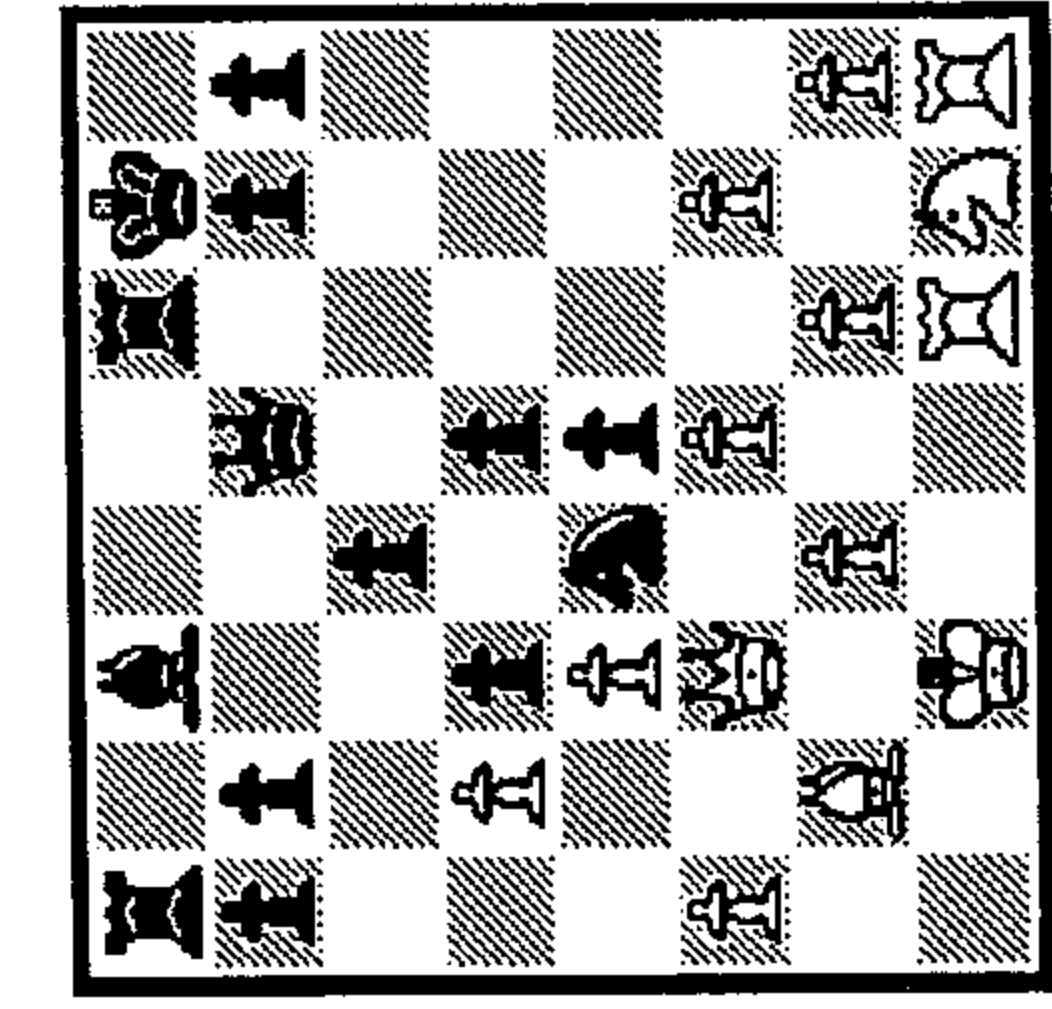


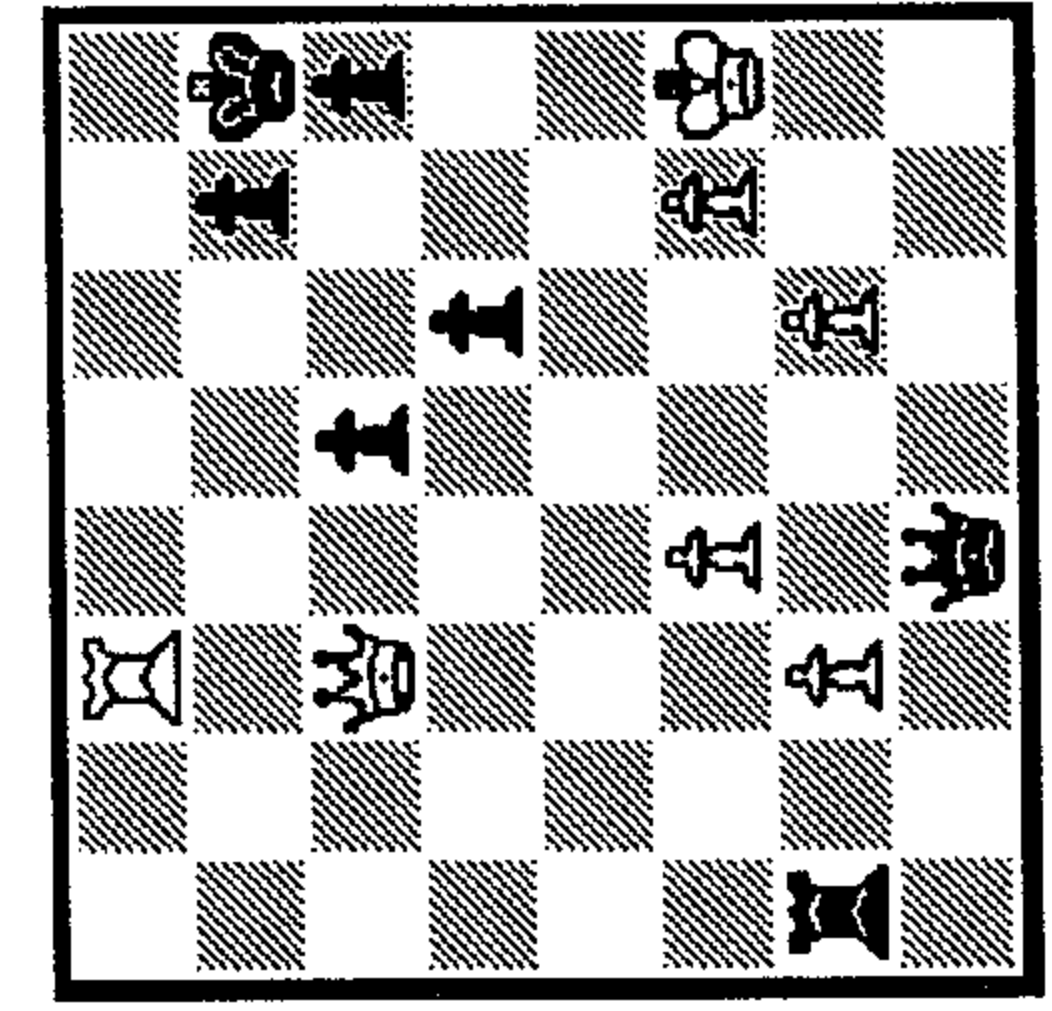
OVERLOADING

Overloading involves the exploitation of an enemy unit which must protect at least two other important pieces (or squares). The object of the attacker is to force the overloaded defending piece to relinquish its necessary defensive functions. Typically this is accomplished by attacking one of the defensive piece's "dependents" and thereby making the defender give up the protection of its other obligation (s). Often the defending piece is forced to leave its home square in order to protect one of its pieces or squares which in turn gives up its protection of another piece or square.



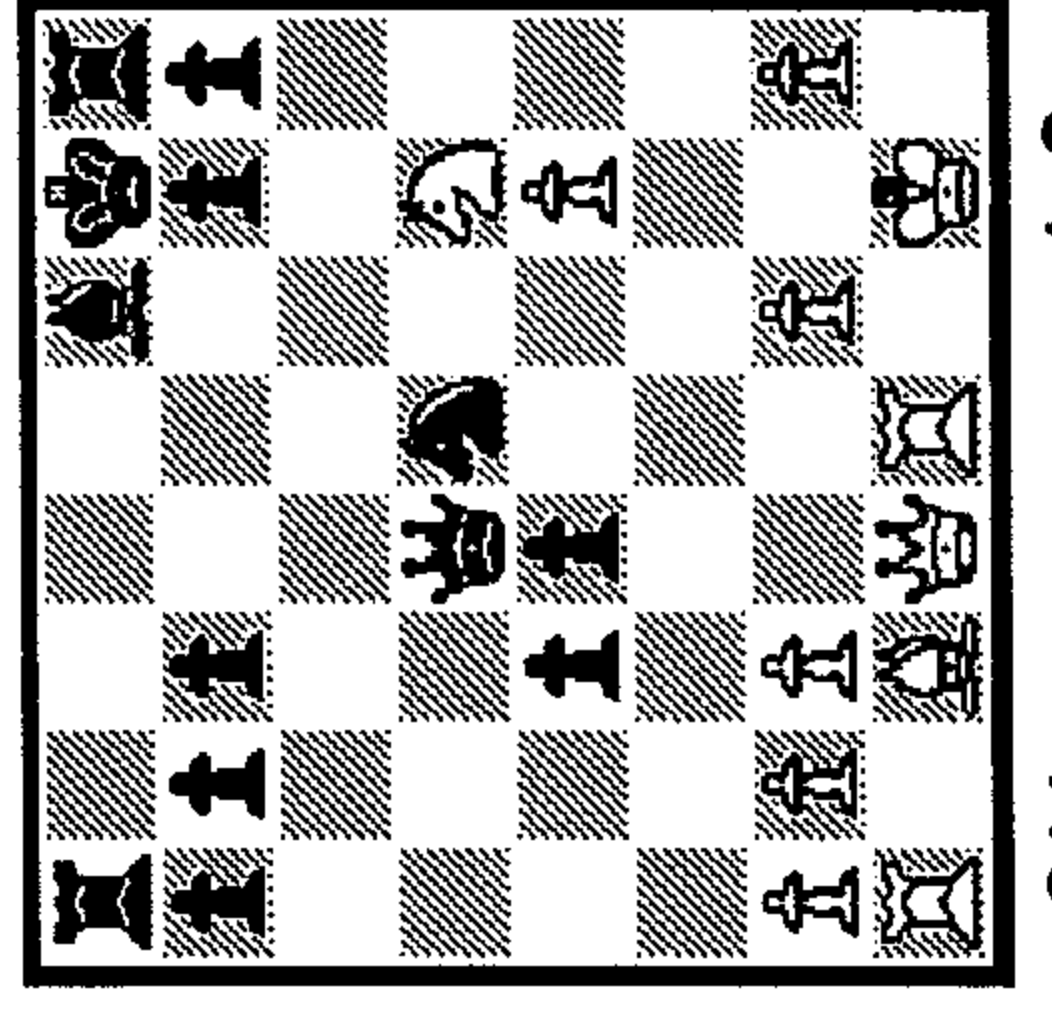
305 1...?

