Guztiontzako Xakea

Educachess

1 hastapena

Guztiontzako Xakea

Hastapena 1

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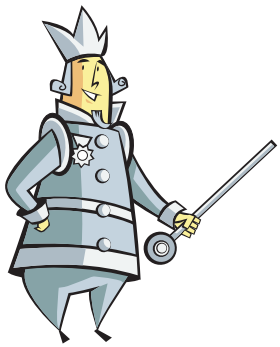

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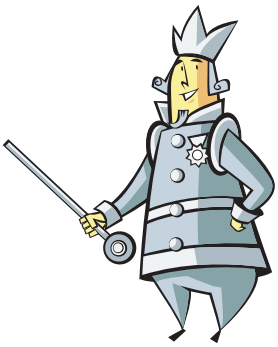

Eskubide guztiak erreserbaturik.

Argitalpen honen atalik ezin kopia daiteke ez eta bildu edo igorri inola ere, baldin eta aldez aurretik argitaratzailearen baimenik ez badu.

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Hitzaurrea

Euskal Xake Federakuntzak eta Balagium editorialak argitaratutako

“Guztiontzako Xakea” bilduma.

Ordezkaria: Mikel Muela

Eusko Jaurlaritzari gure eskerrik beroena, liburu horretan emandako laguntza eta babesa dela-eta. Izan ere, interesgarri deritzogu, halako kirol bat sustatzeari eta hura jendartera zabaltzeari, liburu hau argitaratuz. Izan ere, modu honetan xakea ikastea errazago eta eskuragarriago suertatuko da eta jolas honekin gozatzeko eta laket izateko aukera zabaltzen da.

Halaber, garrantzitsua deritzogu, xakean euskaraz ikasteari, euskaraz jokatzeari eta, bide batez, euskararen normalizazioari bultzada bat emateari. Gainera, gogoan izan behar da, orain arte oso urria izan dela xakeaz euskaraz argitaratu den materiala. Liburu hau, beraz, aukera paregabea da, xake-eskoletan, prestakuntza-zentroetan nahiz hezkuntzan halako altxorra euskaraz zabaltzeko.

Hala, liburu hau plazaratuz helburu bikoitza betetzen da: xakea sustatzea eta euskara normalizatzeko bultzada bat ematea. Bihoa, beraz, gure eskerrik beroena Eusko Jaurlaritzari, emandako laguntza eta aukeragatik.

Aurkezpena

Balàgium Editors argitaletxearen argitalpen-proiektua, eskolan xakearen irakaskuntzan hautemandako hutsune bibliografikoa betetzeko sortu zen; izan ere, xakeari buruz argitaratutako liburu gehienak diziplina hau hobetzera bideratuta daude, horrenbestez, dagoeneko hasitako publiko bati zuzenduak daude.

Gure helburuetako bat, ikastetxeetan xakearen irakaskuntza orokortzera bideratuta dago. Lehen mailako lanabes pedagogikoa eta ludikoa da; izan ere, kirol-jolas honen ikaskuntzak eta jardunak pertsonen osoko prestakuntzan abantaila anitz dakartza.

Beraz, gure proiektua material pedagogikoak sortzera bideratuta dago, liburu bidez nahiz multimedia-euskarria baliatuz, hezkuntzaren, kirolaren eta aisiaren esparruetan xakearen irakaskuntza hedatzeko.

Proiektuaren berrikuntzetako bat, hezkuntzaren esparruko argitaletxeek, ikasmaterialen plangintzari, taxutzeari eta sorkuntzari buruz darabilten lan-metodologia xakearen munduan txertatzea izan da. Hori, ikastetxeetako irakasle eta maisuen esperientzia pedagogikoa eta kirol horretako jokalari eta irakasleen xakeari buruzko ezagutza bateratuz erdietsi da.

Ondorioz, lehen eta bigarren hezkuntzako kurtsu guztietako helburu eta eduki (kontzeptuak, prozedurak, balioak eta jarrerak) guztiak barneratzen dituen curriculuma taxutu da. Programazio global hori abiapuntutzat hartuz, hainbat liburu eta haietako gida didaktikoak taxutu eta argitaratu dira, hainbat bildumatan. Azken xedea Irakasleek eta ikasleek xakearen jolasa derrigorrezko eskola-maila guztietan, modu errazean, pedagogikoan, unibertsalean eta jarraian irakasteko eta ikasteko (hurrenkera horretan) material apropos eta osagarriak izatea da.

Azken batean, xakearen irakaskuntzara bideratutako proiektu global eta osagarriak abiapuntutzat hartuta, jolas estrategiko honen hedapena eta onarpena egokiago lagunduko da. Gainera, jolas honek, pertsonen ikaskuntza eta hezkuntza integrala errazten du, eskola arloko errendimendua eta ikasleen heltze intelektual eta pertsonala nabarmen hobetuz.

Hau guztiau baliagarri izan beharko litzateke hezkuntza arloan eskumena duten gobernuko arduradunek xakea ikastetxeetan barneratzeko.

Xakearen inguruko proiektu, ikasmaterial, autore eta abantaila arloetan informazio gehiago eskuratzeko, www.educachess.org. webgunera jo daiteke.

Orientazio pedagogikoak

Guztiontzako Xakea bildumako liburuetan, kontzeptuak apurka aurkezten dira, ikusmenean oinarritutako diseinu erakargarri bat erabiliz. Halaber, azaldutako kontzeptu bakoitzeko, zailtasunean mailaz maila igoz doazen ariketak planteatzen dira, ikaskuntza errazteko asmoz.

Kontzeptu bakoitza une egokian barneratzen da, aurretik azaldutako edukiarekin lotuz eta, era berean, aurrerago (liburu bereko hurrengo kapituluetan edo bildumako hurrengo liburuetan) aurkeztuko diren beste kontzeptu batzuetarako sarbide da kontzeptu bakoitza.

www.balagium.com eta www.educachess Webgunetan liburu bakoitzaren gida didaktikoak eta erantzunak beha daitezke, liburu hauen erabilerari buruz eta metodologiari buruz gehiago jakiteko.

Erabili den metodologiari esker, liburuak ikaskuntza autodidakta gisa erabili badaitezke ere, beti, monitore edo irakasleek emandako eskolen bidez, edukiak askoz hobetu barneratuko dira.

Emaitza onak eskuratzeko, ezinbestekoa da ikasle bakoitzak liburu bana izatea. Modu horretan, ariketak egin ahal izango dituzte eta, halaber, eskolan azaldu diren edukiak berrikusi ahal izango dituzte. Hau da, ikastetxeetan beste edozein irakasgai ematen den modu berean egingo da.

Guztiontzako Xakea bildumaren egitura

Bilduma honetan maila ezberdineko sei liburu barneratzen dira: hastapen mailako bi, tarteko mailako bi eta maila aurreraturako bi.

Bildumako liburu bakoitzean, jokoa hasteko, jokoaren tarteko eta bukaerako edukiak lantzen dira.

Guztiontzako Xakea liburuaren egitura *Hastapena 1*

1-4 unitateak: taula eta piezak ezagutzea (mugimenduak eta balioa).

5-8 unitateak: jokoaren azalpena eta hainbat piezarekin egin daitezkeen konbinazio errazak.

9-10 unitateak: partida bateko zilegizko emaitzen eta oinarrizko mateen inguruko aipamena.

Unitate bateko egitura

Unitate bakoitzari portada batekin eta bertako edukiari buruzko aurkibide batekin ekiten zaio.

Teoria-orrialdeetan, kontzeptuak definizio eta eskema bidez edota hainbat adibide erabiliz aurkezten dira.

Teoria-orrialde bakoitzaren aldamenean, ariketaz hornitutako beste orrialde bat ageri da, kontzeptuzko eduki horiek erraztu eta lantzeko. Unitate bakoitzaren amaieran, landutako unitatean agertu diren kontzeptuei dagozkien ariketa anitzez hornitutako orrialdeak ageri dira.

Egileak

Liburuak eta proiektuko materialak taxutu dituzten egileei dagokienez, guztiak pedagogia eta xakearen esparrukoak direla esan behar da.

Jordi Prió Burgués

Zientzia Fisikoetako lizentziaduna eta Matematikaren Didaktikan Graduondokoa. Bigarren Irakaskuntzako matematika irakaslea da 'Ciutat de Balaguer' BHIn.

Informazioaren teknologia berriez eta xakearen didaktikaz ikastaroak eman dizkie irakasleei, Kataluniako Gobernuko Hezkuntza Kontseilaritzaren bidez.

Balaguer Xake Taldearen presidente izan da (1998-2003) eta 'Ciutat de Balaguerreko' Ireki ospetsuaren arduradun ere izan da (1998-2006).

Kataluniako Xake Federazioaren monitorea eta epailea. Kataluniako Federazioko monitoreen prestatzailea da.

Ramon Torra Bernat

Nekazaritza-ingeniaria, Lleidako Unibertsitatearen bidez. Master Thesis egindakoa, Wageningenen (Netherlands), Erasmu programaren bitartez (2005-06). Ikerketa egonaldia Iowa State Unibertsitatean (AEBetan, 2006).

Kataluniako Xake Federazioko monitorea.

Balaguerreko Xake Eskolan (EDEBA) zuzendari izan da (1998-2004); bertan, prestakuntza-ariketak eskaintzen dira Balaguerreko eta probintziako eskoletan. Prestakuntza-arloko eta monitoreen koordinazioarako arduradun nagusia izan zen.

Imma Farré Vilalta

Katalan Filologiako lizentziaduna eta Bigarren Irakaskuntzako irakaslea.

Pedagogia-koordinatzailea izan da eta irakasleei prestakuntza-eskolak ematen dizkie, hizkuntza eta literaturaren ebaluazio eta didaktika arloan.

Kataluniako testu liburuen argitaletxerik garrantzitsuenetako baten lan taldeko partaidea izan da (Text-La Galera Argitaletxea, Entziklopedia katalanarena). Bertan egile-kide izan da, Bigarren Hezkuntzako eta Batxilergoko katalan ikasgaiaren hainbat ikasliburutan.

Kataluniako Unibertsitate Irekian (UOC) aholkularia da (irakasle elkartua) eta Lleidako Unibertsitatean irakasle ere izan da.

Lleidako Unibertsitateko literatura katalan garaikideko arloan ikerketa taldeetan kanpoko laguntzaile moduan parte hartzen du.

Halaber, xakearen irakaskuntza pedagogikoan aritzen den nazioarteko maisu askok parte hartu dute liburuaren berrikuspenean, hainbat iradokizun luzatuz. Guztiei, gure esker onak.

1. unitatea

Taula

Taula eta laukiak

Lerroak eta zutabeak

Diagonalak

Piezak

Hegalak eta aldeak

Taula eta laukiak

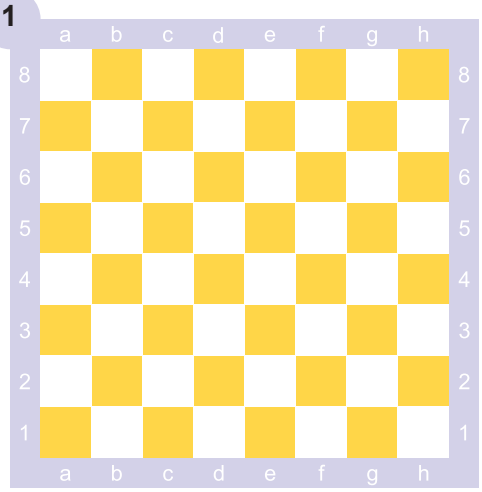
Taula, lauki izenez ezagutzen ditugun karratu txikiz osatutako karratu handi bat da.

Laukiak zuriak edo kolorezkoak (beltzak) izan daitezke.

Taulako lauki bakoitzak bere izena du; izen hori letra batez eta zenbaki batez adierazten da.

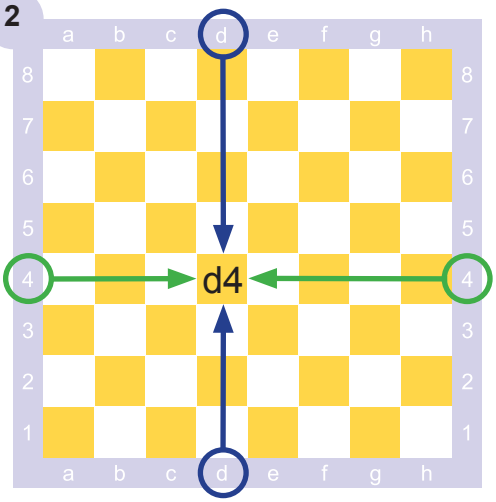
Adibideak

1



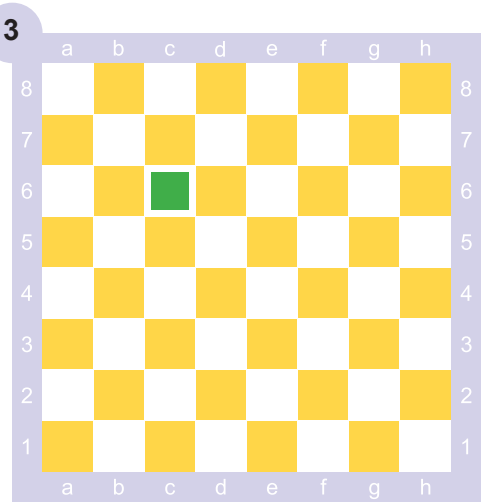
Taula batean 32 lauki zuri eta 32 lauki beltz daude.

2



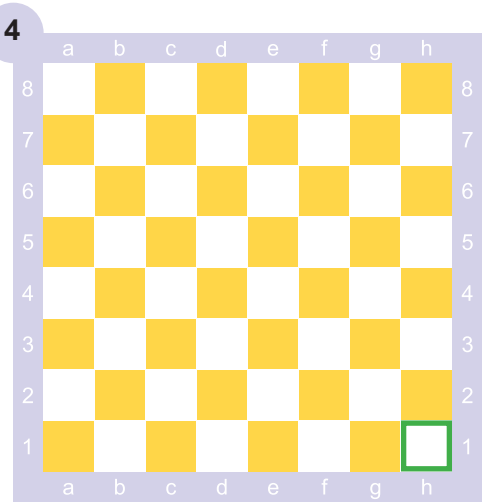
Laukiaren izena kokaturik dagoen tokiaren araberako letra eta zenbakiz adierazten da.

3



Karratua lauki zurian dago **c6**.

4

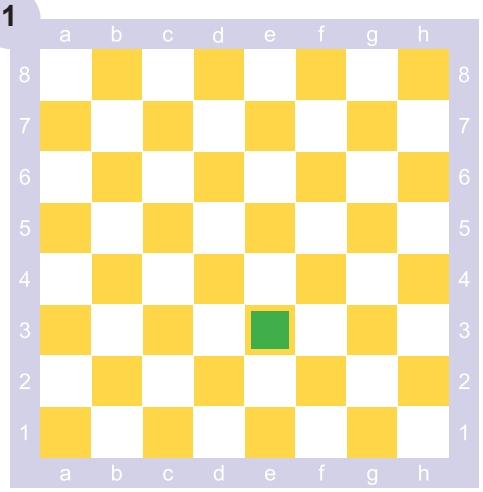


Taula kokatzeko garaian, markaturik dagoen laukiak zuria izan behar du.

1

Idatzi, taulan markaturiko laukien izenak.

1



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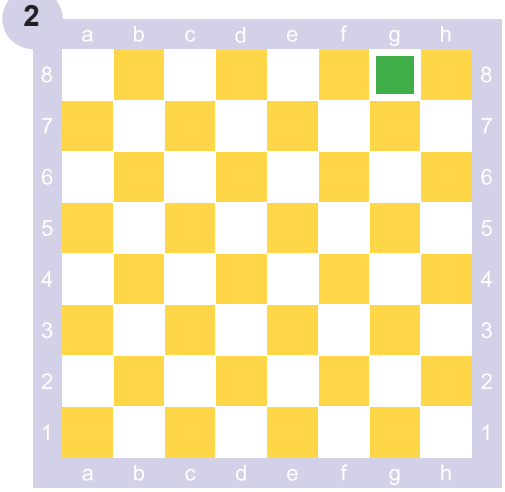
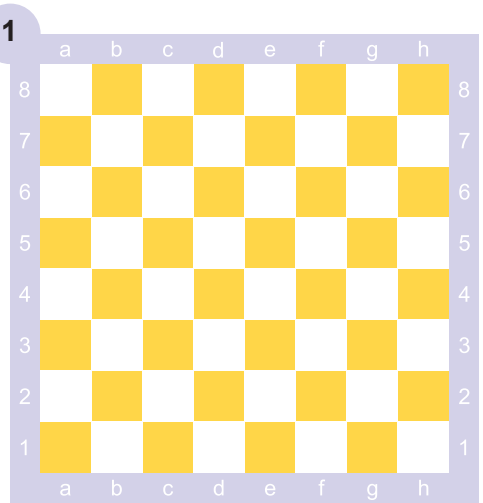


2

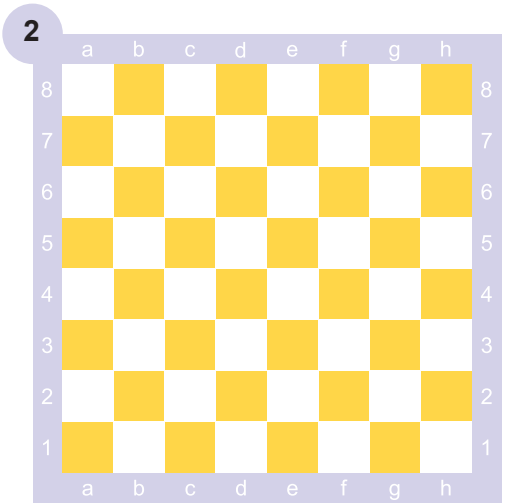
Marraztu karratu bat taularen azpialdeko letra-zenbakiek adierazten duten lauki bakoitzeko.

1



a3 c7 h5

2



d8 e6 h1

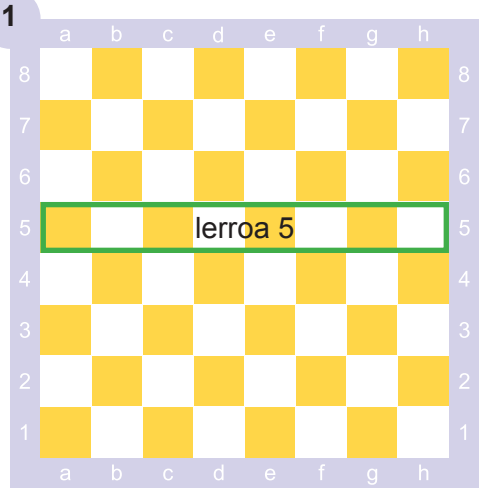
Lerroak eta zutabeak

Lerroak marra horizontalak dira.
Lerro bakoitzak zenbaki baten izena du. Taulak 8 lerro ditu.

Zutabeak marra bertikalak dira.
Zutabe bakoitzak letra baten izena du. Taulak 8 zutabe ditu.

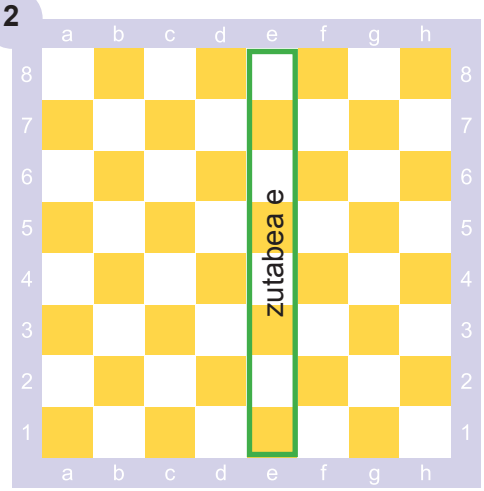
Adibideak

1



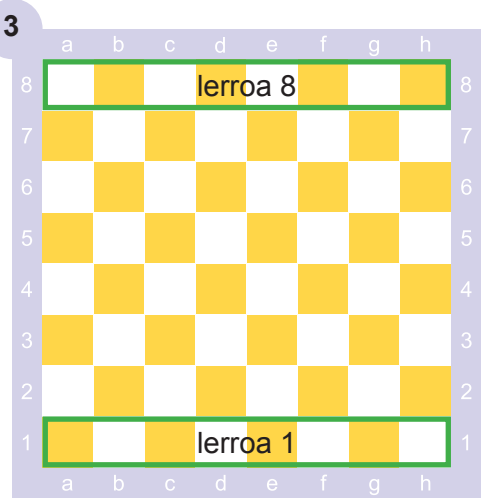
5 zenbakia duten laukiek **5**. lerroa osatzen dute.

2



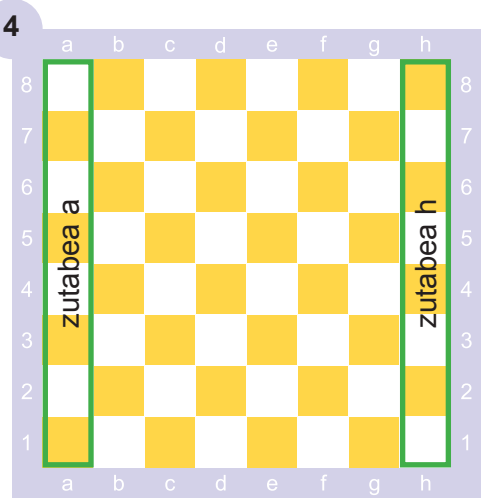
e letra duten laukiek **e** zutabea osatzen dute.

3



1 eta **8** lerroak kanpoaldekoak dira eta gainerakoak barnealdekoak.

4

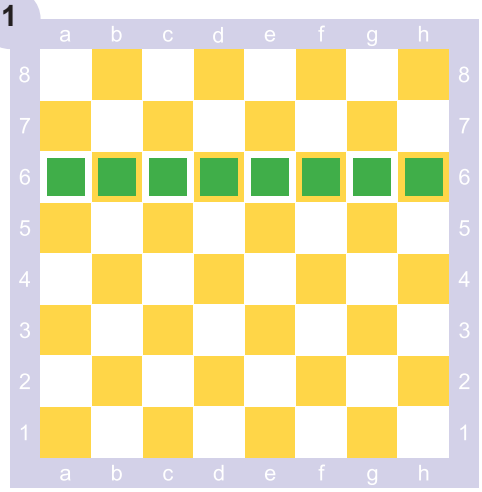


a eta **h** zutabeak kanpoaldekoak dira eta gainerakoak barnealdekoak.

3

Idatzi azpiko taulan adierazten den lerro edo zutabearen izena.

1



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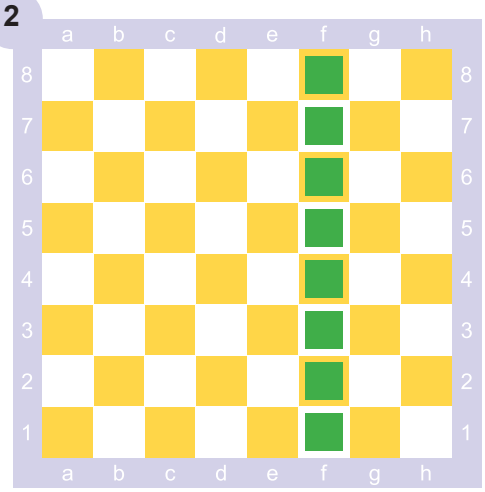
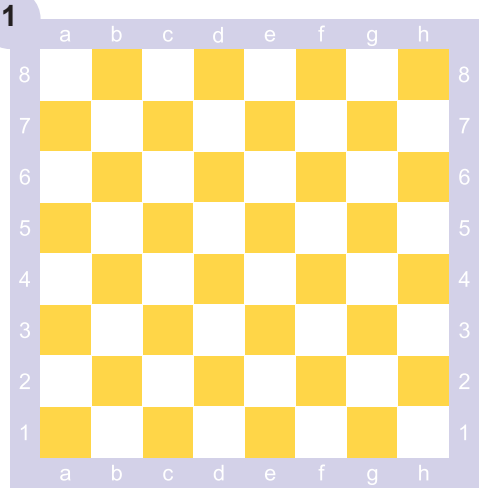


4

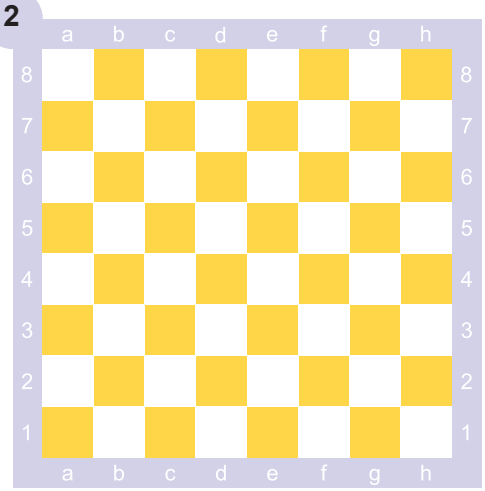
Marraztu karratu bat taularen azpian adierazten diren lauki bakoitzeko.

1



7. lerroko laukiak

2



a zutabeko lauki beltzak

Diagonalak

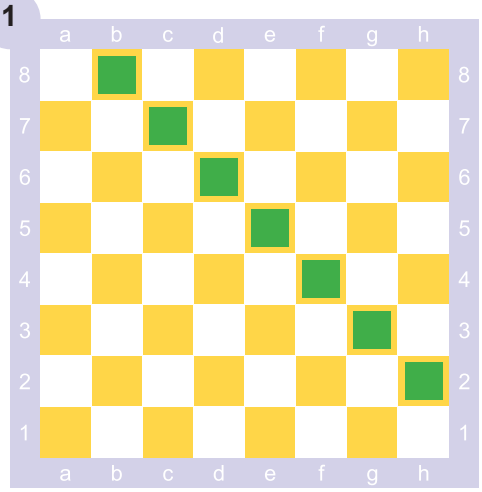
Diagonalak taulako marra etzanak dira.

Diagonal bateko lauki guztiak kolore berekoak dira eta euren erpinen bitartez lotzen dira elkarren artean.

Diagonalak lauki kopuru ezberdinekoak izan daitezke. Luzeenak zortzi lauki ditu eta motzenak bi ditu.

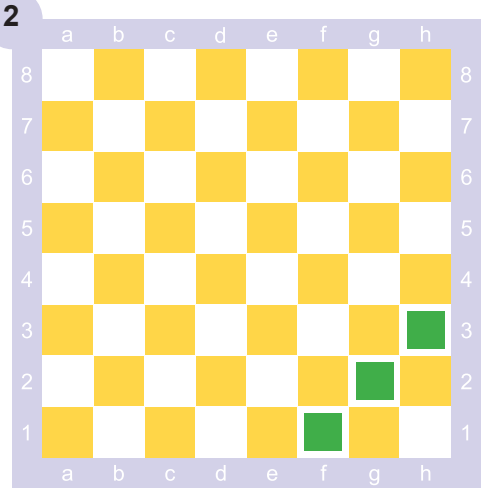
Adibideak

1



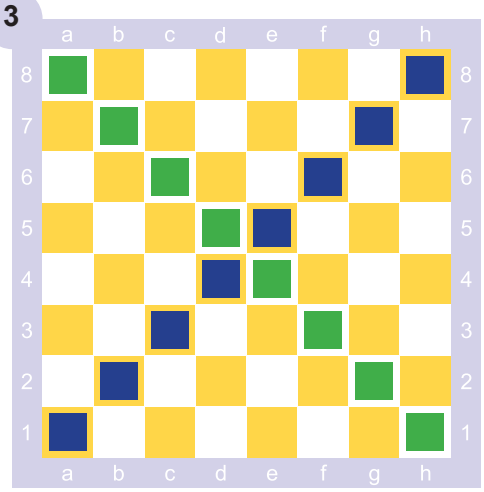
Diagonal honek 7 lauki beltz ditu.

2



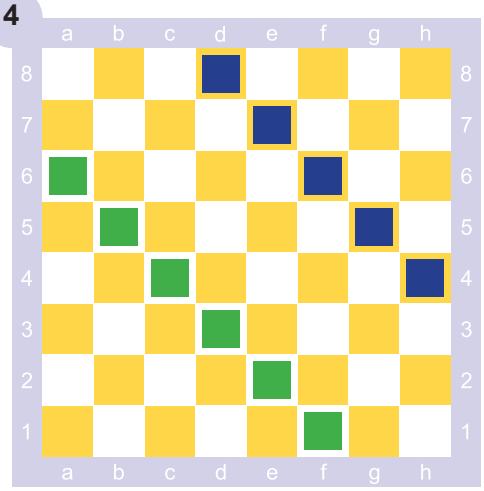
Beste diagonal honek 3 lauki zuri ditu.

3



Diagonal nagusiek 8 lauki dituzte.

4

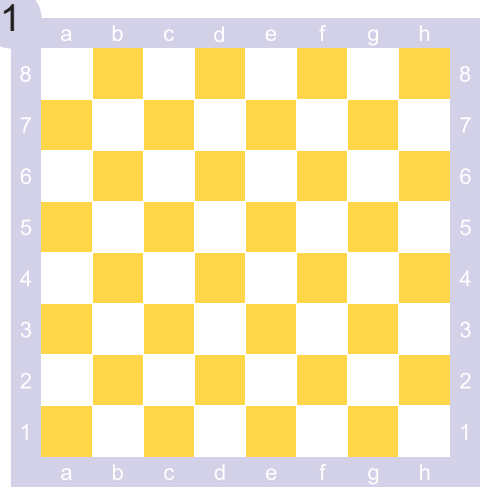


Diagonal zuri edo beltzak daude laukien koloreen arabera.

5

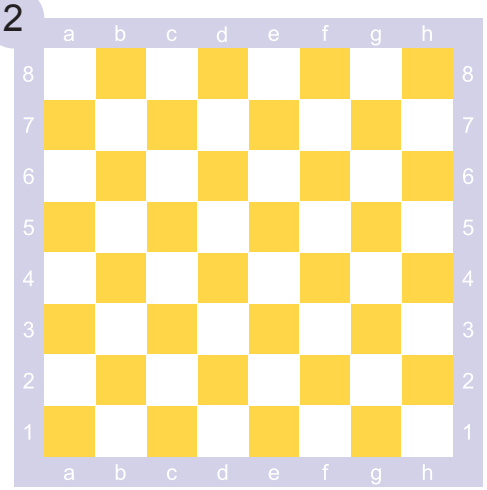
Marraztu karratu bat taularen azpialdean adierazten diren baldintzak betetzen dituzten laukietan.

1



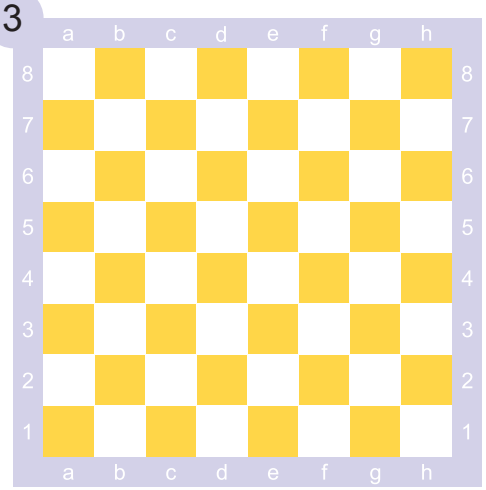
Diagonal beltz luzeena

2



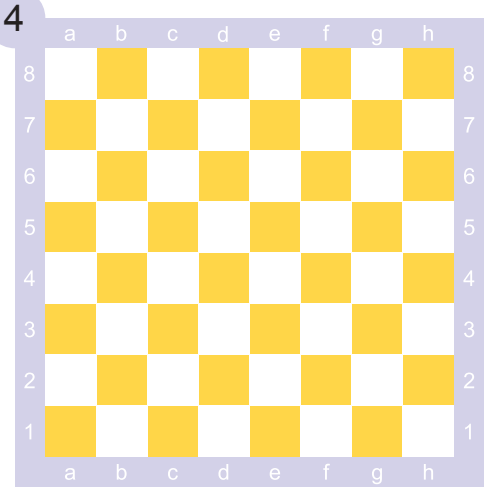
4 laukitako diagonal zuriak

3



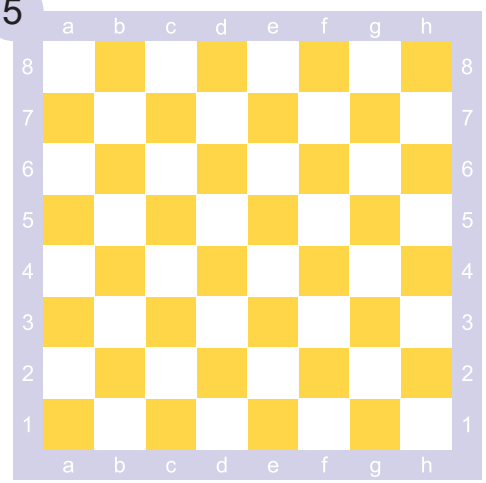
5 laukitako diagonal beltzak

4



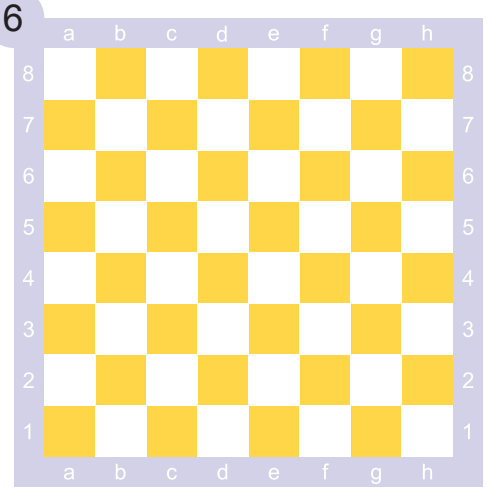
f3 laukia zeharkatzen duten diagonalak

5



b5 eta e2 laukiak zeharkatzen dituen diagonala

6



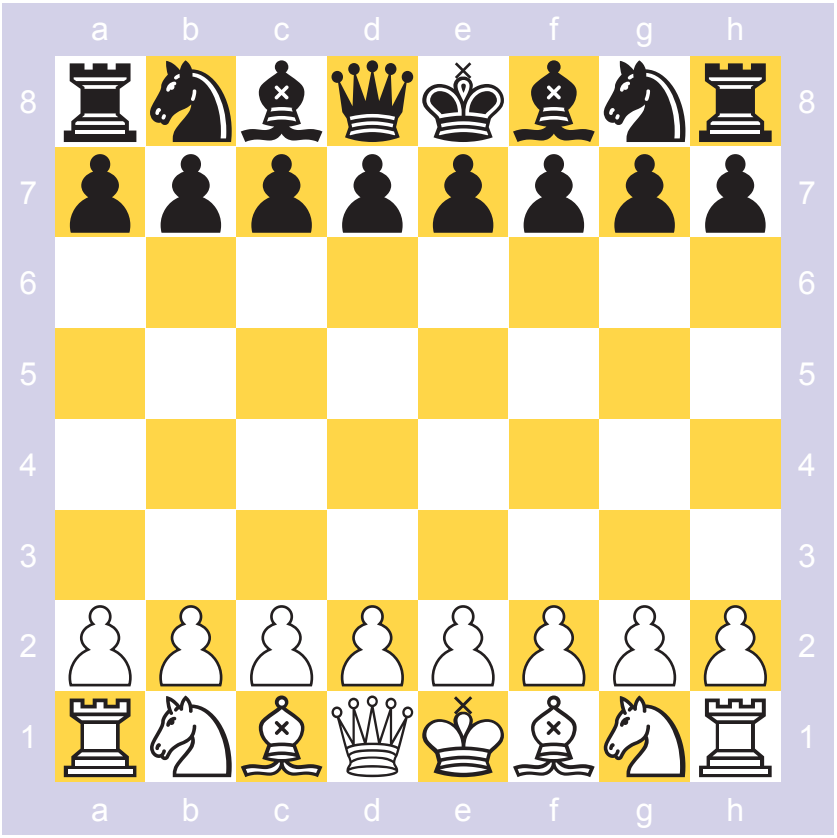
f8 eta h6 laukiak zeharkatzen dituen diagonala

Piezak

Xake-jokoaren piezak erregea, dama, alfila, zaldia, gaztelua eta peoia dira. Zuriak edo beltzak izan daitezke.

Jokalari bakoitzak pieza sorta bat du: batak zuriak eta besteak beltzak.

Piezak						
Izena	**peoia**	**zaldia**	**alfila**	**gaztelua**	**dama**	**erregea**
Kopurua	8	2	2	2	1	1



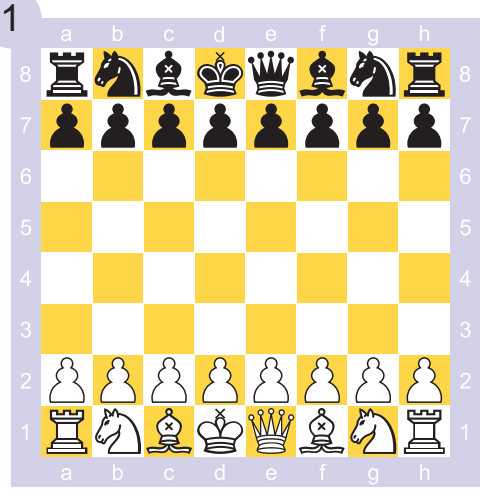
Partidaren hasieran zuriak **1** eta **2** lerroetan kokatzen dira eta beltzak **7** eta **8** lerroetan.

Zuriek hasten dute partida eta, ondoren, beltzek jokatzen dute; txandaka aritzen dira.

6

Adierazi, taularen azpialdean, zein laukitan ikusten dituzun akatsak; azaldu zein diren akatsak.

1



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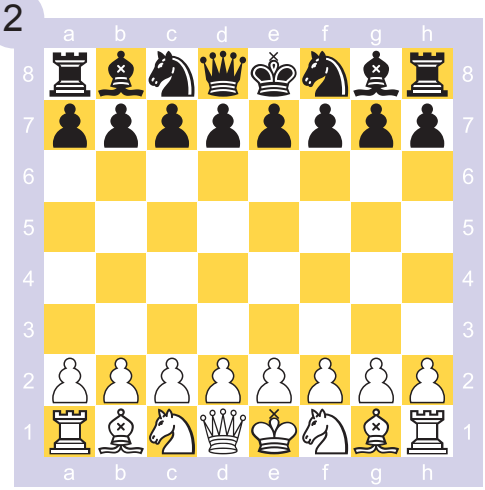

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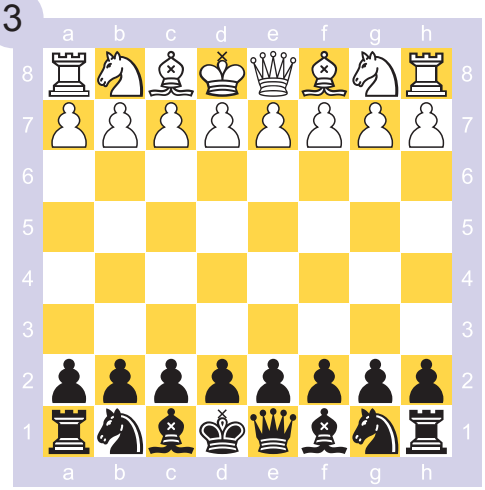

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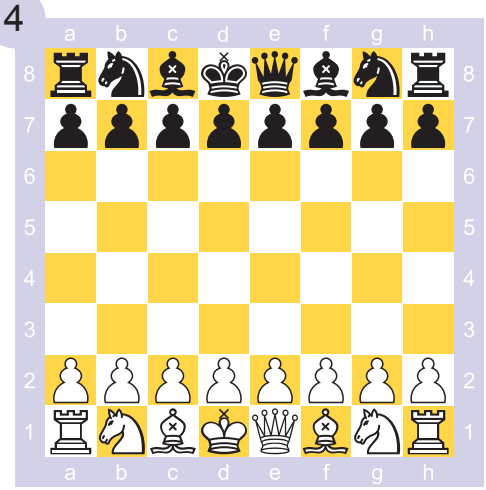

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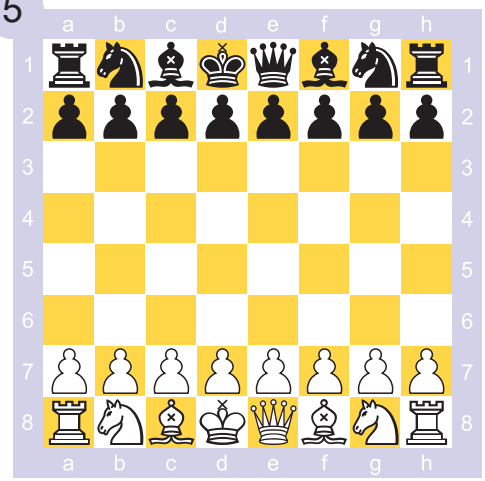

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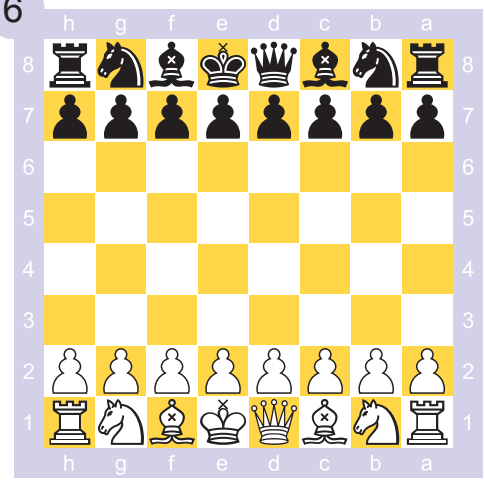


Hegalak eta aldeak

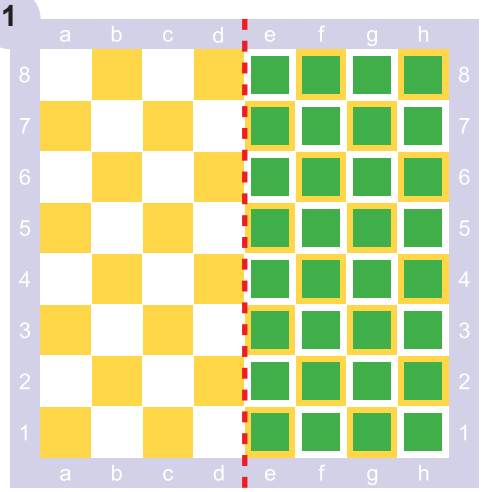
Taula bi atal berdinetan zatitu daiteke.

Marra bertikal bat marrazten badugu, ezkerrean damaren hegala geratuko zaigu eta eskuinean erregearen hegala.

Horizontalki egiten badugu, zurien aldea behealdean geratzen da eta beltzen aldea goialdean.

Adibideak

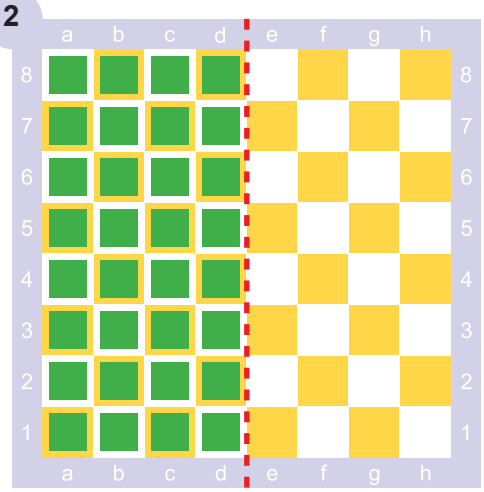
1



Erregearen hegala.

Zutabeak: **e**, **f**, **g** eta **h**.

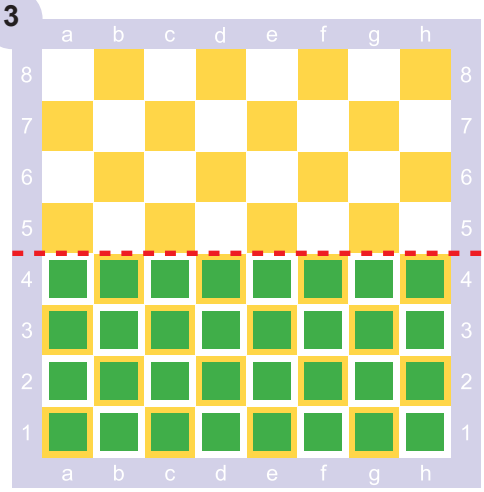
2



Damaren hegala.

Zutabeak: **a**, **b**, **c** eta **d**.

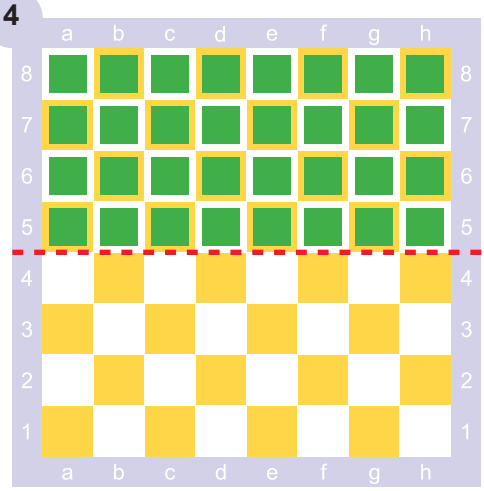
3



Zurien aldea.

Lerroak: **1**, **2**, **3** eta **4**.

4



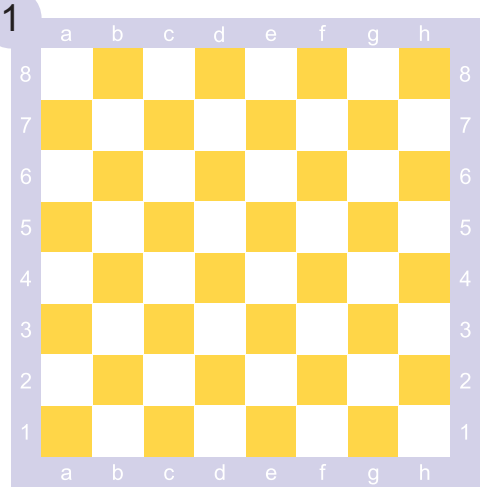
Beltzen aldea.

Lerroak: **5**, **6**, **7** eta **8**.

7

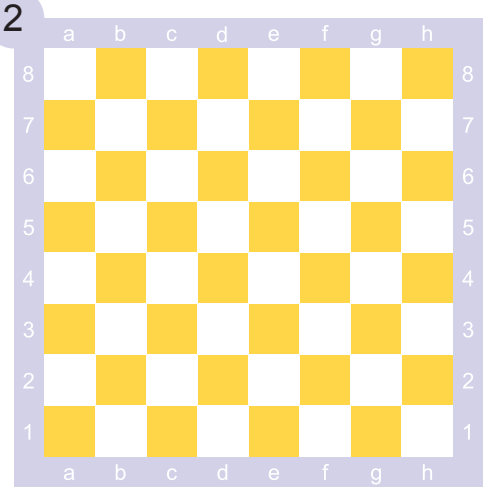
Marraztu karratu bat, taularen azpialdean adierazten diren bi baldintzak betetzen dituzten laukietan.

1



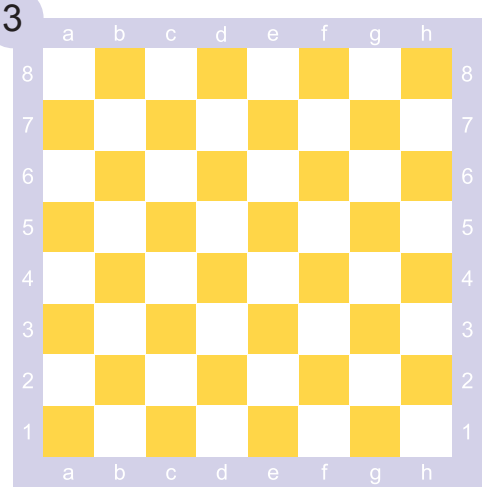
Erregearen hegala
eta zurien aldea

2



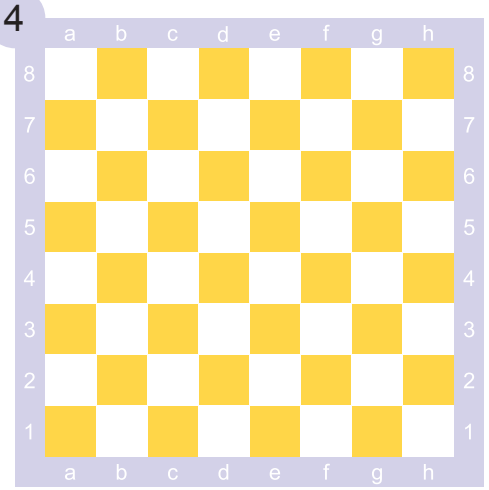
Damaren hegala
eta beltzen aldea

3



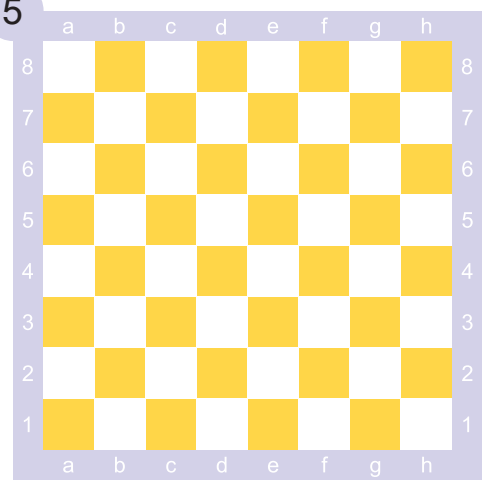
Erregearen hegala
eta beltzen aldea

4



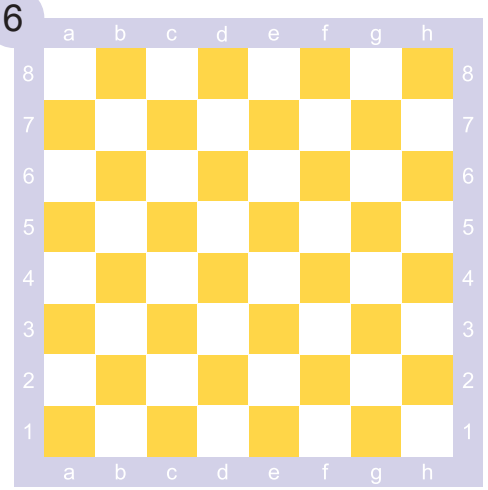
Damaren hegala
eta zurien aldea

5



Erregearen hegala
eta barnealdeko zutabeak

6



Erregearen hegala eta
barnealdeko zutabeak

A

LETRA ZOPA

Bila itzazu xakearekin zerikusia duten hitzak.

P	I	E	Z	A	Z	L	O
L	E	A	O	R	R	E	L
A	F	O	P	A	S	R	A
L	I	A	I	M	A	R	U
I	C	D	N	A	T	E	M
F	E	A	L	D	V	G	I
L	Z	U	T	A	B	E	A
A	U	L	E	T	Z	A	G

ALFILA

DAMA

ERREGEA

GAZTELUA

LERROA

PEOIA

PIEZA

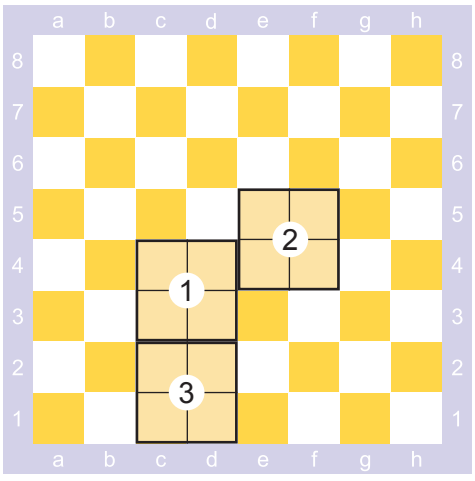
ZALDIA

ZUTABEA

B

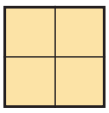
TAULAREN JOKOA (bi jokalari)

Aurkariari fitxa jartzea ekiditen dion jokalariak irabazten du.



Hiru fitxa nola koka daitezkeen ikusteko adibidea.

Guztira 16 fitxa daude.



Jokoaren arauak

1. Jokalari bakoitzak, txandaka, 4 lauki estaltzen dituen fitxa bat kokatuko du taularen gainean.
2. Lehen fitxa edozein tokitan koka daiteke.
3. Hurrengo fitxek aurretik kokatutakoren bat ukitu beharko dute albo oso batetik edo albo erdiz (ez du balio erpin batetik soilik ukitzen duten eran kokatzea).

2. unitatea

Peoia

Mugimendua

Harrapaketa

Beste aldera iristea

Igarotzean harrapatzea

Mugimendua

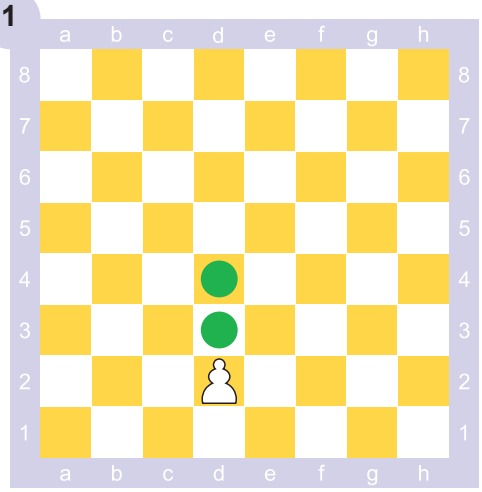
Peoiak lauki bat aurreratzen du aldiro zutabez aldatu gabe.

Mugitzen dugun lehen aldian, lauki bat edo bi aurreratzeko aukera izango dugu.

Peoiak beti aurrera egiten du, ez du sekula atzera egiten.

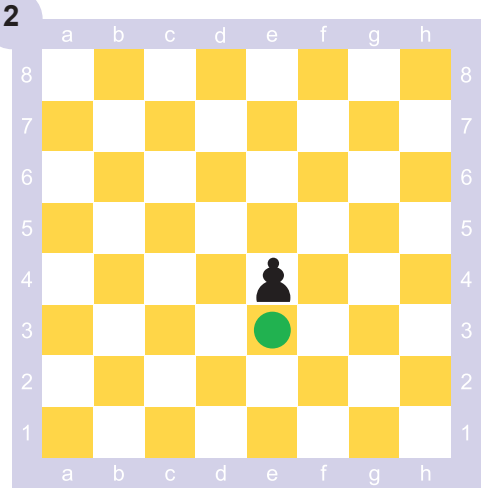
Adibideak

1



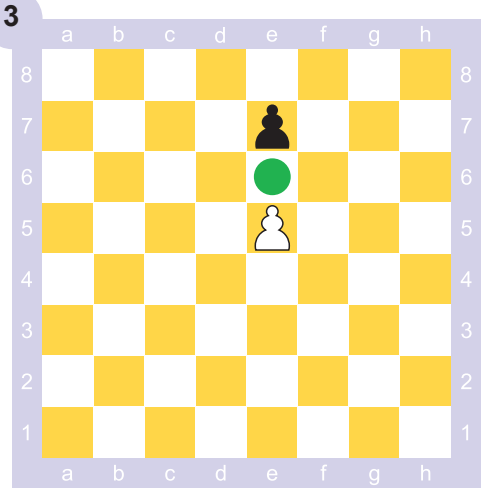
Lauki bat edo bi aurrera ditzake, oraindik ez baita mugitu hasierako tokitik.

2



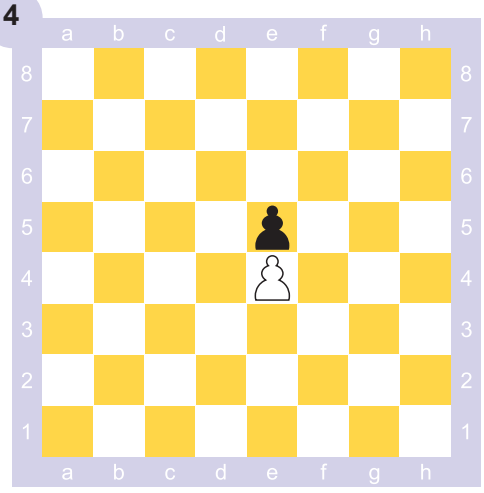
Lauki bat aurrera dezake soilik, aurretik mugitu egin baita.

3



Peoi zuriak peoi beltzak bi lauki aurreratzea eragozten du.

4

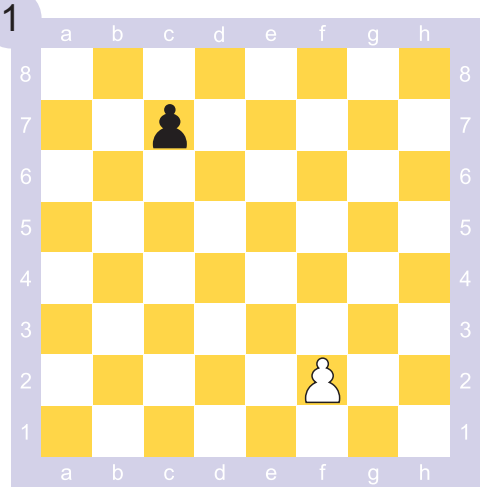


Peoi bakoitzak bestea eteten du eta aurkariak aurrera egitea eragozten du.

1

Adierazi biribil bidez, peoi bakoitza zein laukitara joan daitekeen jokaldi bakarrean.

1



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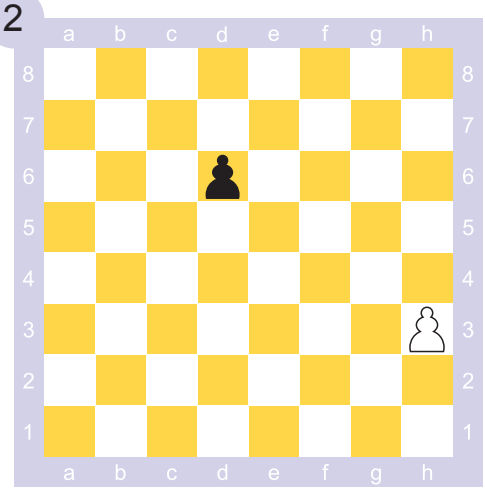
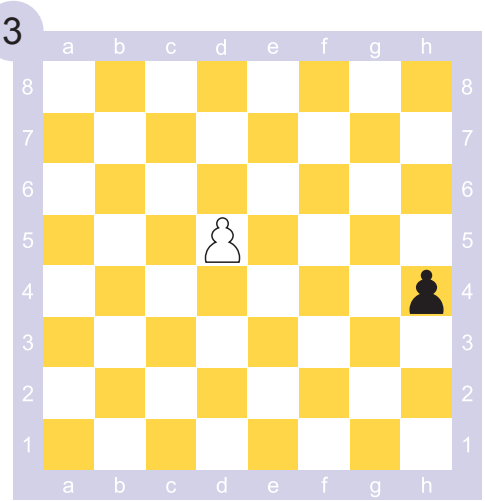


3



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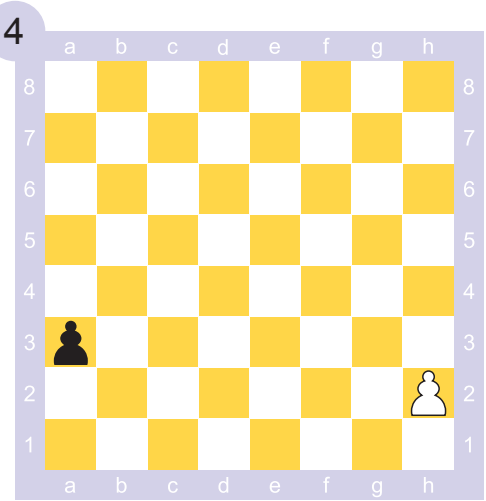

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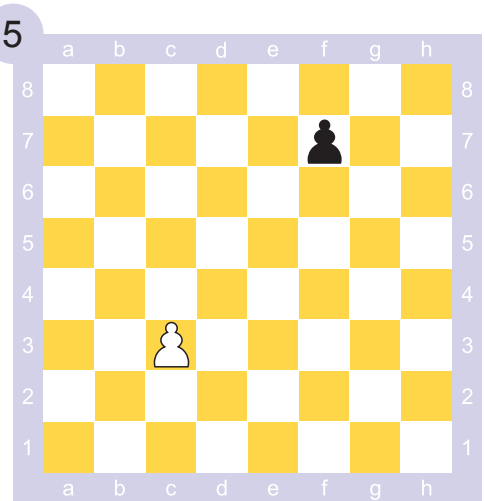

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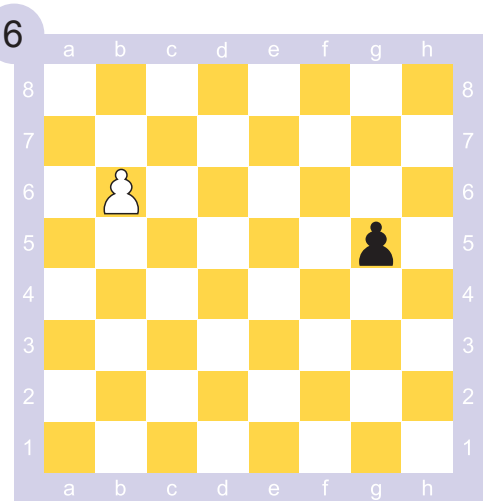
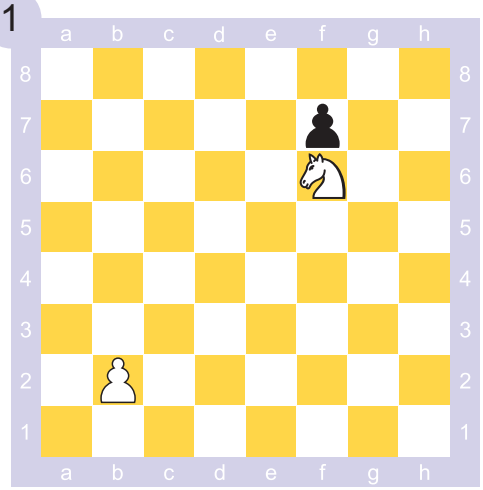


2

Adierazi biribil bidez, peoi bakoitza zein laukitara joan daitekeen jokaldi bakarrean. Inguratu biribil batez laukirik aurreratu ezin duten peoiak.

1



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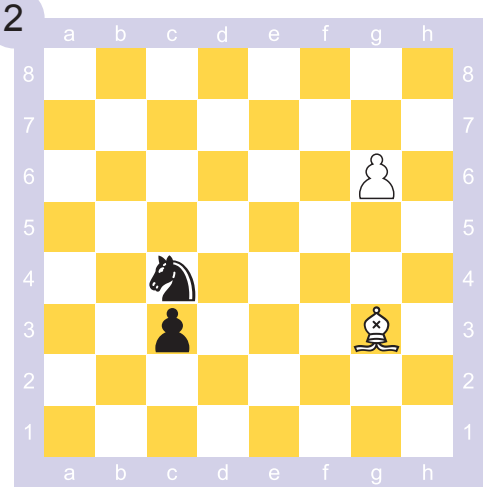
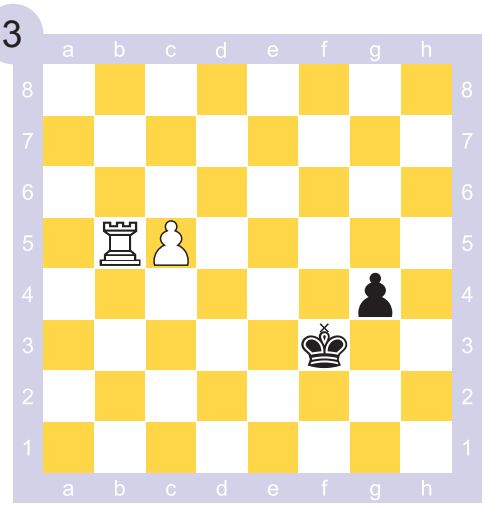
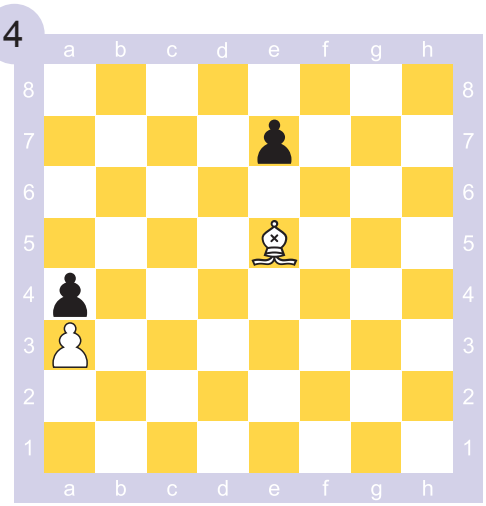


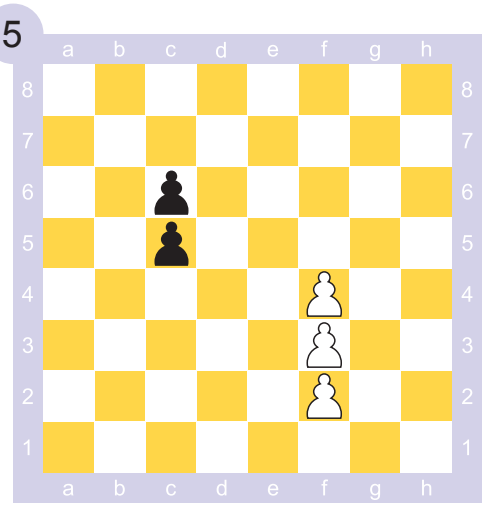
3



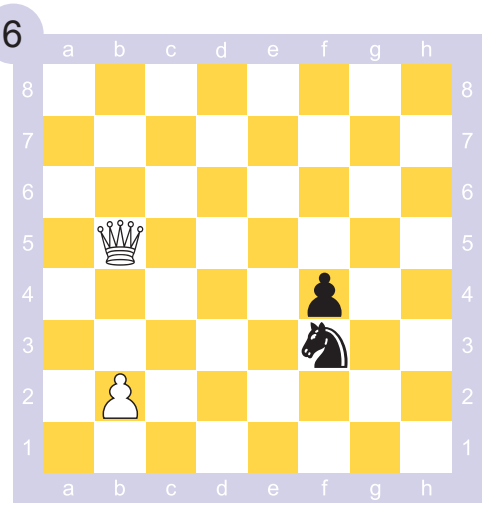
4



5



6

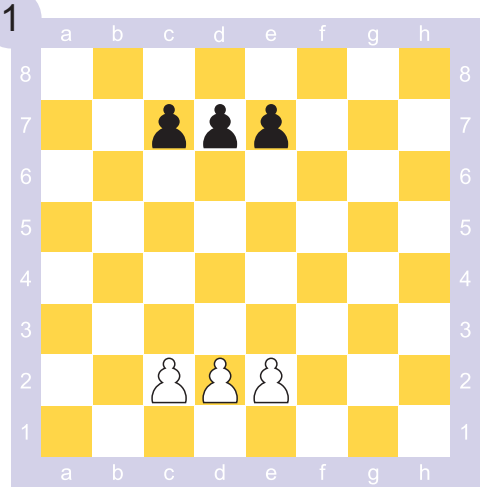


3

PEOI JUDOKAREN JOKOA

Peoiak harrapatzeko aukerarik gabe aurreratzen dira. Azken peoia mugitzen duen jokalariak irabazten du. Zuriak hasten dira.

