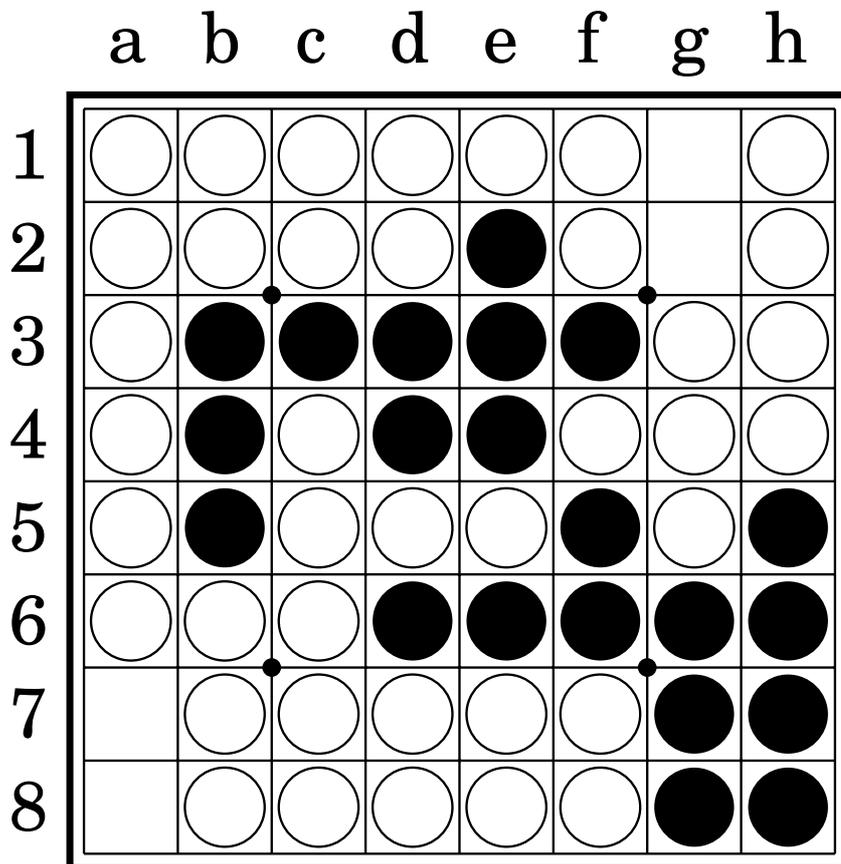
g8, a1, b1, c1, d1, e1, f1, h8, g1, h1. 64-0



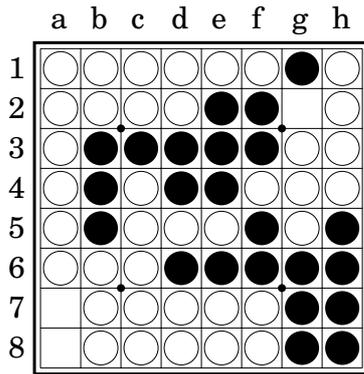
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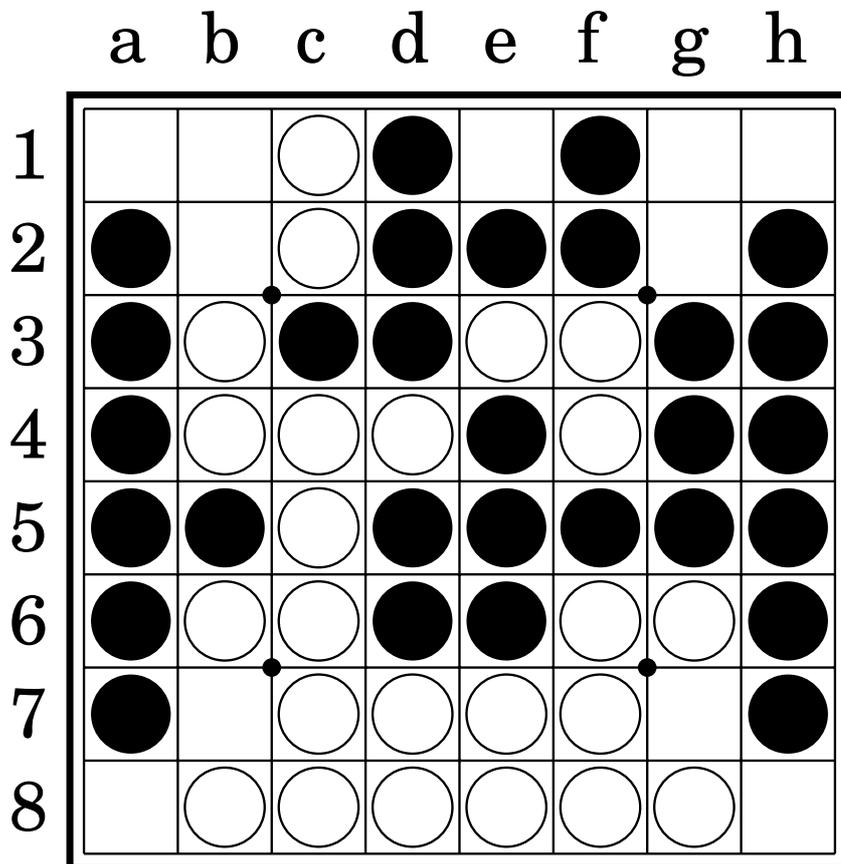
Noir joue b1, a1, b2 et Blanc n'arrivera jamais en a2



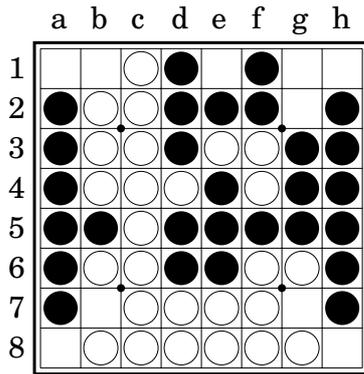
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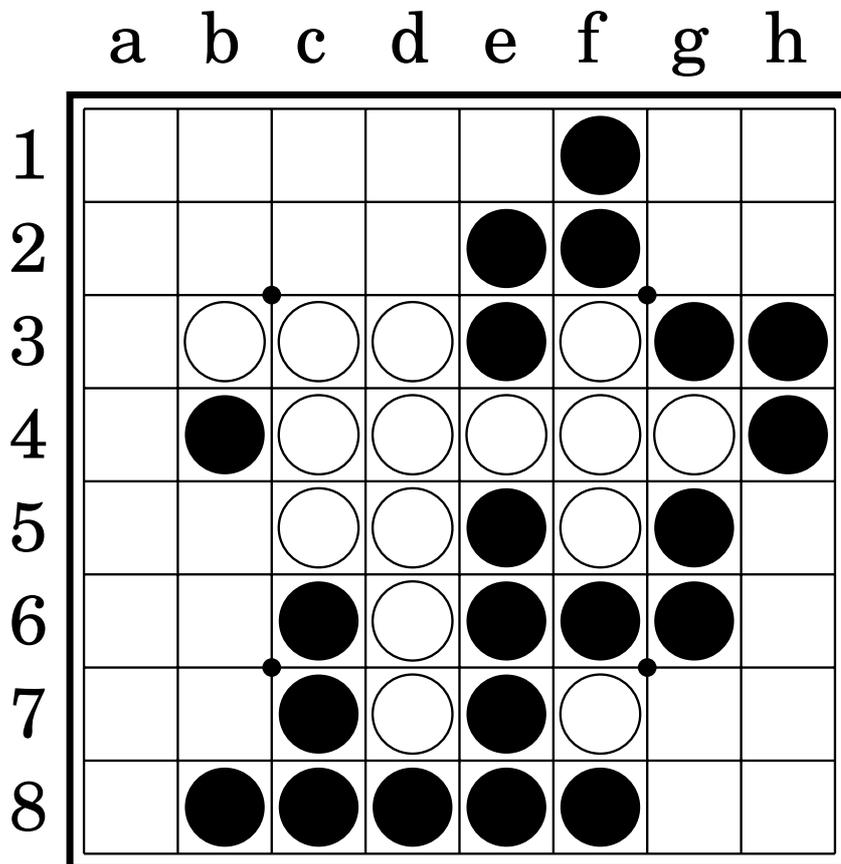
Noir joue g1, forçant g2, et arnaque ensuite en a8 et a7



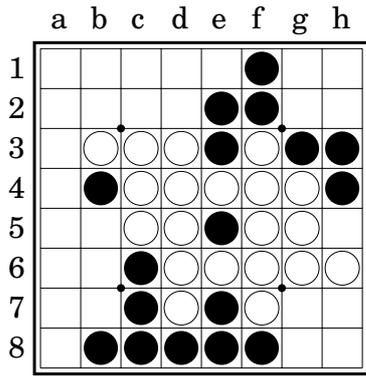
Blanc



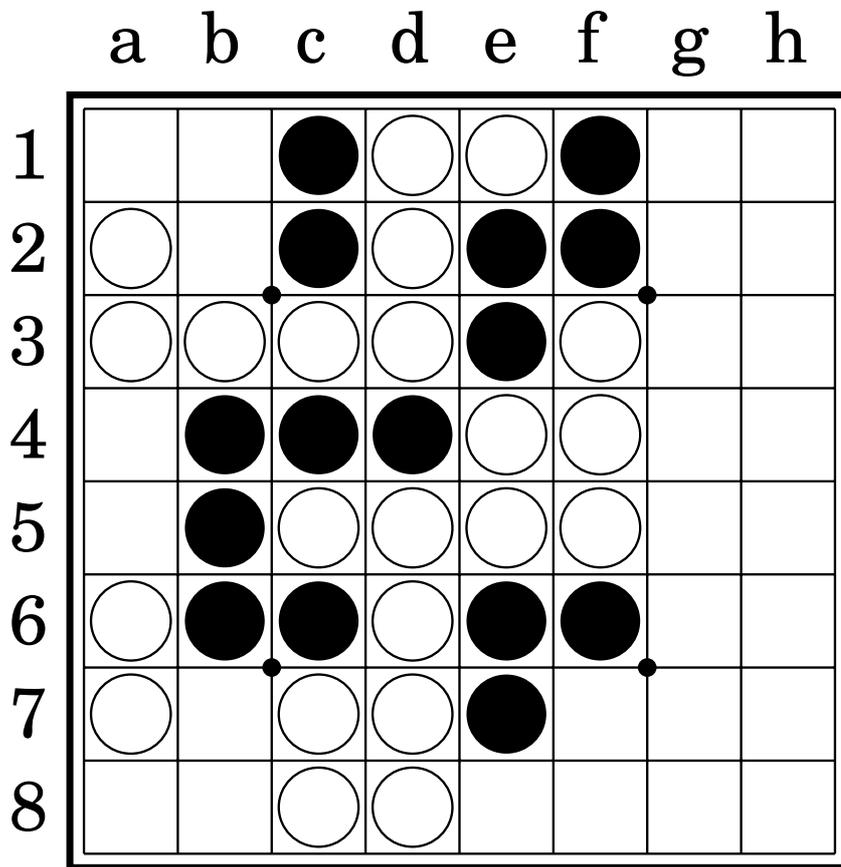
Blanc joue b2. Si Noir a1, alors Blanc b1 et a encore e1 en réserve



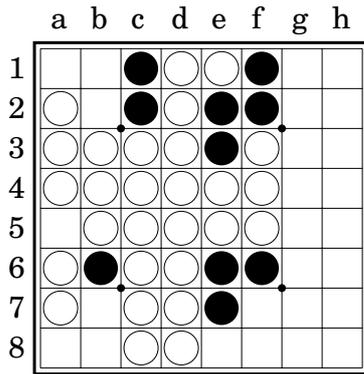
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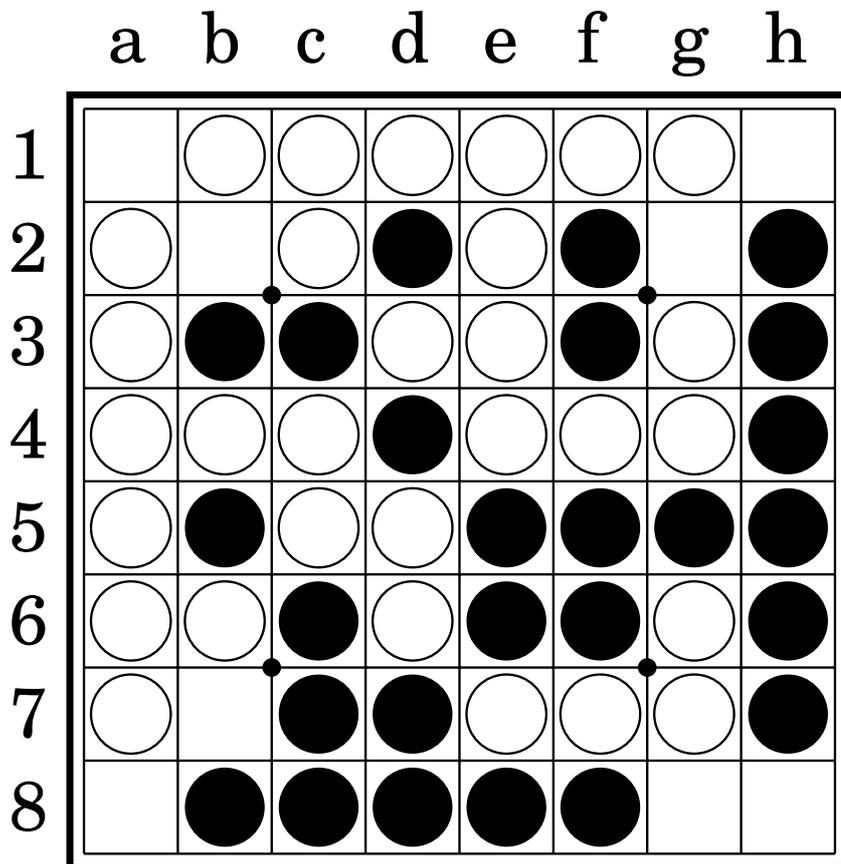
KESKIDI ??? h6, h7 èèøàÿñü, ïïðáíòèàèà íà g8



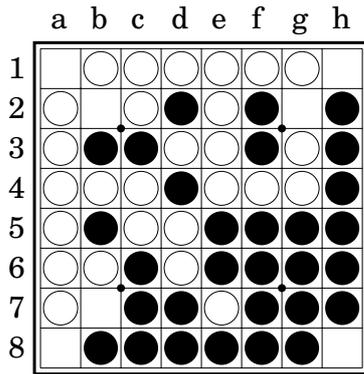
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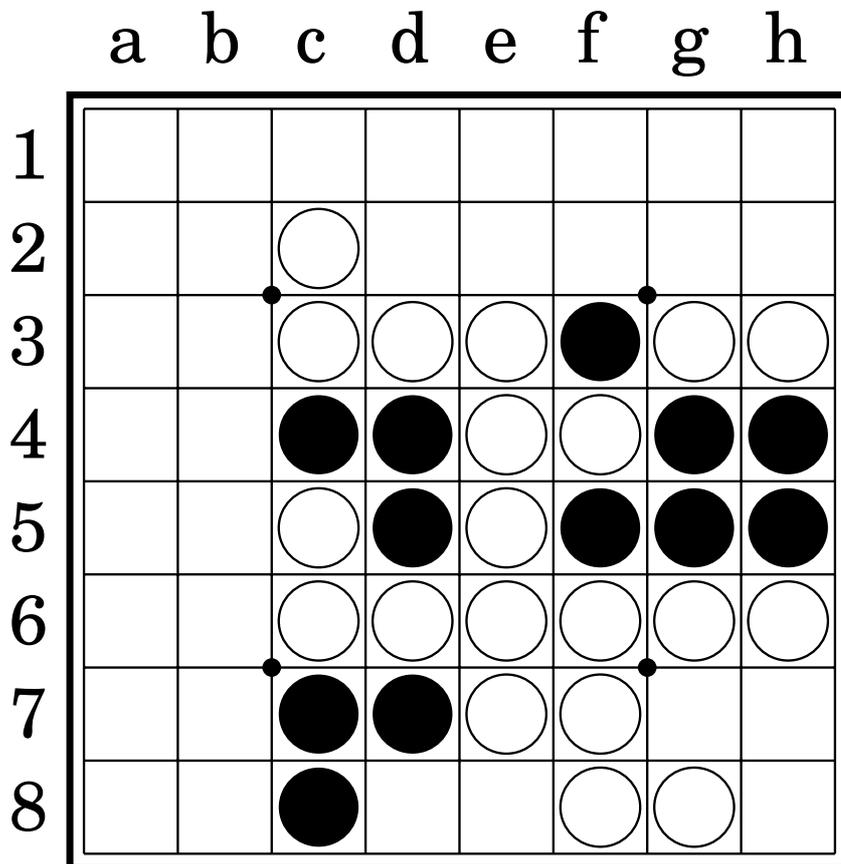
Blanc joue a4 et quel que soit le coup de Noir, Blanc répond en a5



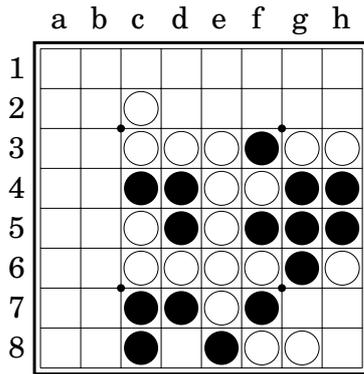
Noir



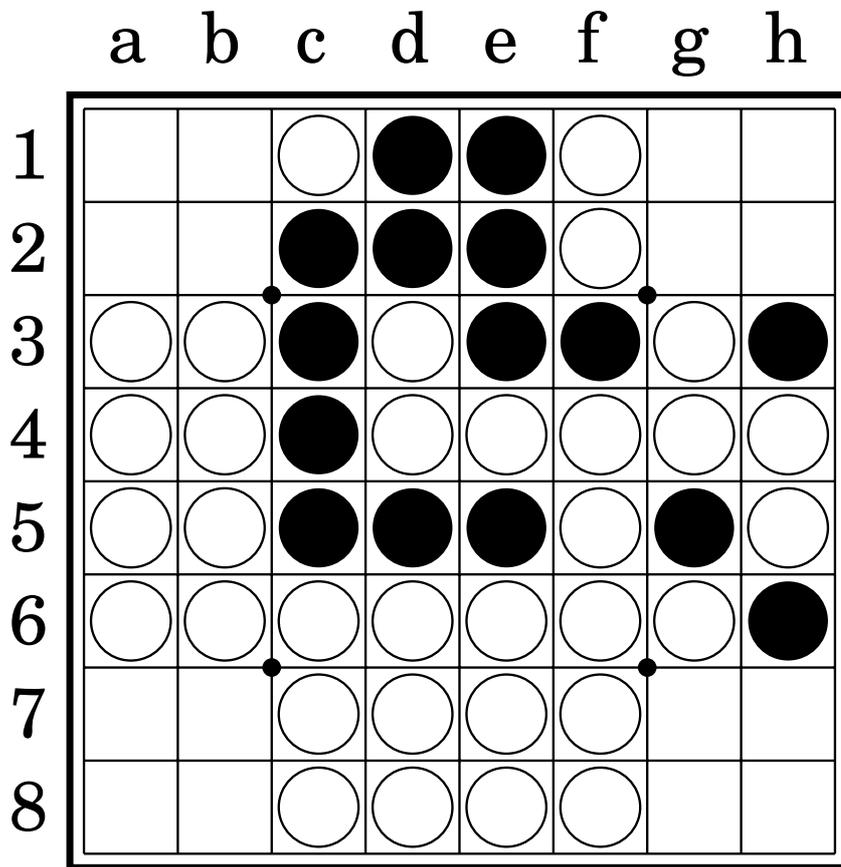
Noir joue g8. Si Noir avait joué h8, alors Blanc pouvait s'insérer en g8



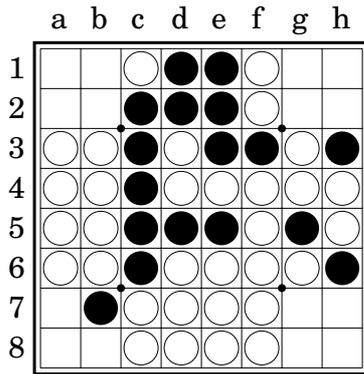
Noir



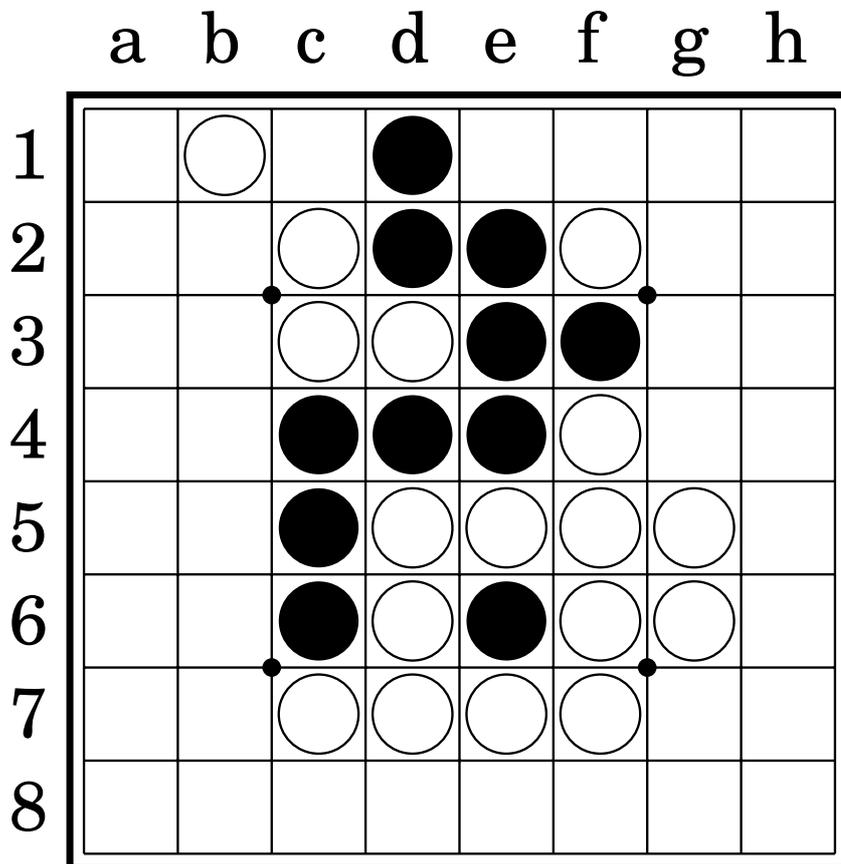
Noir joue e8. Blanc perd le coin h8



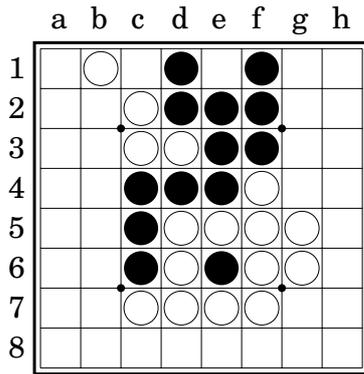
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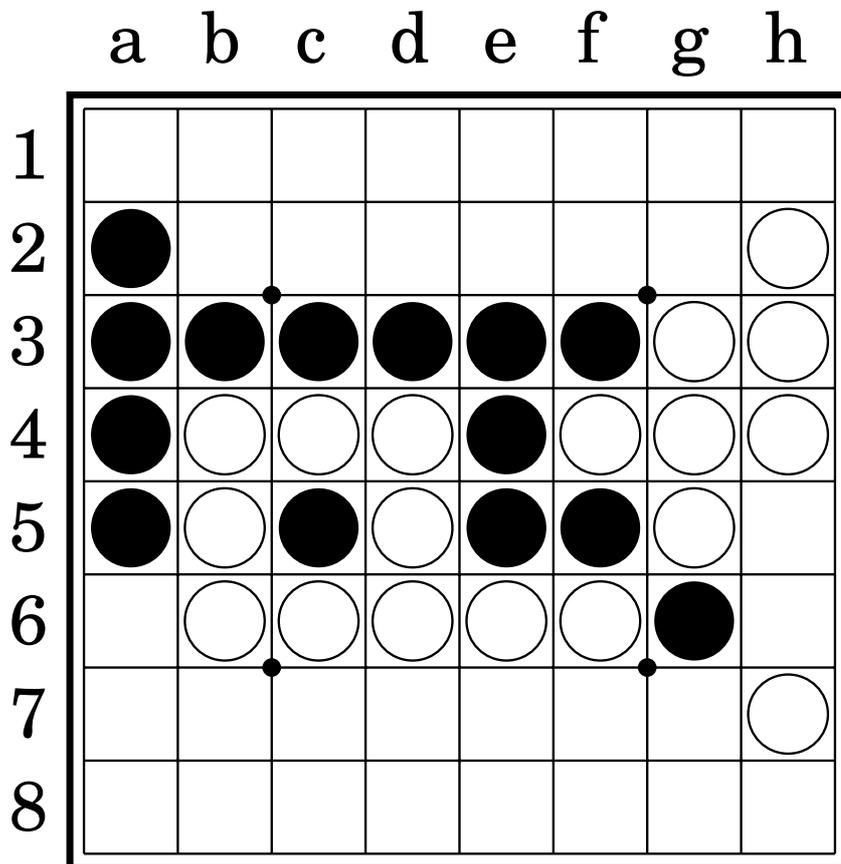
Noir joue b7. Si a8, Noir gagne deux temps en a7 et b8



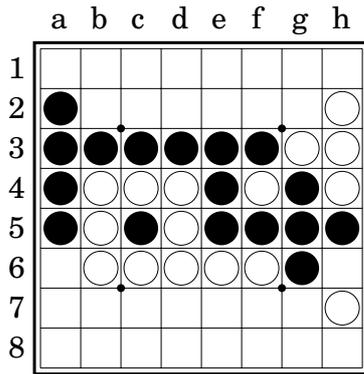
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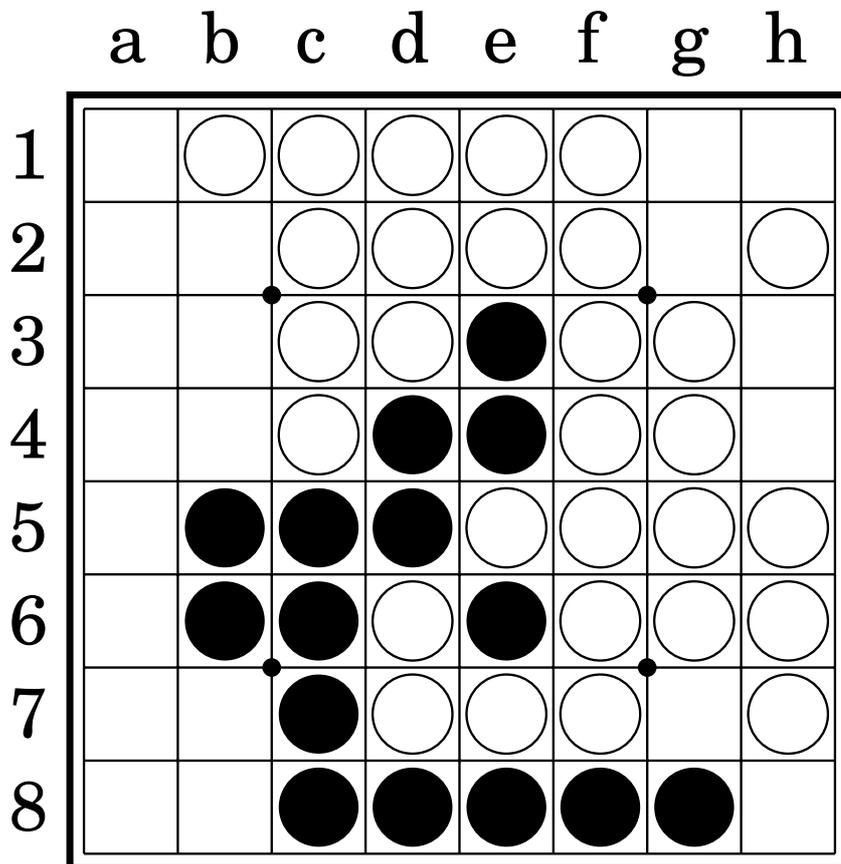
Noir joue f1, et quoi que joue Blanc, c1 gagne le coin