- 1_
- 2_
- 3_



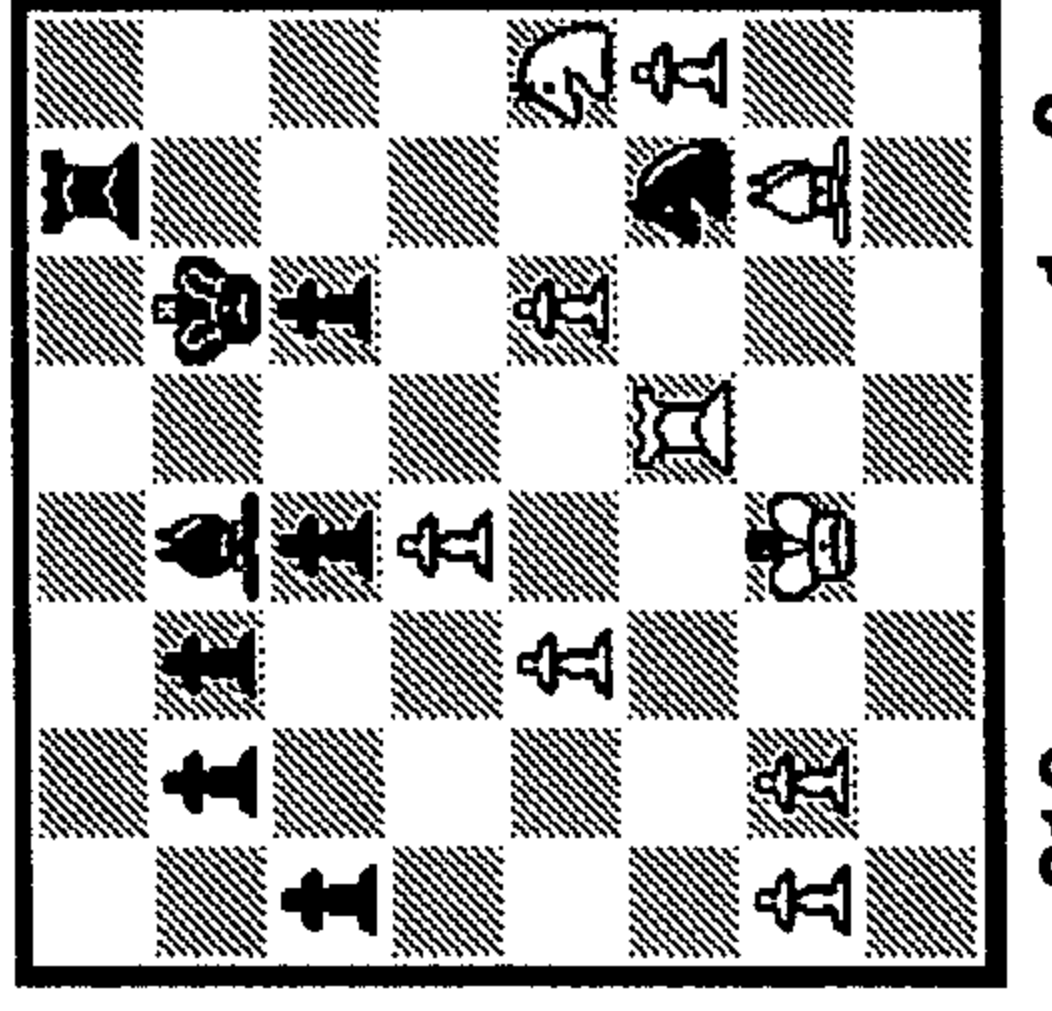
306 1...?

- 1_
- 2_
- 3_



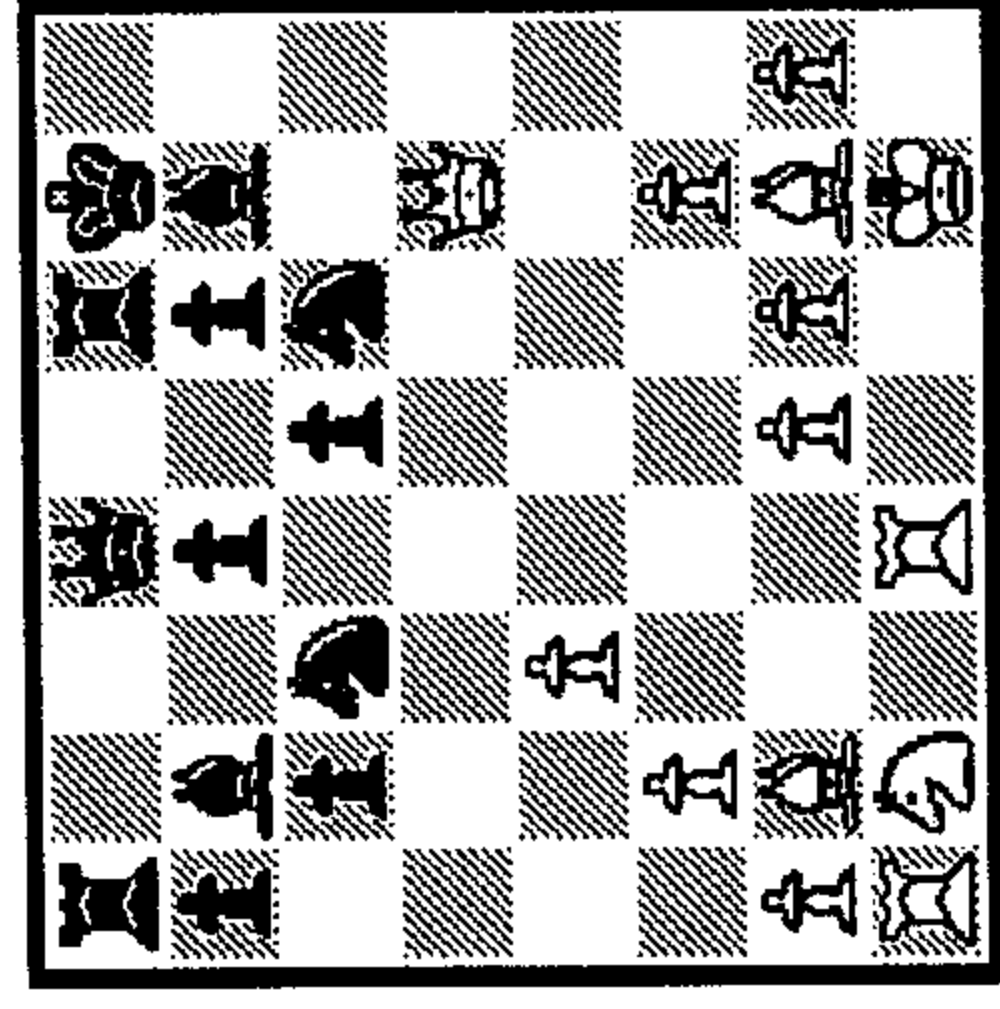
311 1.?

- 1_
- 2_
- 3_



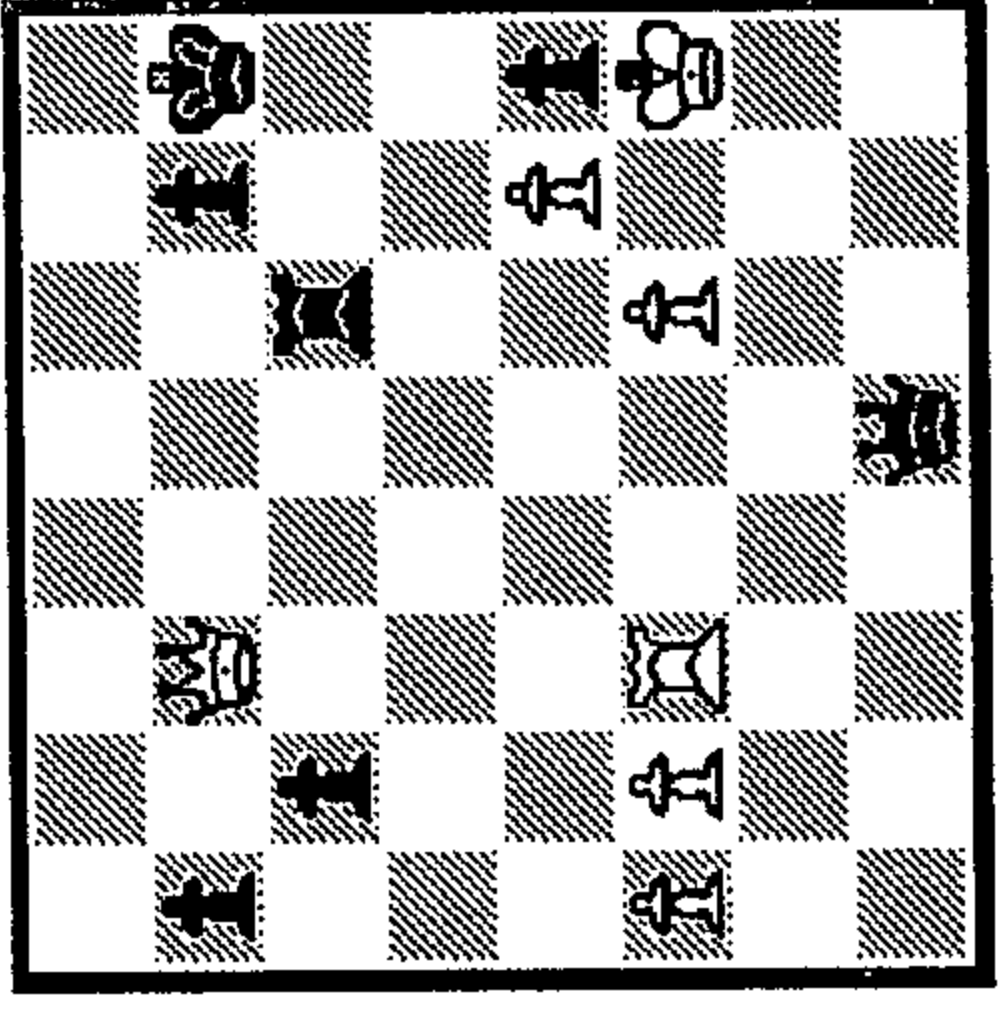
312 1...?

