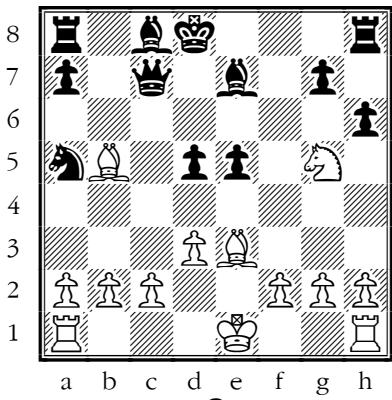
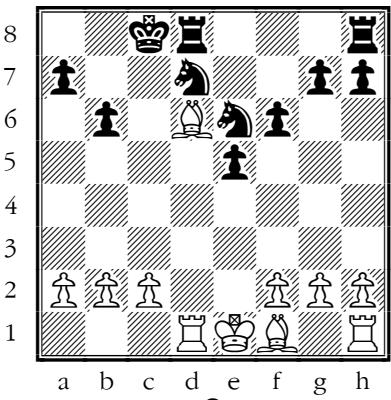


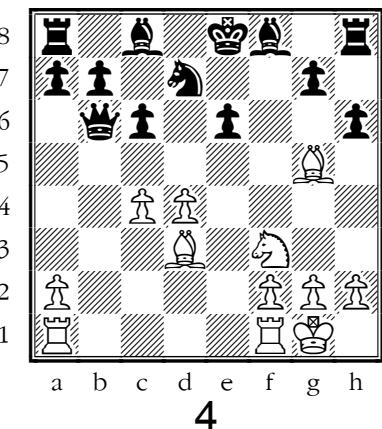
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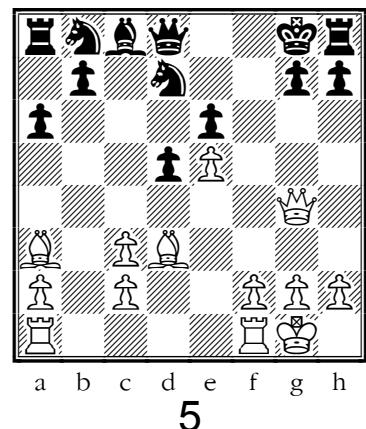
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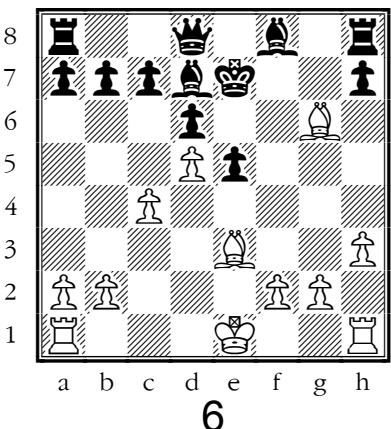
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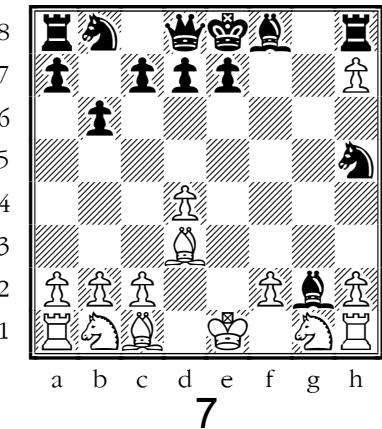
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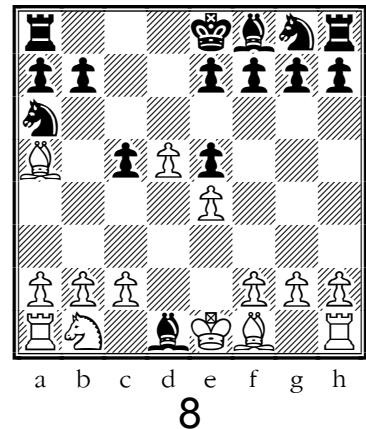
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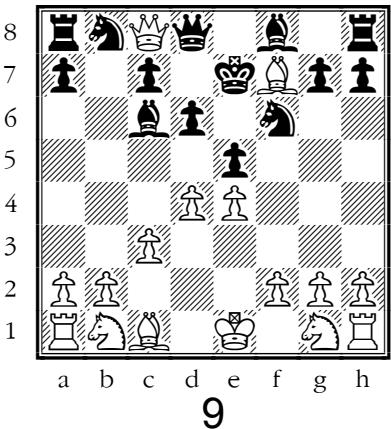
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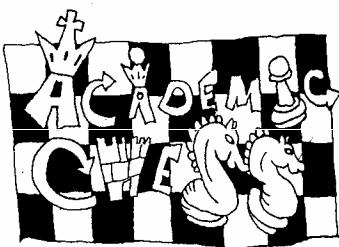
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8