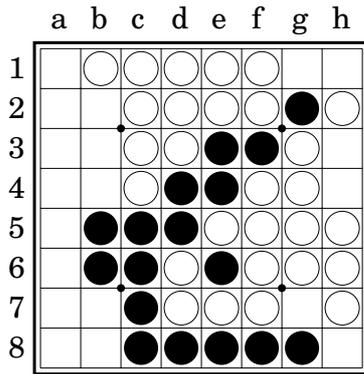
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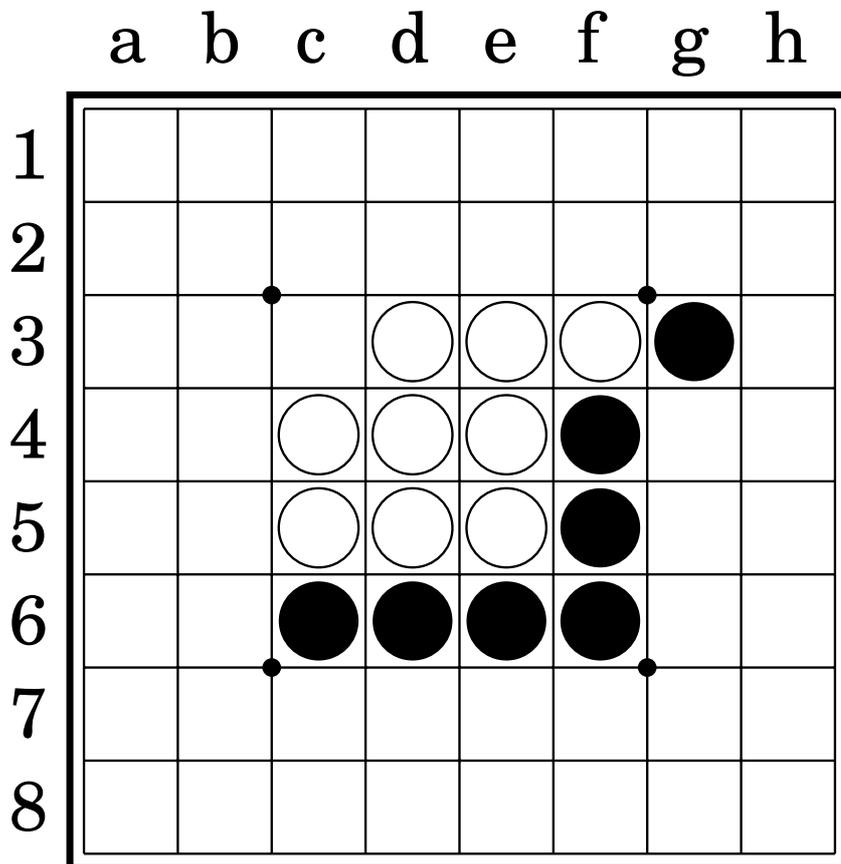
Noir joue h5, h6 et peut ensuite jouer a6



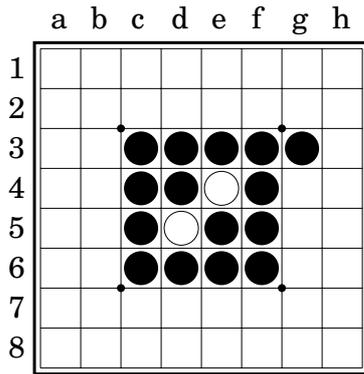
Noir



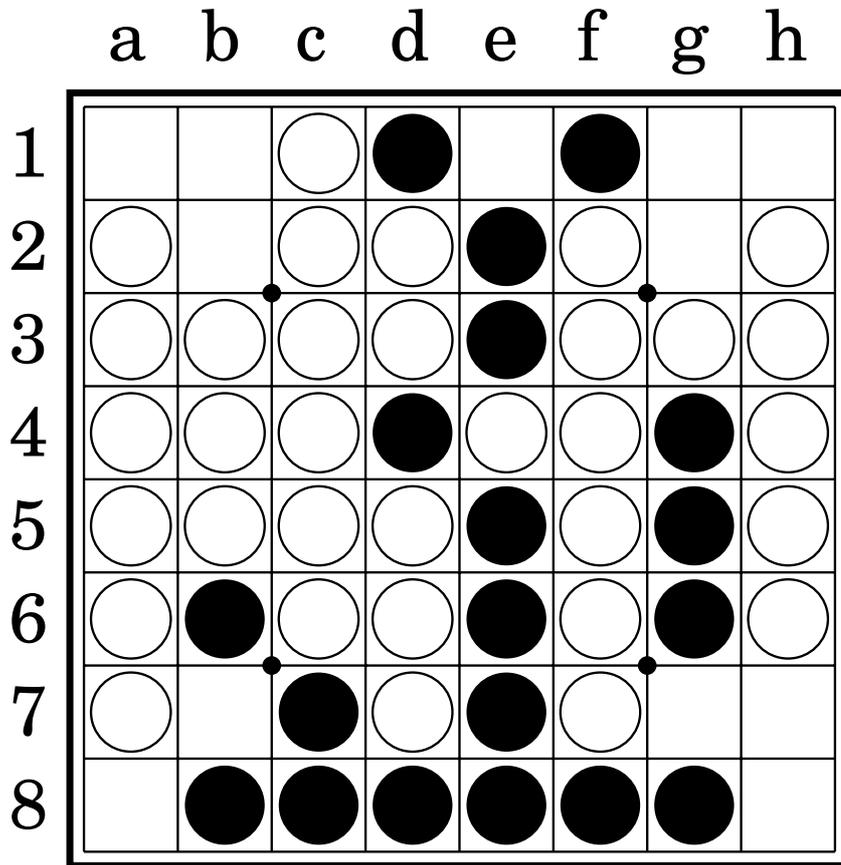
Le piège de Stoner diagonal : Noir joue g2 puis h4 et gagne un coin contre toute défense



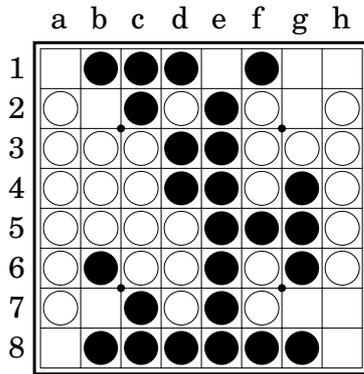
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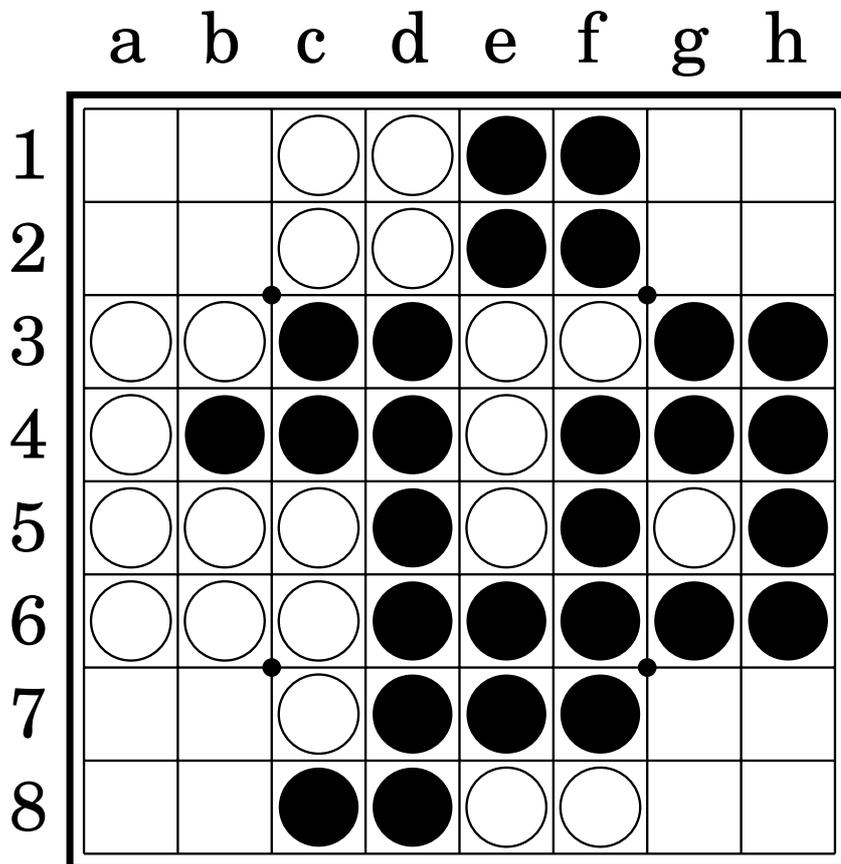
Noir joue c3 et Blanc se fait retourner tous ses pions aux coups suivants



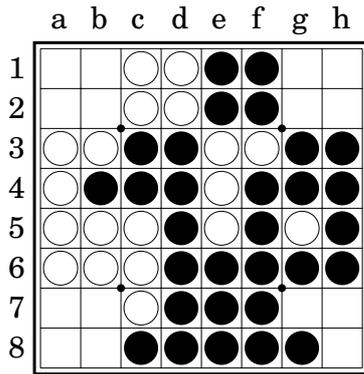
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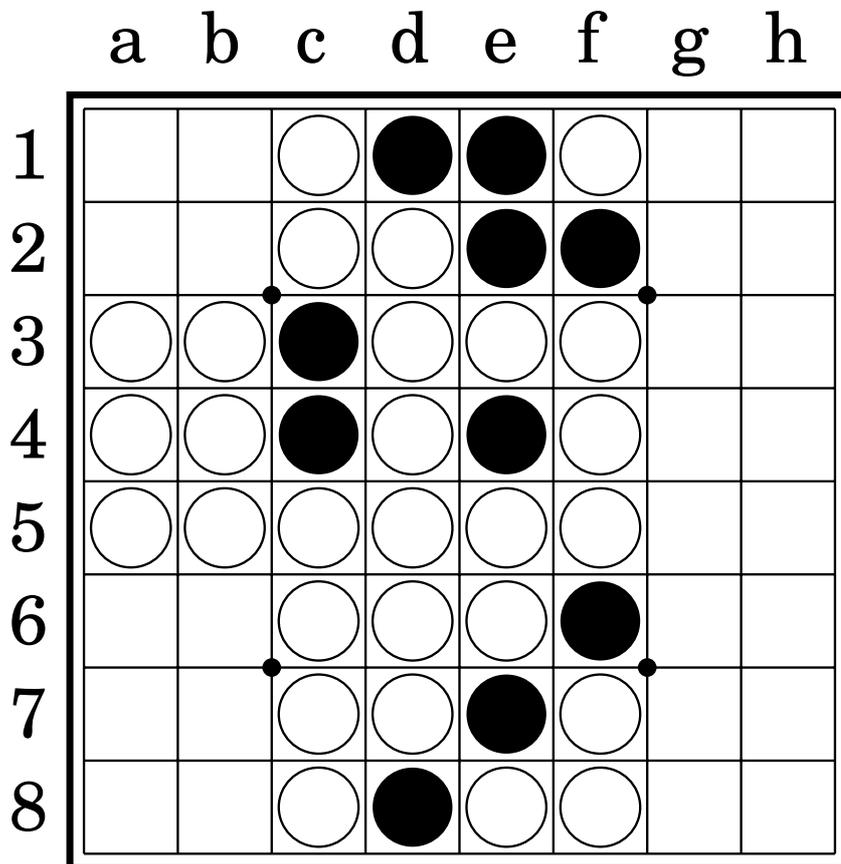
Noir joue b1. Blanc n'a plus accès en e1 !



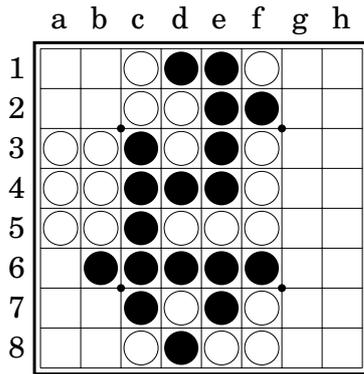
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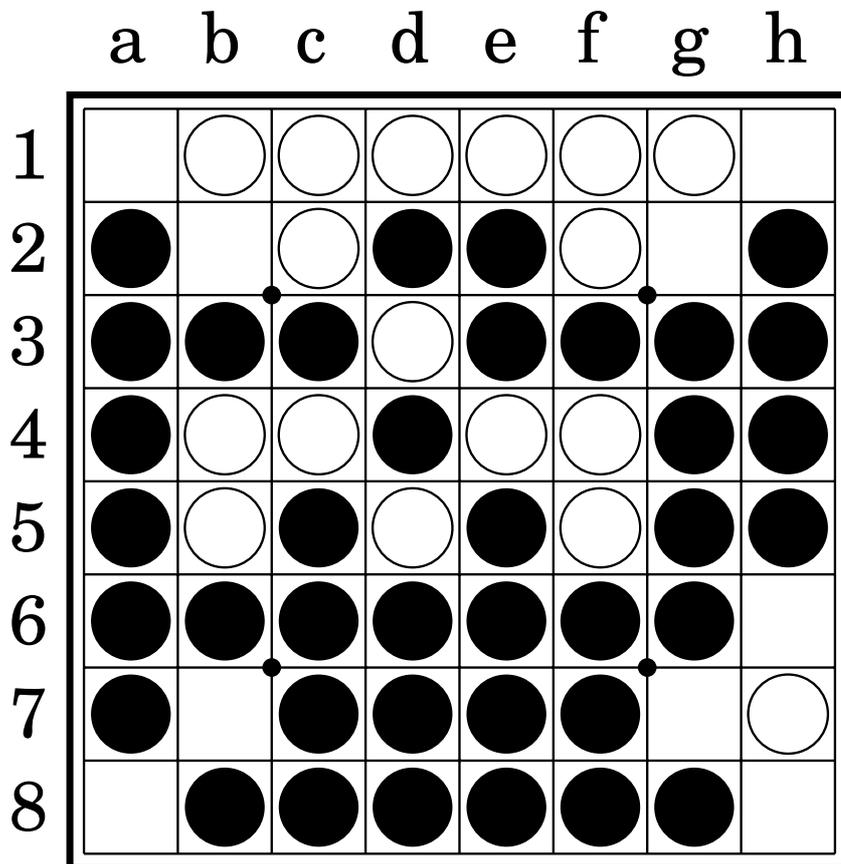
Noir g8 garde un temps en b8. Si Noir avait joué b1, alors Blanc b8



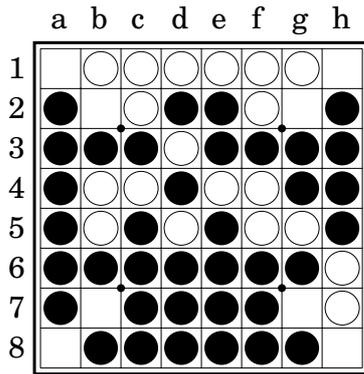
Noir



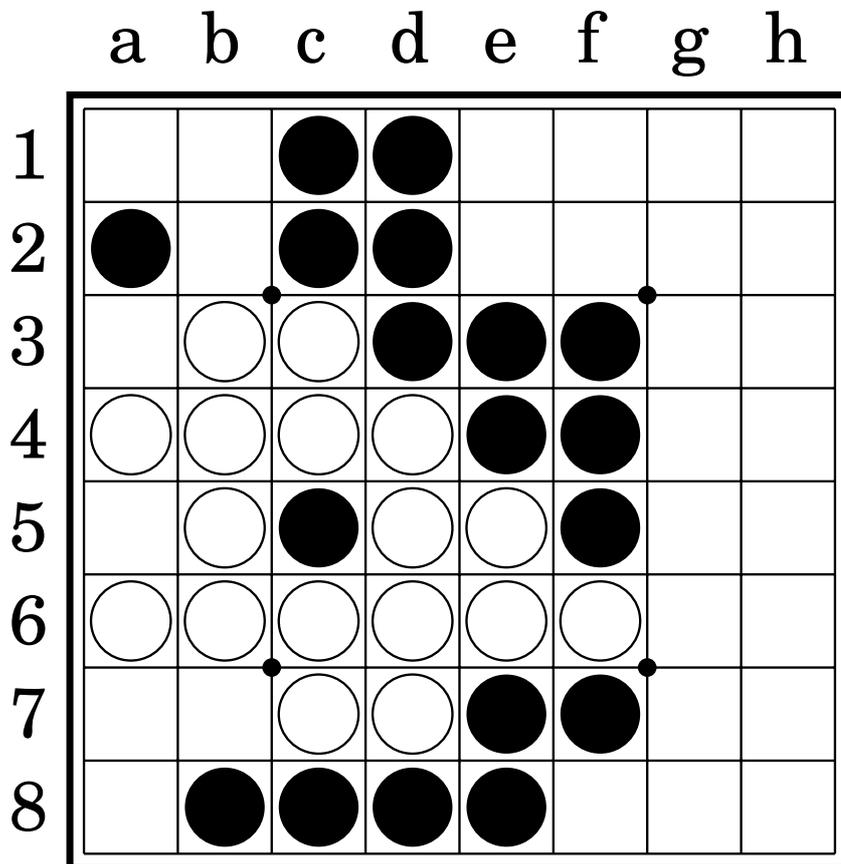
Noir joue b6, et Blanc doit donner un coin à son prochain coup



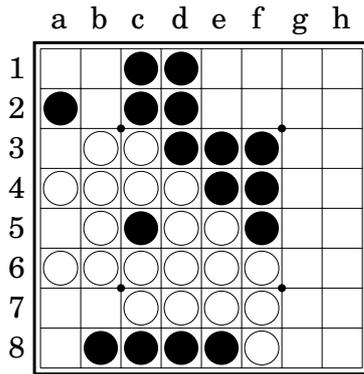
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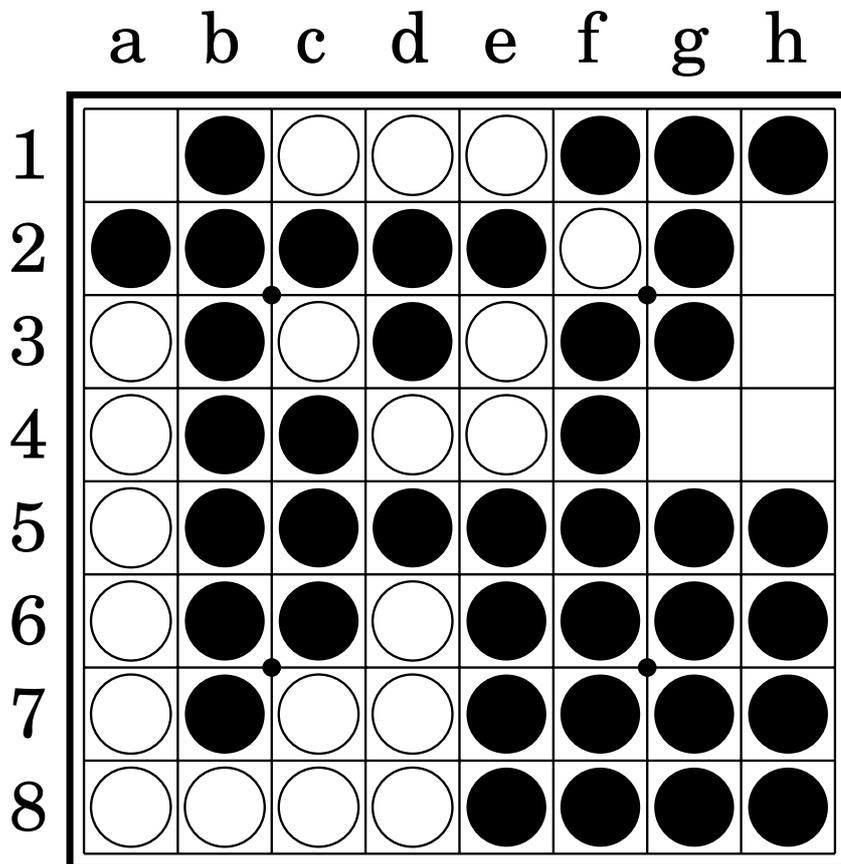
Blanc joue h6, h8, g7. Il faut gagner un temps pour forcer Noir à sacrifier au Nord



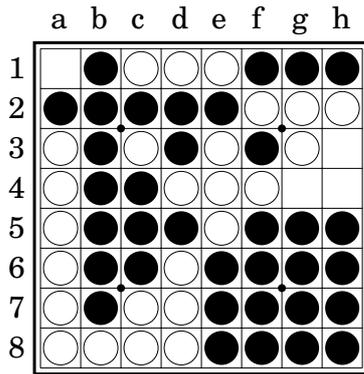
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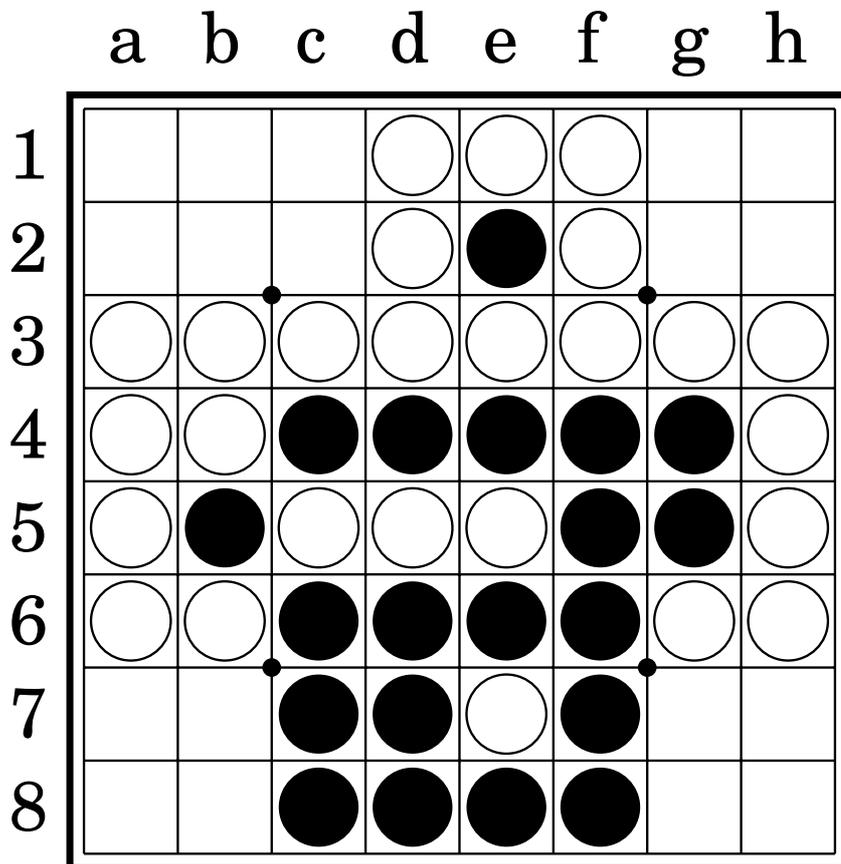
Blanc joue f8 : la défense g8 de Noir retourne en diagonale, ouvrant l'accès en a3



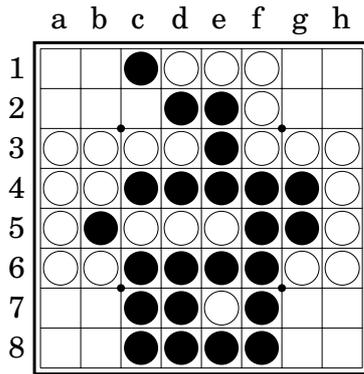
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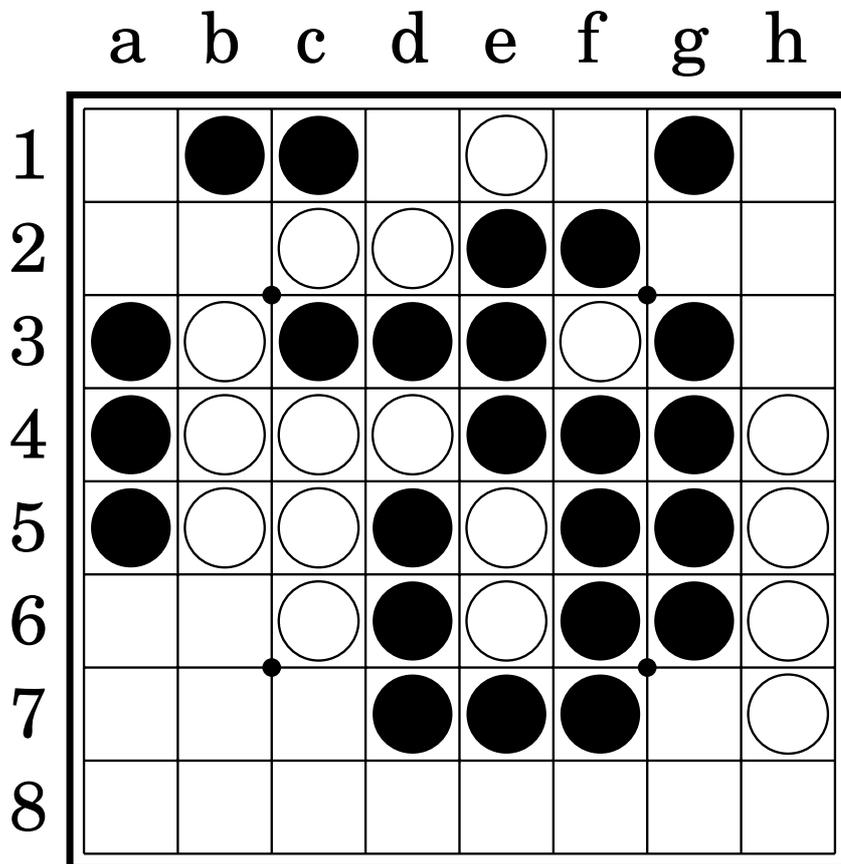
Blanc joue h2, Noir *ad lib*, Blanc a1, Noir *ad lib*, Blanc h4