- 1_
- 2_
- 3_



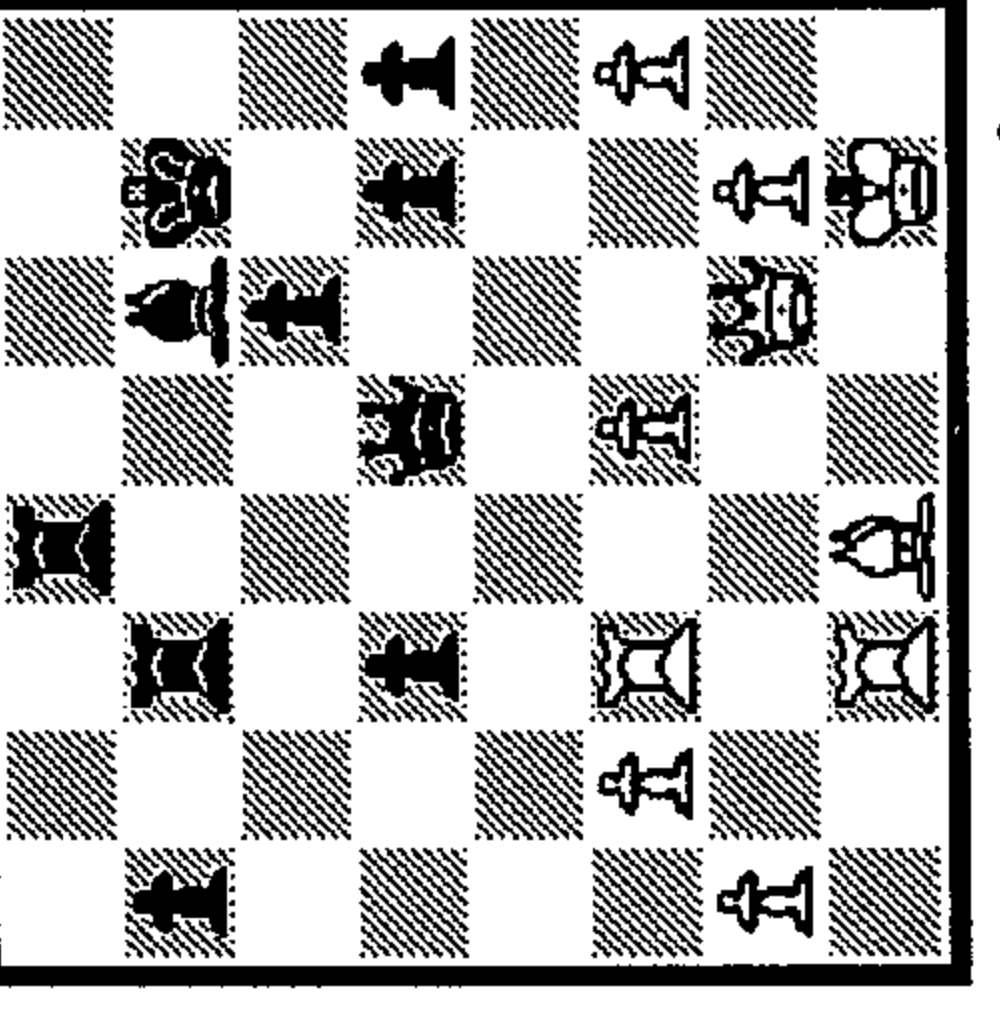
307 1.?

- 1_
- 2_
- 3_



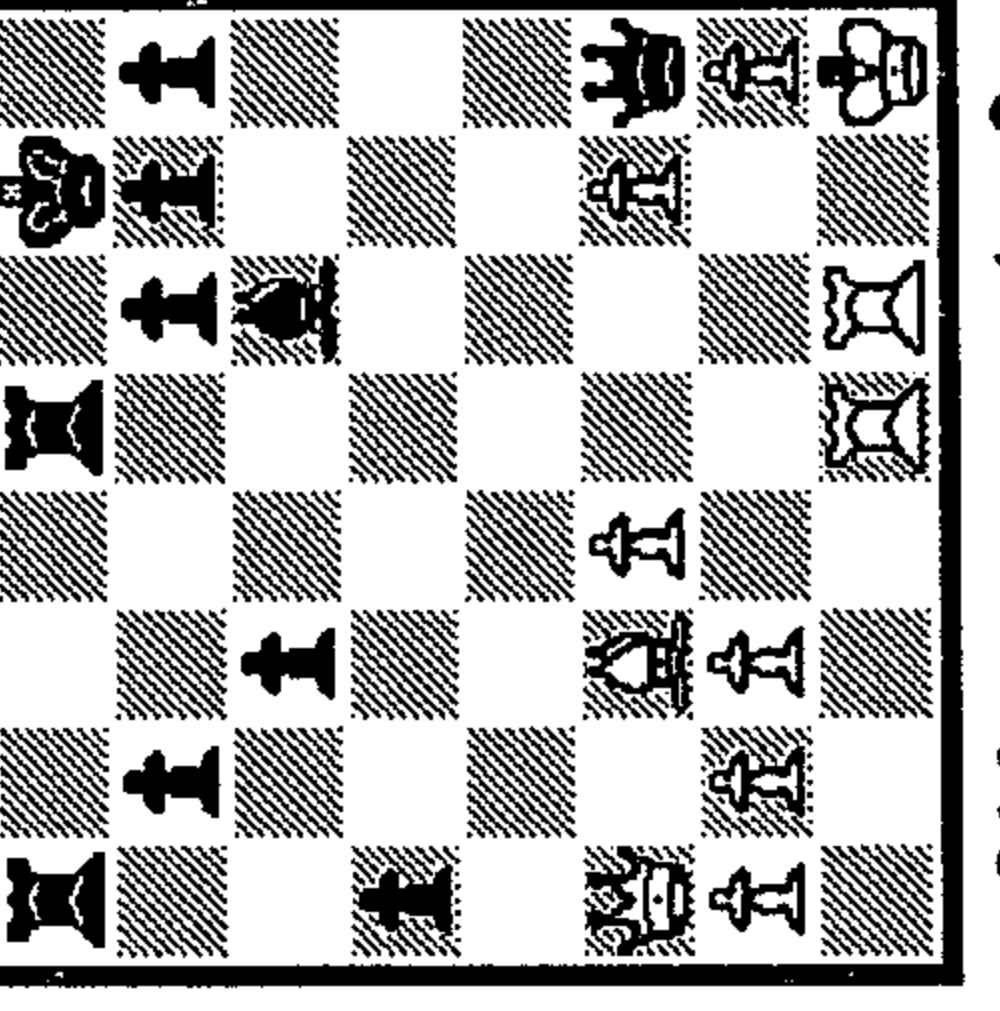
308 1...?

- 1_
- 2_
- 3_



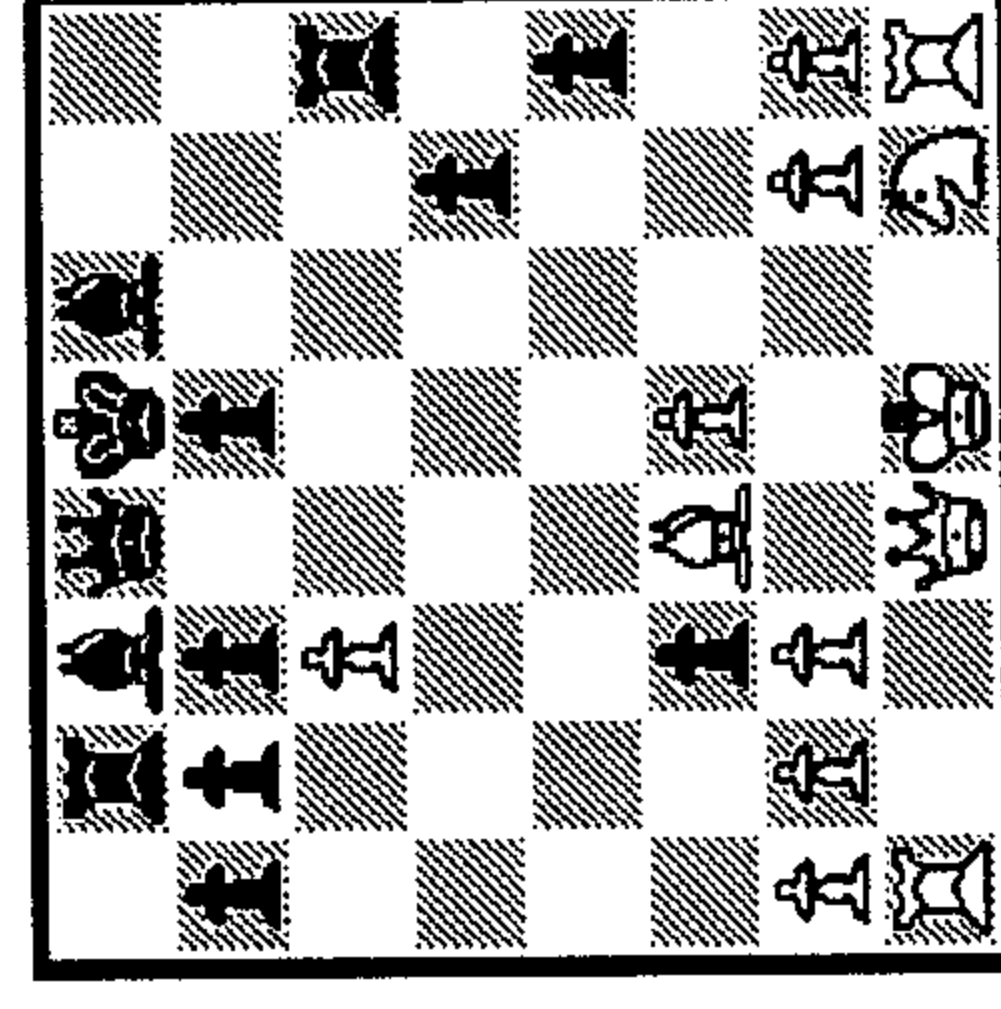
313 1...?

