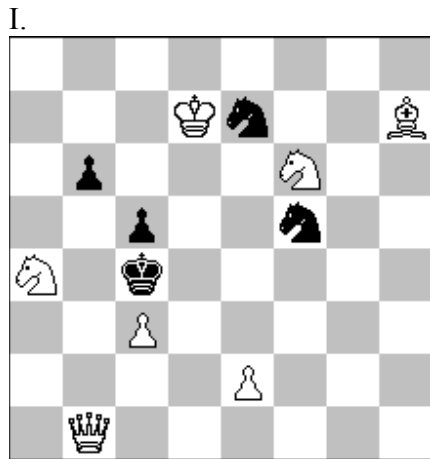


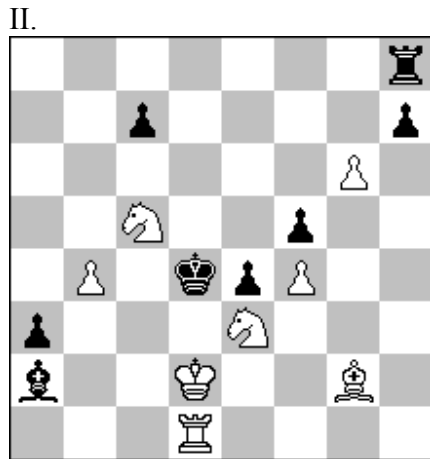
Atviras sprendimas / Open Solving

I turas / I round

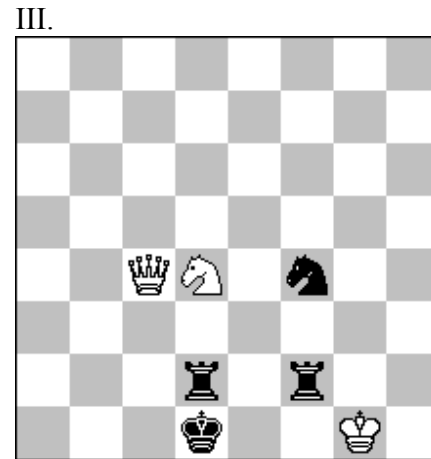
Įskaitiniai visi 7 uždaviniai / All 7 are taken into account



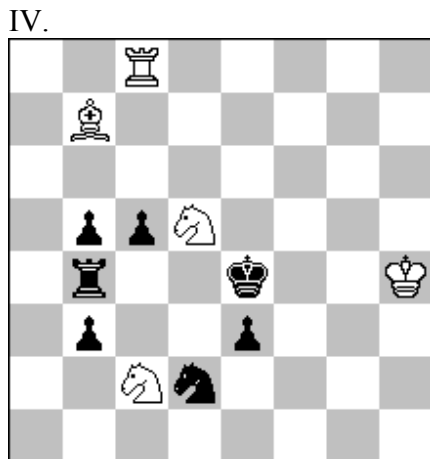
#2 (7+5)



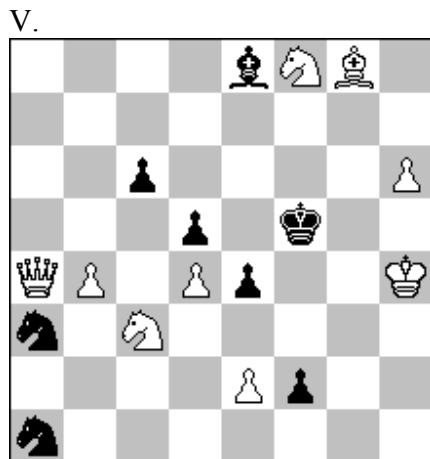
#3 (8+8)



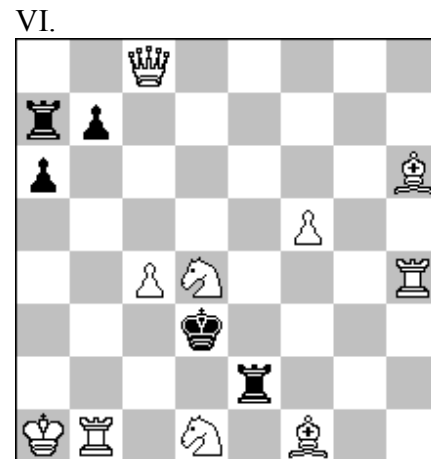
+ (3+4)



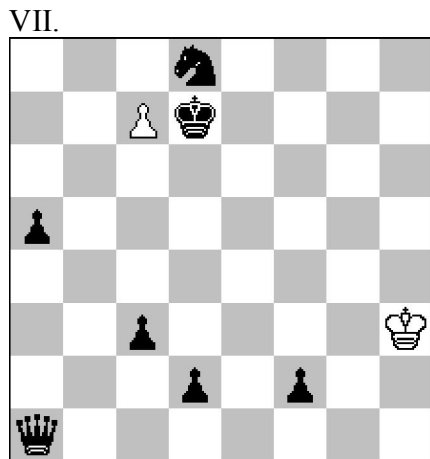
h#2 3 sprendimai / 3 sol. (5+7)
(1sp. - 2; 2sp. - 3; 3sp. - 5)



#4 (9+8)



s#4 (10+5)



h#3 b) ♔h3->h4 (2+7)
Transmuting Kings

Transmuting Kings (Įgelti karaliai):

When a King is in check, he moves only like the checking unit.