1



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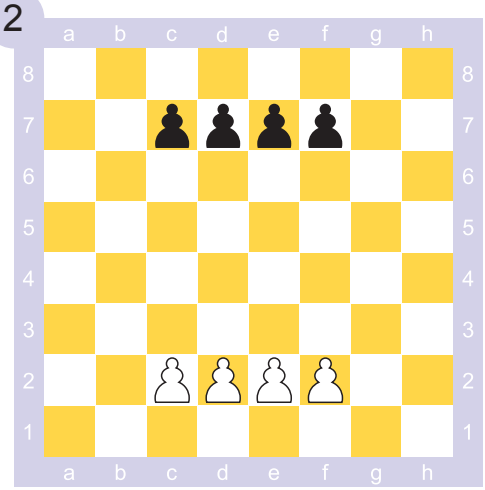

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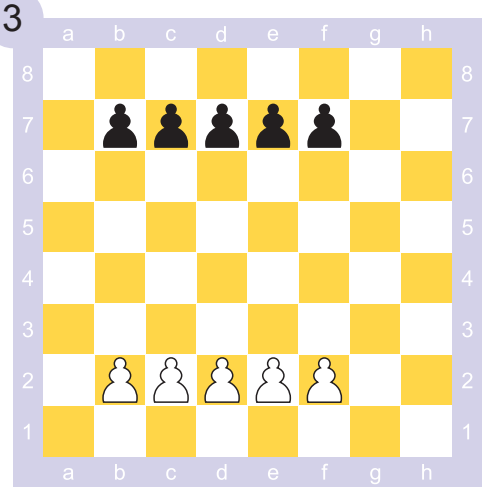

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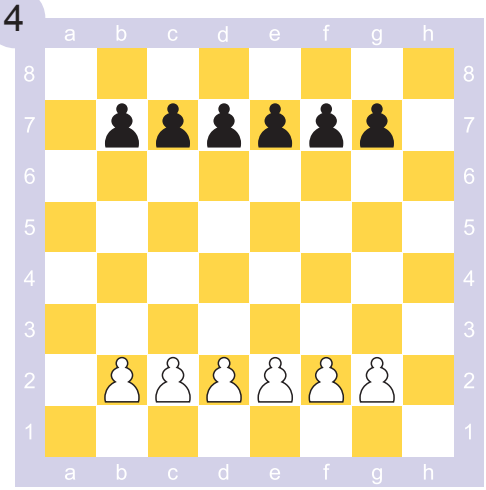

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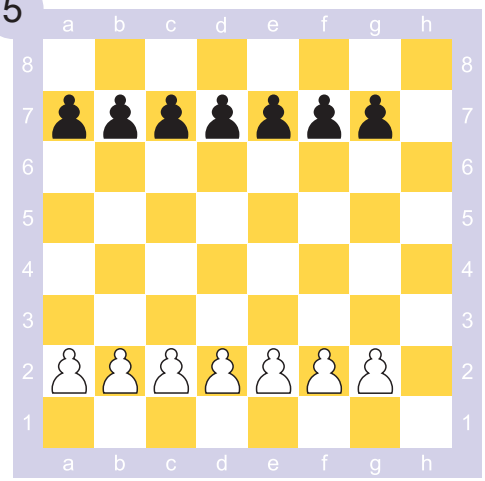
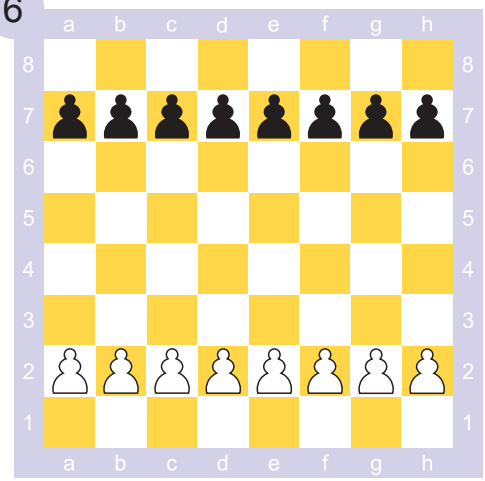


6



Harrapaketa

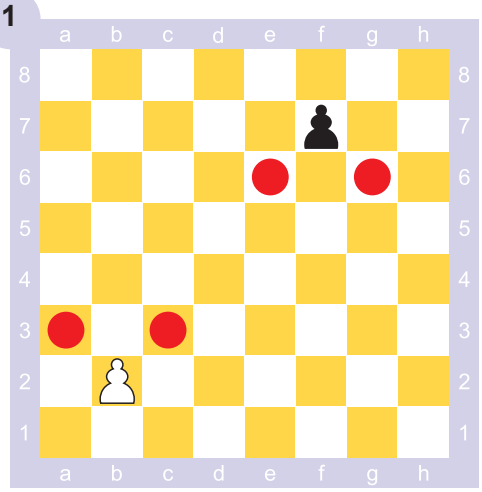
Peoiak diagonalki mugituz harrapatzen du aurkariaren pieza bat, baldin eta pieza hori ondoko zutabean eta bere aurrean badago.

Pieza bakarra harrapa daiteke jokaldi bakoitzeko.

Aurkariaren piezak soilik harrapa daitezke. Harrapaketa ez da derrigorrezkoa.

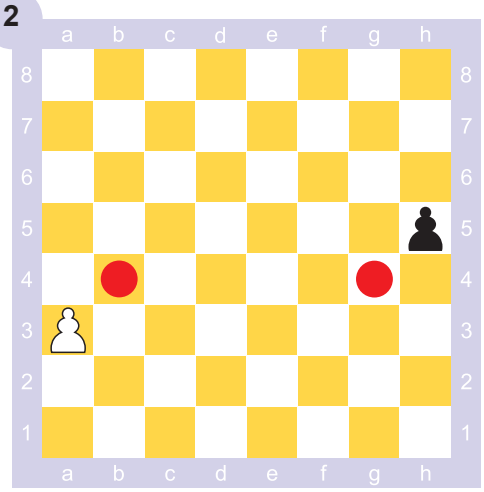
Adibideak

1



Peoiaren mehatxupean dauden laukiak biribil gorriz adierazita daude.

2



Kanpoaldeko zutabetan lauki bakarra mehatxatzen da.

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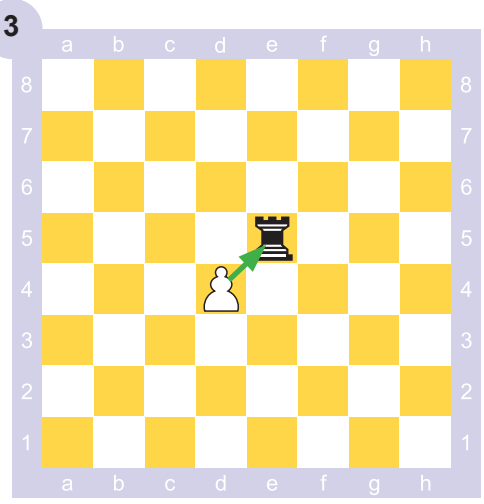
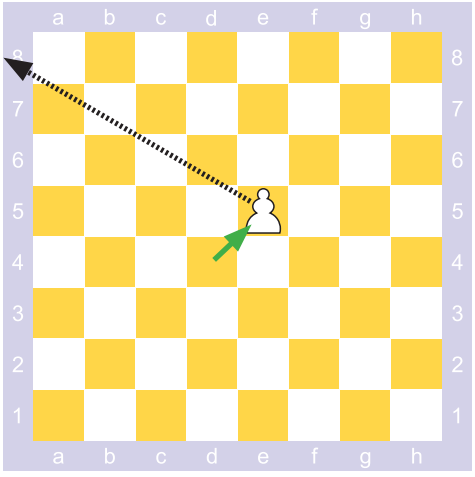


Gaztelua harrapatu egiten da, mehatxupean dagoen laukian baitago.

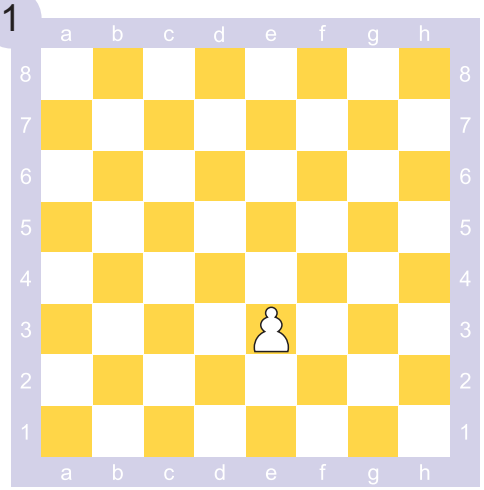


Harrapatutako gaztelua taulatik ateratzen da eta jokotik at geratzen da.

4

Jarri biribil bat peoiaren mehatxupean dauden laukietan.

1



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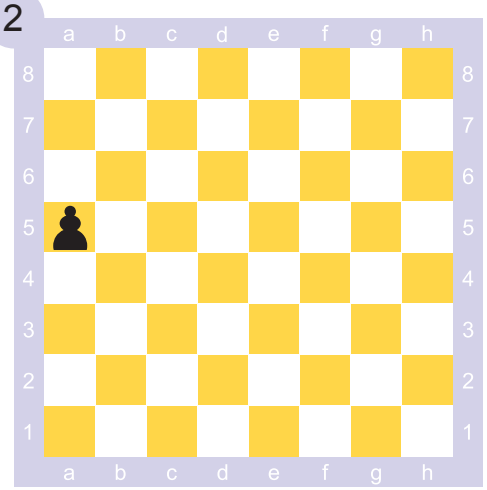

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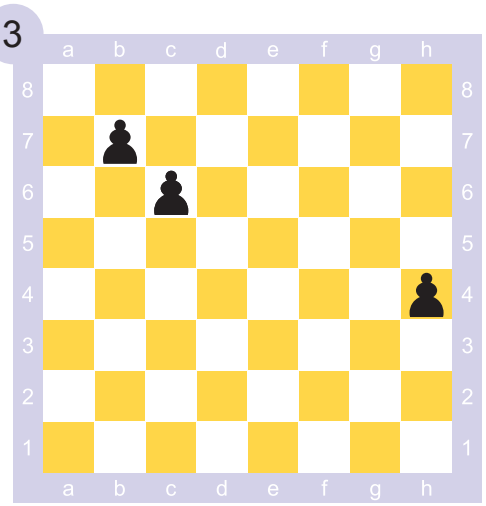

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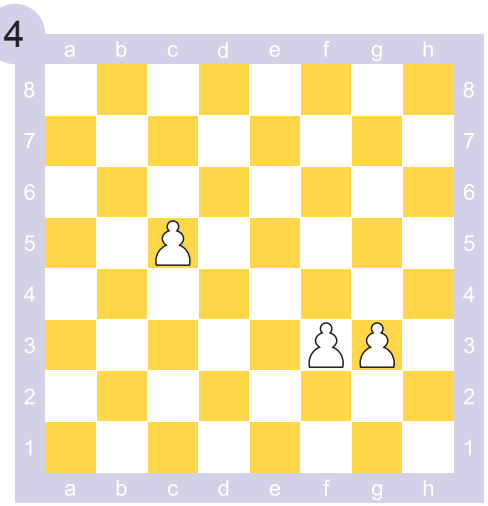

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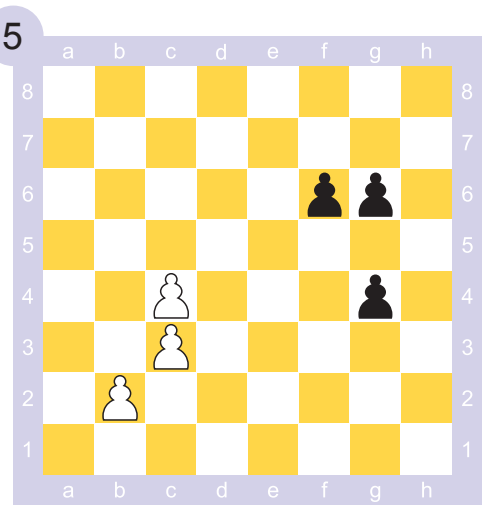

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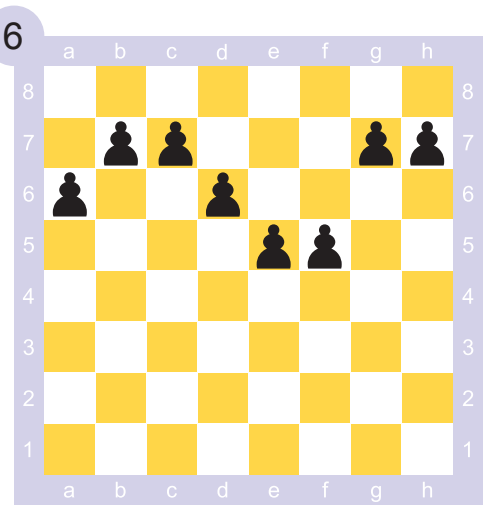

5

Inguratu biribil batez jokaldi batean peoiak harrapa ditzakeen piezak.

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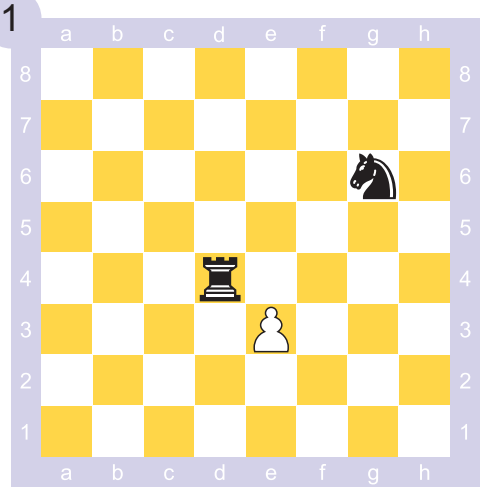

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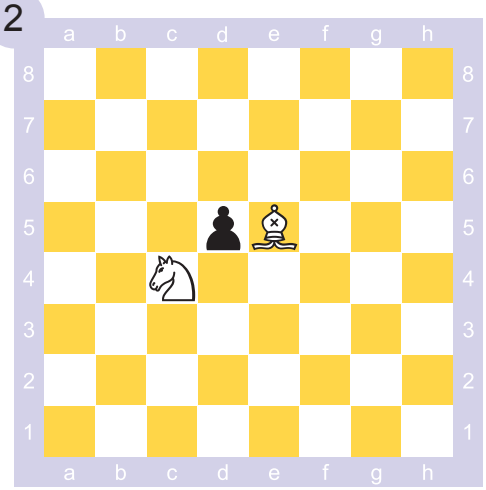

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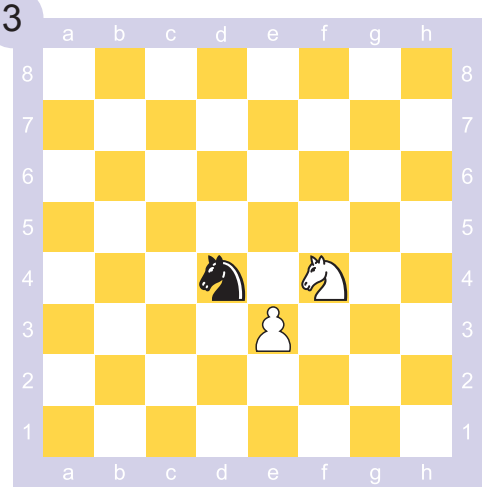

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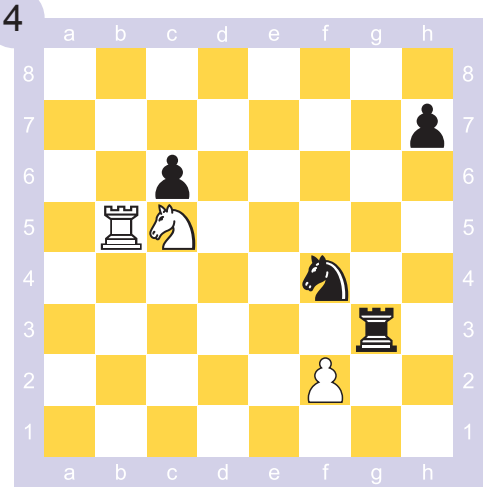

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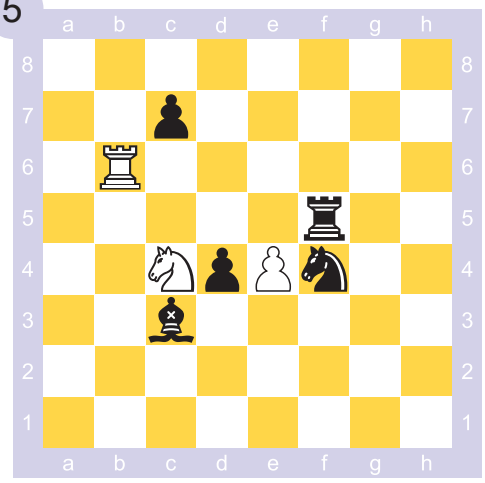

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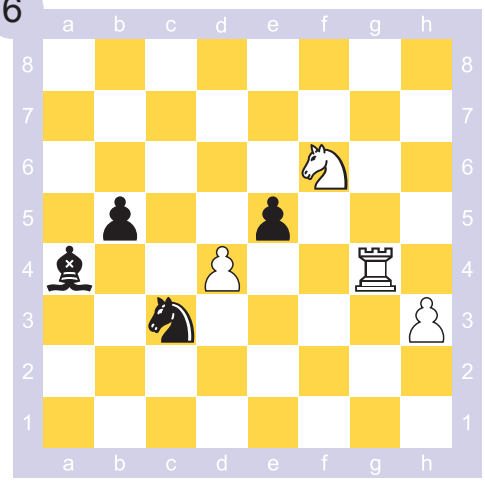


Beste aldera iristea

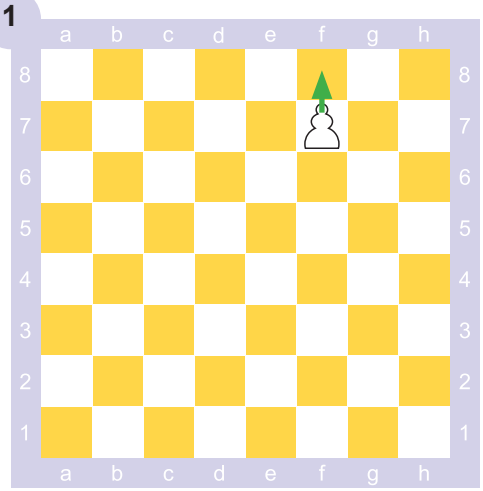
Peoi zuri bat beste alderaino iristen da 8. lerrora iristen denean eta peoi beltza beste alderaino iristen da 1 lerrora iristen denean.

Peoia beste alderaino iristen denean, pieza hauetako batekin ordezkatzen dugu: dama bat, gaztelu bat, alfil bat edo zaldi bat.

8 peoi beste alderaino iristea lortzen baduzu, 9 dama izatera irits zaitezke.

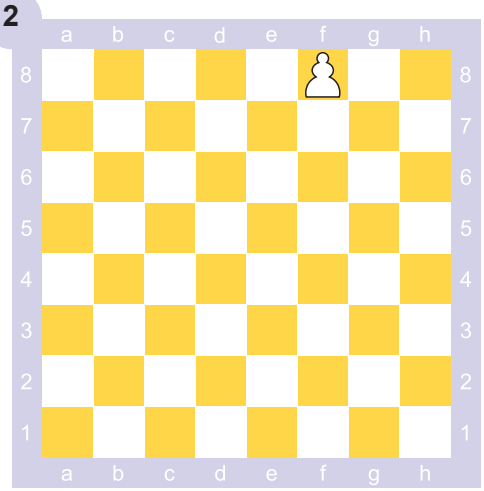
Adibidea

1



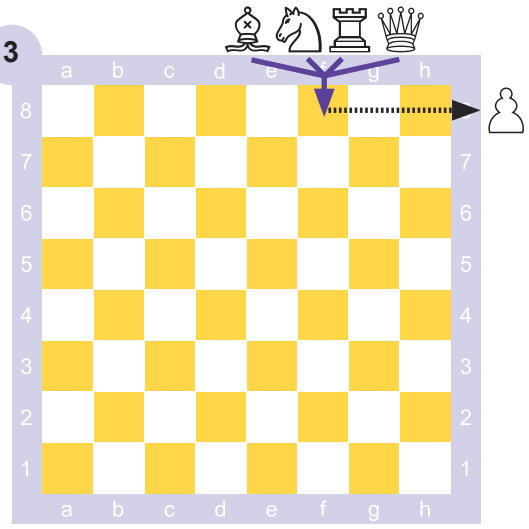
Lehenik eta behin peoi zuria 8. lerroraino aurreratzen da.

2



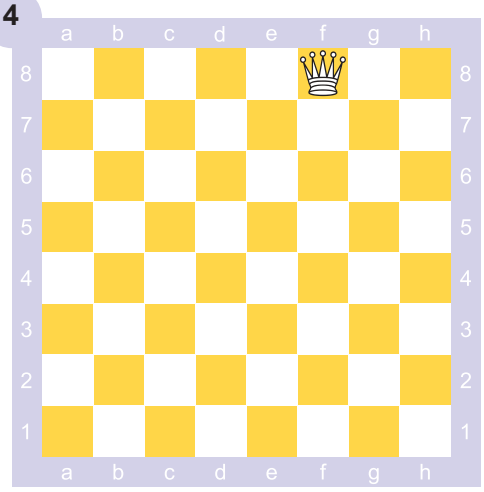
Peoia uzten denean, beste pieza batez ordezkatu behar dugu.

3



Aukeratutako pieza, peoiak utzi duen azken laukiaren gainean kokatzen da.

4

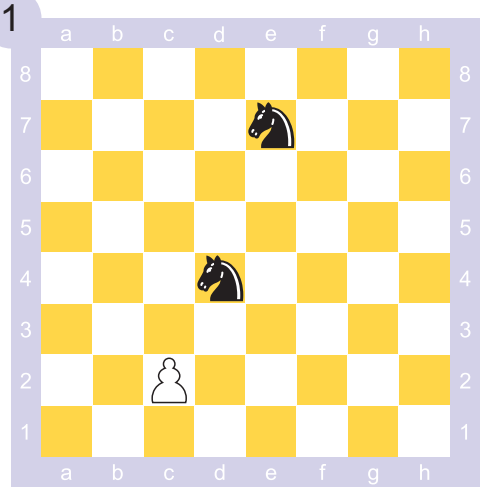


Normalean, dama bat aukeratzen da.

6

Adierazi zein bide egin behar den beste aldera iristerakoan peoiek aurkariaren ahalik eta pieza gehien harrapa ditzaten (Jokaldiak segidan egiten dira, aurkariak piezarik mugitu gabe).

1



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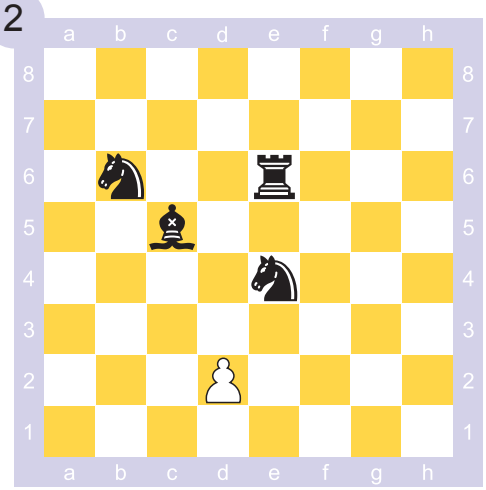

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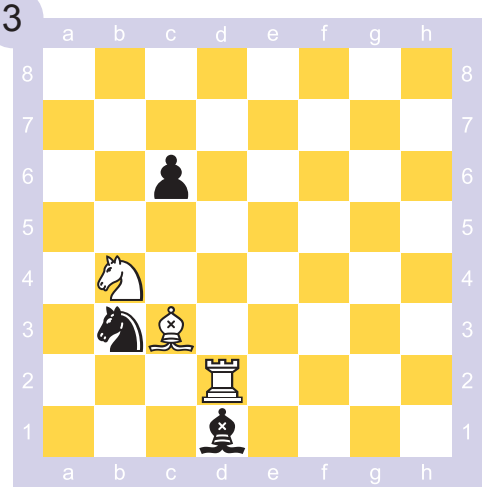

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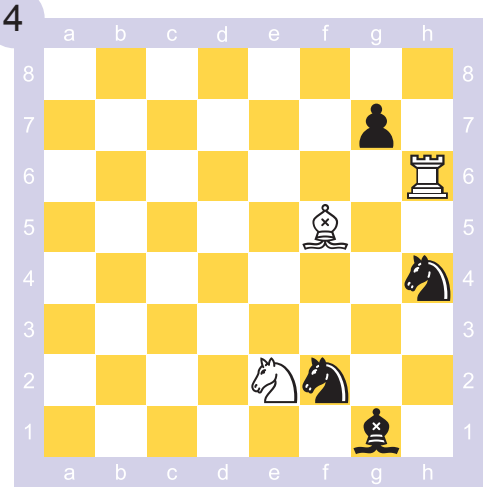

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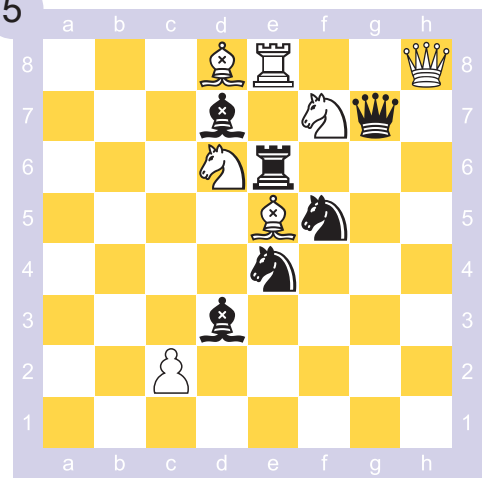

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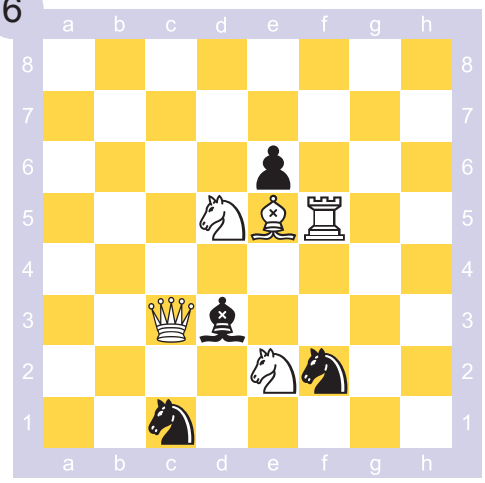
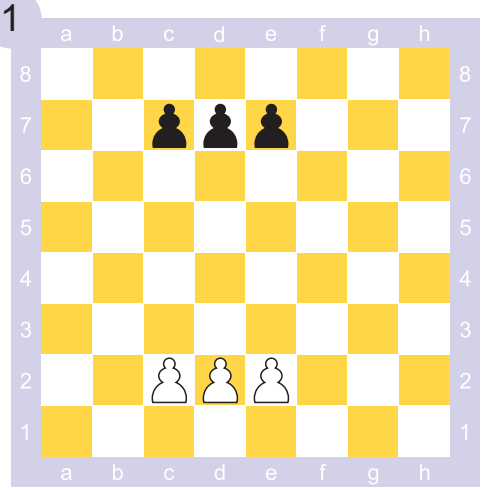


7

PEOI KORRIKALARIAREN JOKOA

Peoiak aurreratu egiten dira eta harrapatu egin dezakete. Peoi bat beste alderaino lehenengo iristea lortzen duen jokalariak irabazten du. Zuriak hasten dira.

1



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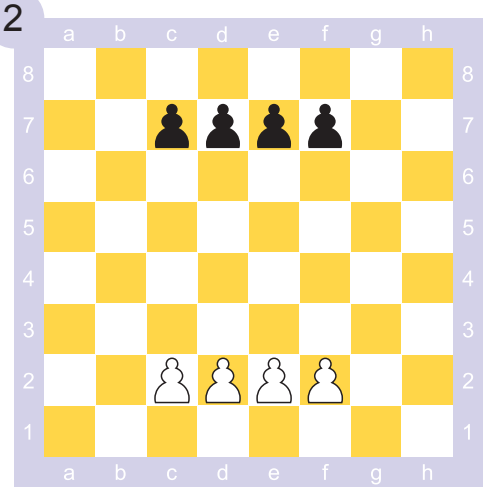

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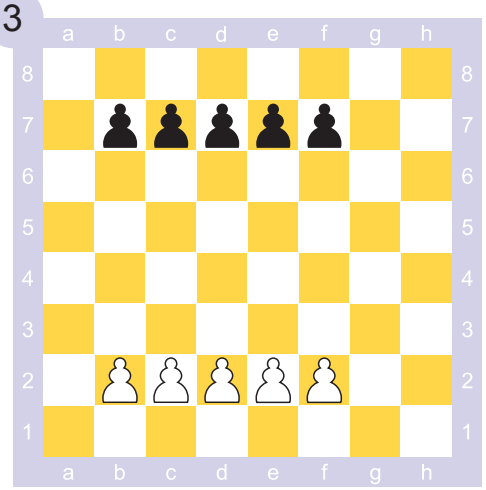

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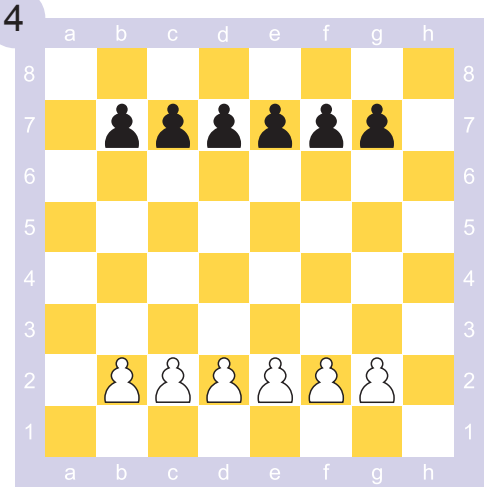

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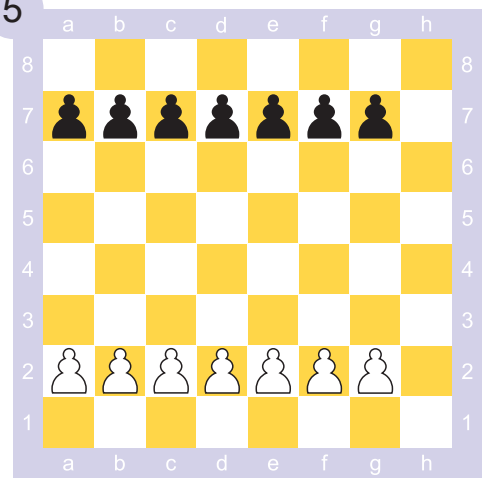

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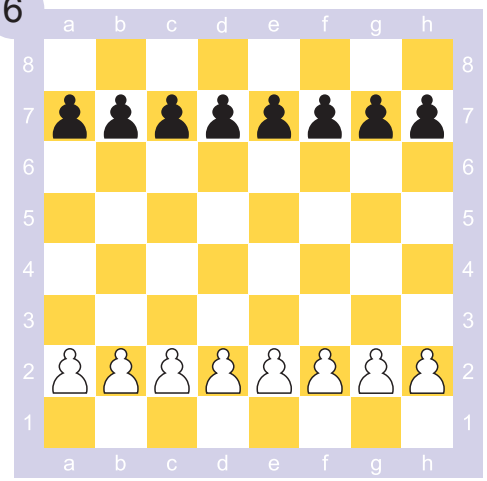
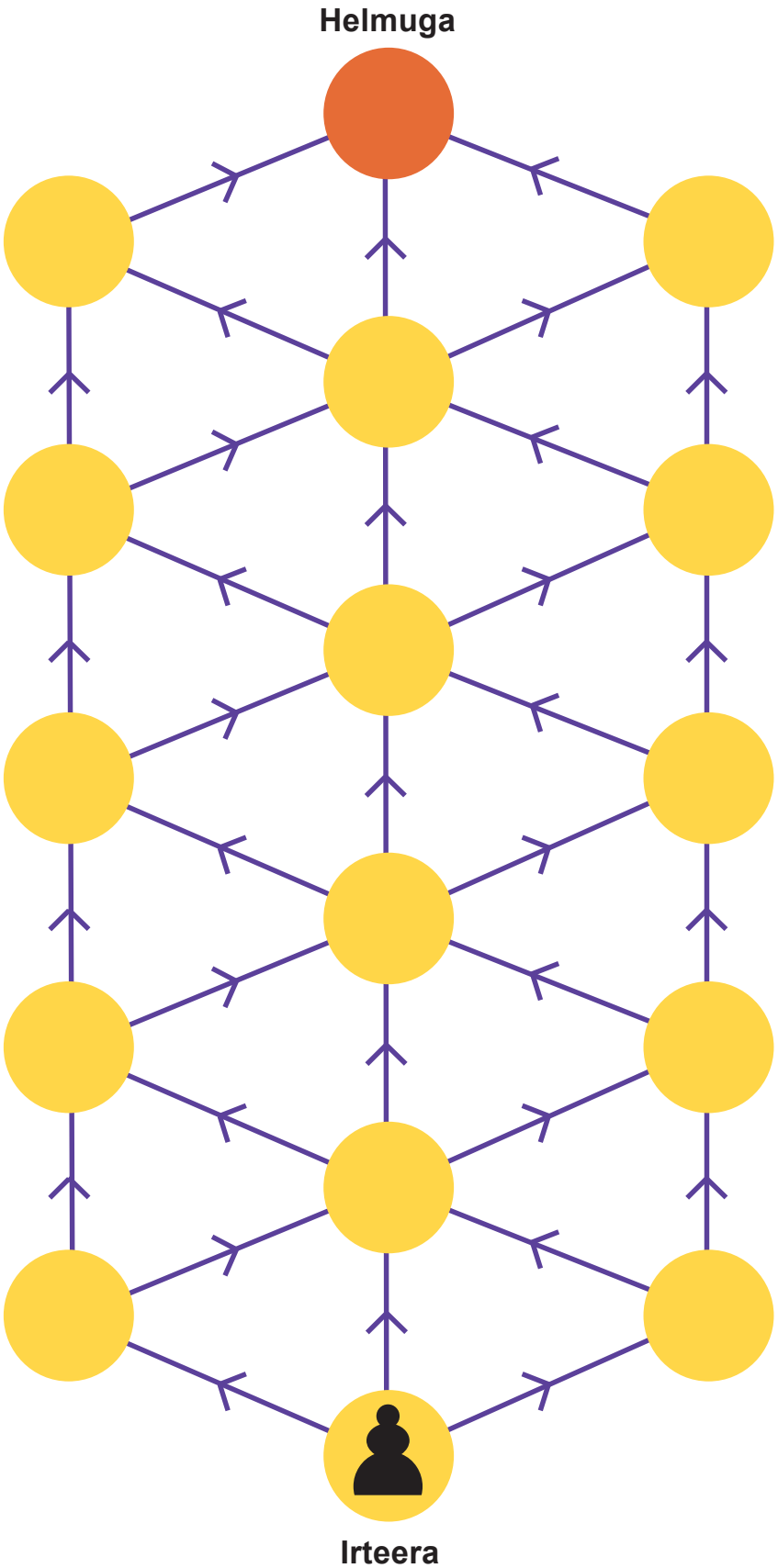


8

PEOI ESKALATZAILEAREN JOKOA (bi jokalari)
Txandaka, jokalari bakoitzak peoia lauki bat aurreratuko du.
Peoia helmugako laukian kokatzea lortzen duenak irabazten du.

Peoiak ezin du atzera egin baina diagonalean mugi daiteke.



Igarotzean harrapatzea

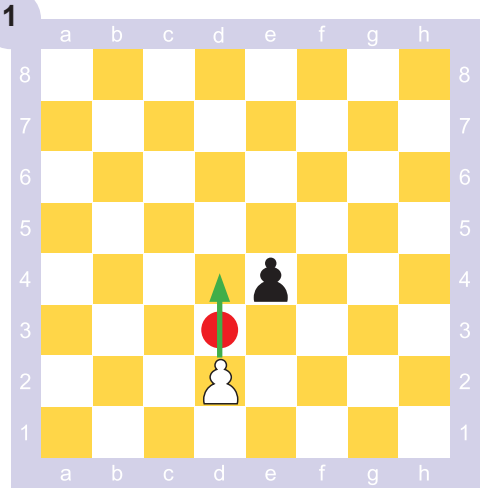
Peoi batek igarotzean harrapa dezake alboko zutabeetako batean dagoen peoi aurkaria, bi lauki aurreratu eta bere ondoan kokatzen denean.

Orduan, lehen peoiak harrapatu egin dezake eta, harrapatzen duenean, pareko laukian eta diagonalean kokatzen da.

Igarotzean harrapatzea, aurkako peoiak bi lauki aurreratu eta hurrengo jokaldian soilik burutu daiteke.

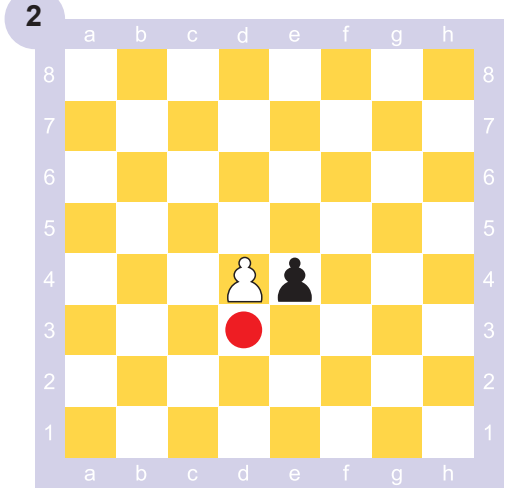
Adibidea

1



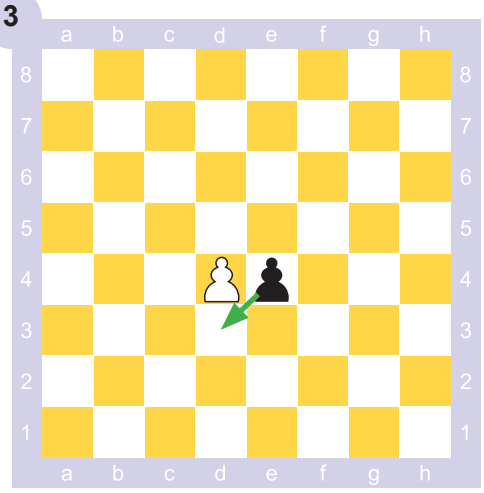
Peoi zuriak bi lauki aurreratzen ditu.

2



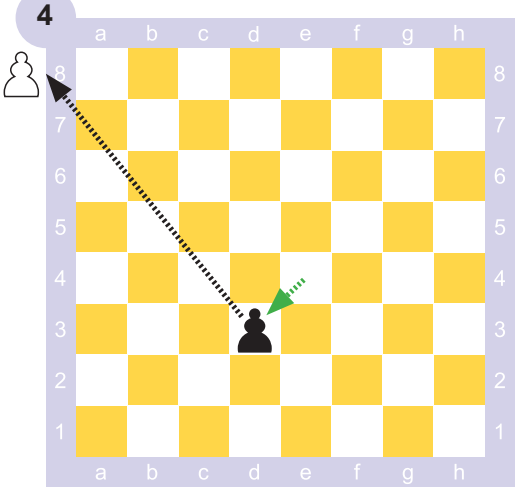
Baina peoi beltzak igarobidean zegoen lauki bat mehatxatzen zuen.

3



Peoi beltzak peoi zuria harrapatzen du.

4

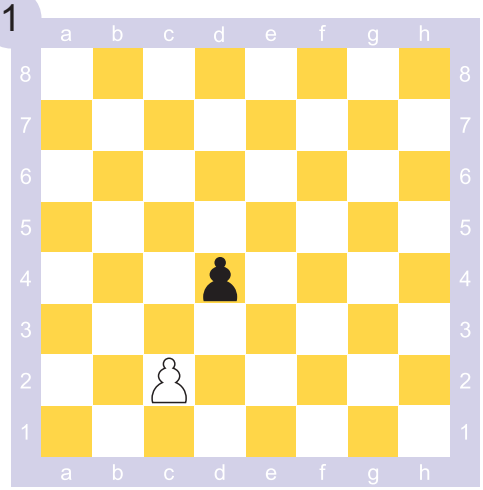


Peoi beltza mehatxatzen ari zen laukian kokatzen da.

9

Adierazi gezi batez peoi batek egingo lukeen bidea, peoi aurkari batek igarotzean harrapatu ahal izateko.

1



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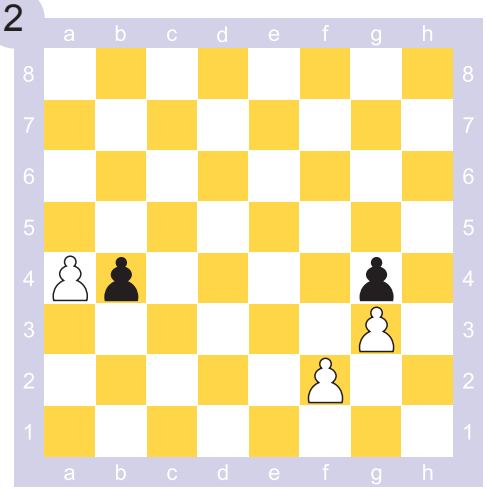

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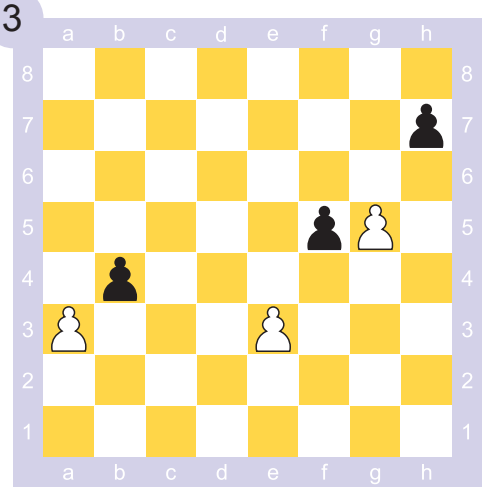

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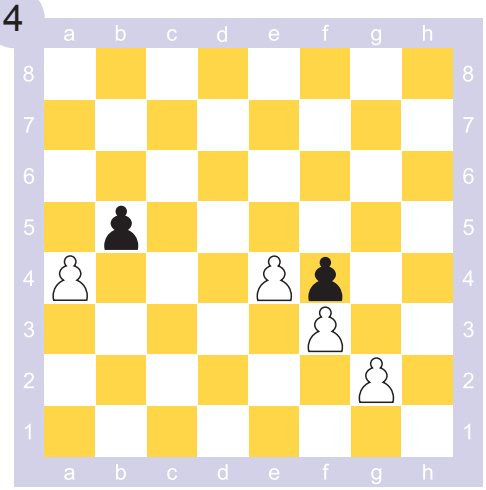

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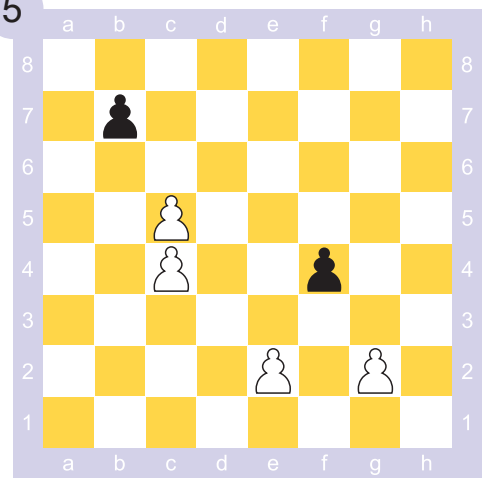

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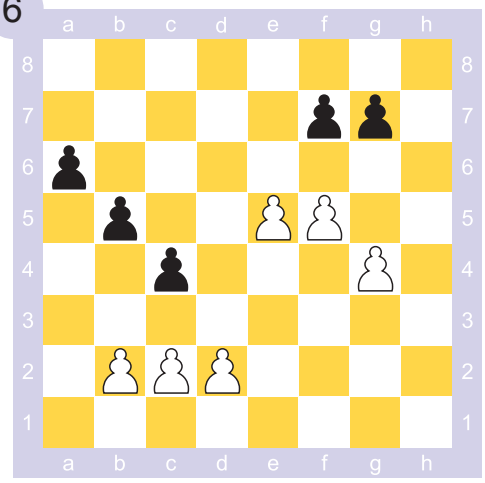


Figurak

Gaztelua

Alfila

Dama

Zaldia

Erregea

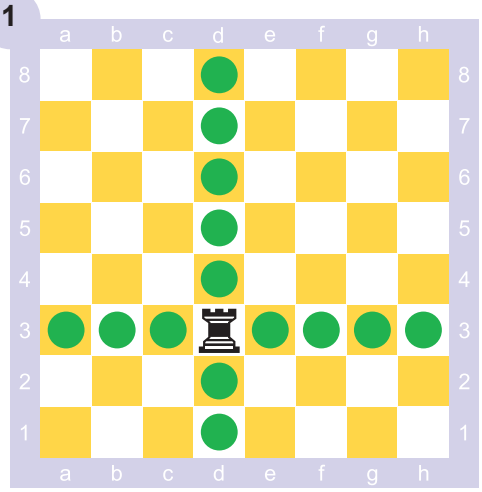
Gaztelua

Gaztelua hasiera batean kokaturik dagoen lerro edota zutabeko edozein laukitara mugi daiteke.

Gazteluak ezin du beste piezen gainetik jauzi egin.

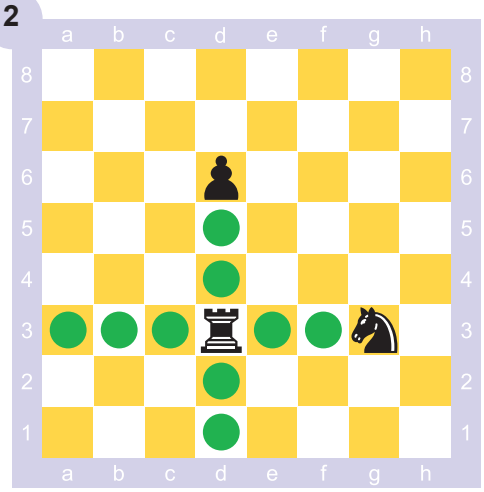
Adibideak

1



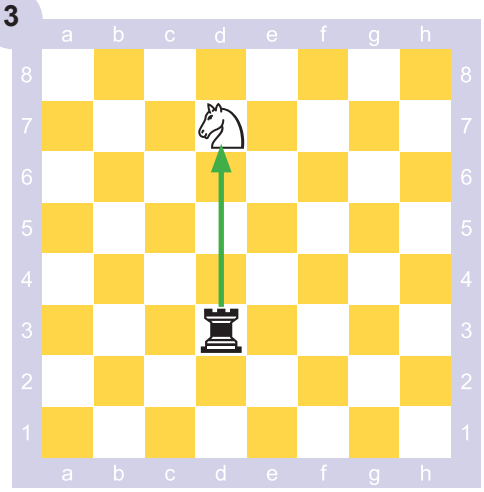
Edozein tokitatik taulako 14 laukitara joan daiteke.

2

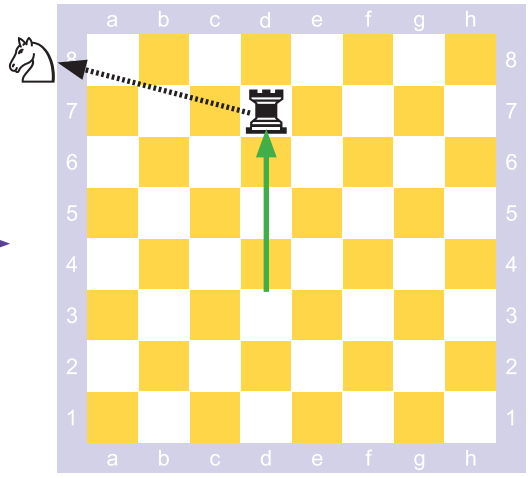


Gazteluak ezin du piezen atzean gelditzen diren laukietara joan.

3



Zaldia harrapatua izan da gaztelua jokaldi batean joan daitekeen lauki batean dagoelako.

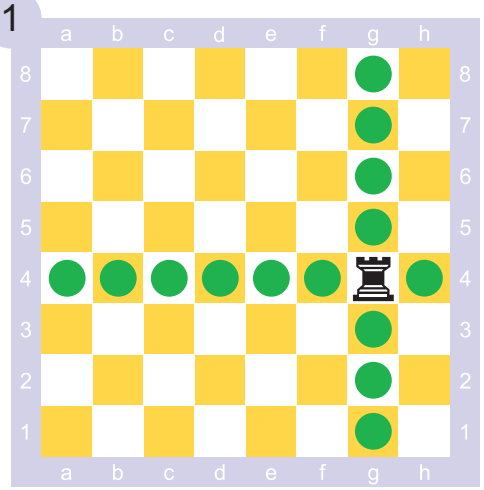


Gaztelua, zaldia zegoen laukian kokatzen da eta zaldia jokotik at geratzen da.

1

Adierazi biribil bidez gaztelua zein laukitara joan daitekeen jokaldi bakarrean. Gazteluak ez badu mugitzerik, inguratu biribil batez.

1



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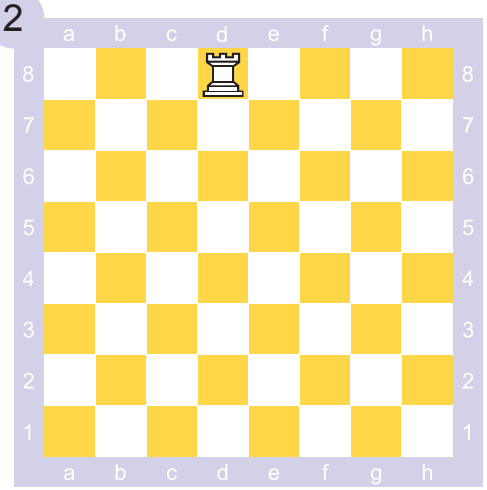

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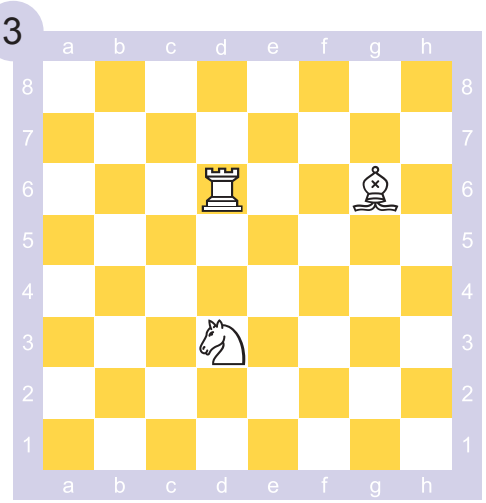

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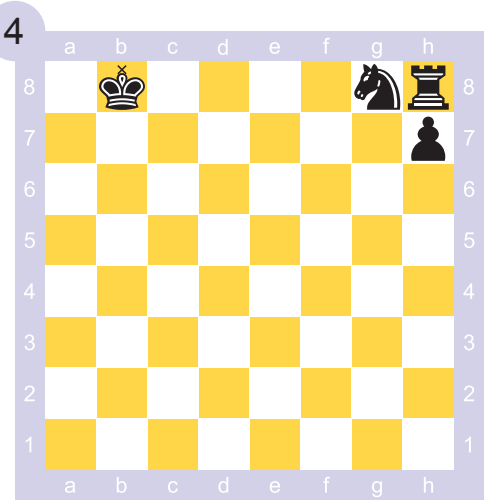

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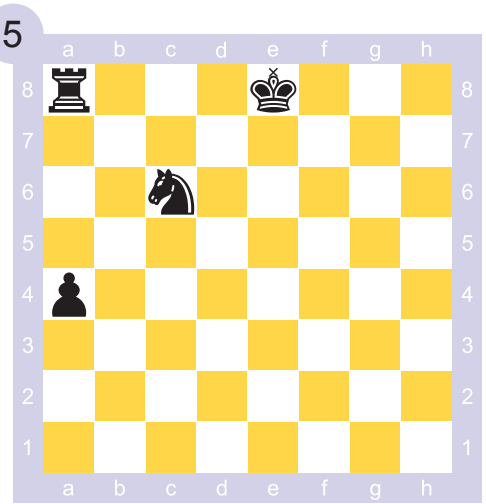

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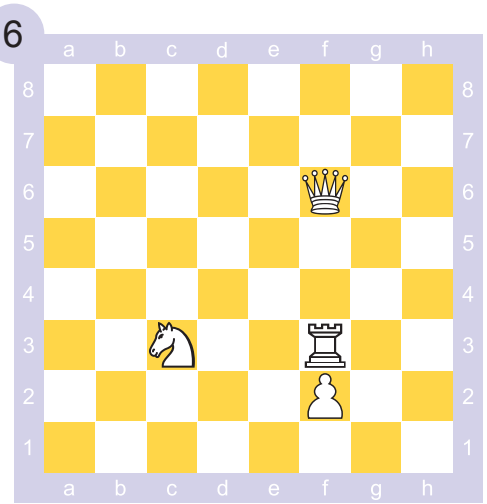
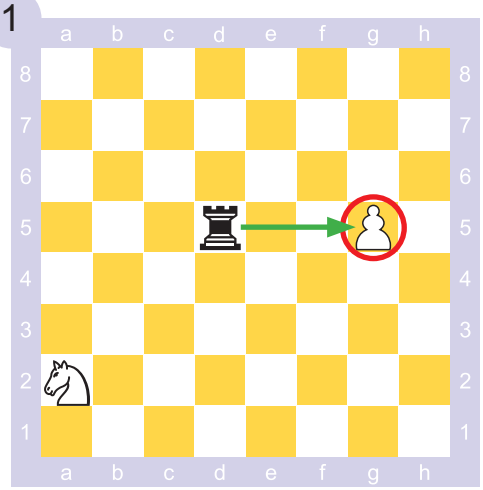


2

Inguratu biribil batez jokaldi batean gazteluak harrapa ditzakeen piezak. Adierazi gezi bidez harrapaketak.

1



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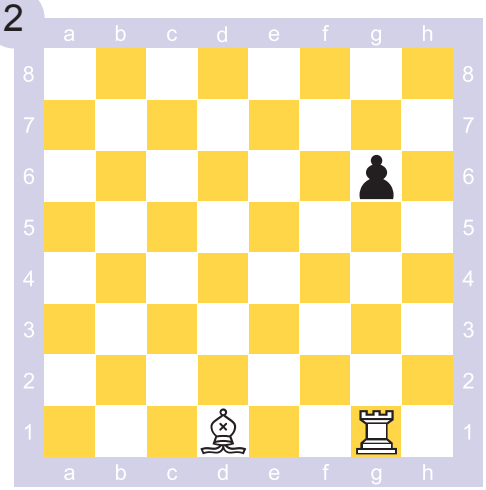

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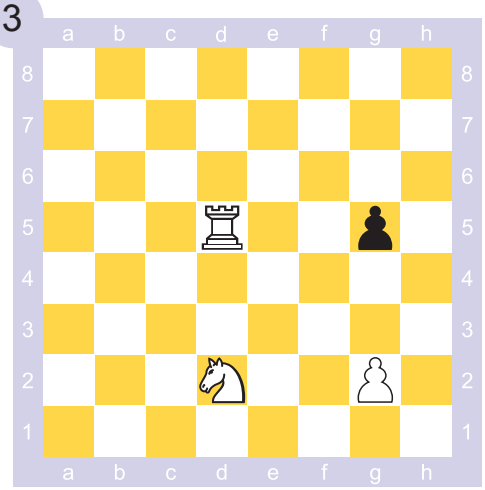

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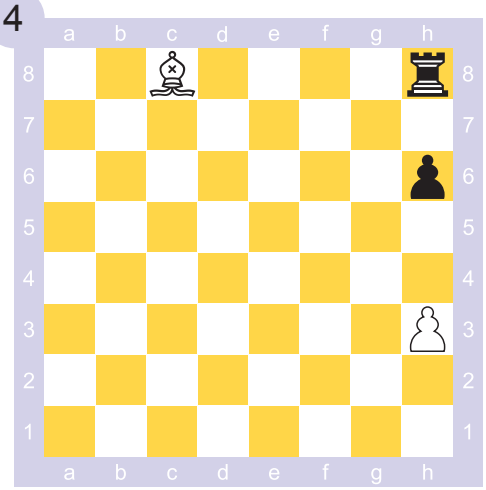

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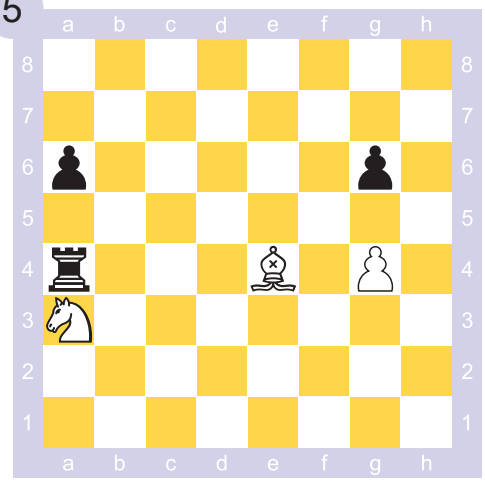

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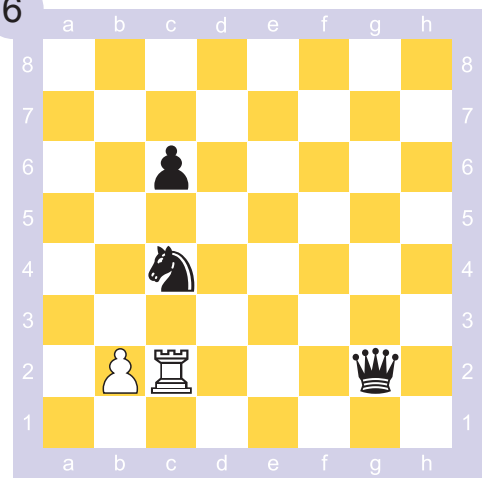
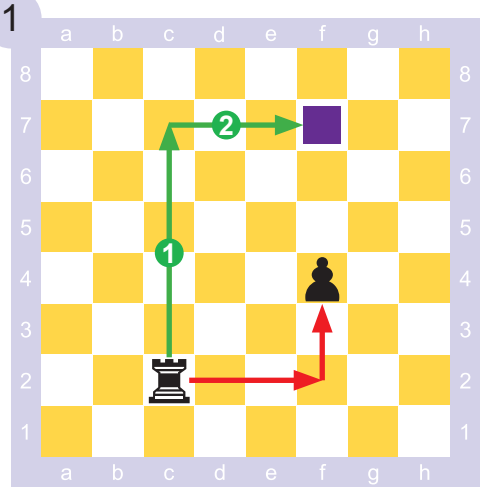


3

Adierazi gazteluak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko.

1



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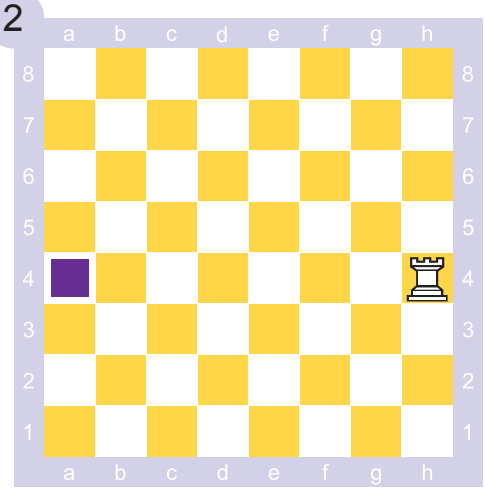

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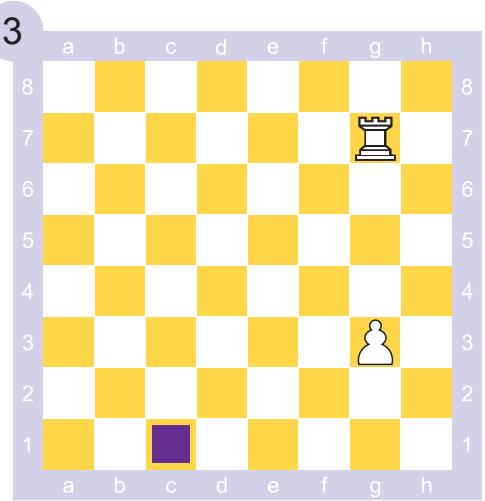

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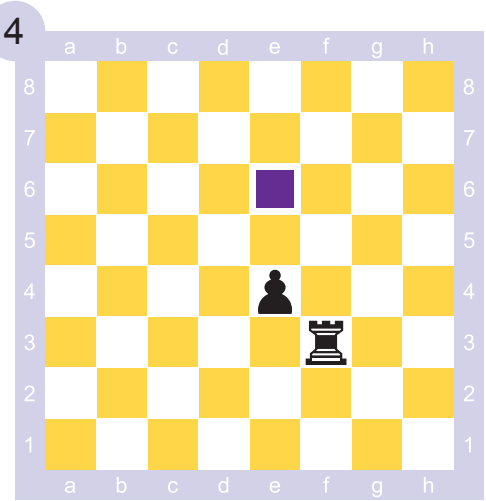

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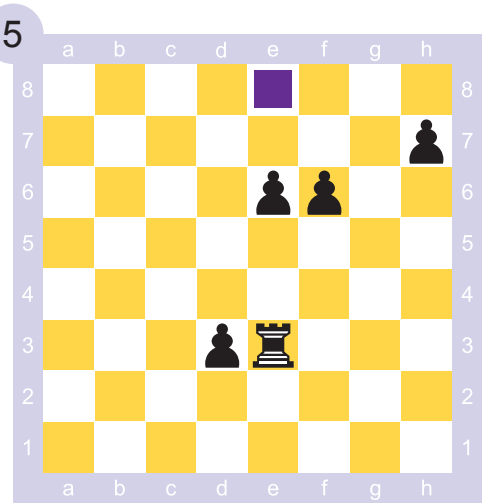

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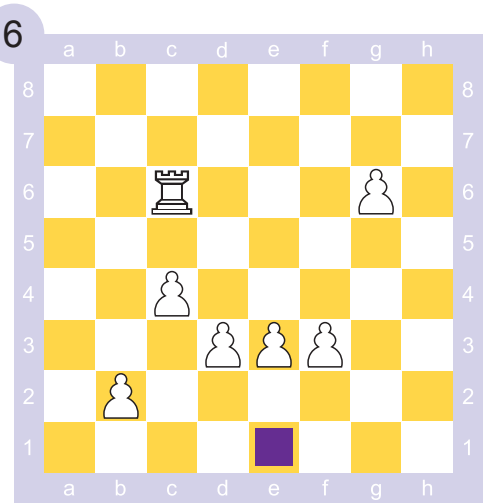
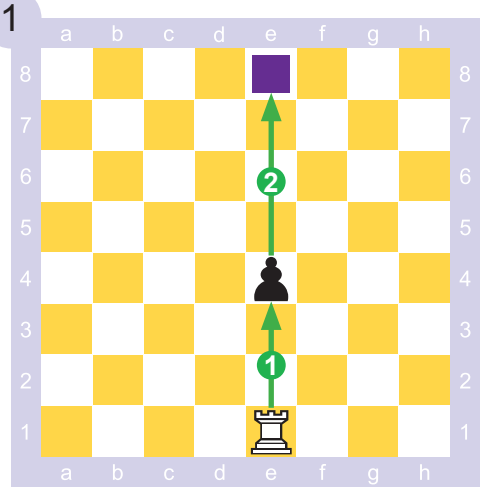


4

Adierazi gazteluak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko. Gogoratu aurkariaren piezak harrapatu egin daitezkeela.

1



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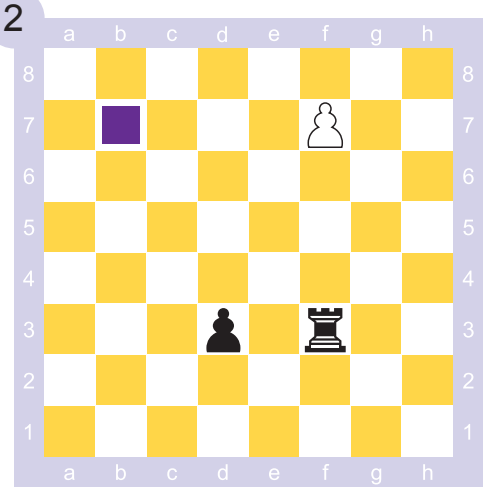

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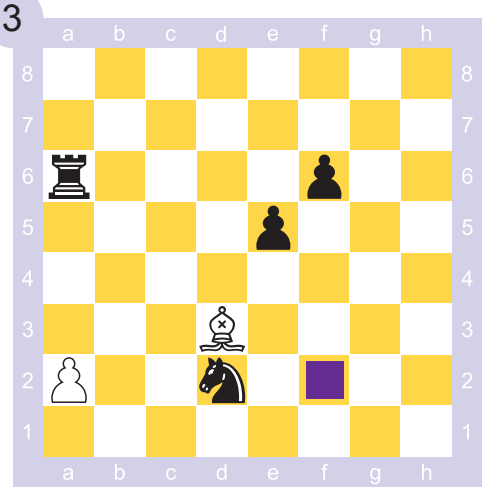

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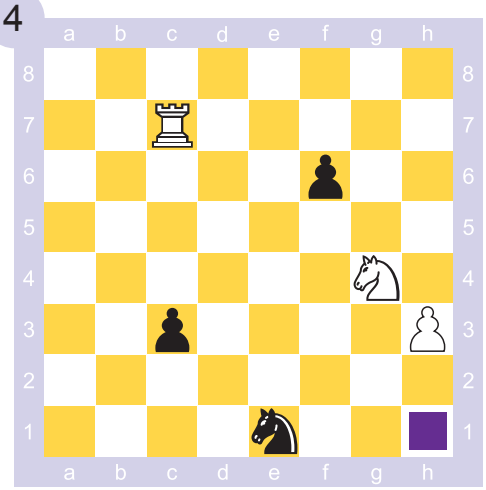

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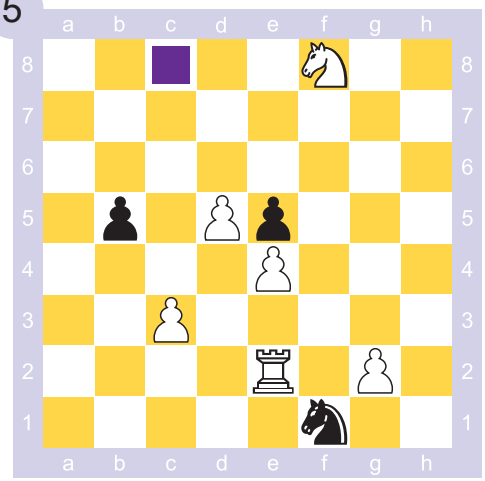

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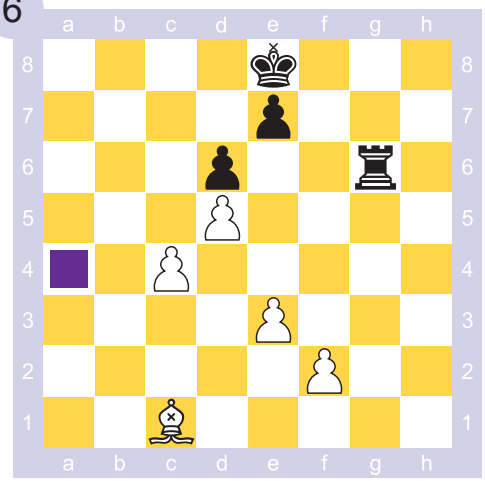
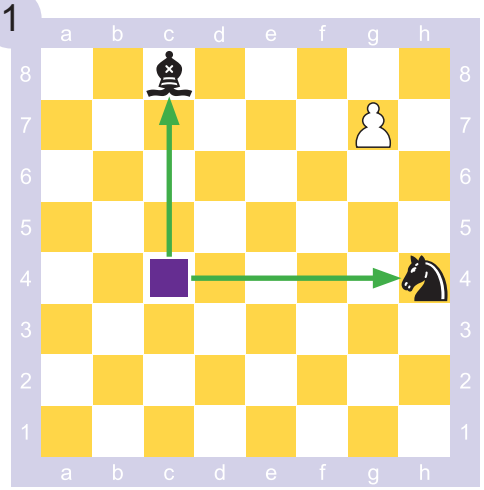


5

Marraztu karratu bat gaztelu zuri batek egon beharko lukeen laukian, jokaldi bakarrean pieza beltzetako edozein harrapatu ahal izateko. Adierazi gezi bidez harrapaketak.

