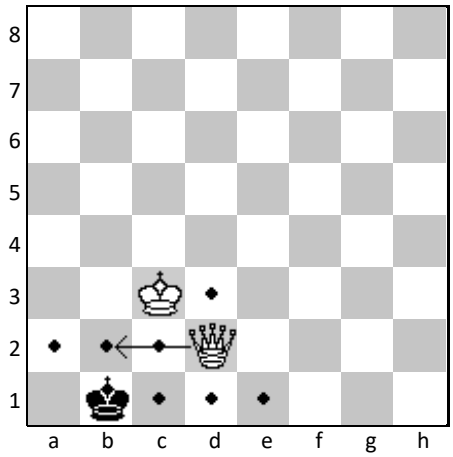
UNTERSTÜTZENDES MATT

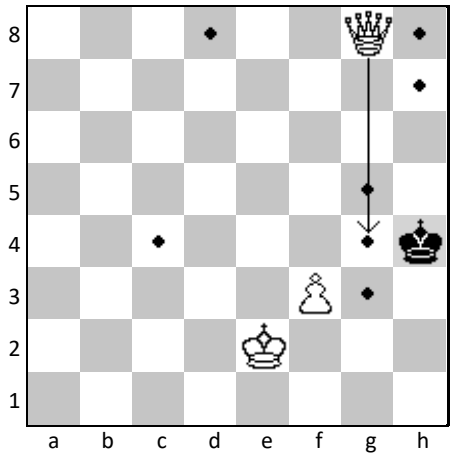
Kennzeichne alle Felder mit einem Punkt, auf die Weiß ziehen kann, um Schach zu geben.
Finde den Zug, der Matt setzt und zeige diesen Zug durch einen Pfeil an!

1



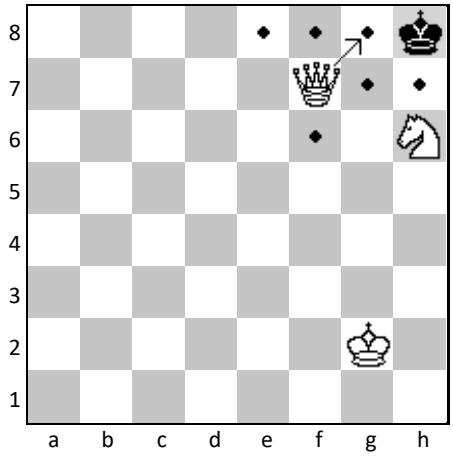
1.Db2#

2



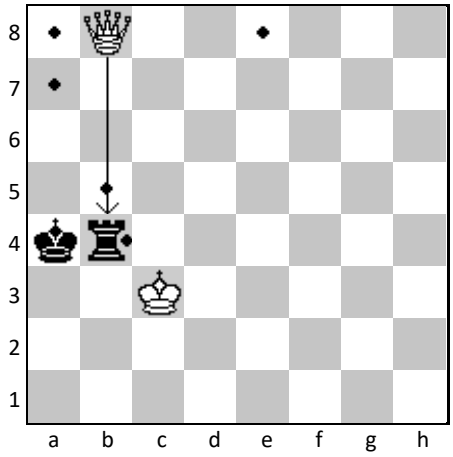
1.Dg4#

3



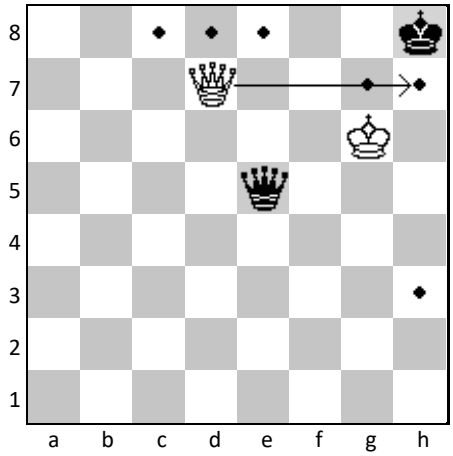
1.Dg8#

4



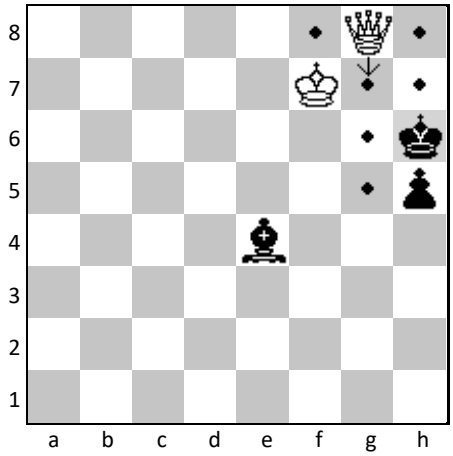
1.Dxb4#

5



1.Dh7#

6



1.Dg6#