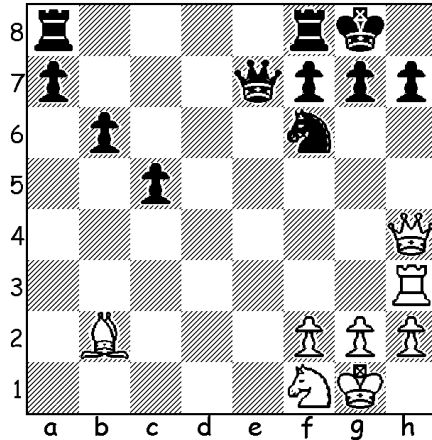


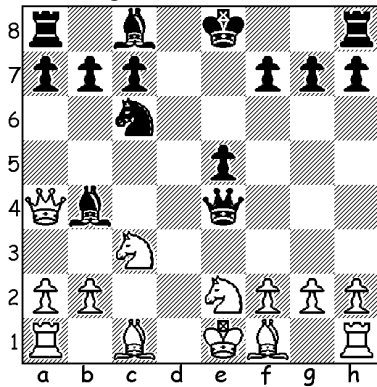
REMOVING THE GUARD

Name _____

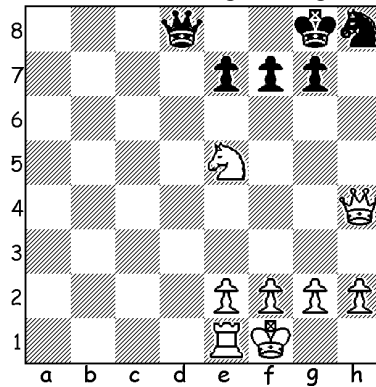
Look at the diagram below: White is so close to checkmate on h7, right? There is one obstacle: black Knight protecting this square. So, remove the guard (Knight), and the problem is solved! If white Bishop captures the Knight, Black has no ways to save the King.



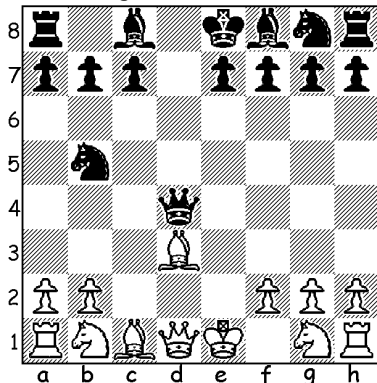
Black captures White Queen!



White moves and captures a piece



White captures black Queen



Black to move. Find the best move