- 1_
- 2_
- 3_



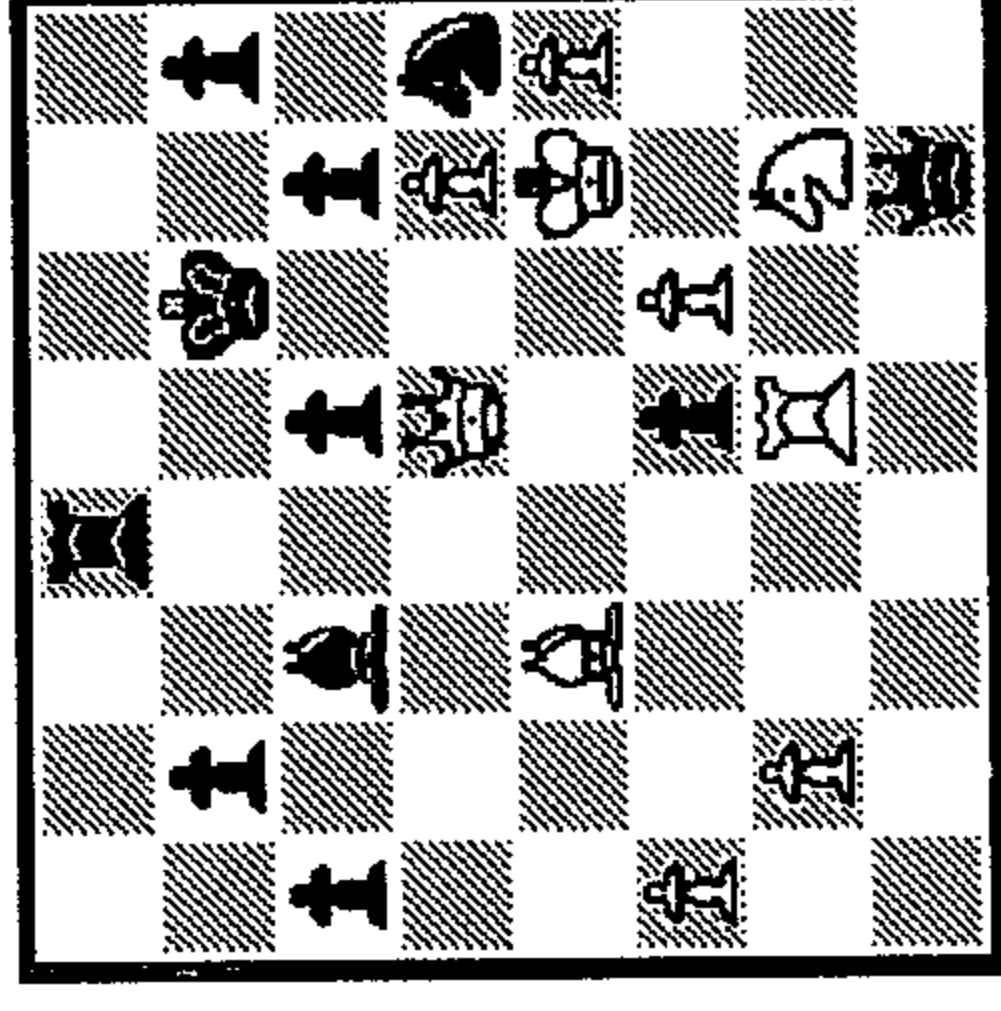
314 1...?

- 1_
- 2_
- 3_



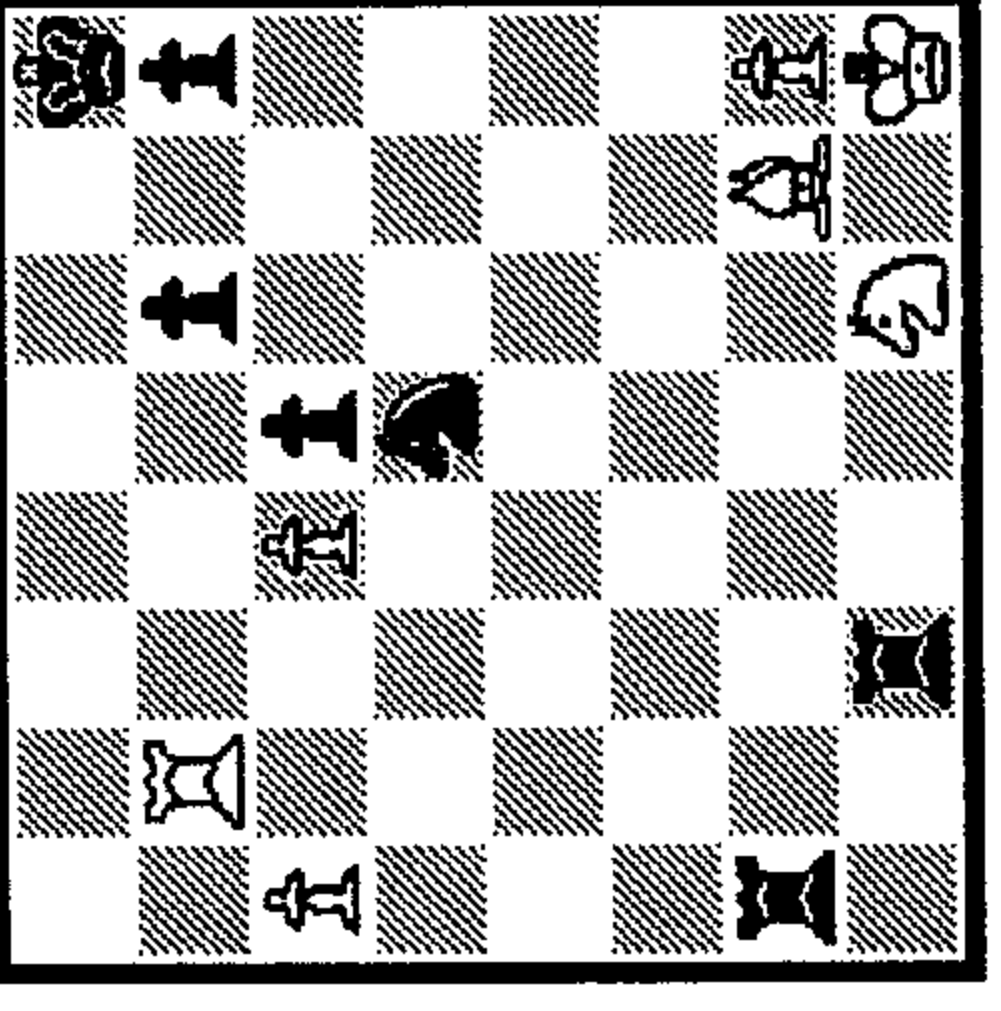
309 1.?

- 1_
- 2_
- 3_



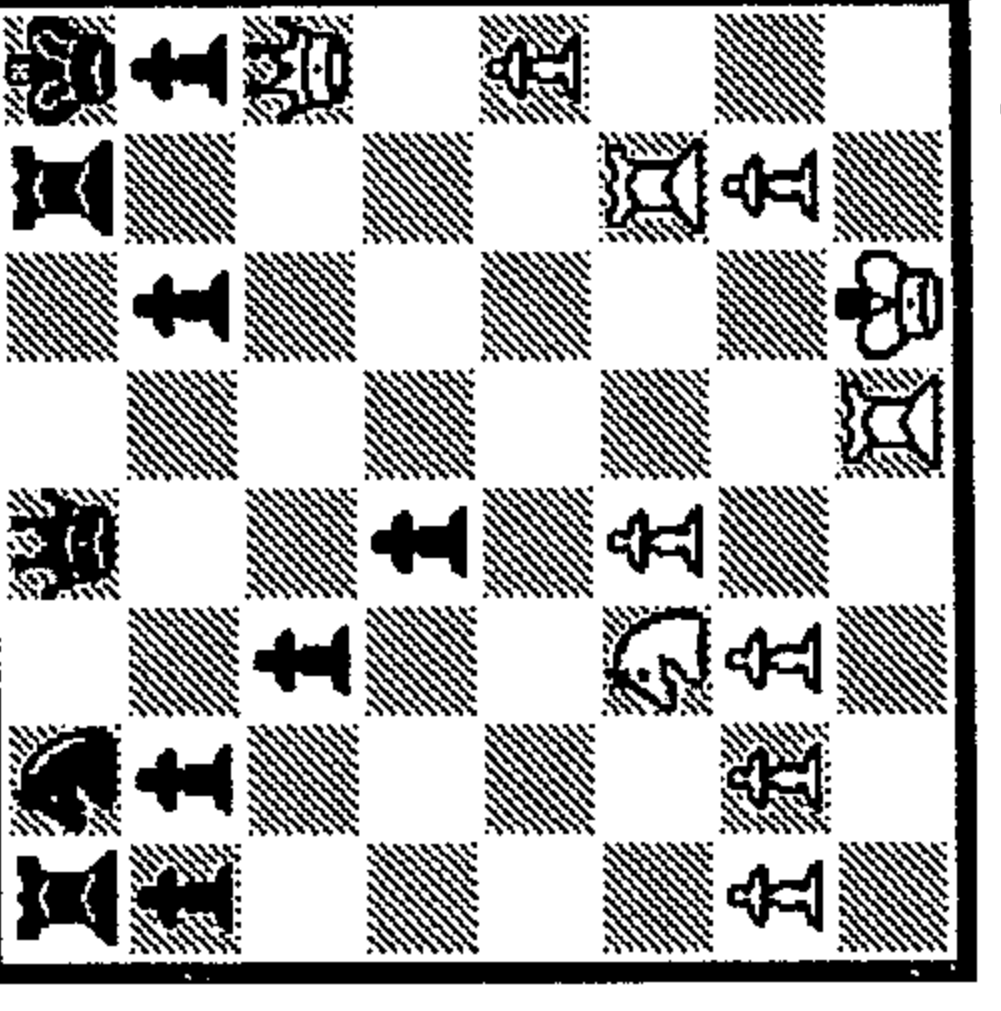
310 1...?

