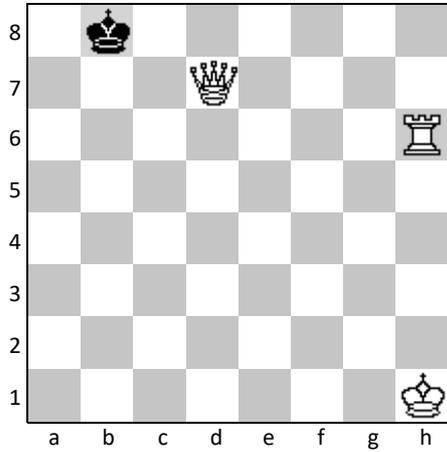


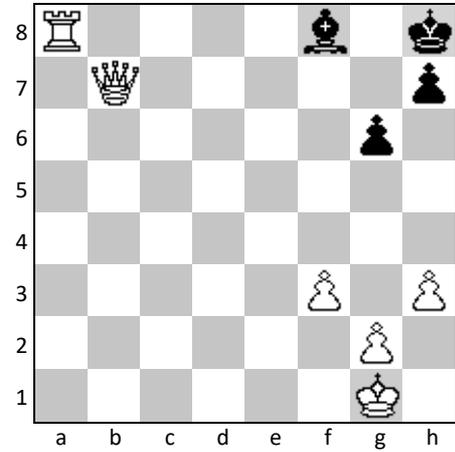
## MATT

Finde den Zug, der Matt setzt und zeige diesen Zug durch einen Pfeil an!

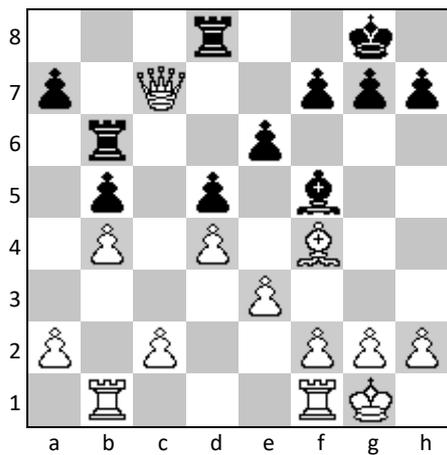
1



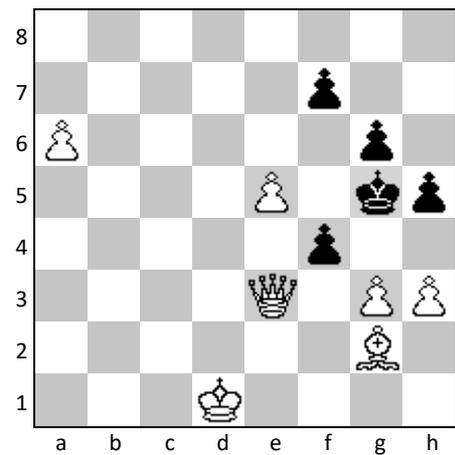
2



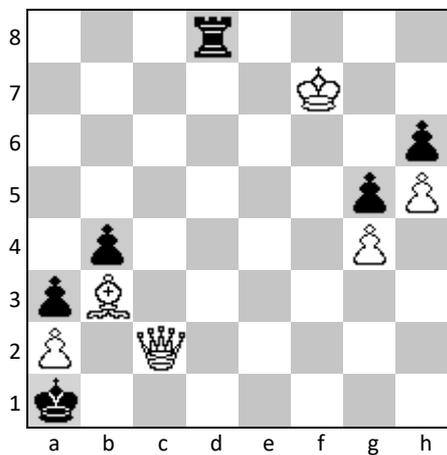
3



4



5



6