1



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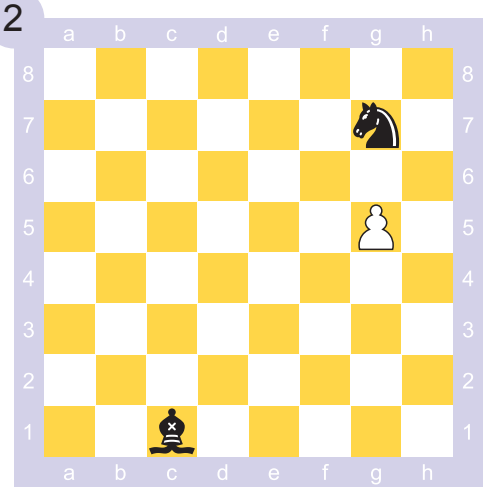

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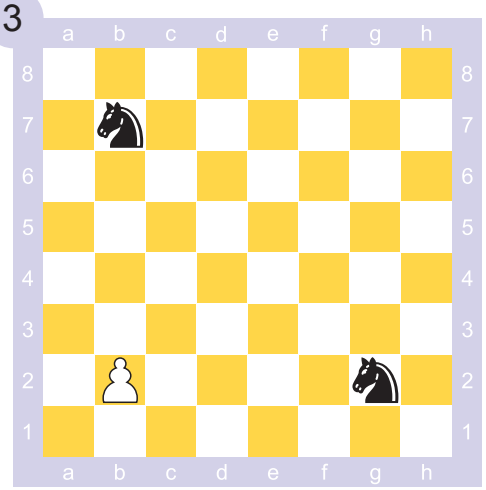

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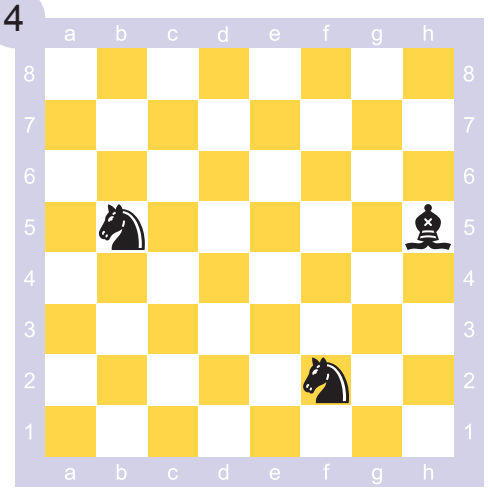

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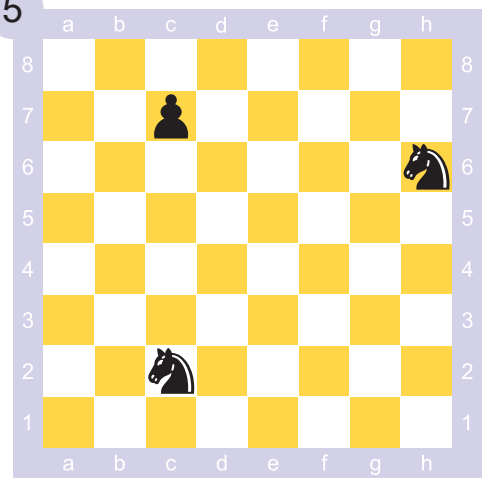

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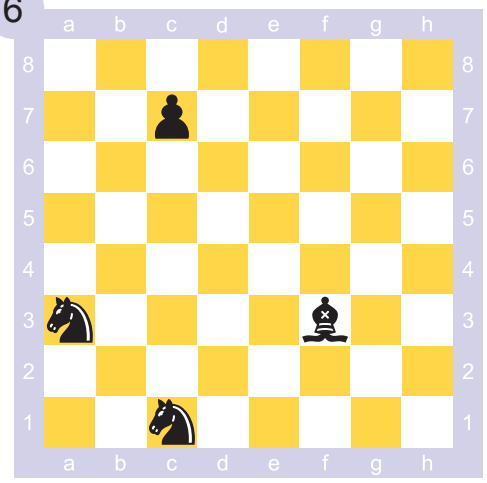
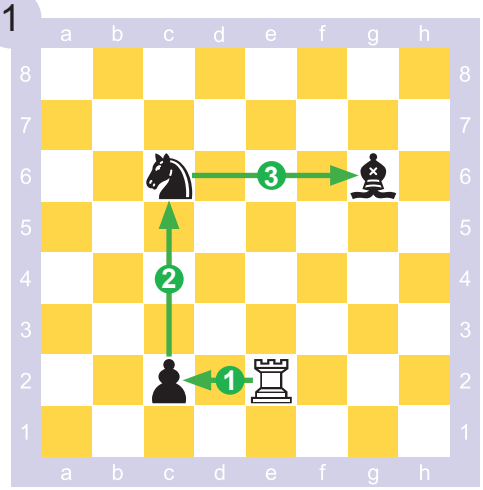


6

Harrapatu gazteluekin aurkariaren pieza guztiak ahalik eta mugimendu gutxien eginez. Adierazi jokaldiak gezi bidez.

1



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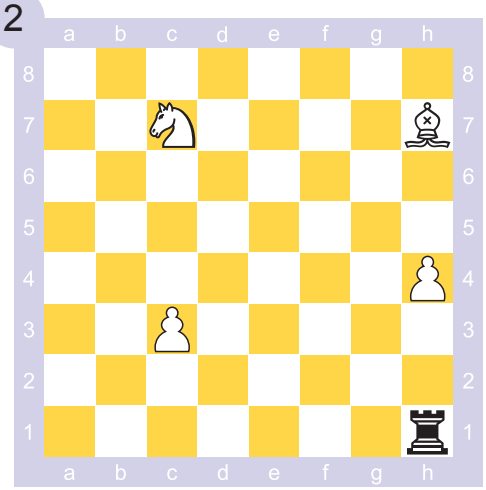

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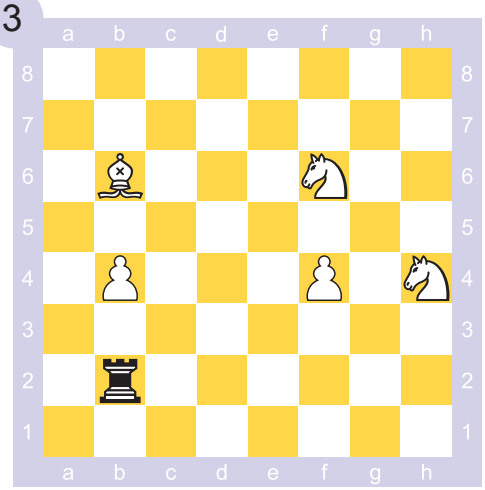

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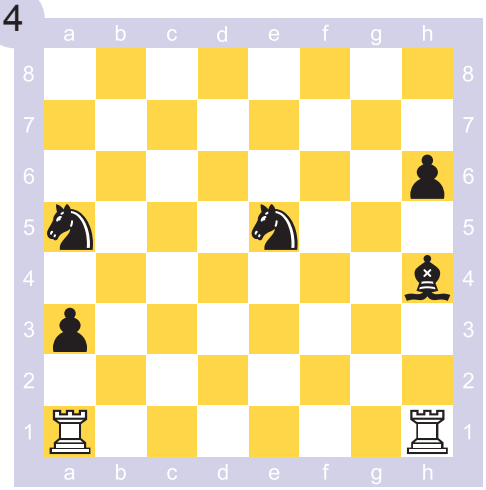

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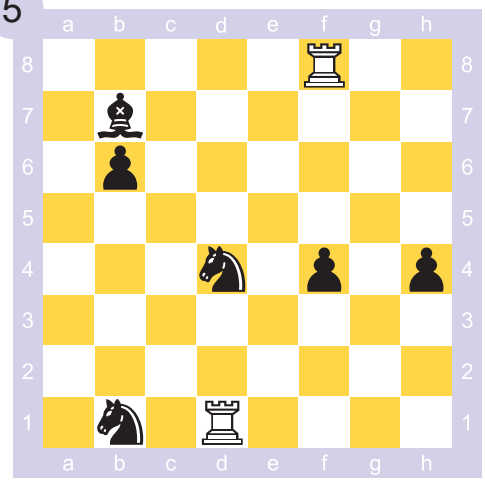

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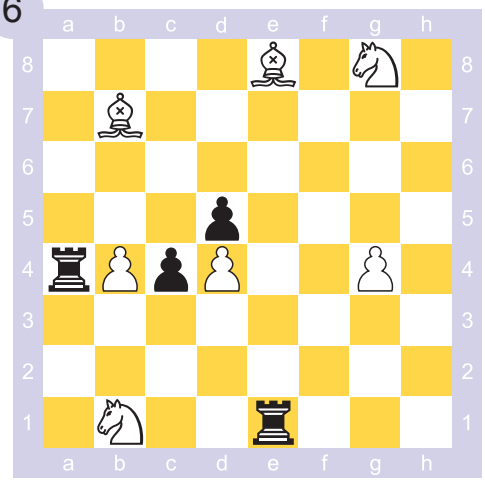
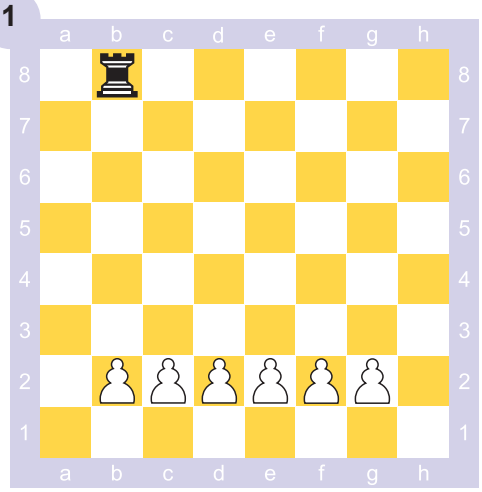


7 GAZTELUA PEOIEN AURKA

Gazteluak irabazten du, peoi guztiak harrapatzea lortzen badu. Peoiek irabazten dute, haietako batek beste aldera iristea lortzen badu. Zuriak hasten dira.

1



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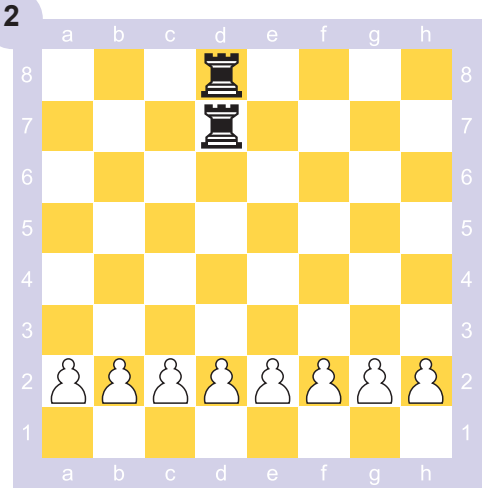
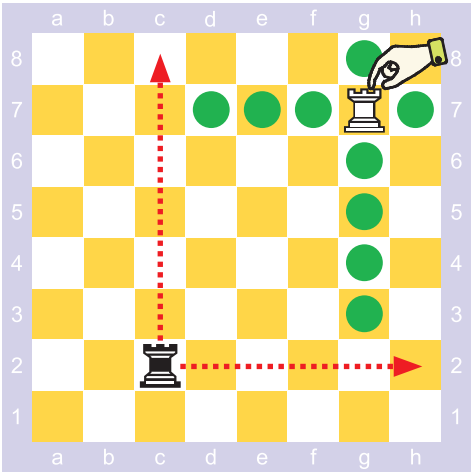


8 LASER GAZTELUEN JOKOA

Aurkariaren gaztelua mugitu ezinik uzten duen jokalariak irabazten du.



Jokoaren arauak

1. Bi gaztelu kokatzen dira ausaz, bata zuria eta bestea beltza, taularen bi laukitan.
2. Lehenengo, gaztelu zuriak mugitzen du, eta ondoren, beltzak.
3. Gazteluek ezin dute beste gazteluaren mugimendu-esparrua adierazten duen marra zeharkatu.
4. Gaztelu bat ezin da beste gazteluak harrapa dezakeen laukira joan.

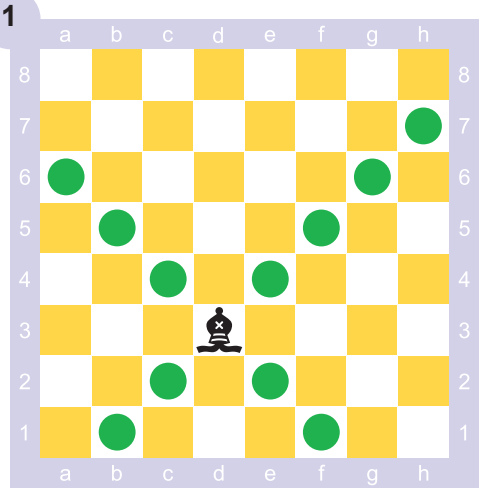
Alfila

Alfila hasieran dagoen tokitik ateratzen den diagoneko edozein laukitara mugi daiteke.

Alfilak ezin du beste piezen gainetik jauzi egin.

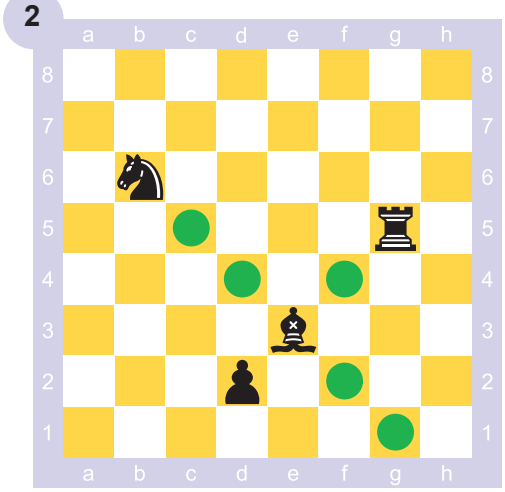
Adibideak

1



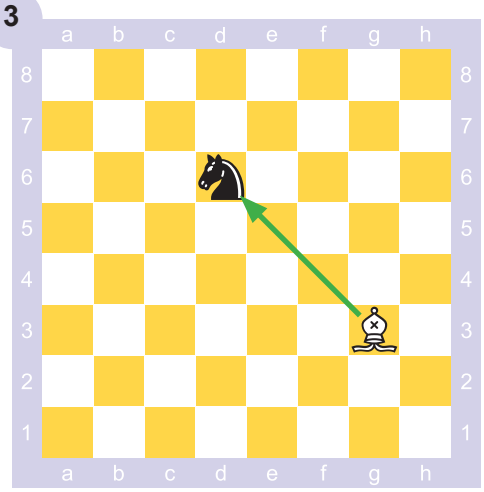
Aurkitzen den tokitik abiatuz, diagonalean dagoen edozein laukitara joan daiteke.

2

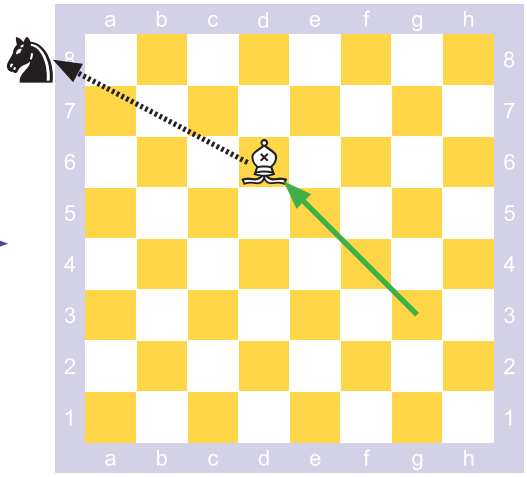


Alfila mugitzen den bideko lauki guztiak kolore berekoak dira.

3



Zaldia harrapatua izan da, alfila jokaldi batean joan daitekeen lauki batean dagoelako.

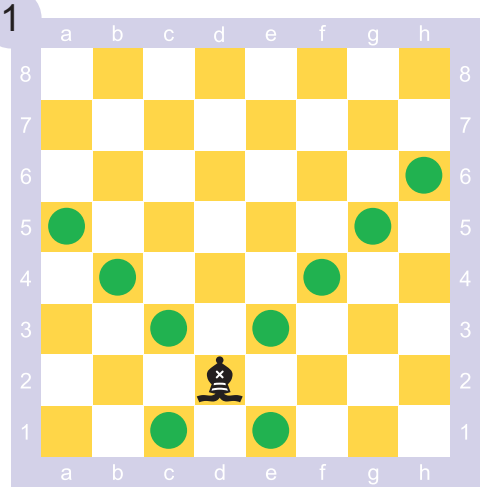


Alfila zaldia zegoen laukian kokatzen da eta zaldia jokotik at geratzen da.

1

Adierazi biribil bidez, alfila zein laukietara joan daitekeen jokaldi bakarrean. Alfilak ez badu mugitzerik, inguratu biribil batez.

1



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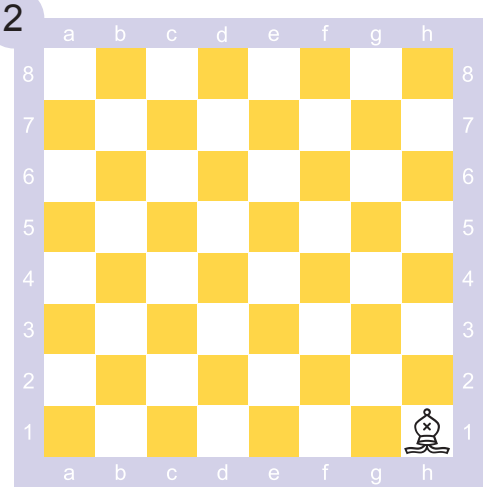

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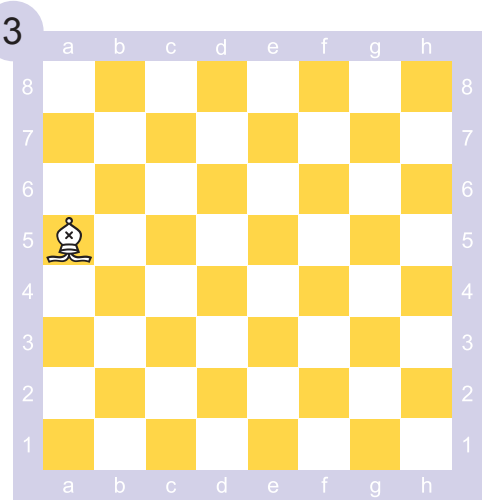

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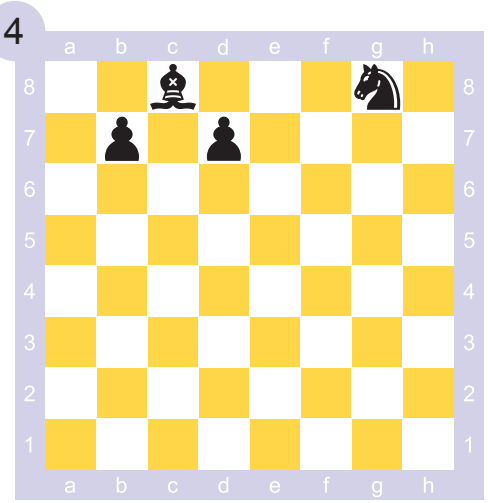

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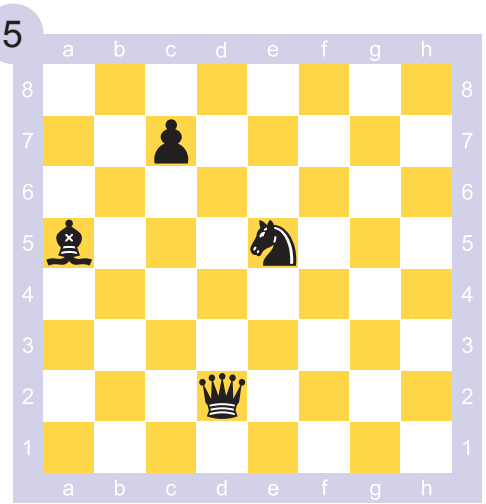

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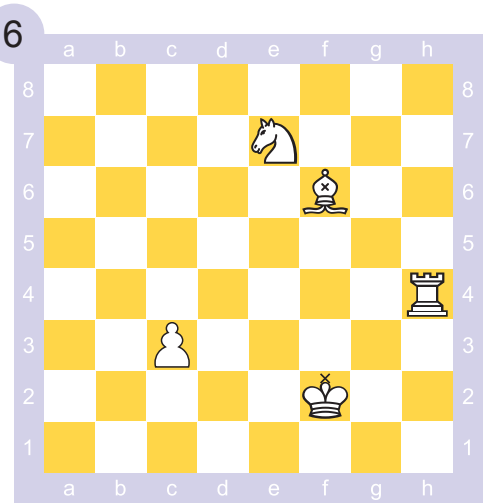
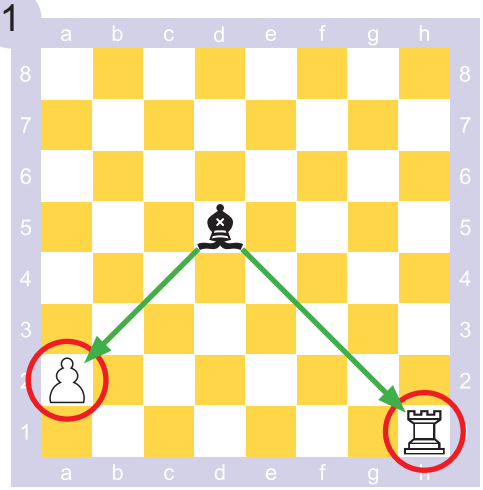


2

Inguratu biribil batez jokaldi batean alfilak harrapa ditzakeen piezak. Adierazi gezi bidez harrapaketak.

1



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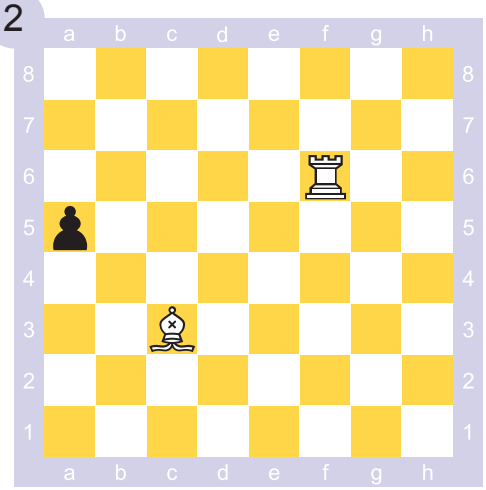

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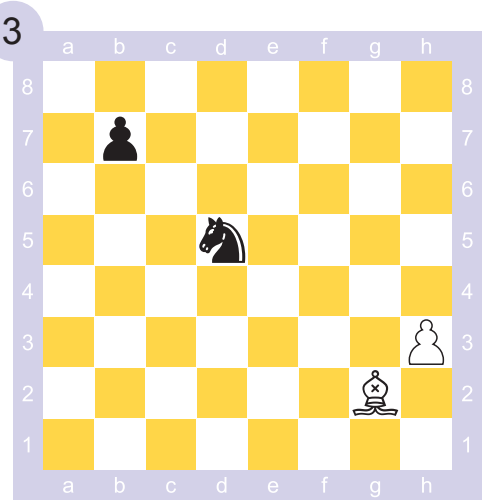

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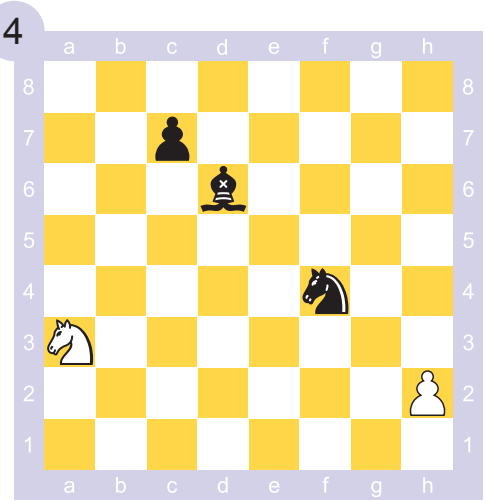

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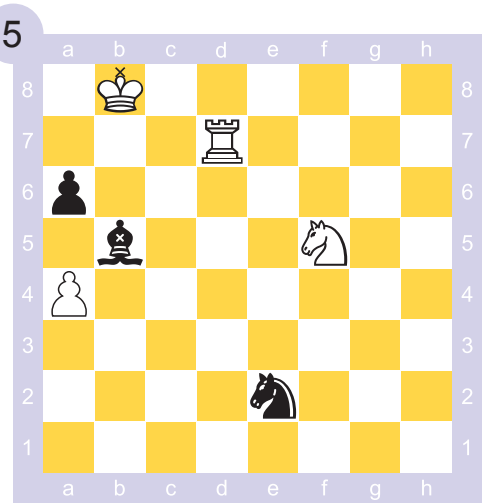

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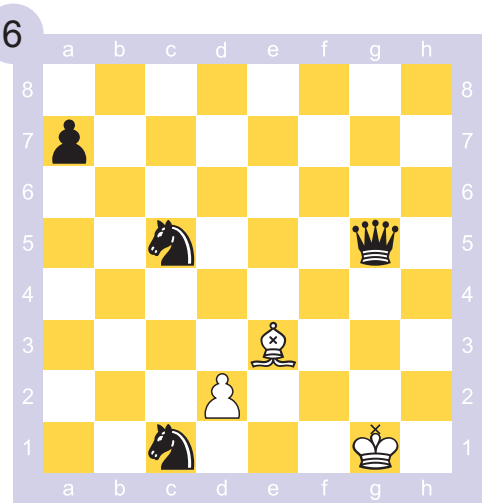
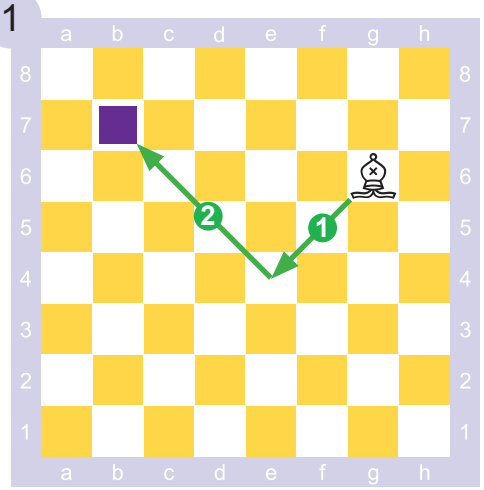


3

Adierazi alfilak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko.

1



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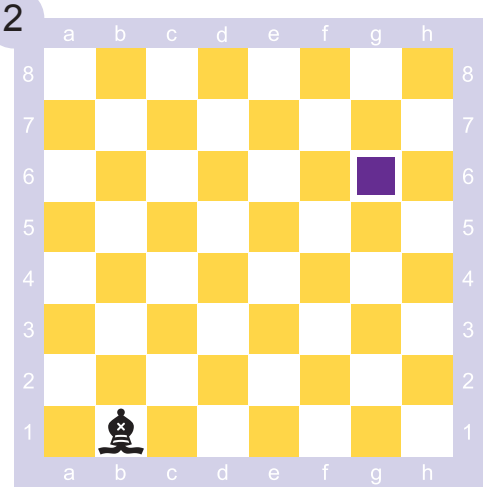

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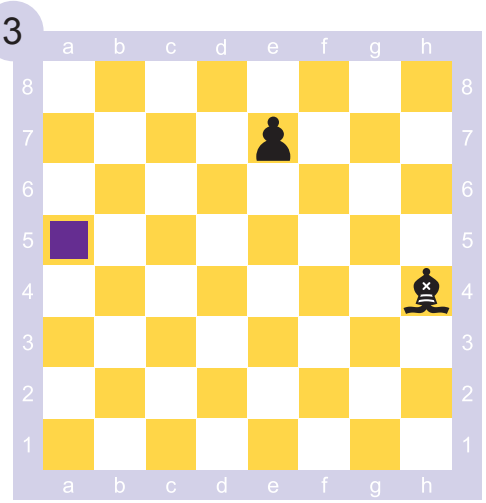

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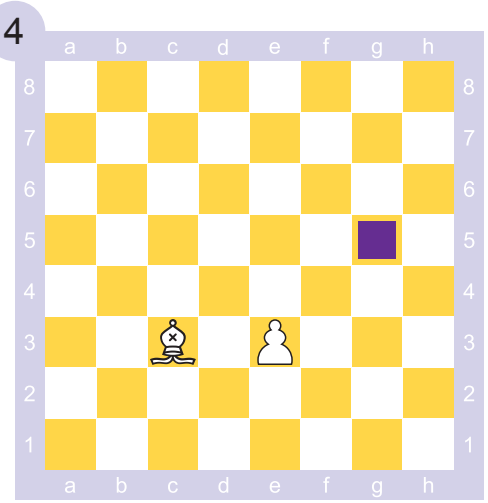

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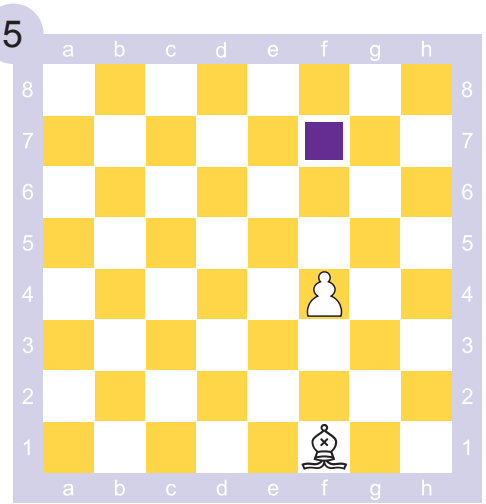

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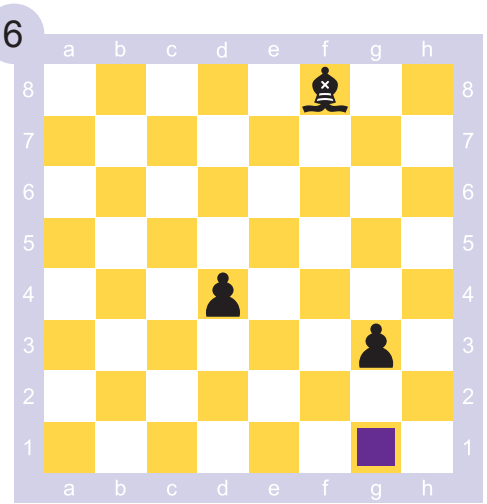

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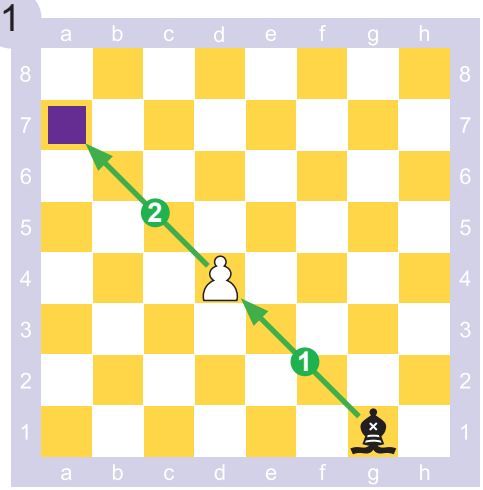
Adierazi alfilak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko.
Gogoratu aurkariaren piezak harrapatu egin daitezkeela.

1



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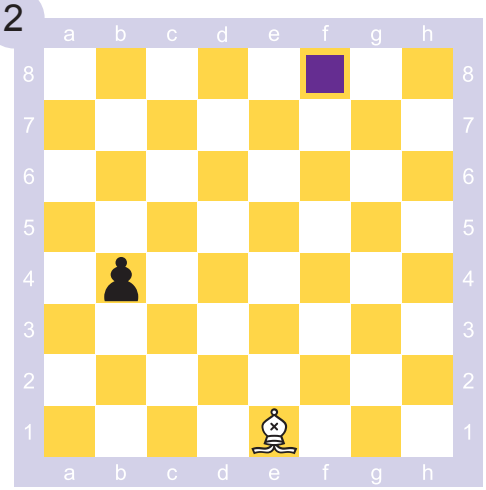

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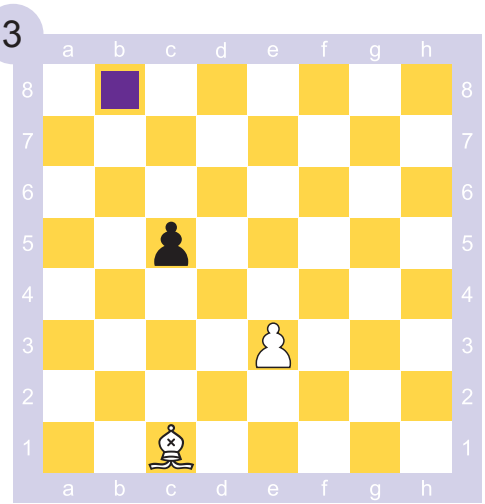

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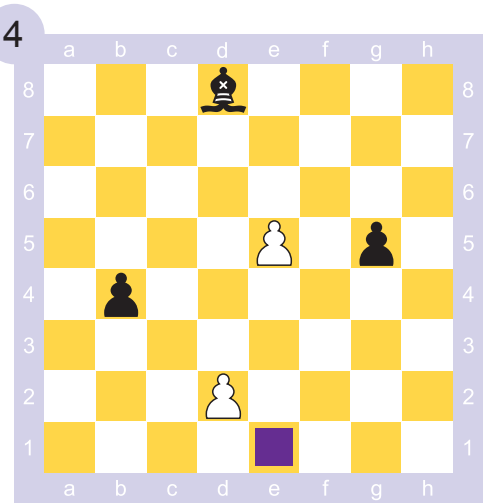

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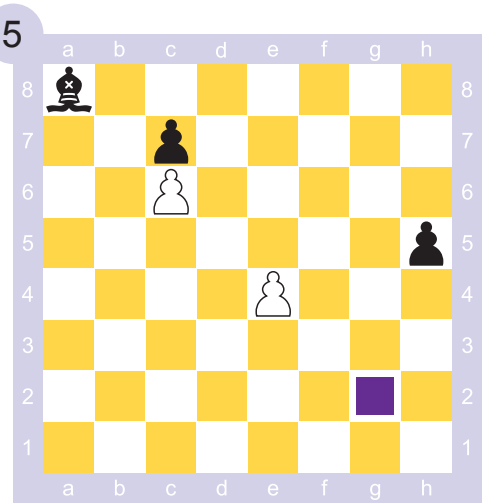

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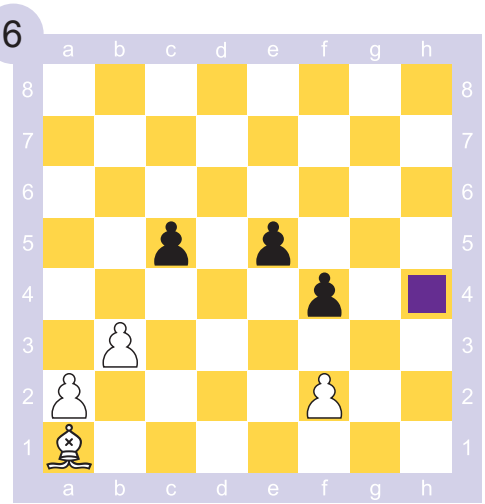
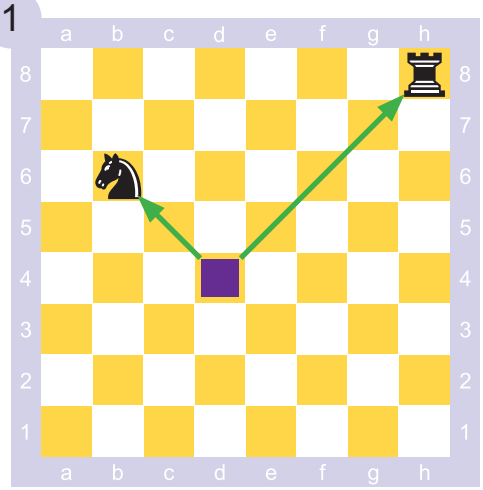


5

Marraz ezazu karratu bat alfil zuri batek egon beharko lukeen laukian, jokaldi bakarrean pieza beltzetako edozein harrapatu ahal izateko. Adierazi gezi bidez harrapaketak.

1



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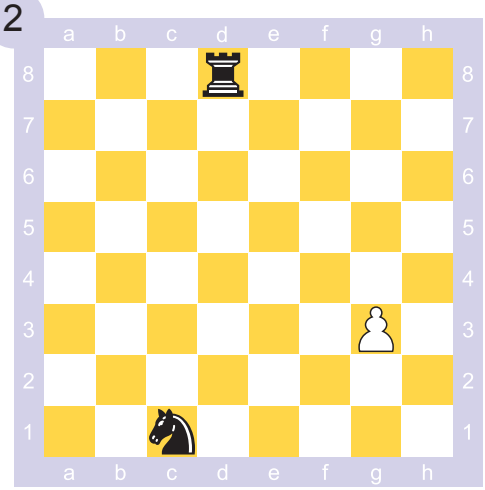

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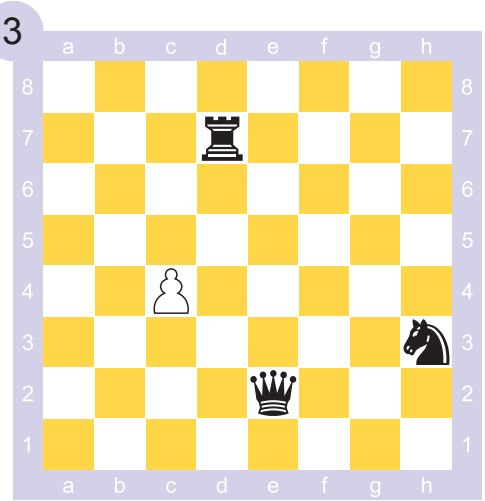

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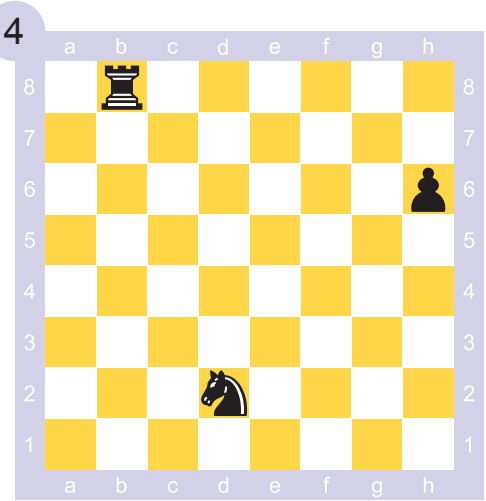

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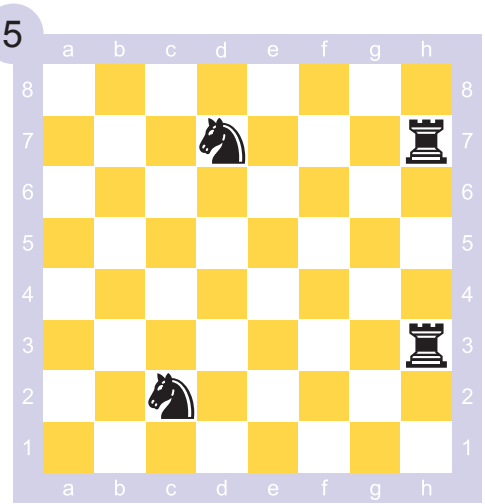

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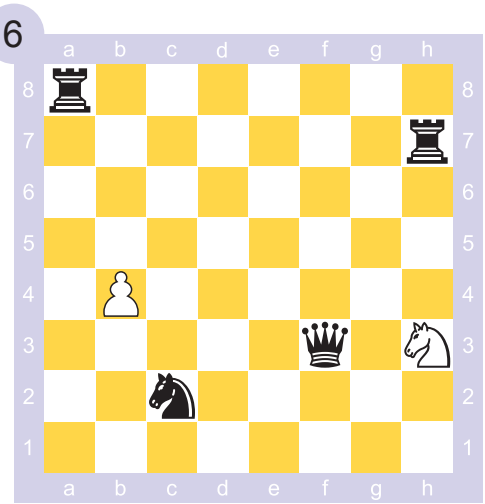
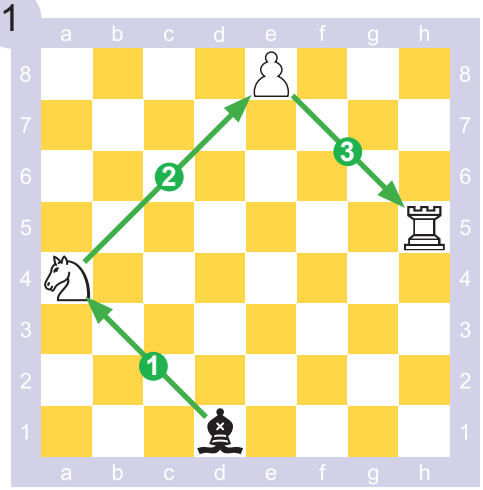


6

Harrapatu alfilarekin aurkariaren pieza guztiak ahalik eta mugimendu gutxien eginez. Adierazi jokaldiak gezi bidez.

1



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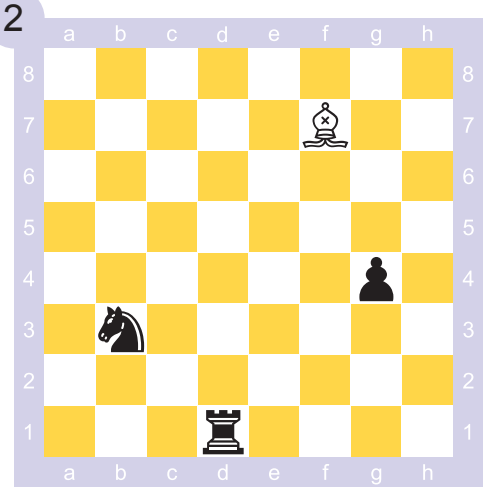

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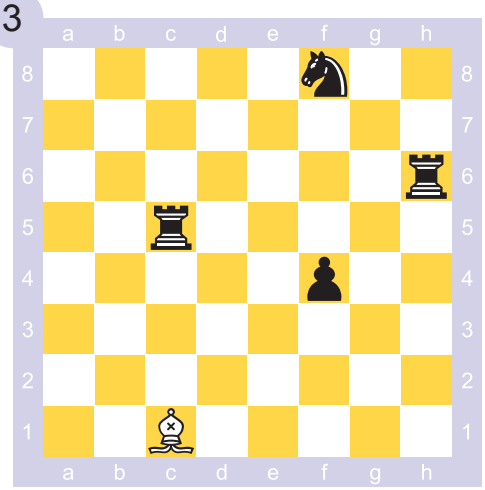

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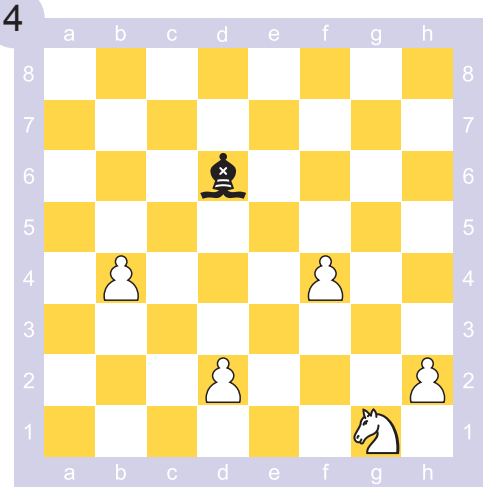

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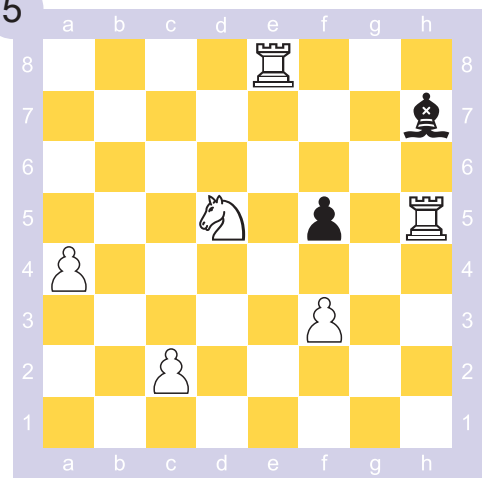

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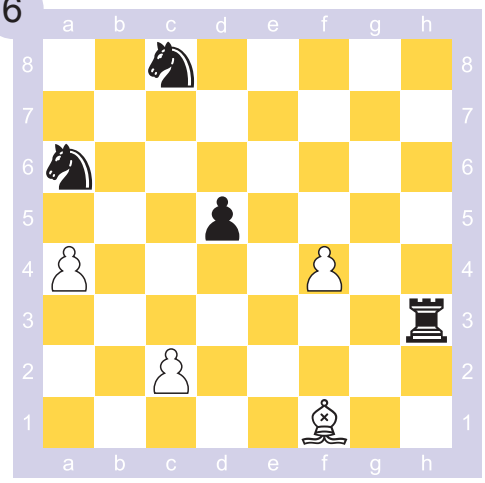
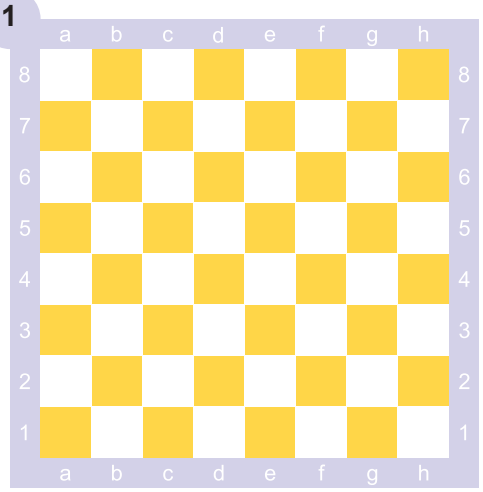


7

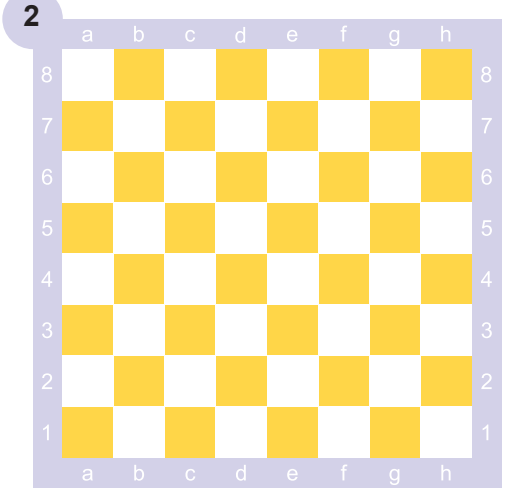
Kokatu alfilak taula bakoitzean, hauen azpialdean agertzen diren azalpenei jarraiki.

1



14 alfil kokatu, haietako bi diagonal berean ez topatzeko moduan.

2



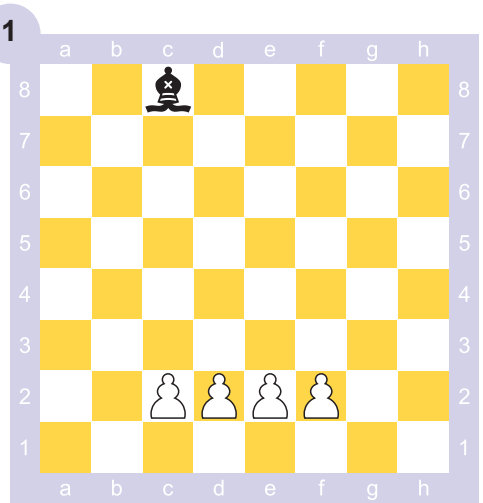
12 alfil, taula gaineko diagonal guztietan soilik alfil bat egoteko moduan jarrita.

8

ALFILAK PEOIEN AURKA

Alfilak irabazten du, peoi guztiak harrapatzea lortzen badu. Peoiek irabazten dute, haietako batek beste aldera iristea lortzen badu.

1



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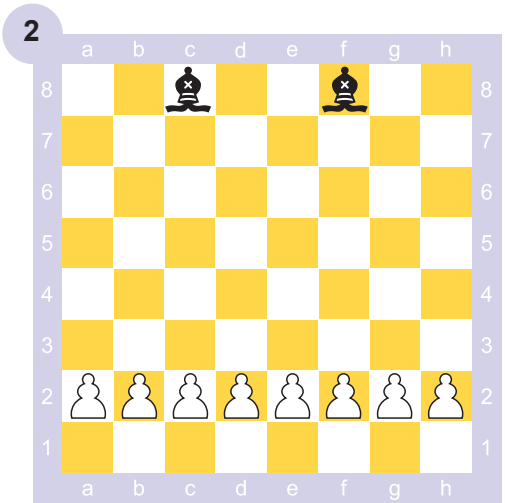


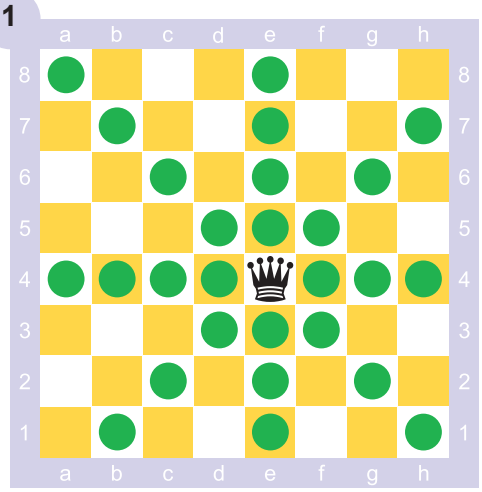
Dama

Dama hasiera batean kokaturik dagoen lerro, zutabe edota diagonaleko edozein laukitara mugi daiteke.

Damak ezin du beste piezen gainetik jauzi egin.

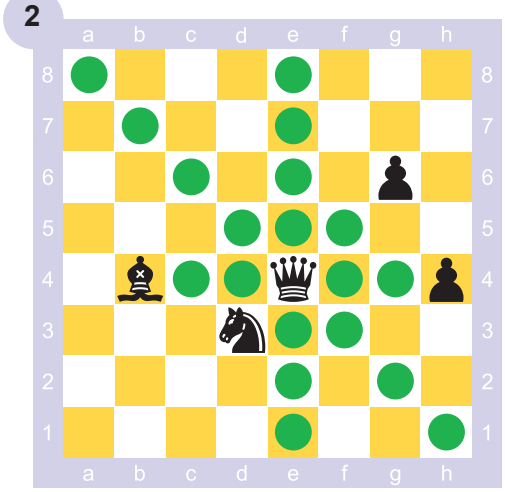
Adibideak

1



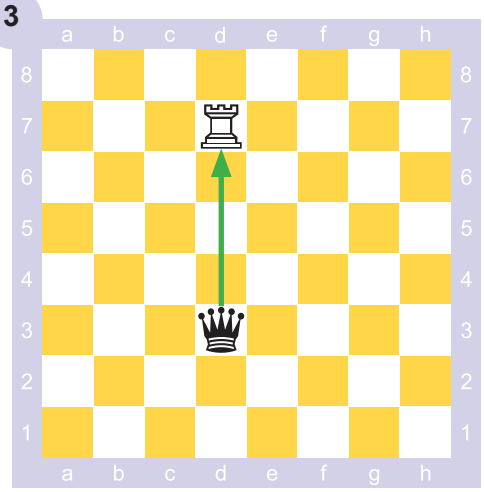
Dama taulako lauki gehiagotara joan daitekeen pieza da.

2

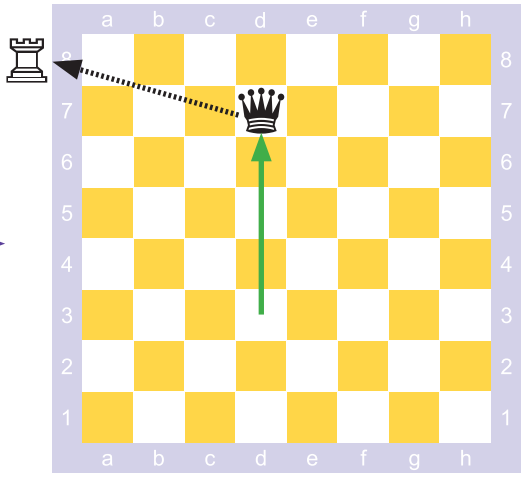


Dama gaztelua eta alfila bezala mugi daiteke.

3



Gaztelua harrapatua izan da, dama jokaldi batean joan daitekeen lauki batean dagoelako.

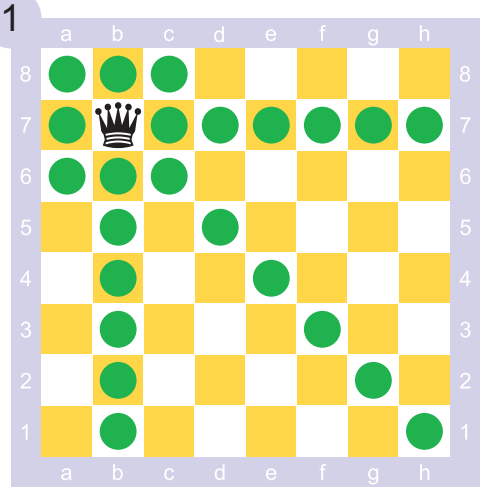


Dama gaztelua zegoen laukian kokatzen da eta gaztelua jokotik at geratzen da.

1

Adierazi biribil bidez, dama zein laukietara joan daitekeen jokaldi bakarrean. Damak ez badu mugitzerik, inguratu biribil batez.

1



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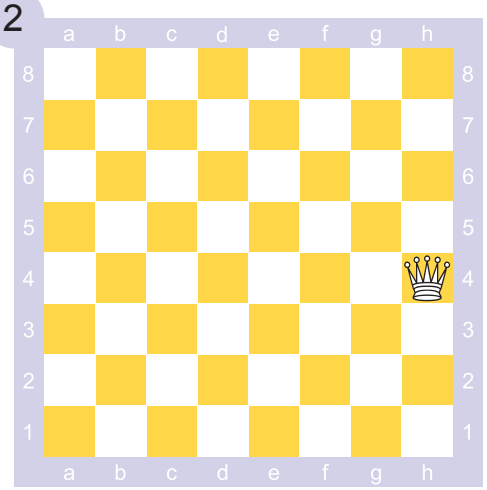

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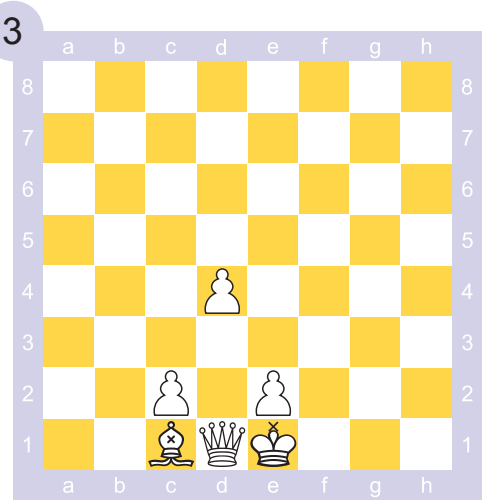

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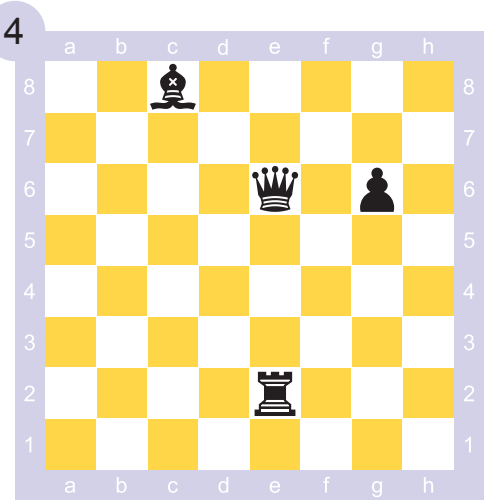

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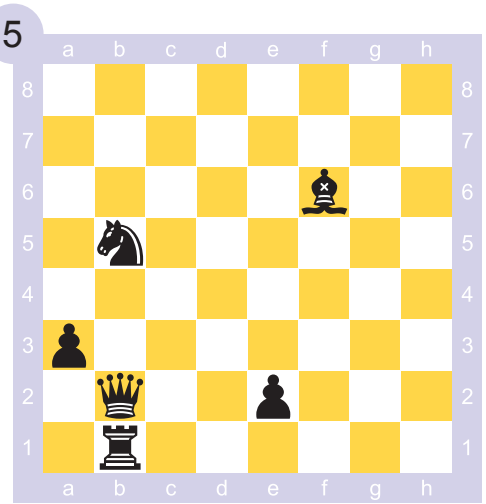

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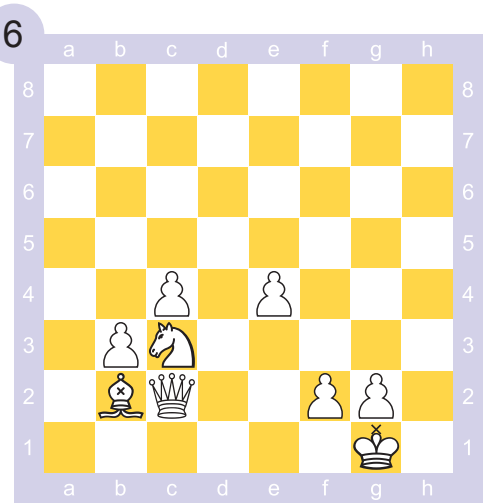
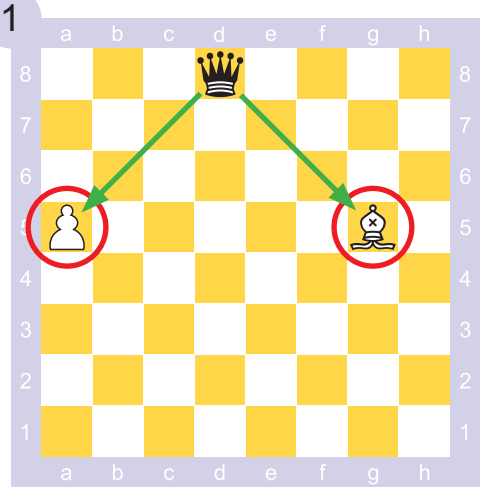


2

Inguratu biribil batez jokaldi batean damak harrapa ditzakeen piezak. Adierazi gezi bidez harrapaketak.

1



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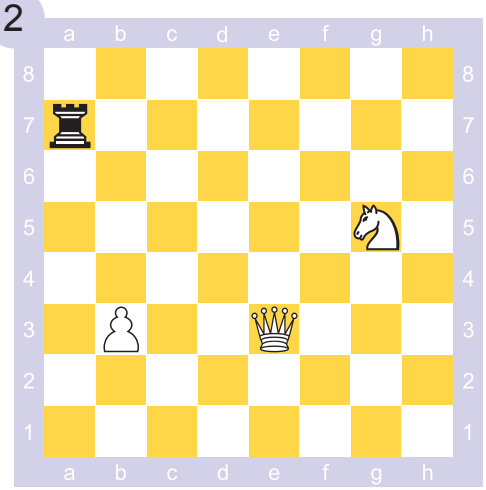

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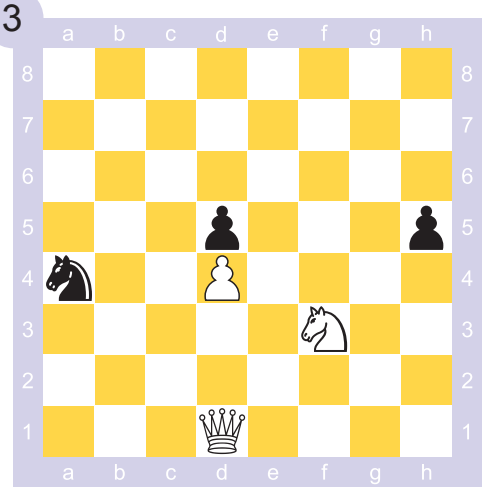

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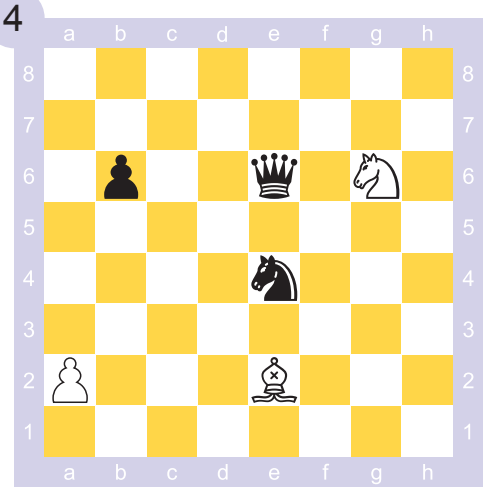

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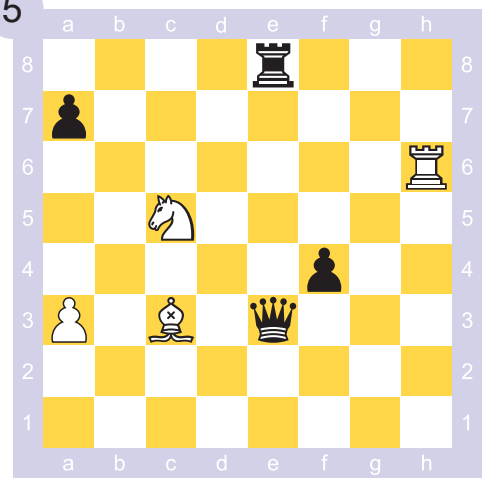

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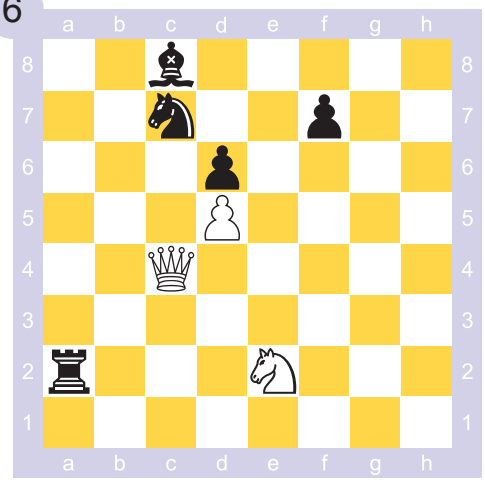
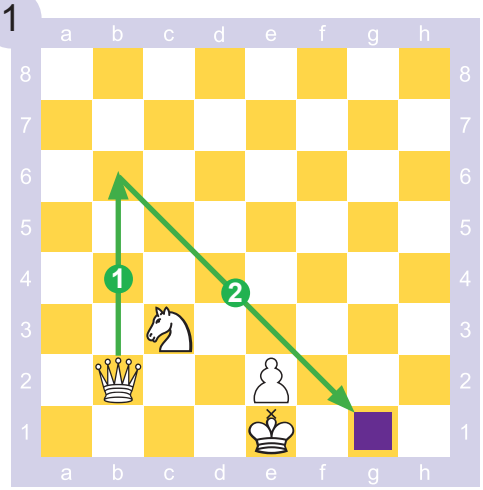


3

Adierazi damak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko.

1



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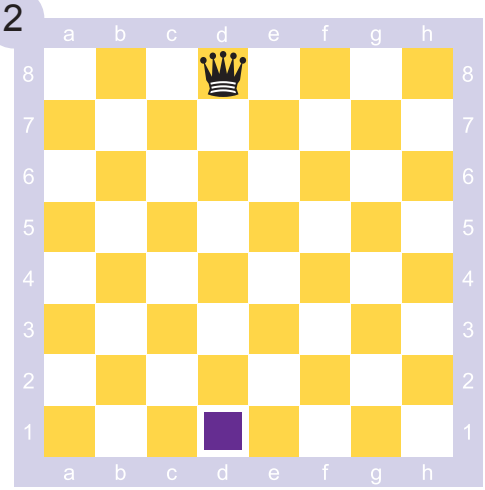

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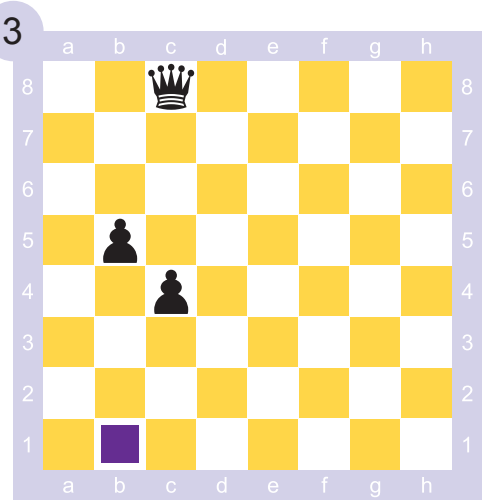

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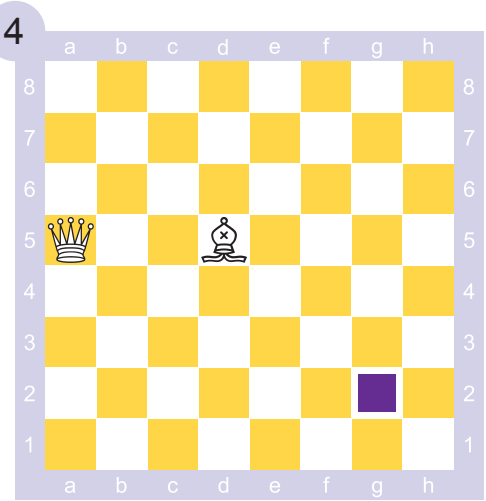

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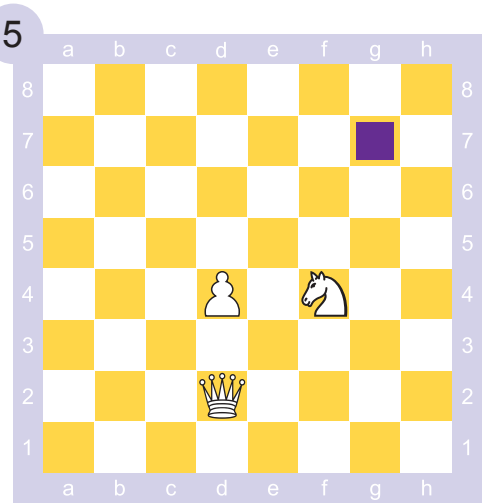

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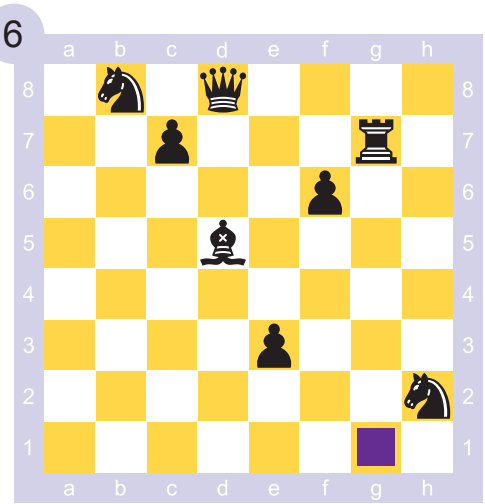

4

Adierazi damak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko.
Gogoratu aurkariaren piezak harrapatu egin daitezkeela.

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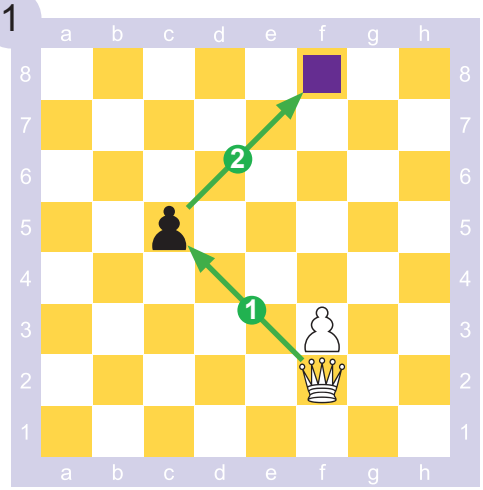

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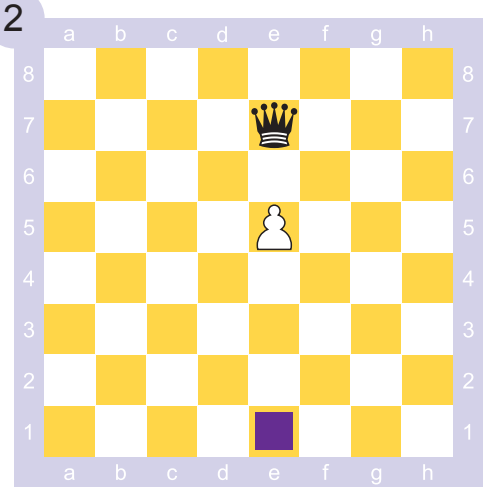

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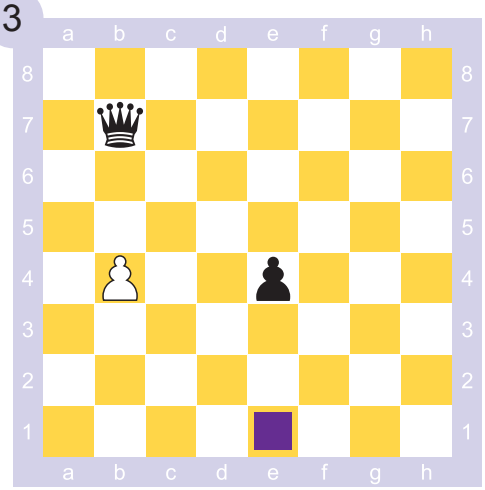

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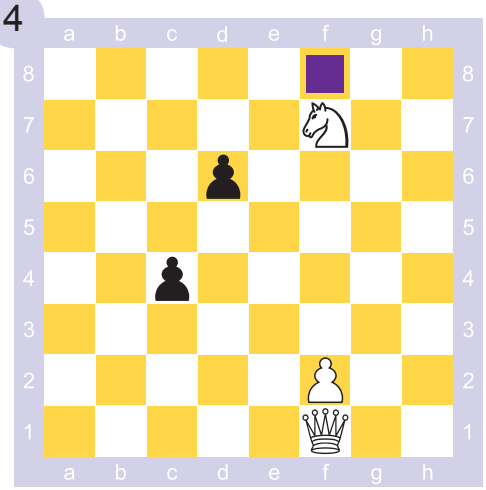

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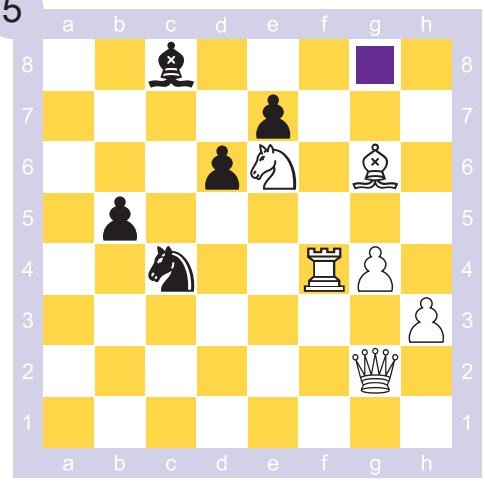

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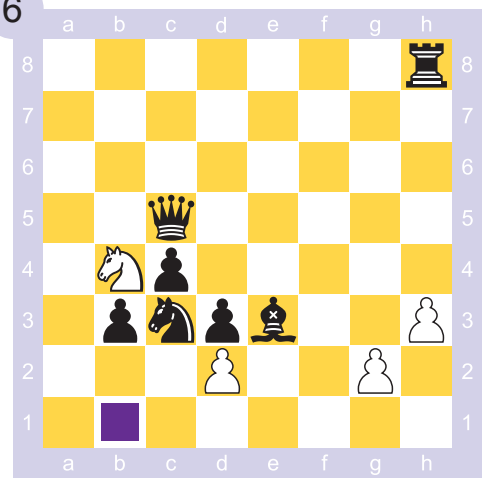
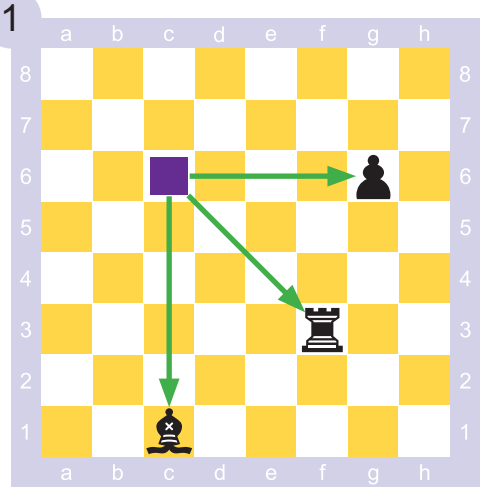


5

Marraztu karratu bat dama zuri batek egon beharko lukeen laukian, jokaldi bakarrean pieza beltzetako edozein harrapatu ahal izateko. Adierazi gezi bidez harrapaketak.