- 1_
- 2_
- 3_



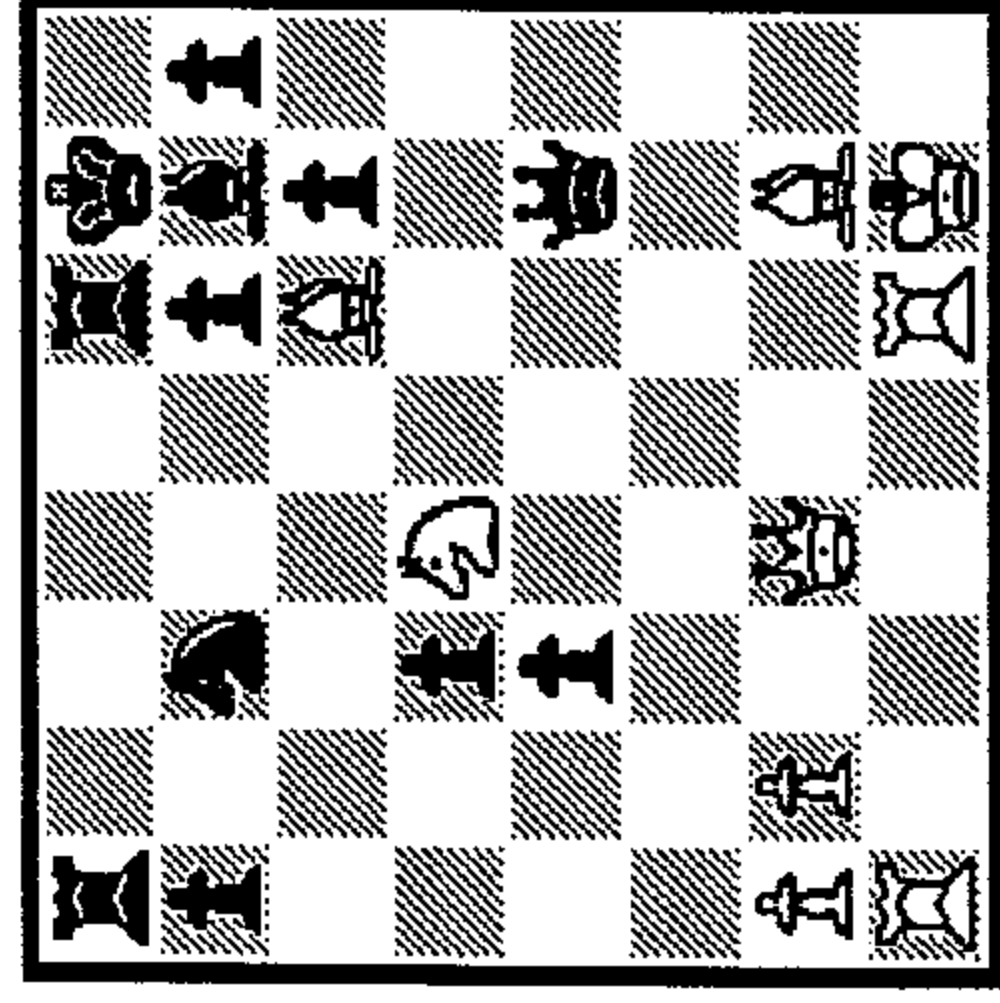
315 1...?

- 1_
- 2_
- 3_



316 1.?

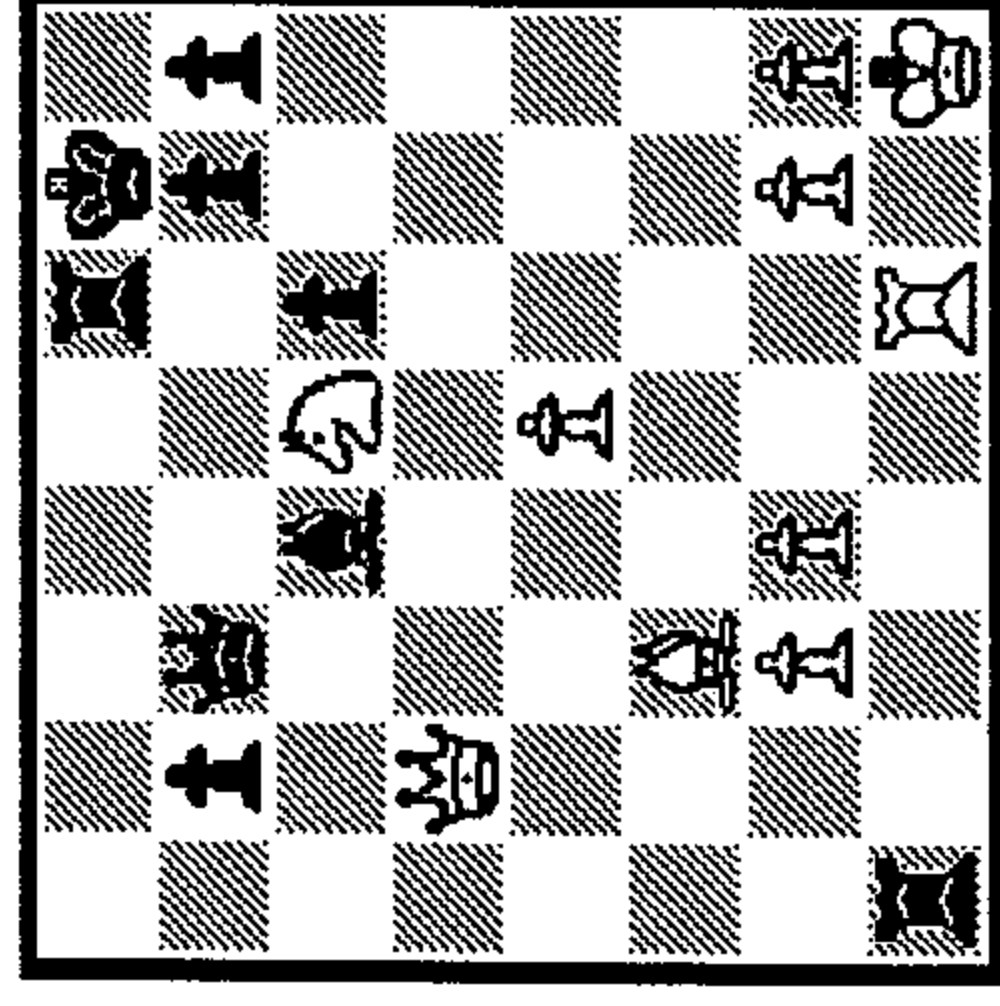
- 1_
- 2_
- 3_



317

1.?

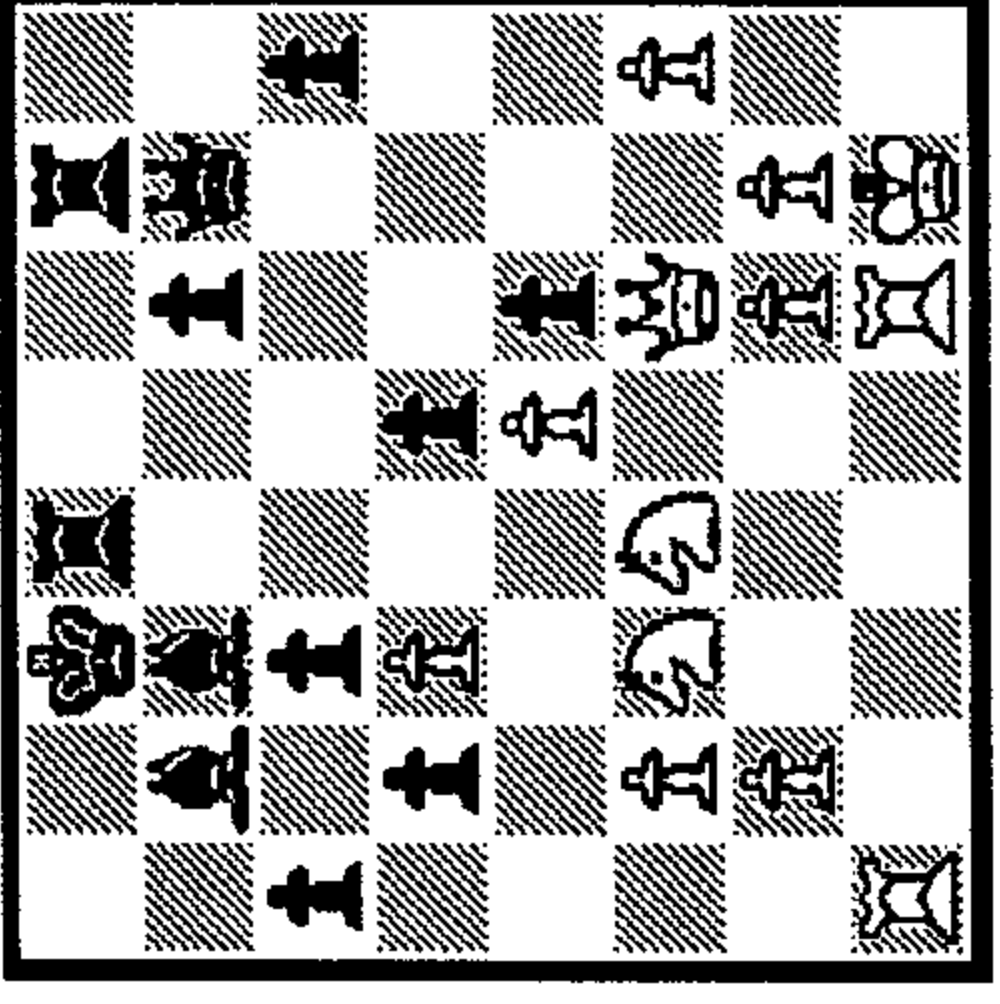
- 1. _ _
- 2. _ _
- 3. _ _



318

1...?

