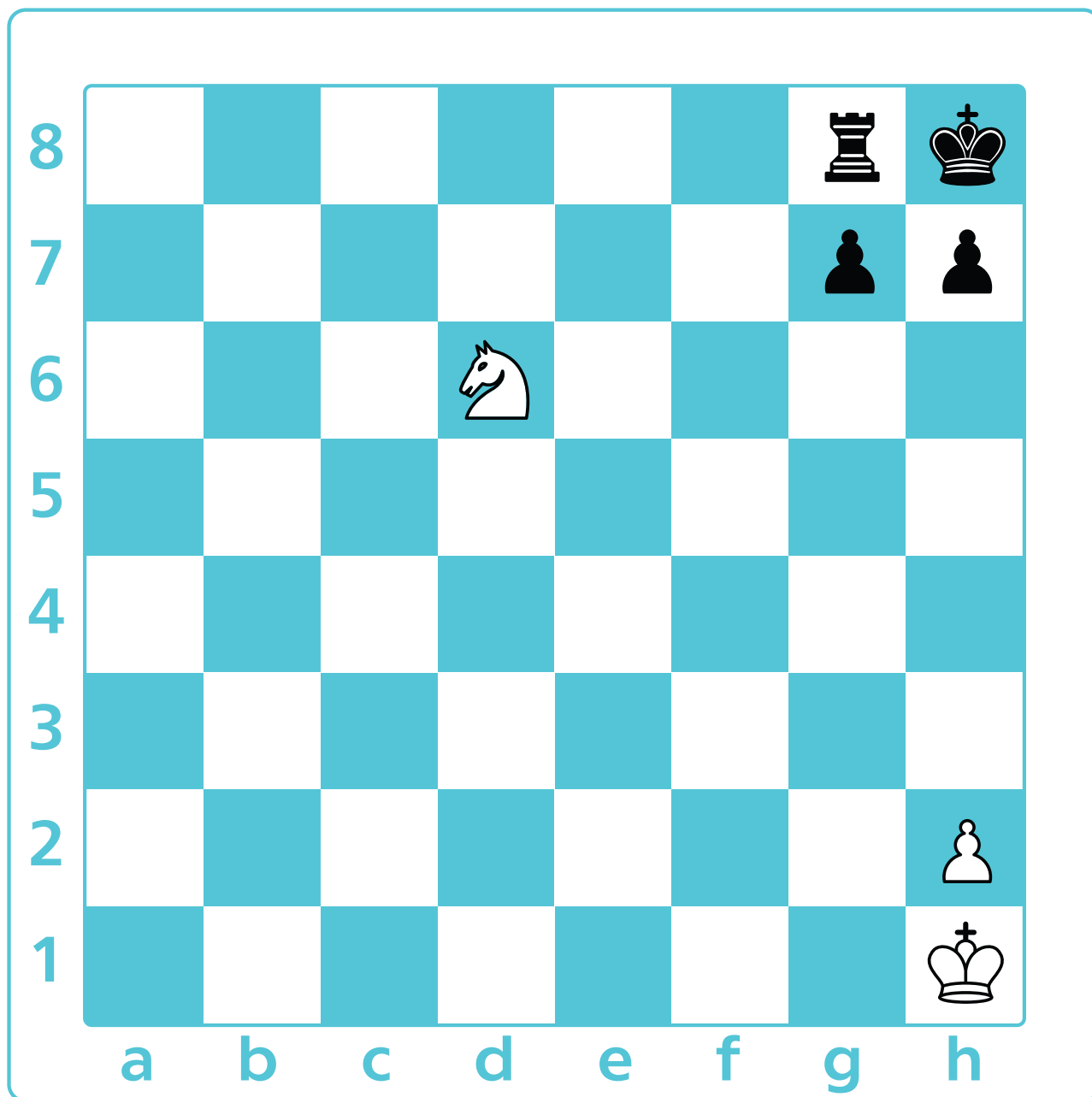


One Move Checkmates:

Puzzle 2

White to move. Draw a line to show a move that will checkmate the black king. Then check the correct notation of your move.



Kd6-d8#

Nd6-e8#

Nd6-f7#

Nd6-f5#

h2-h3

Rg8-a8