1



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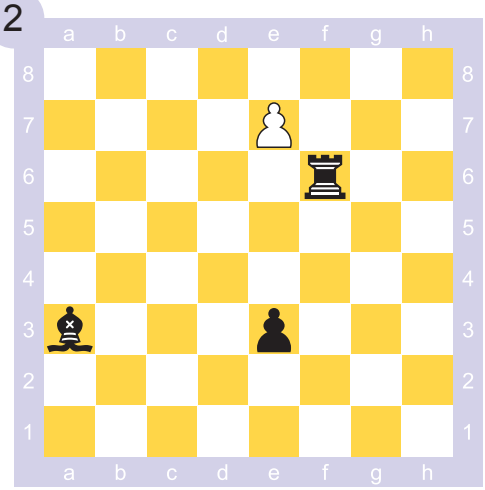

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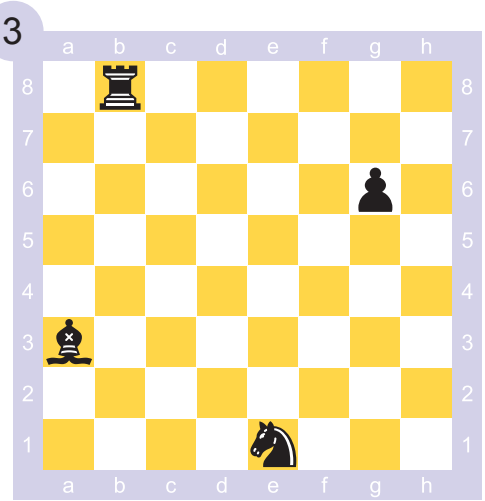

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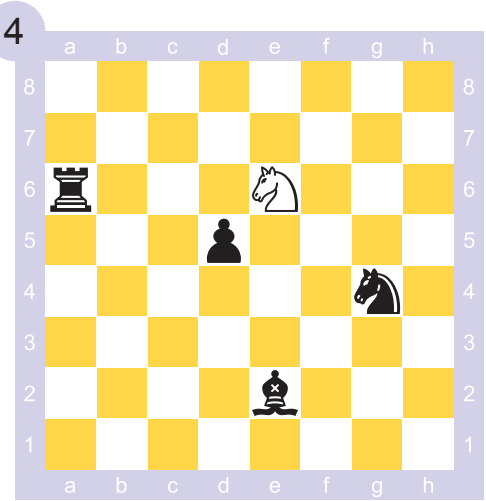

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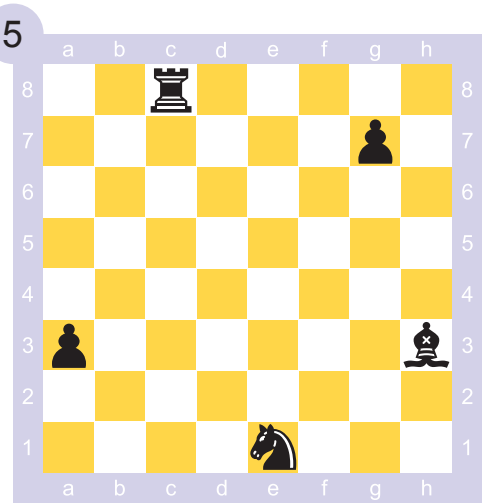

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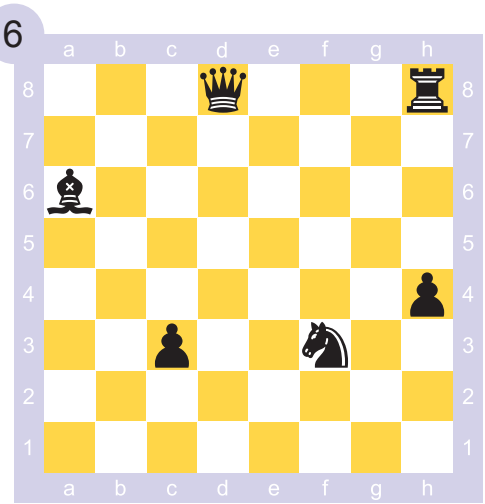
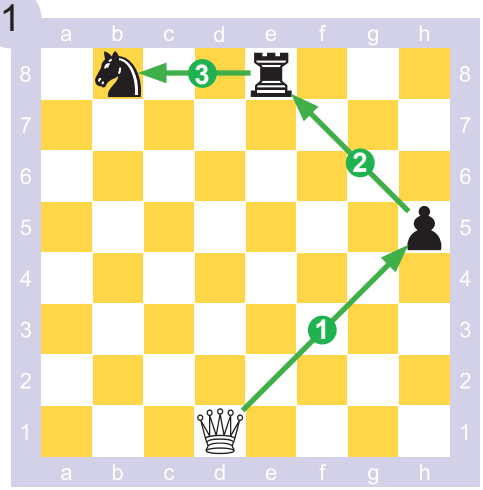


6

Harrapatu damarekin aurkariaren pieza guztiak ahalik eta mugimendu gutxienak eginez. Adierazi jokaldiak gezi bidez.

1



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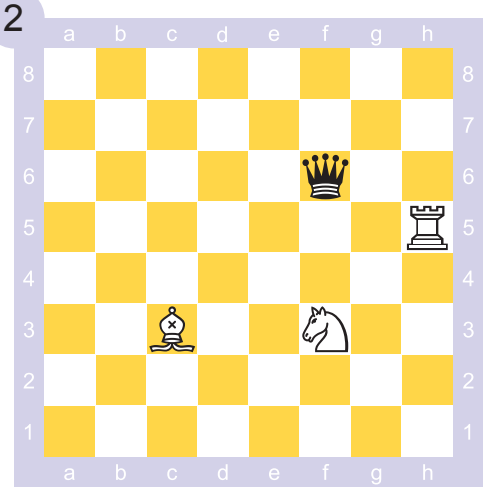

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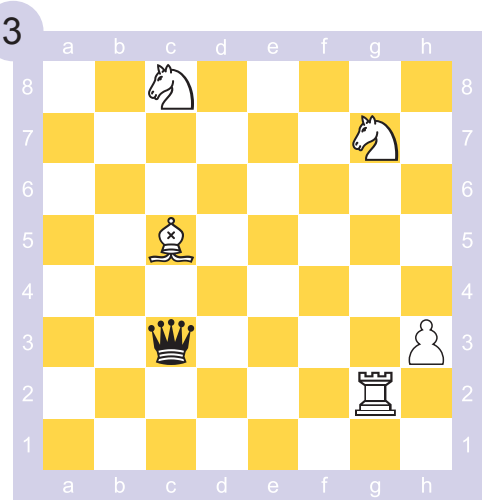

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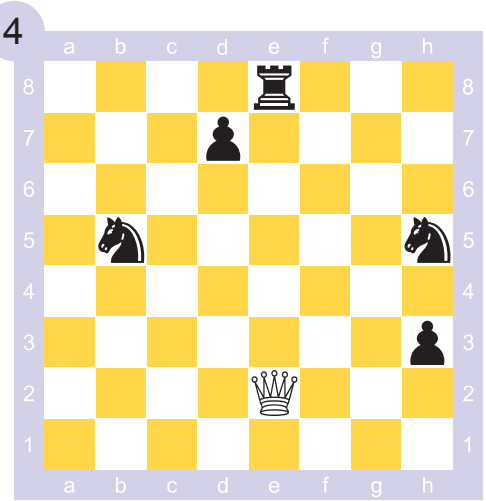

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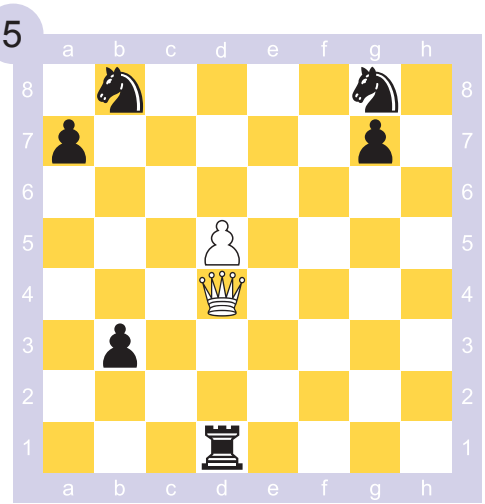

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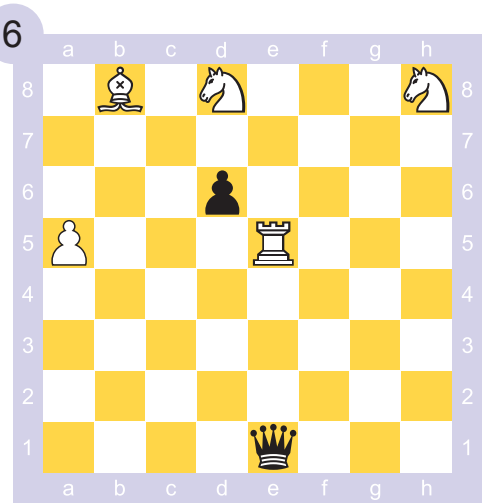
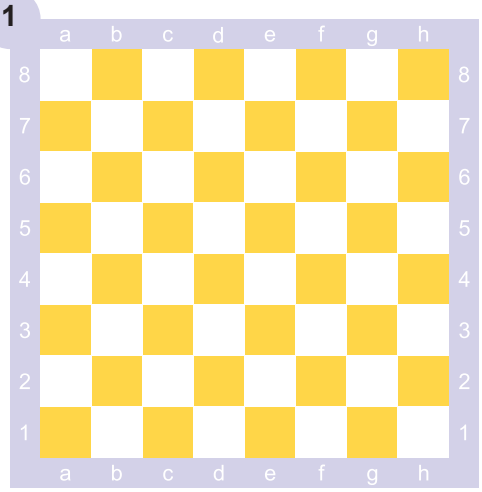


7

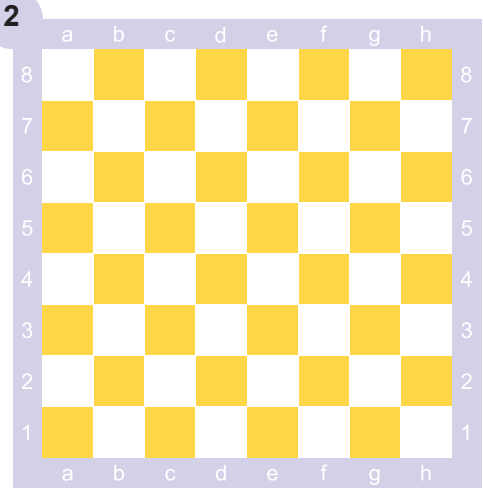
Kokatu damak taula bakoitzean, hauen azpialdean agertzen diren azalpenei jarraiki.

1



8 dama kokatu, haietako bi lerro, zutabe edo diagonal berean ez topatzeko moduan.

2

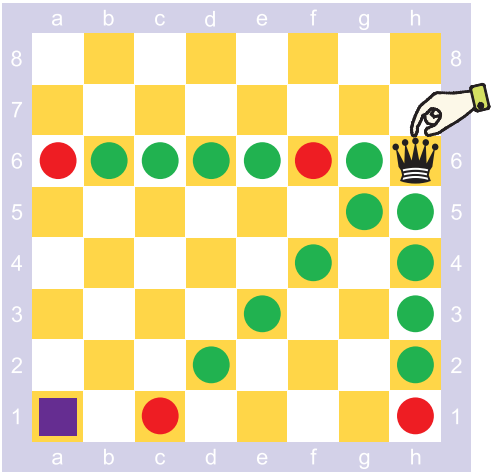


5 dama kokatu, libre dauden laukietako edozein dametako batek jokaldi batean hartzeko moduan (bi damek ezin dute elkar topatu marra batean).

8

DAMA IRRISTARIAREN JOKOA

Dama kolore urdina daukan laukian kokatzen duen jokalariak irabazten du.



Adibidean, dama, gorriz biribildutako lauki batean kokatzen bada beste jokalariak irabaziko du, zuzenean a1 laukira mugi dezakeelako.

Jokoaren arauak

1. Dama bat kokatzen da ausaz 8. lerroko lauki batean edo h zutabeko lauki batean, a8, h8 eta h1 laukietan izan ezik.
2. Bi jokalariek dama bera mugitzen dute txandaka.
3. Dama ezkerrera edota beherantz mugi daiteke soilik.

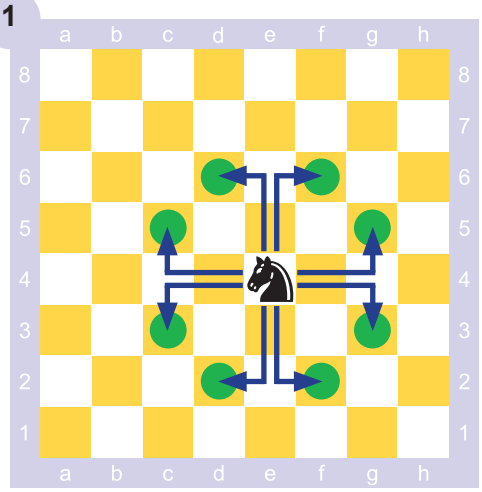
Zaldia

Zaldia L forma eginez mugitzen da (bi lauki aurreratzen ditu gaztelua izango balitz bezala eta ondoren beste bat aurreratzen du perpendikularki).

Zaldia da beste piezen gainetik jauzi egin dezakeen pieza bakarra.

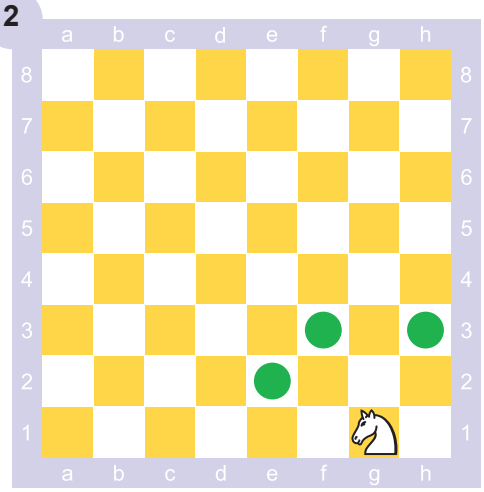
Adibideak

1



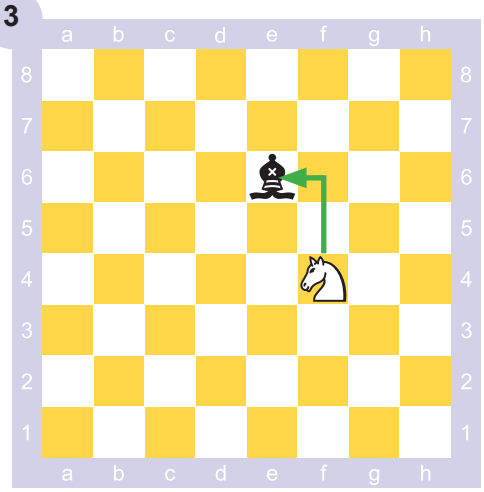
Taularen erdialdean, zaldia lauki gehiagotara joan daiteke.

2

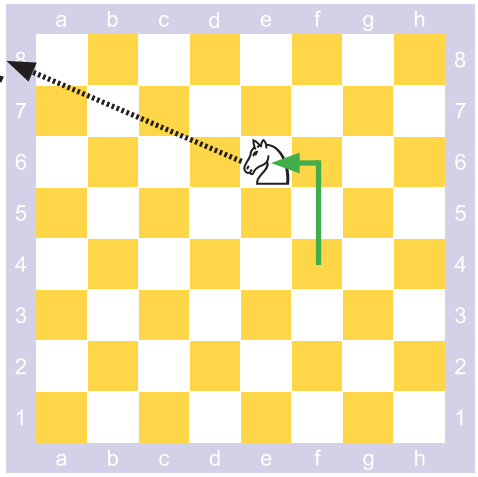


Zaldia lauki zuritatik beltzetara eta beltzetatik zuritara mugitzen da.

3



Alfila harrapatua izan da, zaldia jokaldi batean joan daitekeen lauki batean dagoelako.

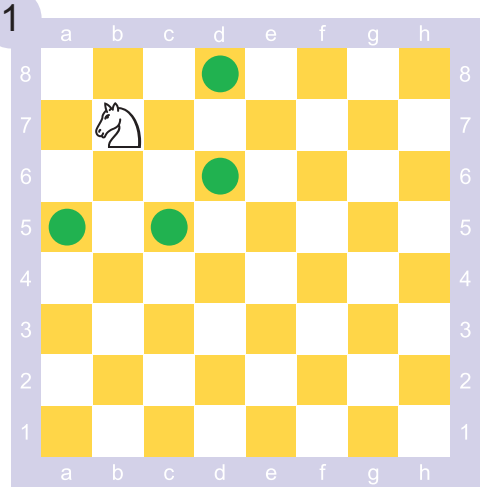


Zaldia, alfila zegoen laukian kokatzen da eta alfila jokotik at geratzen da.

1

Adierazi biribil bidez, zaldia zein laukietara joan daitekeen jokaldi bakarrean. Zaldiak ez badu mugitzerik, ingura ezazu biribil batez.

1



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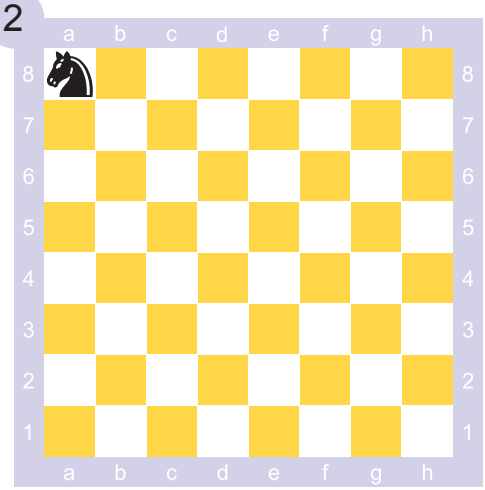

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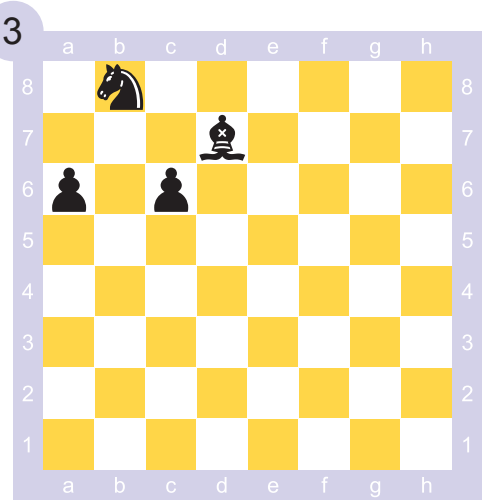

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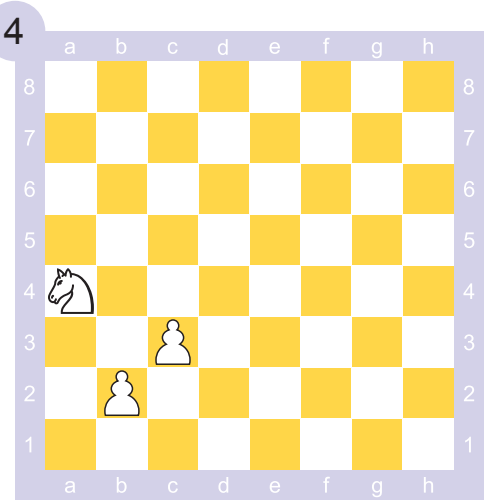

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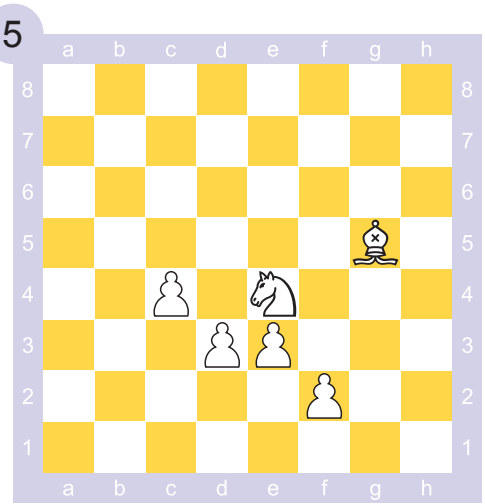

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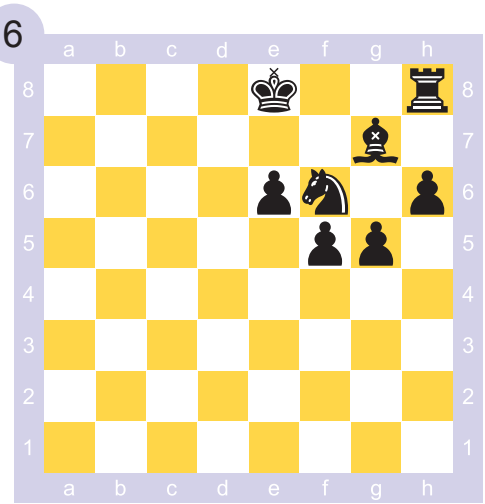
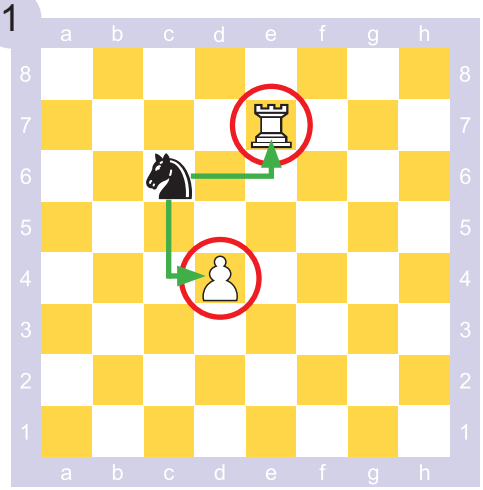


2

Inguratu biribil batez jokaldi batean zaldiak harrapa ditzakeen piezak. Adierazi gezi bidez harrapaketak.

1



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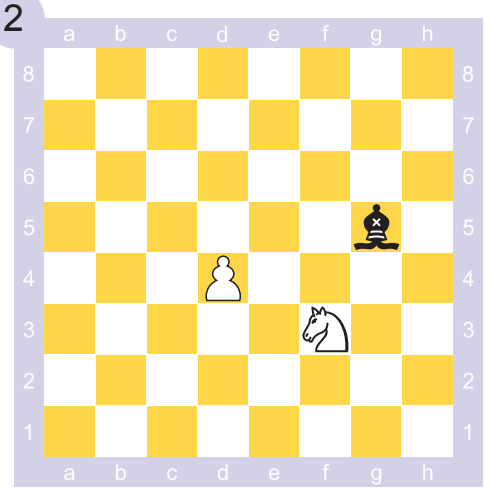

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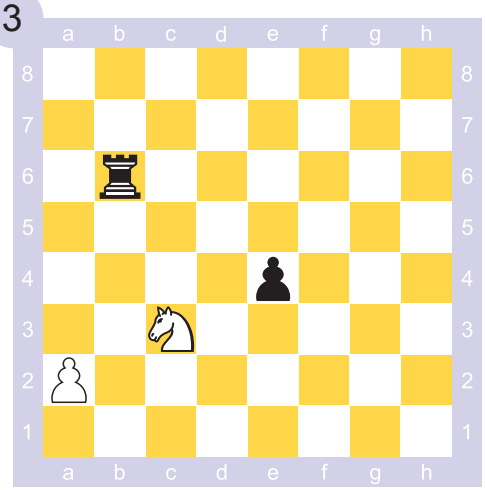

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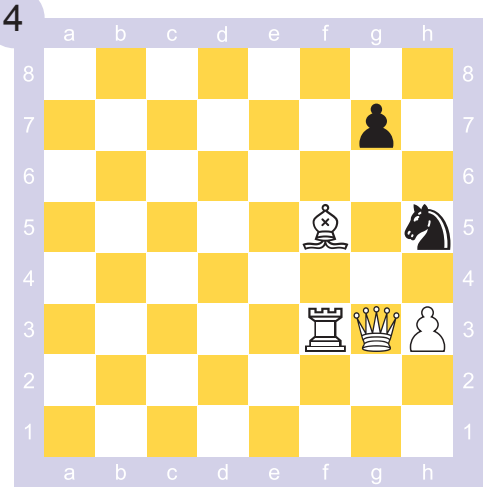

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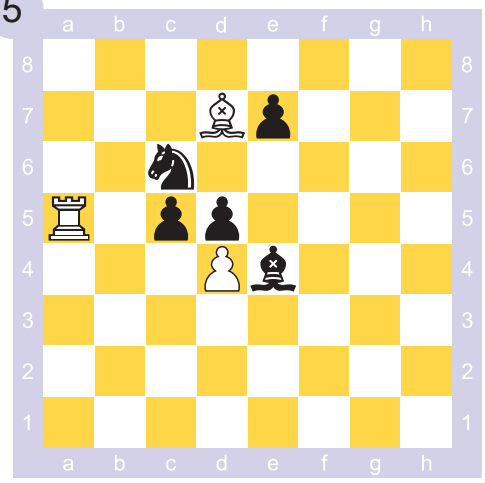

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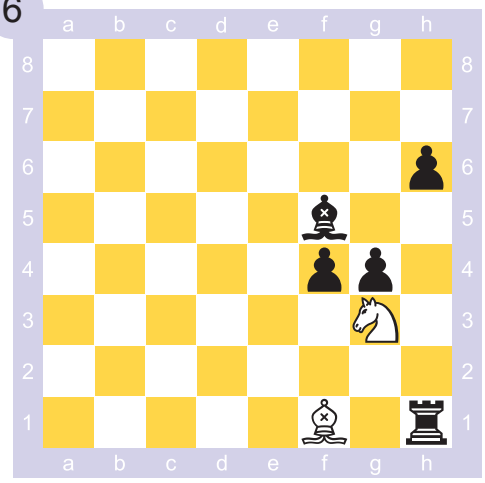

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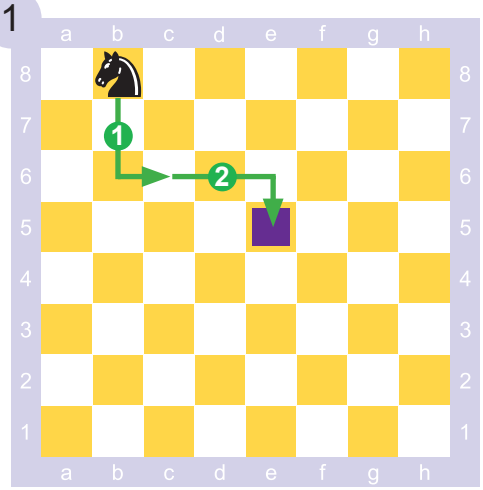
Adierazi zaldiak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko.

1



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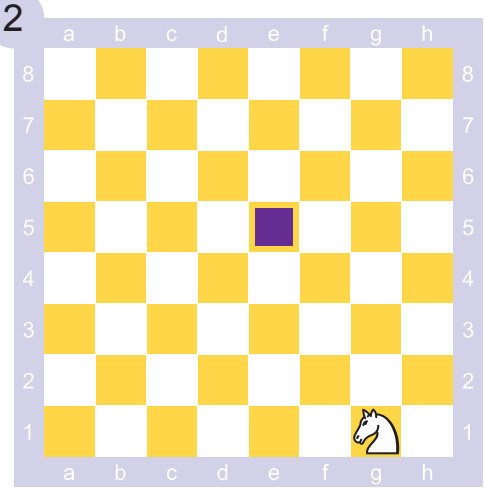

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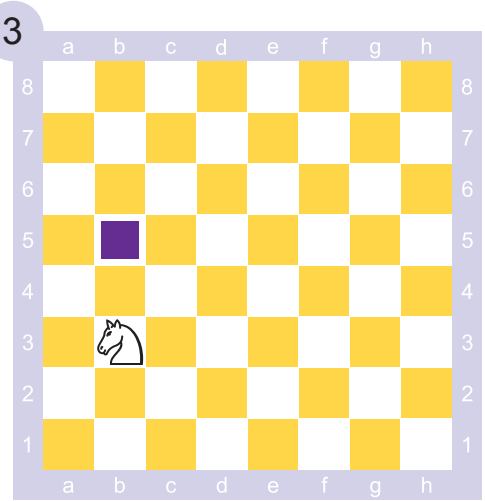

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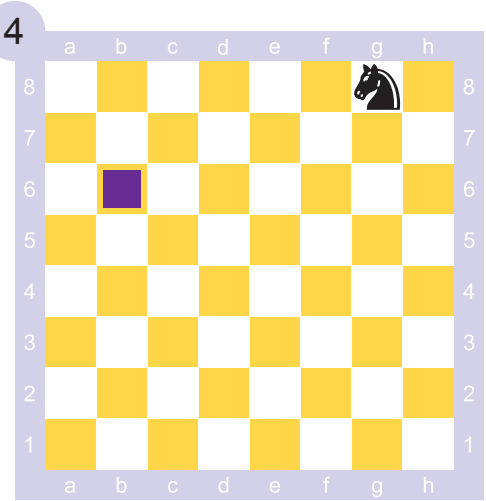

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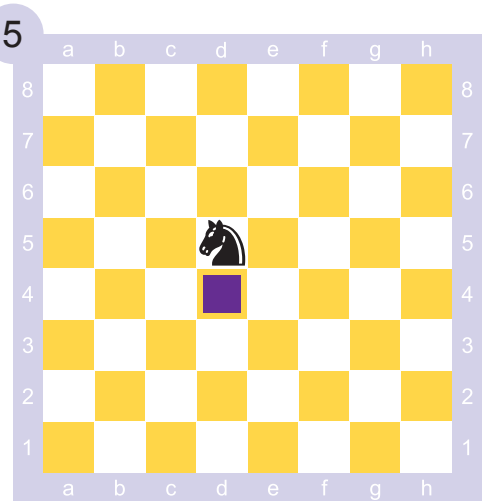

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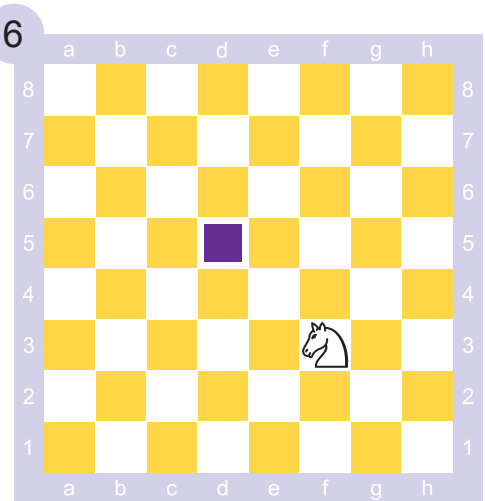
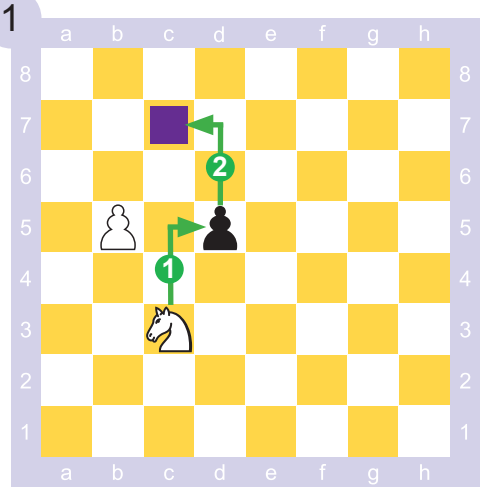


4

Adierazi zaldiak karratuaren gainean kokatzeko egingo duen biderik azkarrena. Marraztu gezi bat jokaldi bakoitzeko.
Gogoratu aurkariaren piezak harrapatu egin daitezkeela.

1



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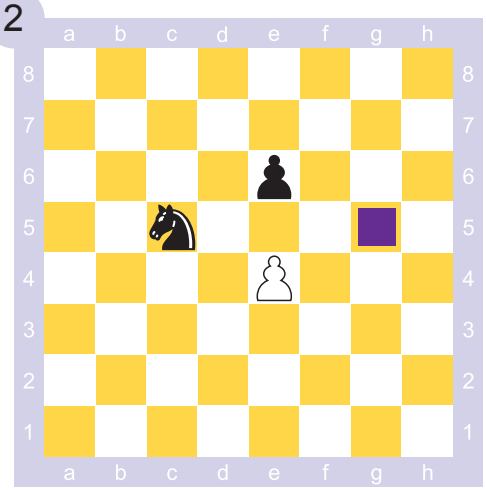

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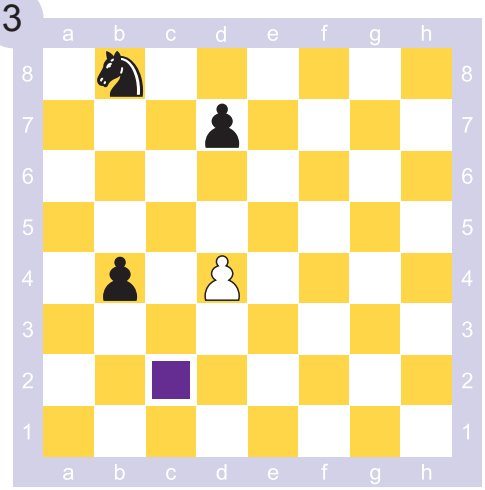

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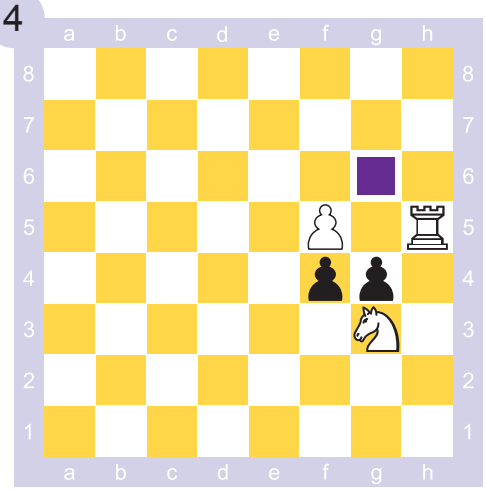

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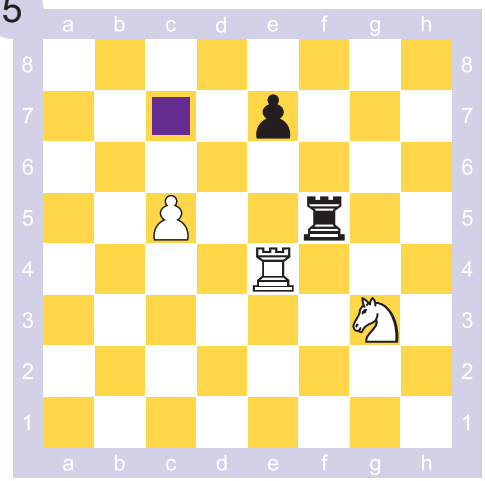

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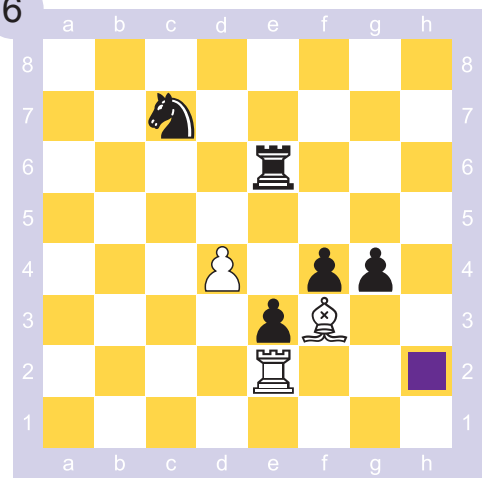
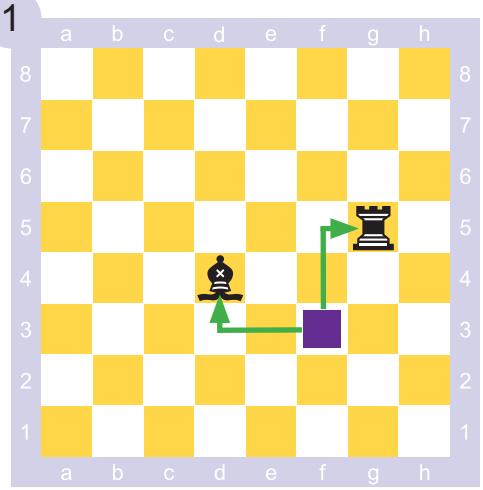


5

Marraztu karratu bat zaldi zuri batek egon beharko lukeen laukian, jokaldi bakarrean pieza beltzetako edozein harrapatu ahal izateko. Adierazi gezi bidez harrapaketak.

1



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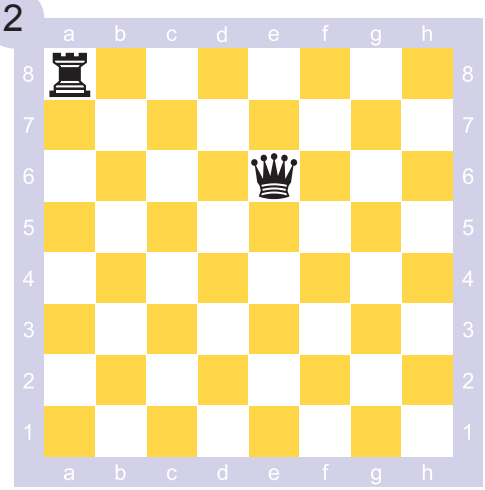

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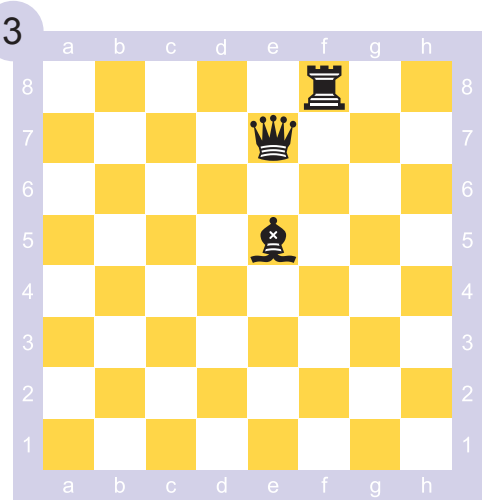

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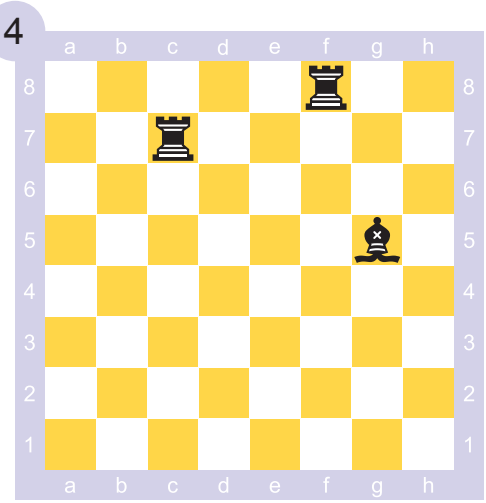

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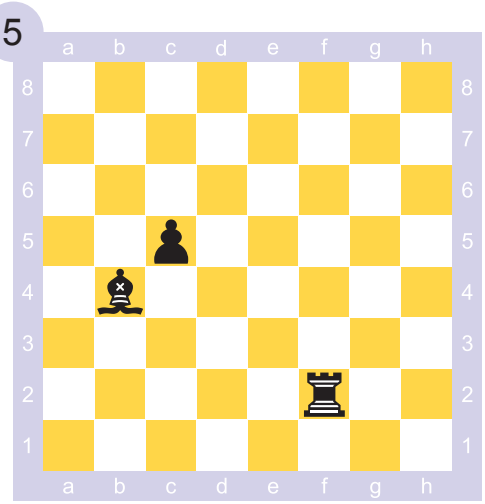

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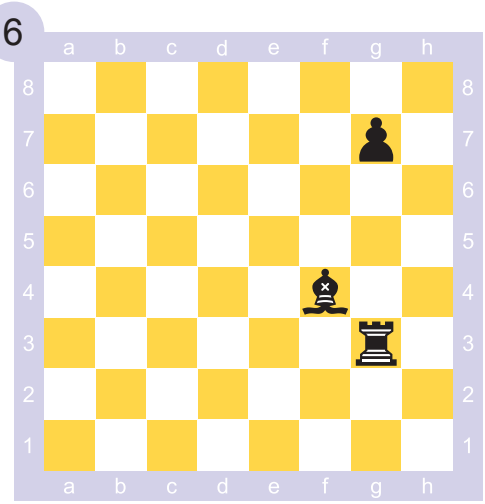
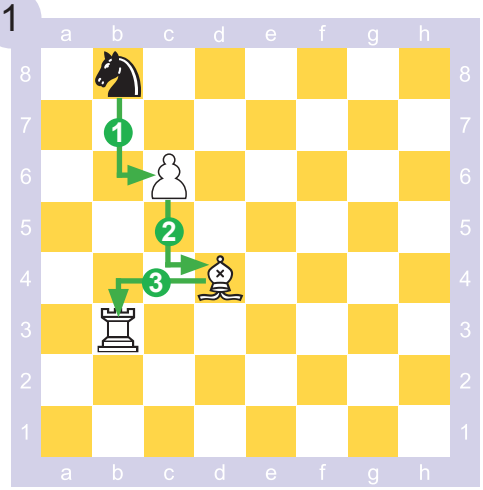


6

Harrapatu zaldiarekin aurkariaren pieza guztiak ahalik eta mugimendu gutxienak eginez. Adierazi jokaldiak gezi bidez.

1



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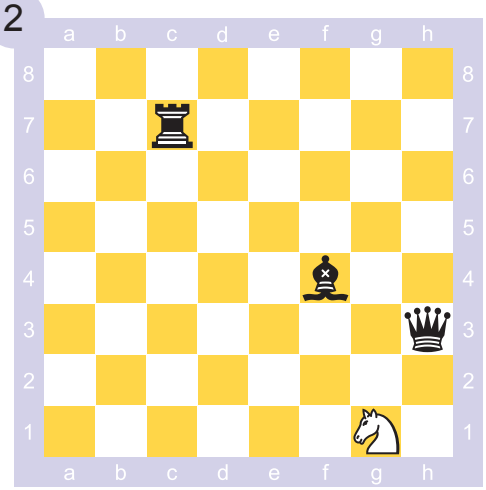

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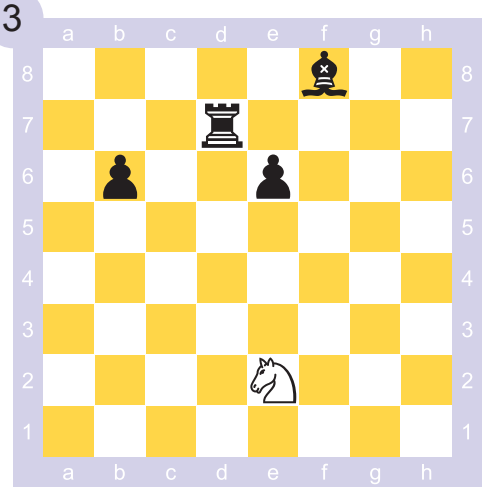

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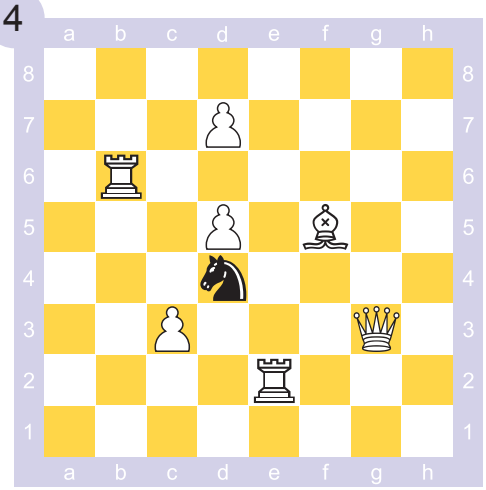

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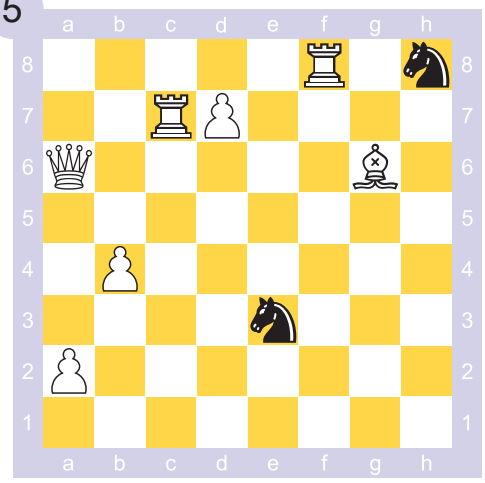

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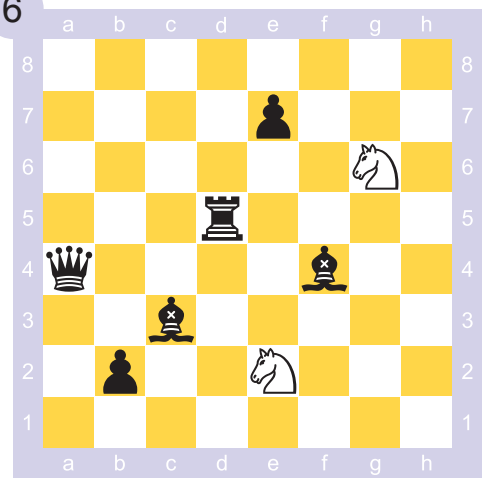
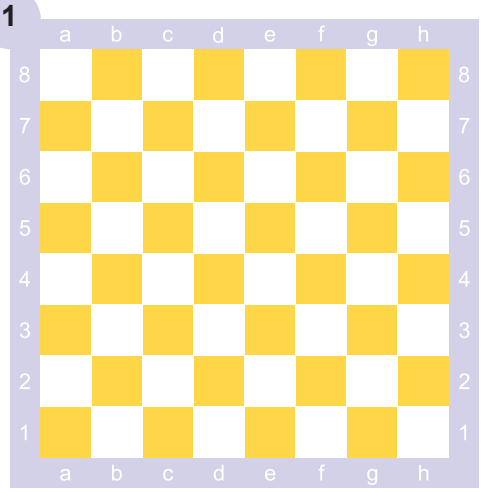


7

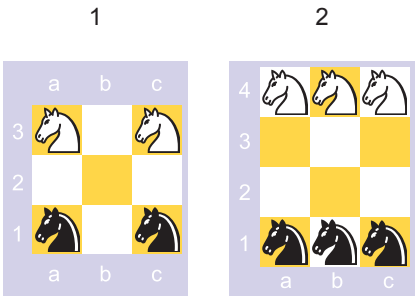
Egin itzazu ariketak taula bakoitzean, hauen azpialdean agertzen diren azalpenei jarraiki.

1



Kokatu ahalik eta zaldi gehien, beste zaldi bat jokaldi bakarrean irits ezin daitekeen laukietan.

2



Taula murriztuak

Ariketa bakoitzerako, kokatu zaldi zuriak beltzen laukietan eta alderantziz.

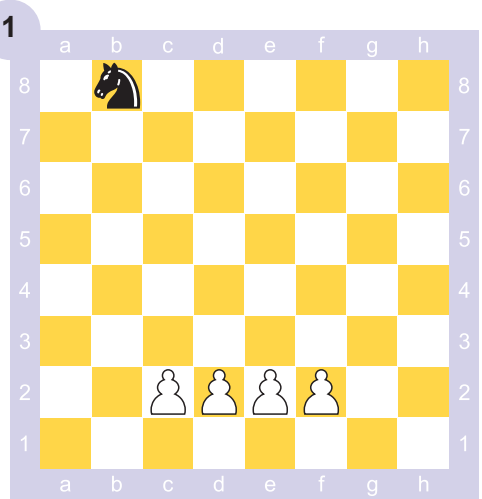
Noski, bi piezek ezin dute lauki berean egon aldi berean eta, kolore ezberdineko zaldiak ere ezin dira harrapatu.

8

ZALDIAK PEOIEN AURKA

Zaldiak irabazten du, peoi guztiak harrapatzea lortzen badu. Peoiek irabazten dute, haietako batek beste aldera iristea lortzen duenean.

1



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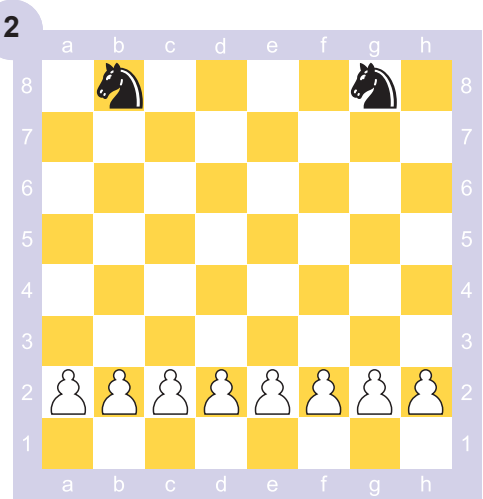


Erregea

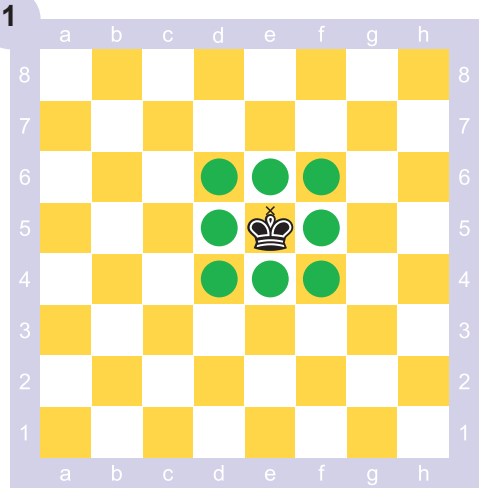
Erregea bere inguruko edozein laukitara mugi daiteke, baina jokaldiko lauki bat aurreratzen du soilik.

Erregeak ezin du beste piezen gainetik jauzi egin.

Erregea ezin da aurkariaren pieza baten mehatxupean dagoen lauki batera joan, era berean ezin du babestuta dagoen pieza bat harrapatu.

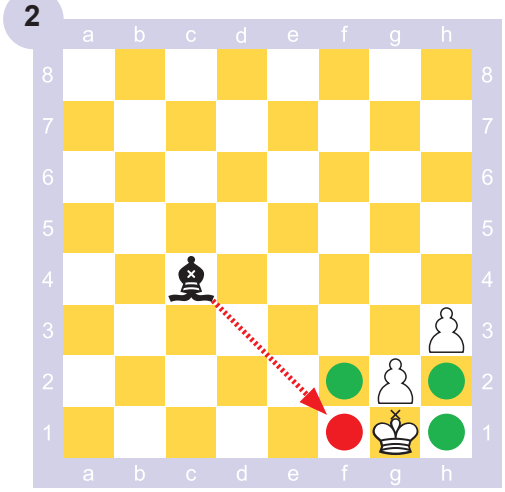
Adibideak

1



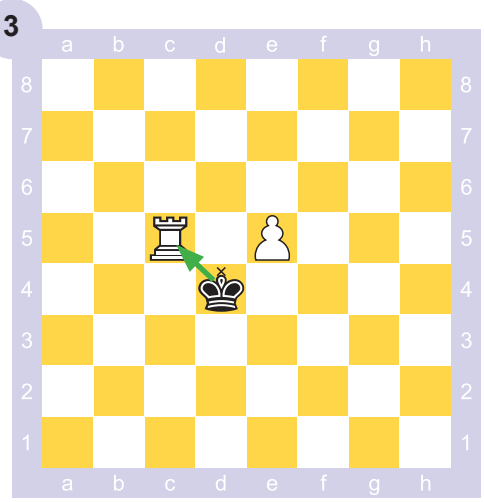
Erregea dama bezala mugitzen da baina lauki bat aurreratzen du soilik.

2

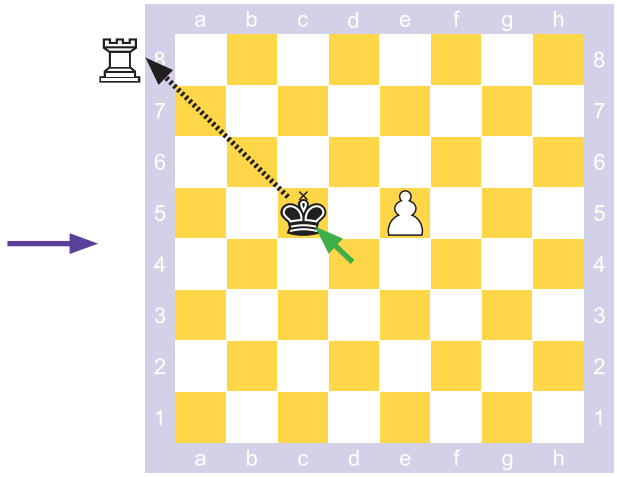


Erregeak ezin du lauki gorrira joan mehatxupean baitago.

3



Erregeak ezin du peoia harrapatu, peoia gazteluak babesten baitu.

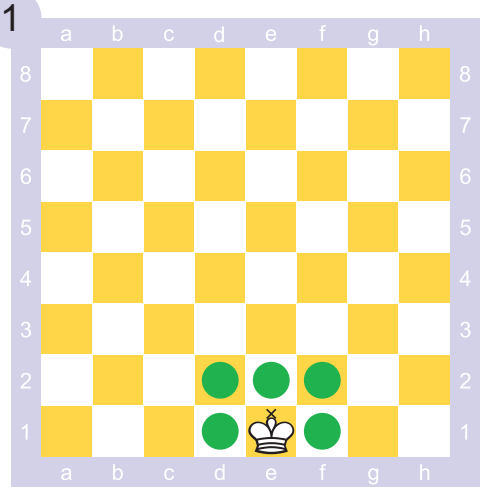


Erregeak gaztelua harrapa dezake babesik gabe dagoelako.

1

Adierazi biribil bidez erregea zein laukitara joan daitekeen jokaldi bakarrean. Erregeak ez badu mugitzerik, ingura ezazu biribil batez.

1



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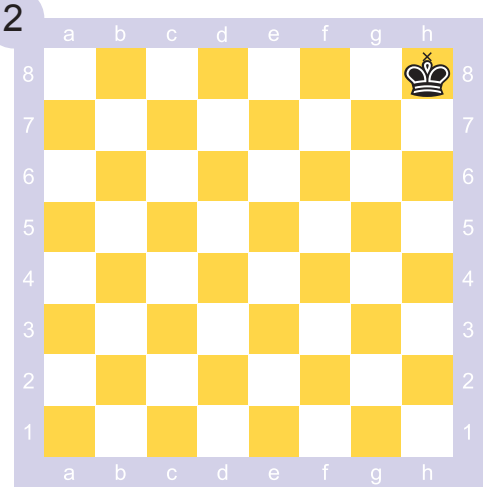

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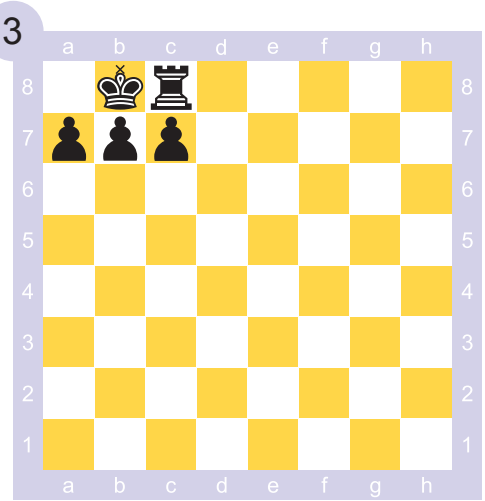

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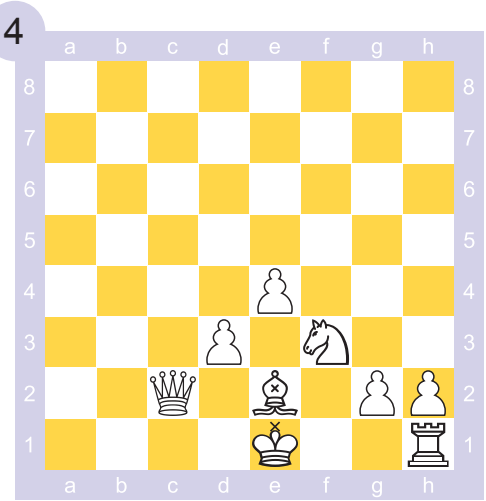

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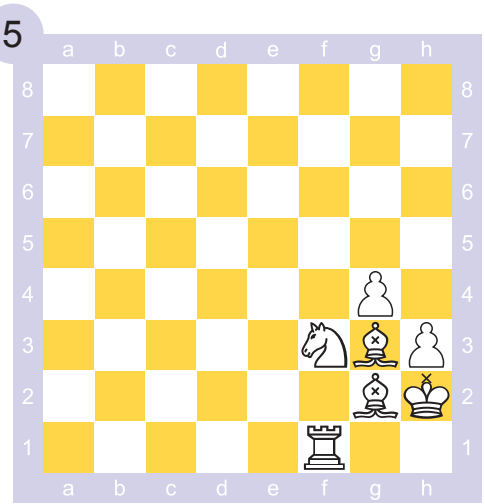

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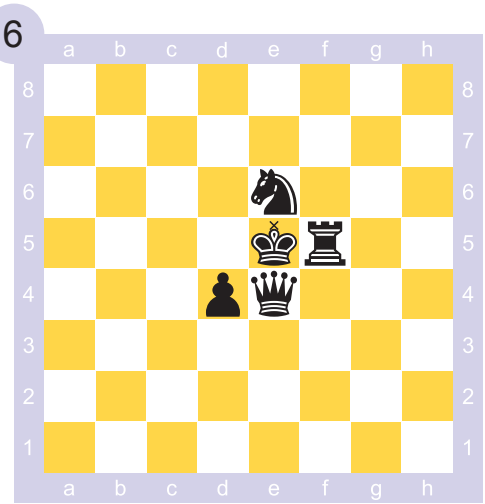
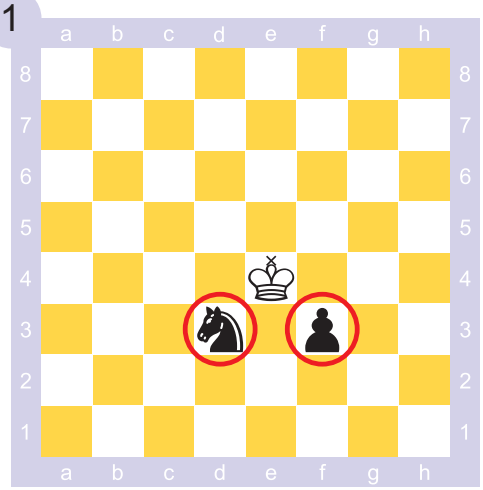


2

Inguratu biribil batez jokaldi batean erregeak harrapa ditzakeen piezak.

1



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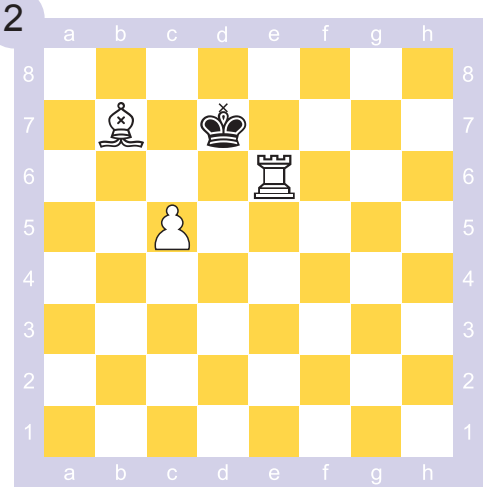

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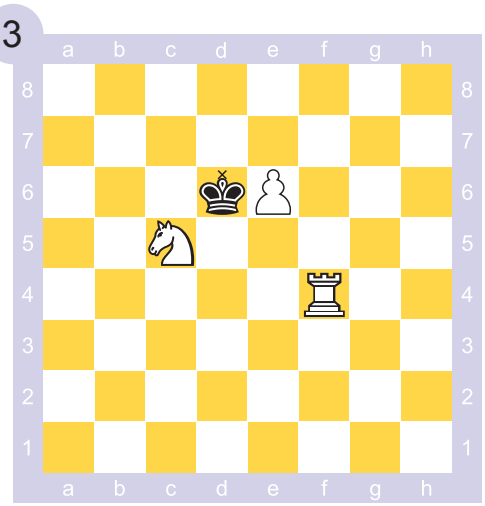

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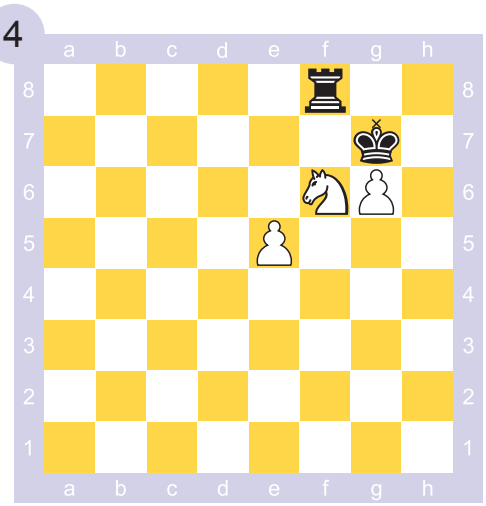

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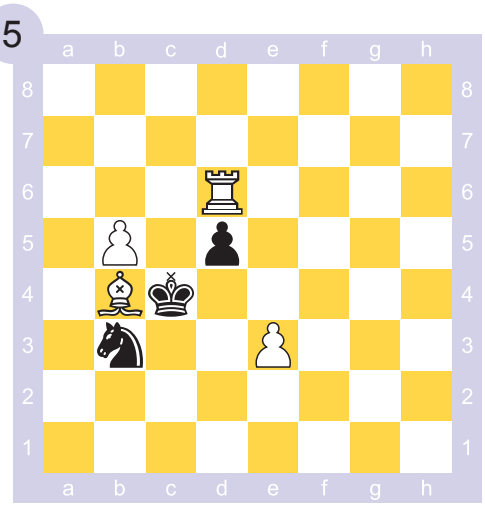

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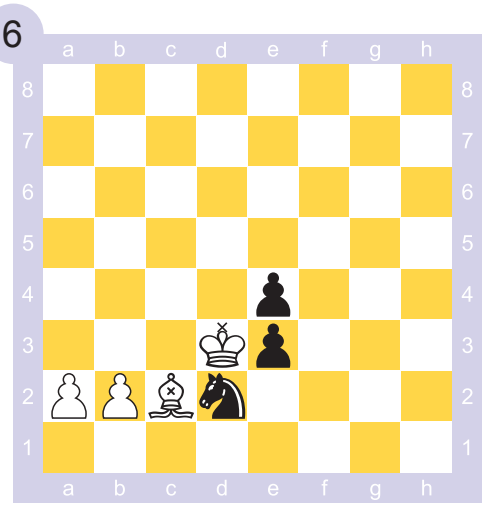
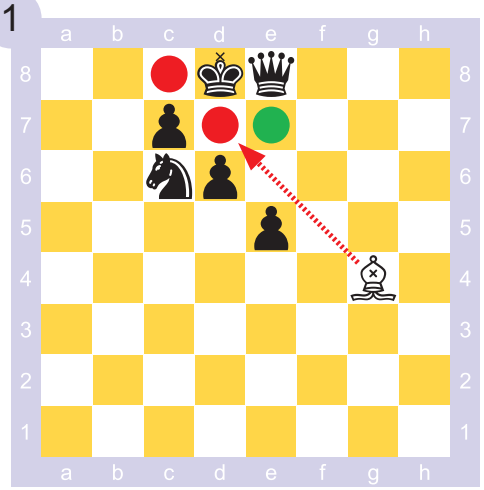


3

Adierazi biribil berde bidez erregea zein laukitara joan daitekeen jokaldi bakarrean eta, adierazi biribil gorri bidez aurkariaren mehatxupean egoteagatik, zein laukitara ezin den joan.

1



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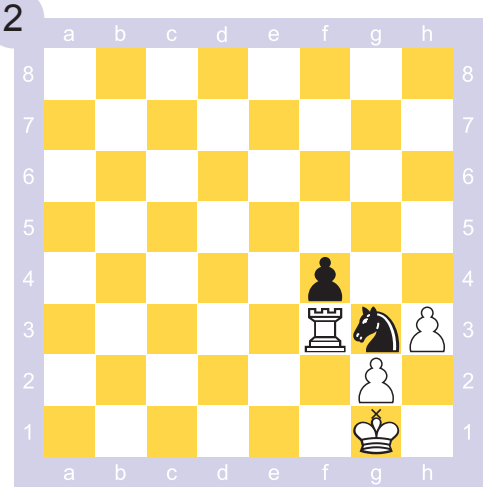

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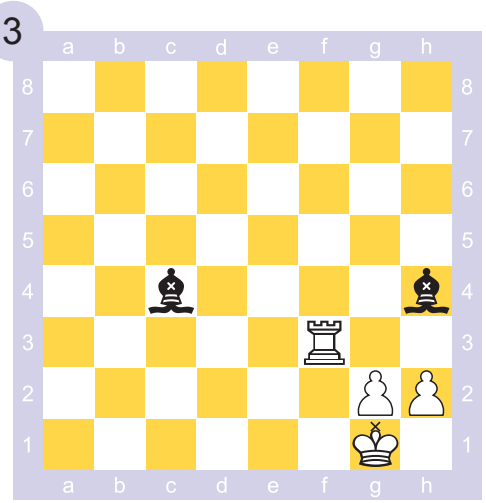

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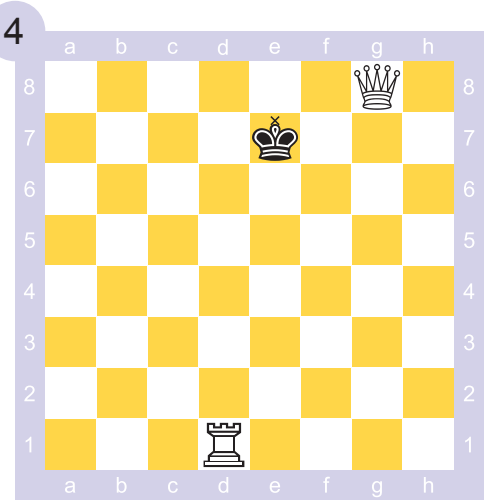

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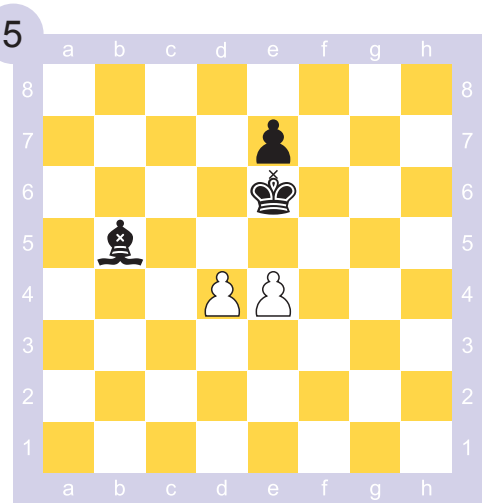

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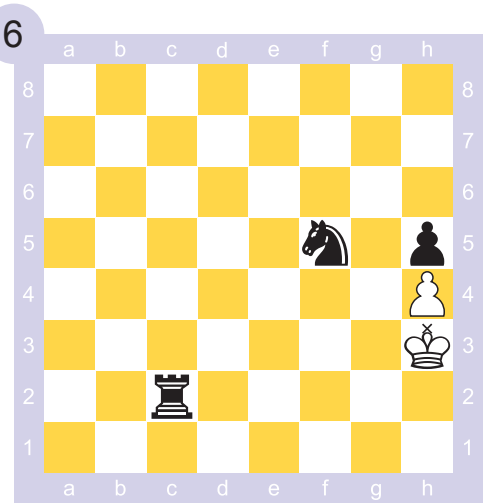
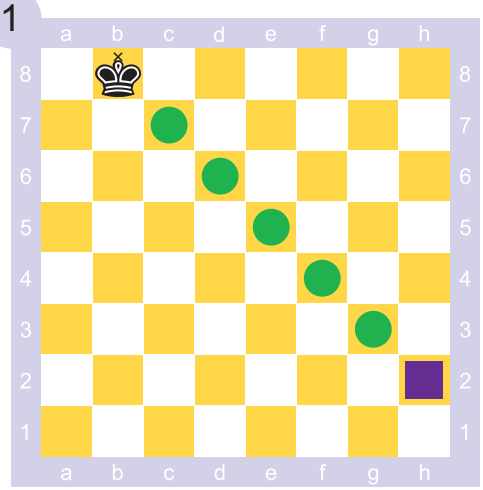


4

Adierazi gazteluak karratuaren gainean kokatzeko egingo duen biderik laburrena eta marraztu biribil bat zeharkatu dituen laukietan. Ingura itzazu biribil batez harrapatutako piezak.