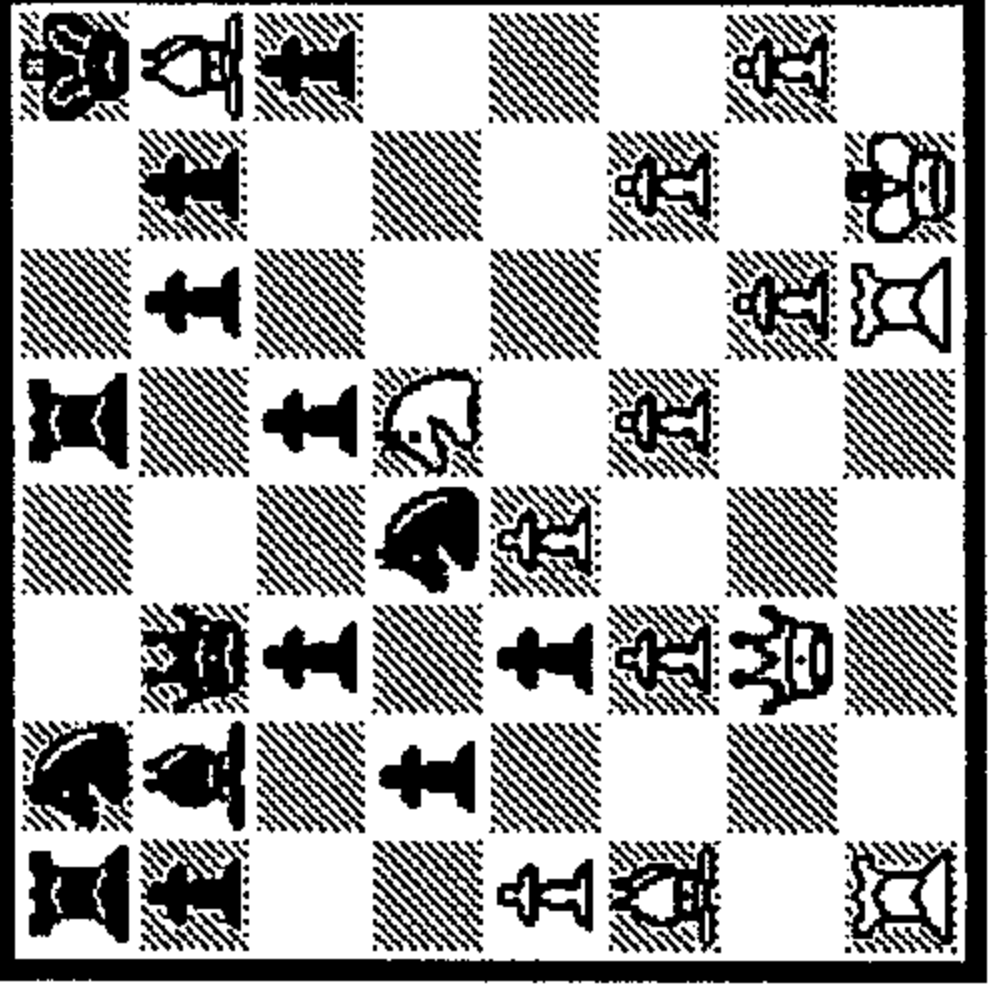
- 1. _ _
- 2. _ _
- 3. _ _



323

1...?

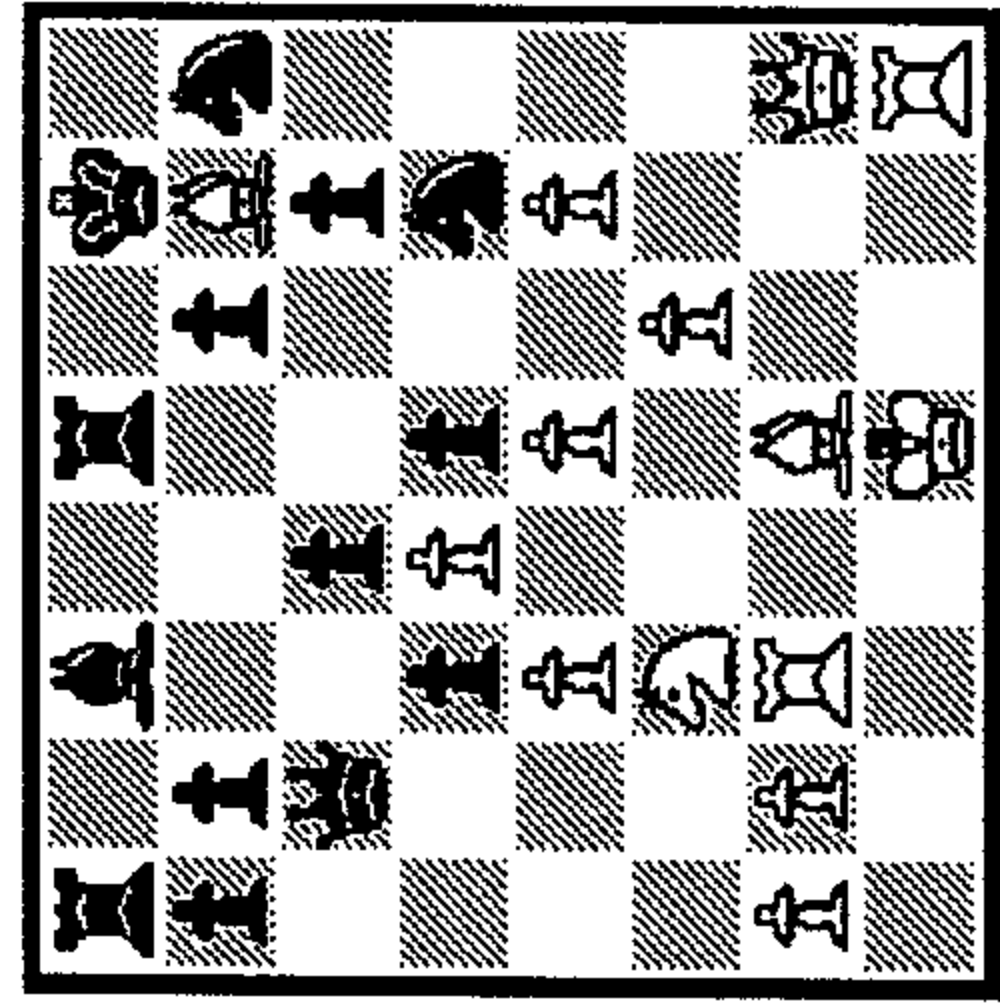
- 1. _ _
- 2. _ _
- 3. _ _



324

1.?

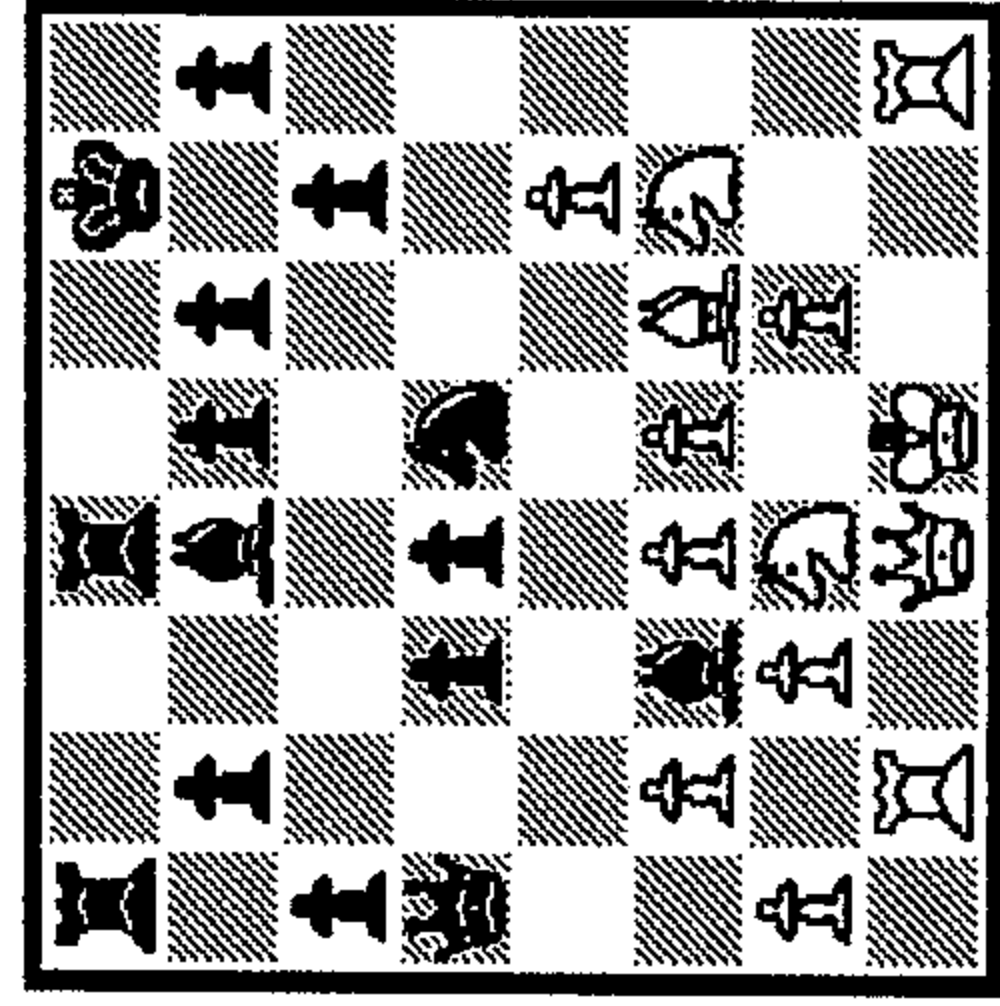
- 1. _ _
- 2. _ _
- 3. _ _



319

1.?