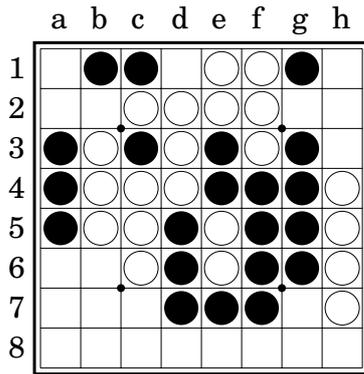
Noir



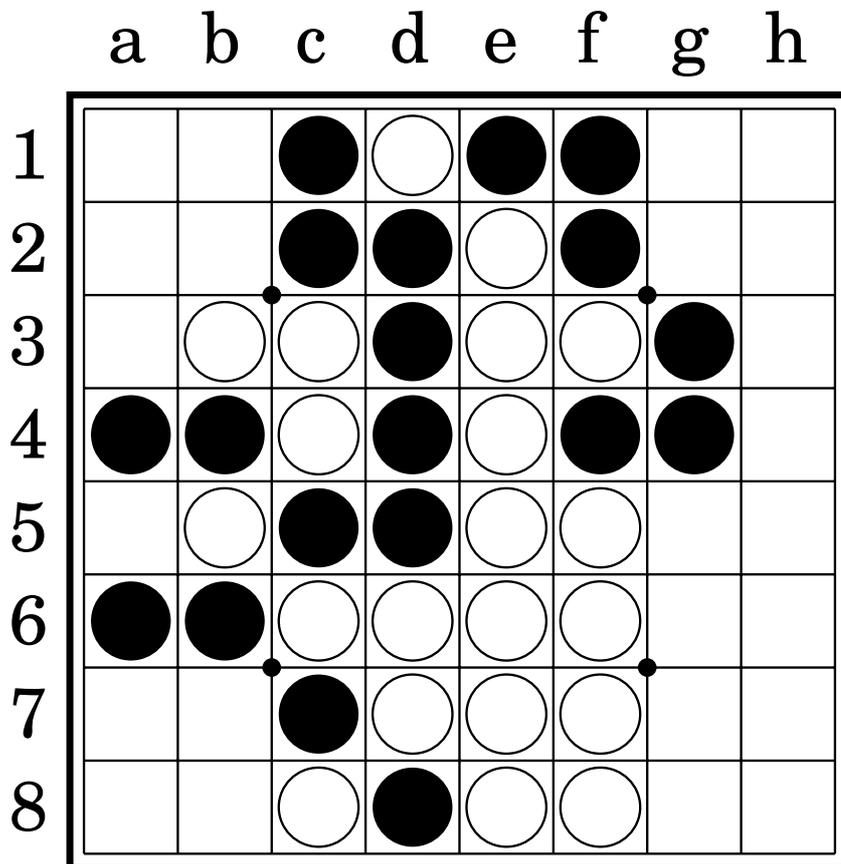
Noir joue c1. Si b1, c2, et si c2, g1



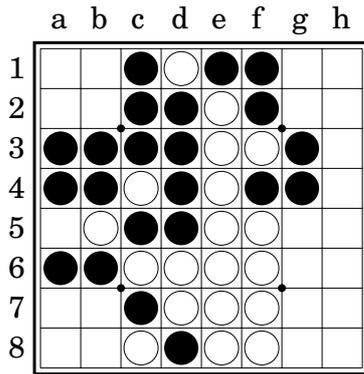
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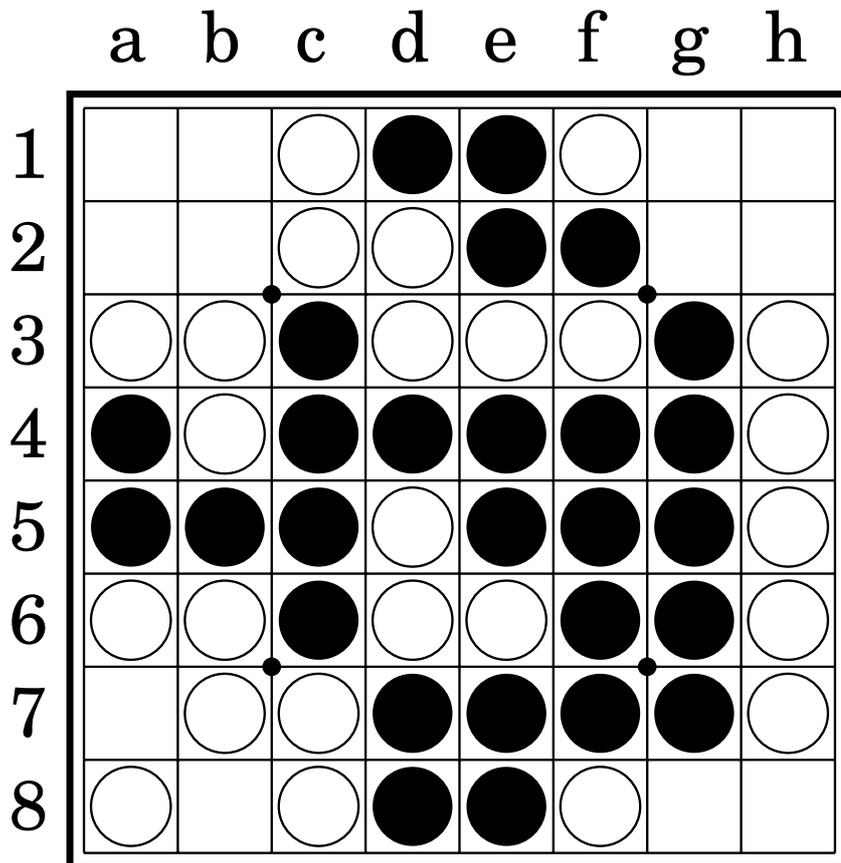
Blanc joue f1, d1 et peut jouer tranquillement h3 et h2



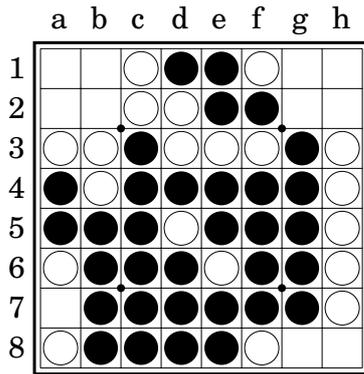
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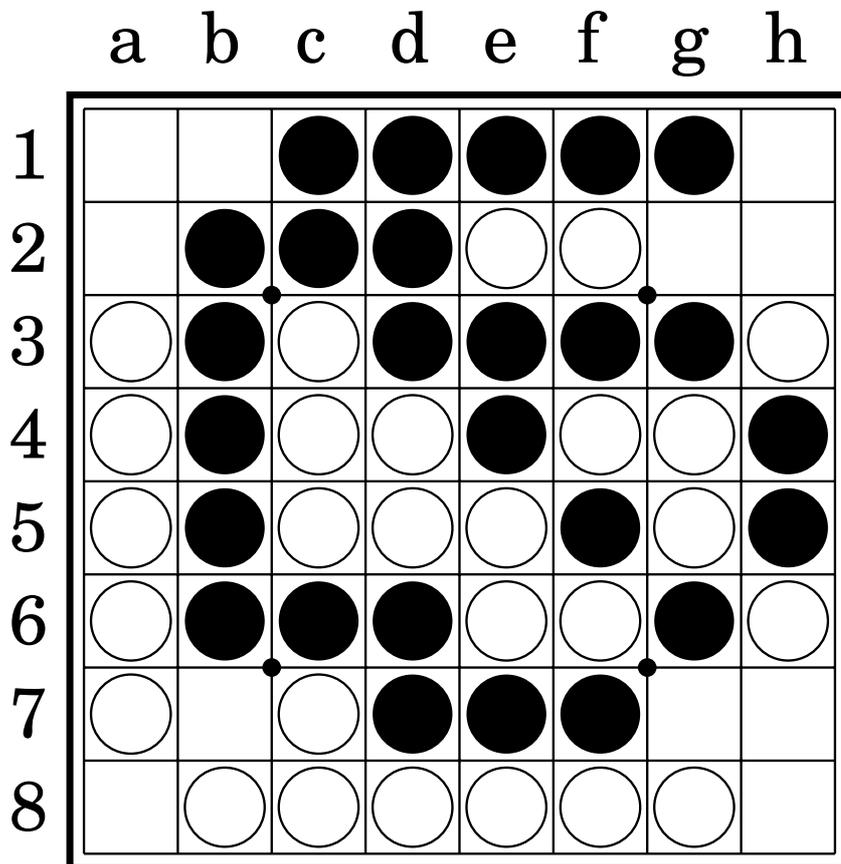
SO WHAT ??? Noir joue a3. Blanc n'a pas accès en a5 NOIR EST MAL QUAND MEME!!!!



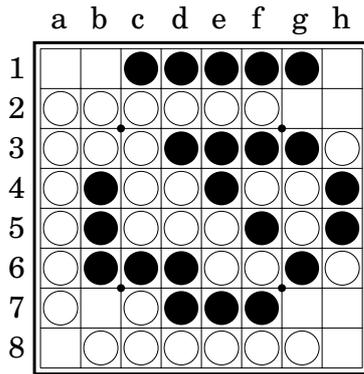
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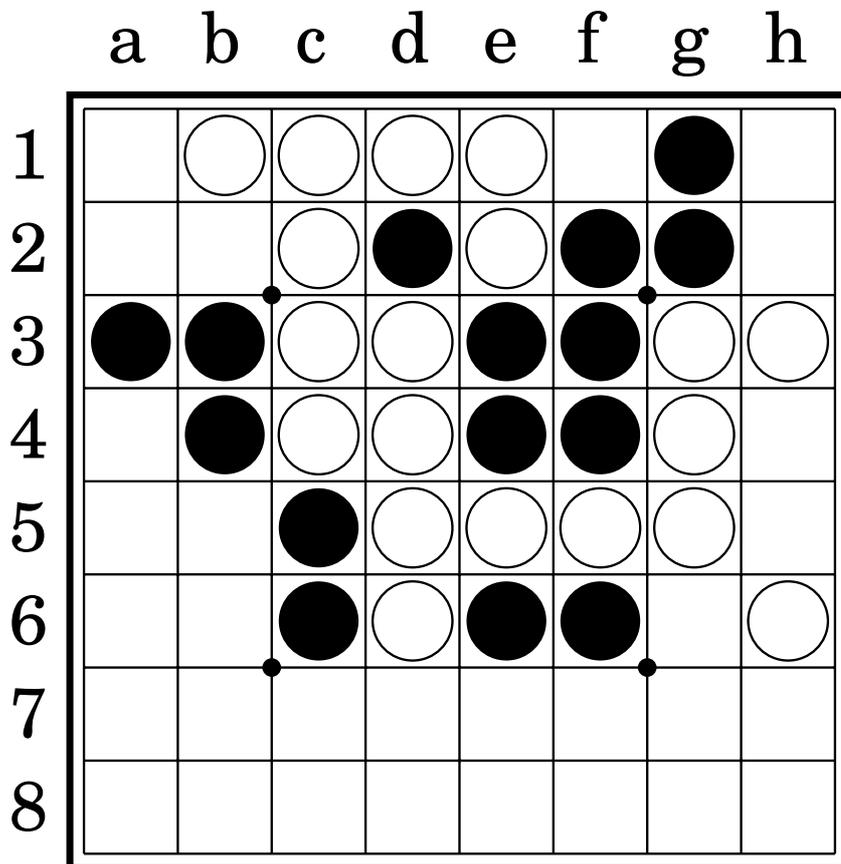
Noir joue b8. Ensuite si Blanc a7, h8, et sinon Noir joue a7 lui-même



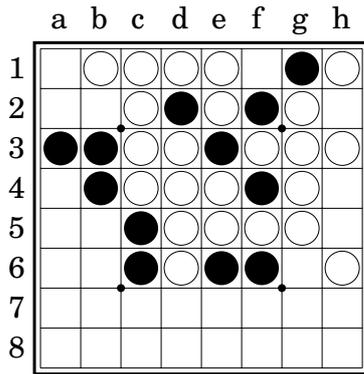
Blanc



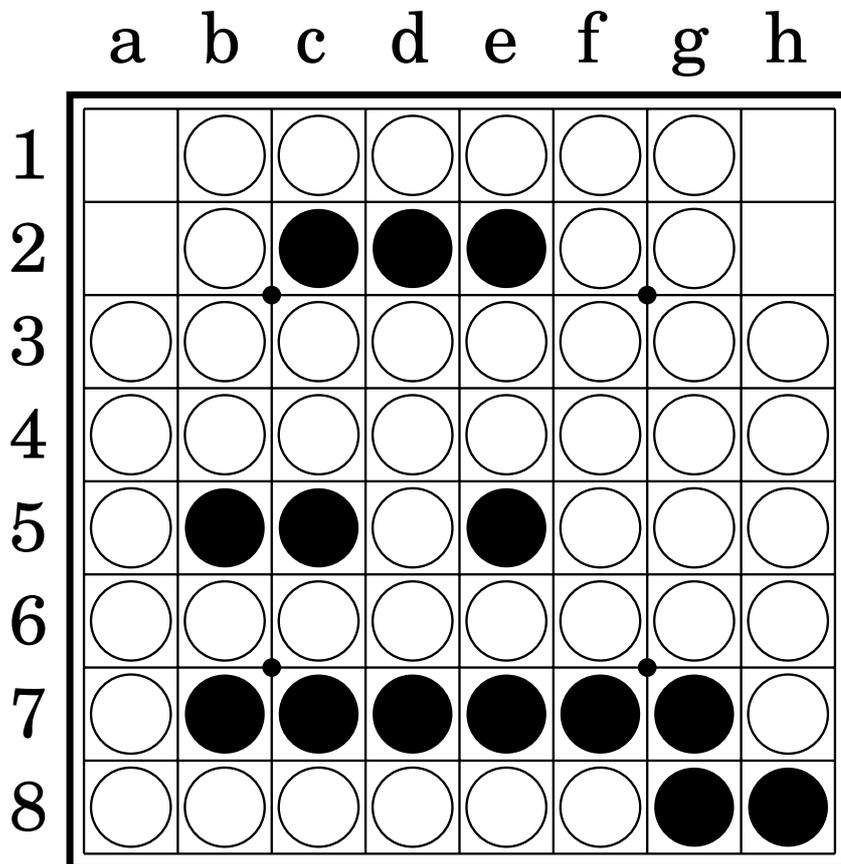
Blanc joue a2 et Noir doit tout donner



Blanc



Blanc prend le coin h1 puis joue f1 au prochain coup



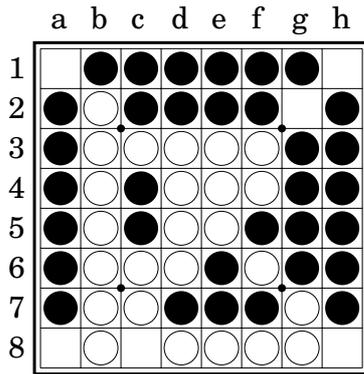
Noir

	a	b	c	d	e	f	g	h
1	●	○	○	○	○	○	○	○
2	○	●	●	●	○	○	○	○
3	○	○	●	○	○	○	○	○
4	○	○	○	●	○	○	○	○
5	○	●	●	○	●	○	○	○
6	○	○	○	○	○	○	○	○
7	○	●	●	●	●	●	○	○
8	○	○	○	○	○	○	●	●

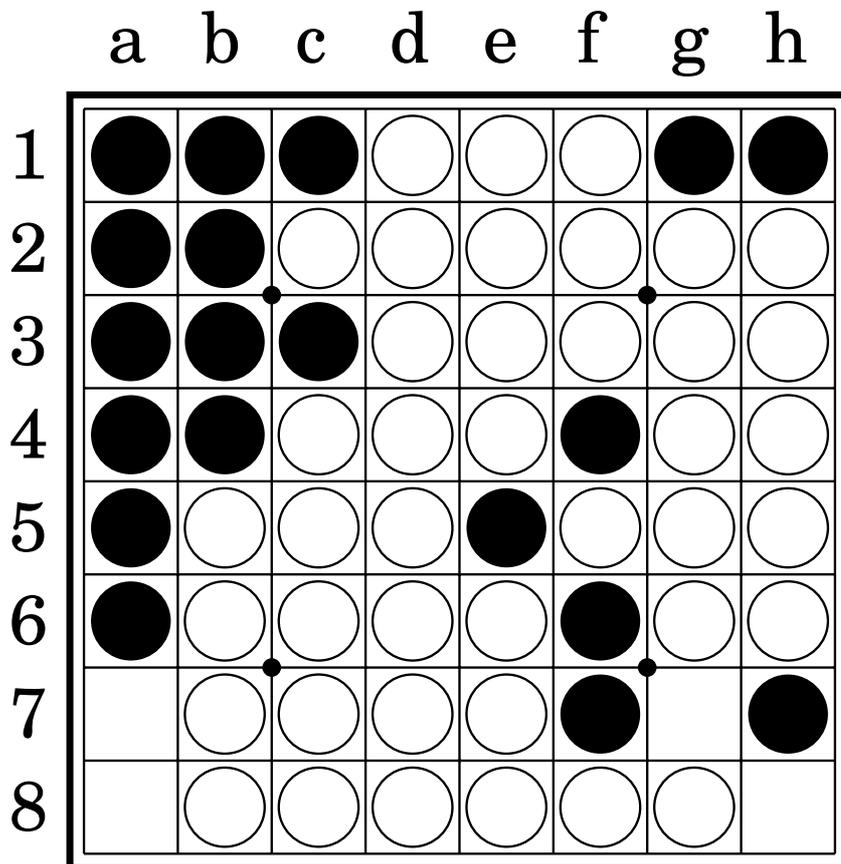
Noir joue a1, a2 suivi de l'arnaque : h2, passe, h1

	a	b	c	d	e	f	g	h
1	○	●	●	●	●	●	●	○
2	●	○	●	●	●	●	○	●
3	●	●	○	○	○	○	●	●
4	●	●	●	○	○	○	●	●
5	●	●	●	○	●	●	●	●
6	●	●	○	●	●	○	●	●
7	●	●	●	●	●	●	○	●
8	○	○	○	○	○	○	○	○

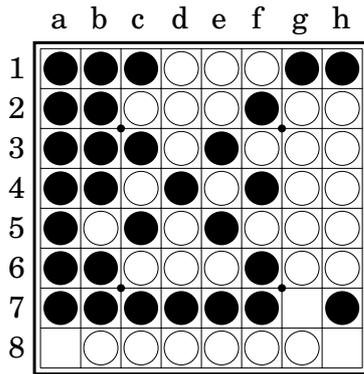
Blanc



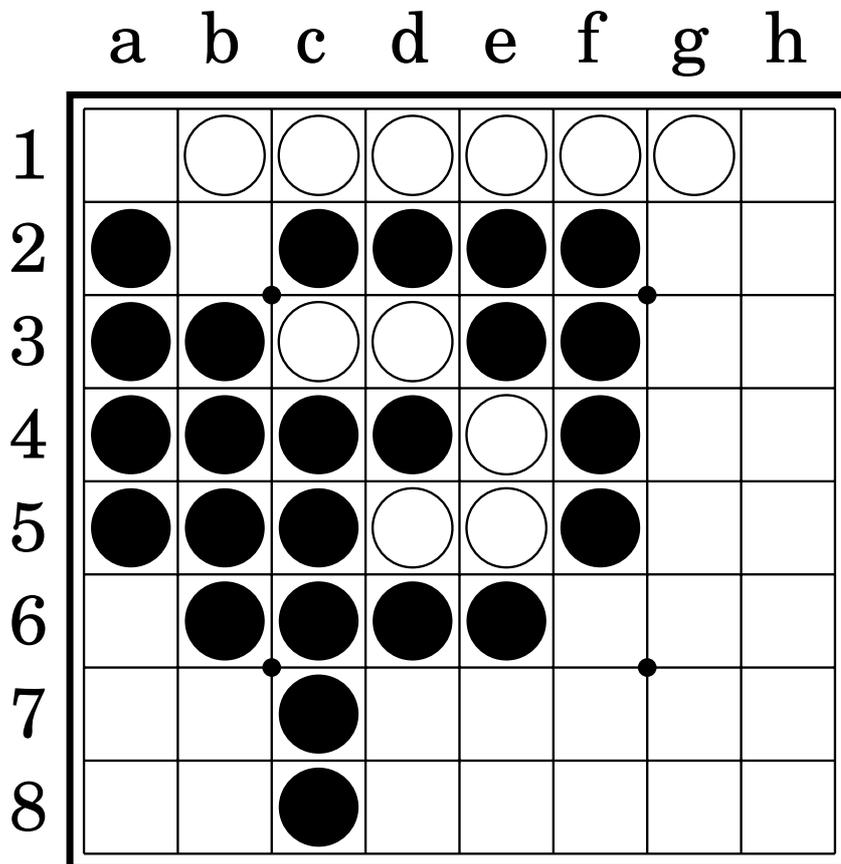
Le seul coup gagnant est le joli coup b8, qui contrôle les deux diagonales. Il suit c8 - a8



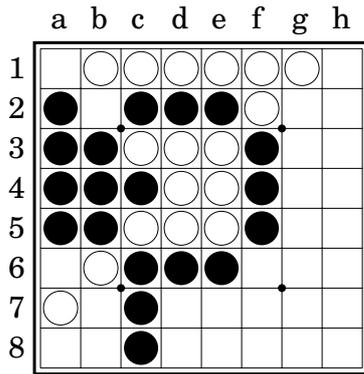
Noir



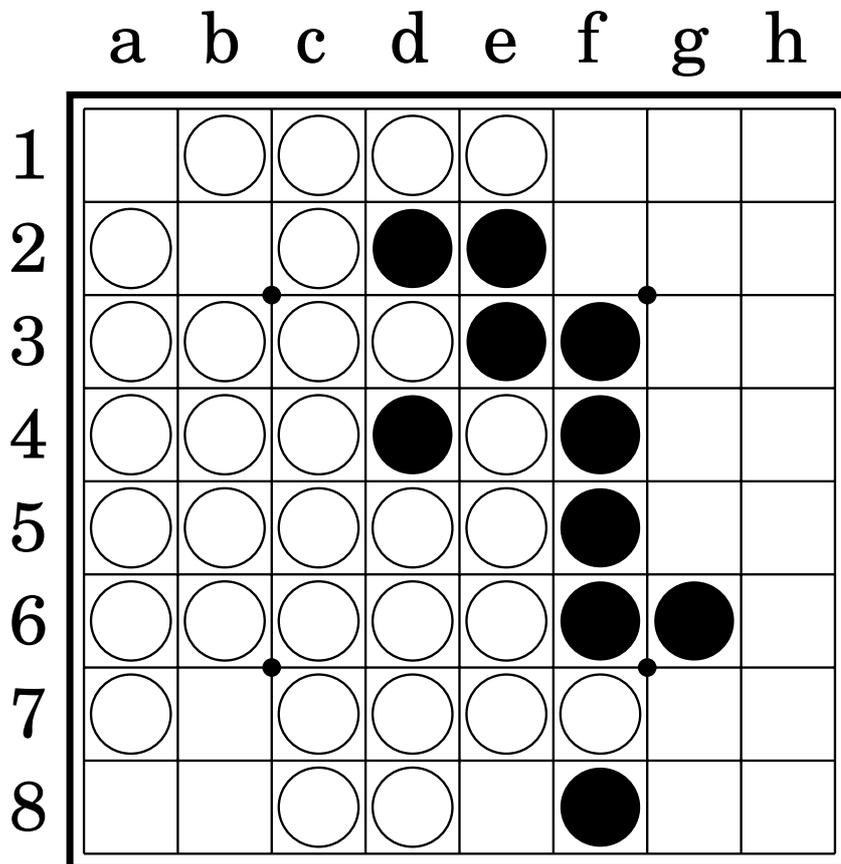
Noir joue a7, a8 et après g7, Blanc ne retourne rien sur la diagonale en jouant h8 : 33-31



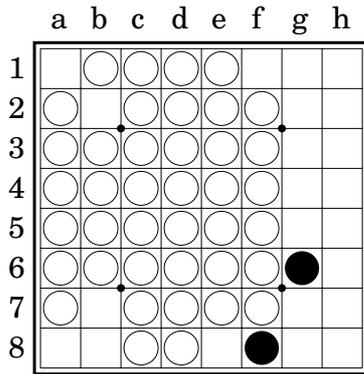
Blanc



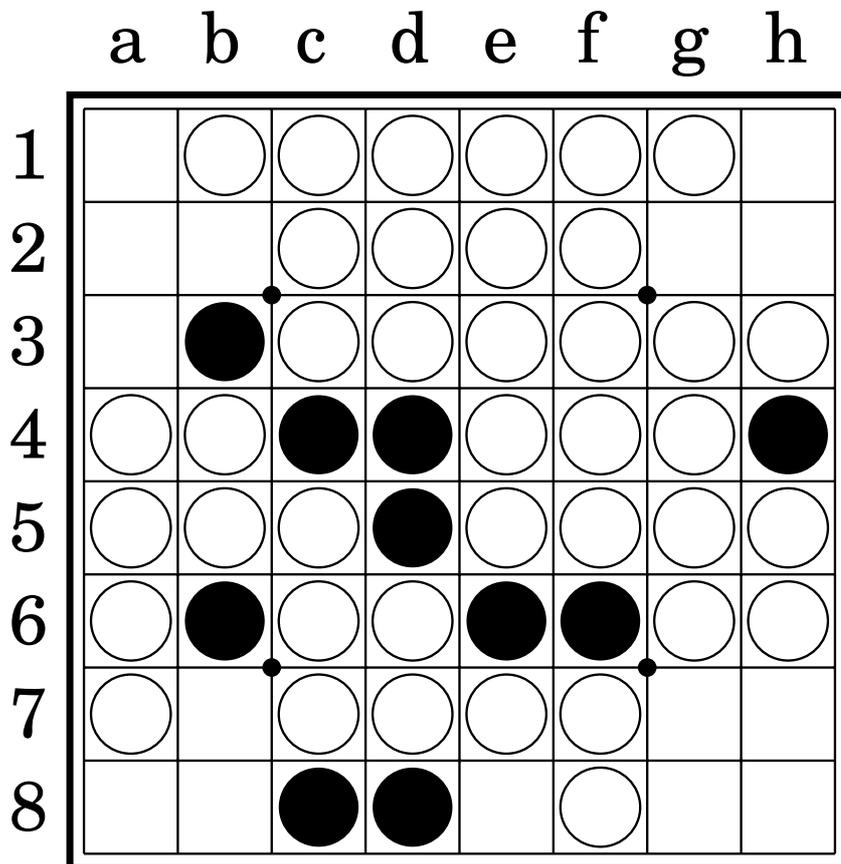
Blanc joue a7 et enlève le pion critique d4



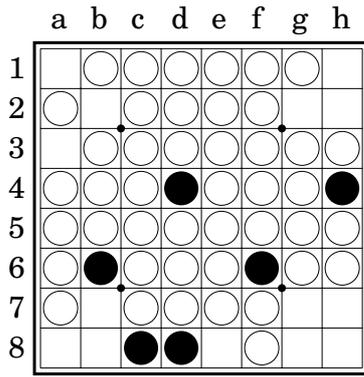
Blanc



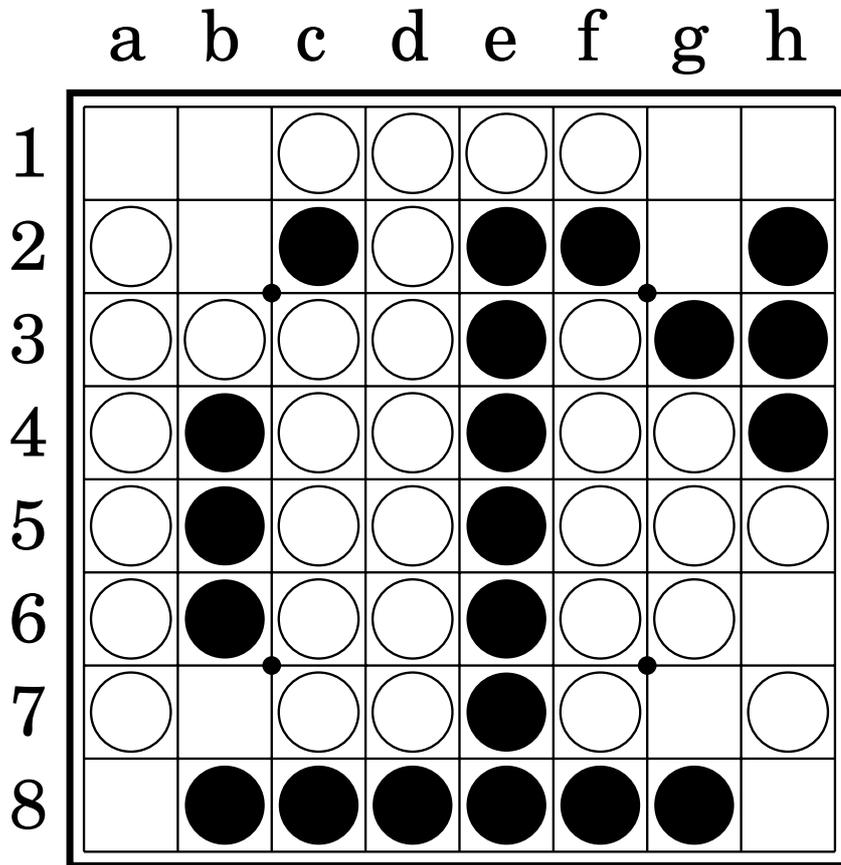
KESKIDI??? Åñöü iä?äâîêñàëüüúé, ôiä f2. Noir doit répondre f1