1



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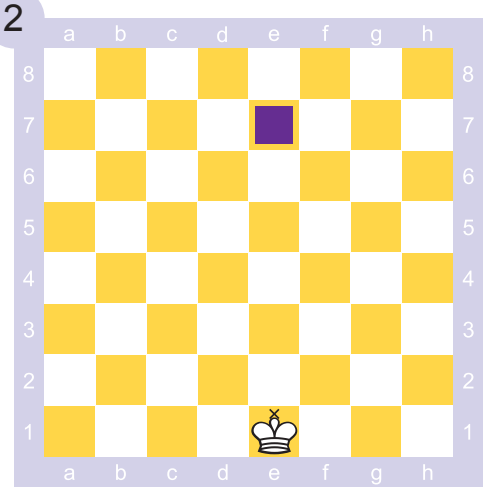

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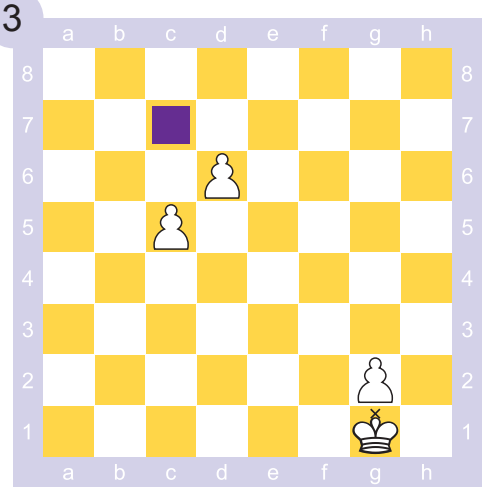

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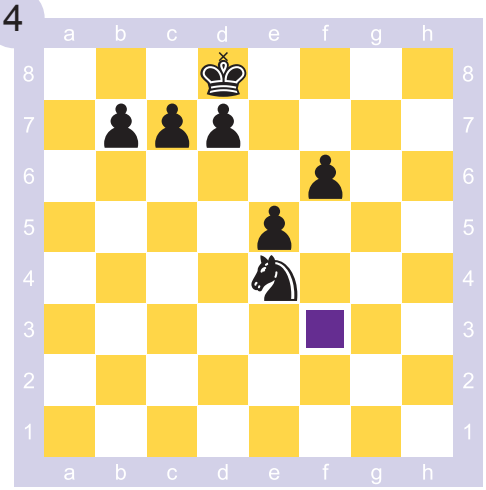

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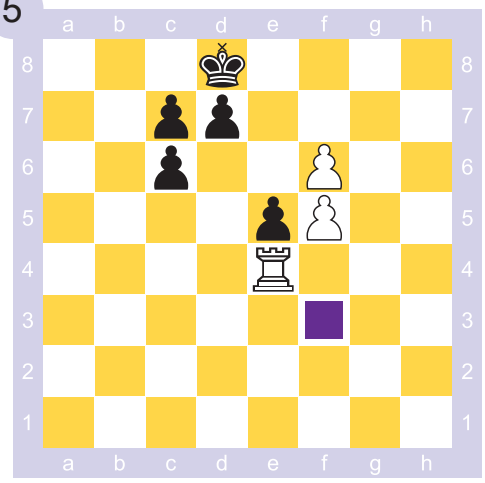

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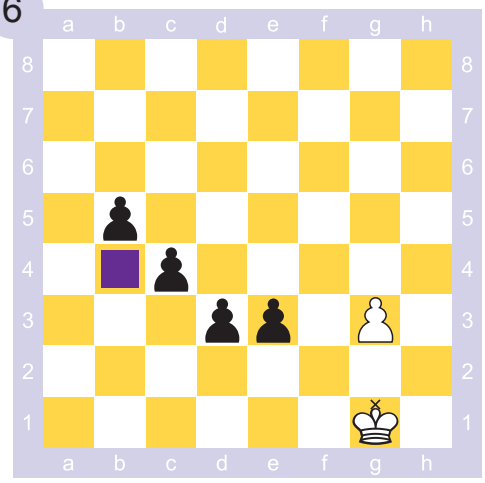
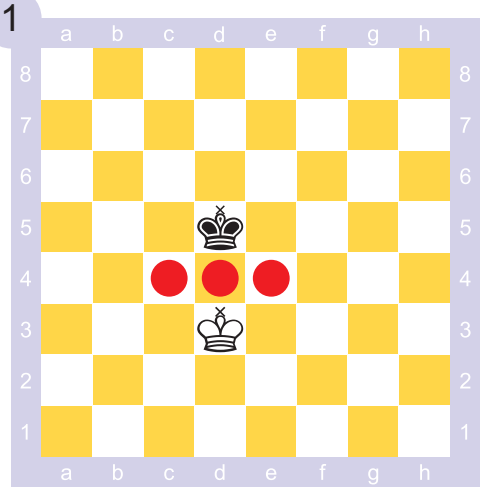


5

Adierazi biribil bidez, aurkariaren mehatxupean egoteagatik, errege beltza zein laukietara ezin den joan.
Erregeak ez badu mugitzerik, ingura ezazu biribil batez.

1



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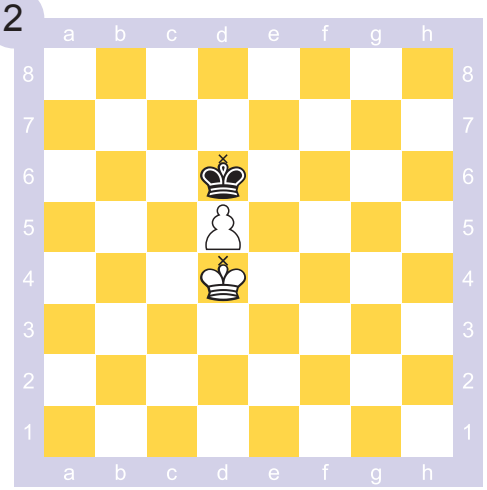

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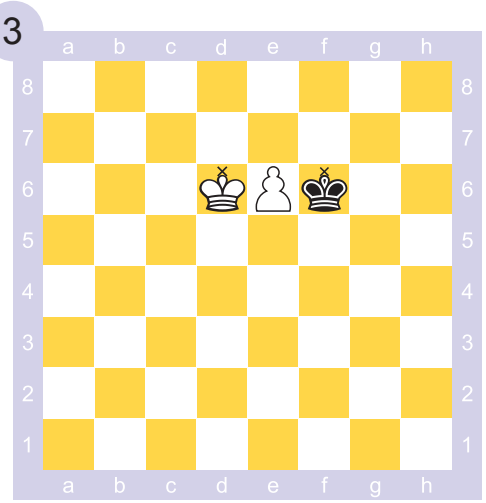

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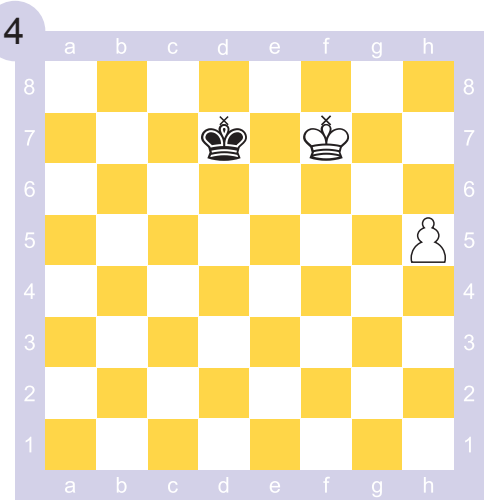

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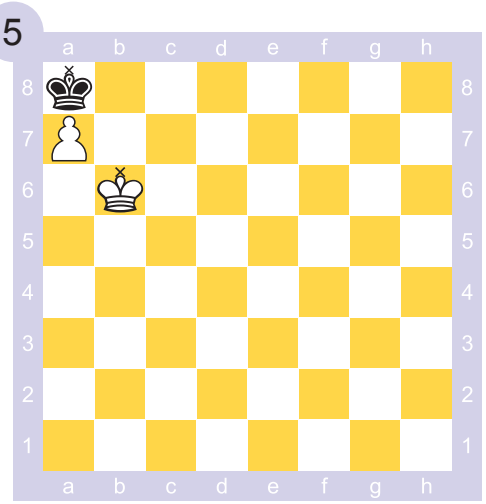

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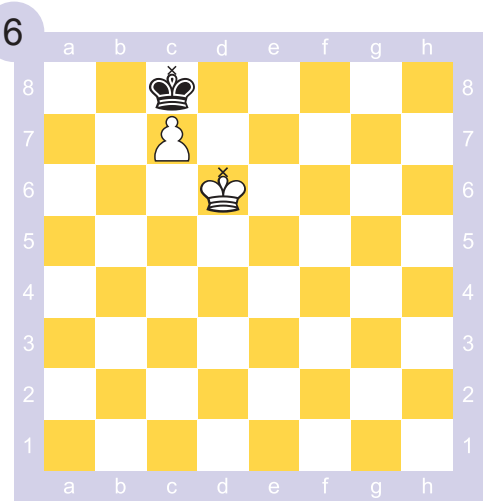
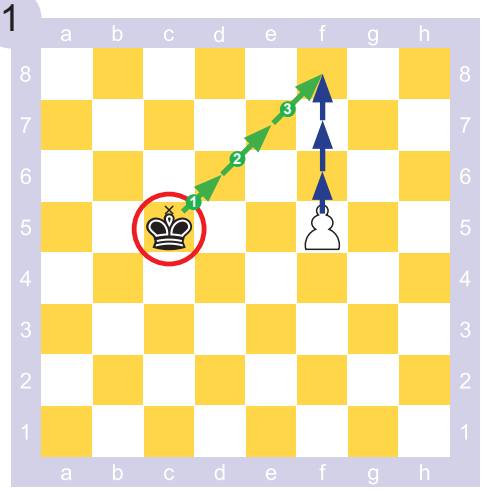


6

Saia zaitez erregearekin peoia harrapatzen. Peoia hasten da.
Inguratu biribil batez pieza garailea eta adierazi jokaldiak gezi bidez.

1



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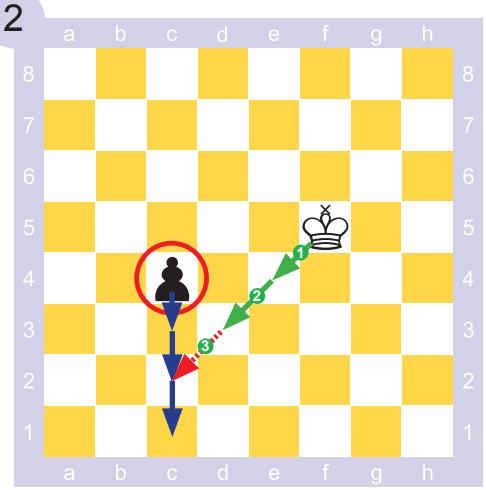

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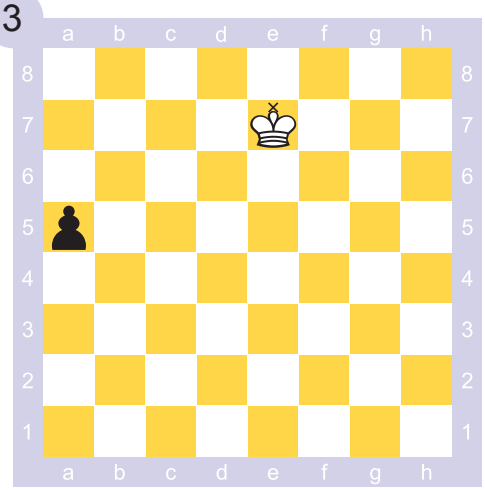

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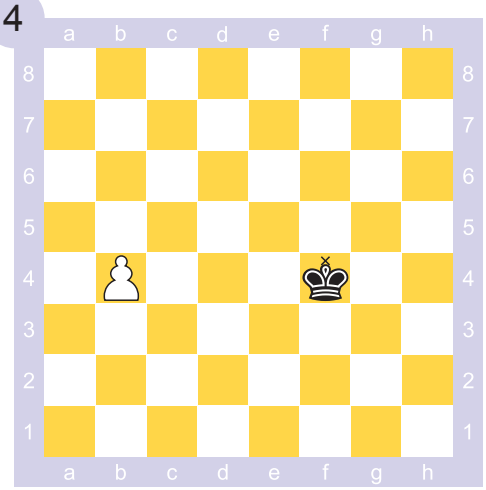

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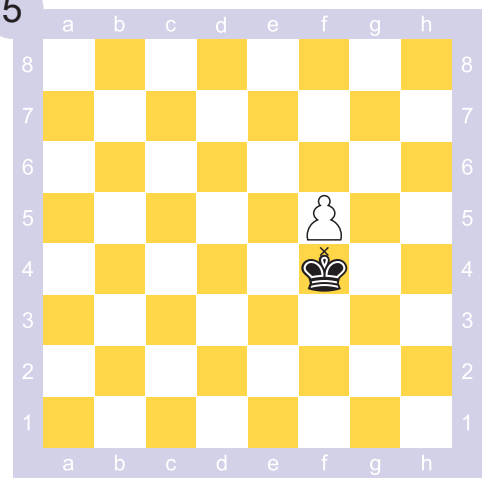

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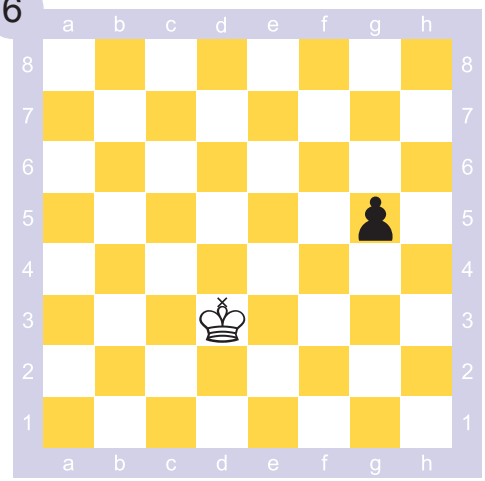
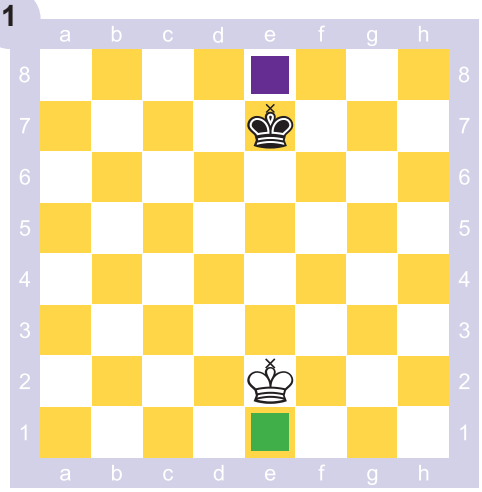


7

Aurkariaren karratura lehenengo iristen den erregeak irabazten du. Zurien txanda da.

1



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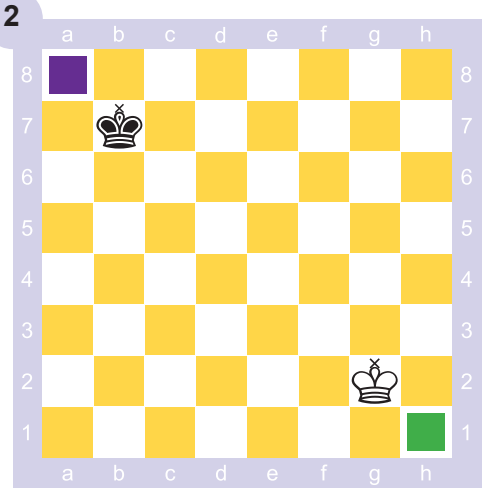
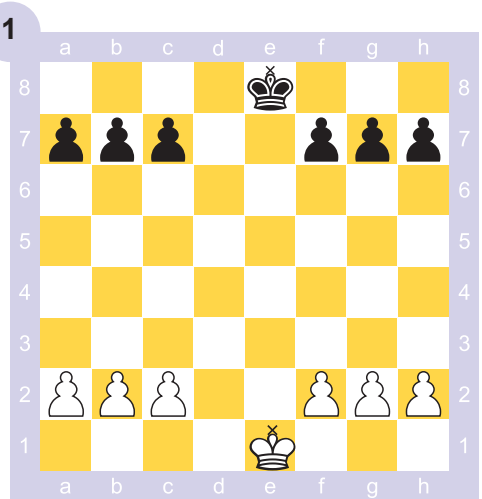


8

ERREGEA PEOIEN AURKA

Peoi bat beste aldera iristea lortzen duenak edo aurkariaren peoi guztiak harrapatzea lortzen duenak irabazten du. Zuriak hasten dira.

1



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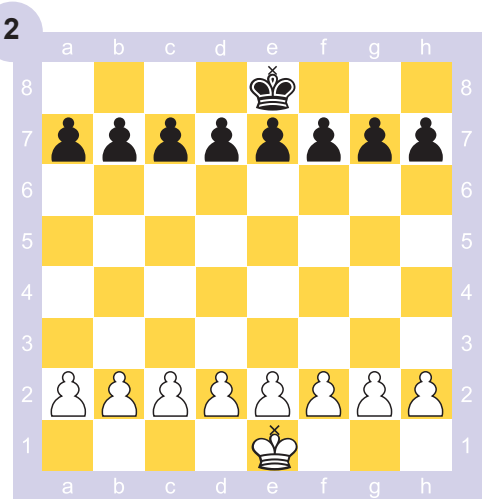
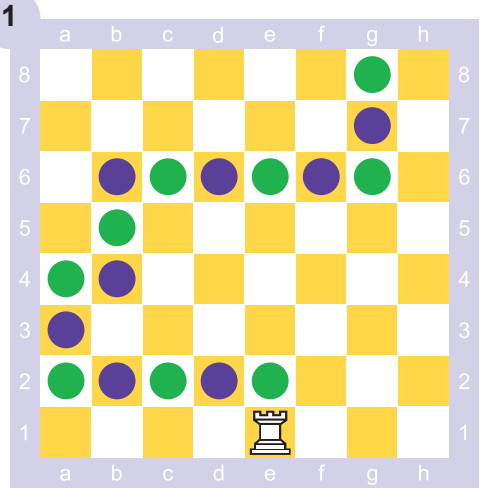


A

GAZTELU ESKALATZAILEAREN JOKOA

8. lerrora lehenengo iristen den jokalariak irabazten du.

1



Adibidean, biribil berdeek lehen jokalariaren jokaldiak adierazten dituzte eta urdinek bigarrenarenak. Kasu honetan, lehen jokalariak irabazten du.

Jokoaren arauak

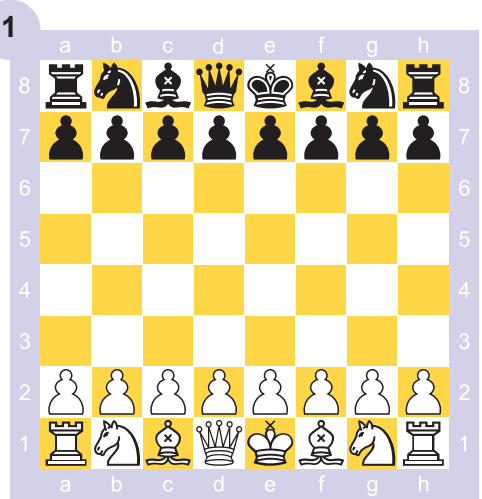
1. Lehen lerroko lauki batean gaztelu bat kokatzen da ausaz.
2. Bi jokalariek gaztelu bera mugitzen dute txandaka.
3. Gaztelua lauki bat soilik mugi daiteke, ezker zein eskuinera edo beherantz (ezin da gorantz edo diagonalean mugitu).
4. Gaztelua ezin da lehen egon den lauki batera itzuli.

B

PIEZAK JATEAREN JOKOA

Piezarik gabe geratzen den lehen jokalariak irabazten du. Zuriak hasten dira.

1



Jokoaren arauak

1. Piezen mugimenduak xakearen berdinak dira.
2. Aurkariaren pieza bat harrapatzeko aukera badago, derrigorrezkoa da harrapatzea.
3. Piezak jatearen jokoan erregea harrapatu egin daiteke eta mehatxupean dauden laukietan koka daiteke.
4. Jokalarietako batek bere piezetako bat ere ezin badu mugitu, pieza gutxien duenak irabazten du.

4. unitatea

Piezen balioa

Piezen balioa

Baliokidetasunak

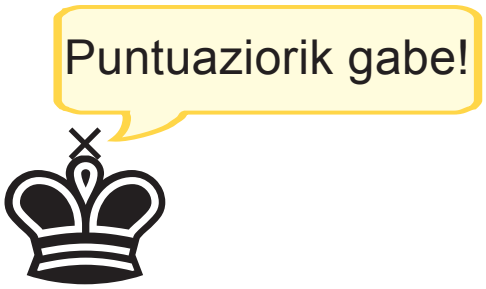
Piezen balioa

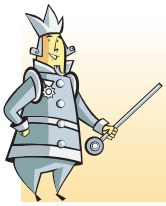
Pieza guztiek ez dute balio bera.

Piezaren balioa jokaldi batean mugi dezakeen lauki kopuruaren baitan egongo da.

Erregea harrapa ezin daitekeen pieza bakarra denez, ez zaio puntu-baliorik ematen.

Maisu batzuek 9 puntu ematen dizkiote.



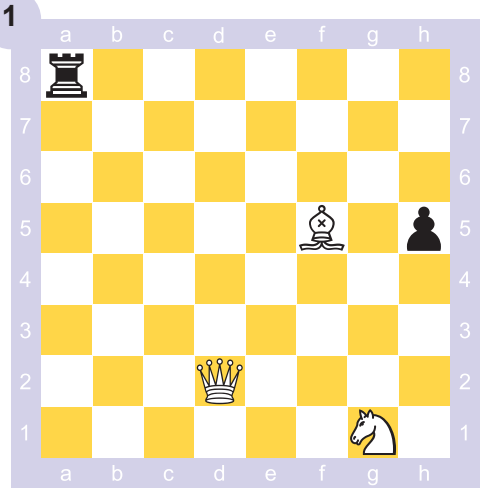


Partidan zehar, kokagunearen arabera zenbait piezak patida hasieran baino balio gehiago edo gutxiago izan dezakete.

1

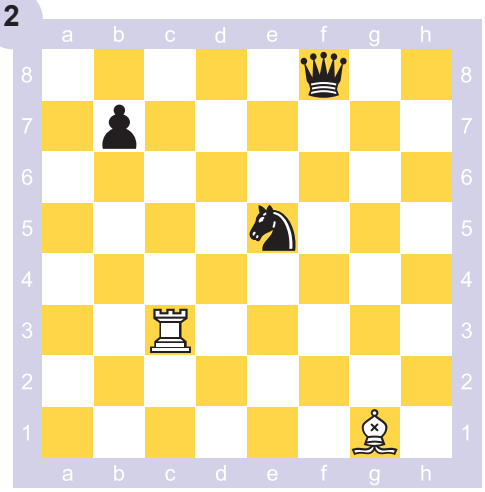
Zenbatu pieza bakoitzak mugi dezakeen lauki kopurua eta jarri zenbakia.

1



Peoia ☐
Zaldia ☐
Alfila ☐
Gaztelua ☐
Dama ☐

2



Peoia ☐
Zaldia ☐
Alfila ☐
Gaztelua ☐
Dama ☐

2

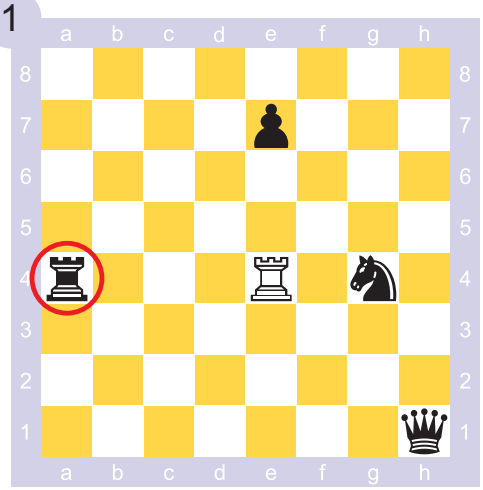
Adierazi ondoko esaldiok zein piezarentzat diren egiazko.

Jokaldi bat egitean, pieza(k):	♙	♔	♕	♗	♘	♖
Ezin du atzera egin	X					
Piezen gainetik jauzi egin dezake						
Norabide guztietan mugi daiteke						
Kolore bereko laukietara soilik joan daiteke						
Beti kolore ezberdina duen laukira doa						
Lerro zein zutabetan zehar mugi daiteke						
Diagonaletan mugi daiteke						
Taularen alde batetik bestera joan daiteke						

3

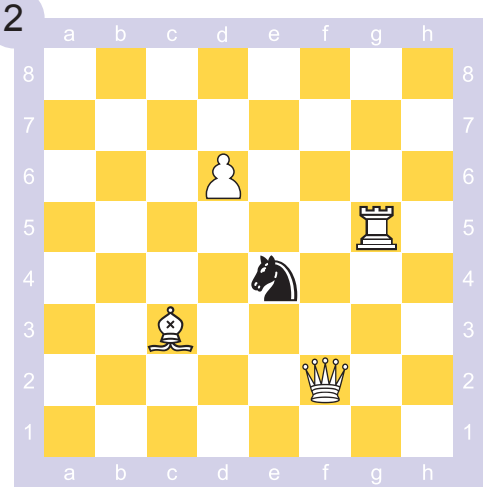
Inguratu biribil batez taularen azpialdean adierazten den jokalariak harrapa dezakeen balio handieneko pieza.

1



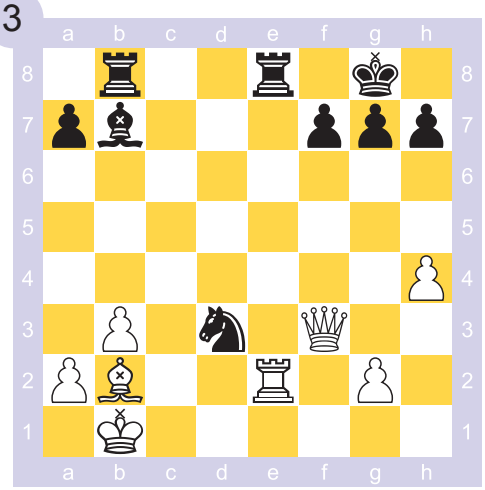
Zuriak

2



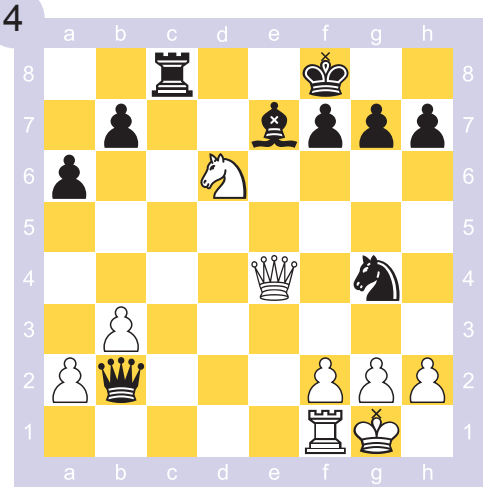
Beltzak

3



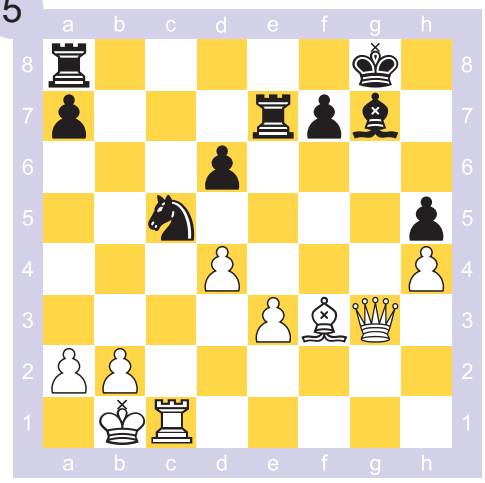
Beltzak

4



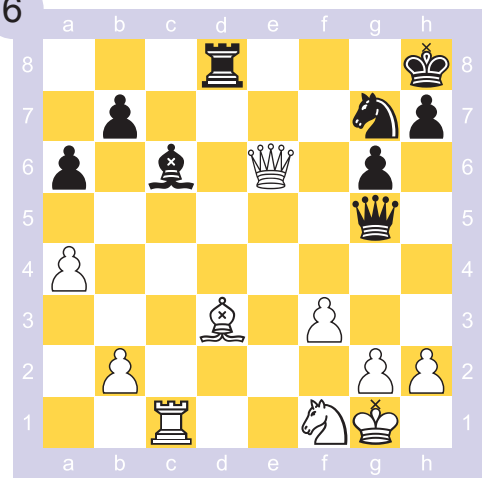
Zuriak

5



Zuriak

6



Beltzak

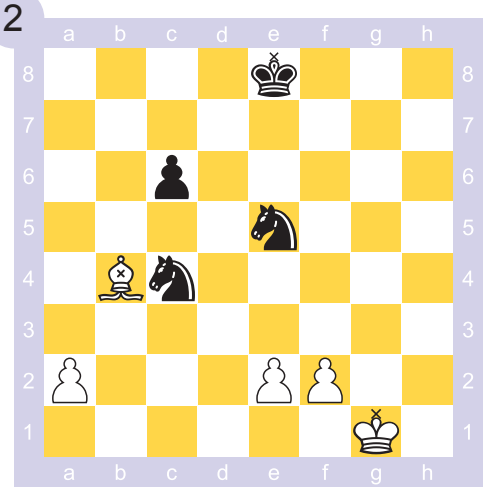
4

Jokalari bakoitzaren pieza guztien balioa gehitu eta puntuaketa idatzi.

1

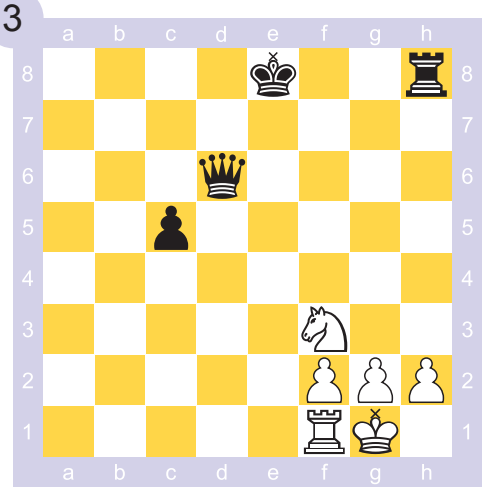
Zuriak: 8 Beltzak: 4

2



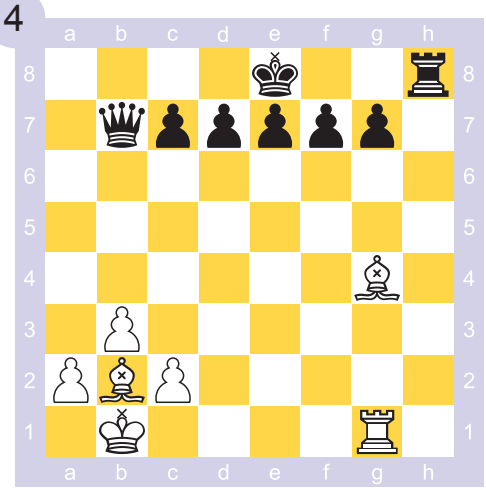
Zuriak: Beltzak:

3



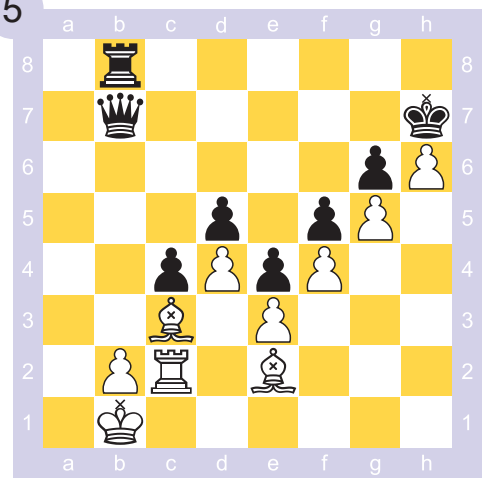
Blancas: Beltzak:

4



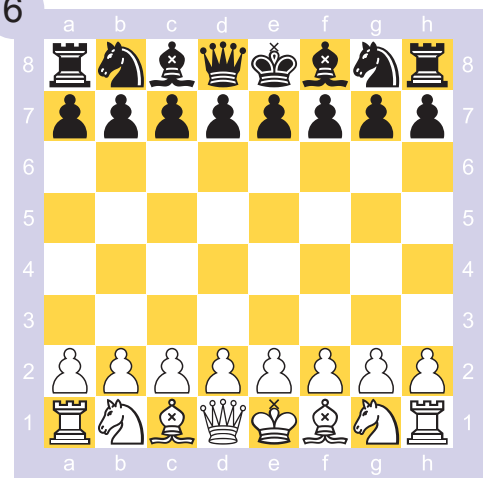
Zuriak: Beltzak:

5



Zuriak: Beltzak:

6

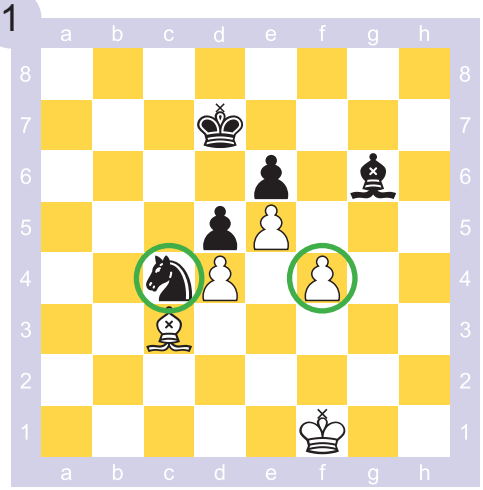


Zuriak: Beltzak:

5

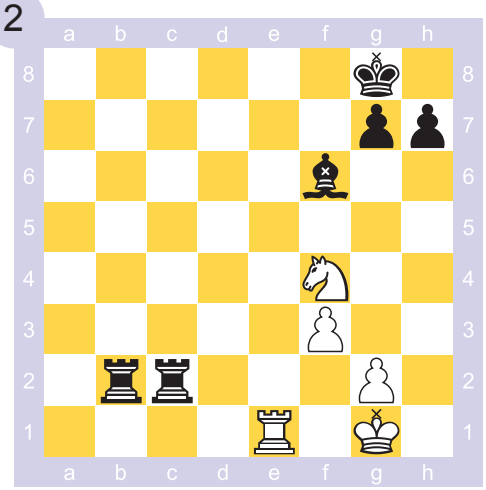
Inguratu biribil batez puntu gehien duen jokalaria eta idatzi zenbat puntuko aldeaz ari den irabazten.
Pieza ezberdinen balioa zenbatu soilik.

1



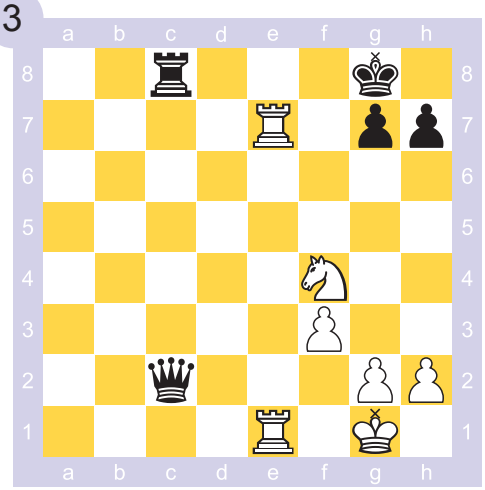
Zuriak: 1 Beltzak: 3 **+2**

2



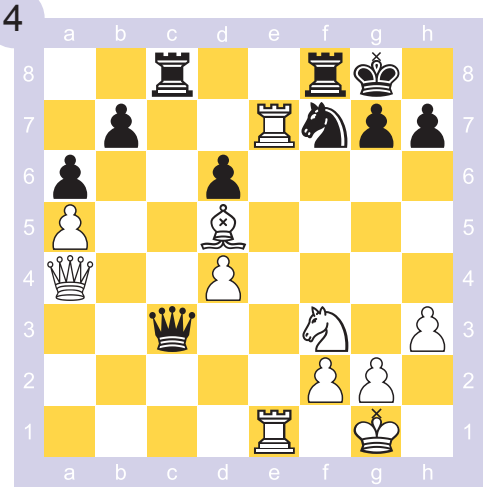
Zuriak: Beltzak:

3



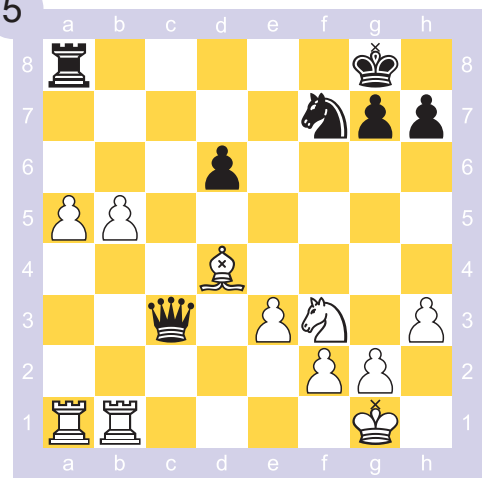
Zuriak: Beltzak:

4



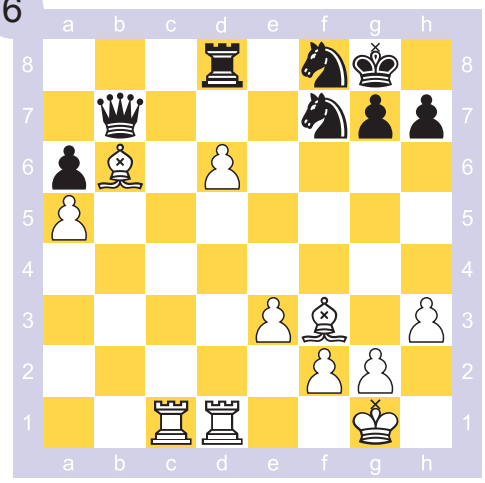
Zuriak: Beltzak:

5



Zuriak: Beltzak:

6



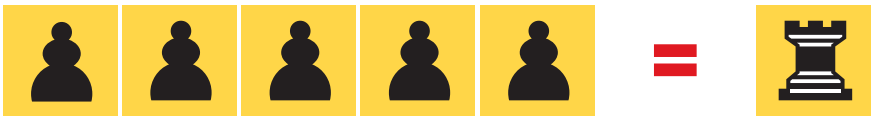
Zuriak: Beltzak:

Baliokidetasunak

Pieza bakoitza, duen balioaren arabera, beste pieza baten edo pieza multzo baten baliokide da.

Partidan zehar aurkariak baino puntu gehiago izaten saiatu. Zure puntuazio materiala, taulan geratzen zaizkizun piezen balioaren batuketa da.

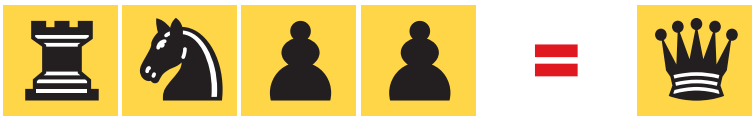
Adibideak

1 

2

3

4

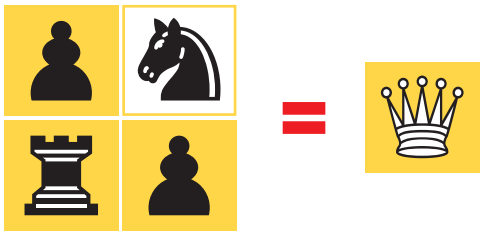
5 

6

6

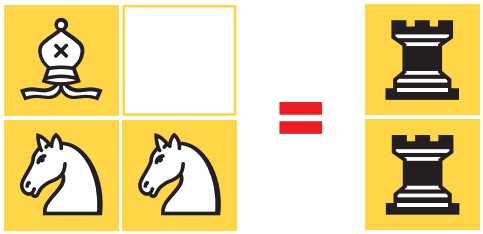
Idatzi falta den piezaren izena honako berdintasunak egiak izan daitezen.

1



Zaldia

2



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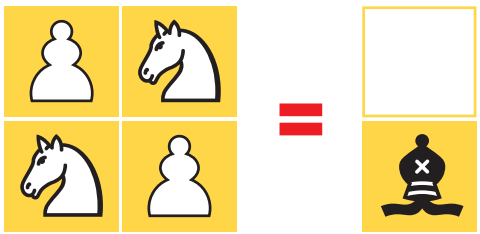

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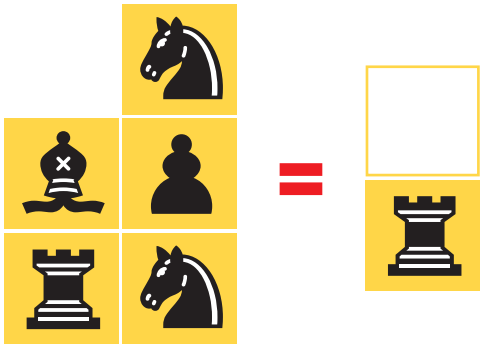

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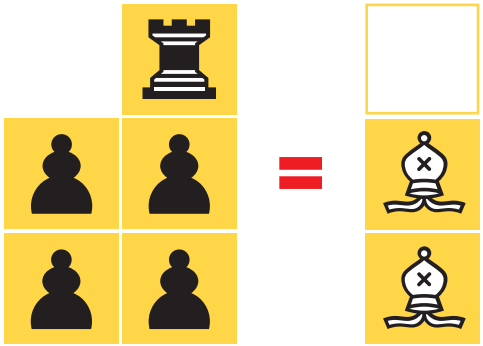

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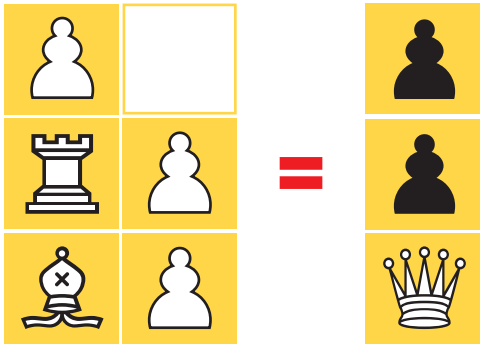
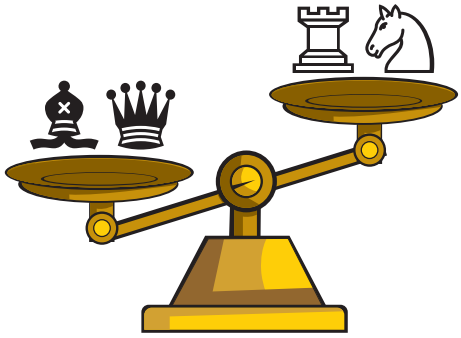


7

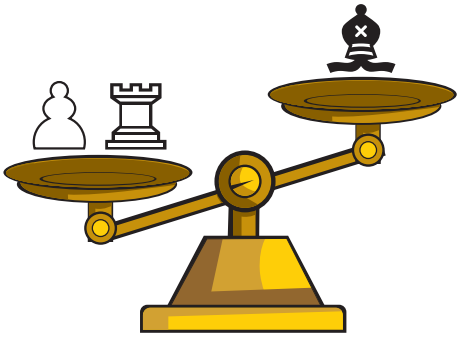
Idatzi falta den piezaren izena eta kolorea, balantzaren bi aldeak oreka daitezen.

1



Gaztelu zuria

2



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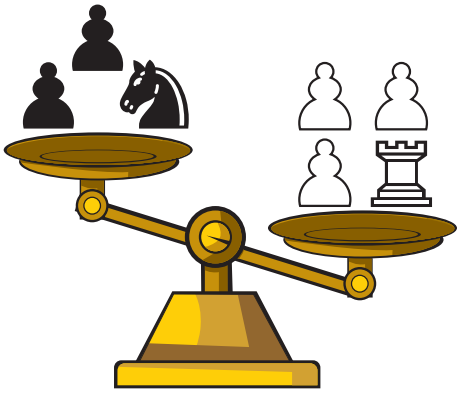

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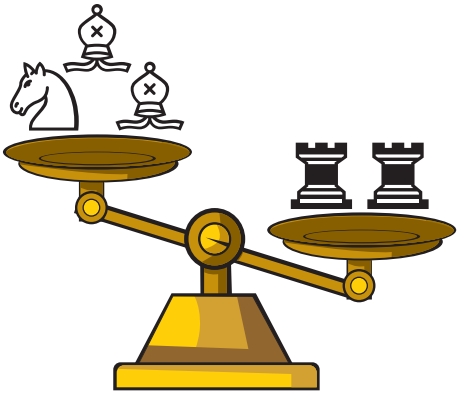

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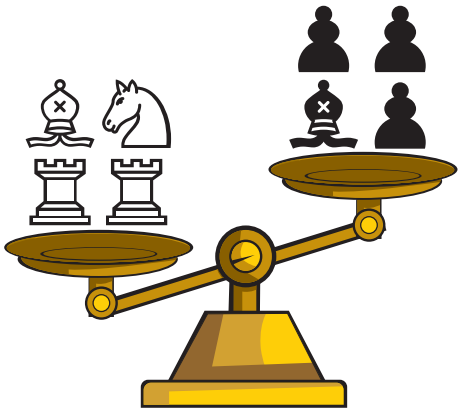


6

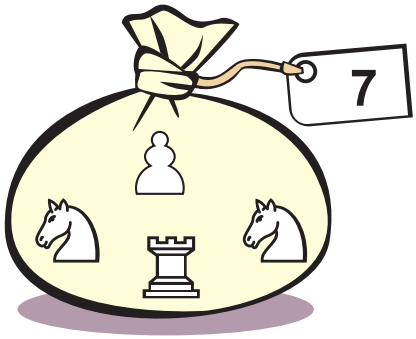
8

Idatzi soberan dagoen piezaren izena, gainerakoen batuketa etiketan adierazten den balioarekin bat etor dadin.

1

Peoia

2



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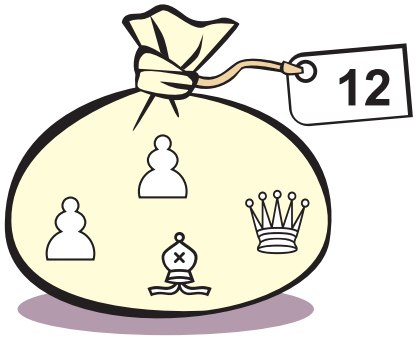
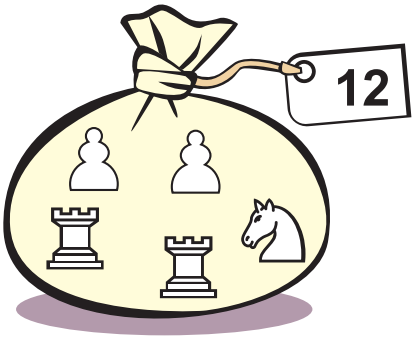


4

5

6



5. unitatea

Jolastera…

Mehatxua

Jokaldi motak

Jokaldi erasokorrak

Jokaldi okerrak

Defentsazko jokaldia

Eraso baten defentsa

Jokaldi baten faseak

Trukeak

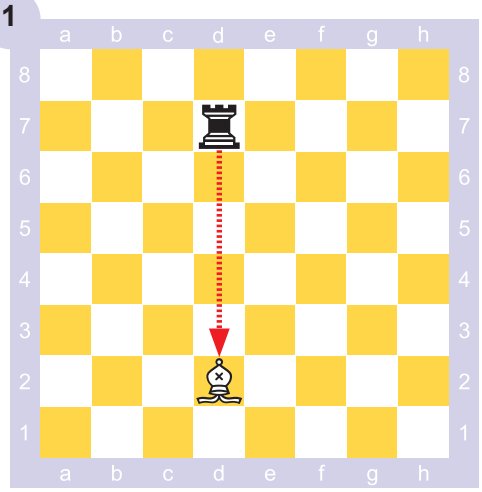
Mehatxua

Pieza bat mehatxupean dago aurkariaren pieza batek harrapa dezakeenean.

Lauki bat mehatxupean dago pieza bat jokaldi bakarrean bertan koka daitekeenean. Aurkariaren pieza bat lauki horretara joaten bada harrapatua izan daiteke.

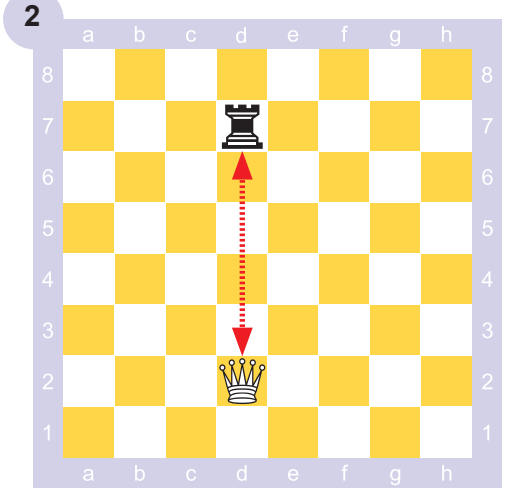
Adibideak

1



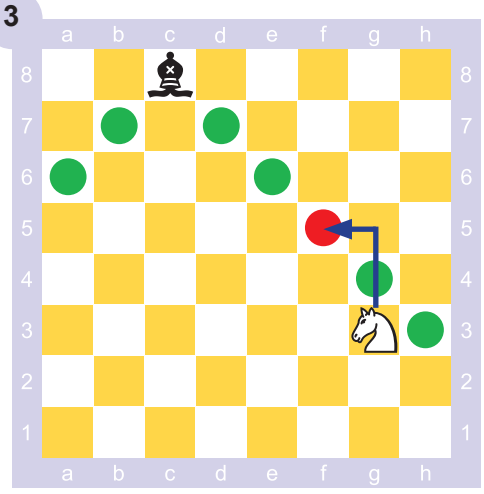
Gazteluak alfila mehatxatzen du. Beltzen txanda bada harrapatu egin dezakete.

2



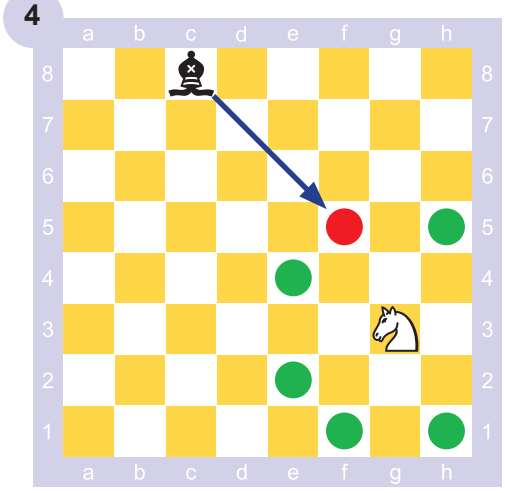
Gaztelua eta dama elkarren mehatxupean daude.
Txanda duenak bestea harrapa dezake.

3



Alfila harrapatu egin daiteke, mehatxupean dagoen laukian kokatzen bada.

4

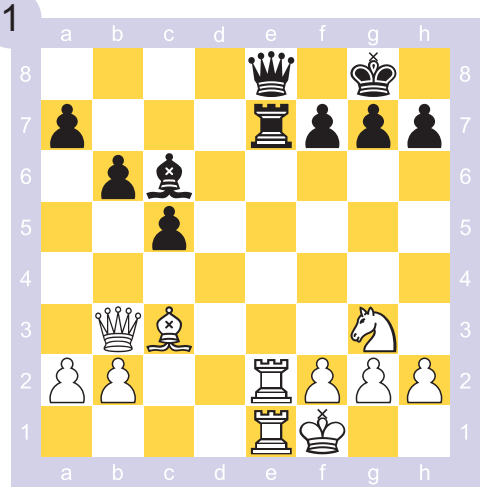


Alderantziz, zaldia harrapatu egin daiteke, f5 laukira joaten bada.

1

Ingura itzazu biribil batez zurien mehatxupean dauden pieza beltzak.

1



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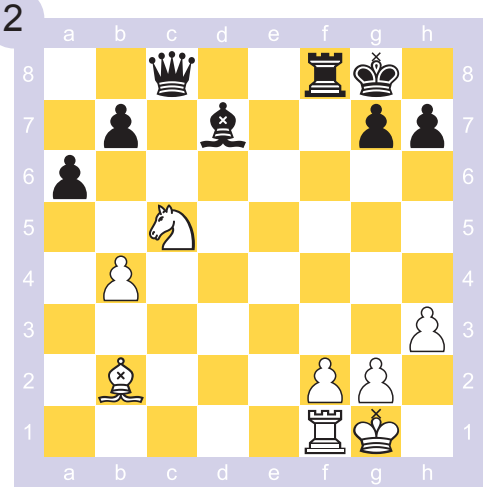

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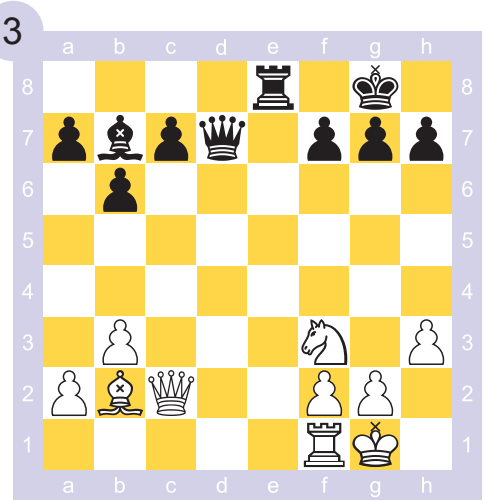

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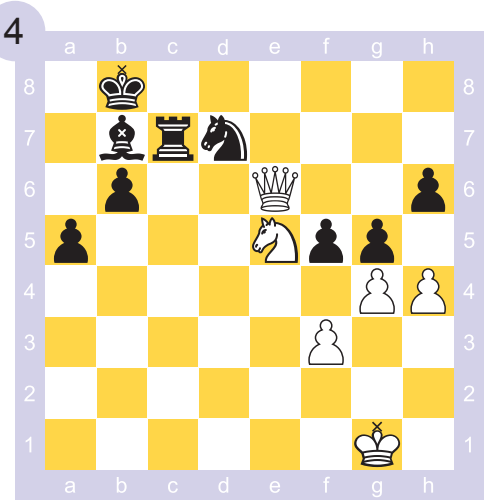

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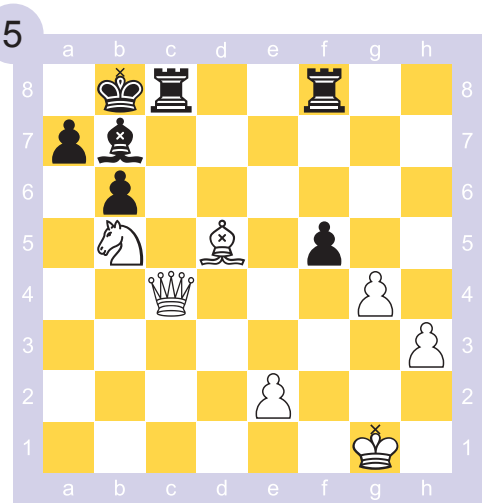

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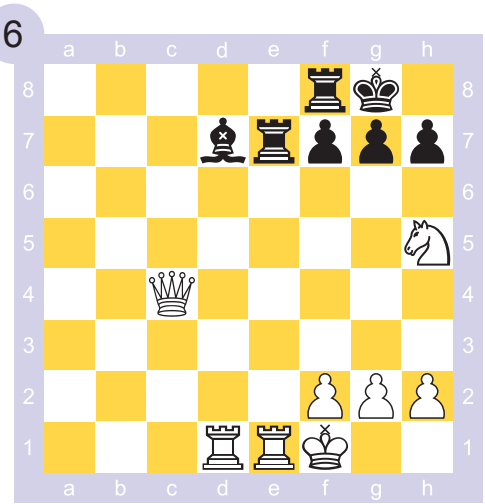
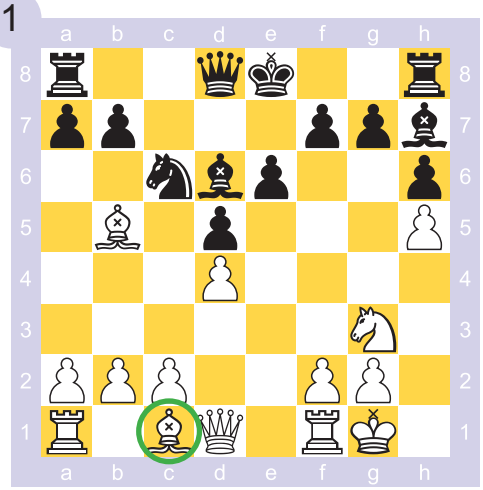


2

Marraztu biribil bat adierazten den pieza mugi daitekeen laukien gainean eta, marraztu gurutze bat, aurkariak harrapatzeko arriskuan egonik, joan behar ez lukeen laukien gainean.

1



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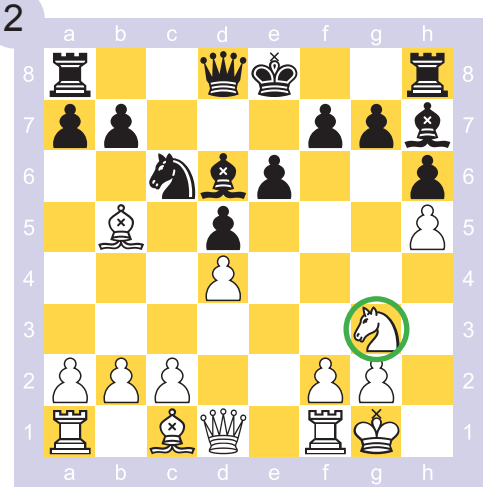
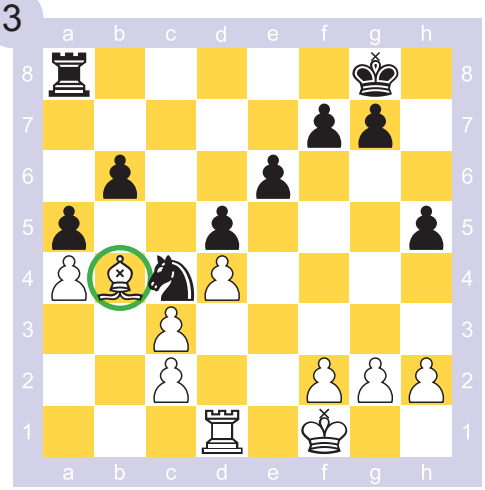


3



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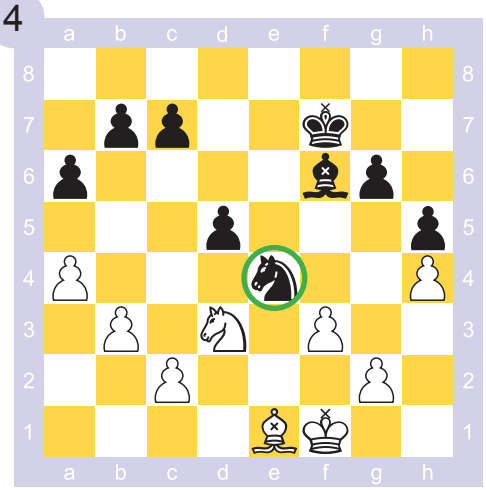

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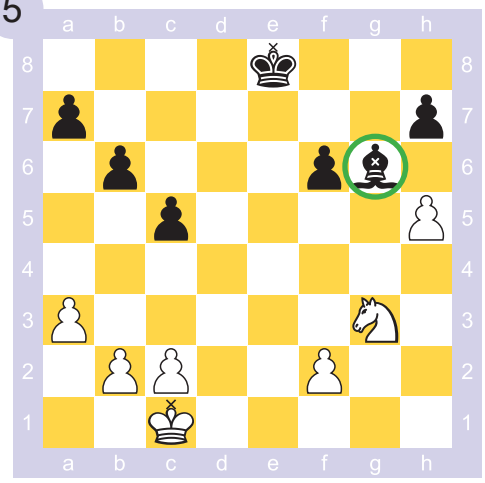

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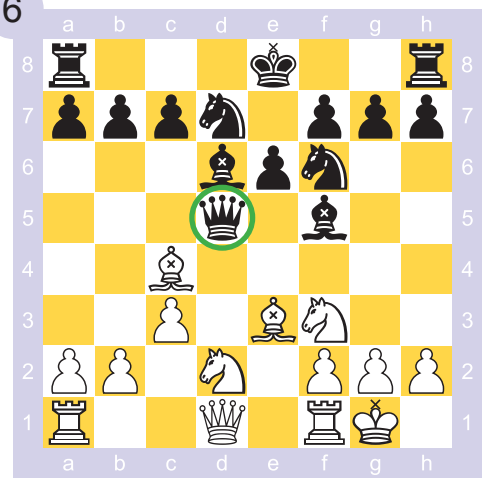
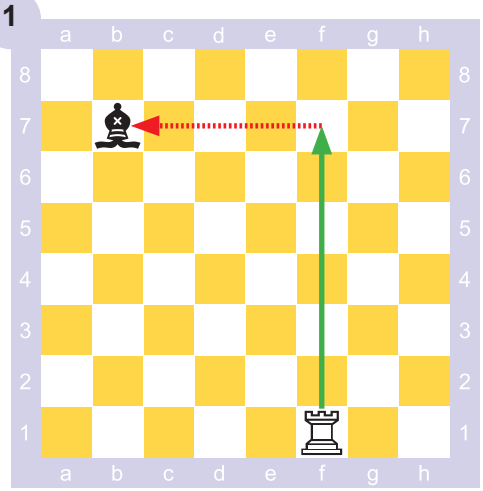


Jokaldi motak

Erasokoak	Defentsakoak	Neutroak	Okerrak
Harrapatzeko	Erasoa saihesteko	Ez da ez erasorik ez defentsarik egiten	Saihestu egin behar dira

Adibideak

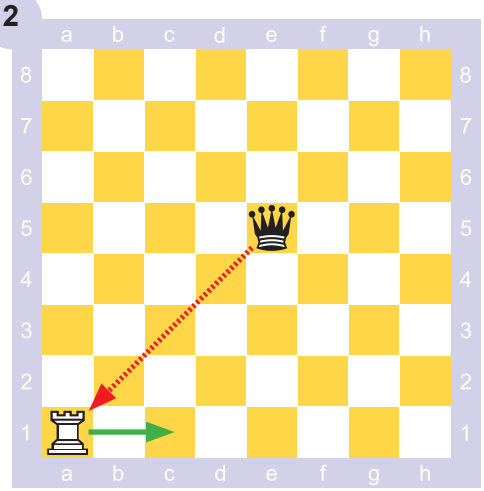
1



Jokaldi erasokorrak.

Gazteluak alfila mehatxatzen du f7 laukitik.

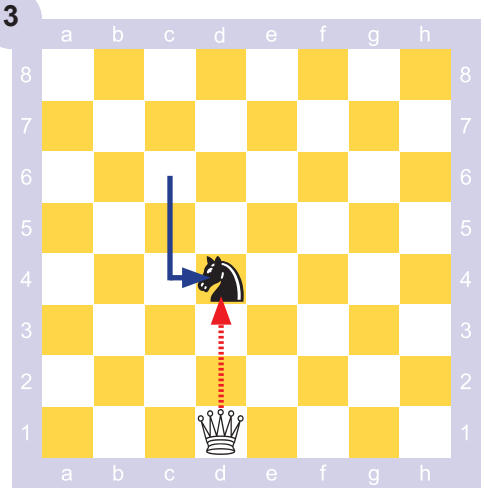
2



Defentsazko jokaldia.

Gazteluak mehatxupean ez dagoen lauki batera mugitzen da.

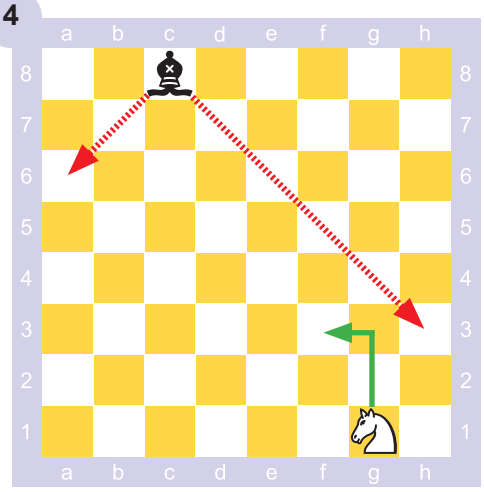
3



Jokaldi okerra.

Zaldia harrapatu egin daiteke.

4



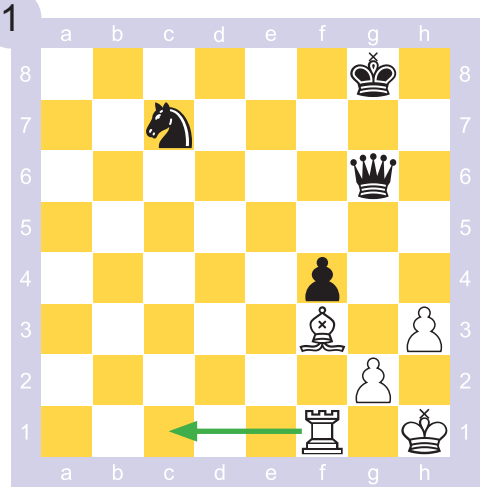
Jokaldi neutroa.

Ez da ez erasorik ez defentsarik egiten eta ez da jokaldi okerra.

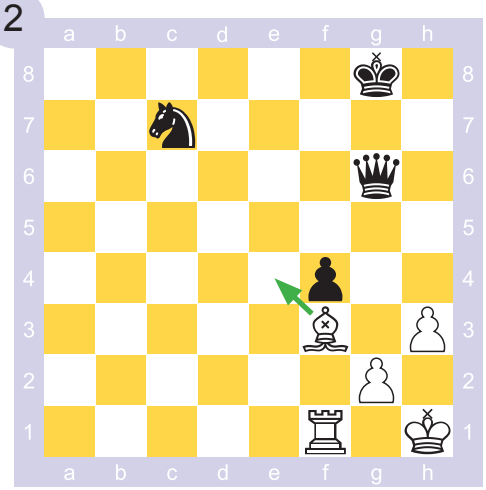
3

Idatzi, geziarekin adierazten den jokaldi mota.
Posible denean, ingura ezazu biribil batez erasotzen den edo babesten den pieza.

