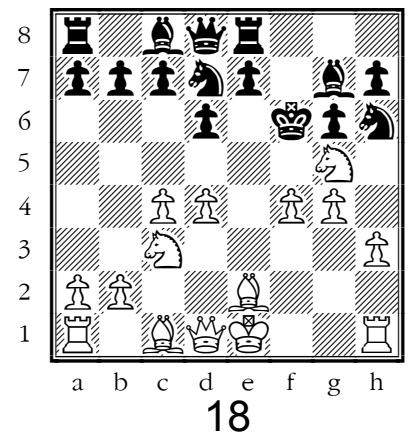
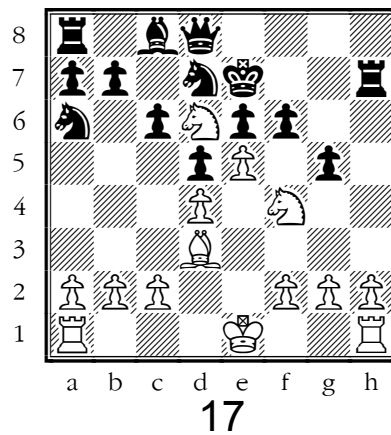
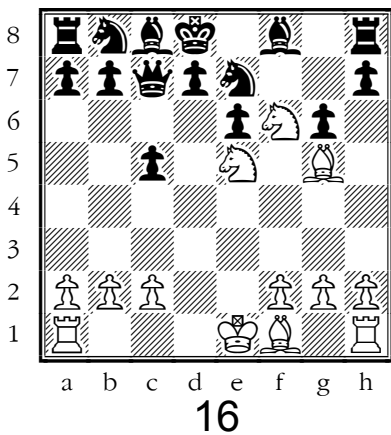
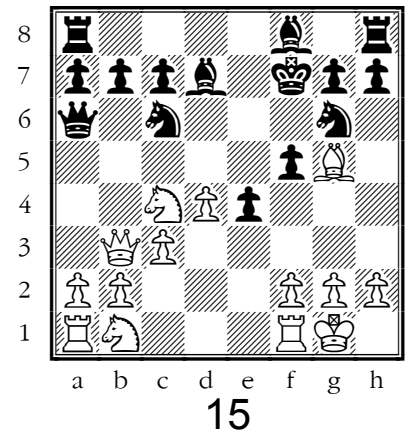
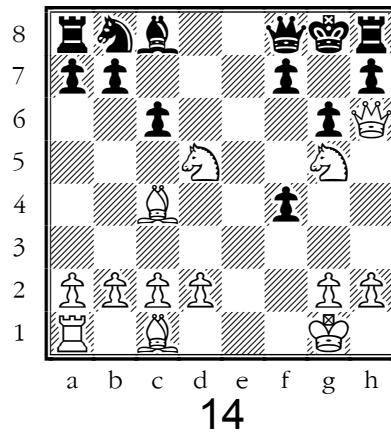
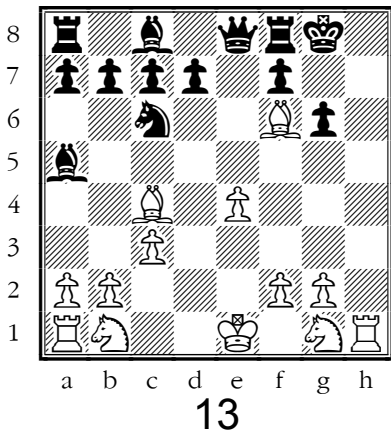
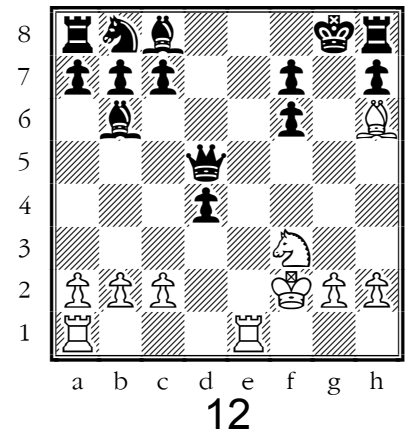
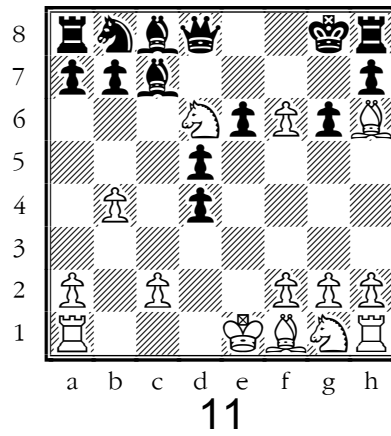
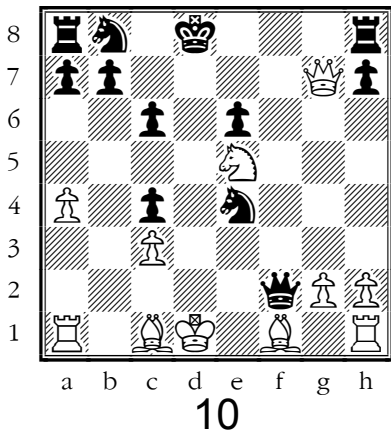


### white Checkmates in One move / Level 2

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.



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.