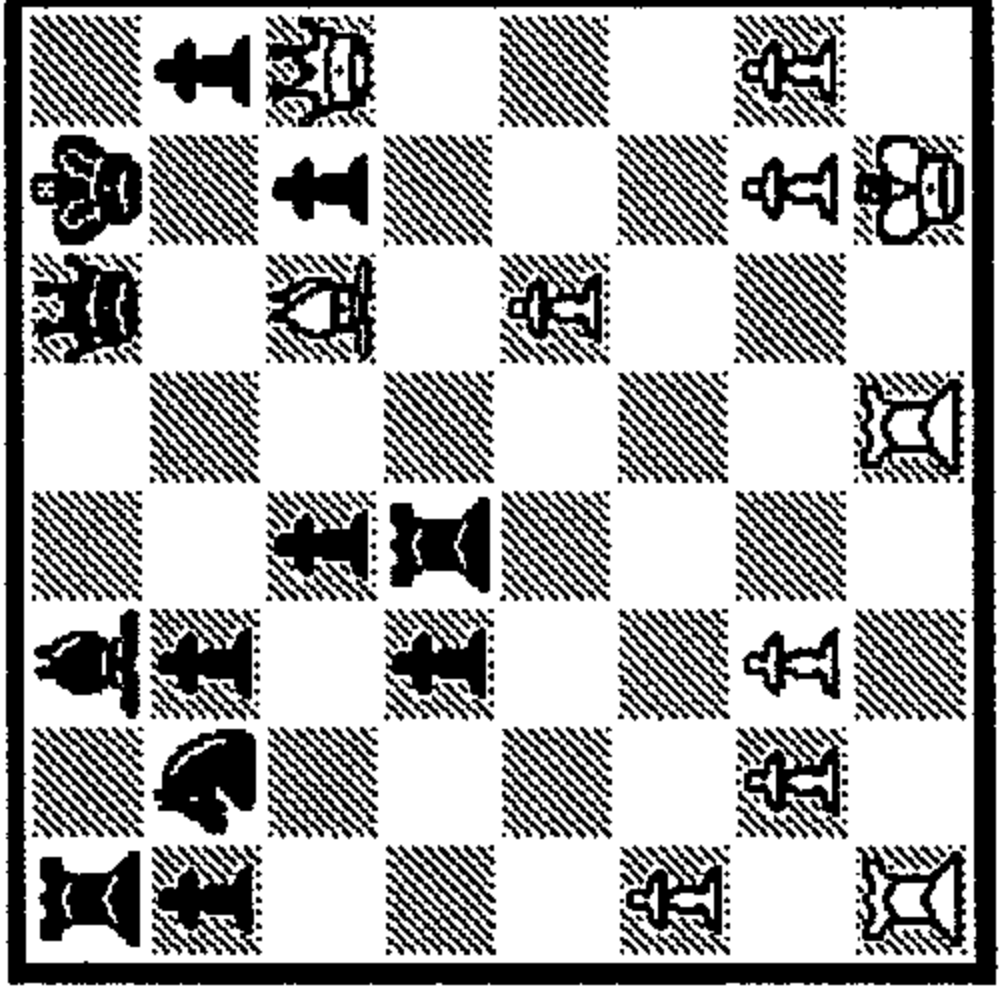
- 1. _ _
- 2. _ _
- 3. _ _



320

1...?

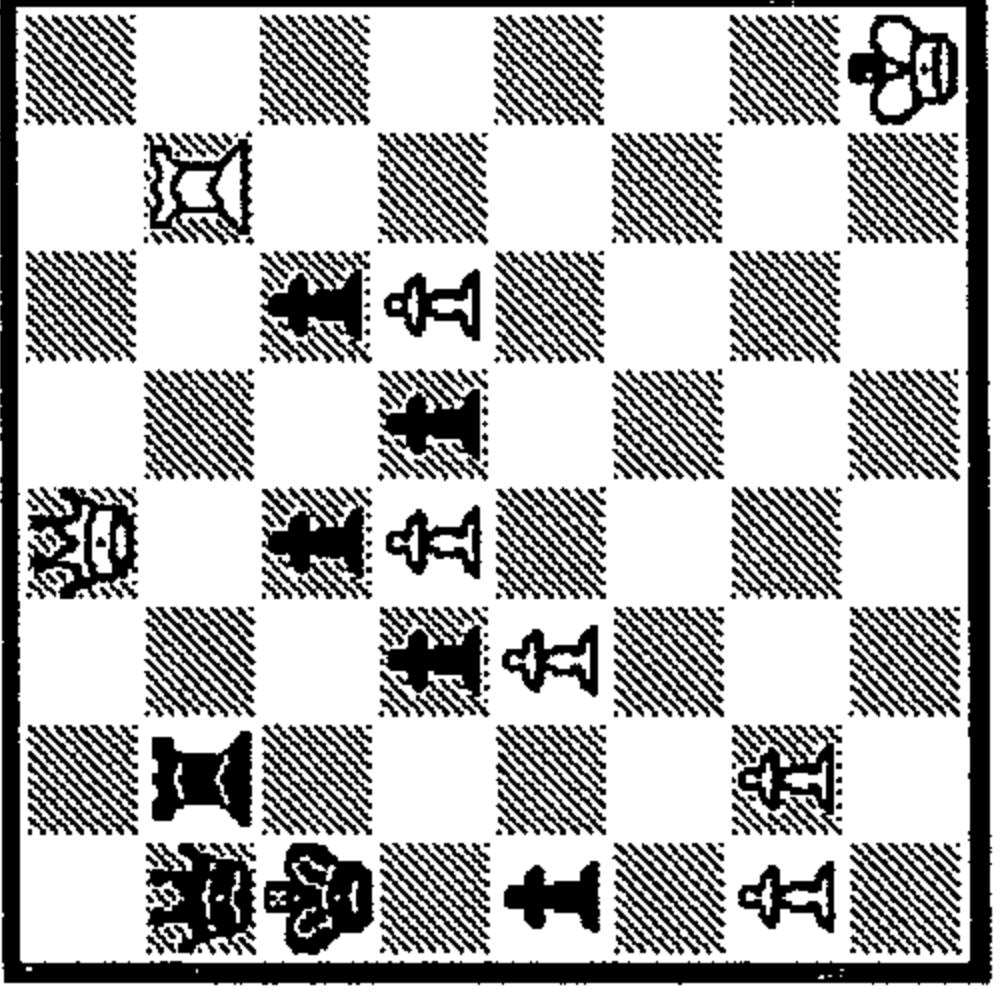
- 1. _ _
- 2. _ _
- 3. _ _



325

1.?

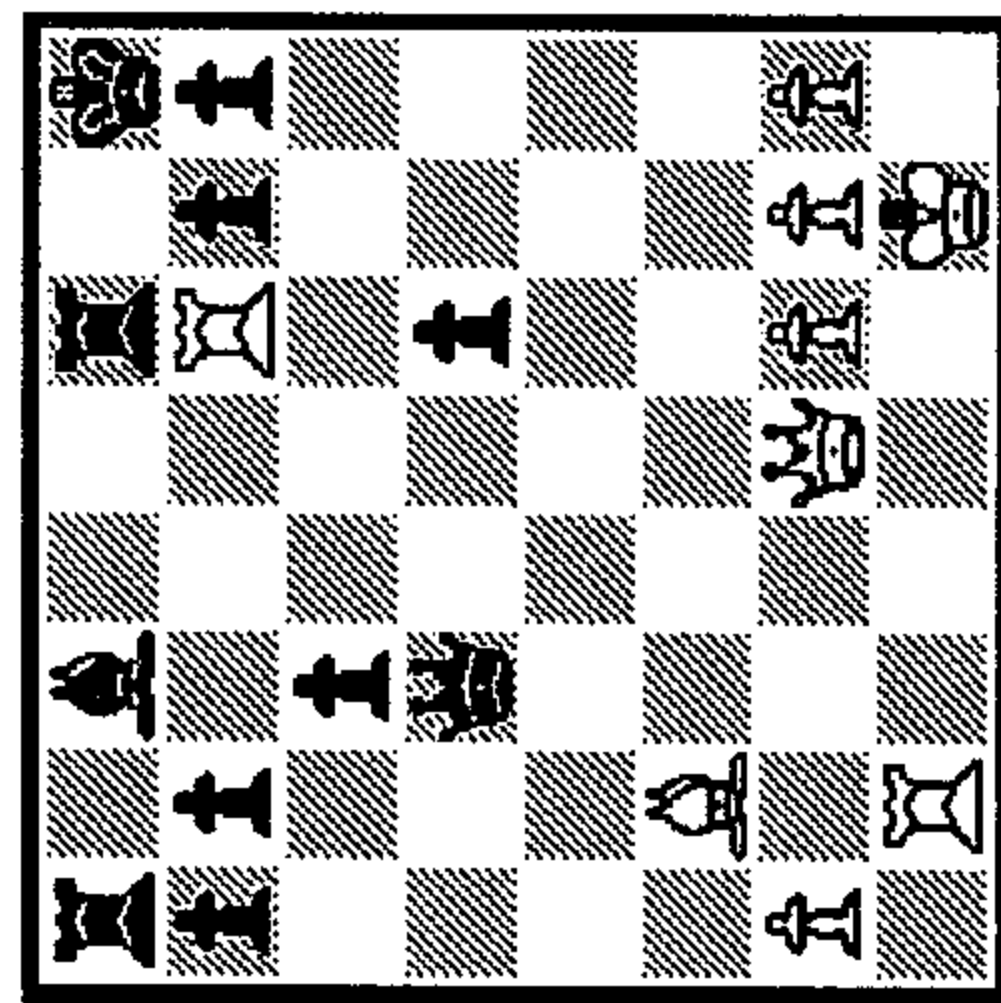
- 1. _ _
- 2. _ _
- 3. _ _



326

1.?