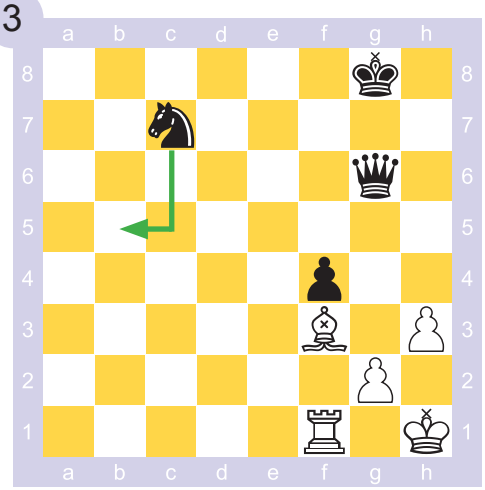
1



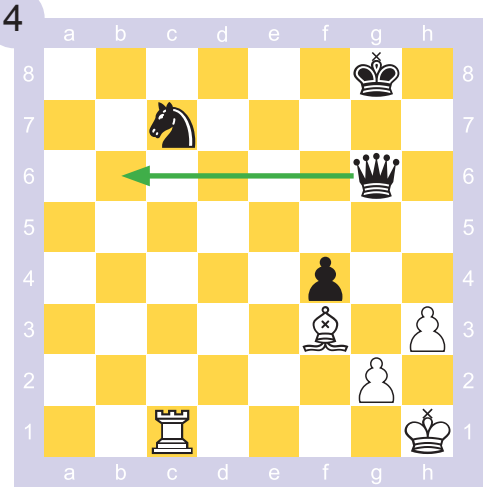
2



3



4



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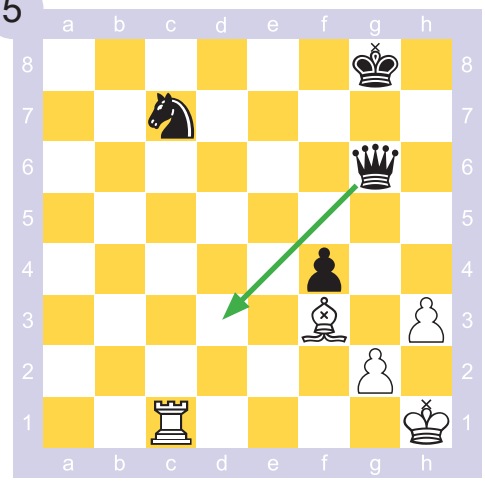

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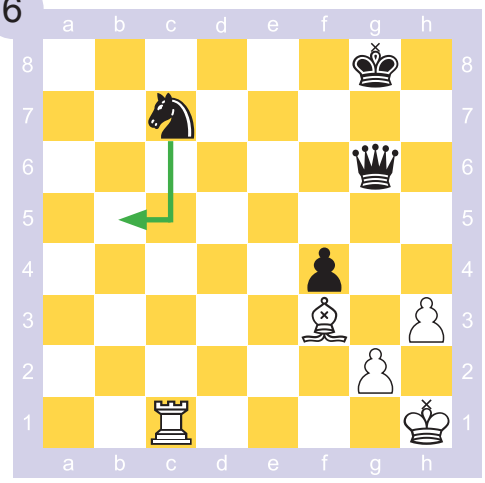
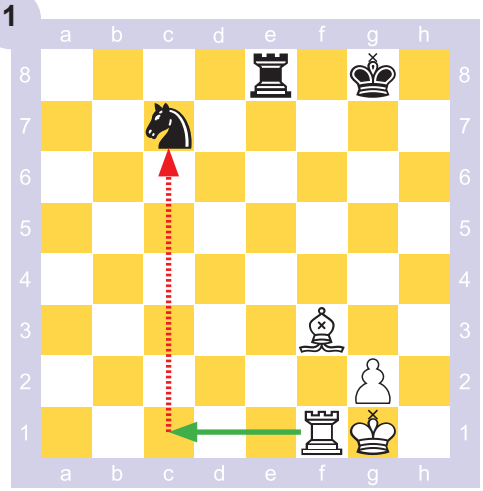


Jokaldi erasokorrak

Erasotzen duen pieza	→	Erasotua izan den pieza
Mehatxatu egiten du		Mehatxua jasotzen du

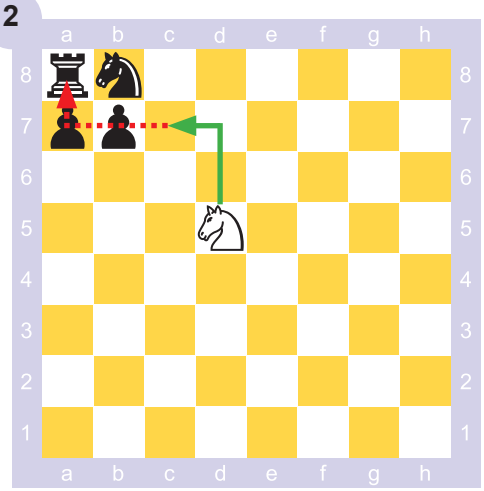
Adibideak

1



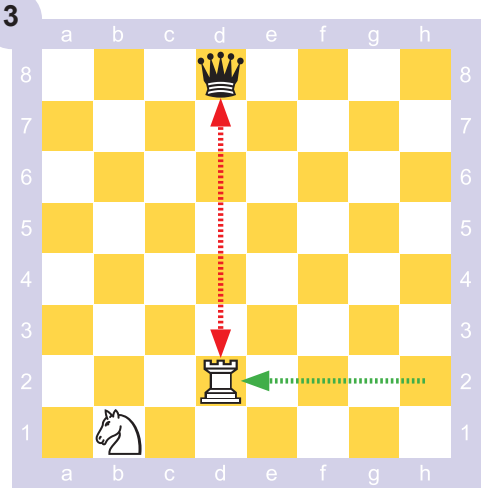
Gazteluak zaldia harrapatzeko mehatxua egiten du, zaldiak ez duelako babesik.

2



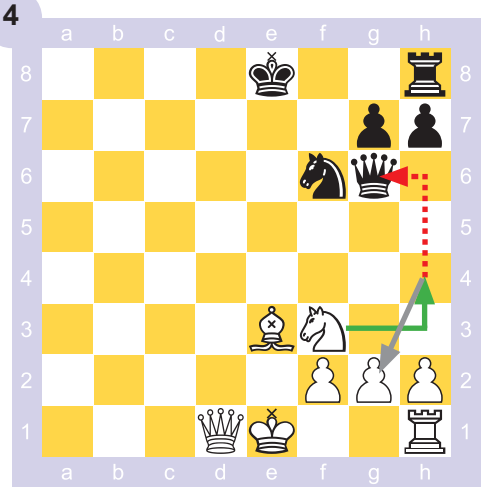
Zaldiak gaztelua harrapatzeko mehatxua egiten du eta hurrengo jokaldian harrapatu ahal izango du.

3



Babestuta dagoen gazteluak dama mehatxatzen du eta damak gaztelua.

4

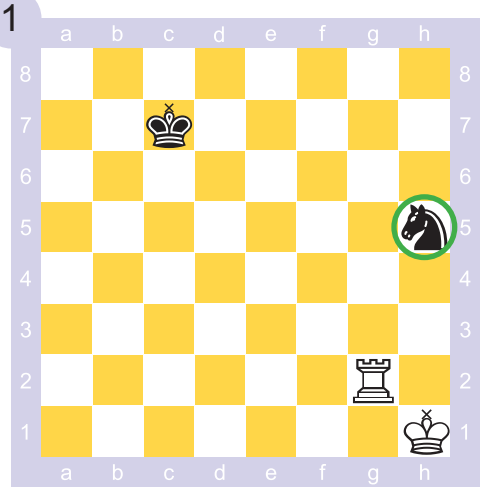


Zenbaitetan, jokaldi erasokorra defentsazkoa ere izan daiteke.

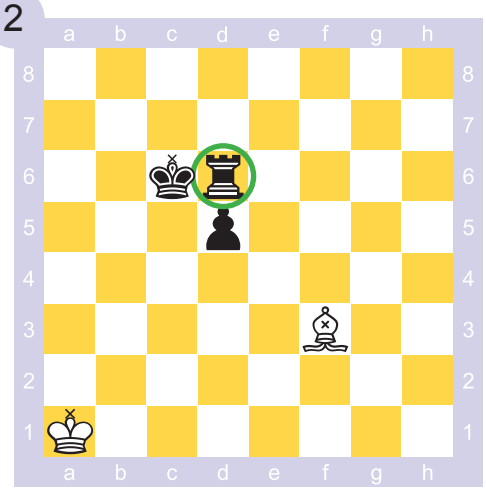
4

Egin jokaldi erasokor egokia biribil batez adiezten den piezarekin. Adierazi jokaldia gezi batez.

1



2



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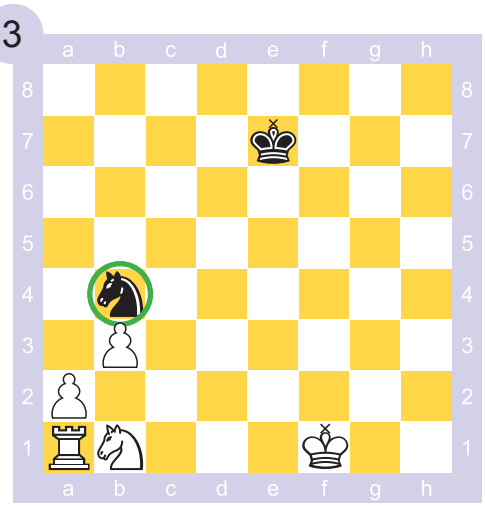

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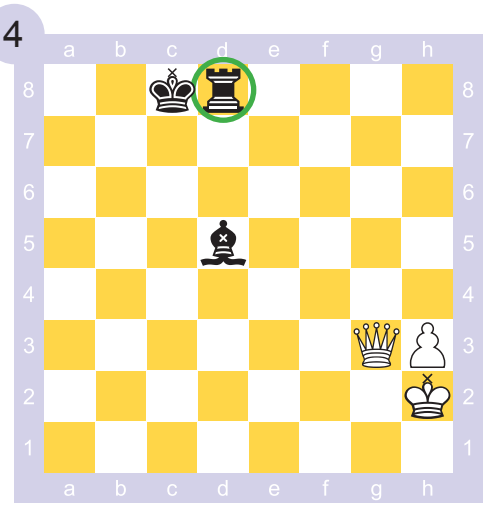

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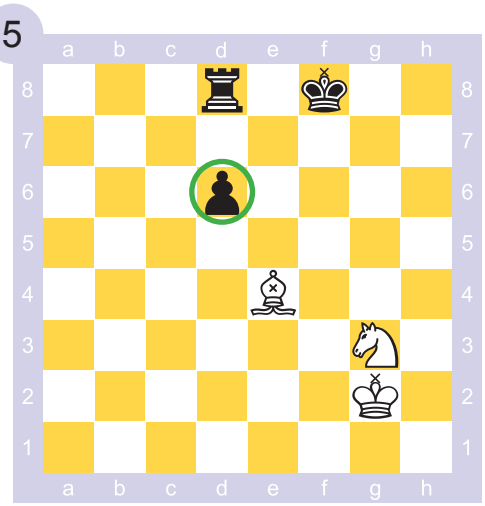

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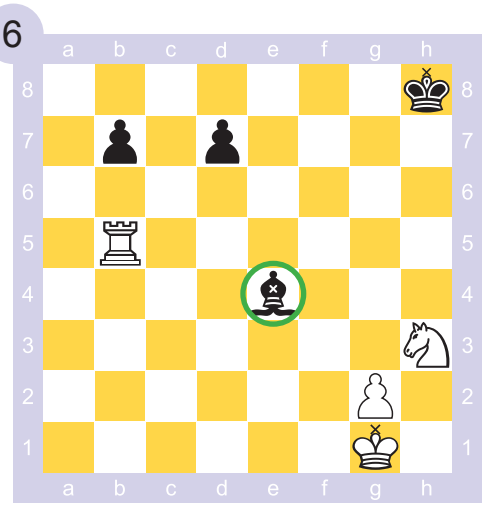


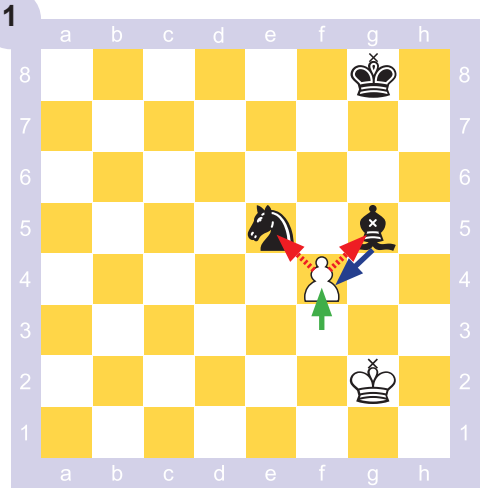
Jokaldi okerrak

Aurkariak mehatxatzen dituen laukiak ditugula konturatzen ez garenean egiten ditugu jokaldi okerrak edota mehatxupean ditugun piezetako zenbait babesik gabe uzten ditugunean.

Azkar jokatuz gero, jokaldi okerrak egiteko arriskua areagotu egiten da.

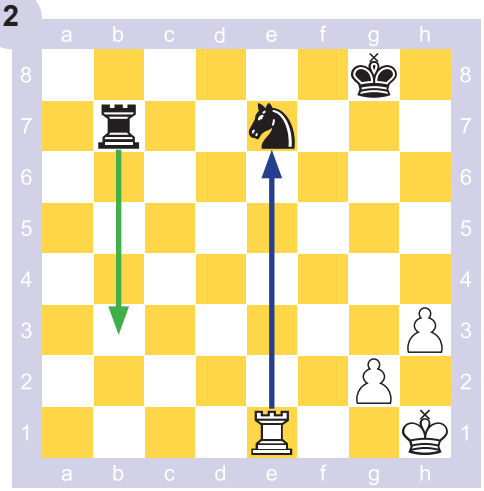
Adibideak

1



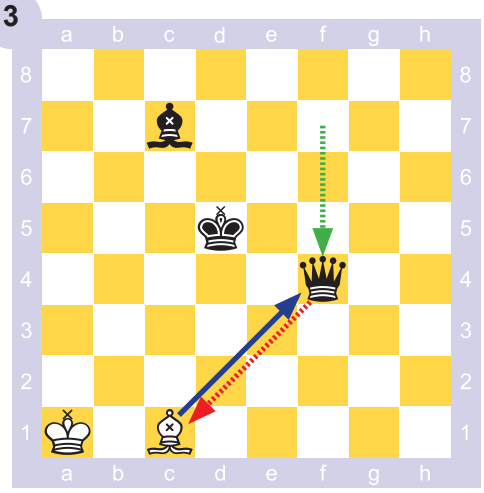
Peoiak zaldia eta alfila mehatxatzen ditu, baina, babesik gabe dagoenez, harrapatua izan da.

2



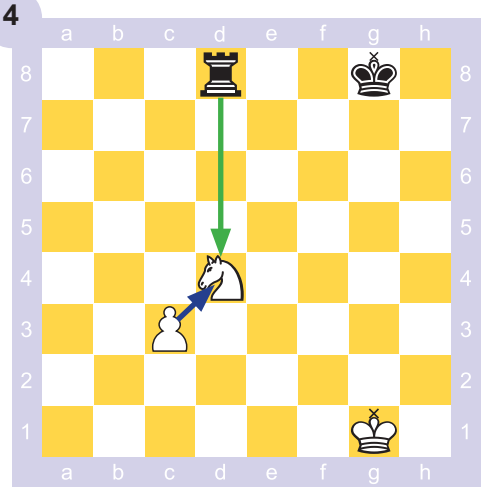
Zaldia harrapatua izan da, gaztelu beltzak babesteari uzten diolako.

3



Dama, zeinak alfilak baino balio handiagoa duen, alfilak harrapatuko du.

4

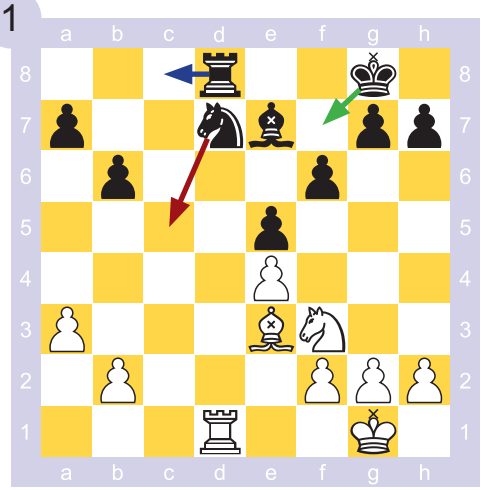


Gazteluak zaldia harrapatzen du, baina peoiak bera harrapatzen du.

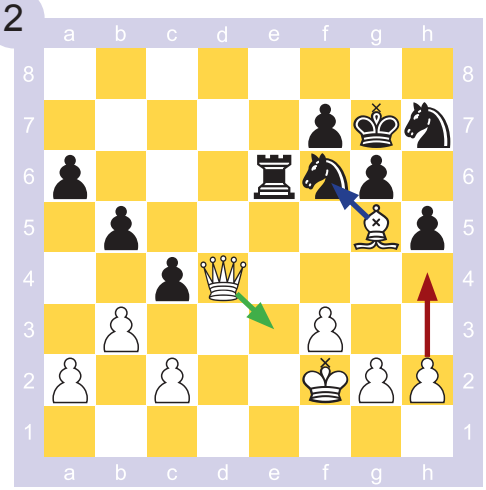
5

Idatzi koloredun geziz adierazitako hiru jokaldietatik zein den okerra.

1



2



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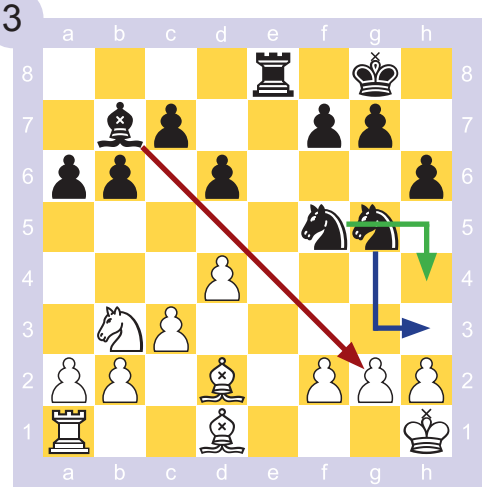

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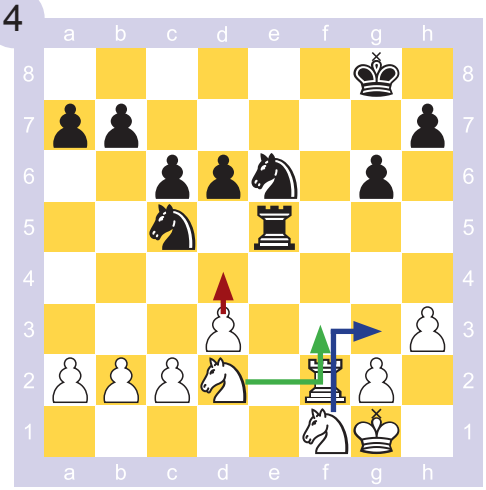

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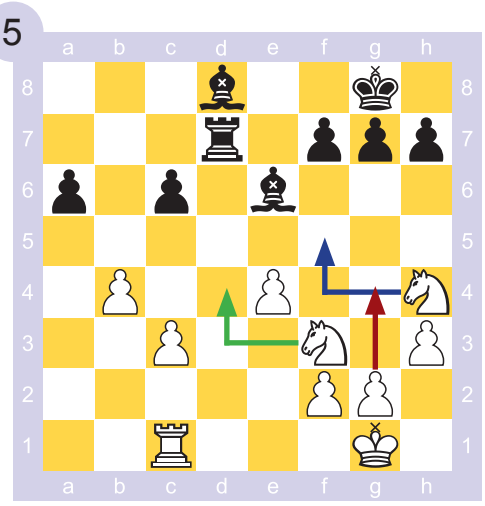

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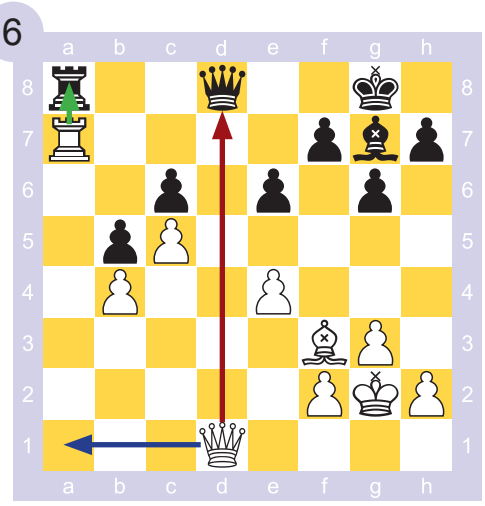
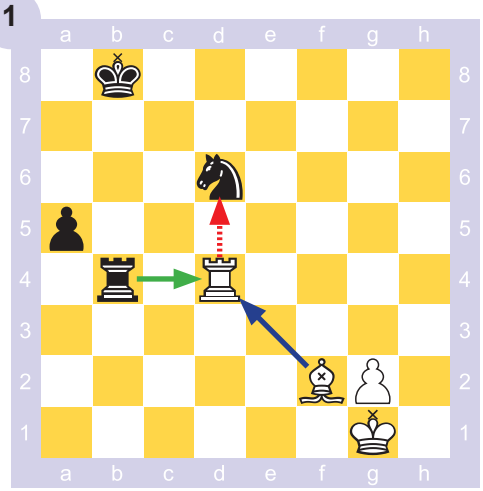


Defentsazko jokaldiak

Harrapatu	Mugitu	Babesa eman	Erdian jarri
Erasoa egiten duen pieza	Mehatxupean dagoen pieza	Beste pieza batekin	Beste pieza bat

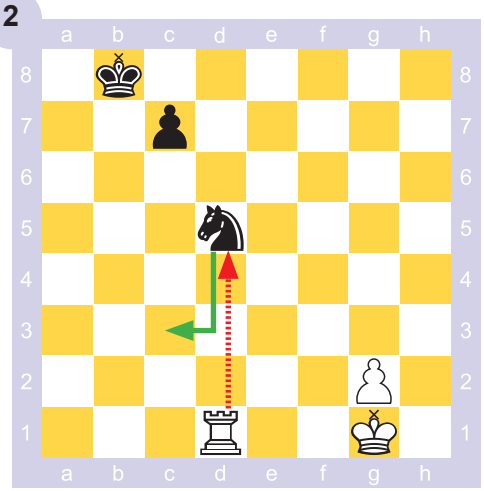
Adibideak

1



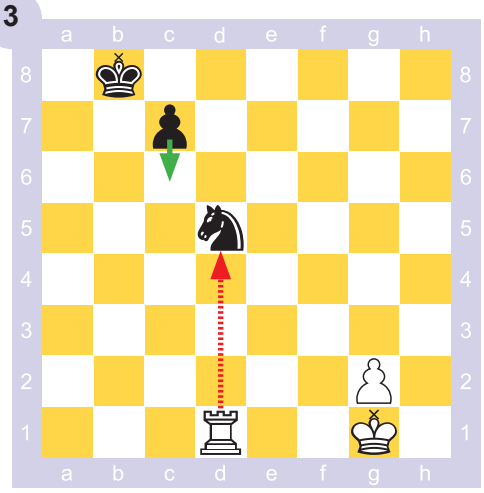
Zaldia mehatxatzen zuen gaztelua harrapatzen da.

2



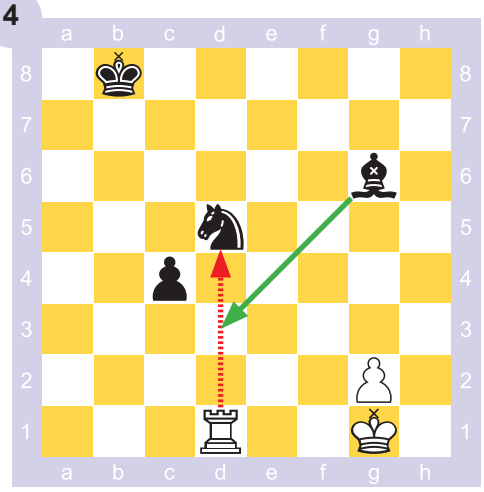
Zaldia mehatxupean ez dagoen lauki batera joaten da.

3



Mehatxupean dagoen zaldia peoia aurreratuz babesten da.

4

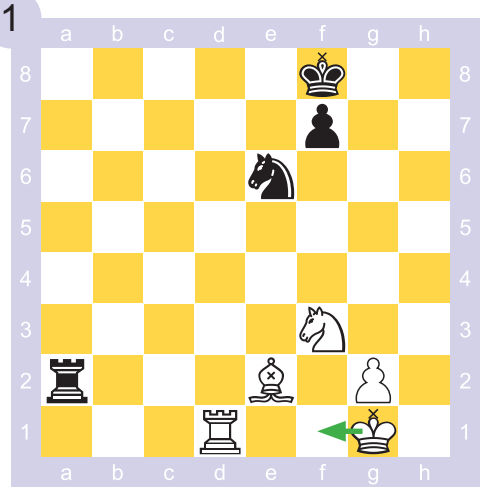


Alfila mehatxupean dagoen zaldiaren eta gazteluaren erdian jartzen da.

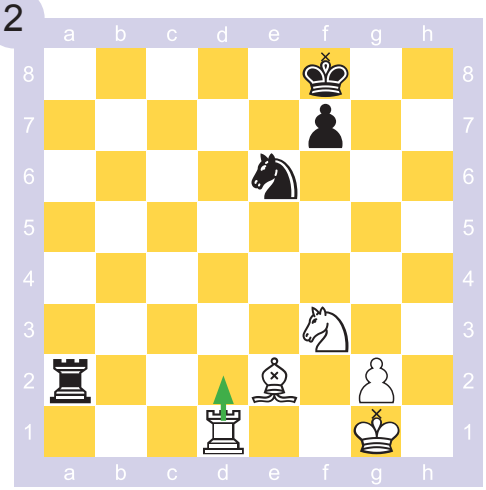
6

Idatzi geziarekin adierazten den defentsa mota.

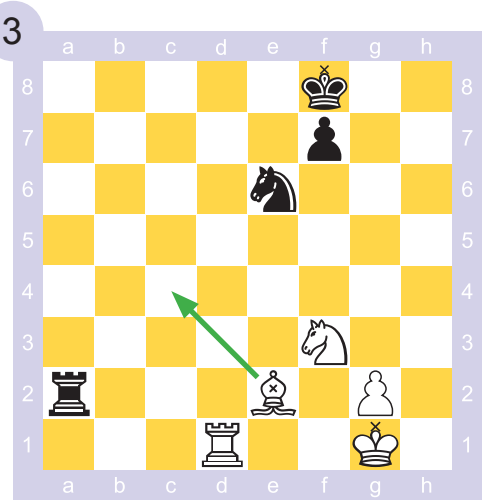
1



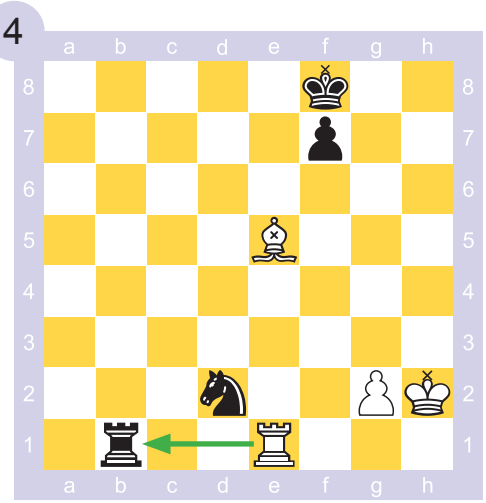
2



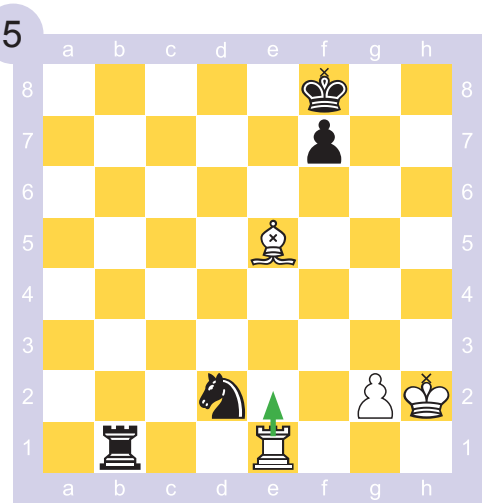
3



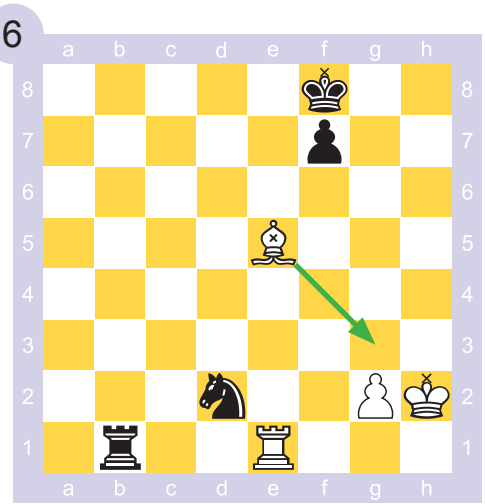
4



5



6



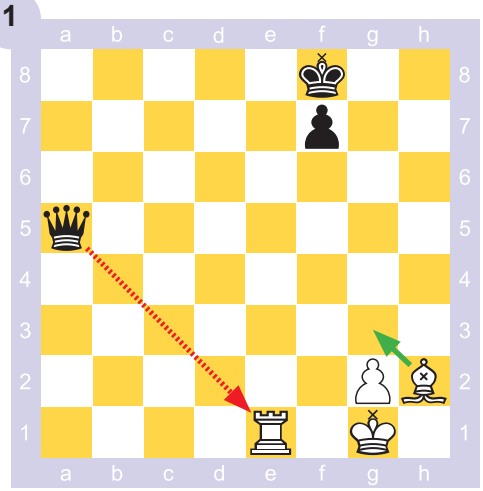
Eraso baten defentsa

1. Erasotzen duen piezak balio handiagoa du

Erasoak eta aurre egiteko defentsarako aukerak aztertuko ditugu, erasotzen duen piezaren balioaren eta erasotua izan den piezaren balioaren arteko harremanetik abiatuz.

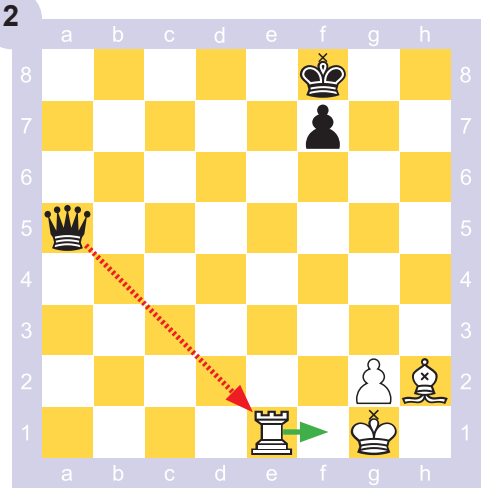
Adibideak

1



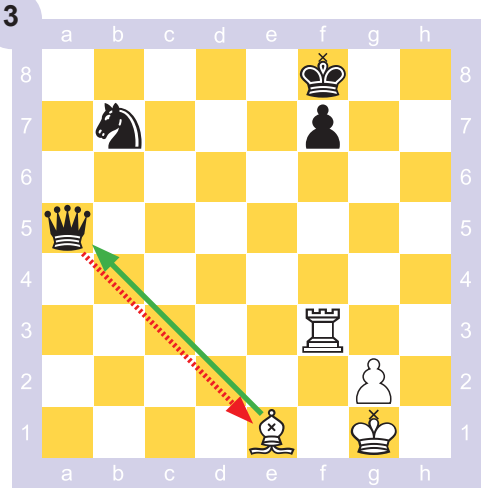
Beltzei ez zaie interesatzen babestutako gaztelua harrapatzea.

2



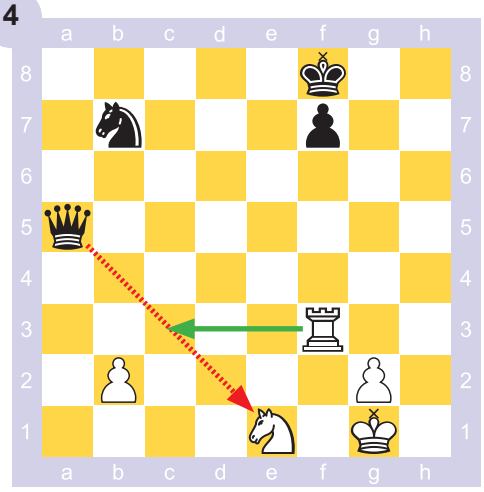
Gaztelua mehatxupean ez dagoen lauki batera mugitzen da, harrapatua ez izateko.

3



Beltzak erratu egiten dira, alfilak balio handiagoa duen dama harrapatzen baitu.

4

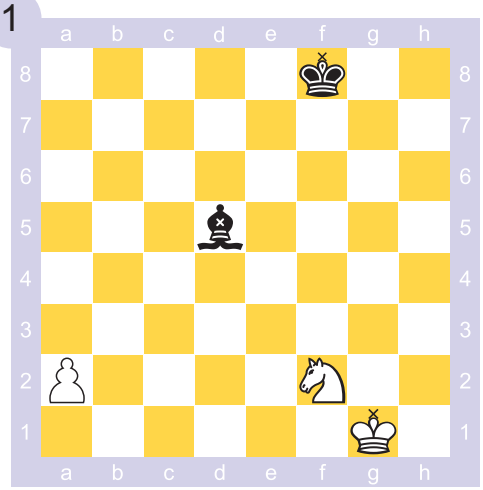


Gaztelua damaren eta mehatxupean dagoen zaldiaren erdian jartzen da.

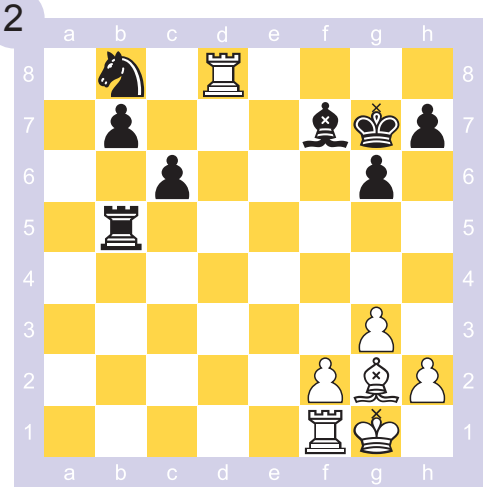
7

Ingura ezazu biribil batez erasotua izan den pieza eta adierazi gezi batez defentsarako jokaldi egokia.

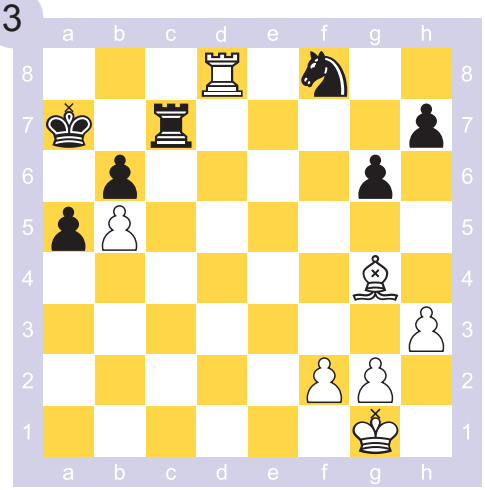
1



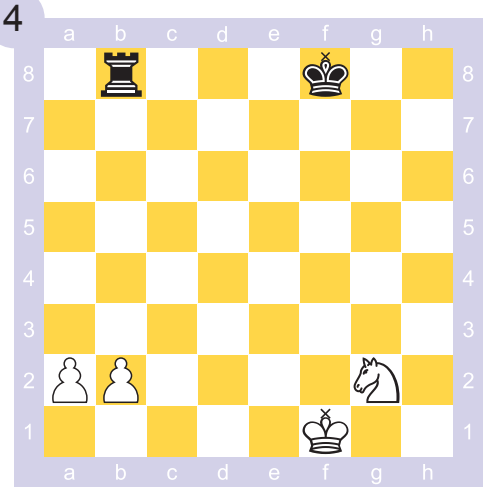
2



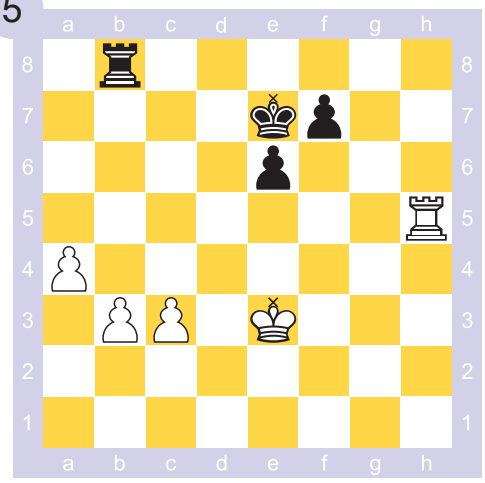
3



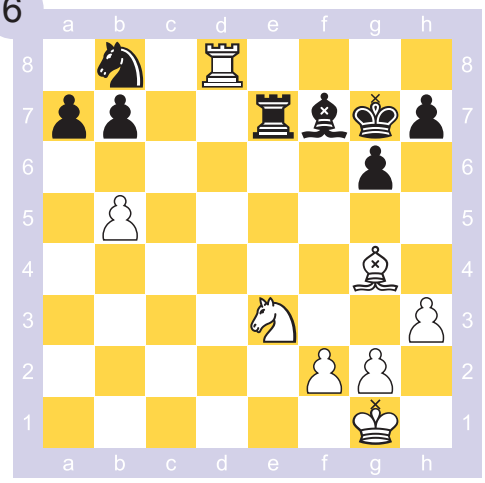
4



5



6



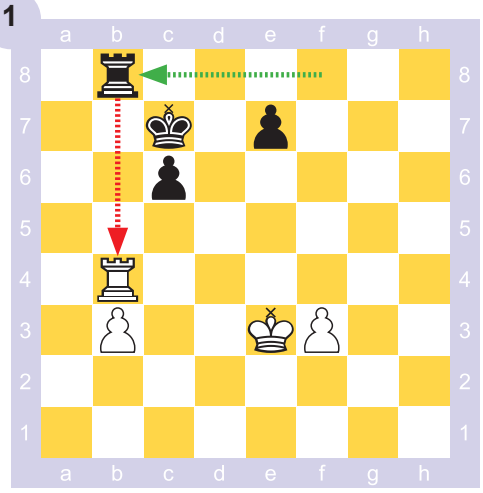
2. Erasoa egiten duen piezak balio bera du

Erasotzen duen piezak eta erasotuak balio bera dutenean oso litekeena da pieza-trukea egotea, nahiz eta gehienetan ez punturik irabazi edo galdu aurkariarekiko.

Orokorrean, puntu gutxiago duen jokalariak balio bereko piezen trukea saihestu egin beharko luke.

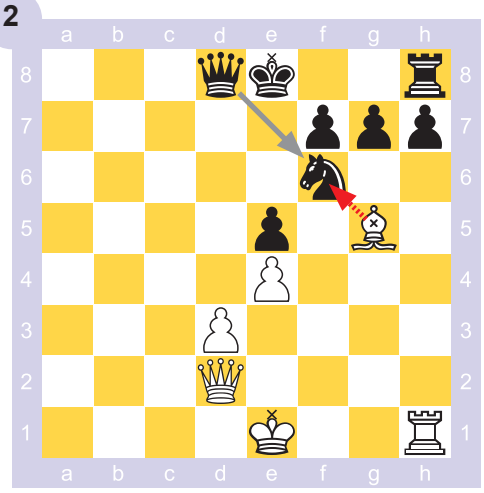
Adibideak

1



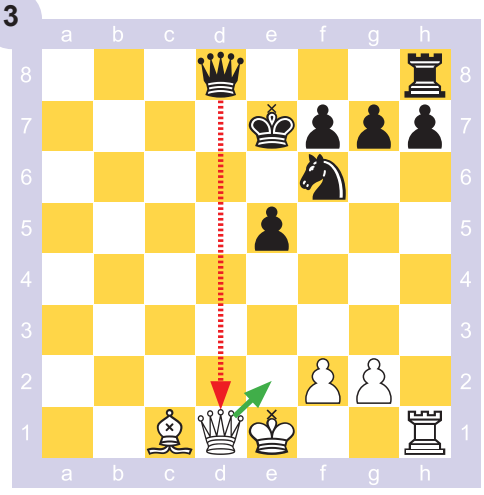
Gaztelua beltzarekin aldatuko da peoia ez galtzeko.

2



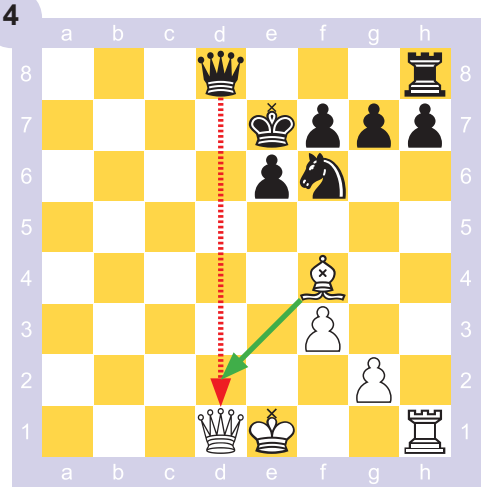
Alfilak zaldia mehatxatzen du, baina azken hori babestuta dago.

3



Zuriek ez dute dama-trukaketarik nahi eta dama mugitzen dute.

4

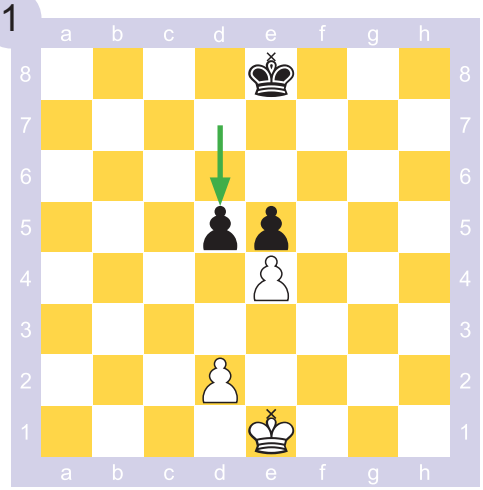


Zuriek alfila erdian jartzen dute dama-aldaketa saihesteko.

8

Ingura ezazu biribil batez erasotua izan den pieza eta adierazi gezi batez defentsarako jokaldi egokia.

1



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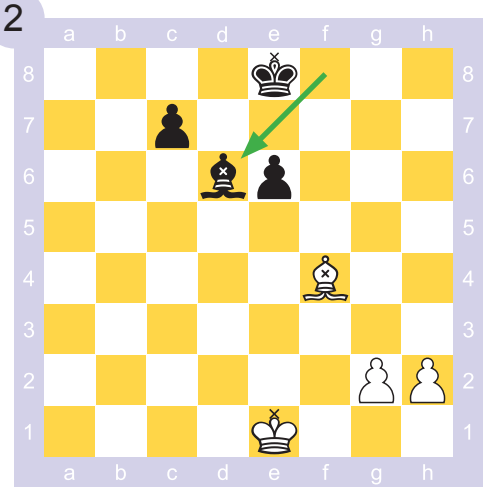

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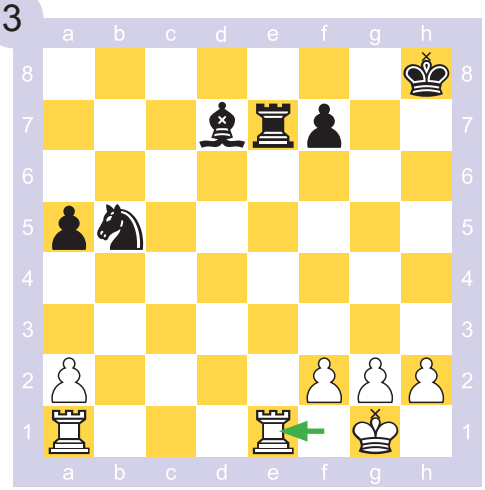
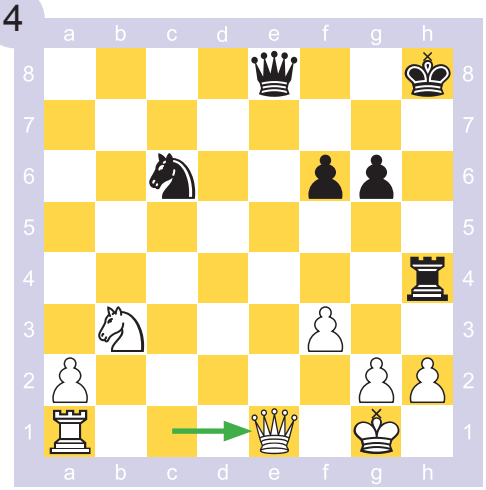


4



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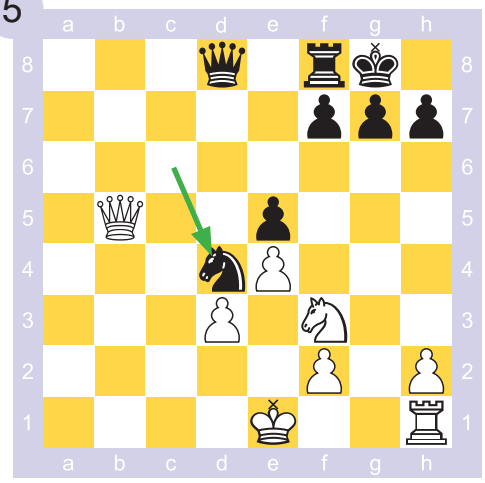

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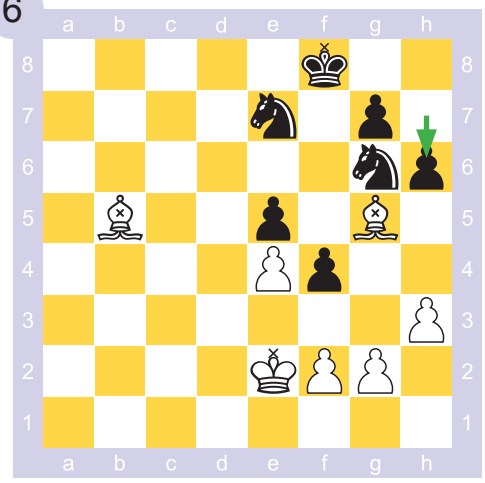
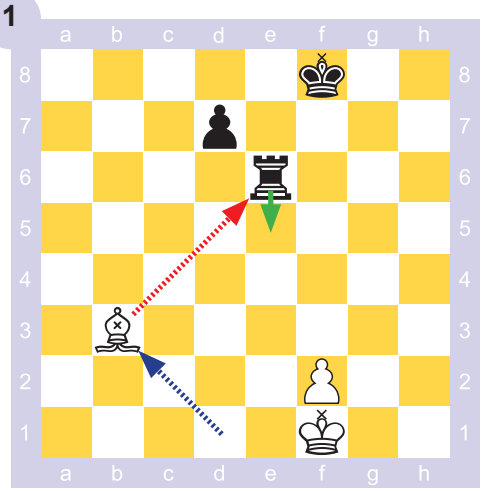


3. Erasoa egiten duen piezak balio txikiagoa du

Erasotua izan den pieza beste batekin babesteak ez du harrapatua izatea saihesten, izan ere, aldaketaren ondoren erasoa egin duenak materiala irabaziko du.

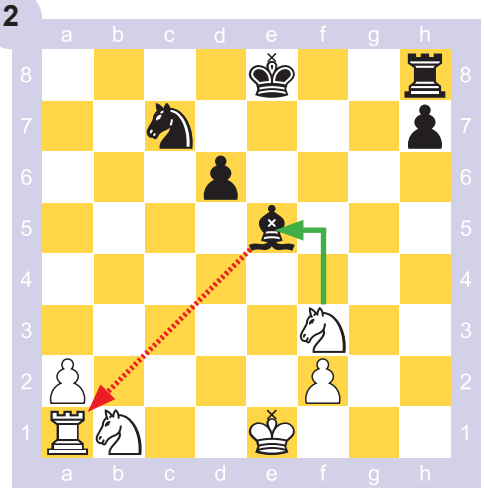
Adibideak

1



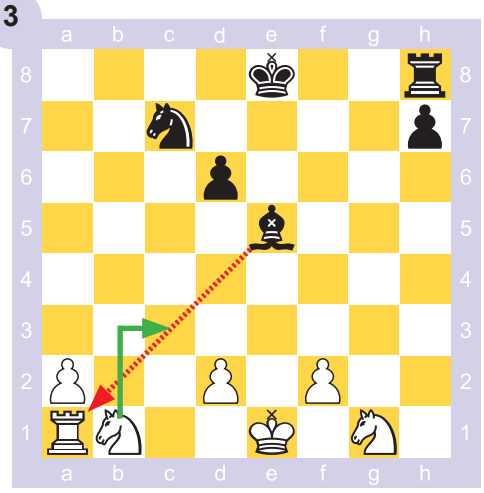
Gaztelua mugitzen ez bada, alfilaren eta gazteluaren arteko trukea egongo da.

2



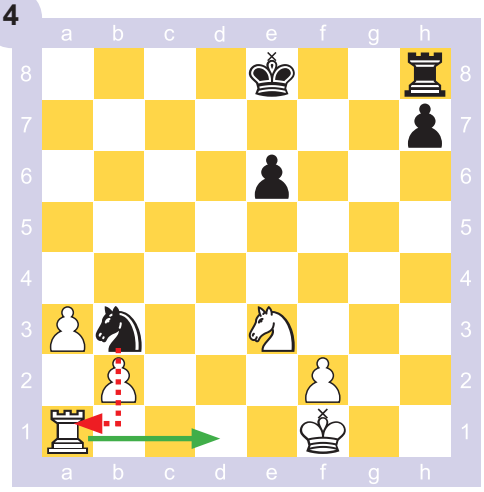
Zaldia alfilaren ordez aldatzen ez bada, gaztelua harrapatua izango da.

3



Gaztelua ez galtzeko era bakarra zaldia erdian jartzea izango da.

4

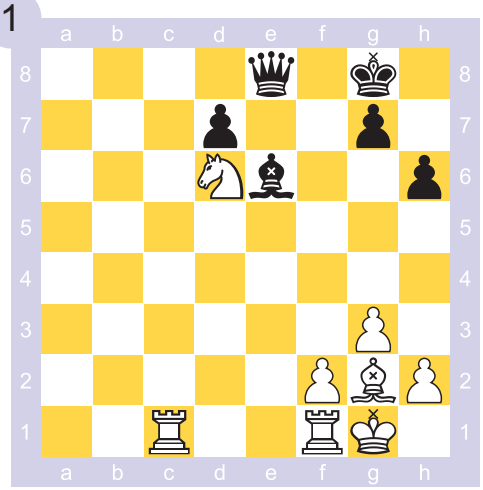


Erasoa egiten duen pieza zaldia bada, ezingo da babestu eta ezta piezarik erdian jarri ere.

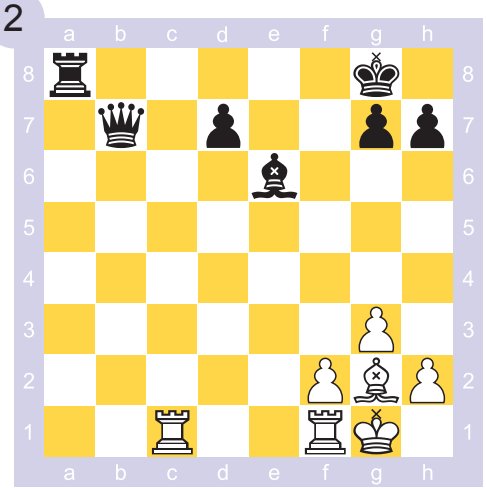
9

Ingura ezazu biribil batez erasotua izan den pieza beltza eta adierazi gezi batez defentsarako jokaldi egokia.

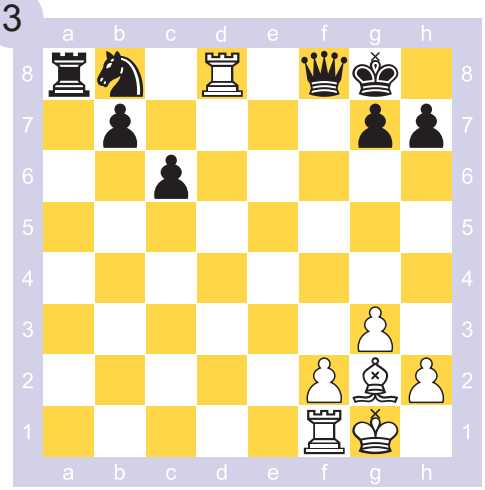
1



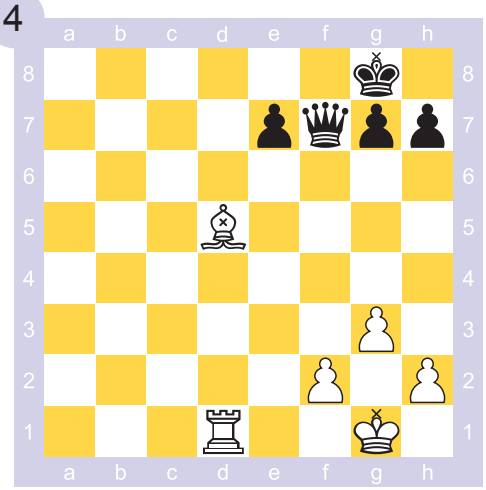
2



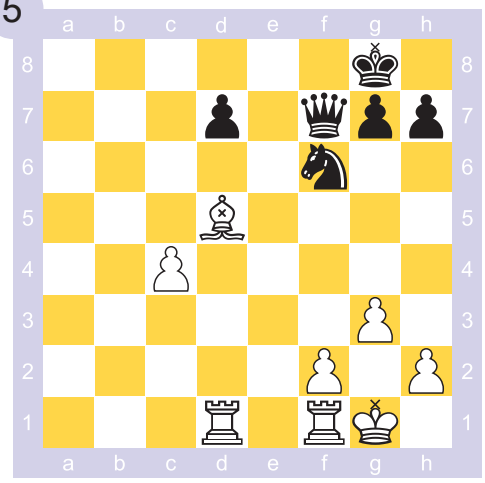
3



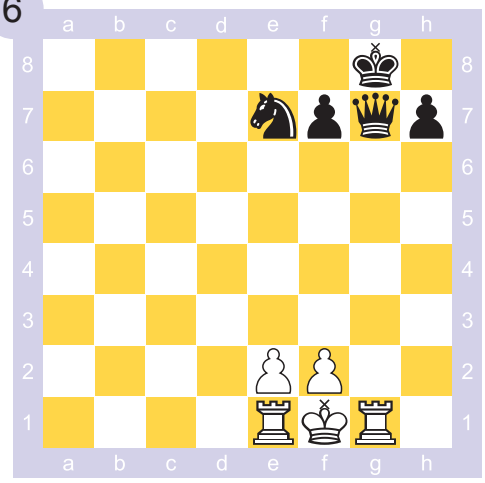
4



5



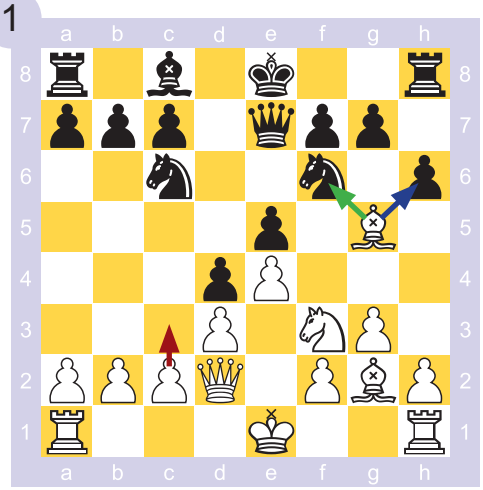
6



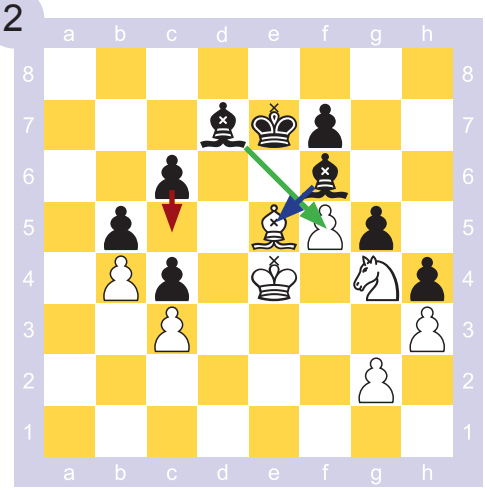
10

Idatzi koloredun geziz adierazitako hiru jokaldietatik zein den zuzena.

1



2



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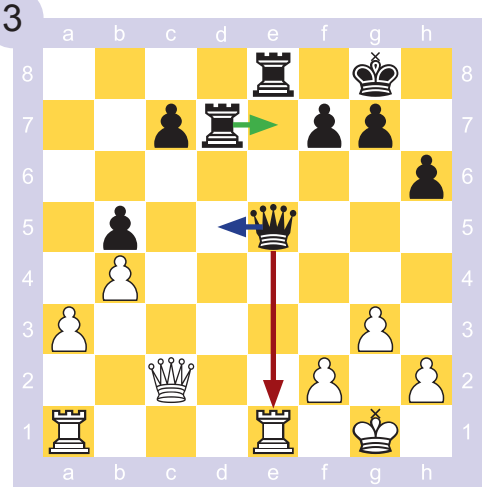

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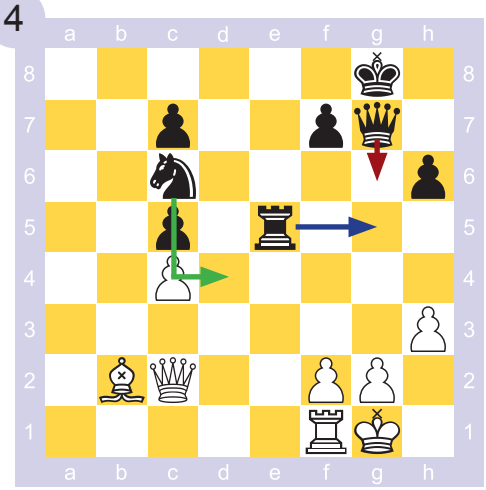
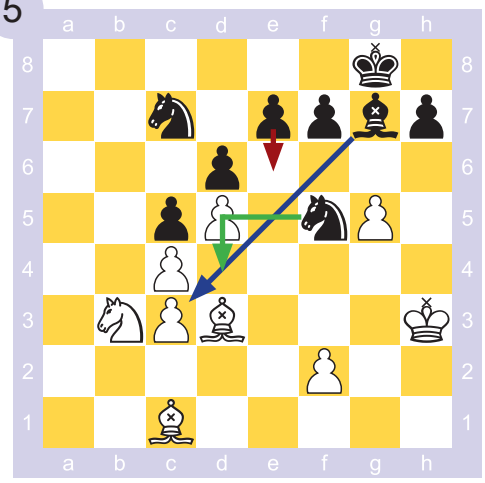


5



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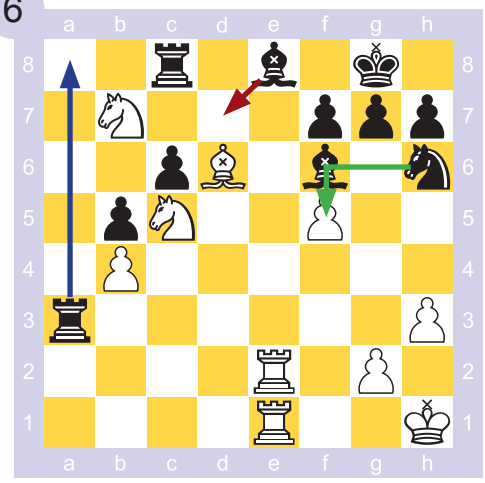


Jokaldi baten faseak

Pentsatu

Zer egiten du aurkariak?

- Mehatxatu egiten du? →
- Defendatu egiten du? →
- Erratu egin da? →

Balioetsi

Zer egin dezaket?

- Mehatxua saihestu dezaket?
- Harrapa dezaket?
- Probestu dezaket?

Jokatu

Nola egiten da jokaldia?

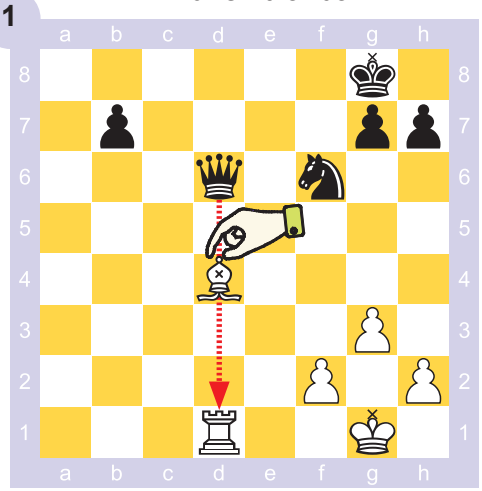
Pieza ukitzean, pieza mugitu behar da

Pieza uztean jokaldia amaitzen da

Piezak mugitu aurretik, “atontzen dihardut” esan behar dut

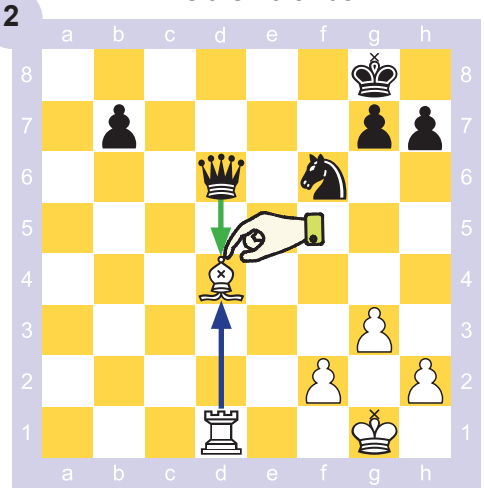
Adibideak

1 Zurien txanda



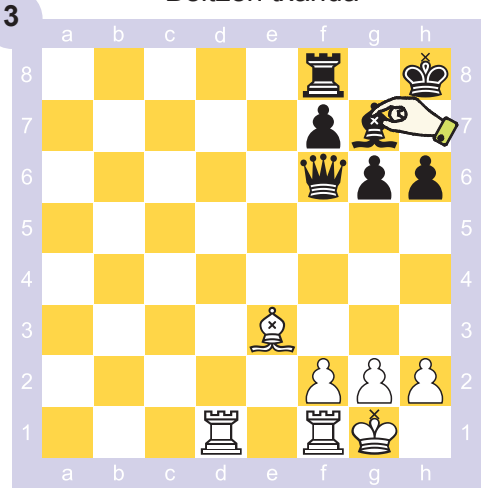
Zuriek, ukitu duten pieza mugitu behar dute.

2 Beltzen txanda



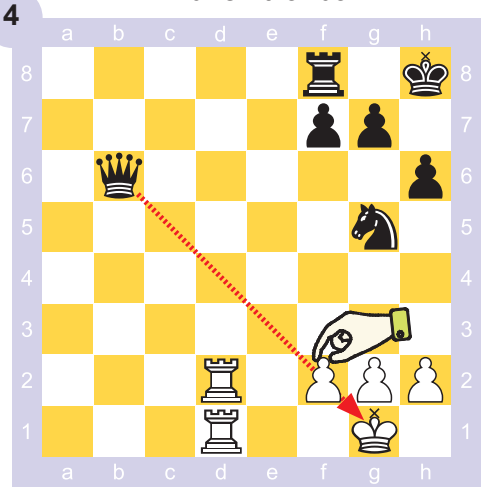
Beltzek, ukitu duten pìeza zuria harrapatu behar dute.

3 Beltzen txanda



Beltzek beste pieza bat mugi dezakete, horrek ezin baitu mugitu.

4 Zurien txanda

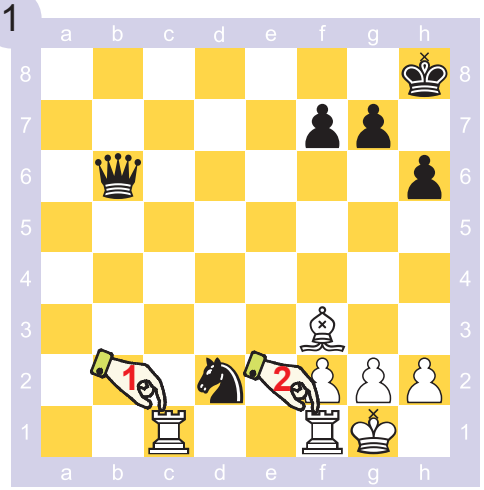


Zuriek arteztu egin behar dute (beste pieza bat mugitu) erregea mehatxatuta egongo bailitzateke.

11

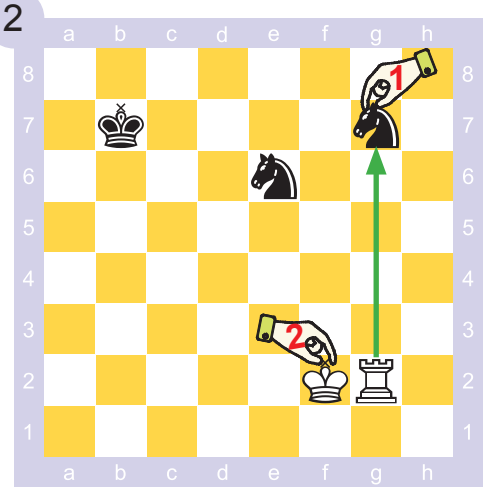
Eskuek adierazten dutenez, jokalari zuriak, lehenengo, pieza bat ukitzen du, eta gero, beste bat. Inguratu biribil batez mugitu behar den piezaren laukia eta harrapaketarik balego, adierazi gezi batez.

1



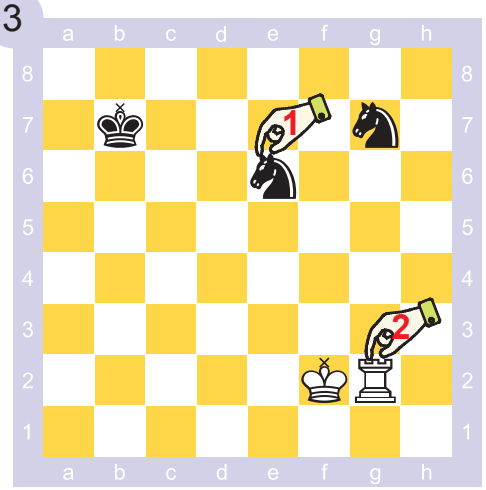
c1 f1 Beste bat

2



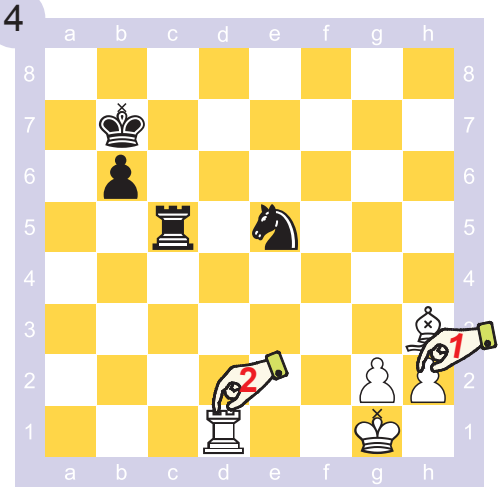
f2 g2 Beste bat

3



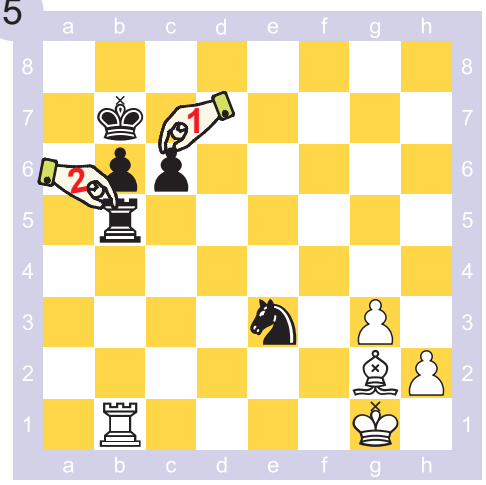
e6 g2 Beste bat

4



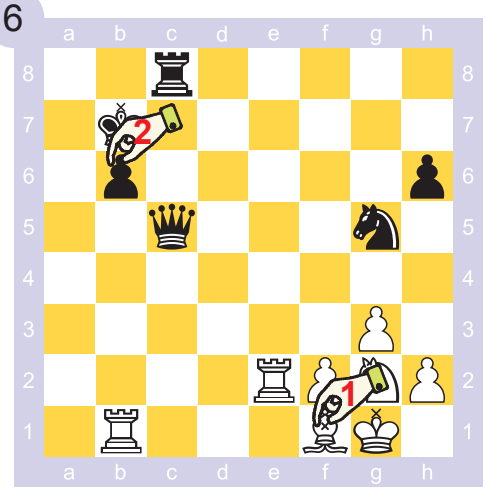
h2 d1 Beste bat

5



b1 g2 Beste bat

6

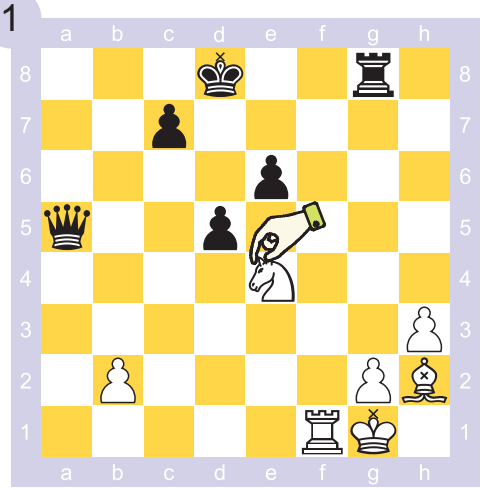


b1 f1 Beste bat

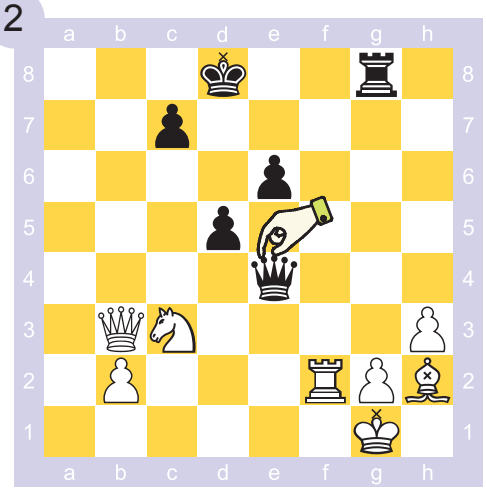
12

Marraztu biribil bat, adierazitako pieza, punturik galdu gabe, joan daitekeen lauki guztietan.

