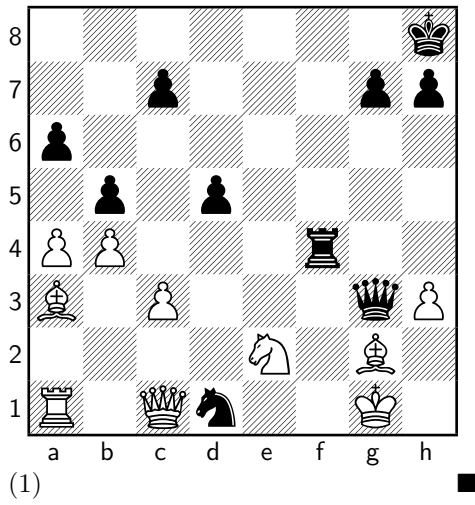
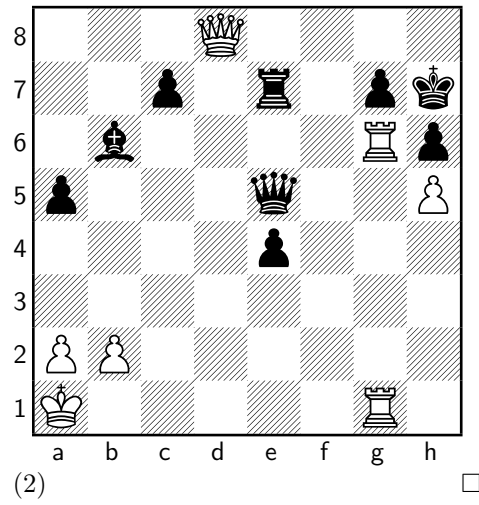


