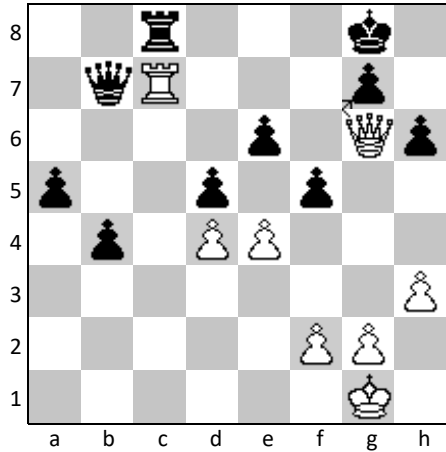


MATT

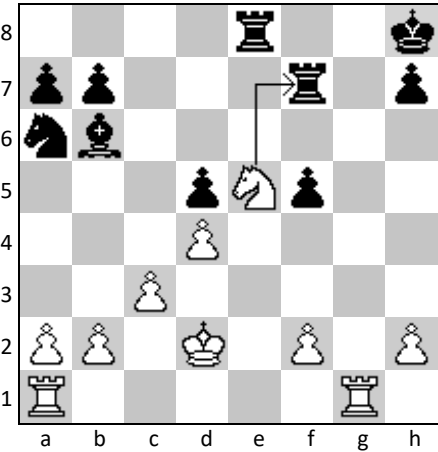
Finde den Zug, der Matt setzt und zeige diesen Zug durch einen Pfeil an!

1



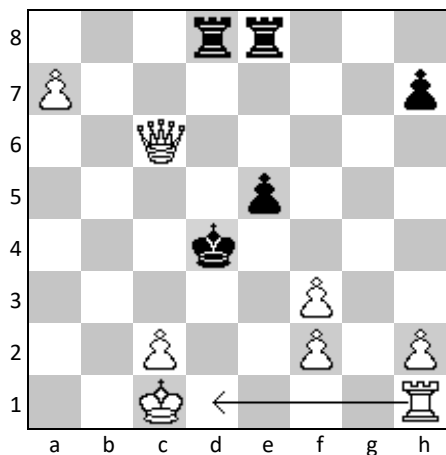
1.Dxg7#

2



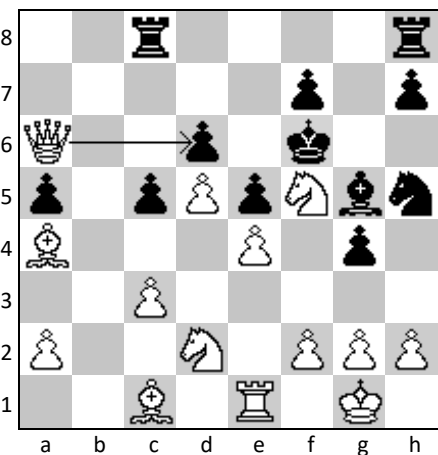
1.Sxf7#

3



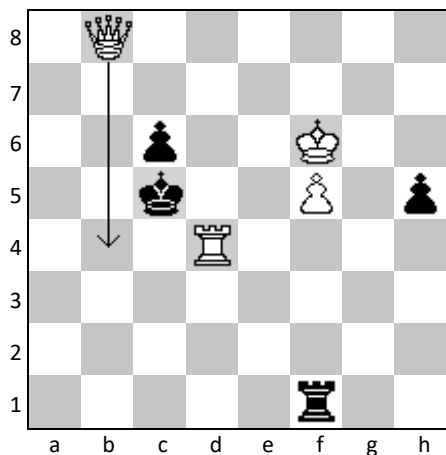
1.Td1#

4



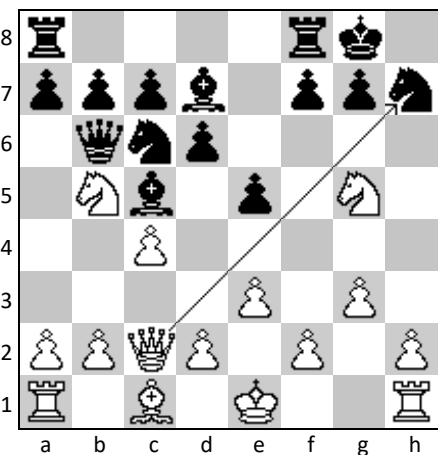
1.Dxd6#

5



1.Db4#

6



1.Dxh7#