1



2



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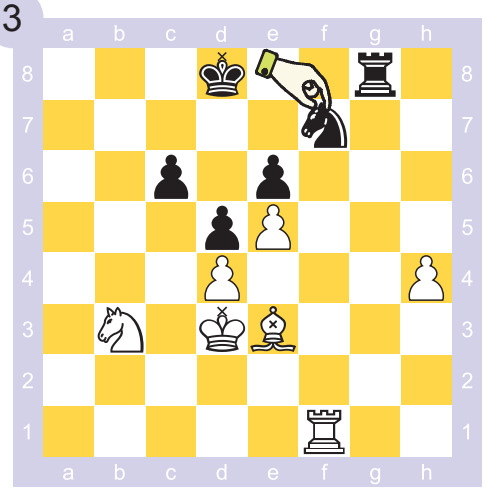

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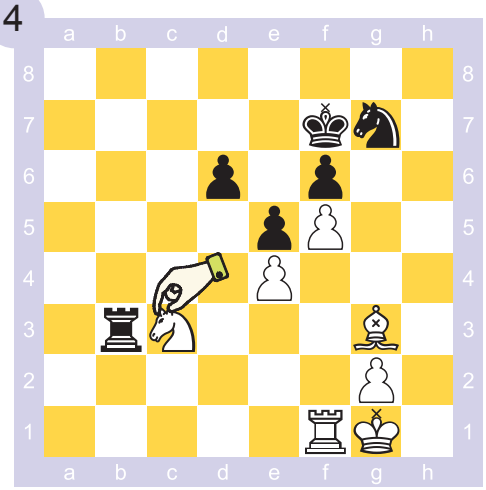

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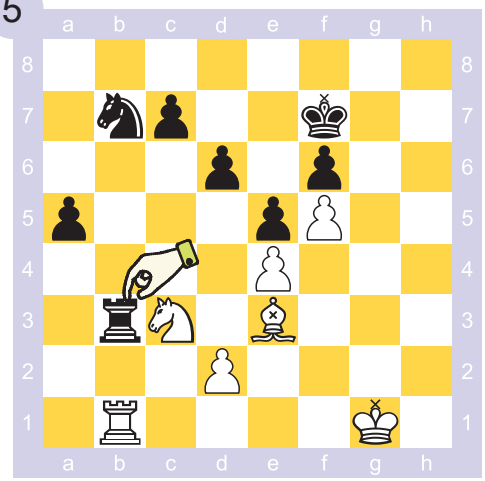

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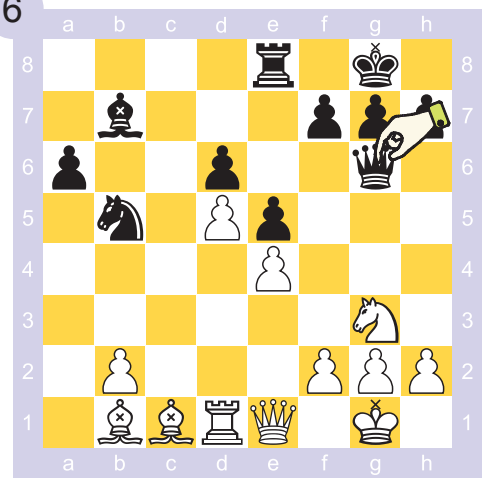


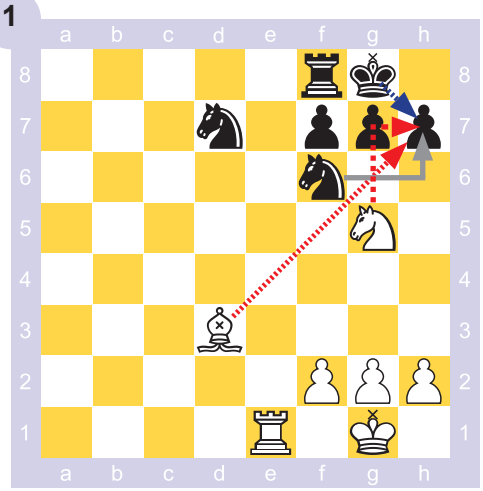
Trukeak

Babestuta dagoen pieza bat harrapatzen bada, pieza-truke bat gerta daiteke.

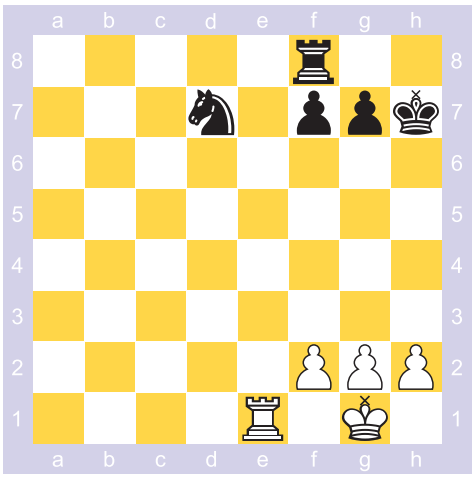
Normalean, pieza bat askoren mehatxupean badago pieza bat baino gehiago egongo da hura babesten.

Adibideak

1

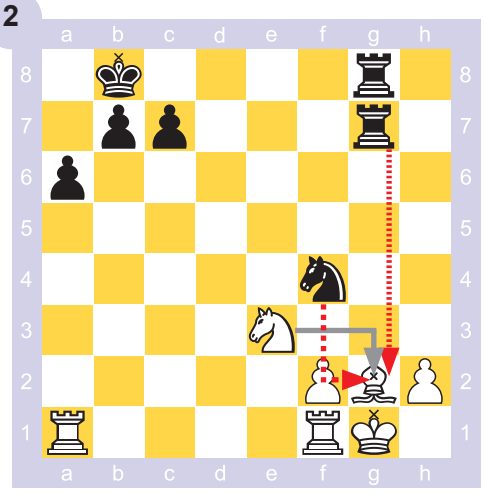


Erregeak eta zaldiak peoia babesten dute; zaldiak eta alfilak mehatxatu egiten dute.

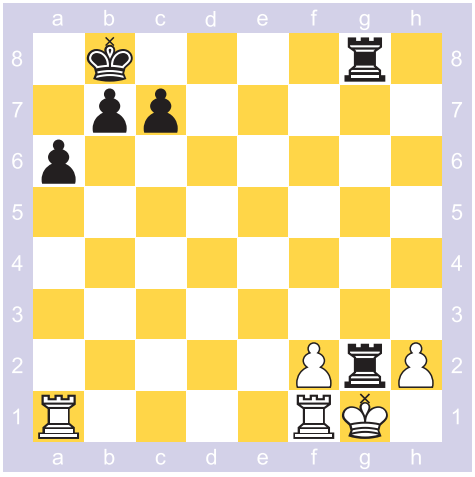


Zuriek peoia harrapatzen badute, materiala galduko dute.

2



Hiru piezak alfila harrapa dezakete, eta bik babesten dute soilik.

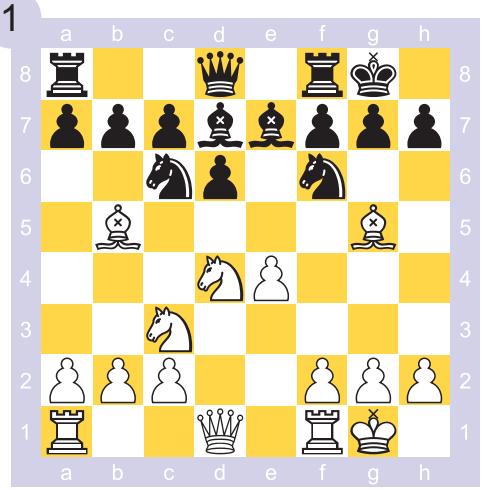


Truke honetan beltzek materiala irabazten dute.

13

Ingura itzazu biribil batez bi pieza zuriren mehatxupean dauden pieza beltzak.

1



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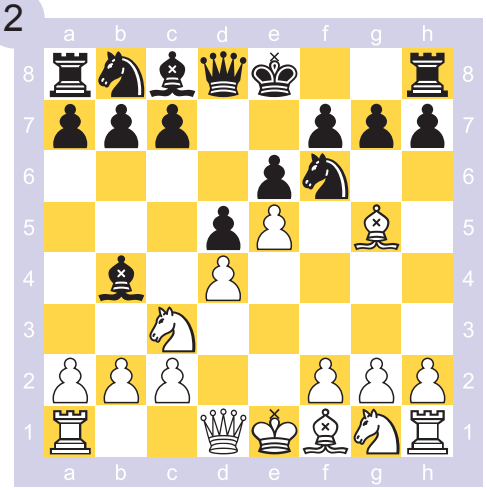

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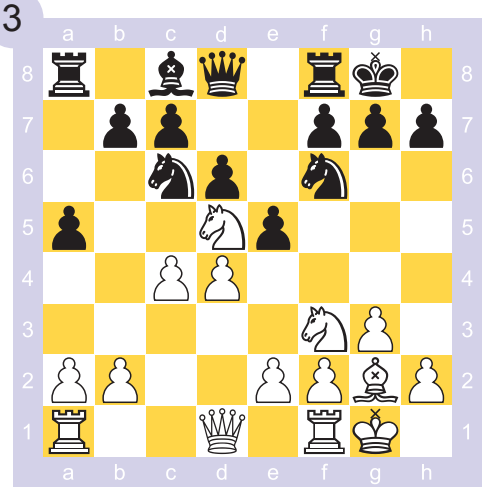

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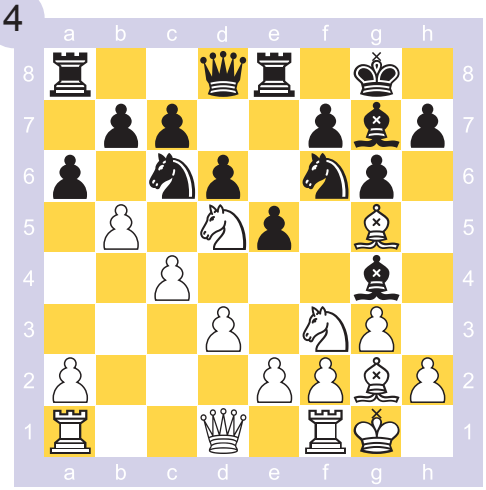

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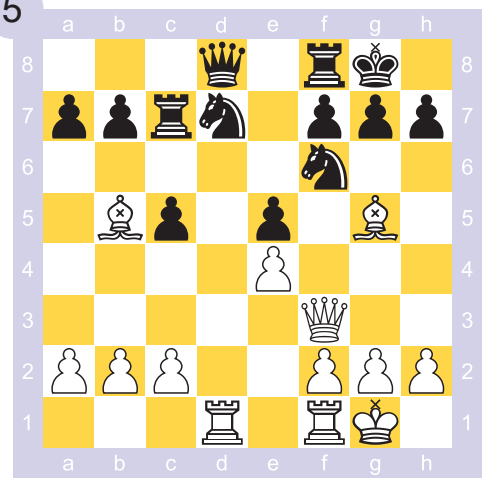

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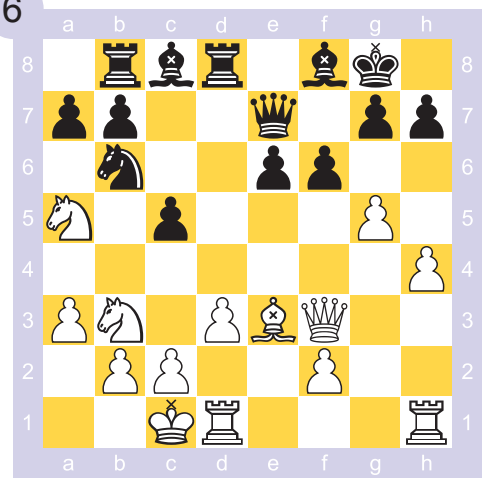
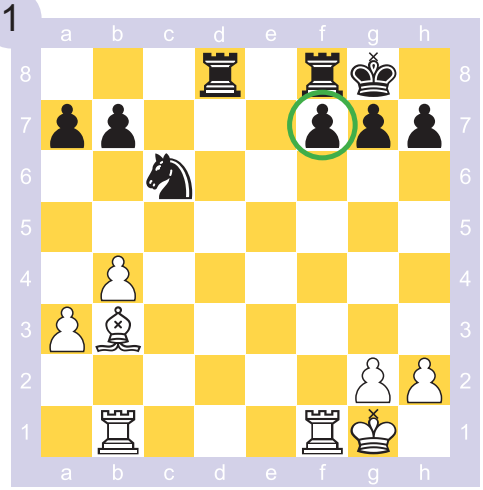


14

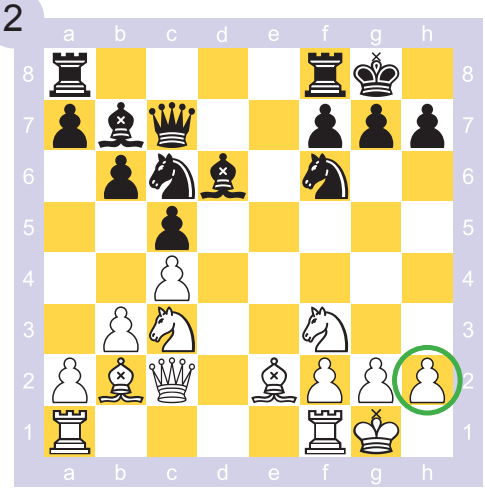
Adierazi truke honekin materiala nork irabazten duen, biribil batez inguratutako pieza harrapatzen bada.

1



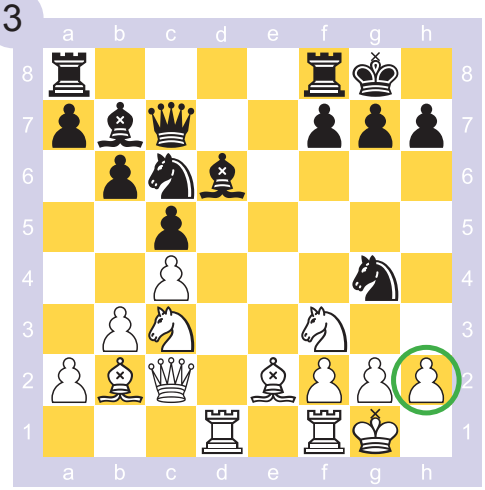
Zuriak Beltzak

2



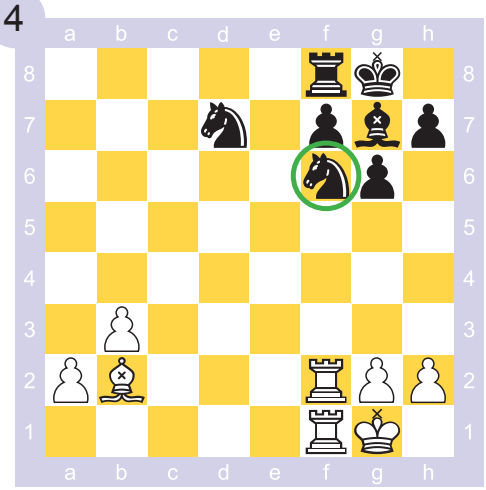
Zuriak Beltzak

3



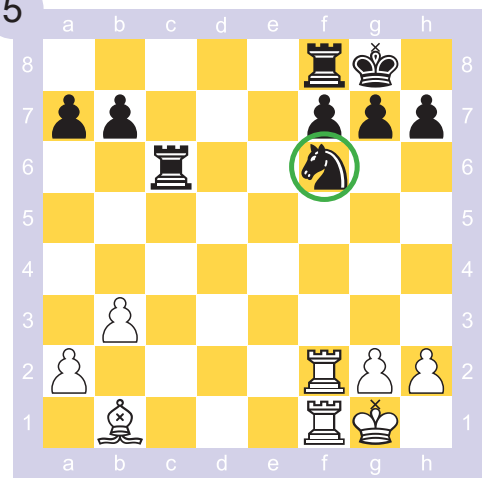
Zuriak Beltzak

4



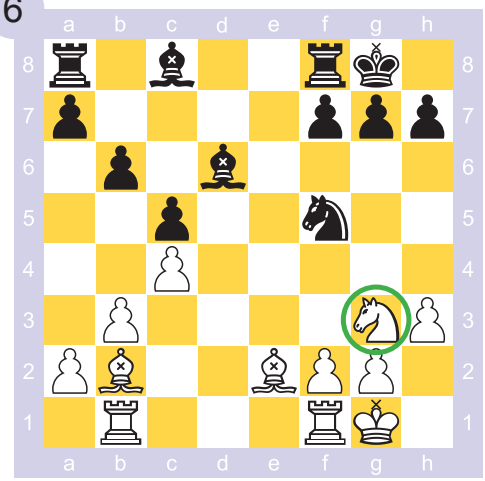
Zuriak Beltzak

5



Zuriak Beltzak

6

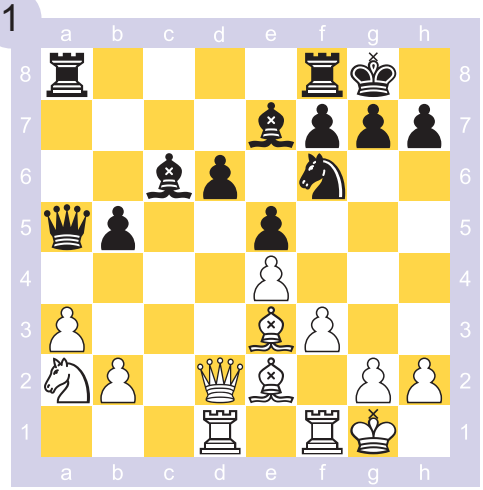


Zuriak Beltzak

A

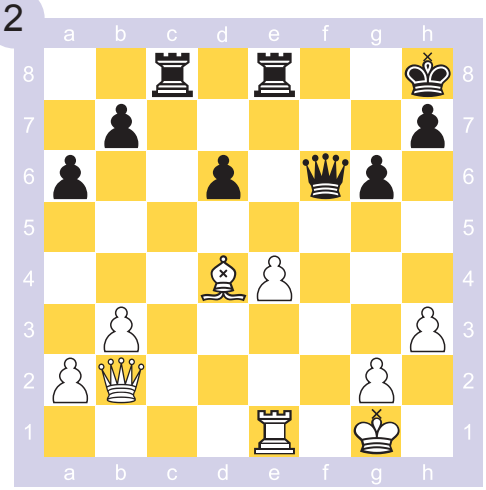
Azaldu gezi batez taularen azpialdean adierazten den ekintza burutzeko jokaldi egokiena.

1



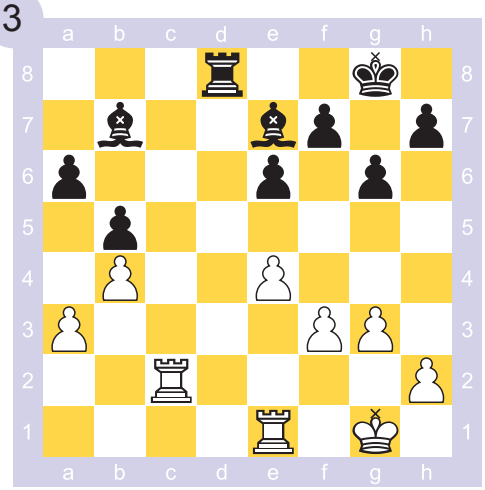
Alfil beltza erasotu

2



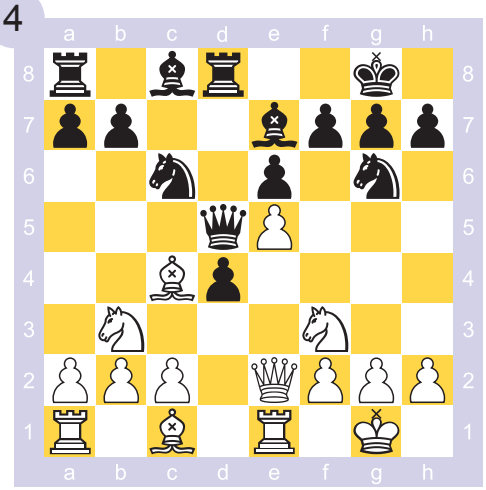
Dama beltzaren harrapaketa saihestu

3



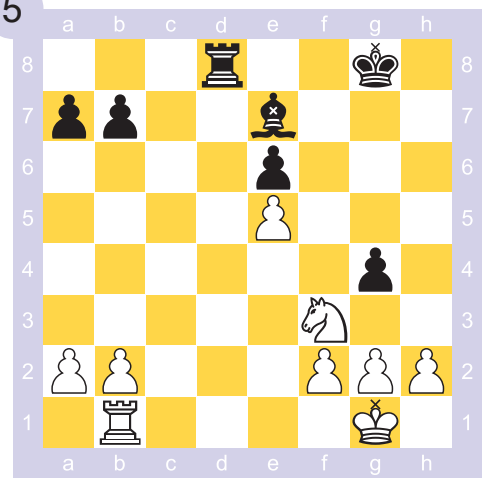
Alfil beltzak erasotu

4



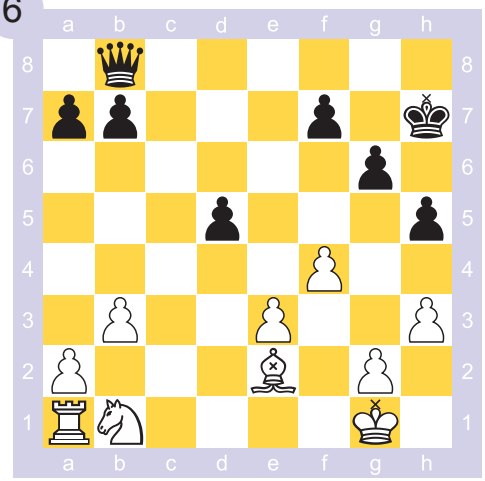
Dama beltzaren harrapaketa saihestu

5



Zaldi zuriaren harrapaketa saihestu

6



Gaztelu zuria erasotu

6. unitatea

Xake erregeari

Xake erregeari

Erregearen xakeari erantzun

- Erregea mugitu
- Erdian pieza bat jarri
- Erasoa jo duen pieza harrapatu

Xake eta mate

Mate-konbinazioak

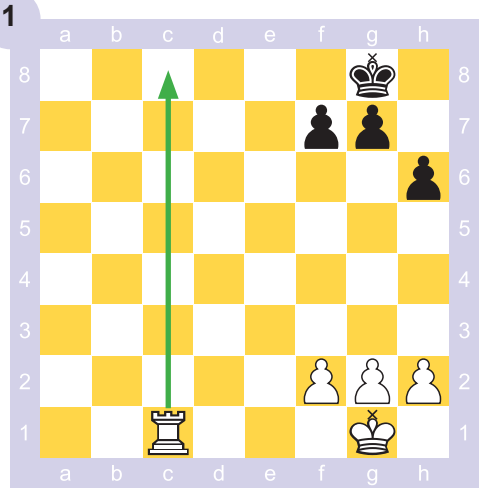
Xake erregeari

Erregea xake-egoeran dago, aurkariaren pieza batek mehatxatzen duenean.

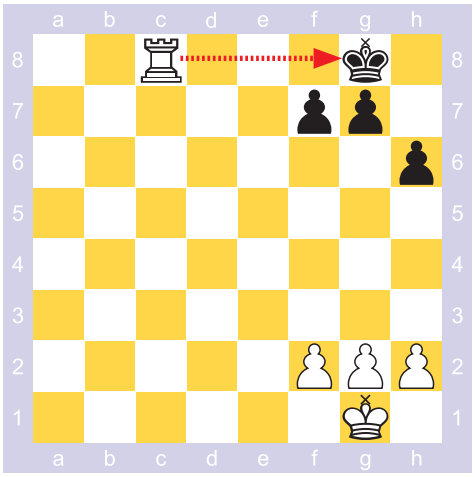
Jokaldi bat egin ondoren ezin dugu gure erregea xake-egoeran izan, legez kanpoko jokaldia izango bailitzateke.

Adibideak

1

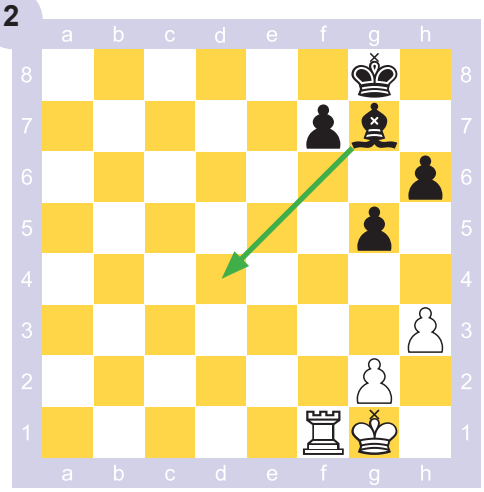


Gaztelu zuria 8. lerrora mugitzen da…

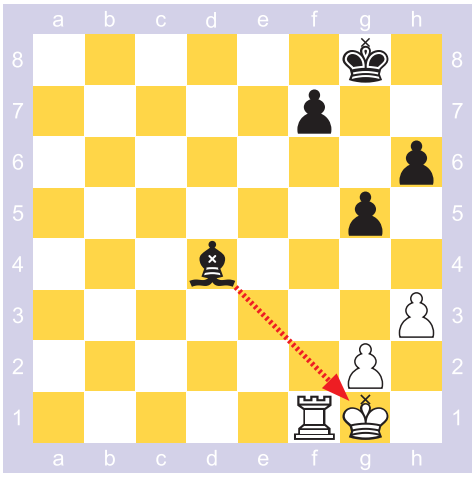


… eta c8 laukitik errege beltza mehatxatzen du, hau da, xake ematen dio erregeari.

2



Alfil beltza d4 laukira doa…

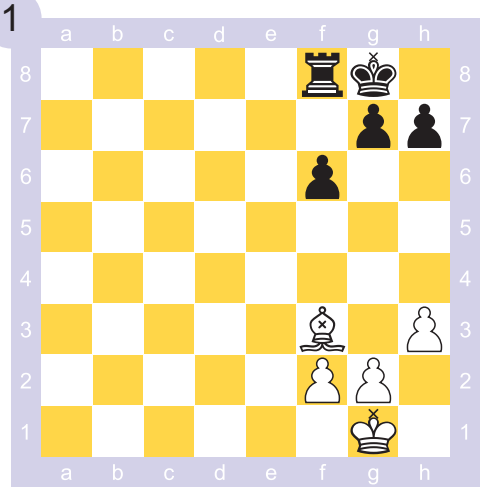


… eta lauki horretatik xake ematen dio erregeari.

1

Adierazi gezi batez zein jokaldi egin behar duten zuriek, materialik galdu gabe errege beltza xake-egoeran jartzeko.

1



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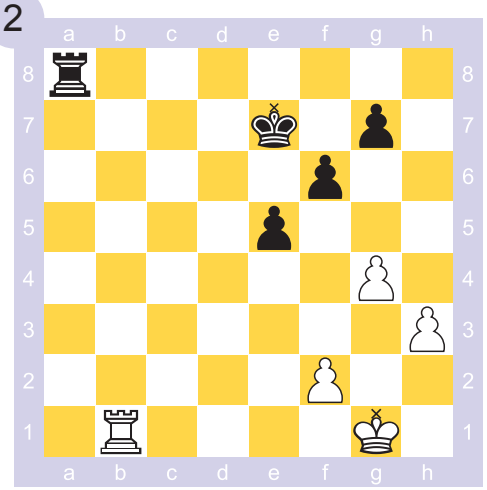

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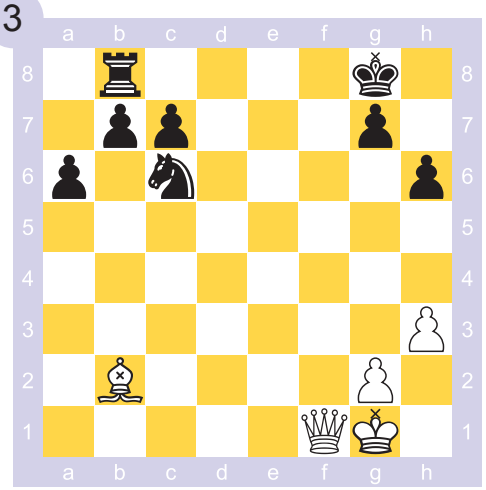

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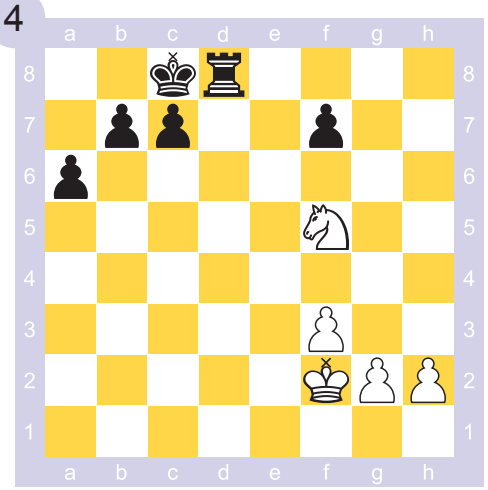

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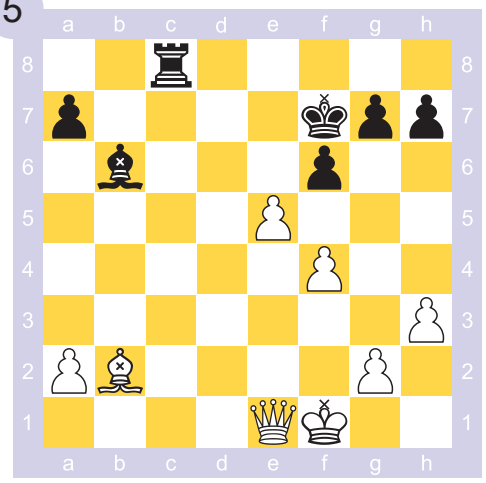

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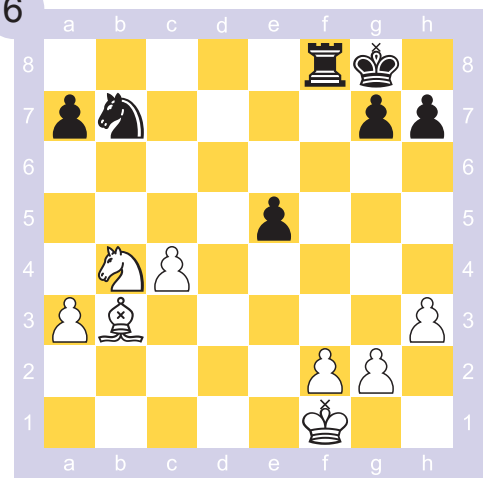


Erregearen xakeari erantzun

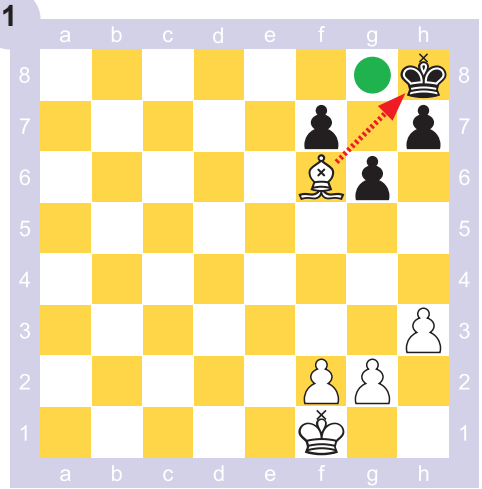
Mugitu	Erdian jarri	Harrapatu
Erregea	Beste pieza bat	Erasoa jo duen piezapieza

1. Erregea mugitu

Erregea beste pieza batek mehatxatzen ez duen laukira joango da.

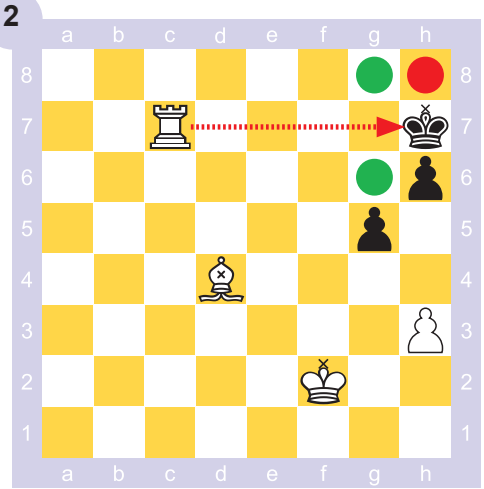
Adibideak

1

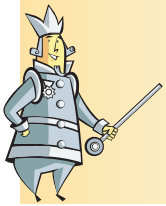


Alfilaren xakea saihesteko, erregea g8 laukira mugitzen da.

2



Erregeak ezin du h8 laukira joan, alfilaren mehatxupean baitago.

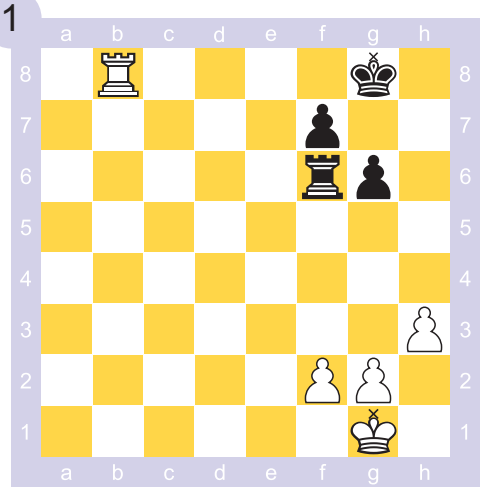


Erregea aurkariak mehatxatzen duen lauki batean kokatzen bada, legez kanpoko jokaldia izango da eta mugimendua errepikatu beharko da.

2

Jarri biribil bat xake-egoeran dagoen erregea joan daitekeen lauki guztietan.

1



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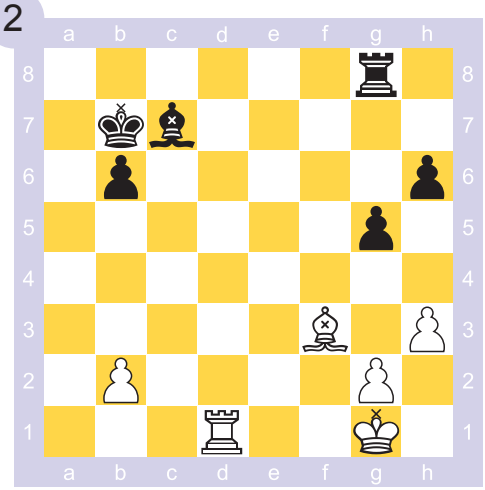

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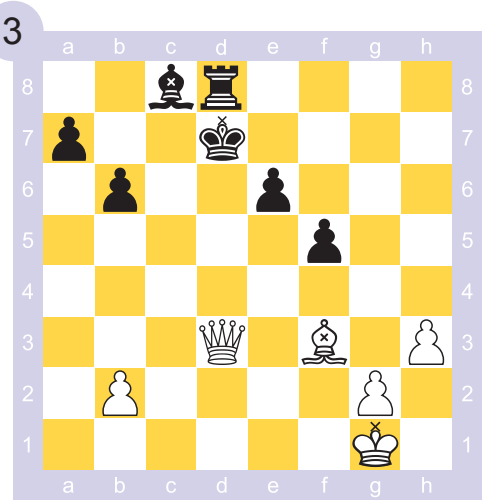

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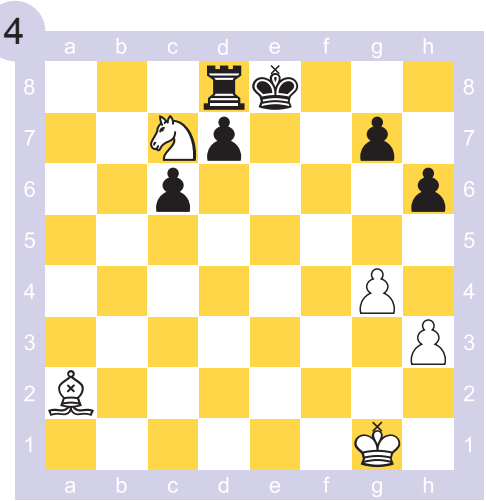

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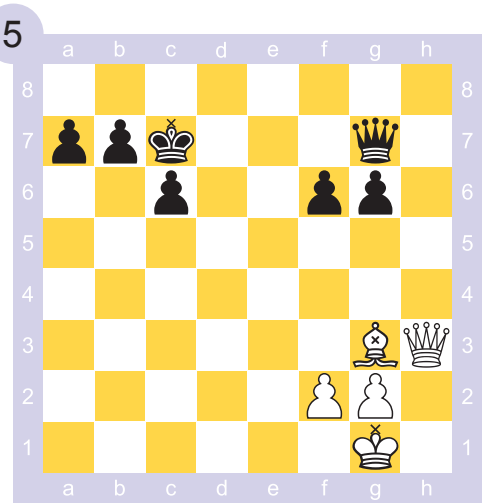

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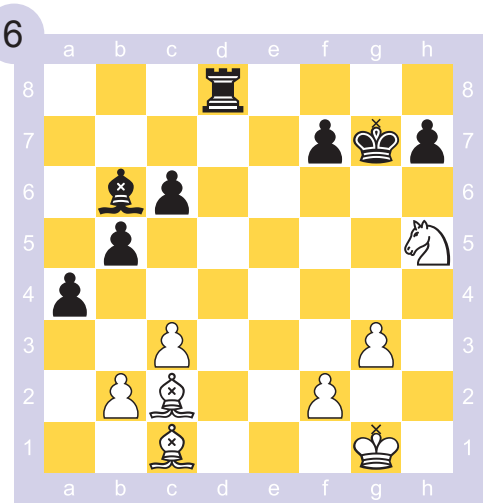


2. Erdian pieza bat jarri

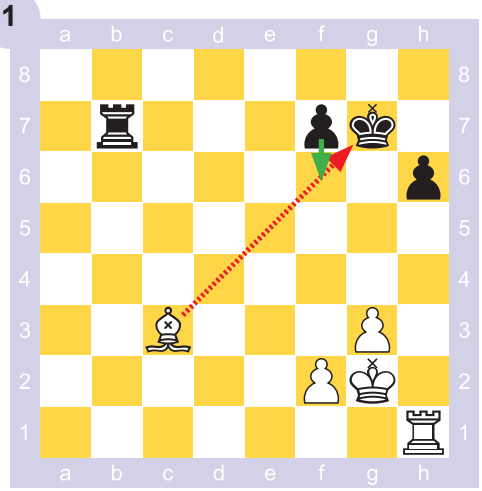
Zenbaitetan pieza bat jar daiteke xake-egoeran dagoen erregearen eta xakea eman duen piezaren erdian, baina jartzen den pieza ongi babestuta egotea komeni da.

Erdian jarri den piezak xakea eman duenak baino bailo handiagoa badu, harrapatu egingo da.

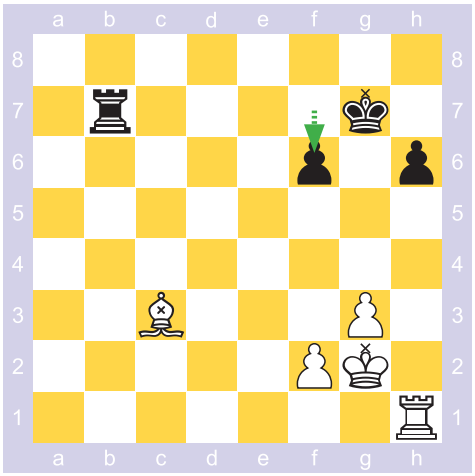
Erregeari xakea zaldiak ematen dionean, ezin da erdian piezarik jarri, zaldiak pieza guztien gainetik jauzi egiten baitu.

Adibideak

1

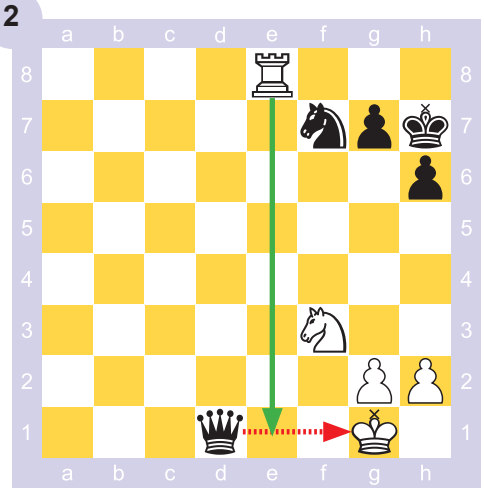


Erregea mehatxupean ez dagoen lauki batera mugi dezakegu edo peoia aurreratu dezakegu.

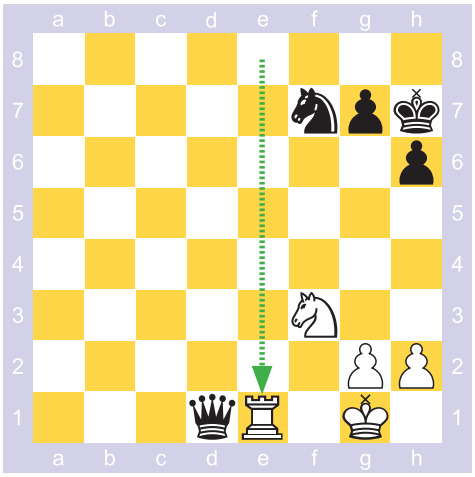


Peoia alfilaren eta erregearen erdian jarri da, mehatxuaren diagonalean.

2



Gaztelua damaren eta erregearen erdian jartzen da eta xakea saihesten du.

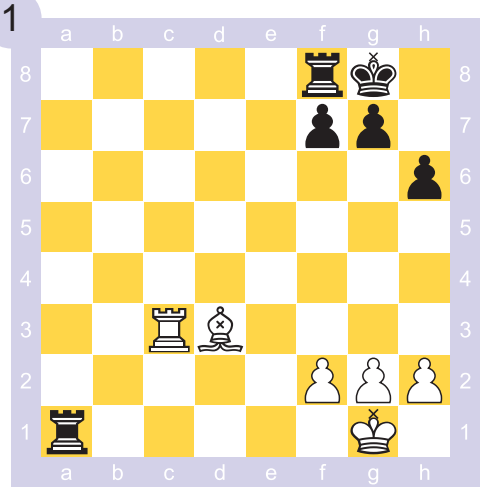


Zaldiak gaztelua damaren mehatxutik babesten du.

3

Adierazi gezi bidez zein pieza jar dezaketen zuriek, materialik galdu gabe erregearen xakea saihesteko.
Ezin bada piezarik jarri erdian, ingura ezazu errege zuria biribil batez.

1



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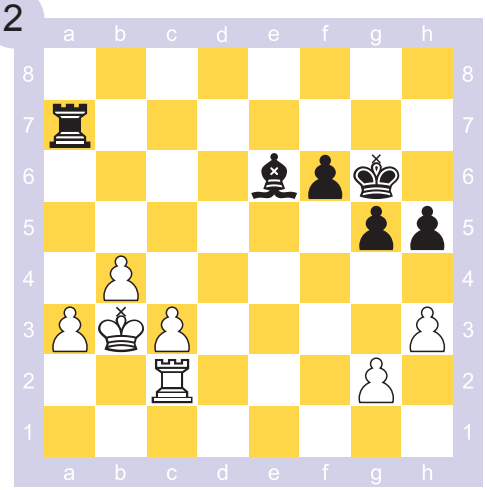

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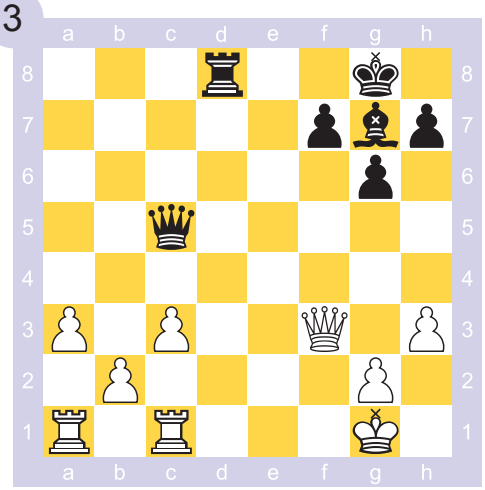

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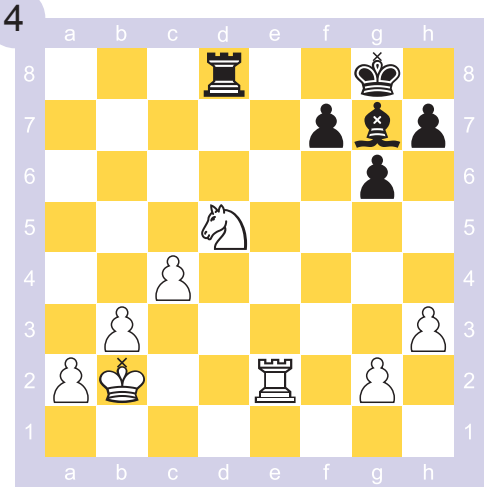

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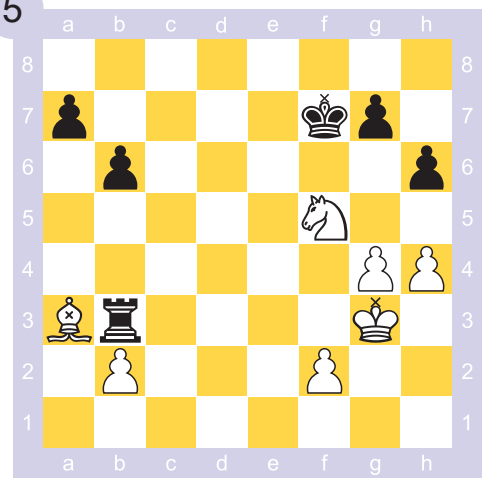

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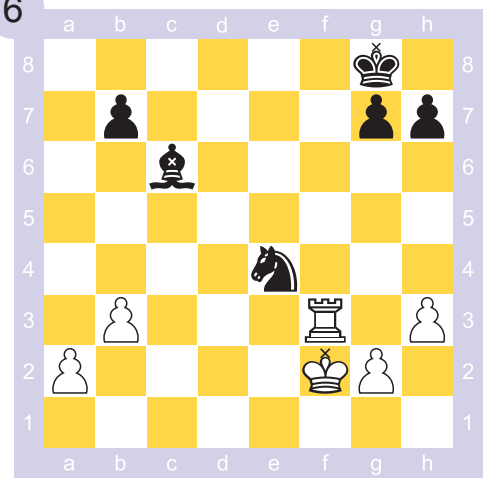


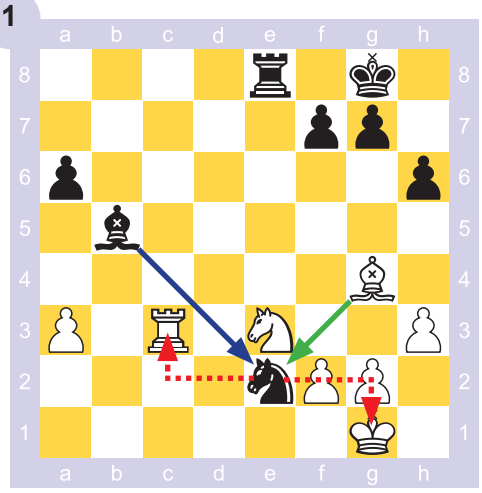
3. Erasoa jo duen pieza harrapatu

Erasoa jo duen pieza era berean gure pieza baten mehatxupean badago, harrapatu egin daiteke, eta, era horretan, erregeari emandako xakea saihesten dugu.

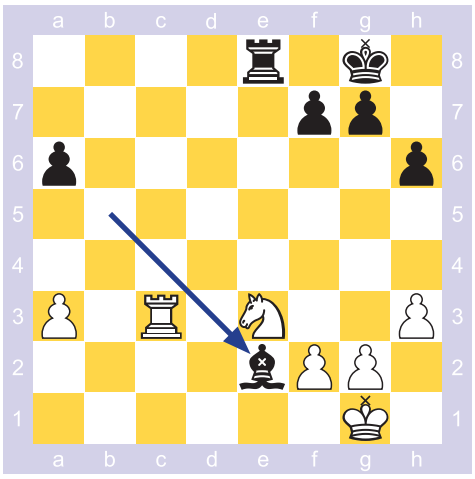
Erasoa jo duen pieza harrapatzeak aurkariarekiko puntuak galtzea badakar, xakea erregea mugituz edo erdian pieza bat jarriz saihesten saiatuko gara.

Adibideak

1

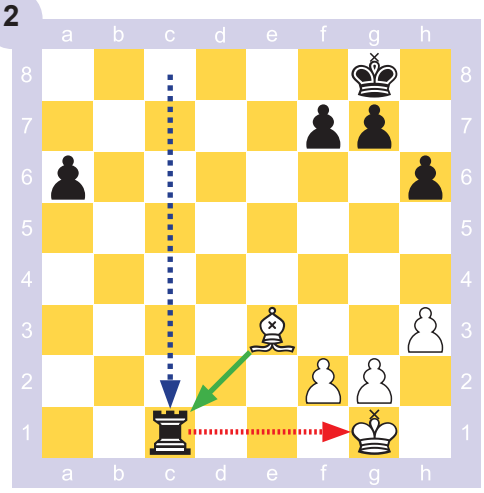


Alfil zuriak zaldia harrapatzen du gazteluaren galera saihesteko.

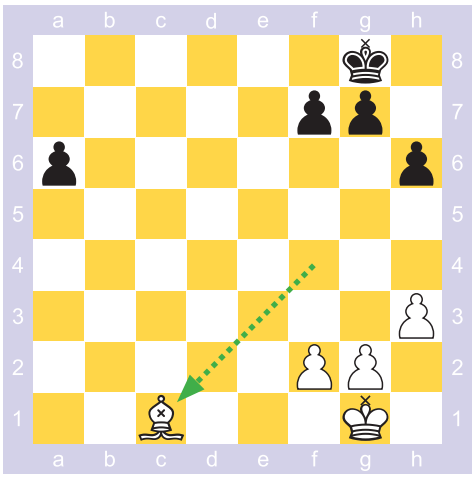


Zaldi beltza eta alfil zuriaren arteko trukea gertatu da.

2



Alfilak xakea eman duen gaztelua harrapatzen du, gazteluak balio handiagoa duelako.

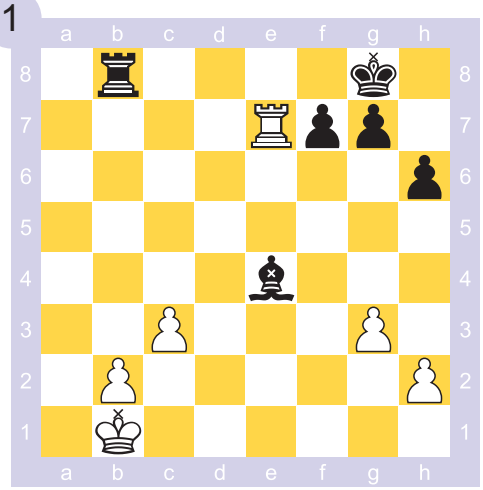


Gainera gaztelua ez zegoen babestuta.

4

Ingura itzazu biribil batez erregearen xakea saihesteko harrapatutako pieza beltzak. Adierazi gezi bidez harrapaketen mugimenduak.

1



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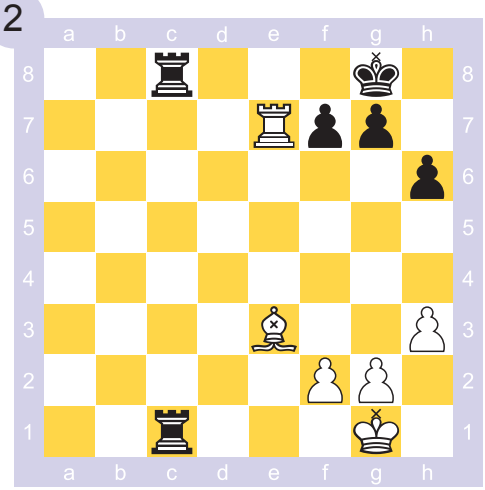

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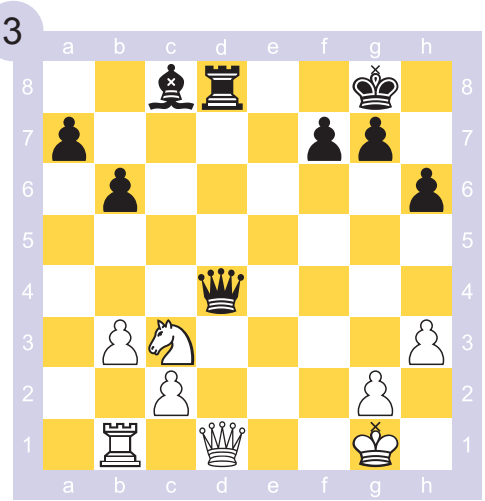

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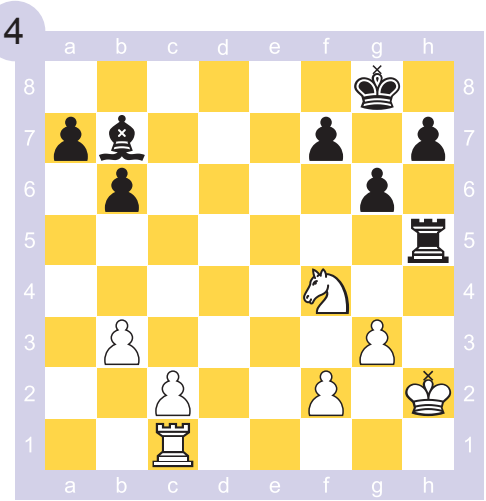

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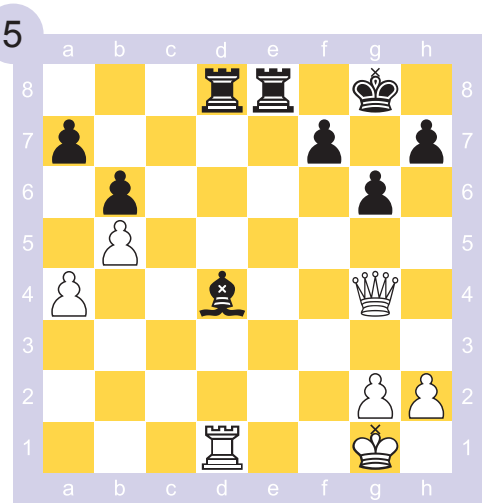

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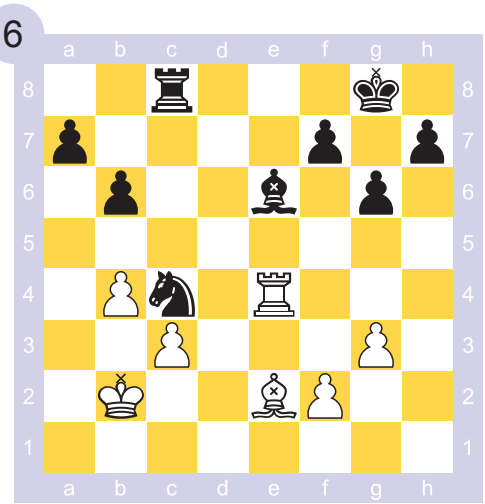


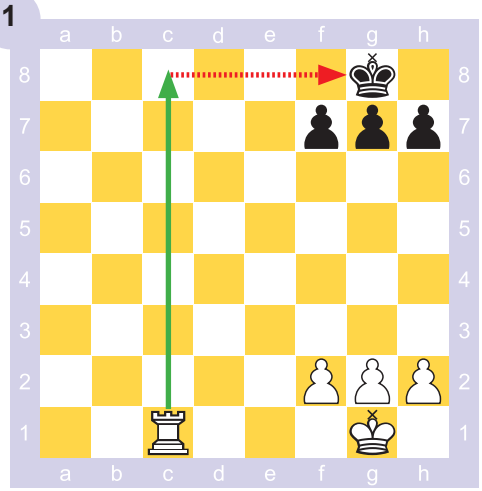
Xake-mate

Xake-matea erregea mehatxatu eta hurrengo jokaldian, edozein mugimendu egiten dela ere, mehatxua saihestu ezin denean gertatzen da.

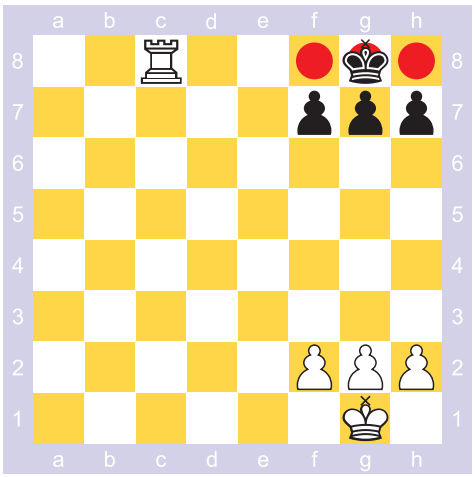
Partida xake-mate ematen duen jokalariak irabazten du.

Adibidea

1



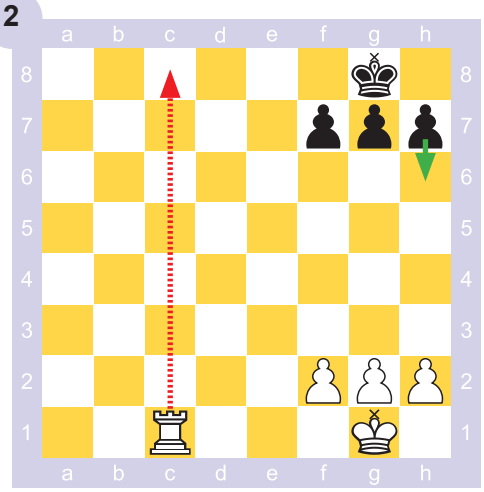
Gaztelua 8. lerroraino aurreratzen da eta xake-mate ematen dio erregeari.



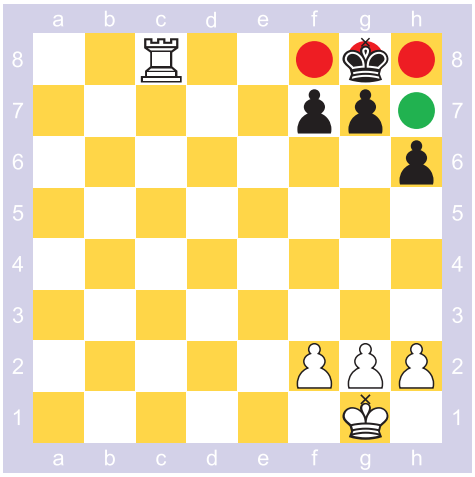
Erregeak ezin du inolaz ere xake hau saihestu.

Xake-matea saihesteko adibidea

2



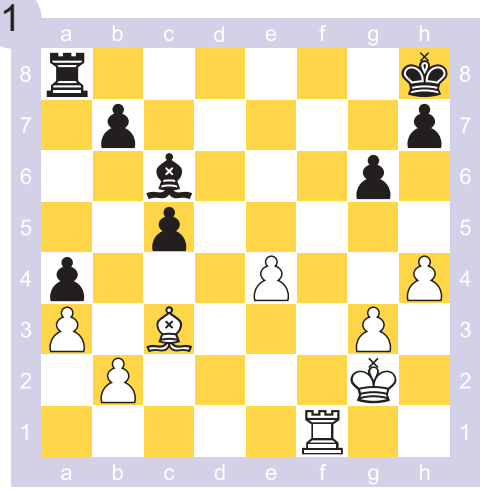
Beltzek peoia aurreratzen dute xake-matea saihesteko.



Gazteluak xake ematen du, baina erregea h7 laukira mugi daiteke.

5 Adierazi hurrengo egoeretan xake-mate dagoen ala ez.

1



Bai Ez

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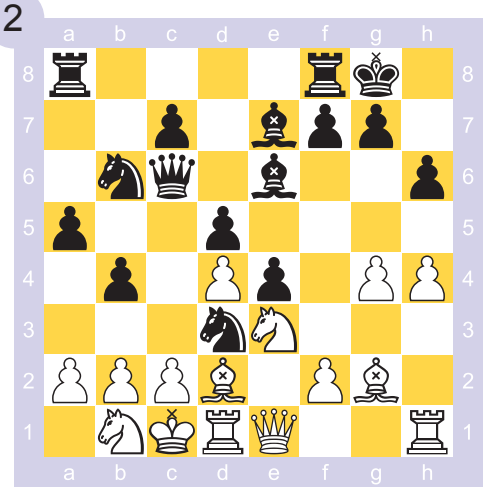
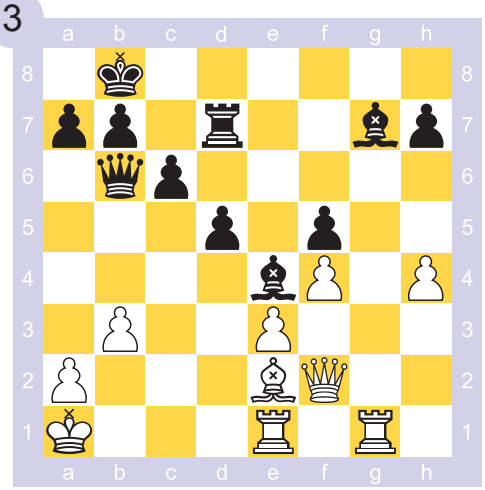


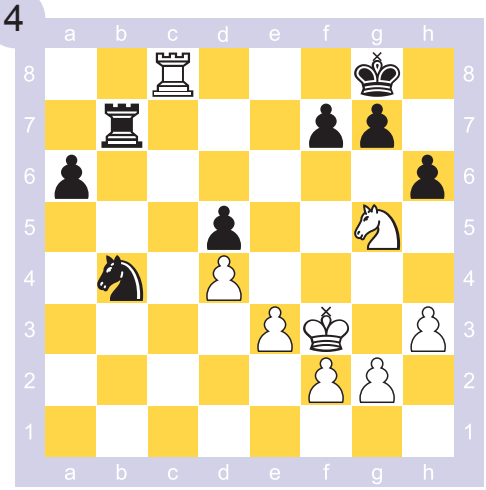
Bai Ez

3



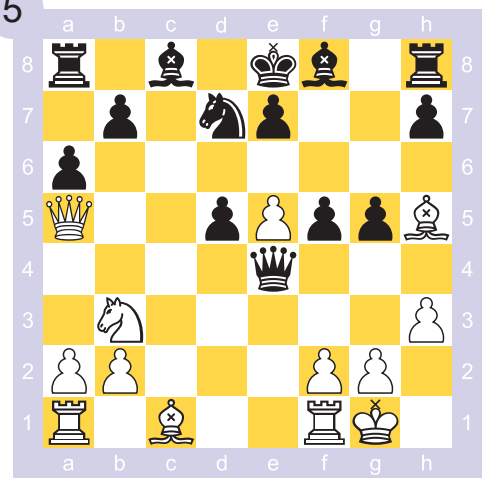
Bai Ez

4



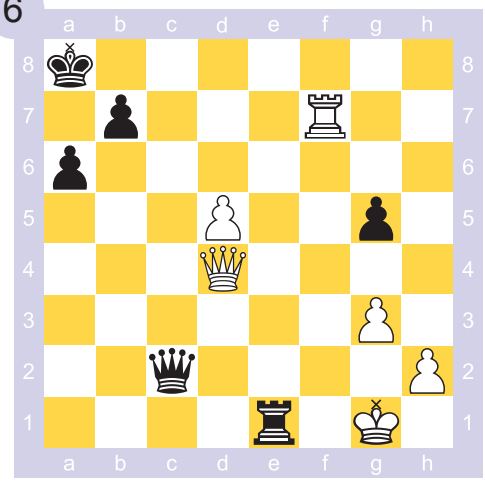
Bai Ez

5



Bai Ez

6

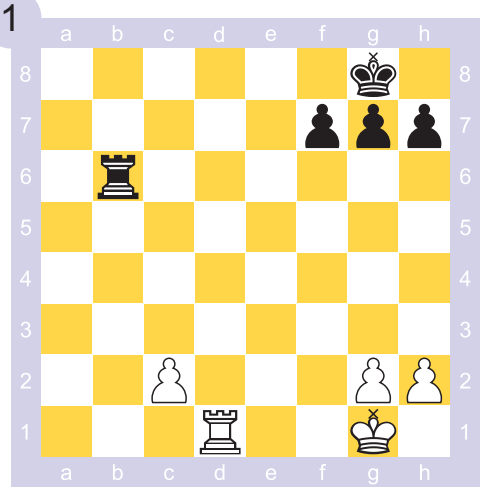


Bai Ez

6

Adierazi gezi batez zein jokaldi egin behar duten zuriek xake-matea lortzeko.

1



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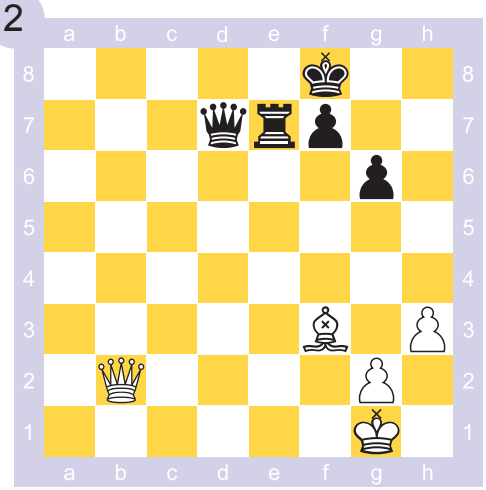

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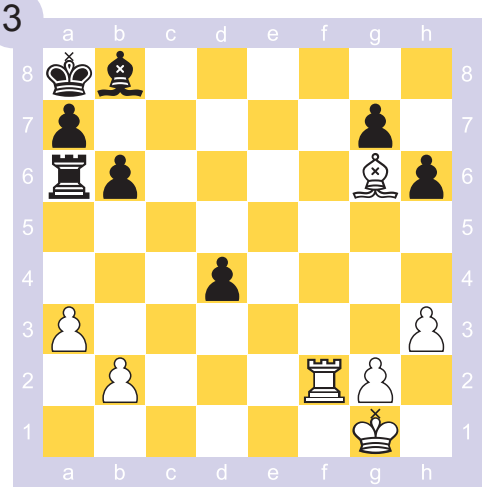

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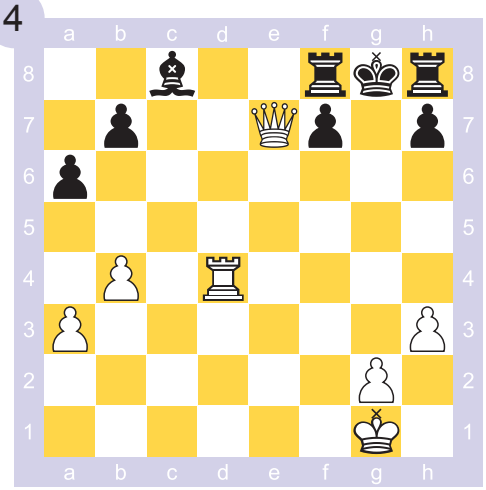

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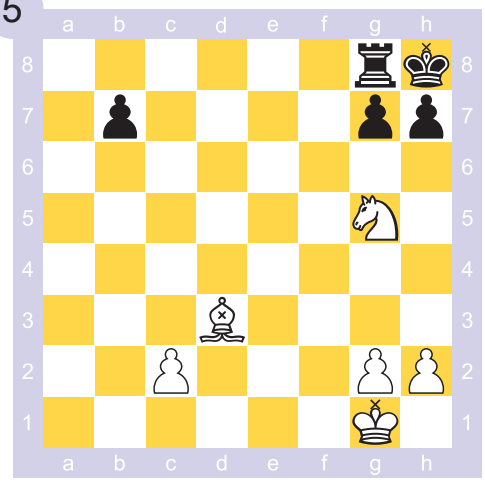

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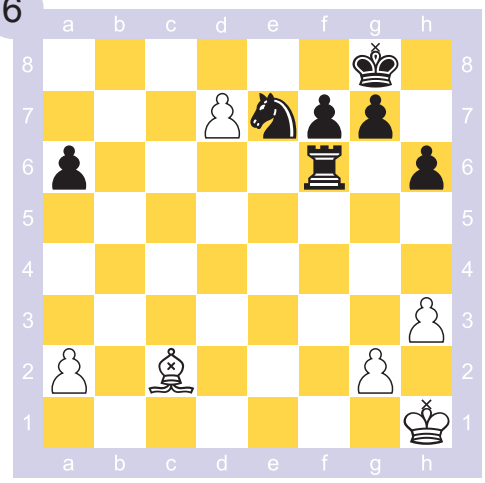

7

Adierazi zein jokaldi egiten duten beltzek xake-matea saihesteko.