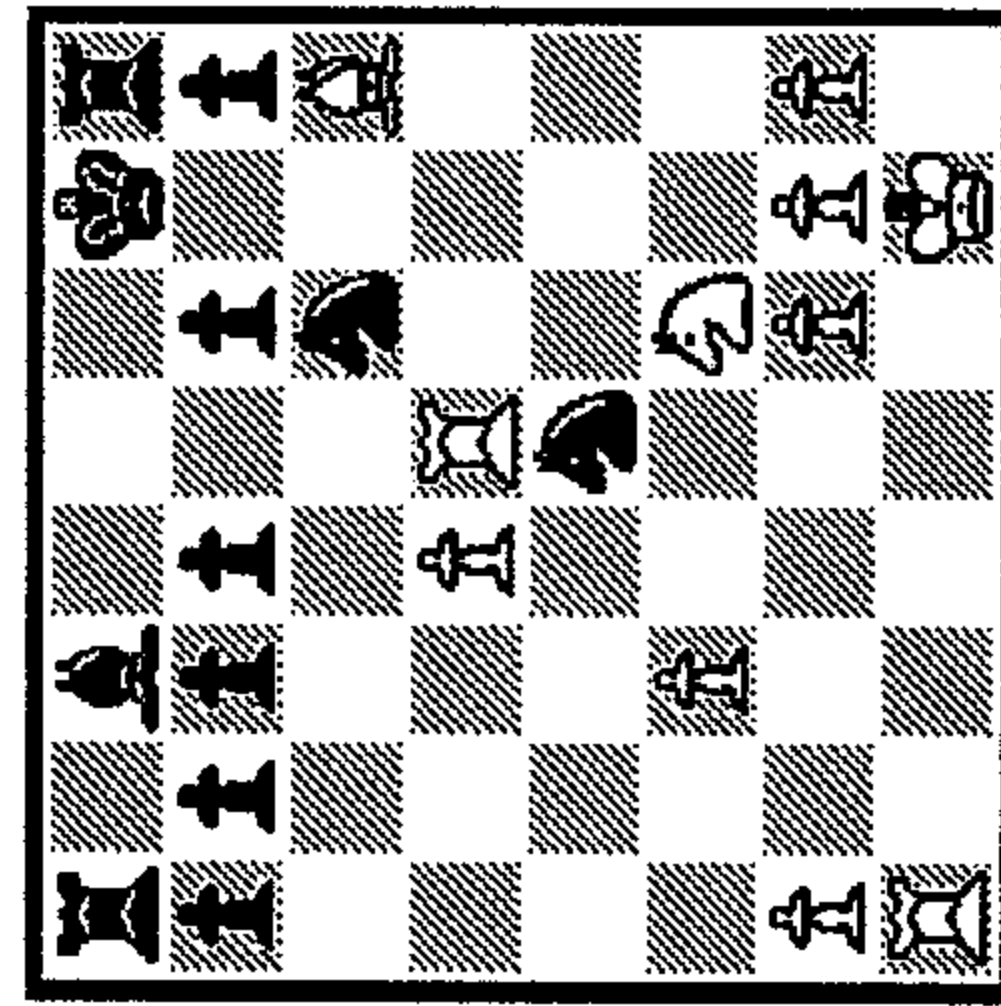
- 1. _ _
- 2. _ _
- 3. _ _



321

1.?

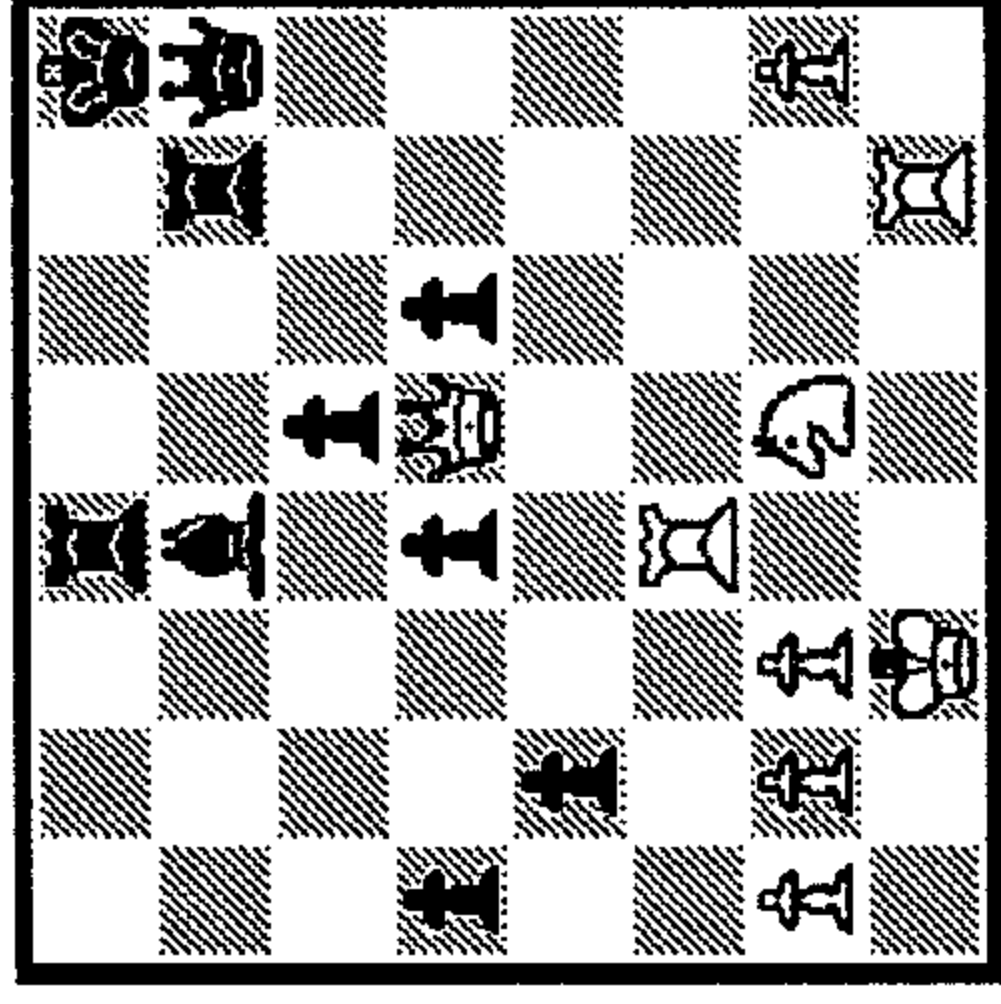
- 1. _ _
- 2. _ _
- 3. _ _



322

1.?

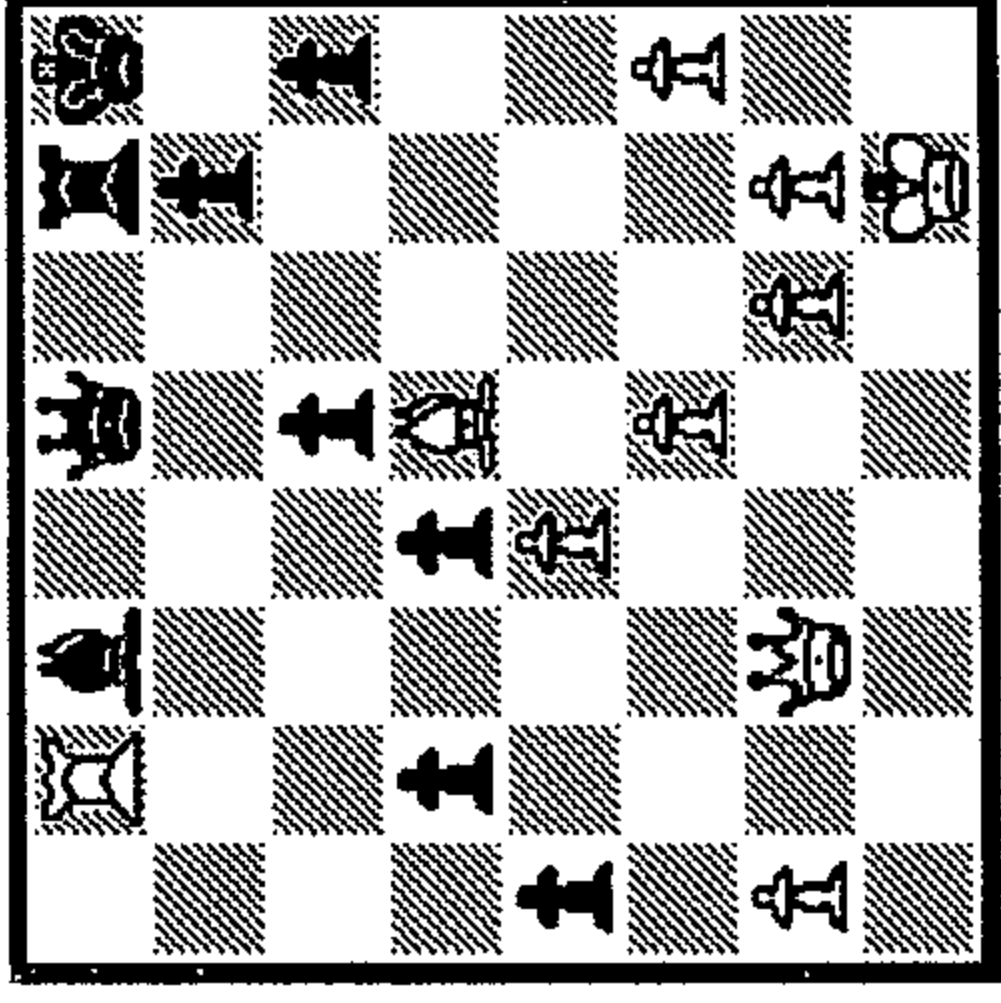
- 1. _ _
- 2. _ _
- 3. _ _



327

1.?

- 1. _ _
- 2. _ _
- 3. _ _



328

1.?

- 1. _ _
- 2. _ _
- 3. _ _