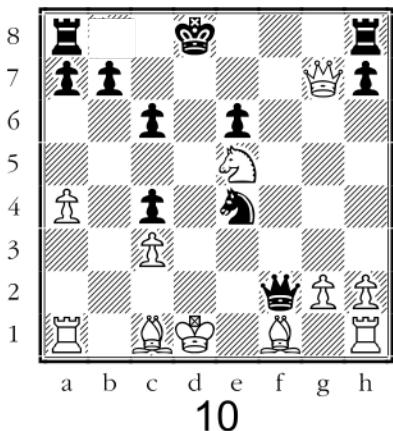


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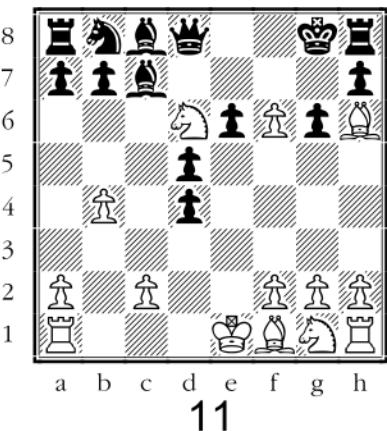


white Checkmates in One move / Level 2

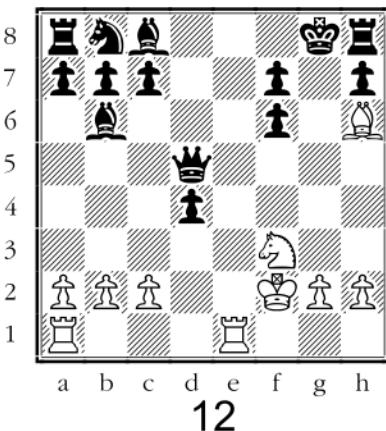
Examine all possible checks and spot the one that sticks! Draw an arrow from the piece you want to move to the square you want to move it to.



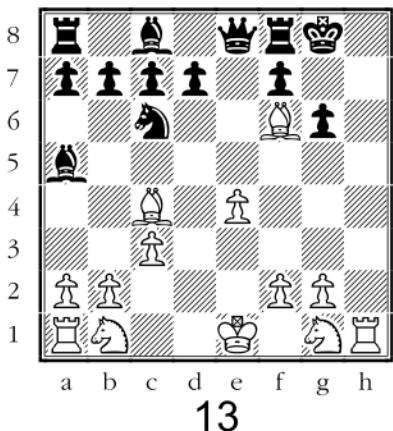
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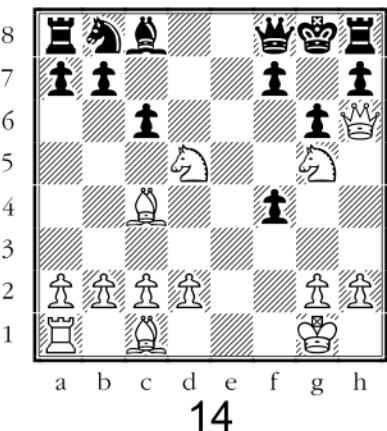
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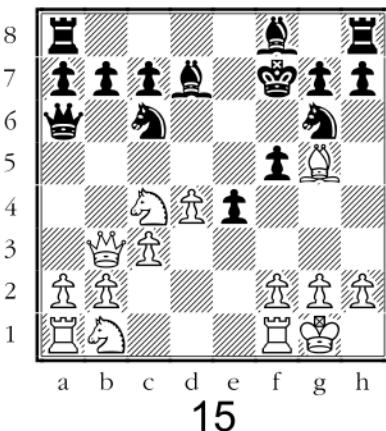
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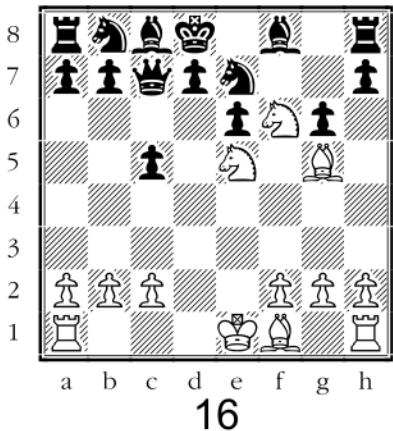
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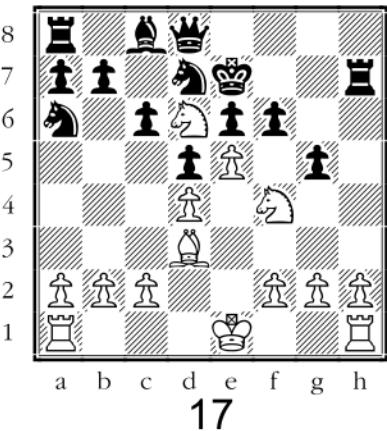
14



15



16



17



18



White to Checkmate in One move / Level 2
 Remember if the king can run like a chicken, block his face, or take the attacker, it is not checkmate! Double-check your answers with these three defense mechanisms of the king in mind.