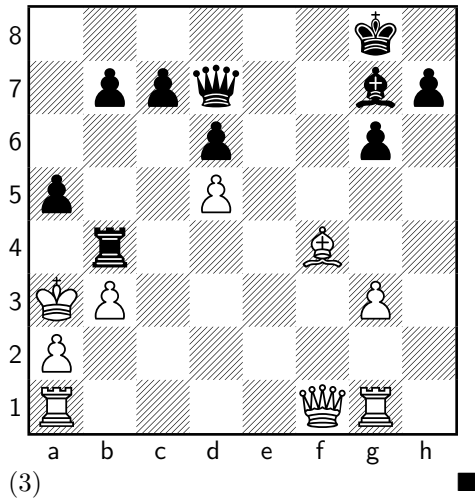
Mate in 2



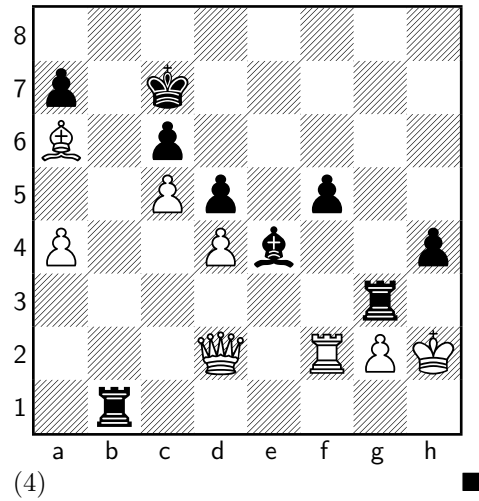
Mate in 2



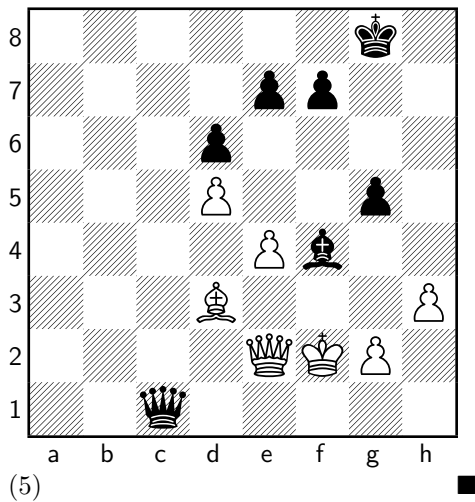
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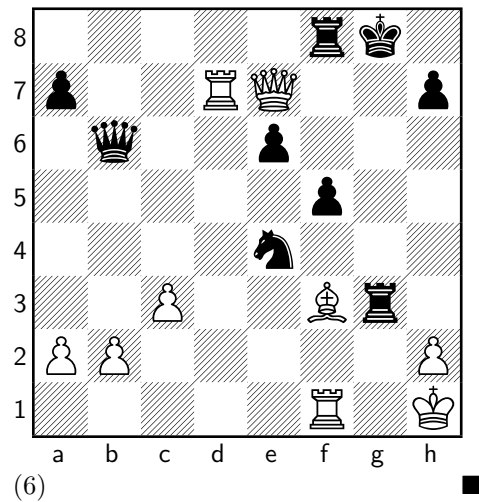
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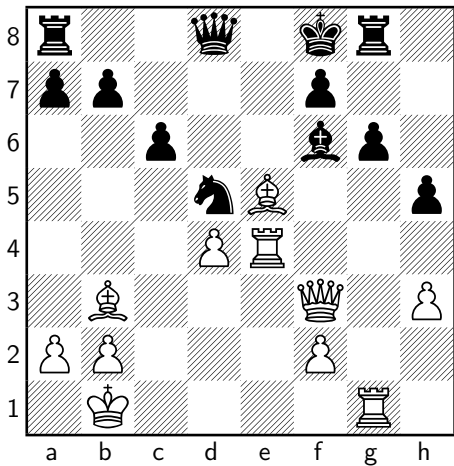
Mate in 2



Mate in 2

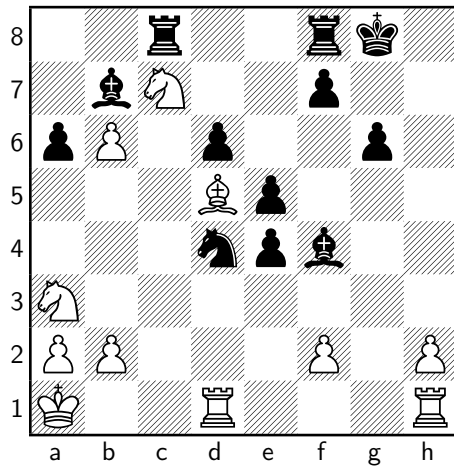


Find Best Move



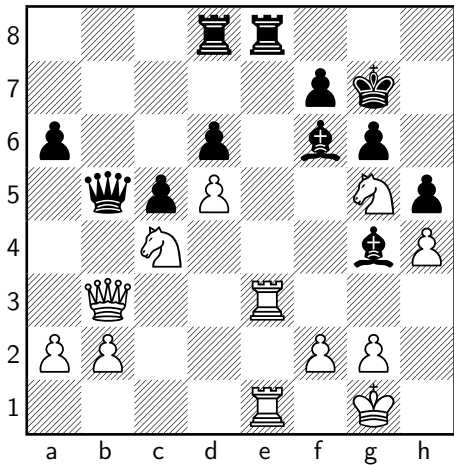
(7)

Find Best Move



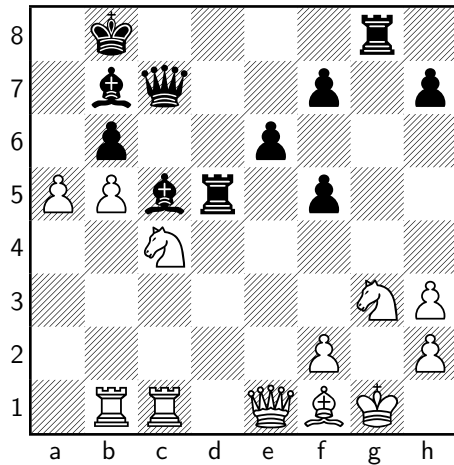
(8)

Find Best Move



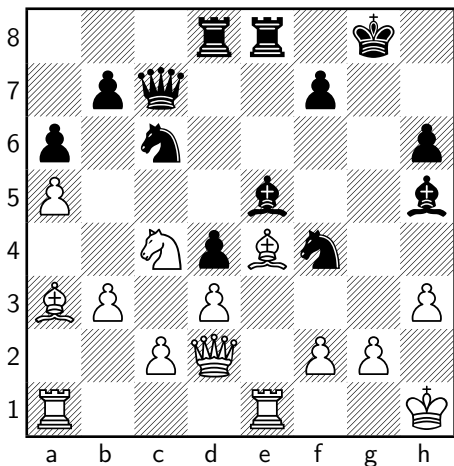
(9)