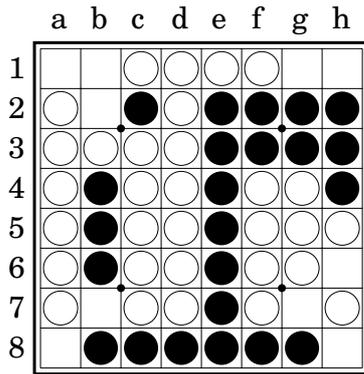
Blanc



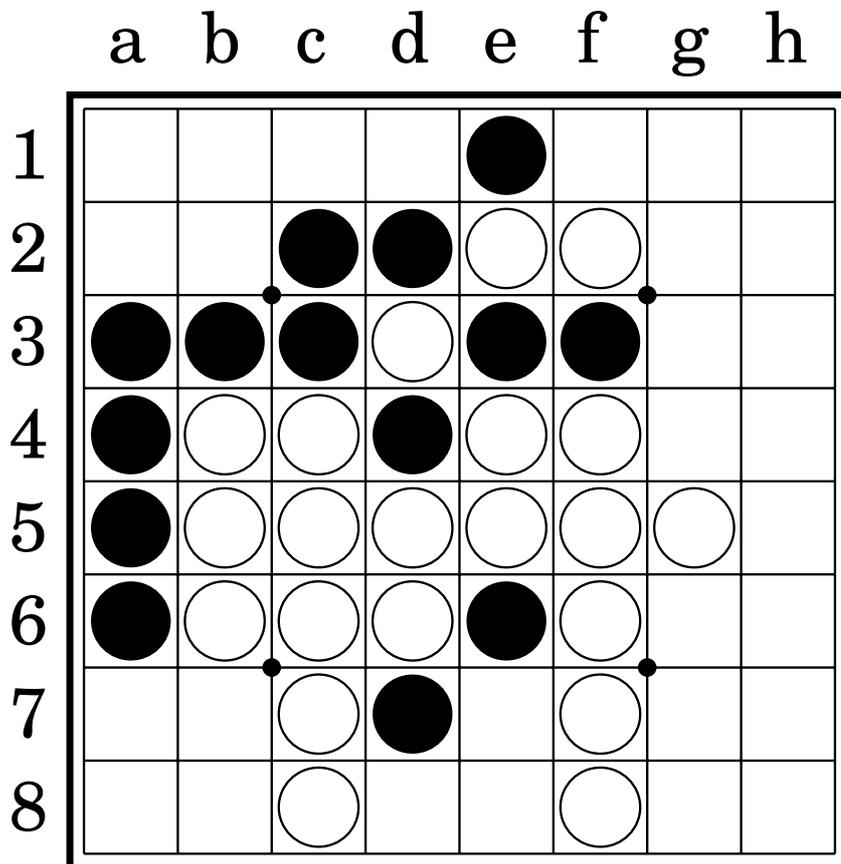
Blanc joue a2 et Noir n'a plus de coup non catastrophique



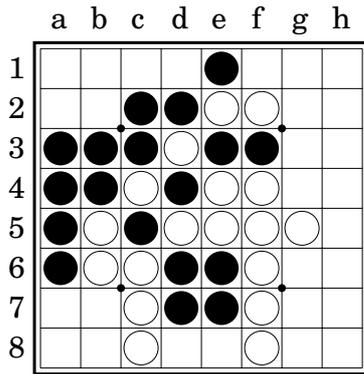
Noir



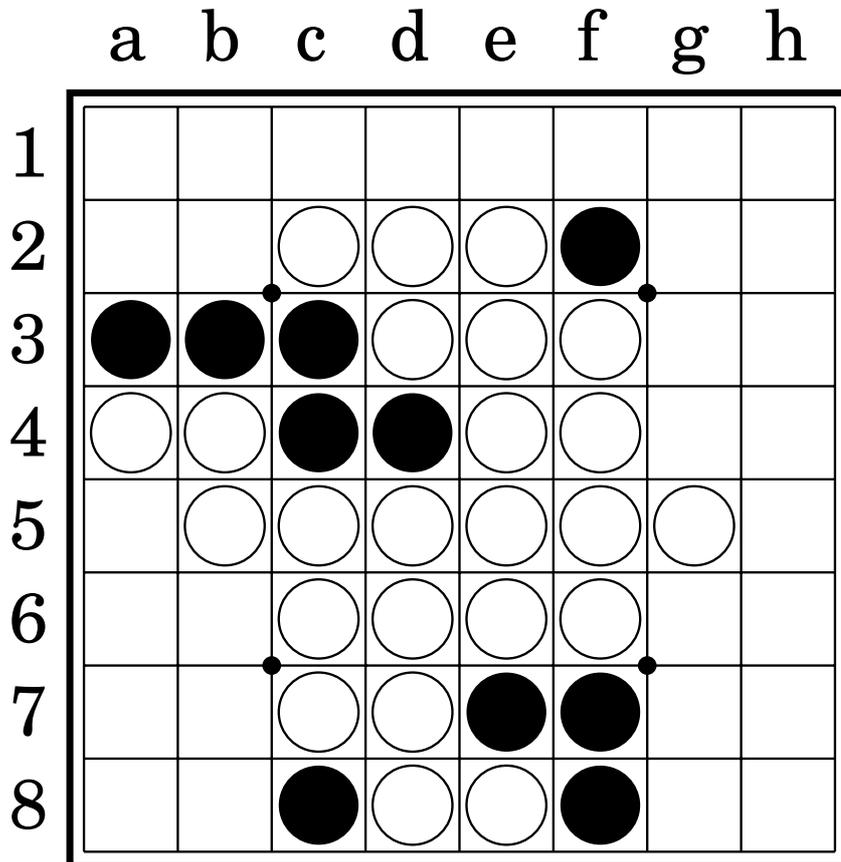
Noir joue g2. Ensuite si b1, alors h6 - h1 - g1



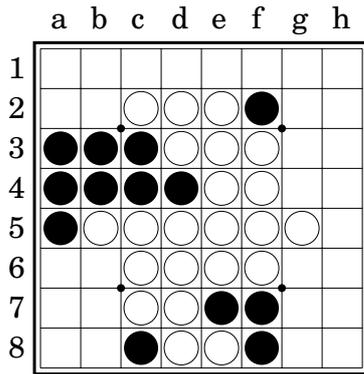
Noir



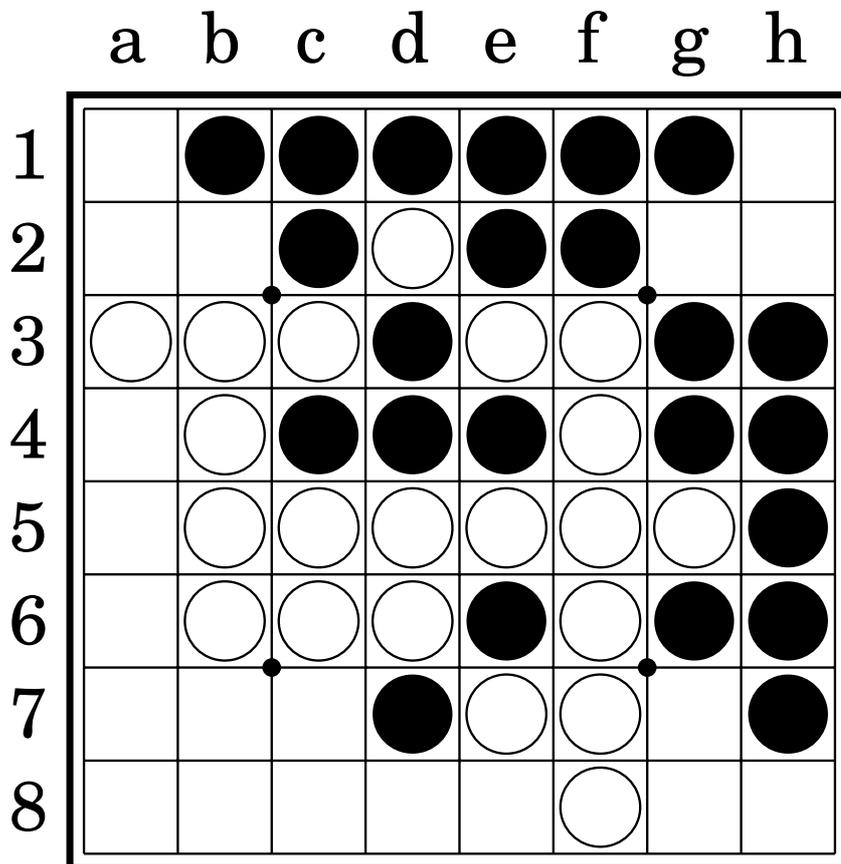
e7 est un coup tranquille - il faut y jouer avant que Blanc ne le fasse



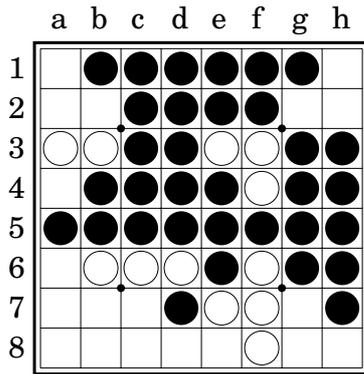
Noir



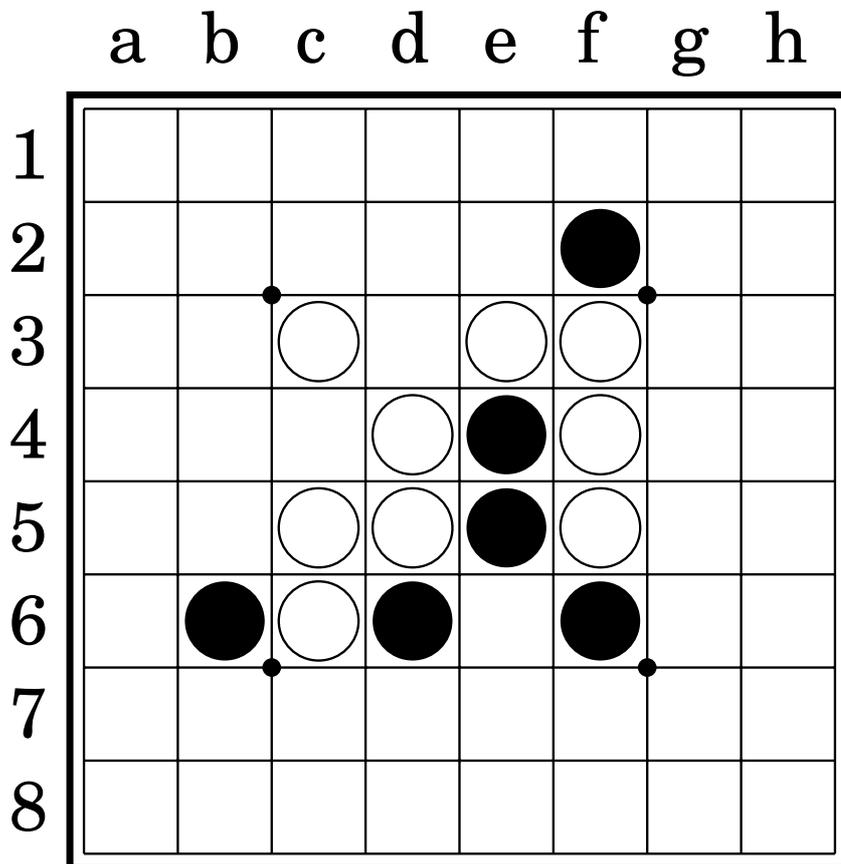
Noir joue a5, suivi de a6 et b6



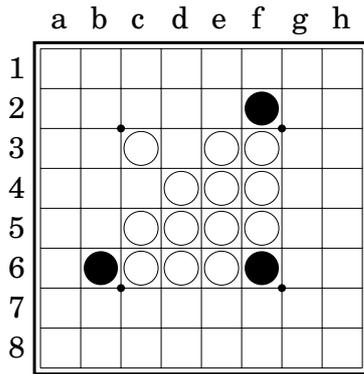
Noir



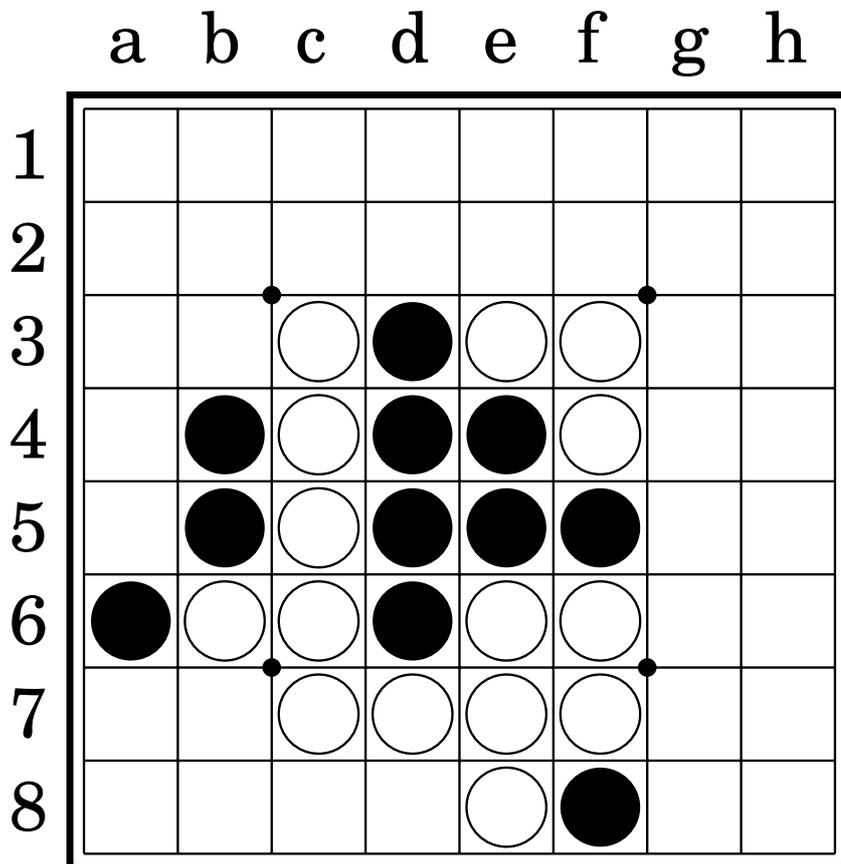
Pour empêcher Blanc de sacrifier en g2, Noir doit jouer a5



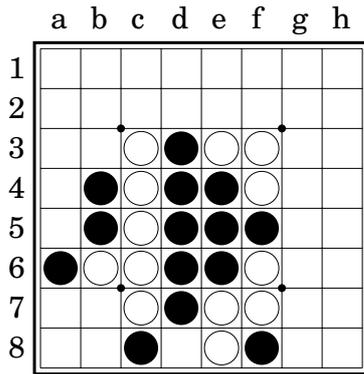
Blanc



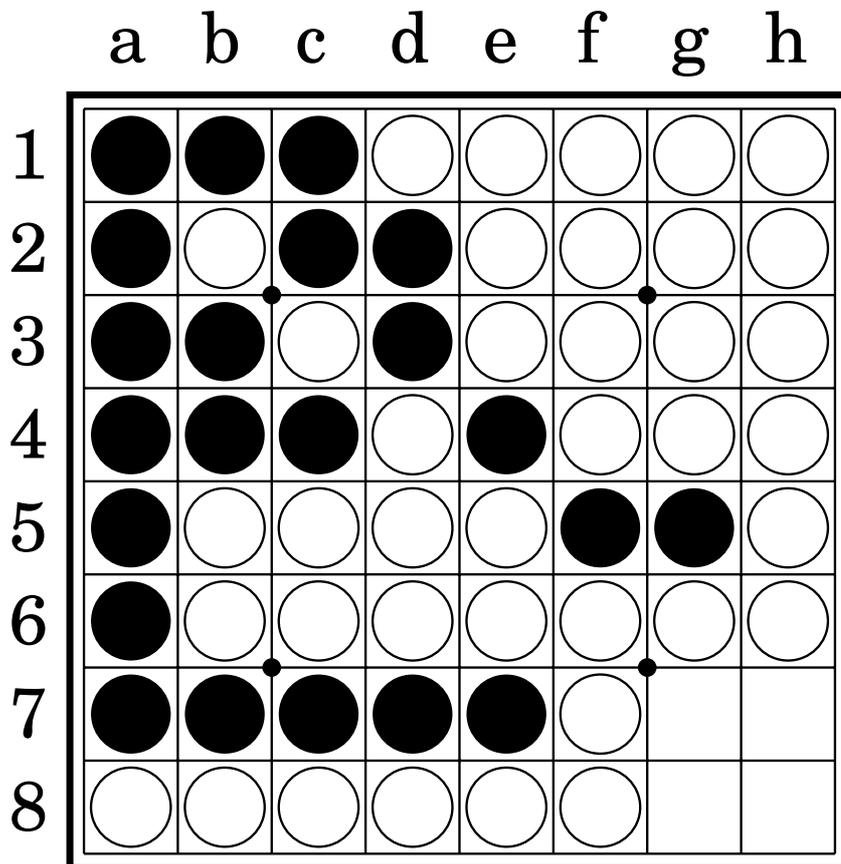
Blanc joue e6 et Noir a un seul coup légal en b2



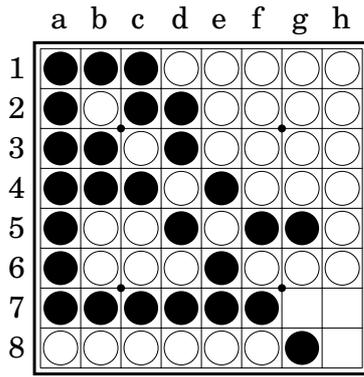
Noir



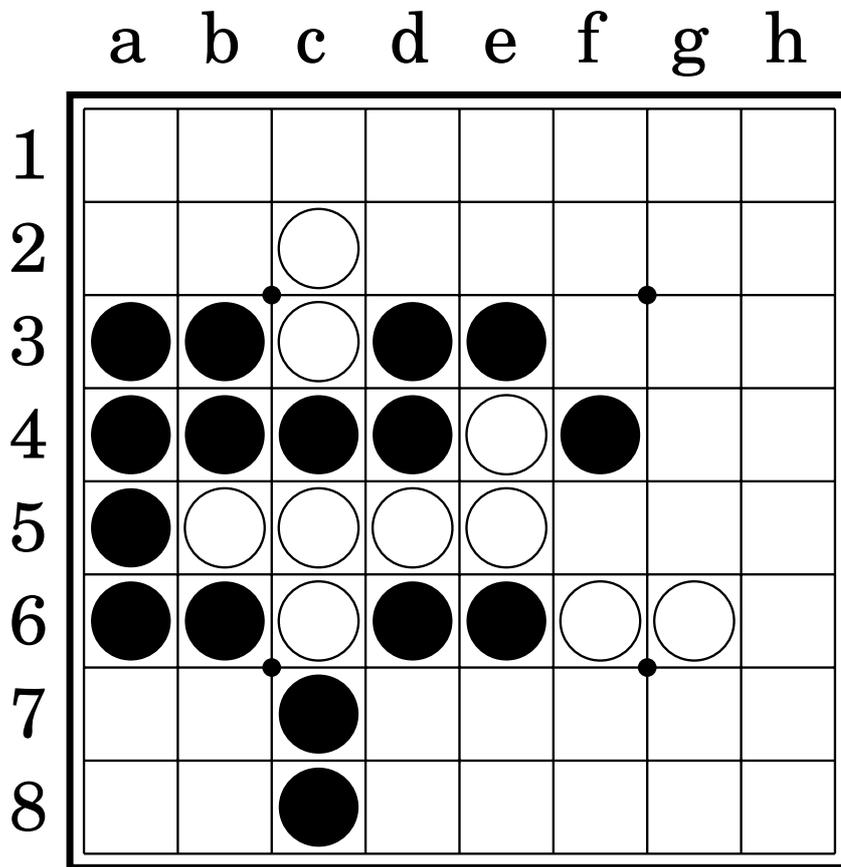
Noir joue c8 et se garde un bon coup en b8



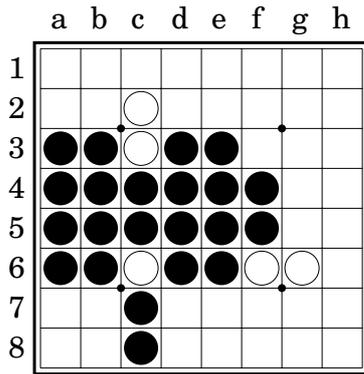
Noir



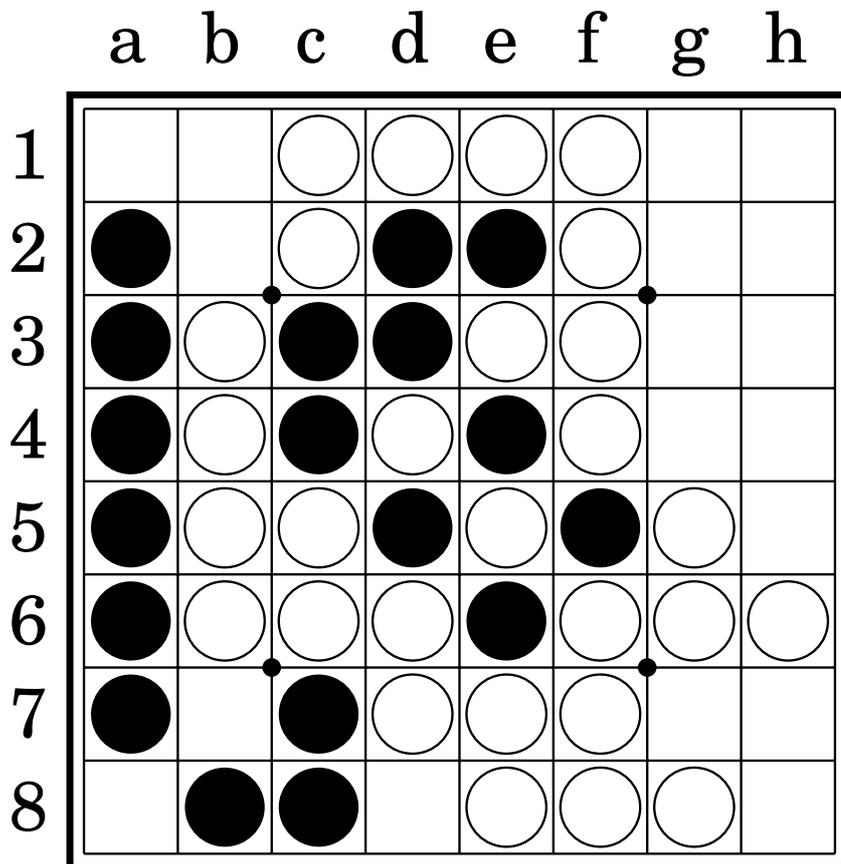
g8, h8, g7. 32-31



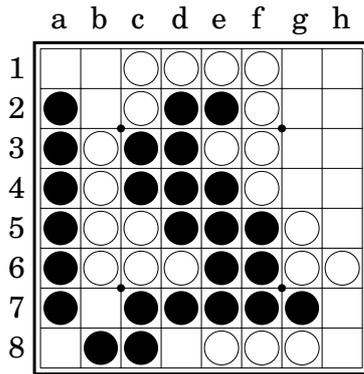
Noir



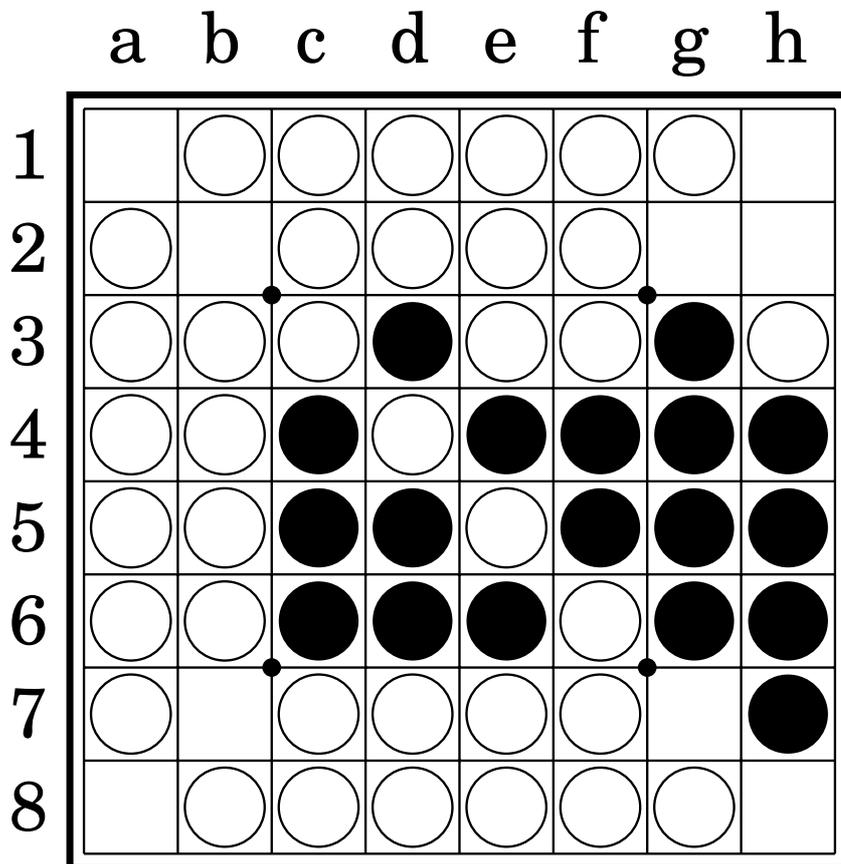
Noir joue f5. Aviez-vous vu que Blanc est forcé de répondre en f3 ?



