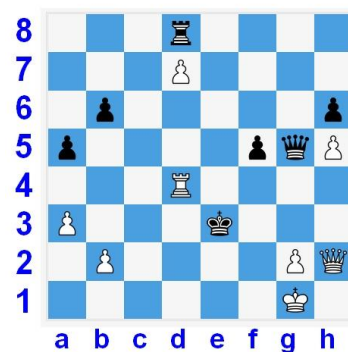


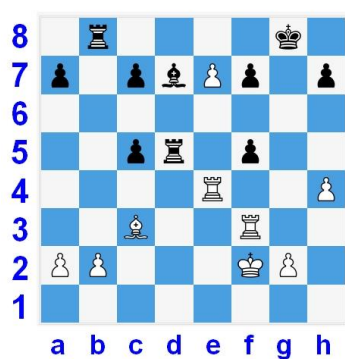
Exercice : 10 mats en 1

Indique pour chaque échiquier le coup permettant de mater le roi noir avec les pièces blanches. Trace la flèche et note le coup.

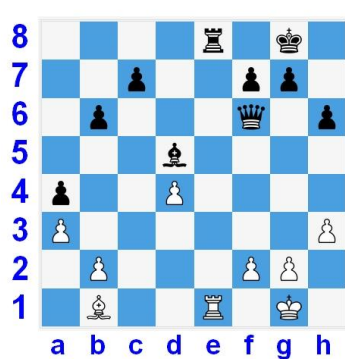
Exercice 1



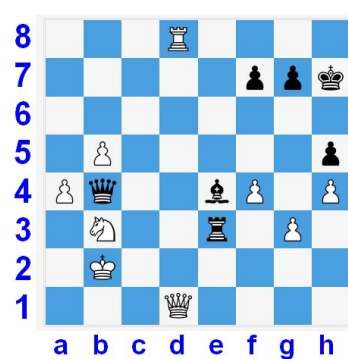
Exercice 2



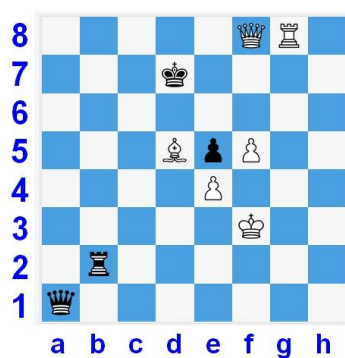
Exercice 3



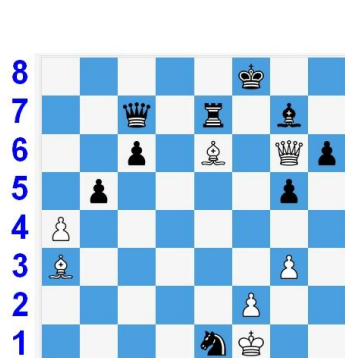
Exercice 4



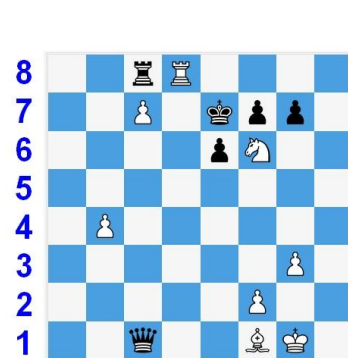
Exercice 5



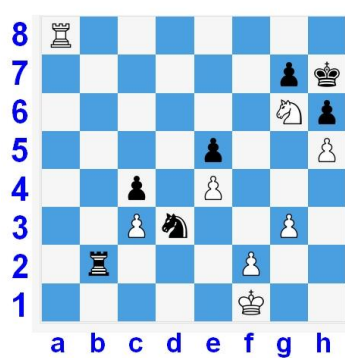
Exercice 6



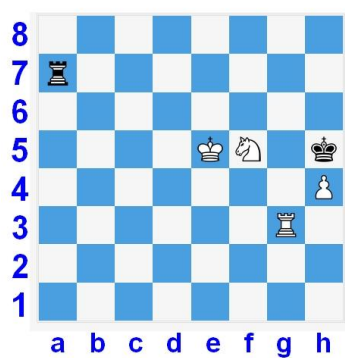
Exercice 7



Exercice 8



Exercice 9



Exercice 10