Find Best Move



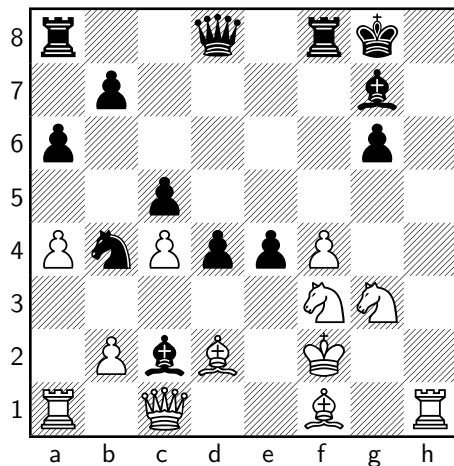
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Find Best Move



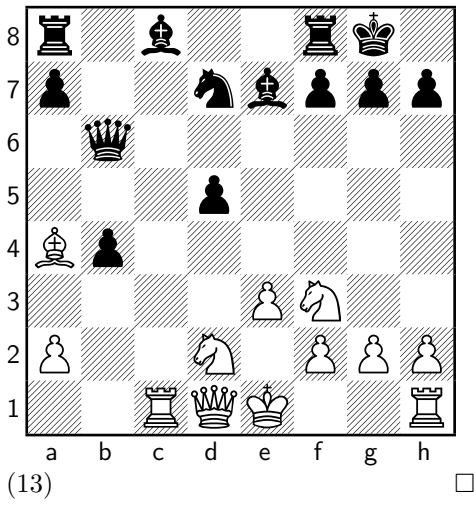
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Find Best Move

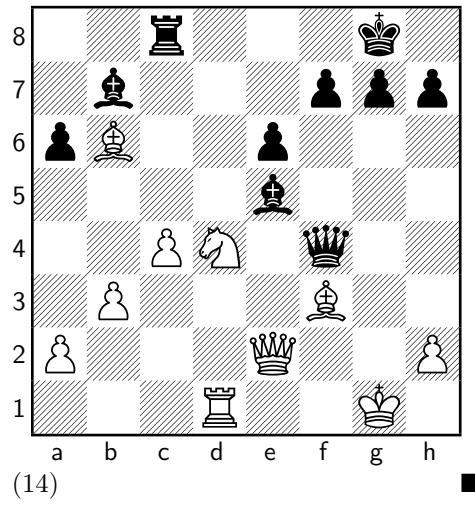


(12)