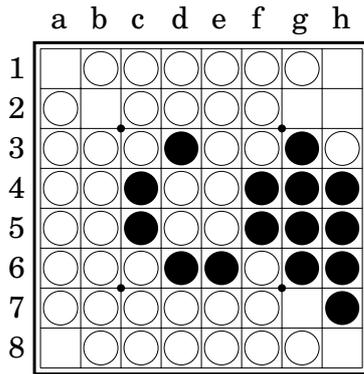
Noir



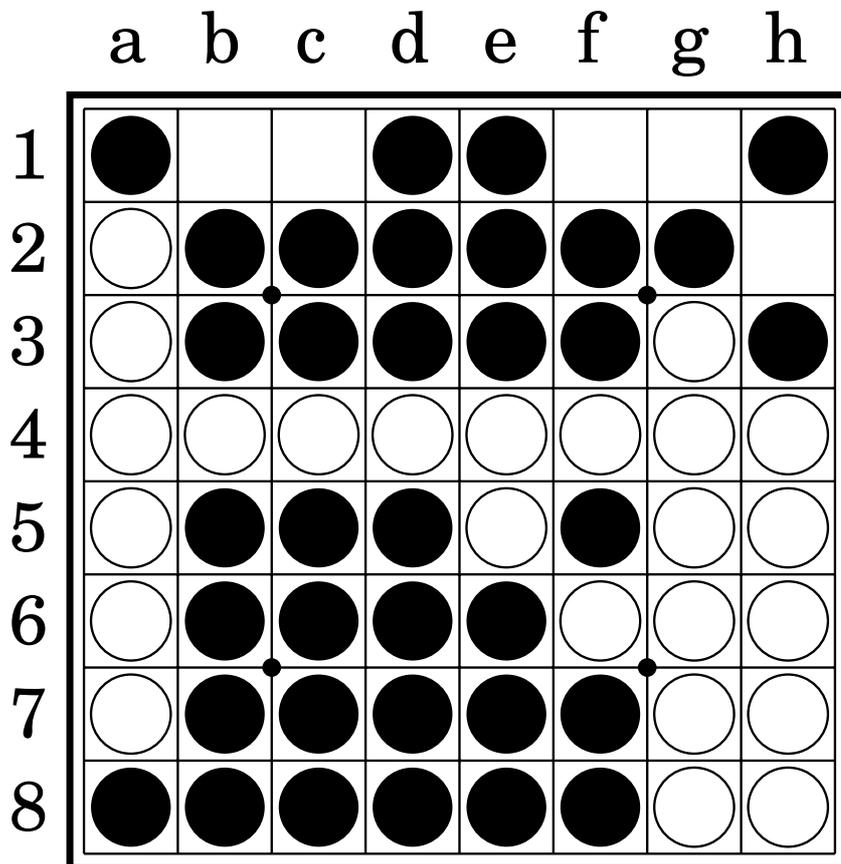
Noir joue g7, qui contrôle la diagonale et retire l'accès en g4



Blanc



Blanc joue b7, h2 et la partie est finie. Si Blanc avait joué h8, alors g2 gagne pour Noir



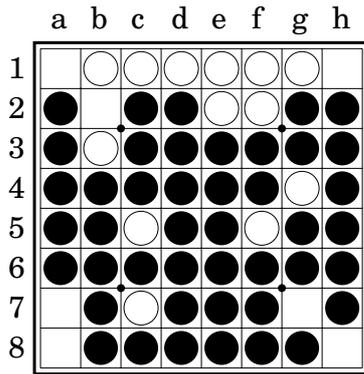
Blanc

	a	b	c	d	e	f	g	h
1	●			●	●			●
2	○	○	○	○	○	○	○	○
3	○	●	●	●	●	●	○	○
4	○	○	○	○	○	○	○	○
5	○	●	●	●	○	●	○	○
6	○	●	●	●	●	○	○	○
7	○	●	●	●	●	●	○	○
8	●	●	●	●	●	●	○	○

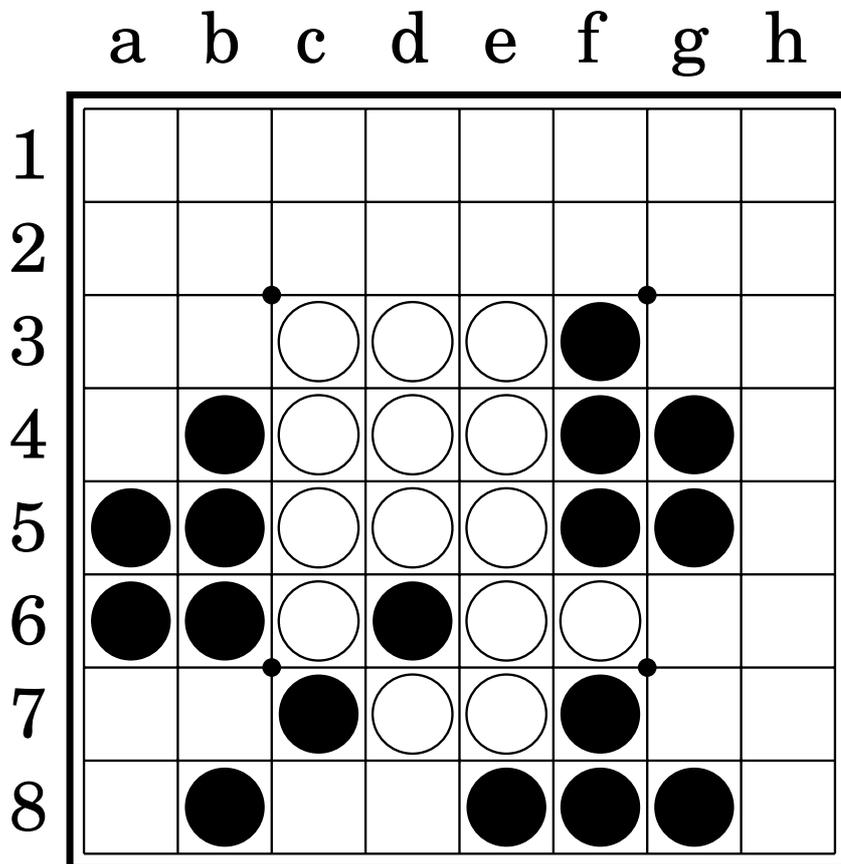
h2 est le coup le plus simple : Blanc garde la parité dans les deux paires

	a	b	c	d	e	f	g	h
1		○	○	○	○	○	○	
2	●		●	●	○	○	●	●
3	●	○	●	●	●	●	●	●
4	●	●	○	●	●	●	○	●
5	●	○	○	●	●	○	●	●
6		○	○	○	○	○	●	●
7		○	○	●	●	●		●
8		●	●	●	●	●	●	

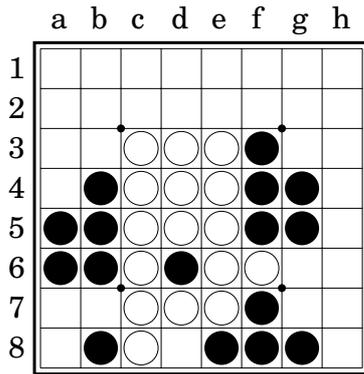
Noir



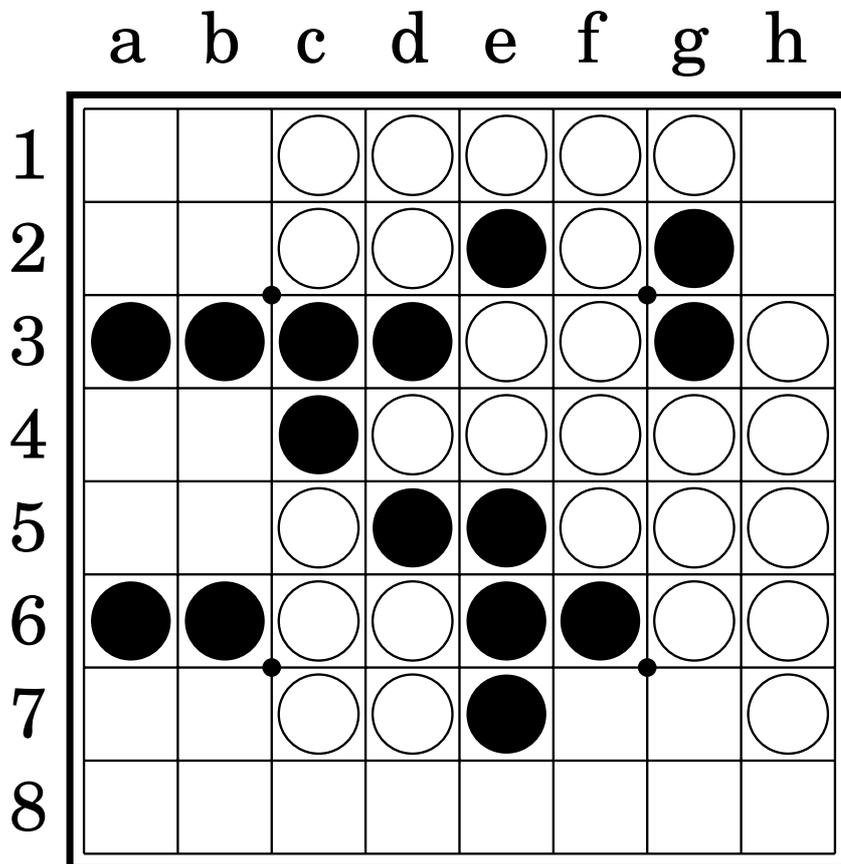
Le coup a6 est un double contrôle de diagonales



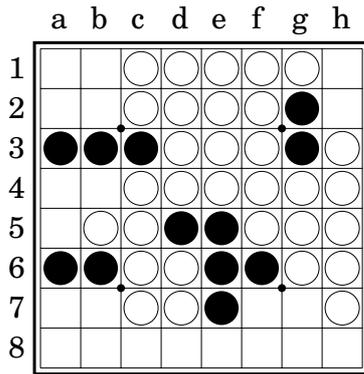
Blanc



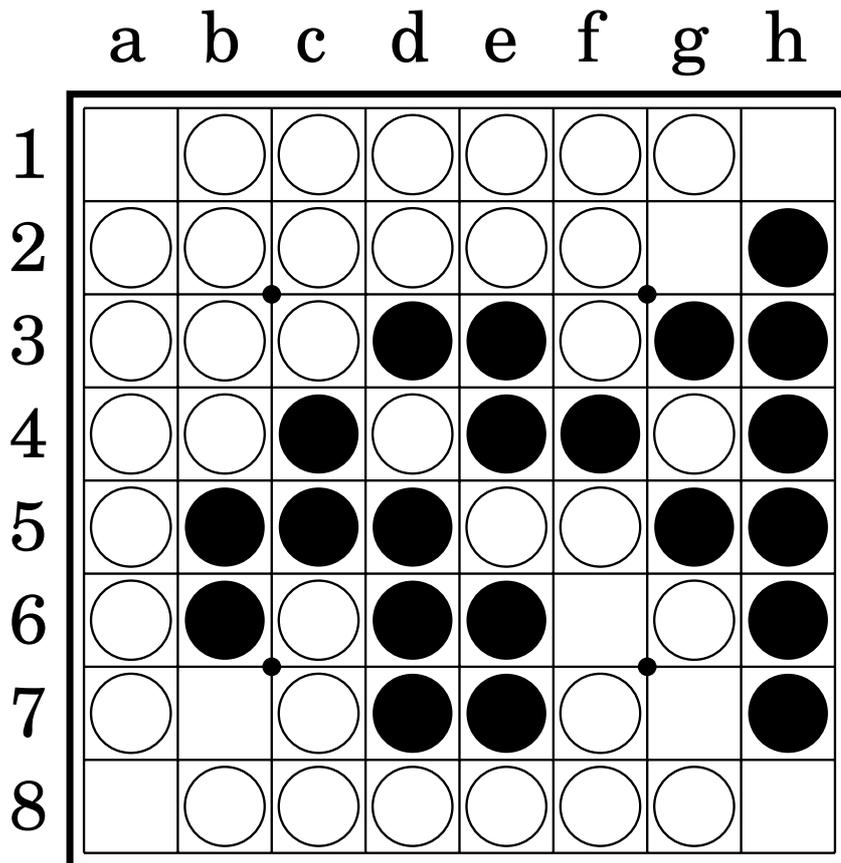
Blanc joue c8 et force d8 : Noir s'est enfermé à l'est.



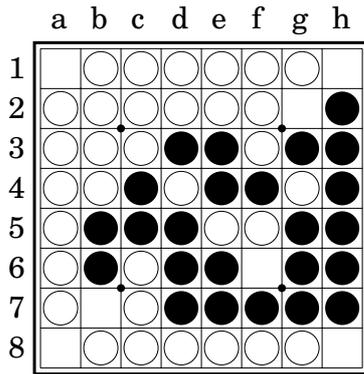
Blanc



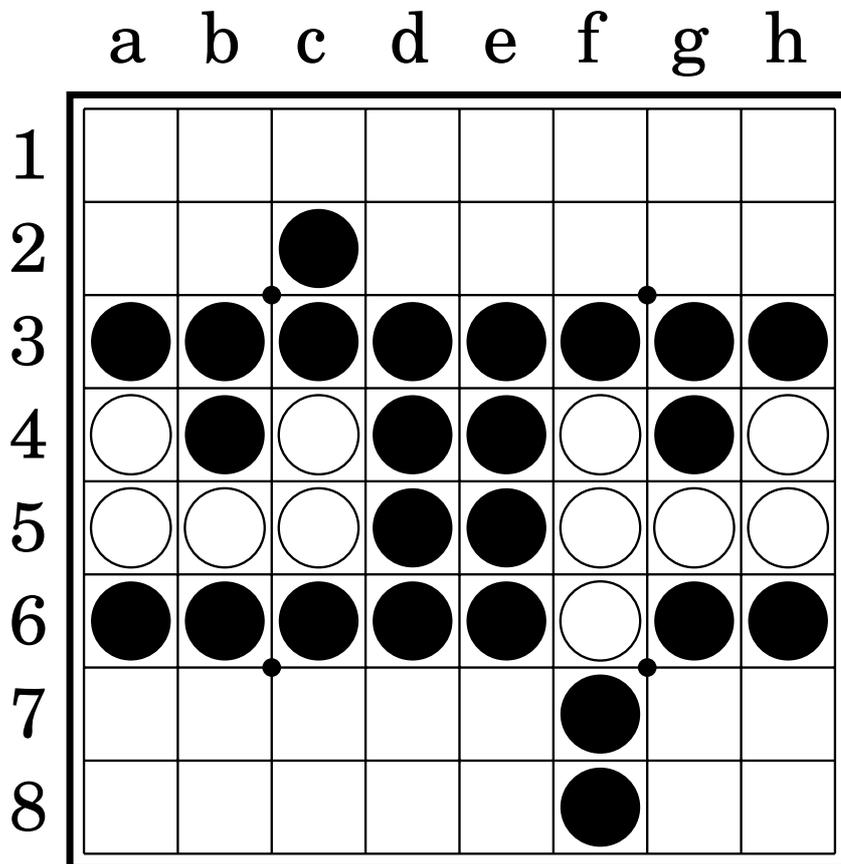
Blanc vise l'arnaque h1 - h2. Il commence par jouer b5 pour extraire e2, puis pourra jouer h1 - h2



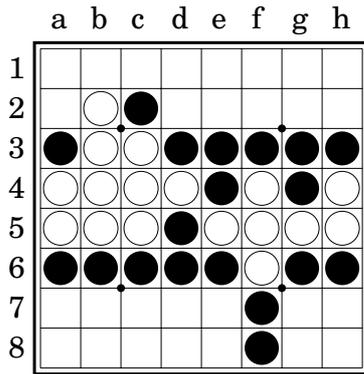
Noir



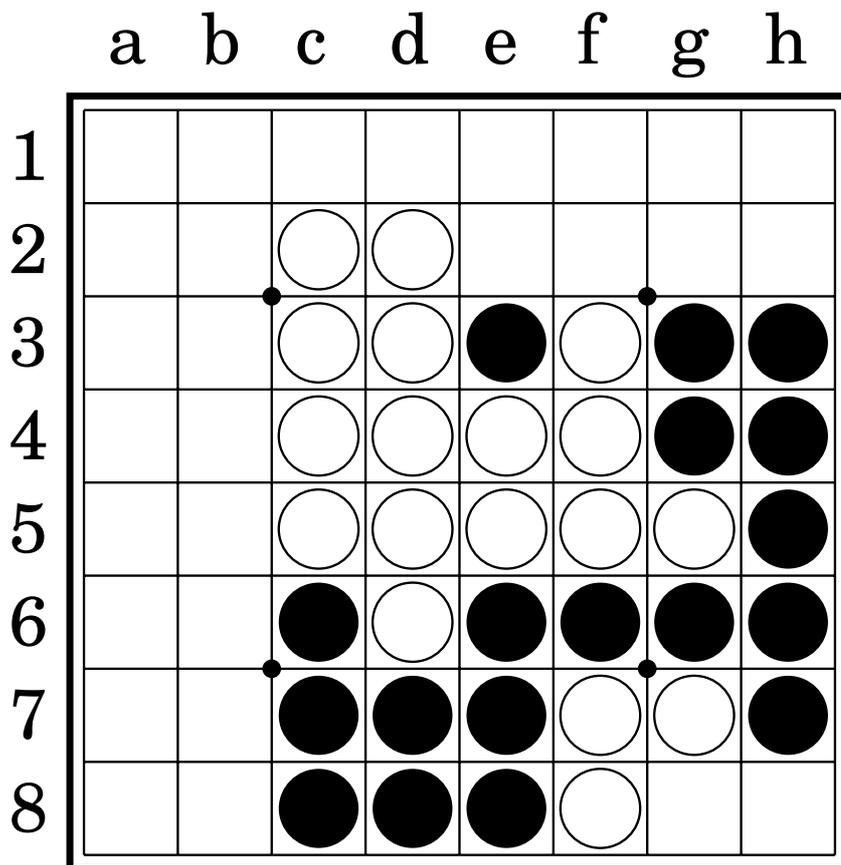
Noir joue g7. S'il joue simplement f6, alors Blanc g7 et Noir a perdu



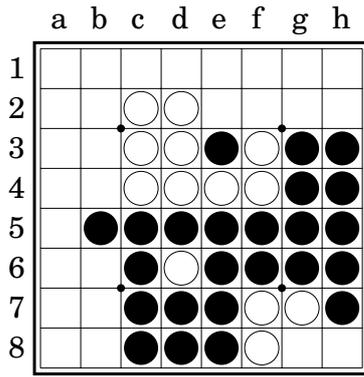
Blanc



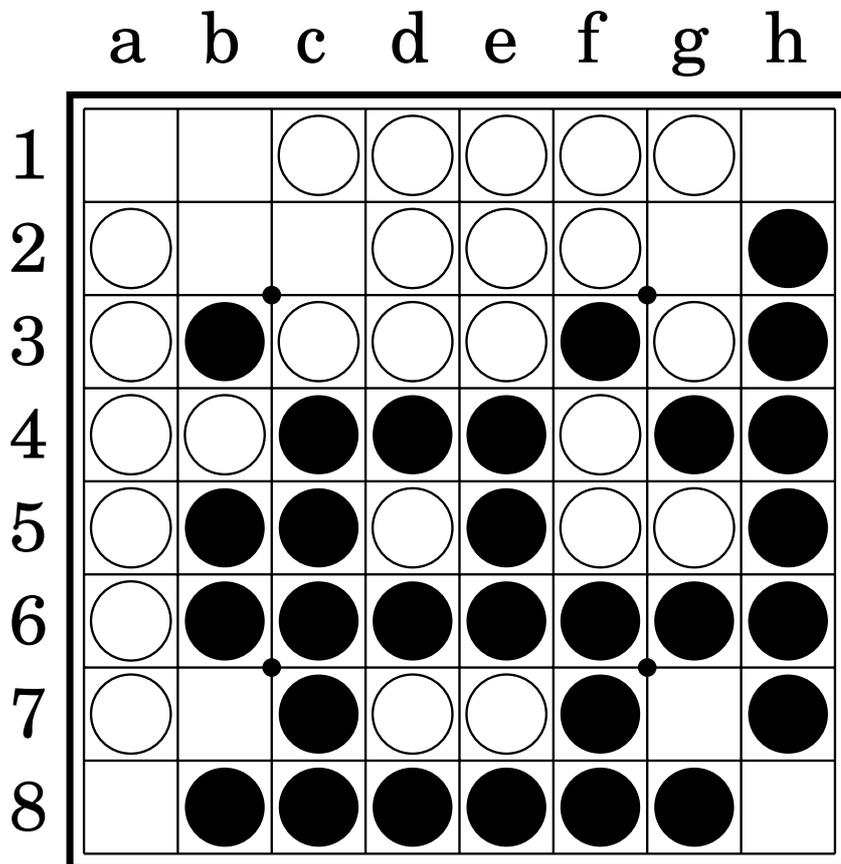
b2, g2, b7 et g7 sont tous les quatre bons, avec à chaque fois la même idée : Noir prend le coin et Blanc s'insère



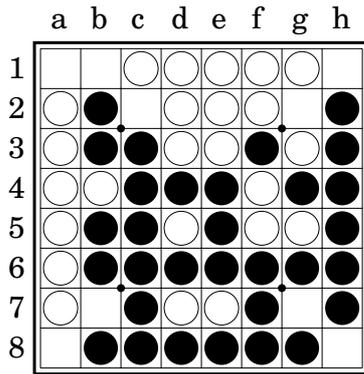
Noir



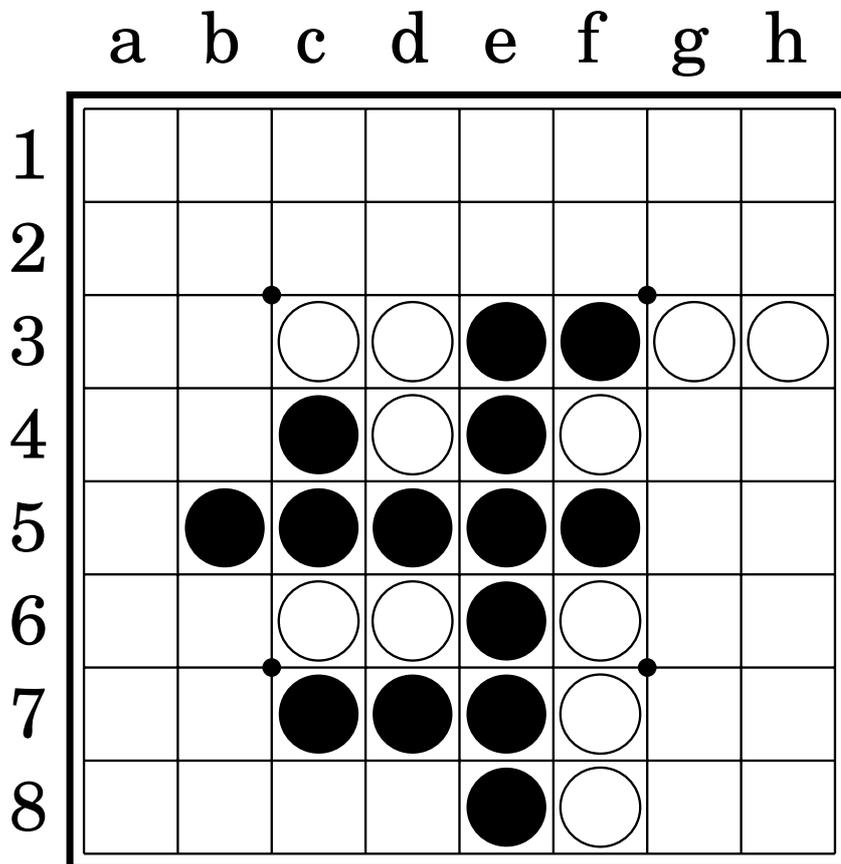
b5 extrait le pion g5 et Noir va pouvoir arnaquer en jouant les deux coups h8 et g8



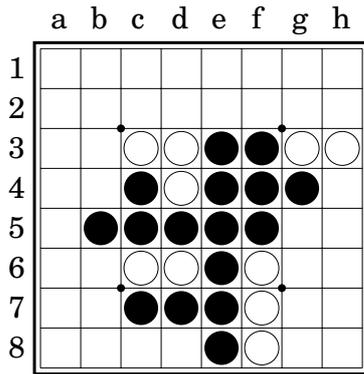
Noir



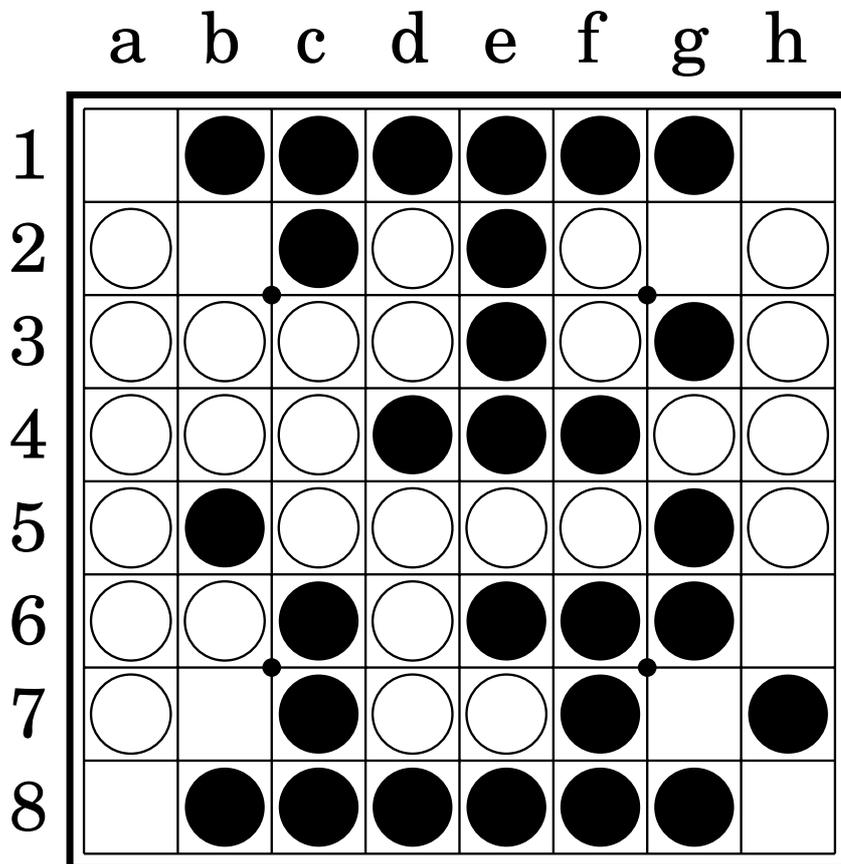
Noir joue b2. Si Noir avait joué c2, alors Blanc b1



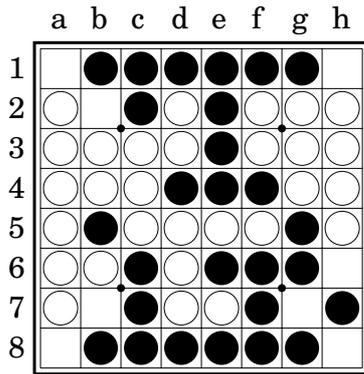
Noir



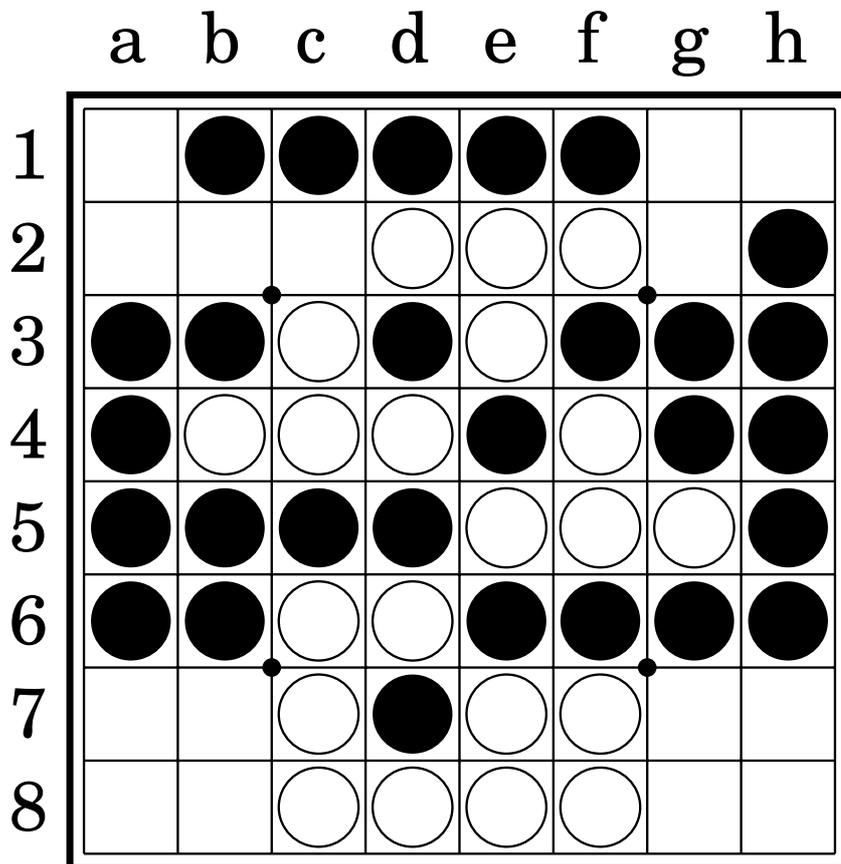
SO WHAT??? g4 pourrit c8 NOIR EST QUAND MEME MAL!!!!



