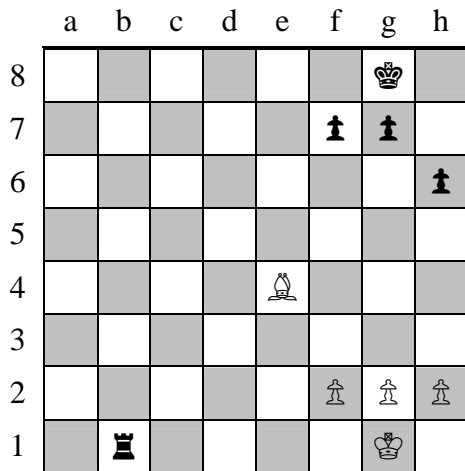
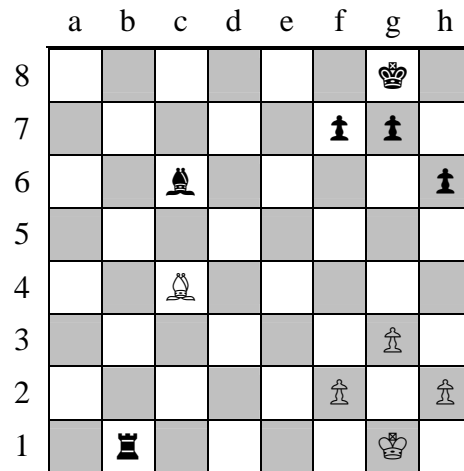


Parer l'échec (2)

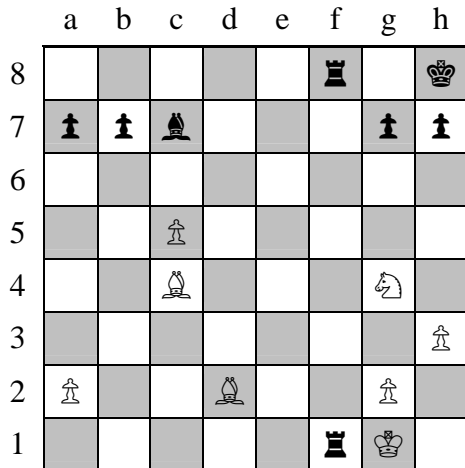
Tu as les Blancs. Ton roi est en échec. Trouve un coup qui sauve le Roi. (méthode PIF).



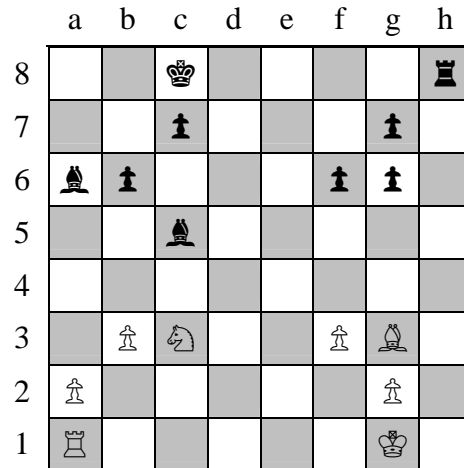
n°1 :



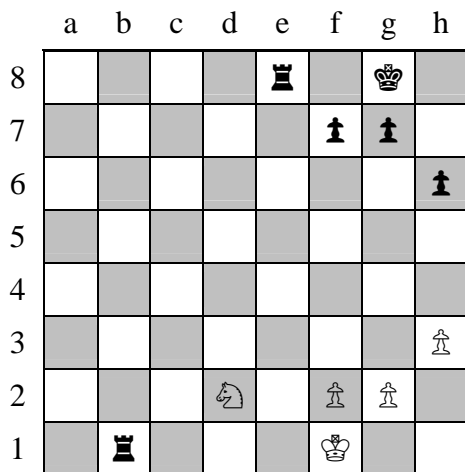
n°2 :



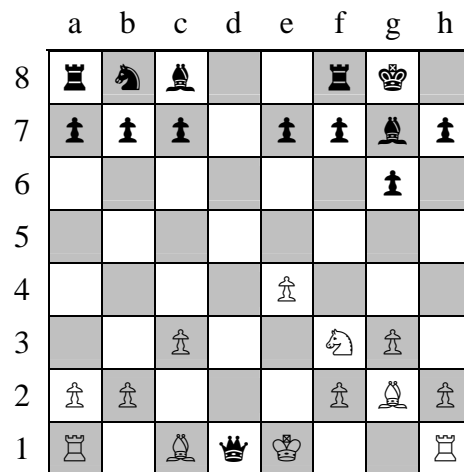
n°3 :



n°4 :



n°5 :



n°6 :