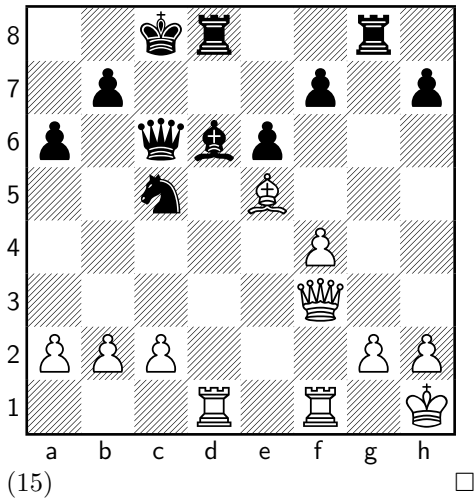
Find Best Move



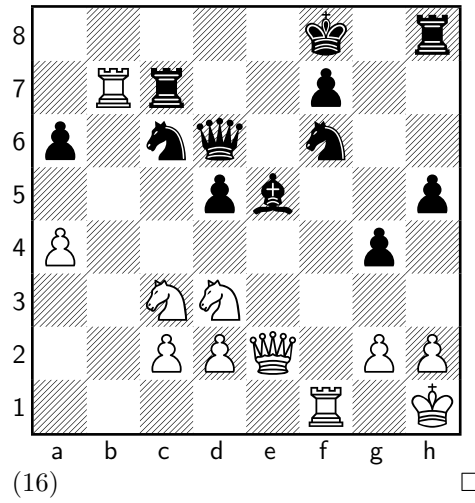
Find Best Move



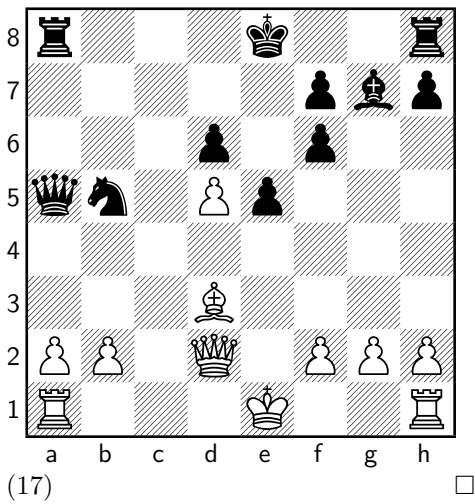
Find Best Move



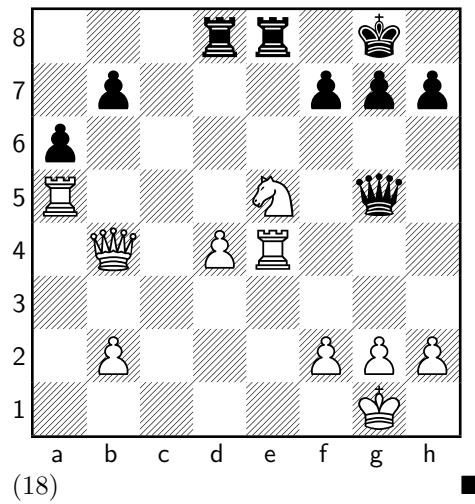
Find Best Move



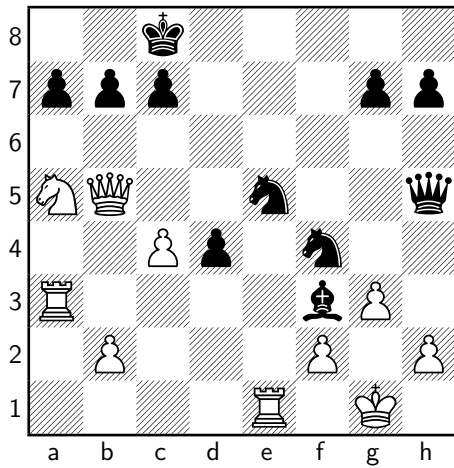
Find Best Move



Find Best Move

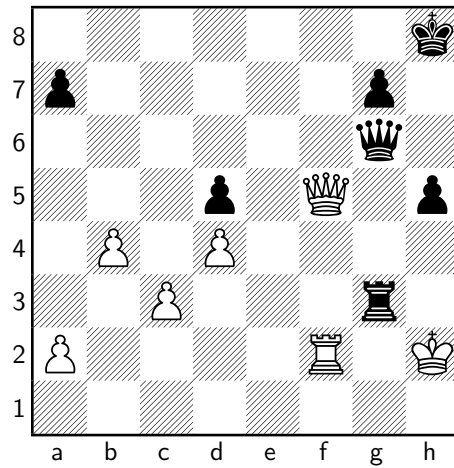


Find Best Move



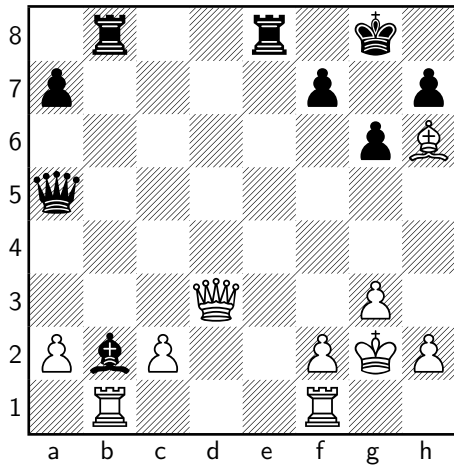
(19)

Find Best Move



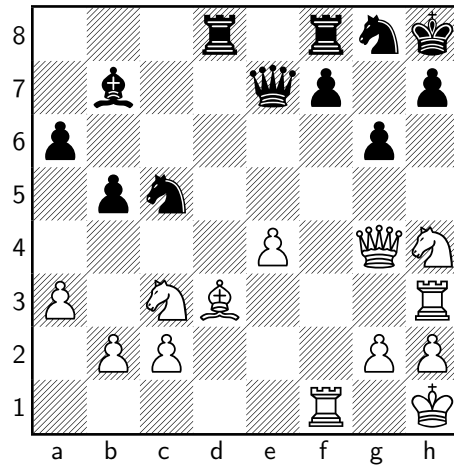
(20)