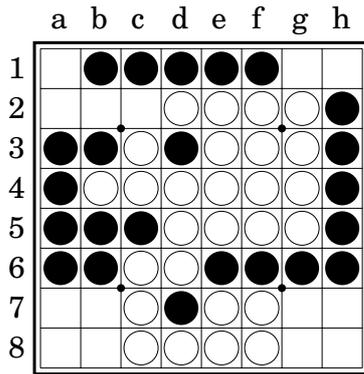
Blanc



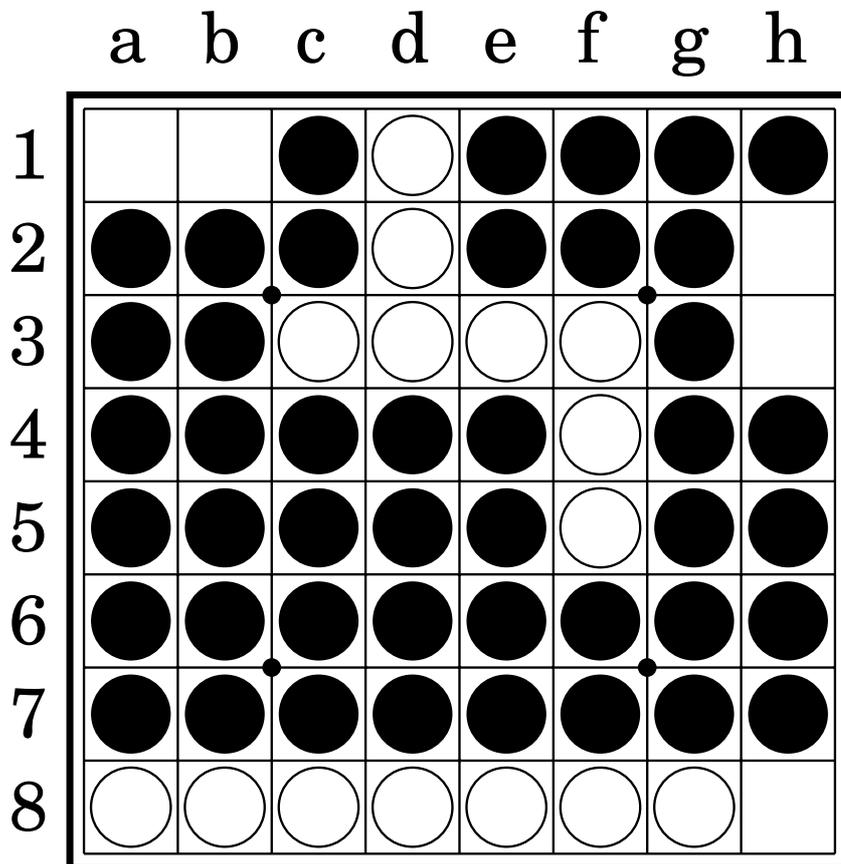
Blanc joue g2. Ensuite si h1, h6



Blanc



Blanc joue g2. Si Blanc avait joué c2, alors Noir gagnait avec g1



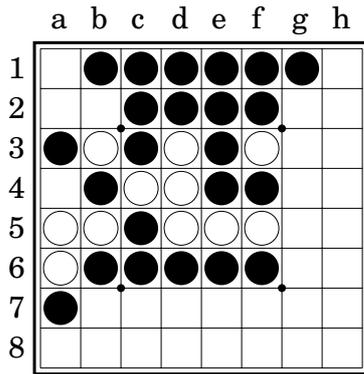
Blanc

	a	b	c	d	e	f	g	h
1			●	○	●	●	●	●
2	●	●	●	○	○	○	○	○
3	●	●	○	○	○	○	○	
4	●	●	●	●	●	○	●	●
5	●	●	●	●	●	○	●	●
6	●	●	●	●	●	●	●	●
7	●	●	●	●	●	●	●	●
8	○	○	○	○	○	○	○	

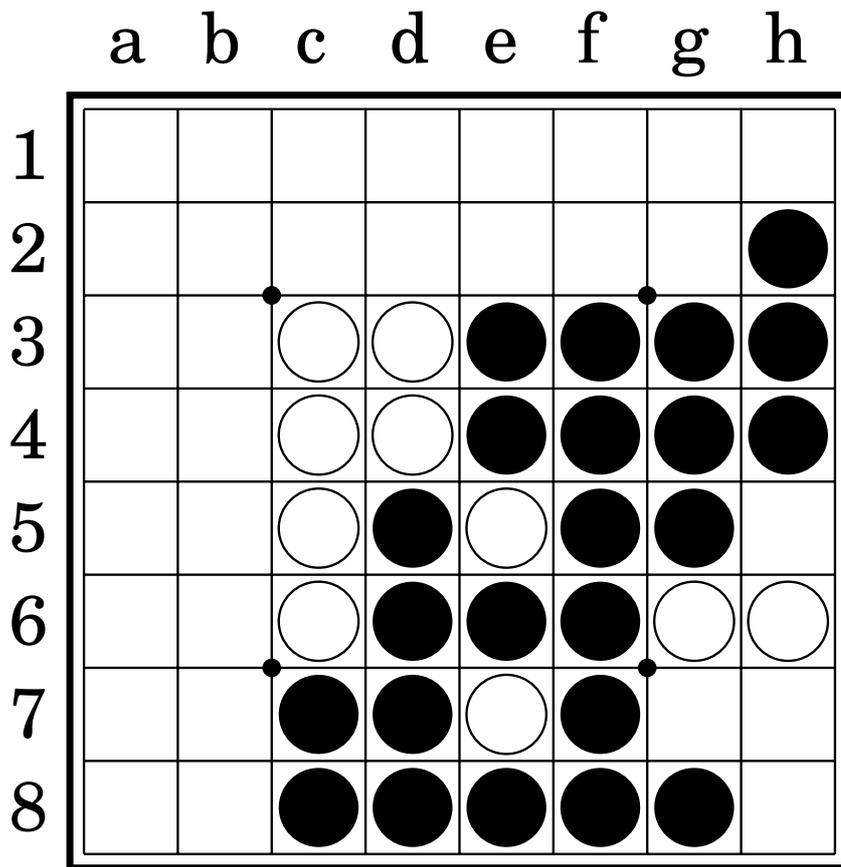
Blanc échange la paire h2, h3, puis joue les trois derniers coups - a1, b1, h8

	a	b	c	d	e	f	g	h
1		●	●	●	●	●	●	
2			●	●	●	●		
3	●	○	●	○	●	○		
4		●	●	○	●	●		
5	○	●	●	○	○	○		
6		●	●	●	●	●		
7	●							
8								

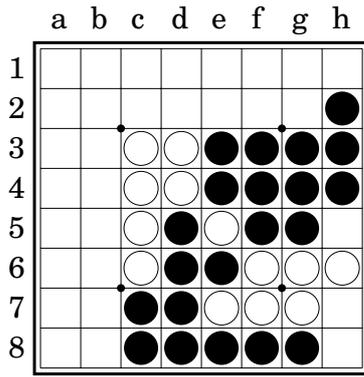
Blanc



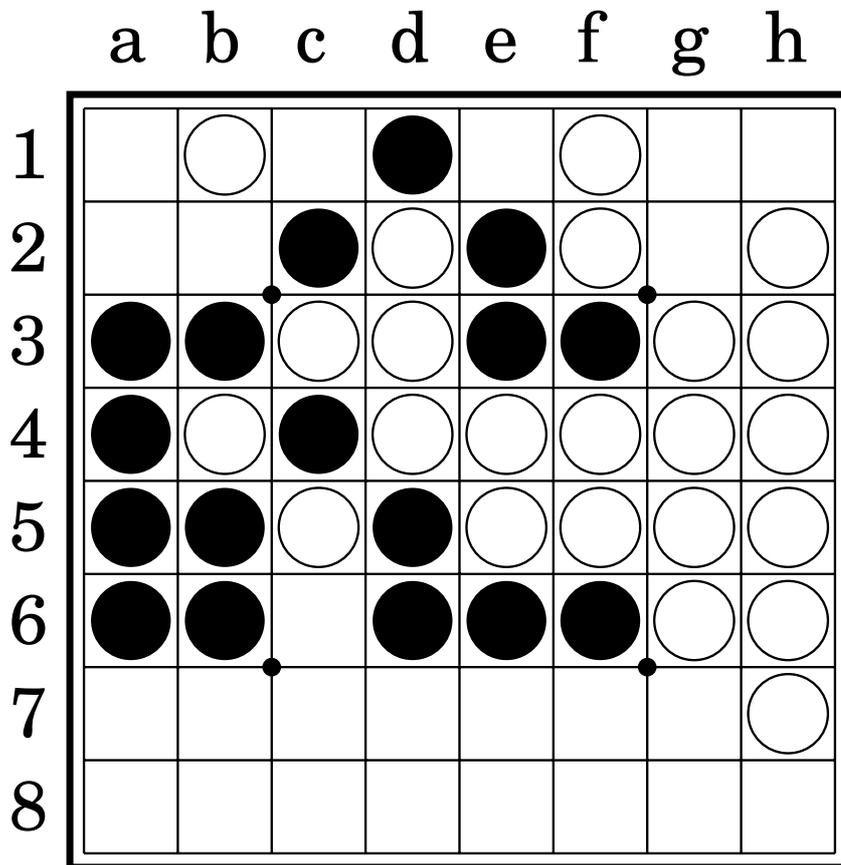
Blanc joue a6, a4, b2. Si Blanc joue b2 tout se suite, alors Noir répond en a1 et Blanc ne peut pas jouer en a2



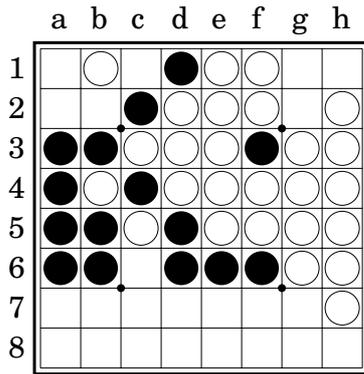
Blanc



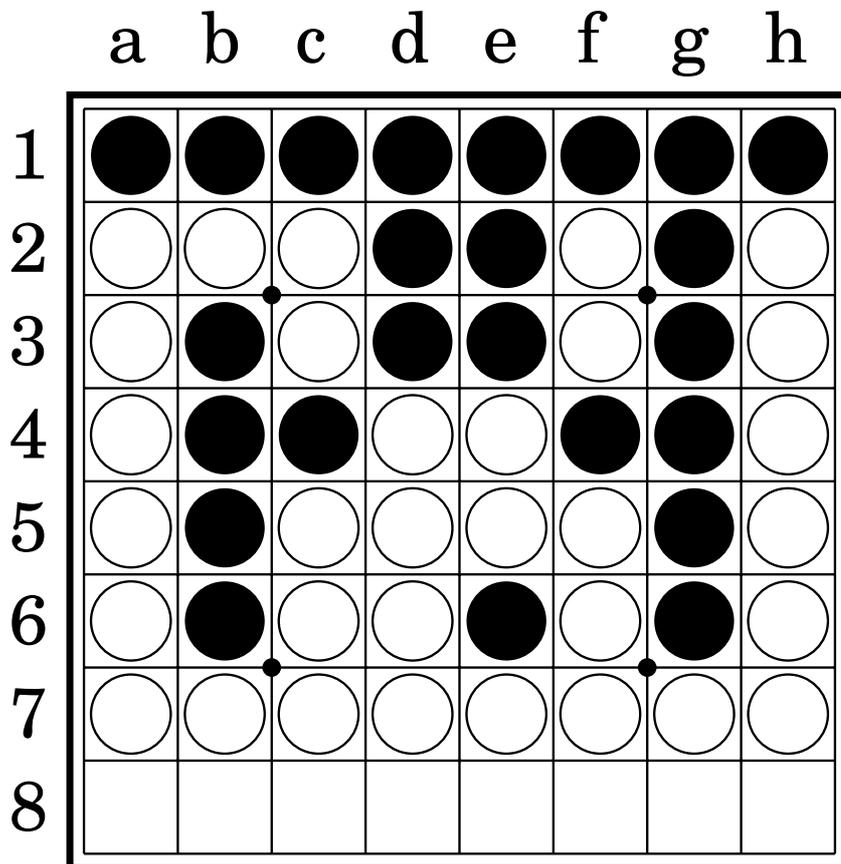
Blanc joue g7 et h5 au coup suivant, gagnant un coin (piège de Stoner)



Blanc



Blanc joue e1, g1 : Noir a été forcé de retourner c5



Noir

	a	b	c	d	e	f	g	h
1	●	●	●	●	●	●	●	●
2	○	●	○	●	●	○	●	●
3	○	●	●	●	●	○	●	●
4	○	●	●	●	○	●	●	●
5	○	●	○	○	●	○	●	●
6	○	●	○	○	●	●	●	●
7	○	○	○	○	○	○	●	●
8								●

Noir joue h8, a8, f8 et c8 : 57-3 (il reste 4 cases vides)

	a	b	c	d	e	f	g	h
1	●	●	●	●	●	●	●	●
2			●	●	●	●	●	●
3		○	○	○	○	○	○	○
4		○	●	●	●	●	●	●
5	○	○	○	○	○	○	○	●
6	○	●	○	○	○	○	○	●
7	○	○	○	○	●	○	○	●
8	○	○	○	○	○	○	○	●

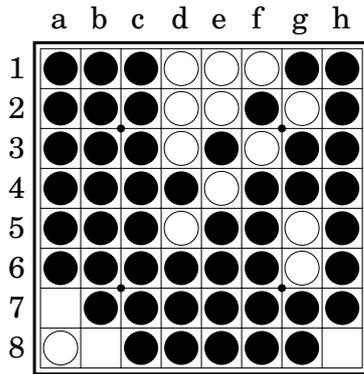
Noir

	a	b	c	d	e	f	g	h
1	●	●	●	●	●	●	●	●
2			●	●	●	●	●	●
3	●	○	○	○	○	○	○	○
4		●	●	●	●	●	●	●
5	○	○	●	○	○	○	○	●
6	○	●	○	●	○	○	○	●
7	○	○	○	○	●	○	○	●
8	○	○	○	○	○	○	○	●

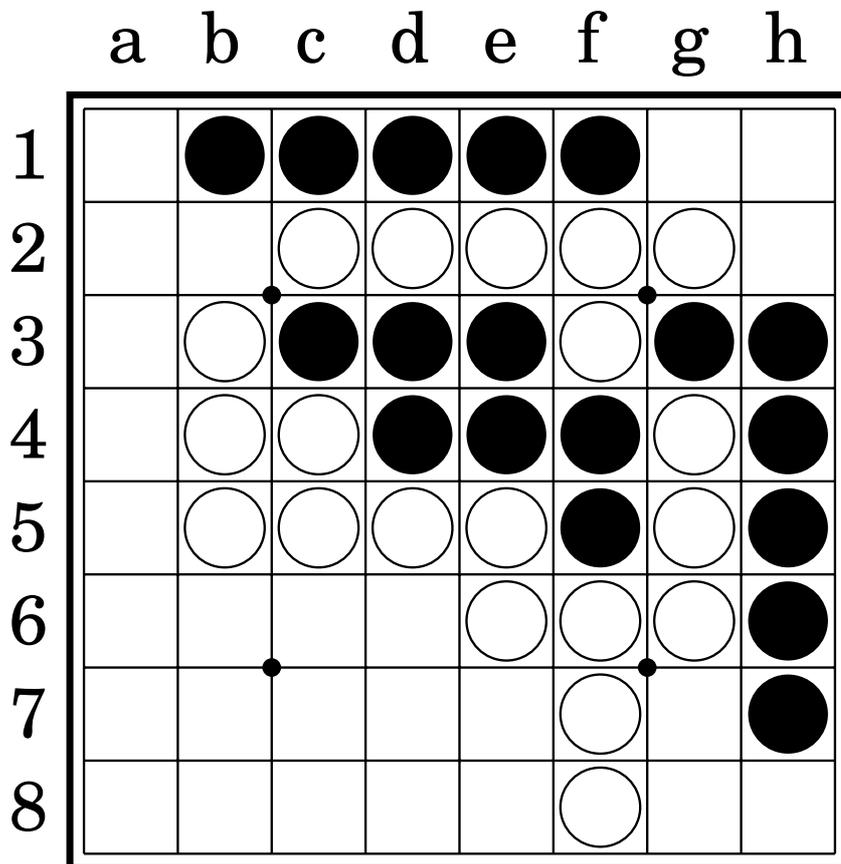
a3, passe, a2, b2 et a4 : 33-31

	a	b	c	d	e	f	g	h
1	●	●	●	○	○	○	●	●
2	●	●	○	○	○	●	○	●
3	●	●	○	○	●	○	●	●
4	●	●	○	●	○	●	○	●
5	●	●	○	○	●	○	○	●
6	●	●	○	●	○	●	○	●
7		○	○	○	●	●	●	●
8	○			●	●	●	●	

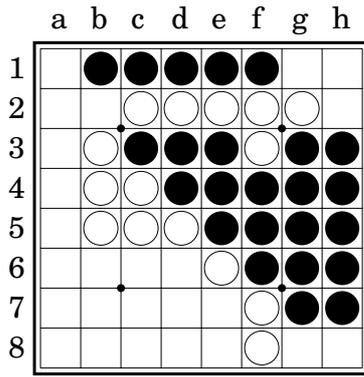
Noir



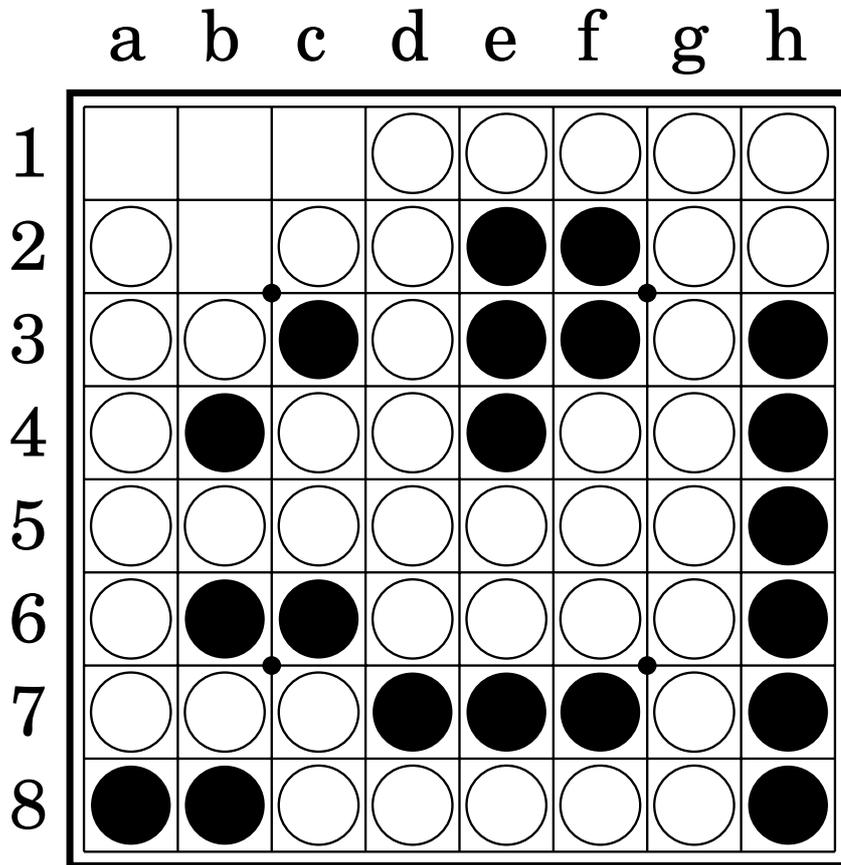
Noir joue c8 et la partie est finie



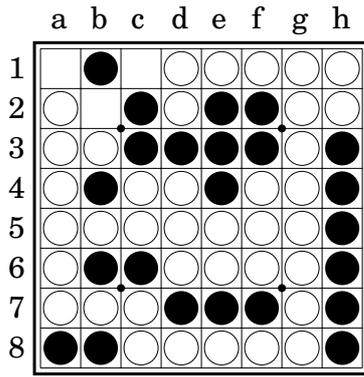
Noir



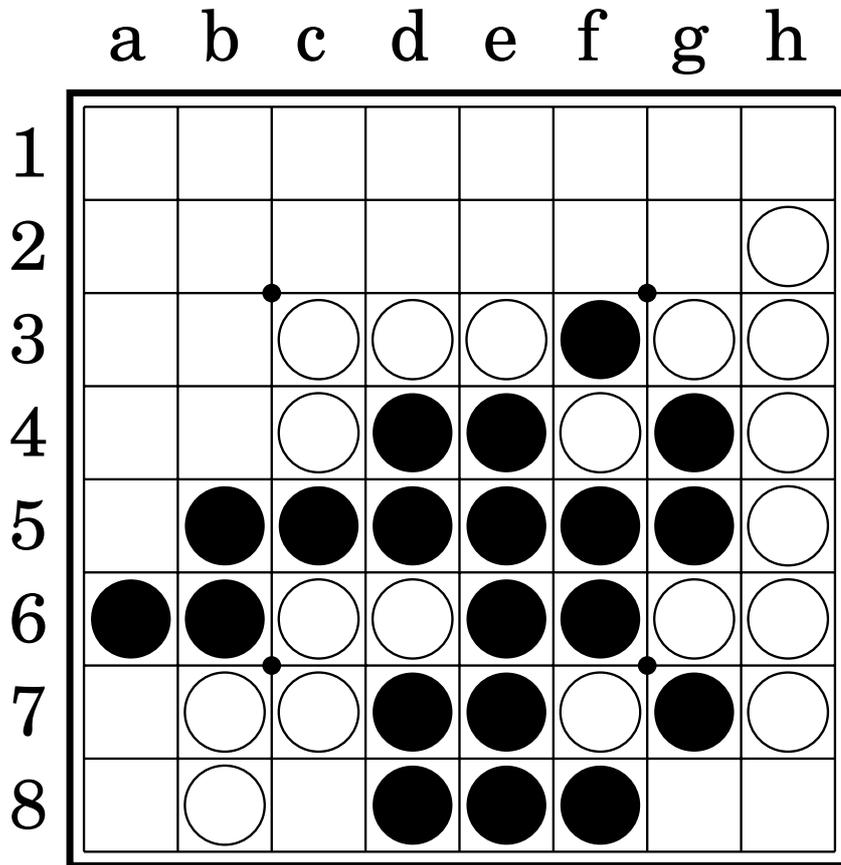
Noir joue g7 et Blanc doit donner le coin h8 sans compensation



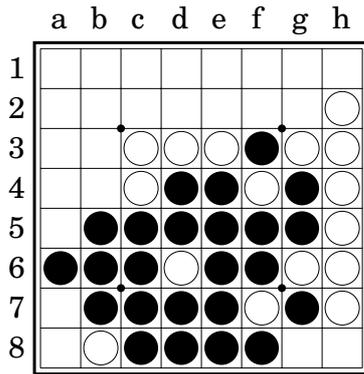
Noir



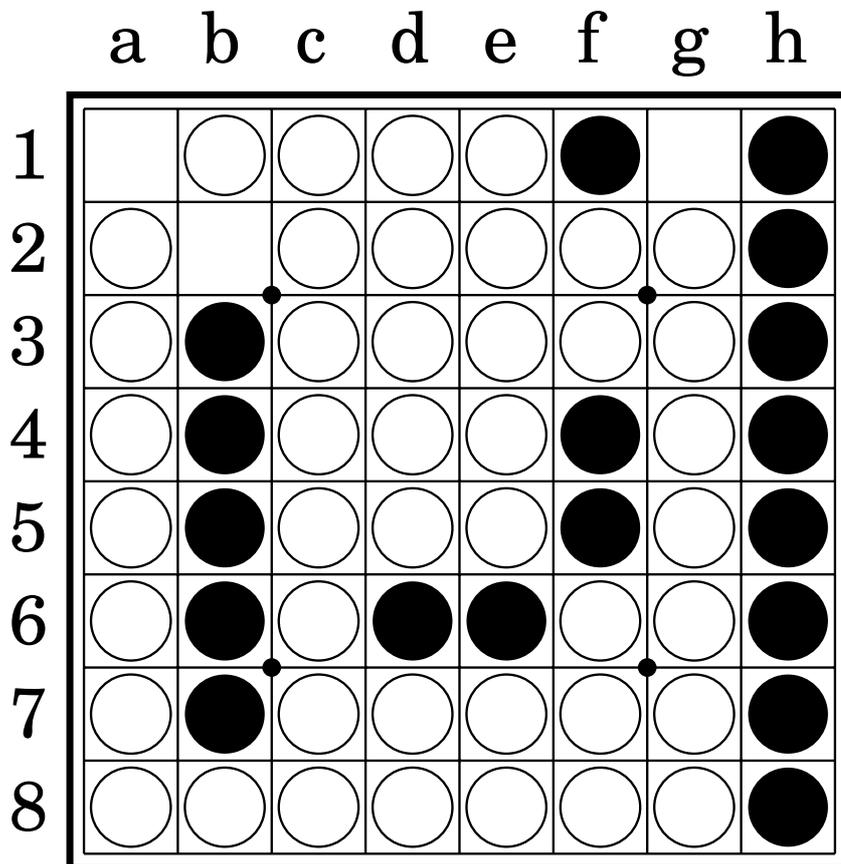
Noir joue b1 et s'assure de jouer trois des quatre derniers coups



