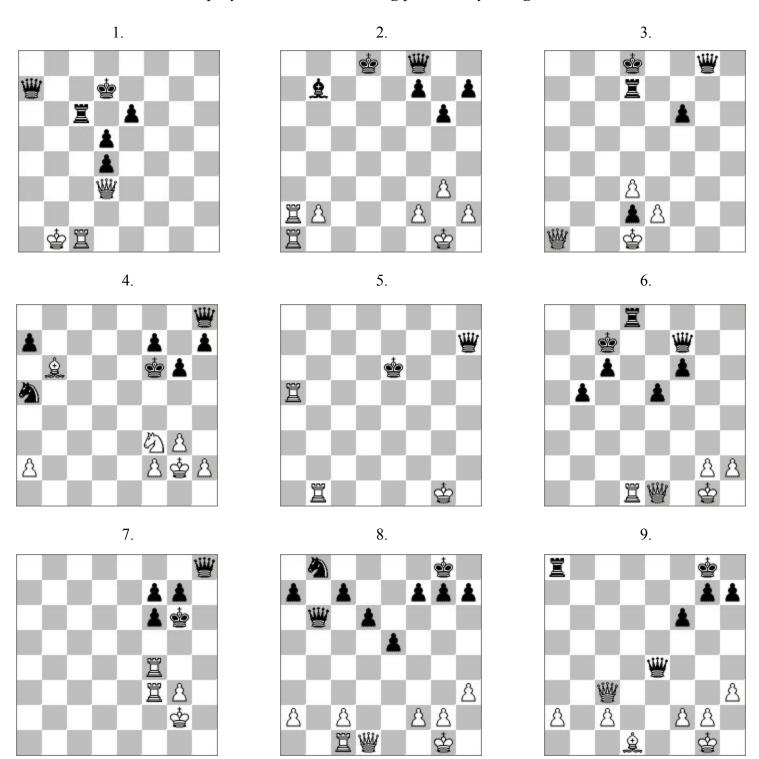


^{*} A skewer occurs when a piece checks the king or attacks another high valued piece, the king or the high valued piece has to move away and the checking or attacking piece captures the piece behind the king or attacked piece.





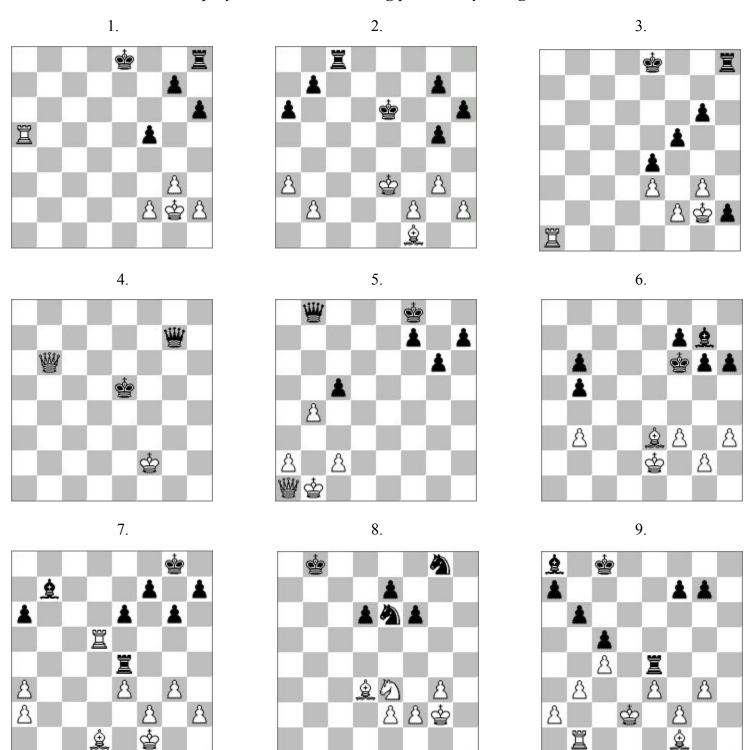
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