Find Best Move



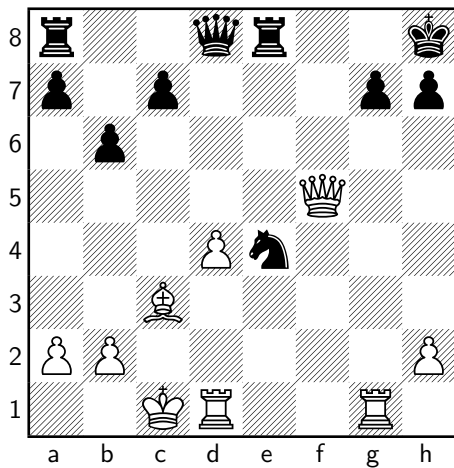
(21)

Find Best Move



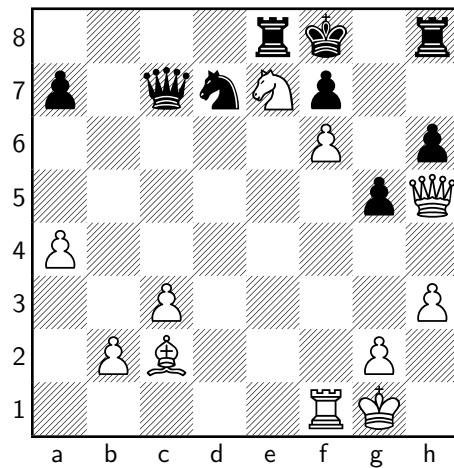
(22)

Find Best Move



(23)

Find Best Move



(24)

- (1) 1... Rf1+ 2. Kxf1 Qf2#
- (2) 1. Rxh6+ gxh6 2. Qg8#
- (3) 1... Qa4+ 2. bxa4 Bb2#
- (4) 1... Rh3+ 2. gxh3 Rh1#
- (5) 1... Bg3+ 2. Kxg3 Qf4#
- (6) 1... Qg1+ 2. Rxg1 Nf2#
- (7) 1. Bxd5 cxd5 2. Bxf6 dxe4 3. Qa3+
- (8) 1... Rxc7 2. bxc7 Bxd5
- (9) 1. Qxb5 axb5 2. Rxe8 Rxe8 3. Rxe8 bxc4
- (10) 1... Rxg3+ 2. hxg3 Qxg3+ 3. Bg2 Rd1 4. Ne3 Rxe1+ 5. Rxe1 Bxe3 6. Rxe3 Qxg2#
- (11) 1. Nxe5 Nxe5 2. Qxf4
- (12) 1. Bxb4 cxb4 2. Qxc2
- (13) 1. Rxc8 Raxc8 2. Bxd7
- (14) 1... Bxd4+ 2. Rxd4 Qxf3 3. Qxf3 Bxf3
- (15) 1. Qxc6+ bxc6 2. Rxd6 Rxd6 3. Bxd6 Na4 4. Be5
- (16) 1. Rxc7 Qxc7 2. Nxe5 Qxe5 3. Qxe5 Nxe5 4. Rxf6
- (17) 1. Qxa5 Rxa5 2. b4 Ra3 3. Bxb5+
- (18) 1... Rxd4 2. f4 Rxb4 3. Rxb4 Qf5
- (19) 1... Qxh2+ 2. Kxh2 Ng4+ 3. Kg1 Nh3+ 4. Kf1 Nh2#
- (20) 1... Rg2+ {} 2. Rxg2 Qxf5
- (21) 1. Rxb2 Rxb2 2. Qd4 Qe5 3. Re1 Rb5 4. f4
- (22) 1. Rxf7 Qxf7 2. Nxg6+ Kg7 3. Ne5+
- (23) 1. Rxg7 Kxg7 2. Rg1+ Kh8 3. Qxe4 {} 3... Qf6 4. Qh4
- (24) 1. Qxf7+ Kxf7 2. Bb3+ Kf8 3. Ng6#