Noir



KESKIDI ??? c8 et çàèè?ààðñý, fèæíÿÿ ñòí?íà et óãîè a1



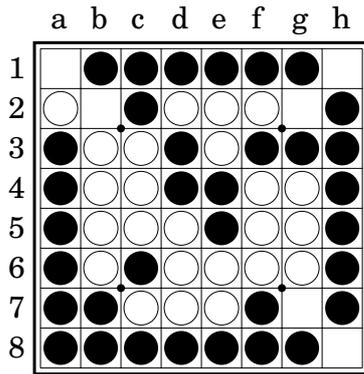
Noir

	a	b	c	d	e	f	g	h
1		○	○	○	○	●		●
2	○	●	●	●	●	●	●	●
3	○	●	●	○	○	○	○	●
4	○	●	○	●	○	●	○	●
5	○	●	○	○	●	●	○	●
6	○	●	○	●	●	●	○	●
7	○	●	○	○	○	○	●	●
8	○	○	○	○	○	○	○	●

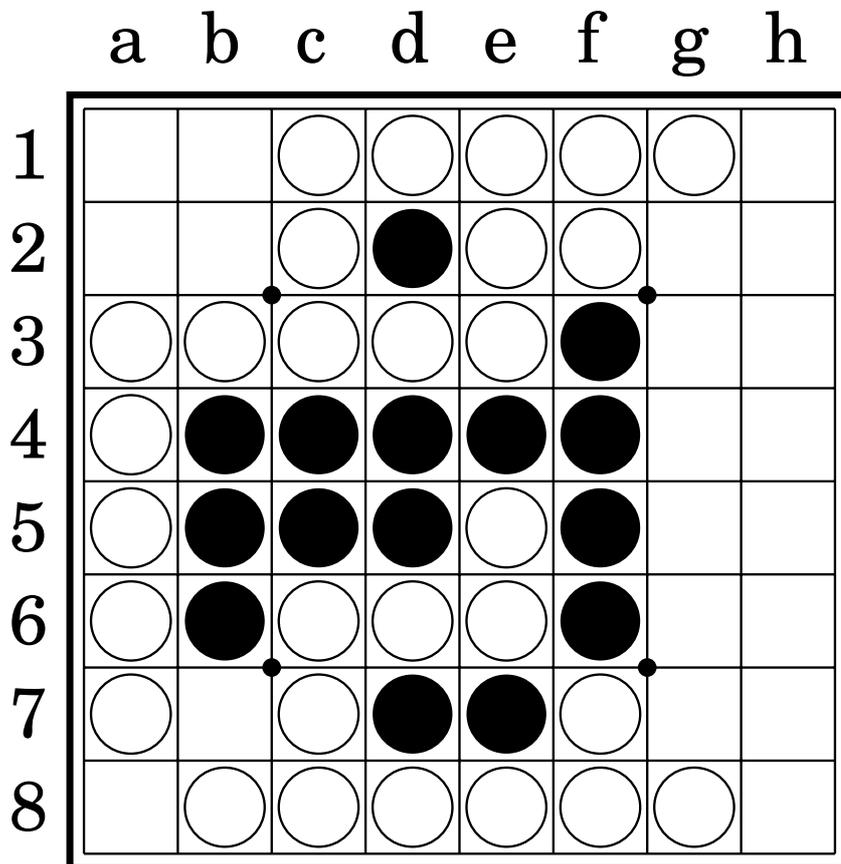
Noir joue b2. Un coup difficile à voir, il suit g1 - a1

	a	b	c	d	e	f	g	h
1		●	●	●	●	●	●	
2			●	○	○	○		●
3	●	●	○	●	○	●	●	●
4	●	○	●	●	●	○	○	●
5	●	○	○	●	●	○	○	●
6	●	○	●	○	○	○	○	●
7	●	●	○	○	○	●		●
8	●	●	●	●	●	●	●	

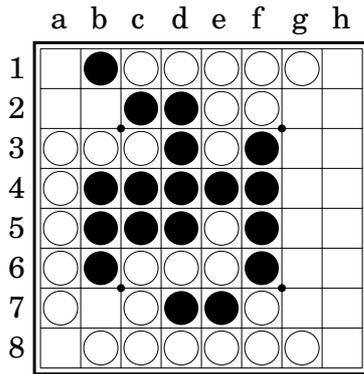
Blanc



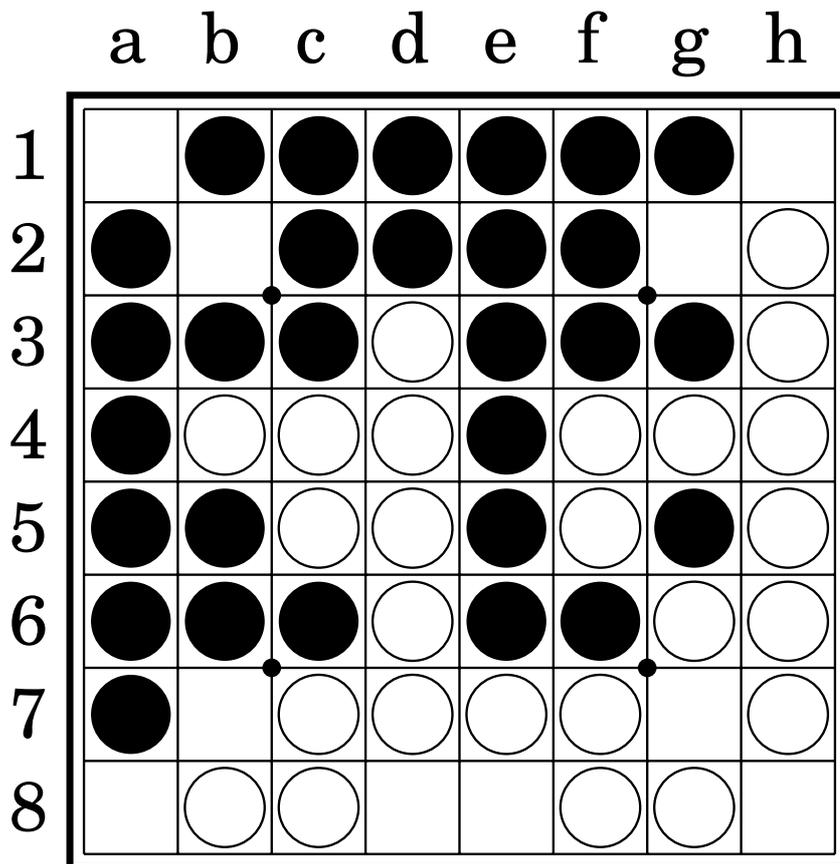
Blanc joue a2, a1, b2. Si Blanc b2, alors Noir répond a2



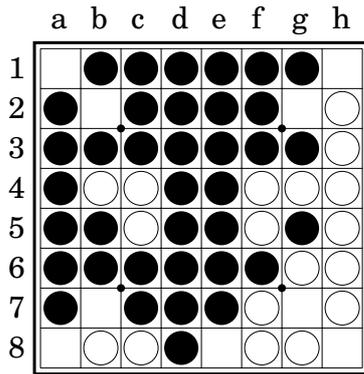
Noir



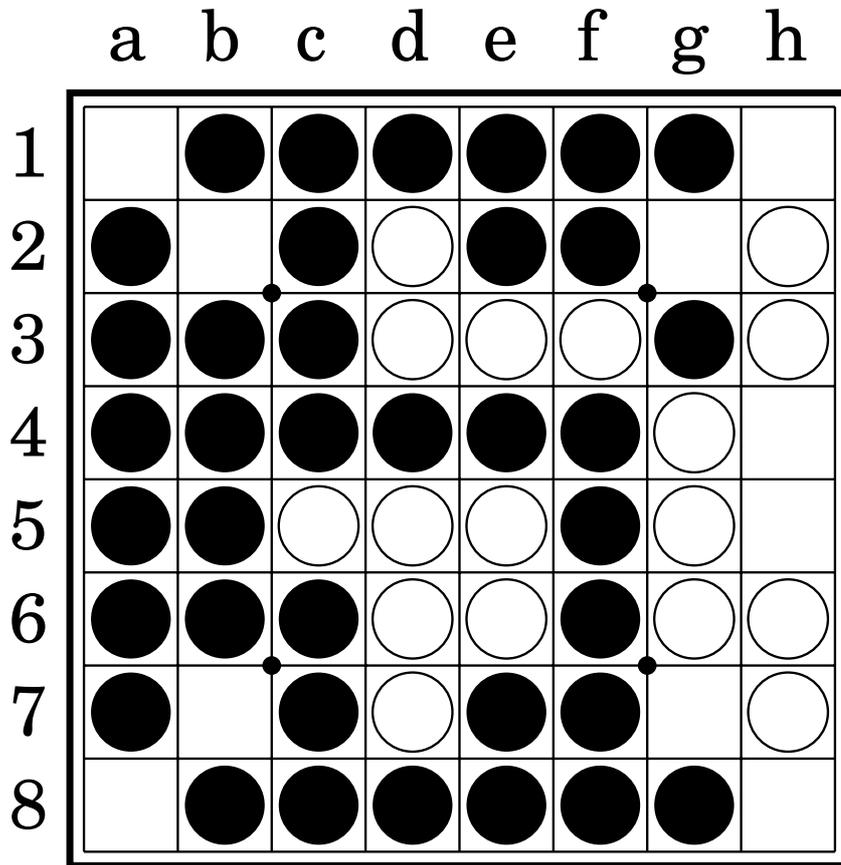
Noir sacrifie en b1. Si Blanc prend le coin, Noir s'insère en a2 et jouera les deux coups b7 et a8. Par exemple : b1 - a1 - a2 - b2 - b7



Noir



Noir joue d8, e8, g7



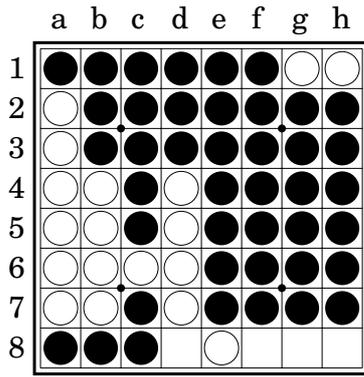
Noir

	a	b	c	d	e	f	g	h
1		●	●	●	●	●	●	
2	●		●	○	●	●		○
3	●	●	●	○	○	●	●	○
4	●	●	●	●	●	●	●	
5	●	●	○	○	○	●	●	●
6	●	●	●	○	○	●	●	○
7	●		●	○	●	●		○
8		●	●	●	●	●	●	

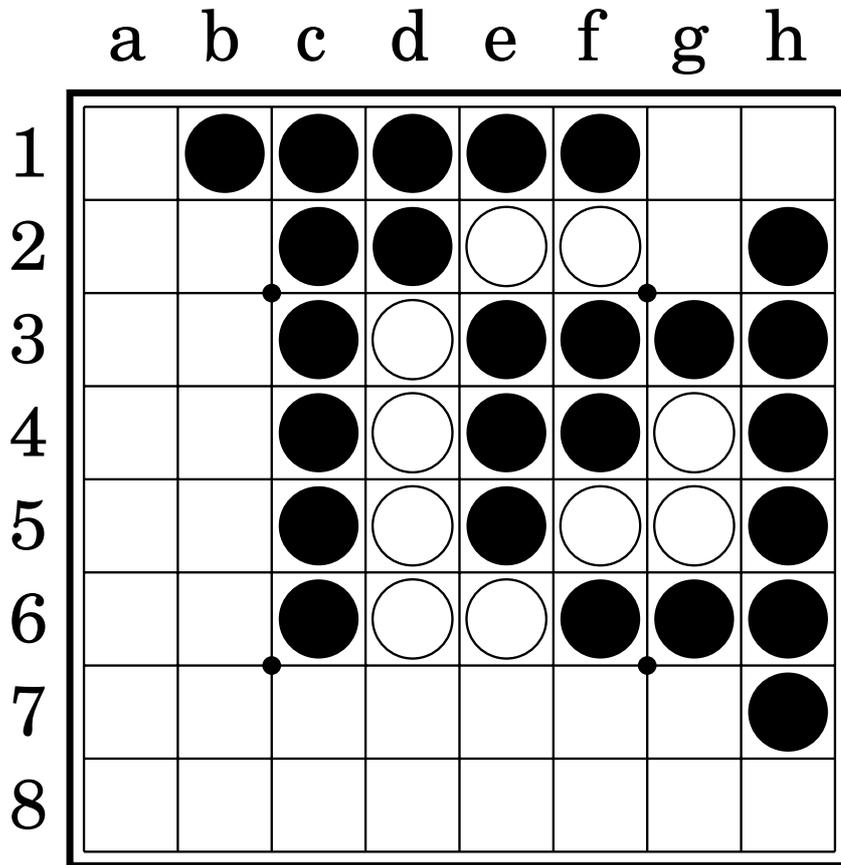
Noir joue h5, h4 et doit passer !. Blanc est obligé de tout donner

	a	b	c	d	e	f	g	h
1	●	●	●	●	●	●	○	○
2	○	●	●	●	●	●	●	●
3	○	●	●	●	●	●	●	●
4	○	○	●	○	●	●	●	●
5	○	●	●	○	●	●	●	●
6	○	○	●	○	●	●	●	●
7	○	○	●	●	●	●	●	●
8	●	●	●					

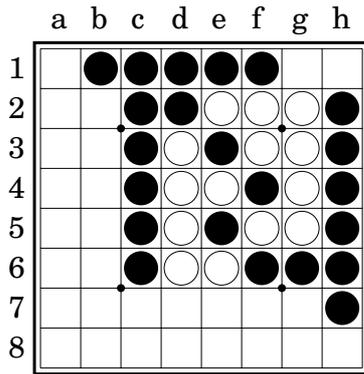
Blanc



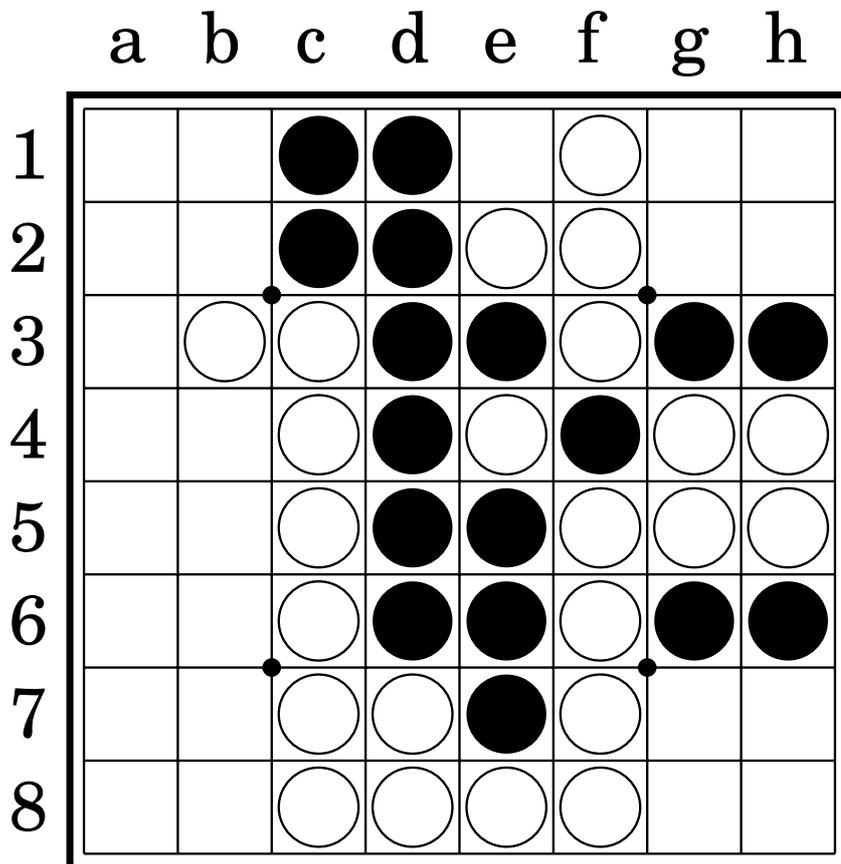
e8, d8, h8, f8, g8. 32-32



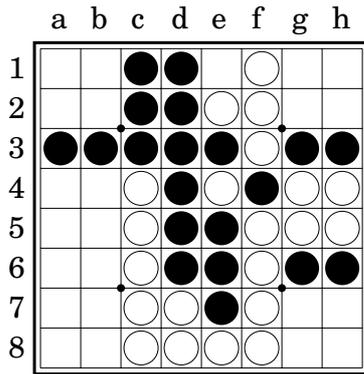
Blanc



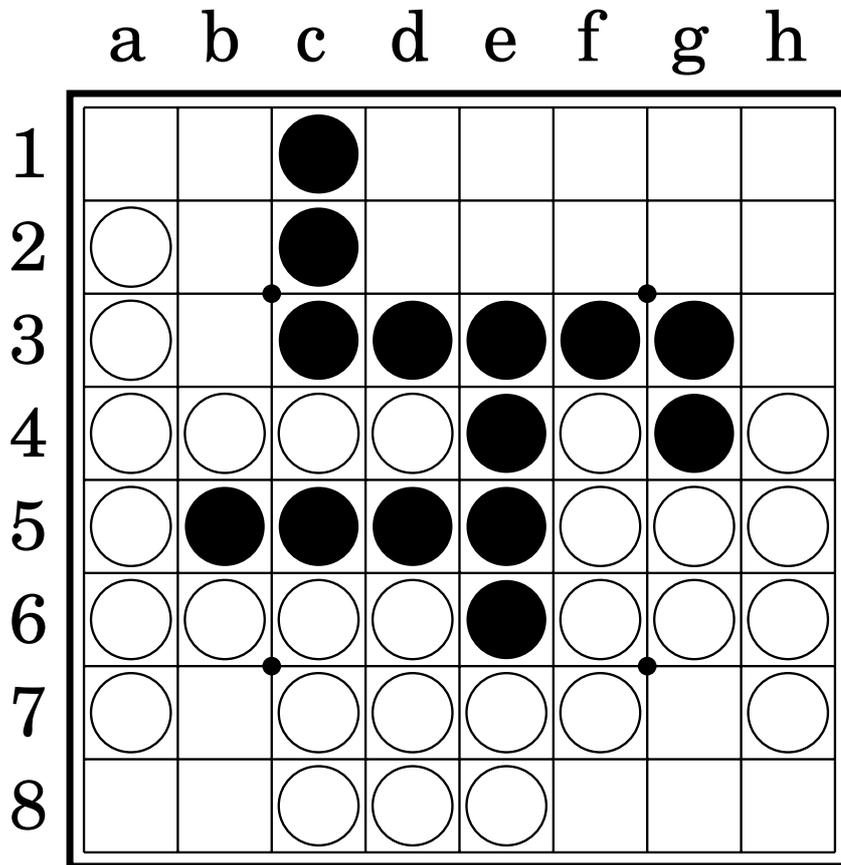
Blanc doit jouer g2, sinon Noir joue g1



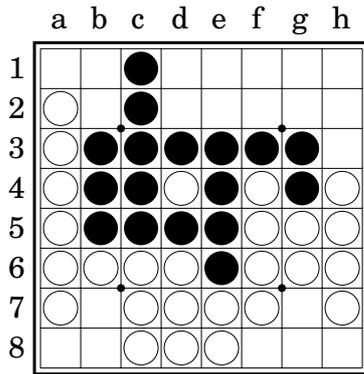
Noir



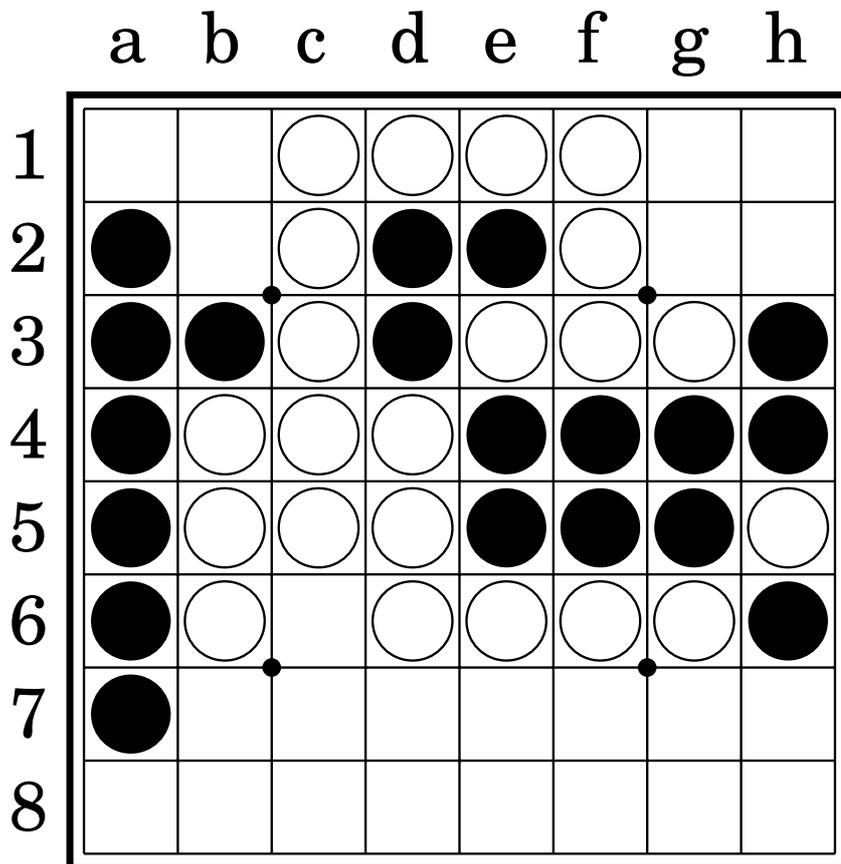
a3 force Blanc à donner un coin



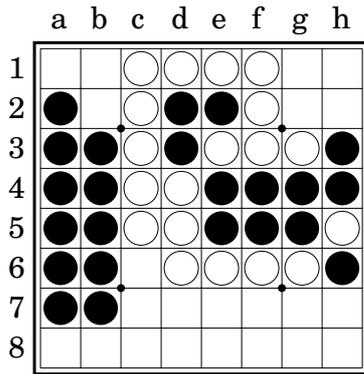
Noir



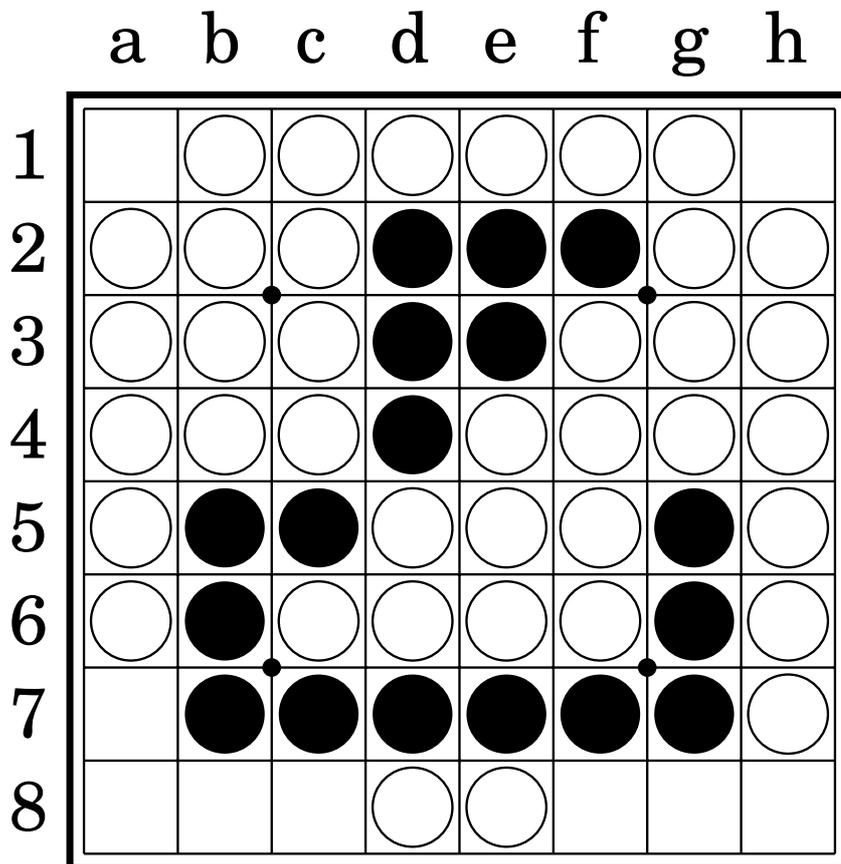
b3 est le seul coup, pour pourrir h3



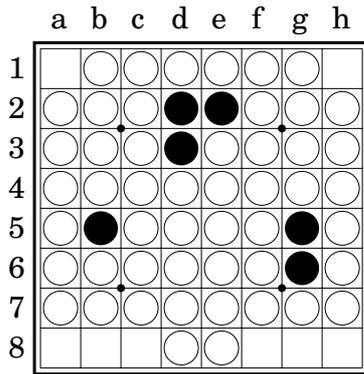
Noir



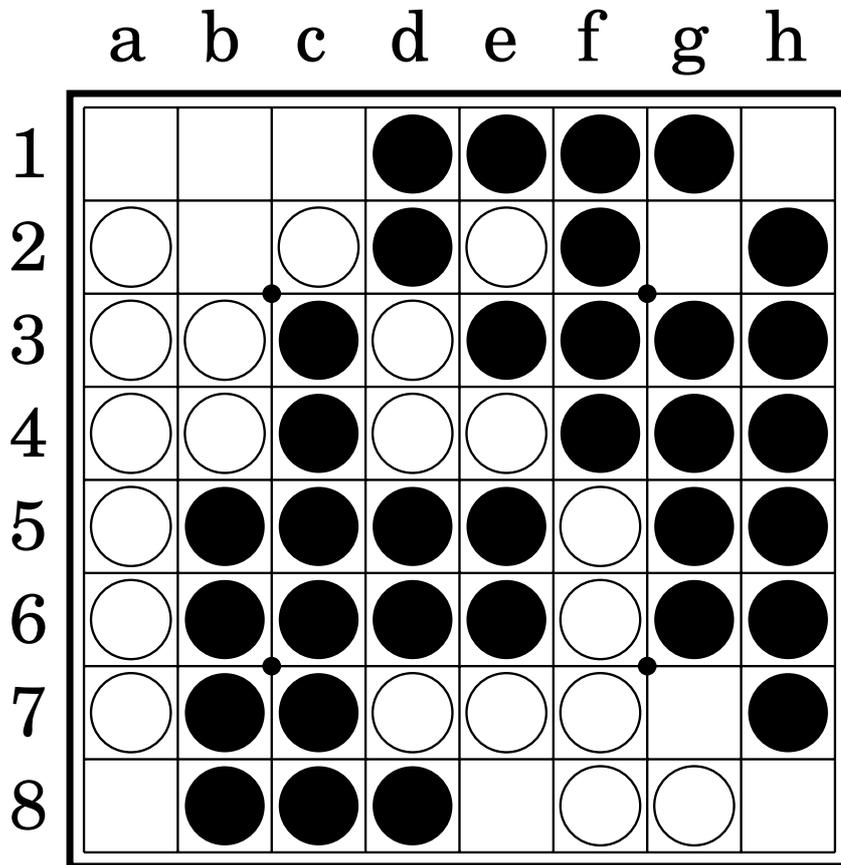
Noir joue b7, une case X suspendue, et force Blanc à donner un coin