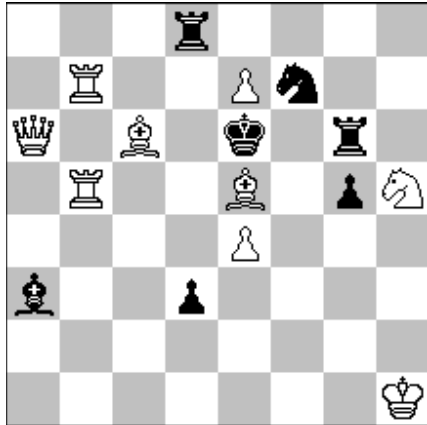
Kai karalius yra užpultas, jis eina tik kaip jį užpuolusi figūra.

Atviras sprendimas / Open Solving

II turas / II round

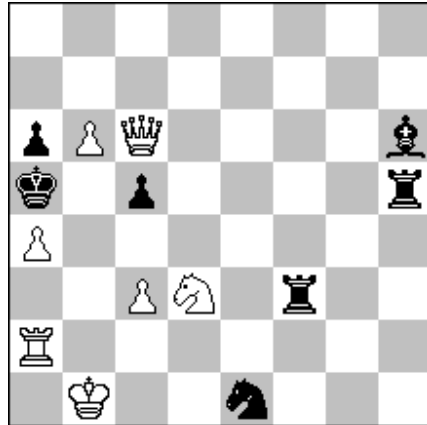
Įskaitiniai visi 7 uždaviniai / All 7 are taken into account

VIII.



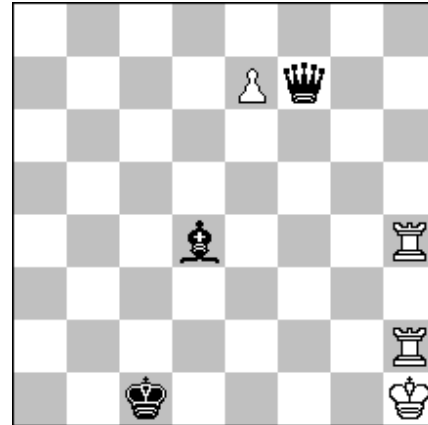
#2 (9+7)

IX.



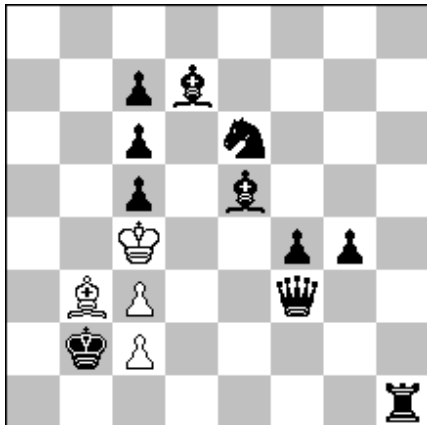
#3 (7+7)

X.



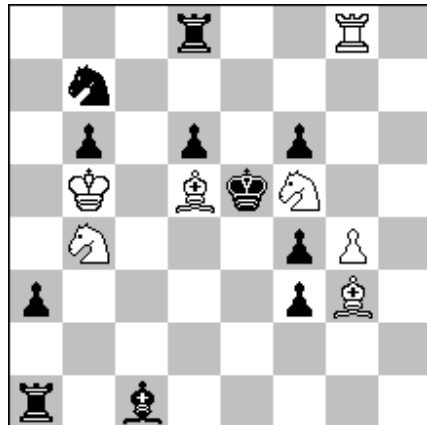
= (4+3)

XI.



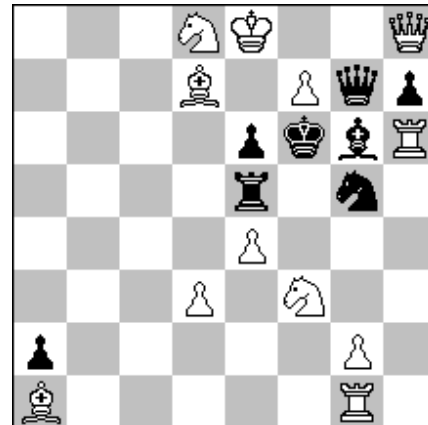
h#5 2 sprendimai / 2 sol. (4+11)

XII.



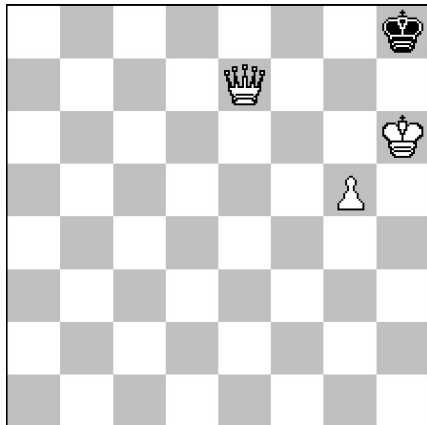
#6 (7+11)

XIII.



s#2 (12+8)

XIV.



s#5 Sentinels (3+1)

Sentinels (Sargybiniai):

On moving a piece leaves behind a Pawn of its own color on its departure square. The rule does not apply to Pawns, or the pieces moving from the 1st or 8th ranks.

Figūra eidama išvykimo laukelyje palieka savo spalvos pėstininką. Taisyklė netaikoma pėstininkams ir figūroms išeinančioms iš 1-os ar 8-os eilės.