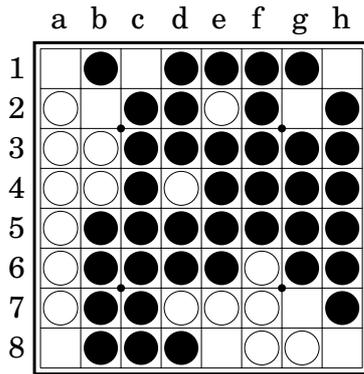
Blanc



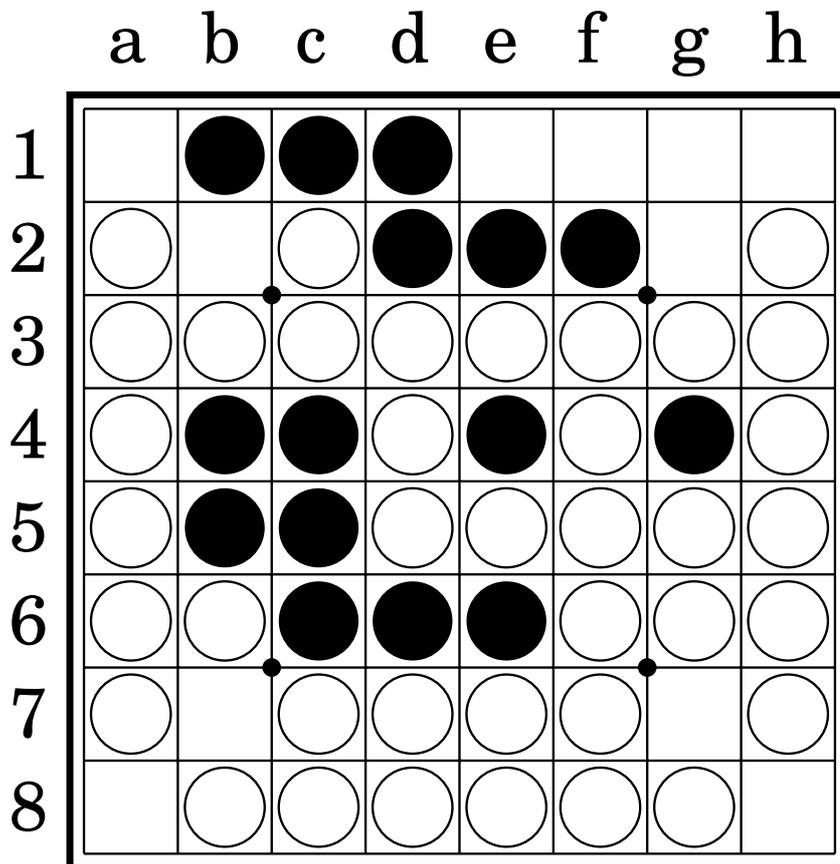
a7 défend tous les coins à la fois



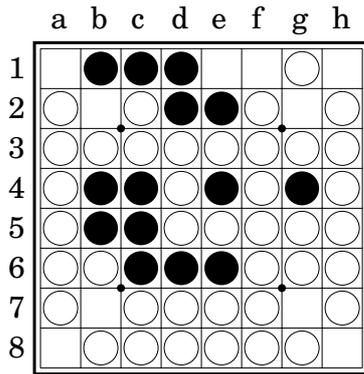
Noir



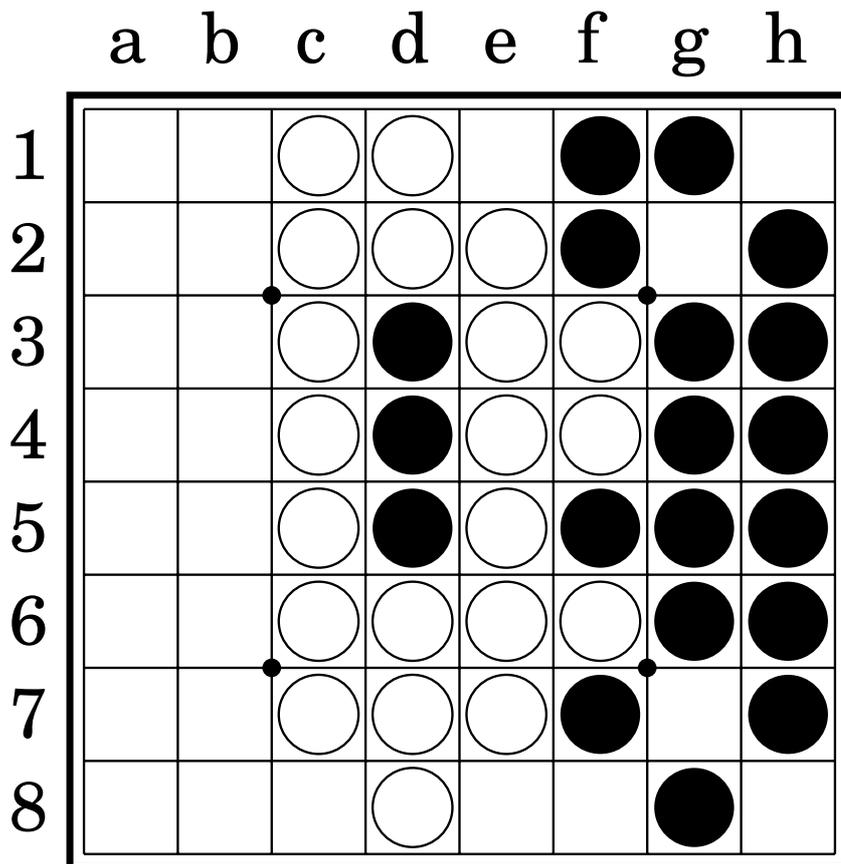
Noir joue b1. Blanc est à court de coup et doit jouer une case X



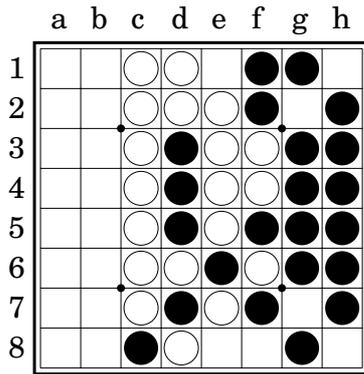
Blanc



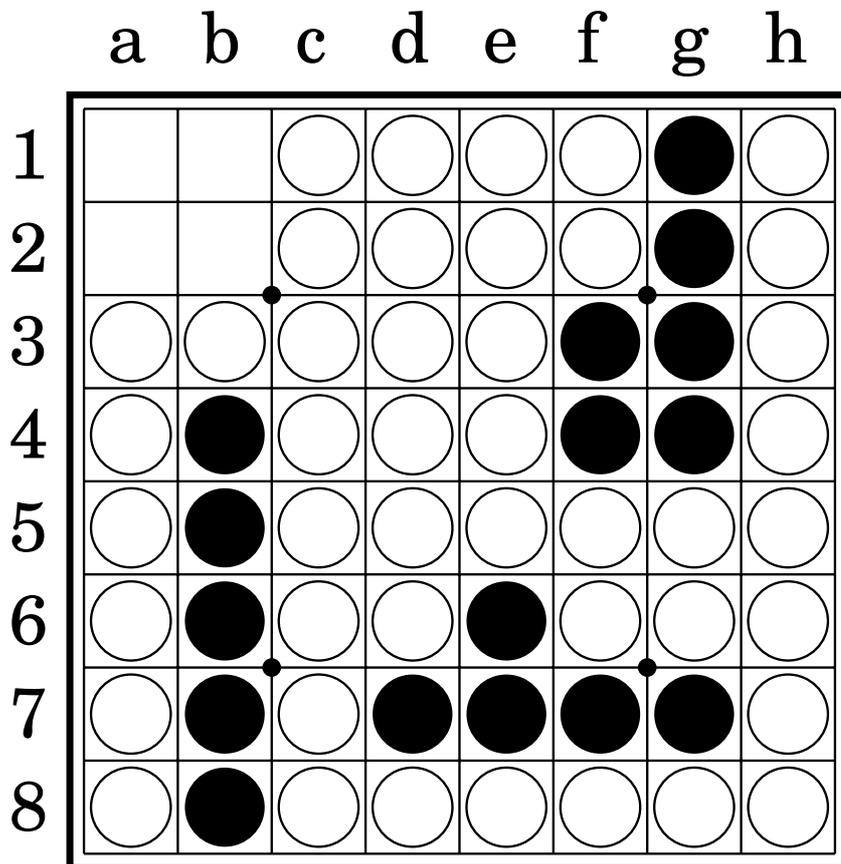
Blanc joue g1, qui gagne un temps crucial. Si Blanc avait joué f1, Noir aurait joué e1 - a1 - b2 et Noir gagne



Noir



Noir joue c8. Si b8, e8, si f8, e8 et si e8, f8



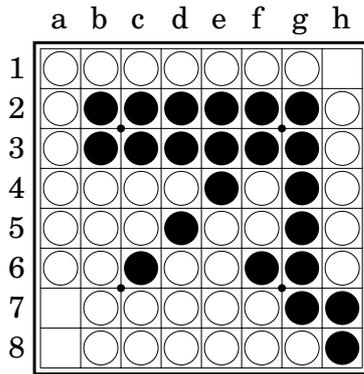
Noir

	a	b	c	d	e	f	g	h
1			○	○	○	○	●	○
2	●		○	○	○	○	●	○
3	○	●	○	○	○	●	●	○
4	○	●	●	○	○	●	●	○
5	○	●	○	●	○	○	○	○
6	○	●	○	○	●	○	○	○
7	○	●	○	●	●	●	●	○
8	○	●	○	○	○	○	○	○

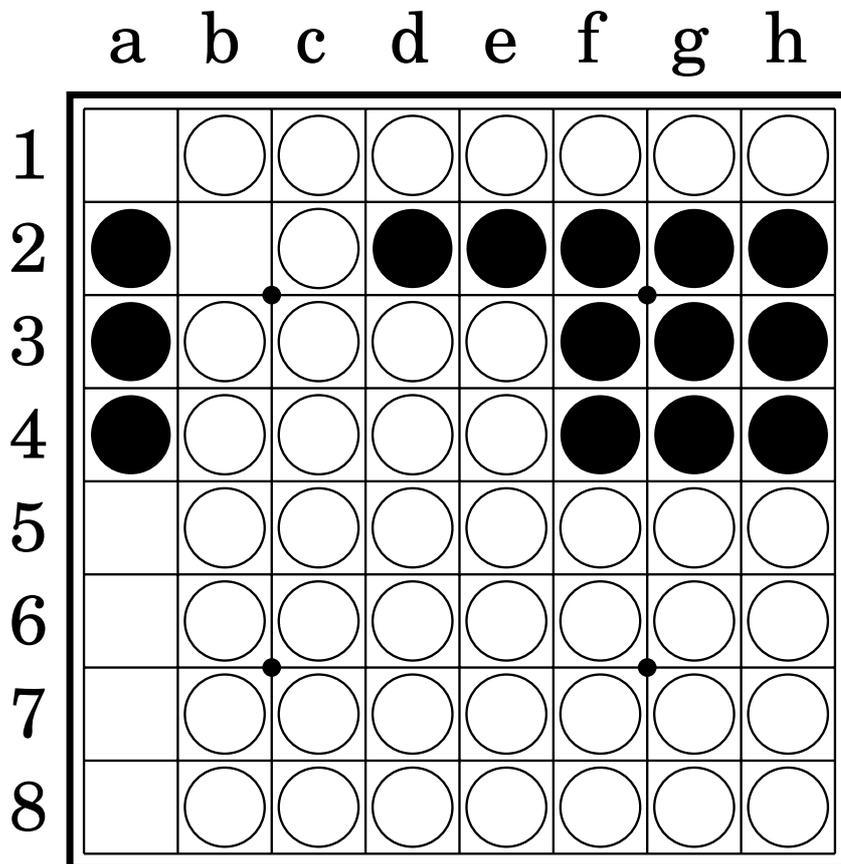
Noir joue a2, a1, puis termine avec l'arnaque : b1 - b2

	a	b	c	d	e	f	g	h
1	○	○	○	○	○	○	○	
2	○	●	●	●	●	●		○
3	○	●	●	●	●	●	○	○
4	○	○	○	○	●	○	○	○
5	○	○	○	●	○	○	○	○
6	○	○	●	○	○	●	○	○
7		○	○	○	○	○	●	●
8		○	○	○	○	○	○	●

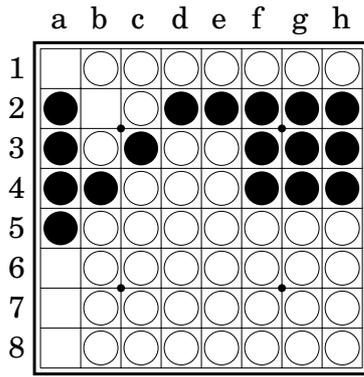
Noir



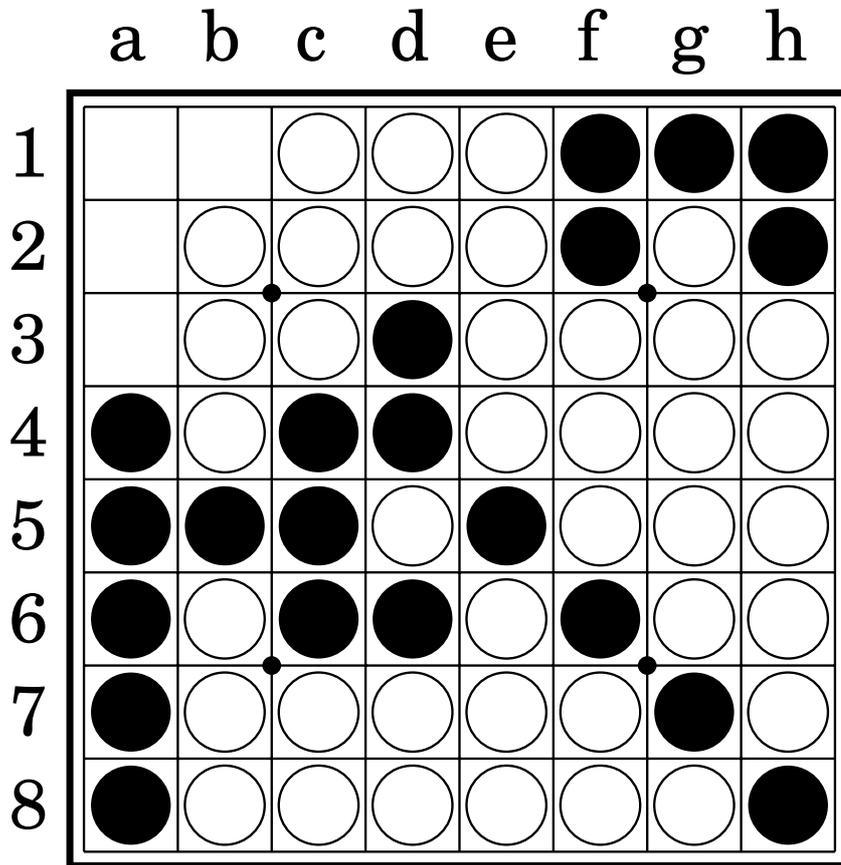
Noir joue g2, h1, puis a8 et a7



Noir



En commençant par a5, Noir va jouer les quatre derniers coups



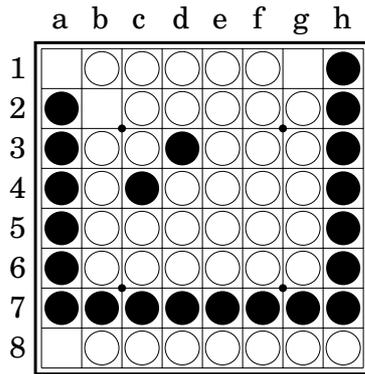
Noir

	a	b	c	d	e	f	g	h
1			○	○	○	●	●	●
2		○	○	○	○	●	○	●
3	●	●	●	●	○	○	○	○
4	●	●	●	●	○	○	○	○
5	●	●	●	○	●	○	○	○
6	●	○	●	●	○	●	○	○
7	●	○	○	○	○	○	●	○
8	●	○	○	○	○	○	○	●

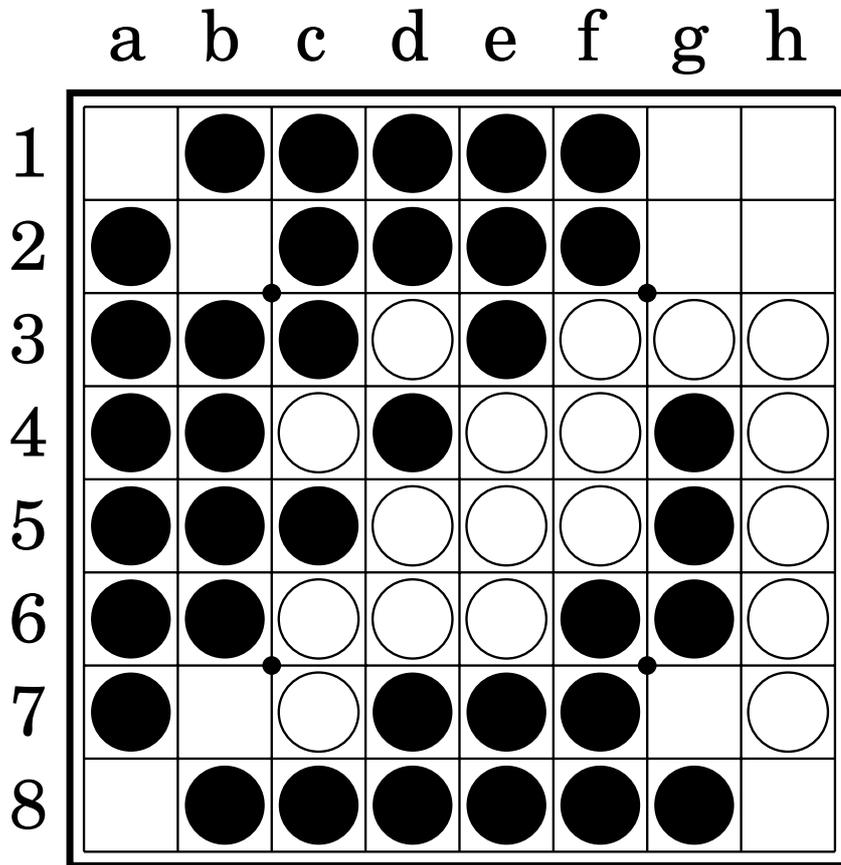
Noir joue a3, a2, et peut jouer les deux derniers coups b1 et a1

	a	b	c	d	e	f	g	h
1		○	○	○	○	○		●
2	●		○	○	○	○	○	●
3	●	○	○	●	○	○	○	●
4	●	○	●	○	○	○	○	●
5	●	○	○	○	○	○	○	●
6	●	○	○	○	○	○	○	●
7		○	○	○	○	○	○	●
8		○	○	○	○	○	○	○

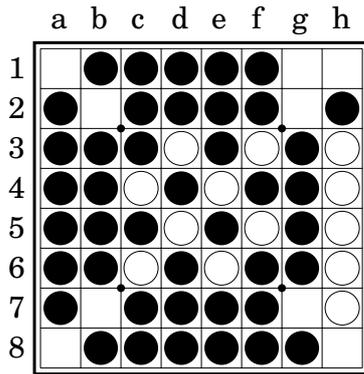
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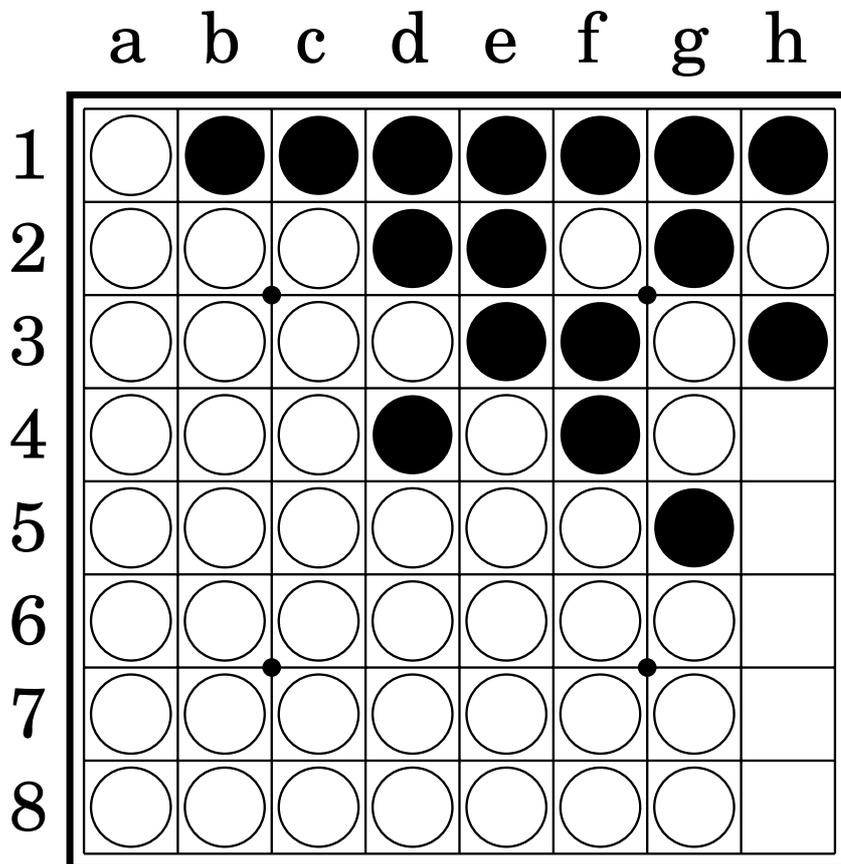
a7, a8, g1, a1, b2. 33-31



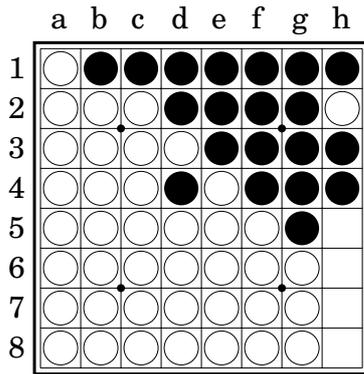
Noir



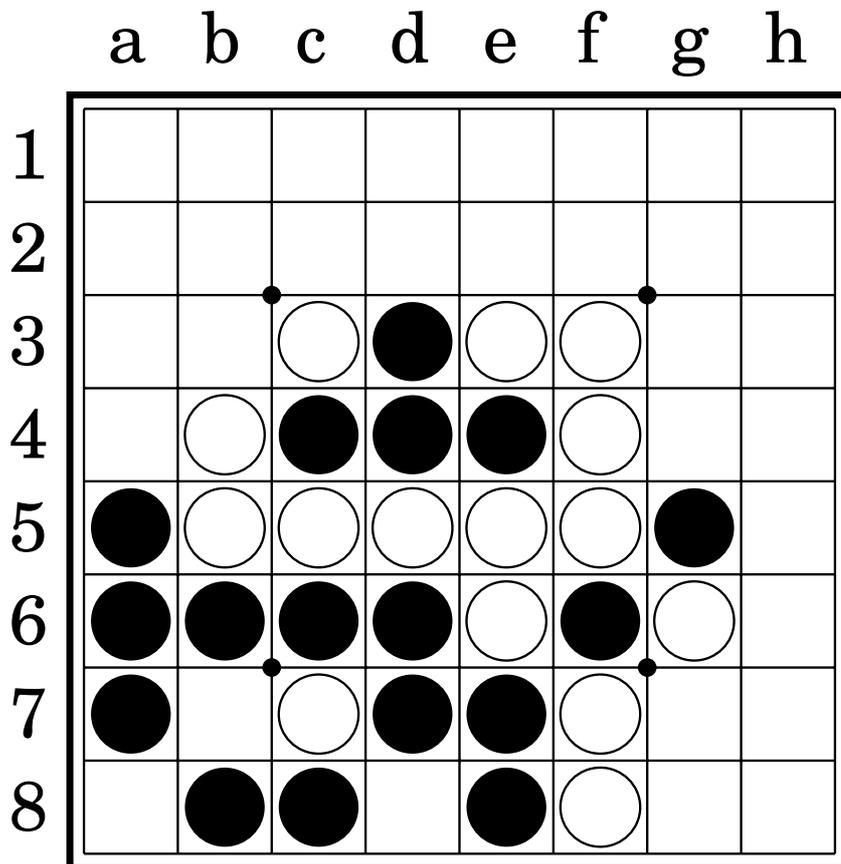
Noir joue h2, h1 et la partie est finie. 41-15



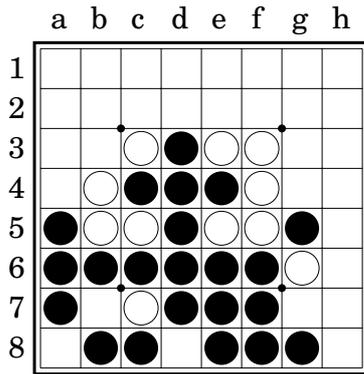
Noir



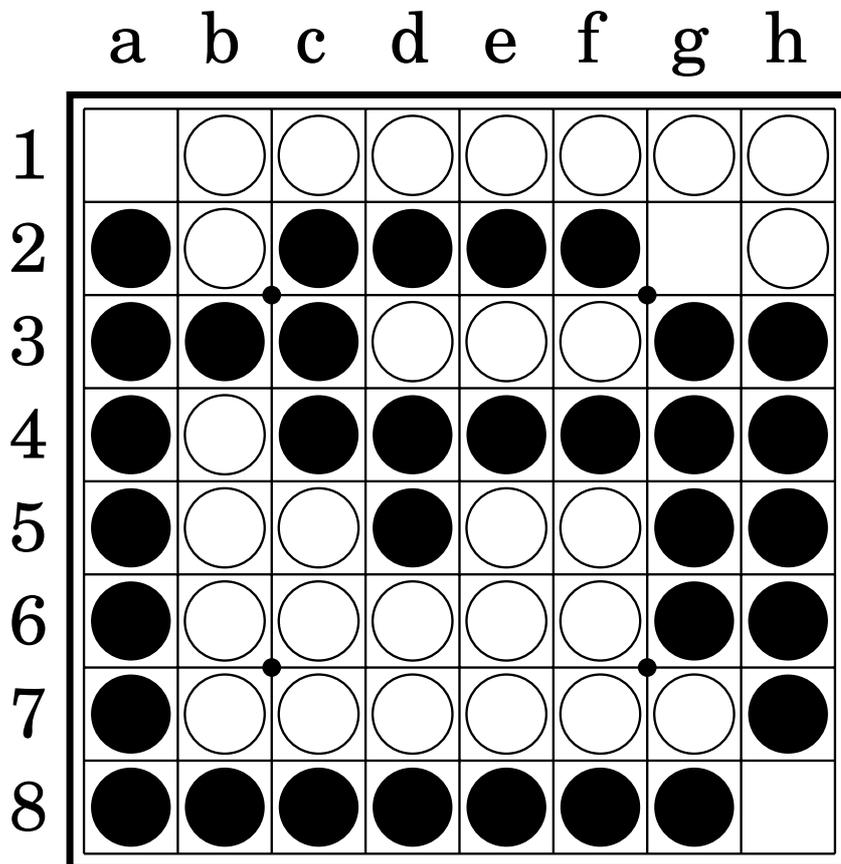
Noir force Blanc avec h4, h5 et joue les trois derniers coups. 33-31



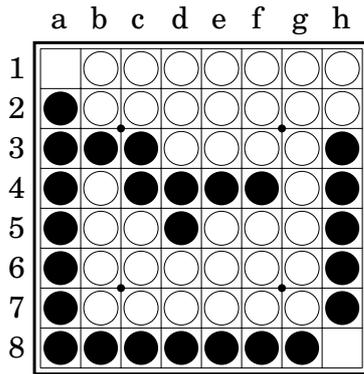
Noir



Noir joue g8 et d8 au prochain coup



Blanc



Blanc joue g2, h8, passe a1, gagnant 33-31