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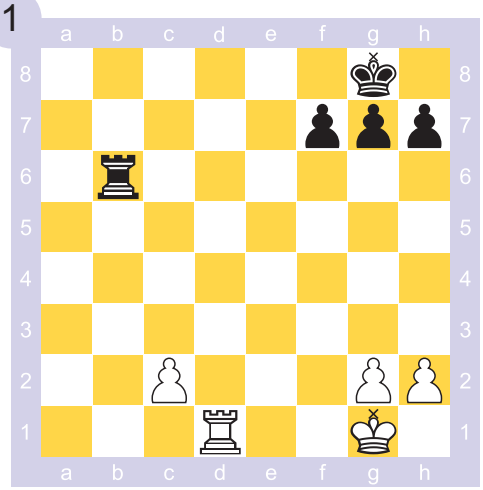

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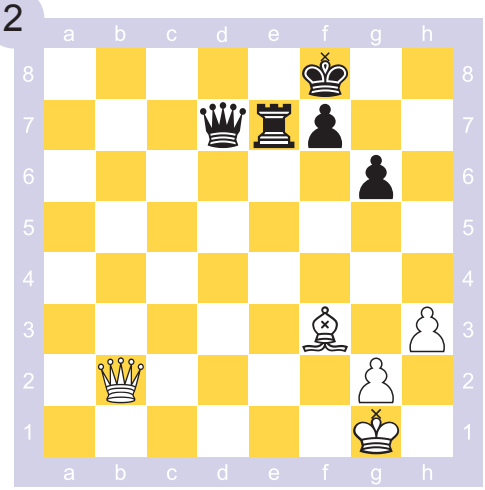

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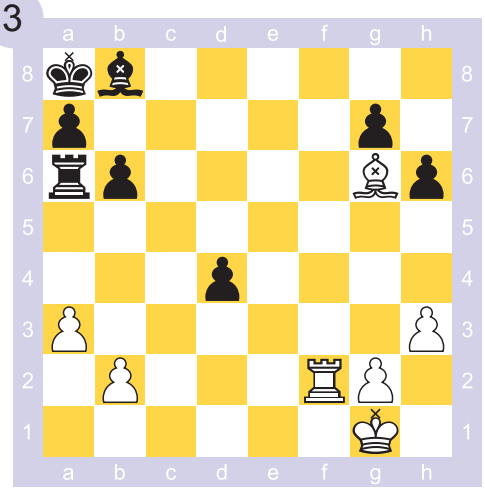

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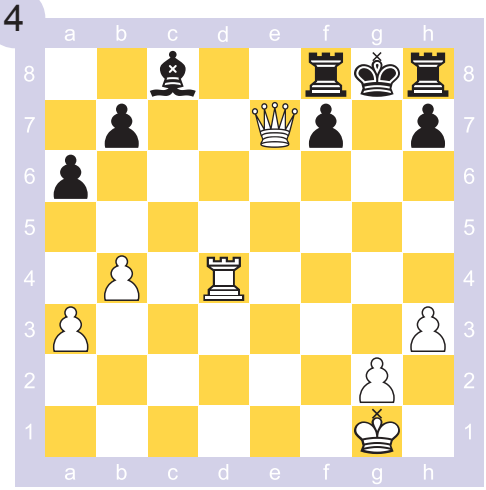

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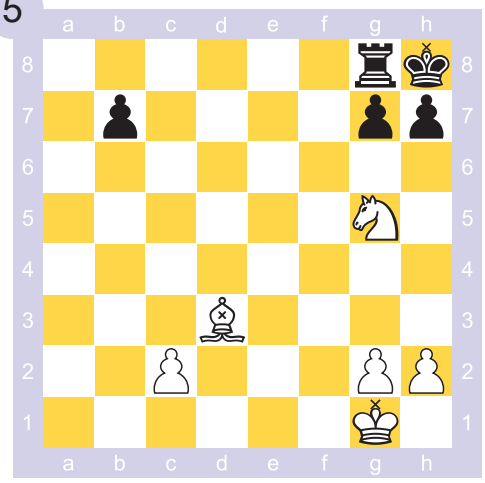

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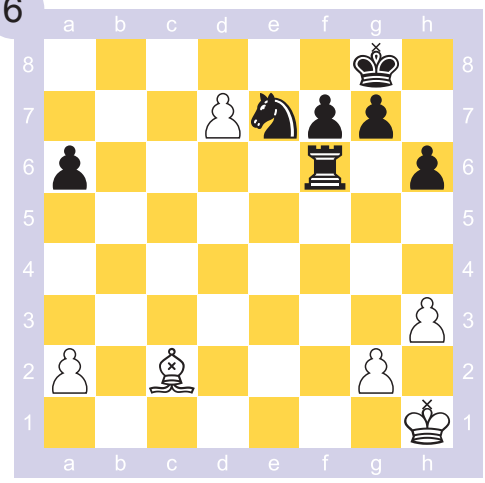

8

Markatu zein laukitan jarriko zenukeen taularen azpialdean adierazten den pieza, xake-mate egoera lortzeko.

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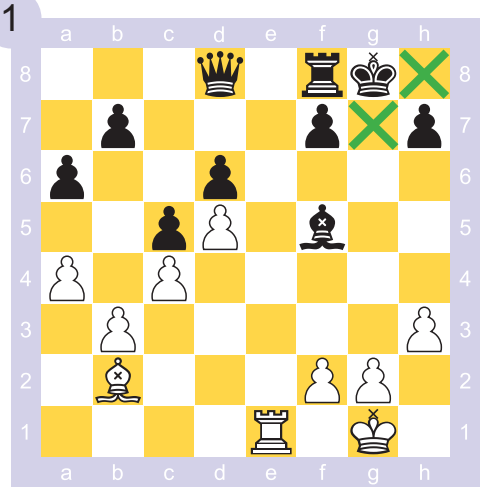

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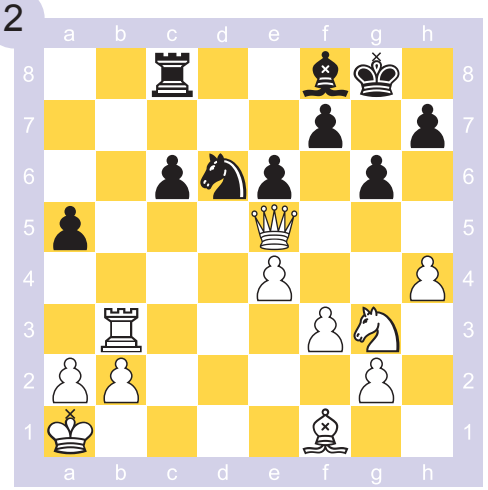

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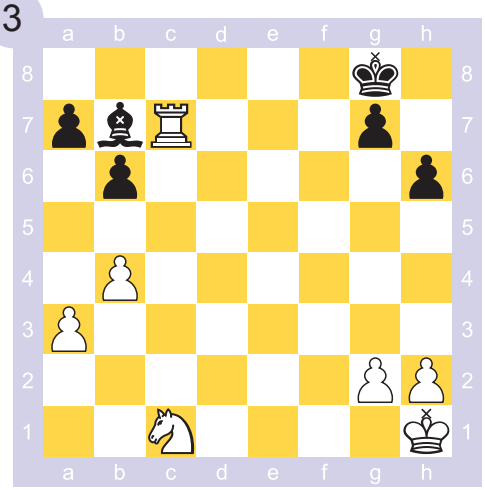

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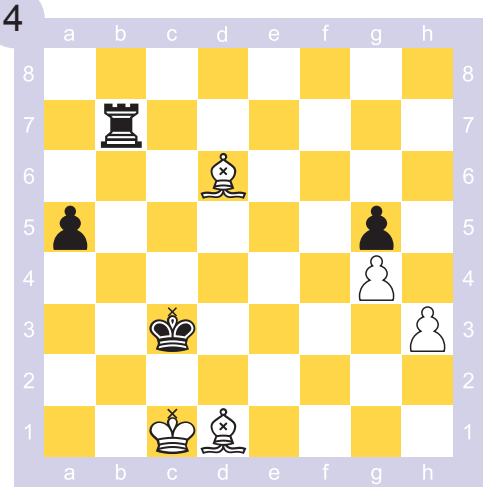

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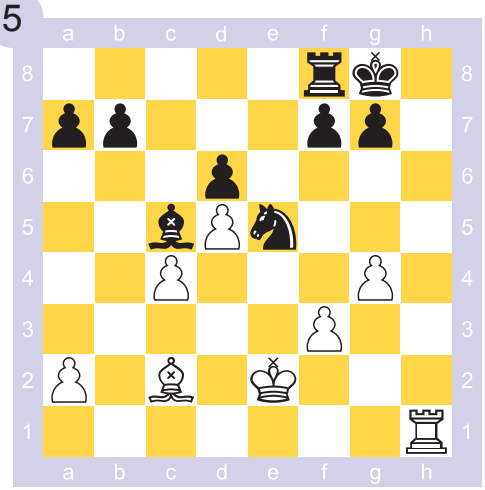

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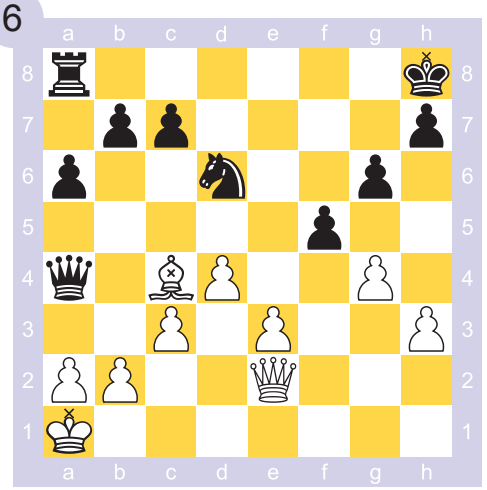

9

Adierazi, biribil batekin inguratuz, zein pieza kendu beharko litzatekeen xake-mate egoera geratzeko.

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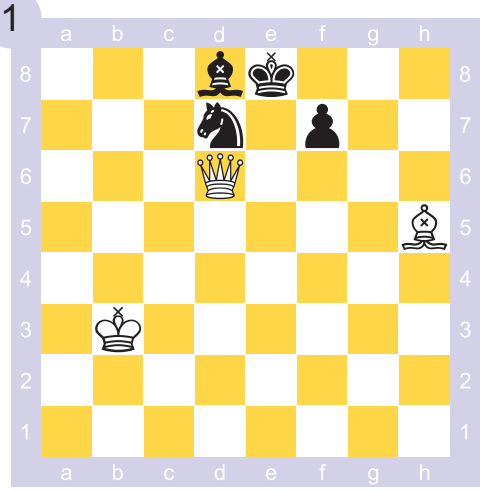

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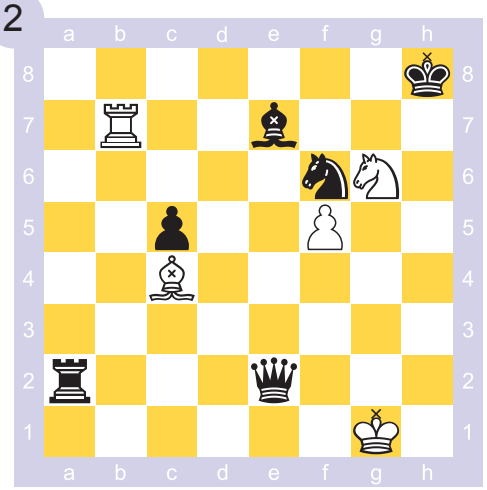

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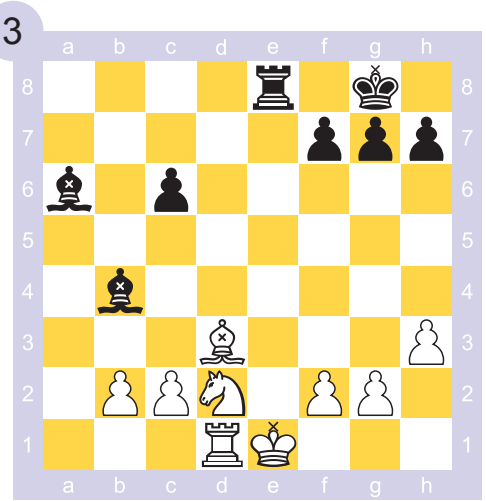

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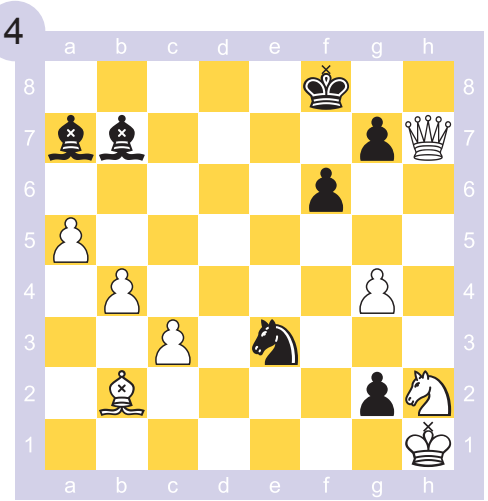

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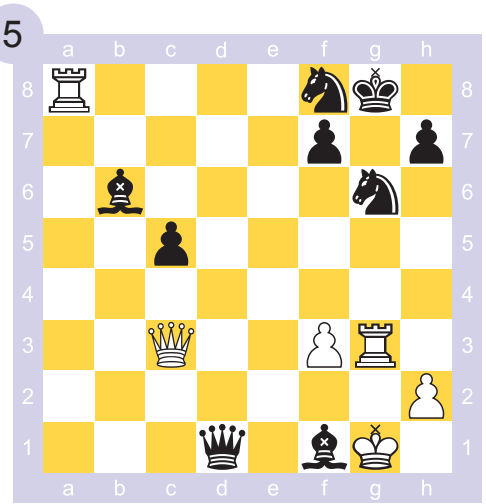

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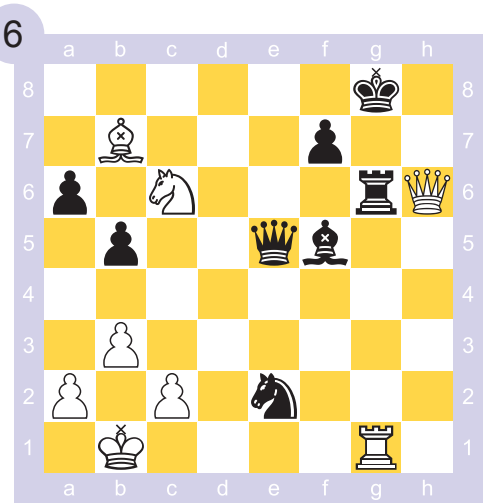

10

Adierazi zein laukitan kokatuko zenukeen falta den erregea xake-mate egoeran egon dadin.

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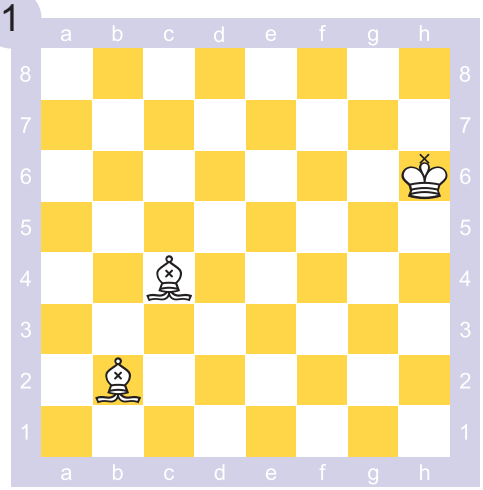

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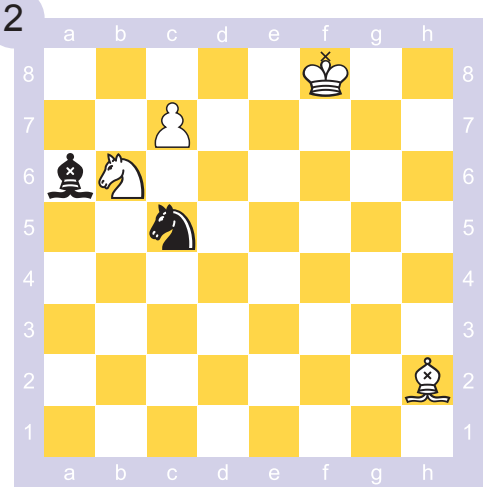

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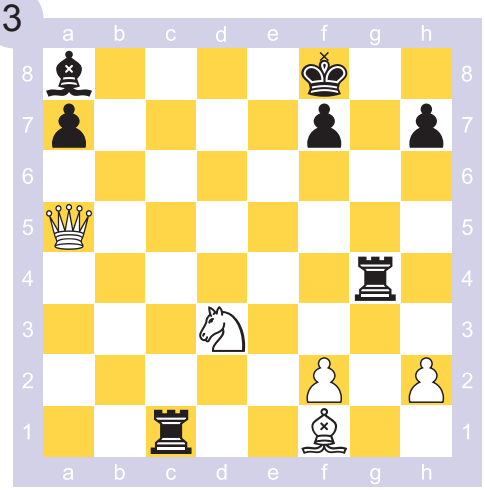

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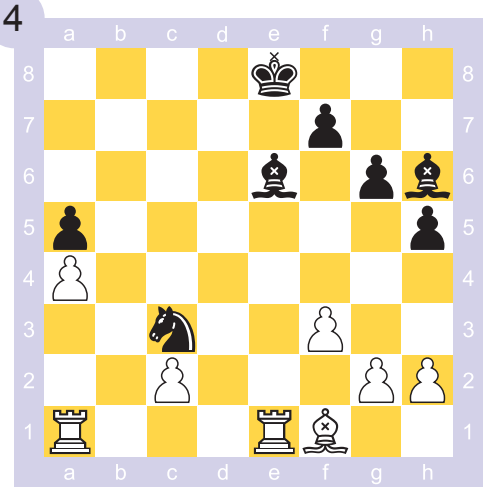

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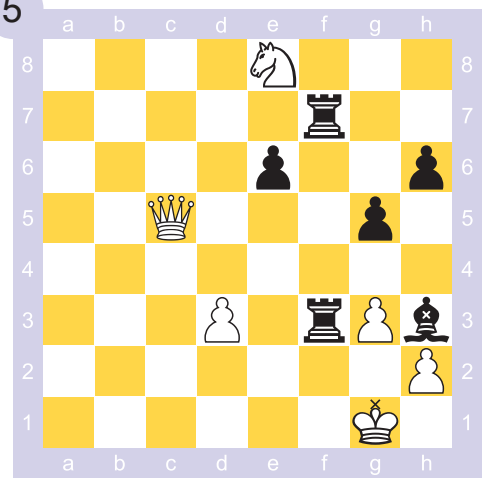

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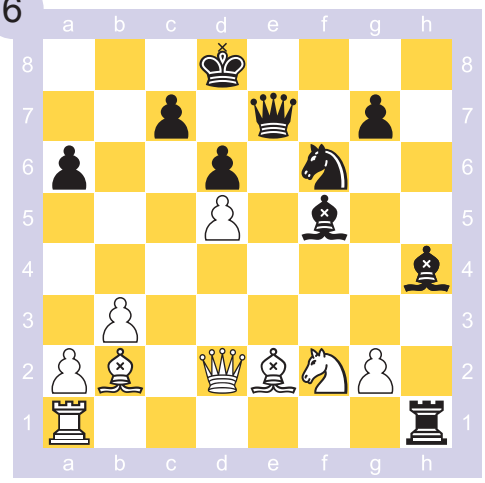


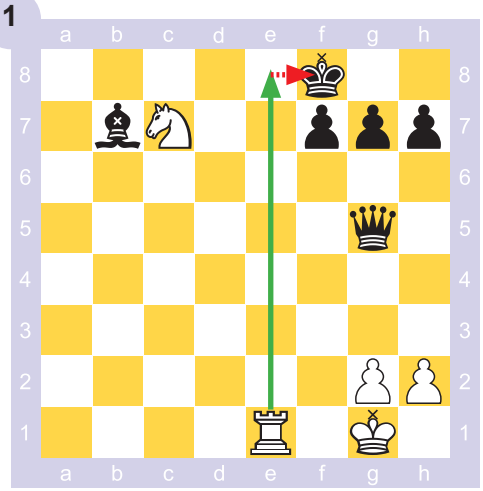
Mate-konbinazioak

Xake-matea lortzeko behar den mugimendu multzoari mate-konbinazioa deritzo.

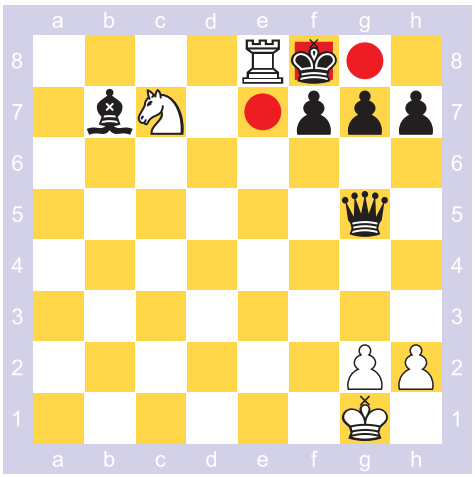
Sarritan pieza batek baino gehiagok parte hartzen du mate-konbinazioan.

Adibideak

1

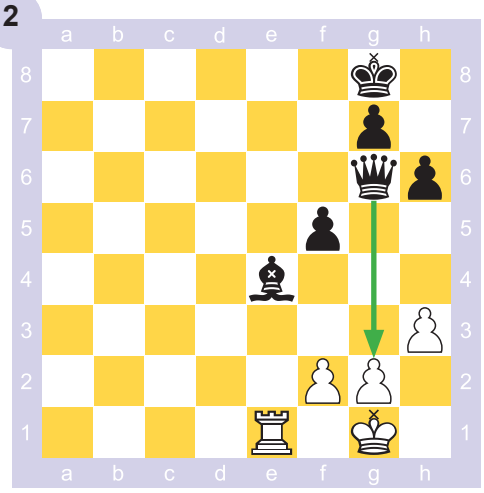


Zaldiz babestutako gazteluak xake-mate ematen du.

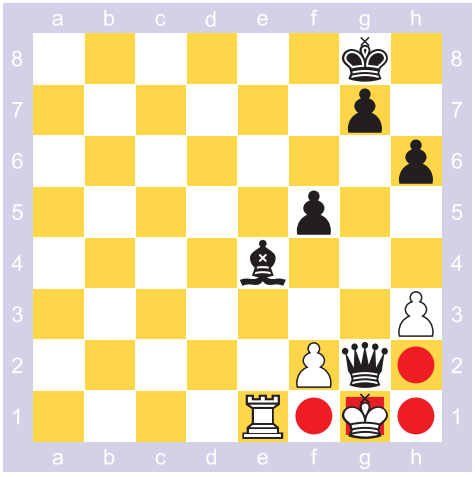


Errege beltzak ezin du, ez mugitu eta ez babestuta dagoen gaztelua harrapatu ere.

2



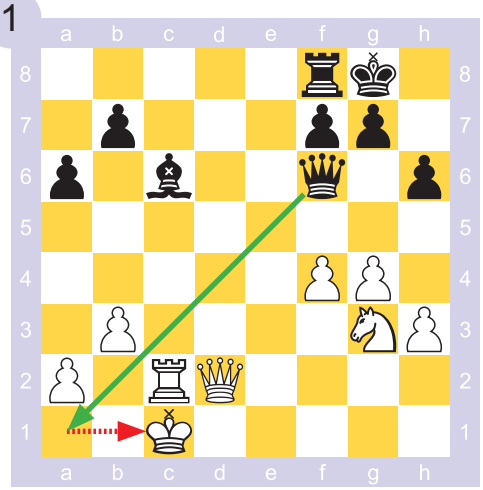
Damak peoia harrapatu eta xake-mate ematen du.



Erregeak ezin du dama harrapatu, alfilak babestuta baitago.

Jokaldi bakarreko mate adibideak

1



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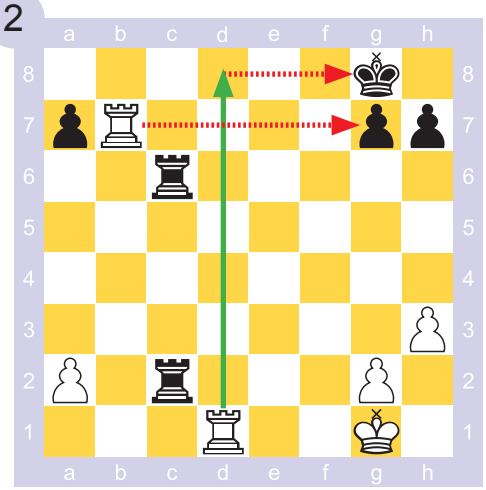

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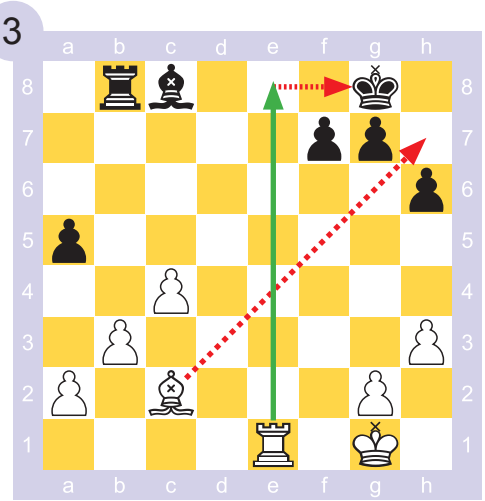

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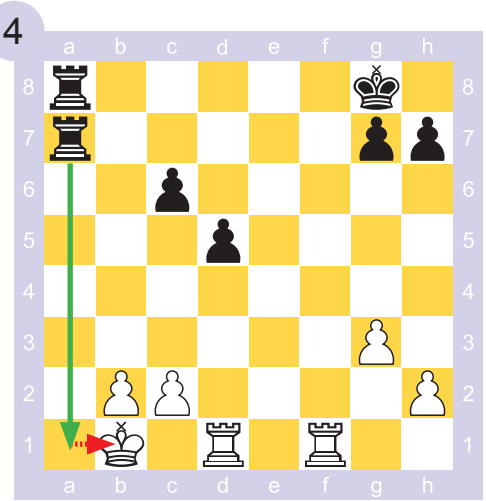

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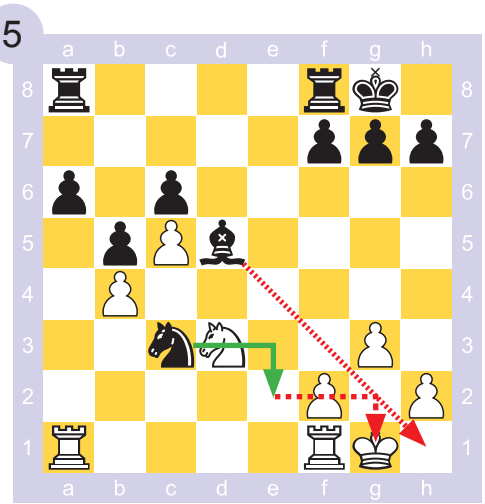

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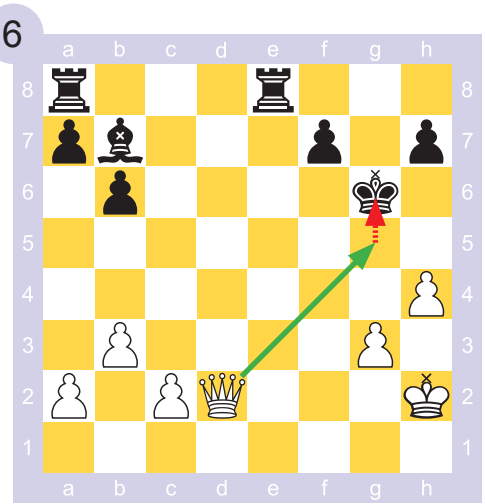

11

Adierazi gezi batez zein jokaldi egin behar duten zuriek xake-matea lortzeko.

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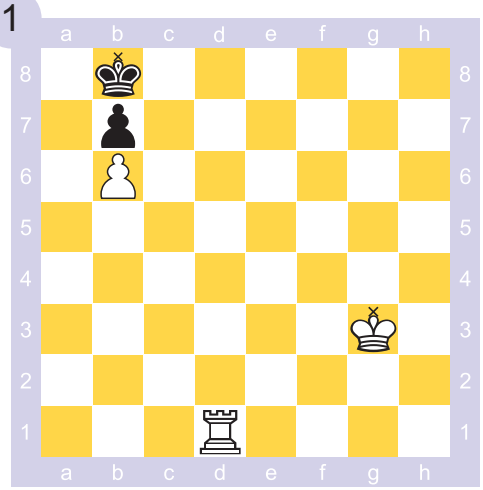

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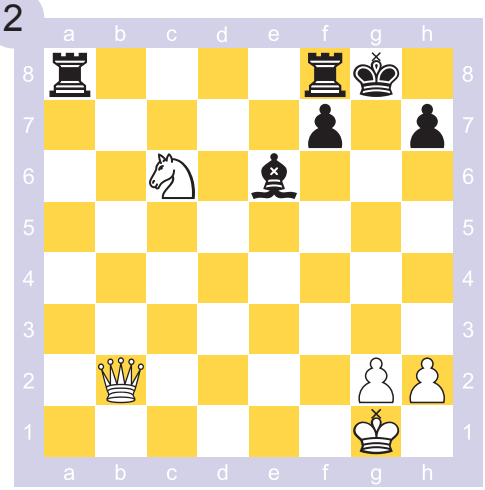

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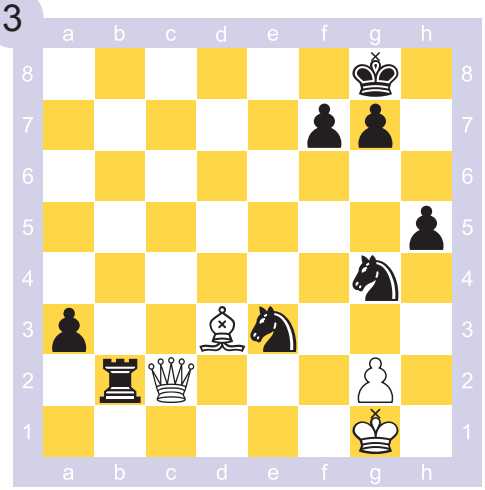

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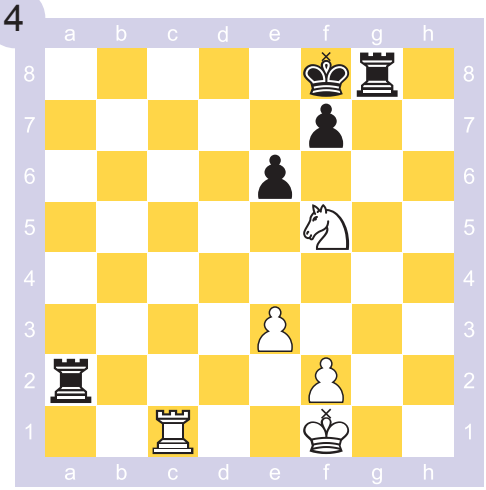

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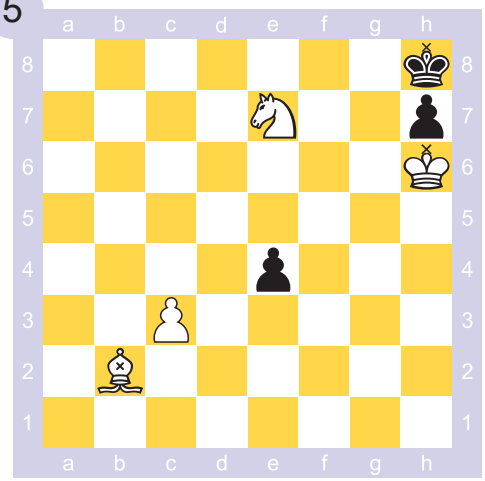

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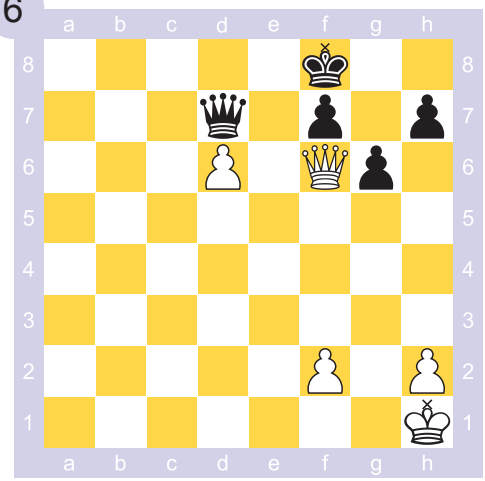

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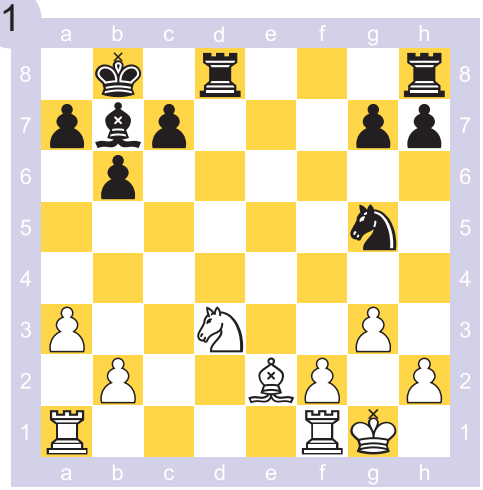

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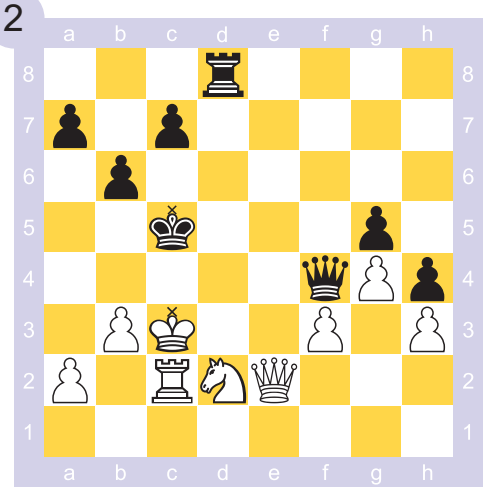

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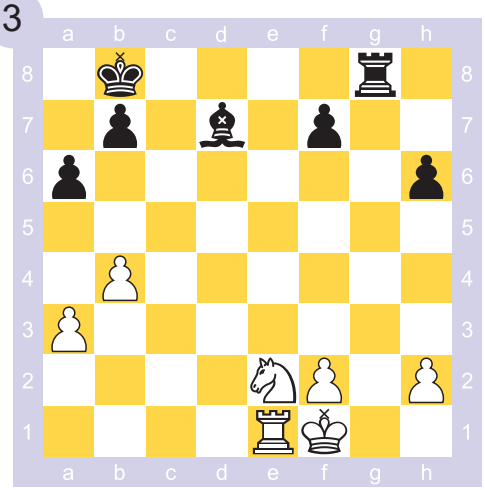

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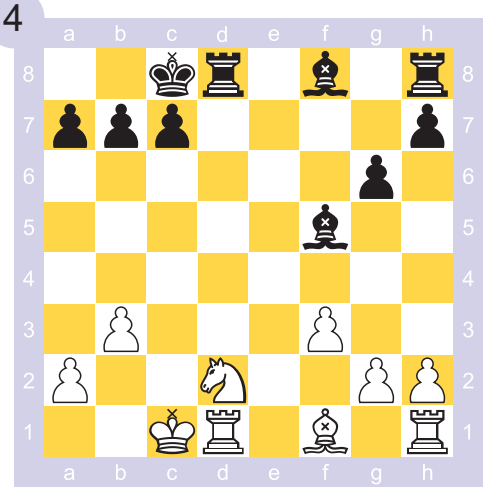

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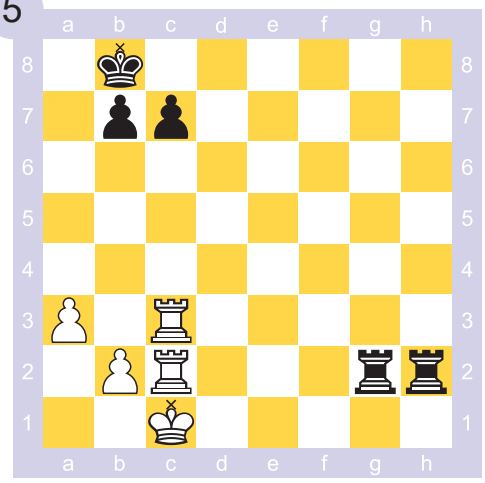

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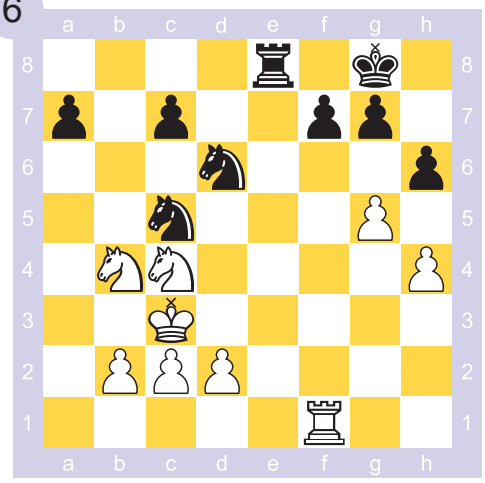

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Adierazi gezi batez zein jokaldi egin behar duten zuriek xake-matea lortzeko.

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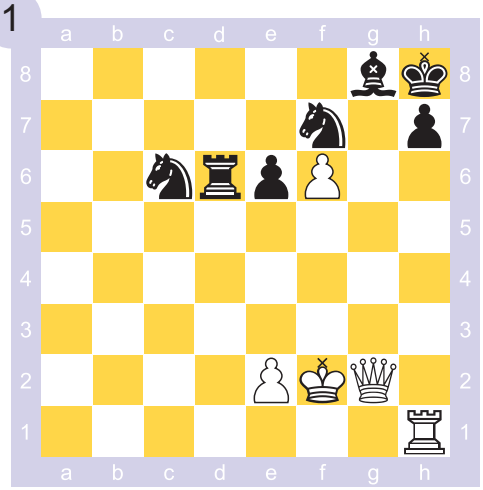

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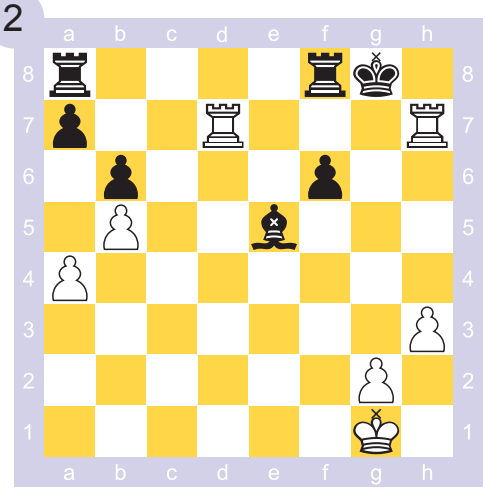

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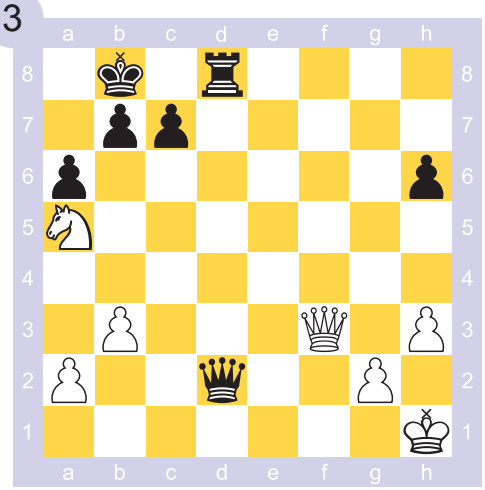

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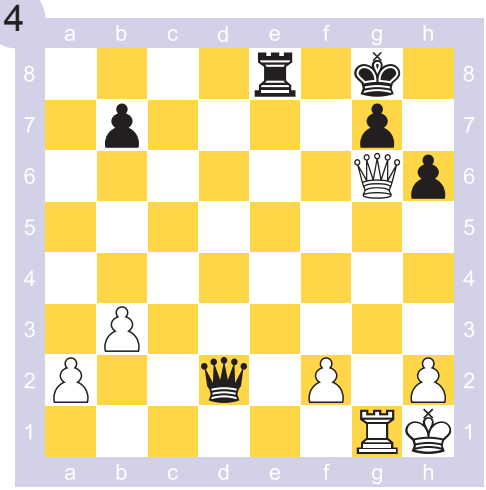

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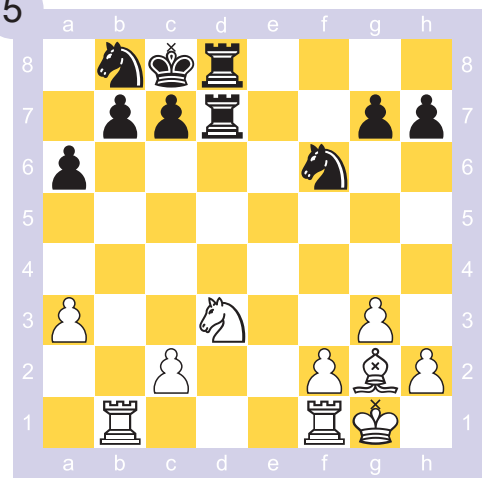

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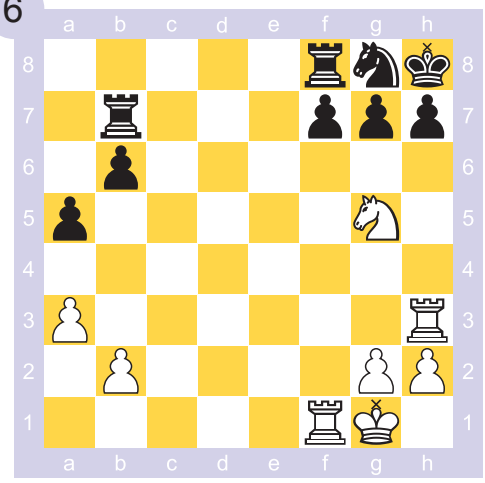

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Adierazi gezi batez zein jokaldi egin behar duten beltzek xake-matea lortzeko.

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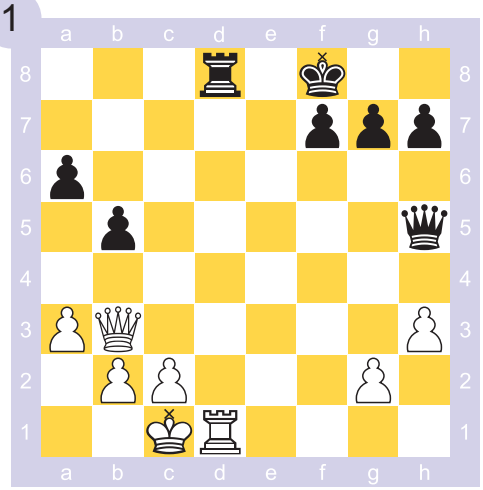

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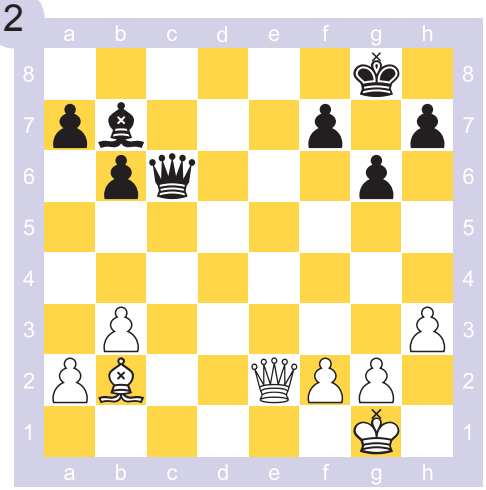

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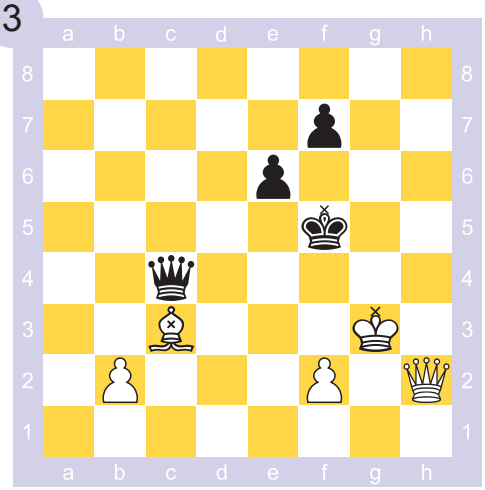

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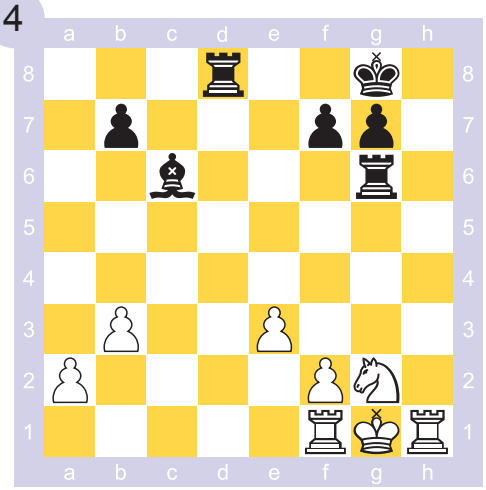

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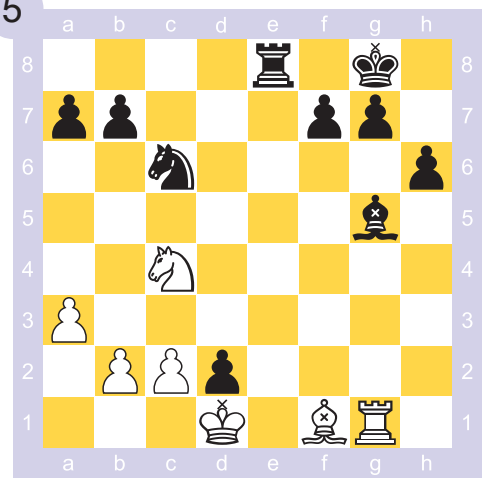

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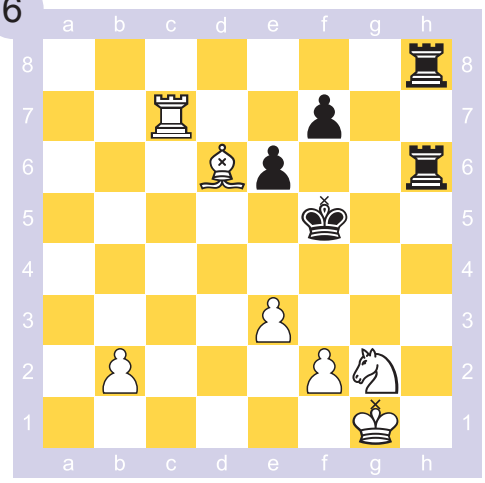


7. unitatea

Konbinazioak

Iltzaketa

X izpiak

Mehatxu bikoitza

Ageriko jokaldia

Defentsen suntsiketa

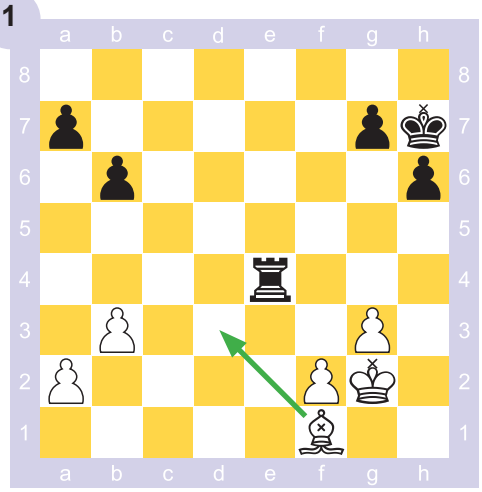
Iltzaketa

Pieza bat iltzatuta dago mugitu ezin denean, izan ere, mugitzen bada beste pieza bat harrapatua izatea edo bere erregea xakean geratzea ahalbidetzen du.

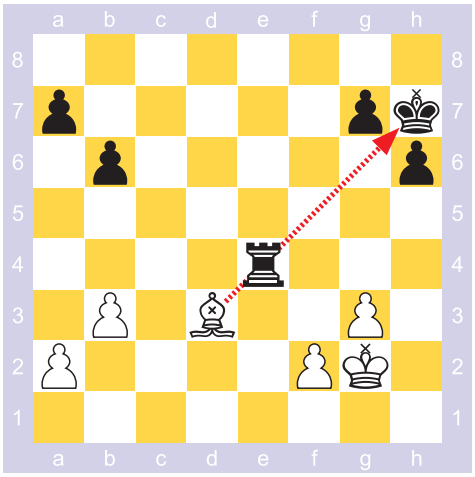
Zaldiak, peoiak eta erregeak ezin dute iltzaketa eragin.

Adibideak

1

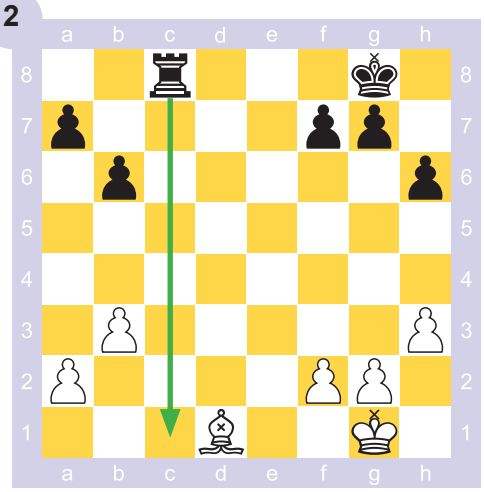


Alfilak gaztelua iltzatu du eta ondoren harrapatu egingo du.

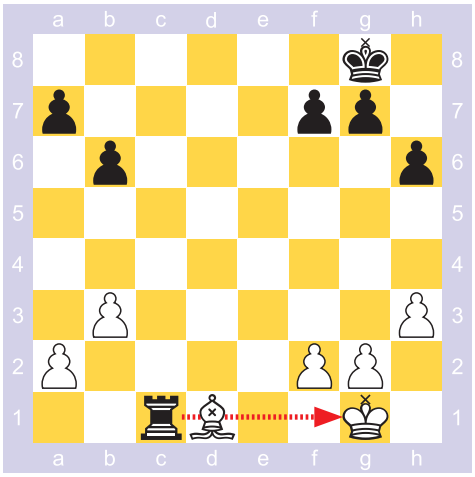


Gaztelua ezin da mugitu, erregea xake-egoeran geratuko bailitzateke (legez kanpoko jokaldia).

2



Gazteluak alfila iltzatu du eta ondoren harrapatu egingo du.

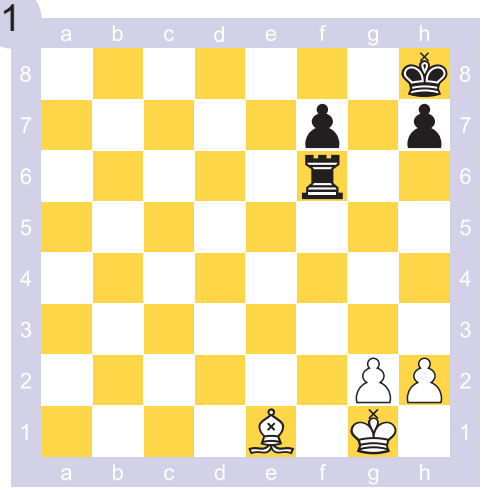


Alfila ezin da mugitu erregea xake-egoeran geratuko bailitzateke.

1

Adierazi gezi batez iltzaketa lortzeko zuriek egingo duten jokaldia.

1



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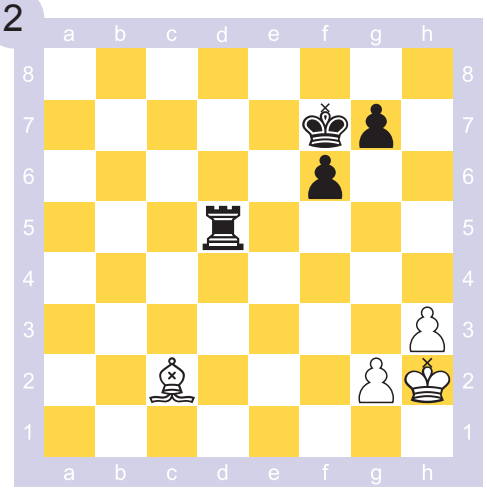

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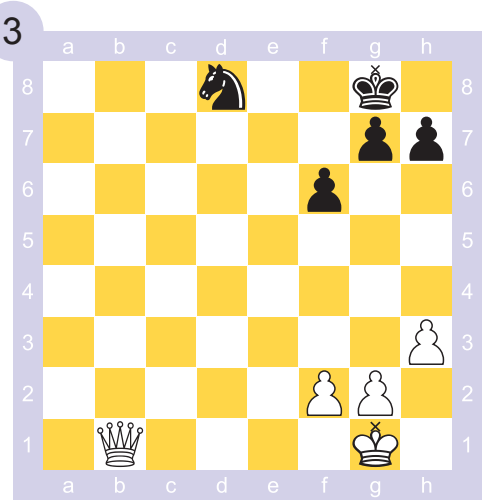

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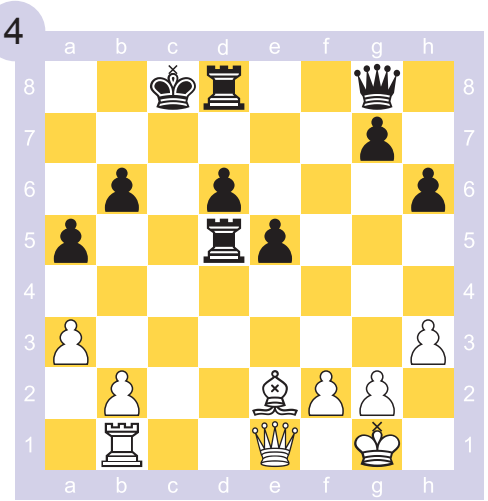

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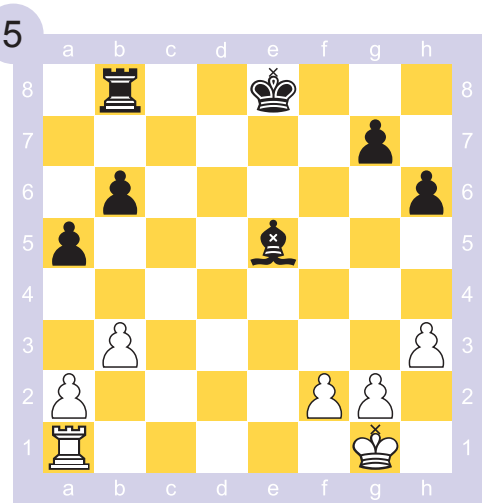

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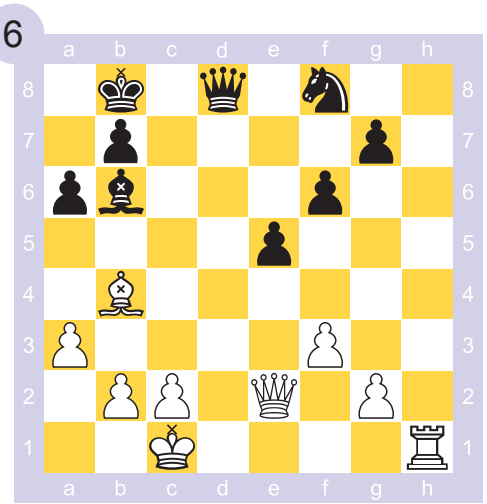


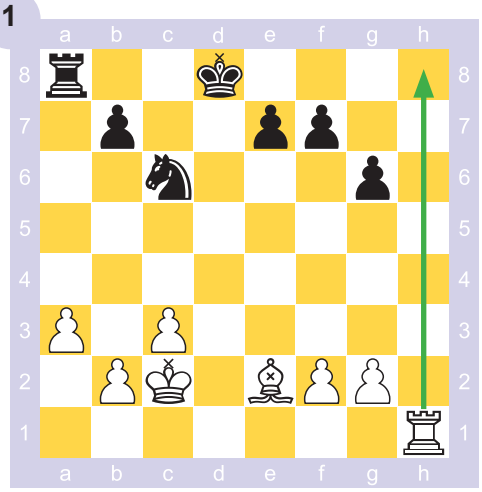
X Izpiak

X izpiak gertatzen dira, pieza bat mehatxatu eta hura mugitzen denean beste bat harrapatzeko aukera dagoenean.

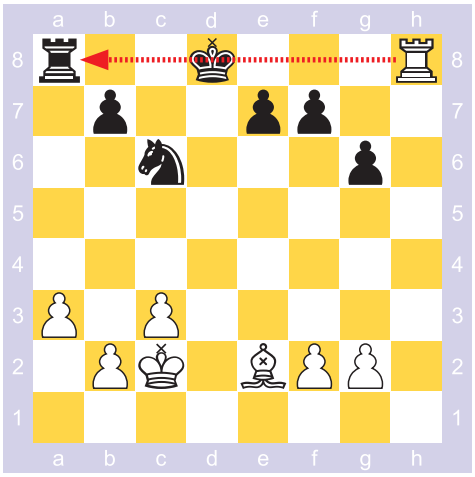
Honako hauek dira X izpiak eragin ditzaketen piezak: dama, gaztelua eta alfila.

Adibideak

1

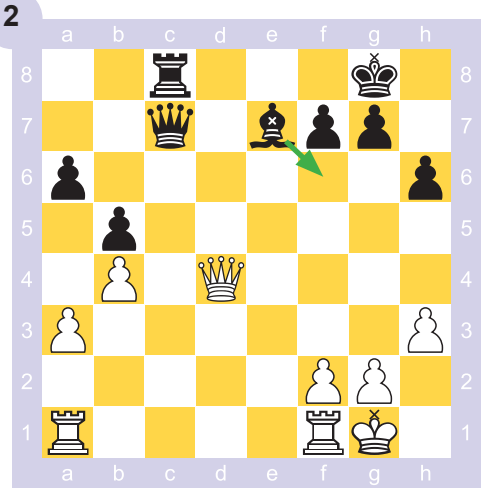


Gazteluak xake ematen dio erregeari eta horrek ezin du erdian piezarik jarri.

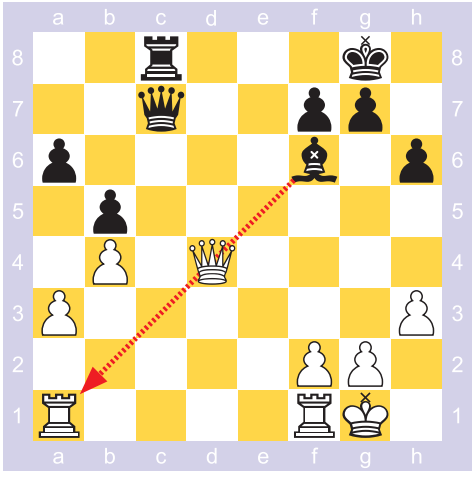


Erregea mugitzen denean, atzean dagoen gaztelua harrapatu ahal izango da.

2



Alfilak dama zuria mehatxatzen du.

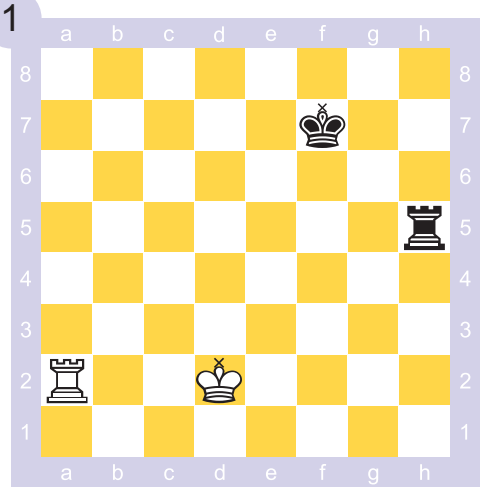


Dama mugitzen denean, alfilak gaztelu zuria harrapatu ahal izango du.

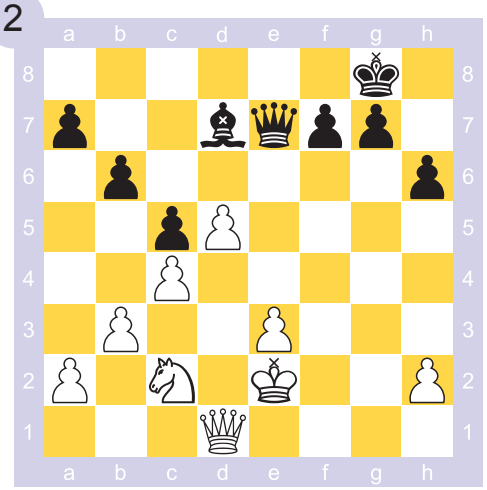
2

Adierazi gezi batez X izpiak lortzeko beltzek egingo duten jokaldia.

1



2



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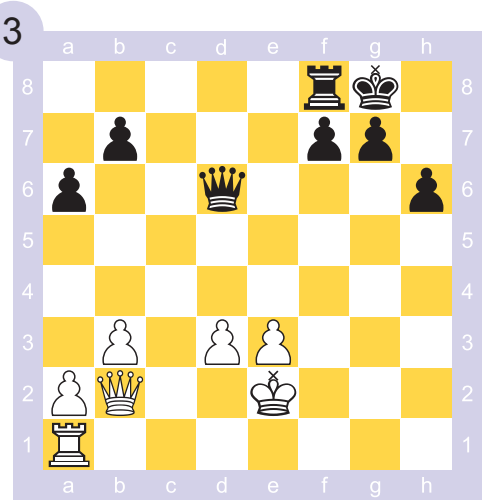

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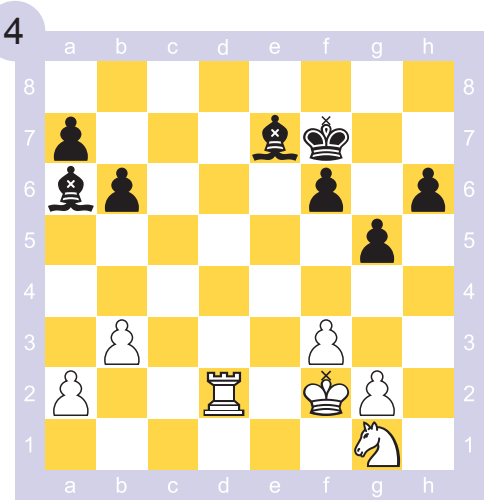

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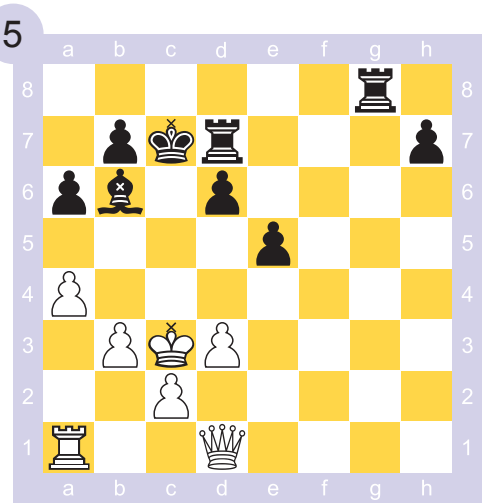

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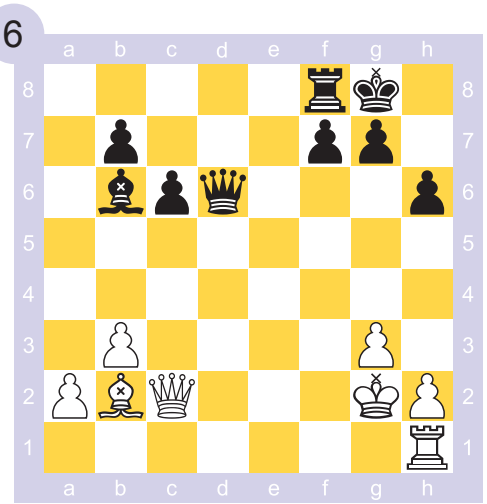


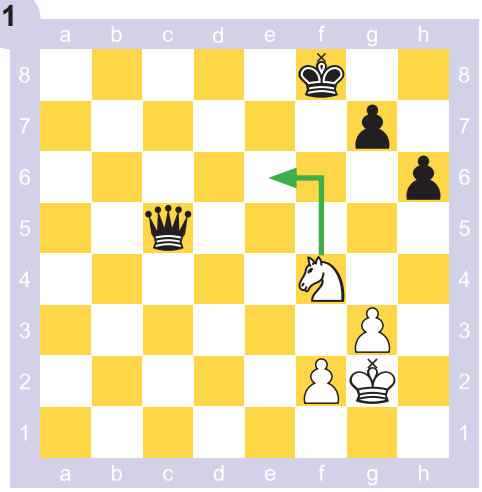
Mehatxu bikoitza

Mehatxu bikoitza gertatzen da, pieza berdinarekin bi pieza erasotzen direnean.

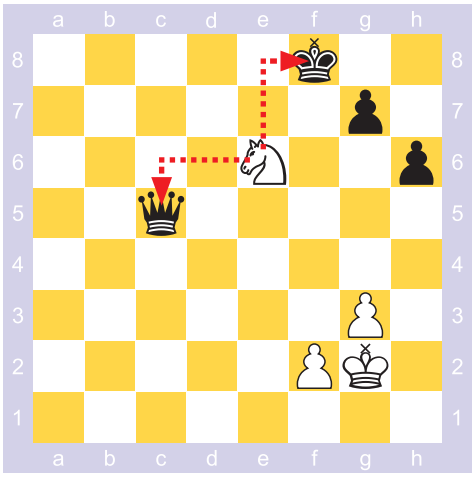
Pieza hauek erasoa egiten duenak baino balio handiagoa izan behar dute edo bestela babesik gabe egon behar dute.

Adibideak

1

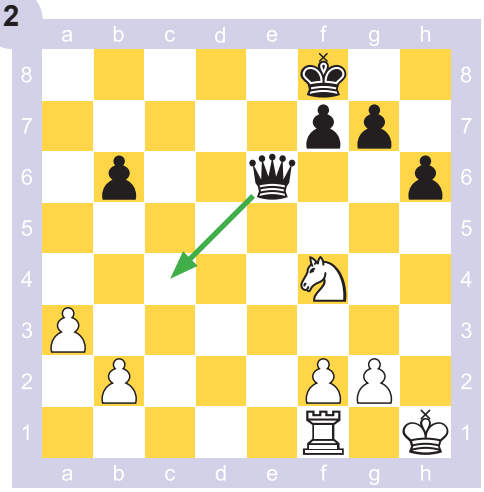


Zaldiak dama mehatxatzen du eta xake ematen dio erregeari.

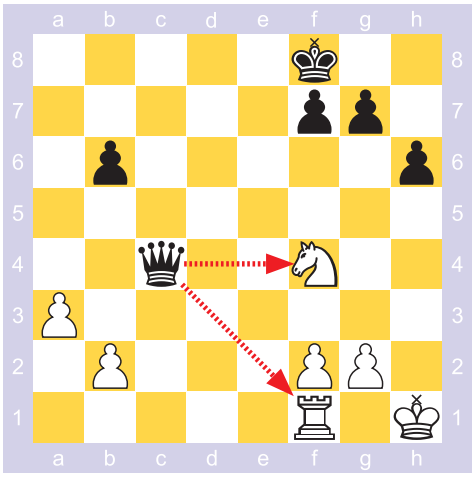


Erregea mugitzen denean, zaldiak dama harrapatzen du.

2



Damak babesik gabe dauden gaztelua eta zaldia mehatxatzen ditu.

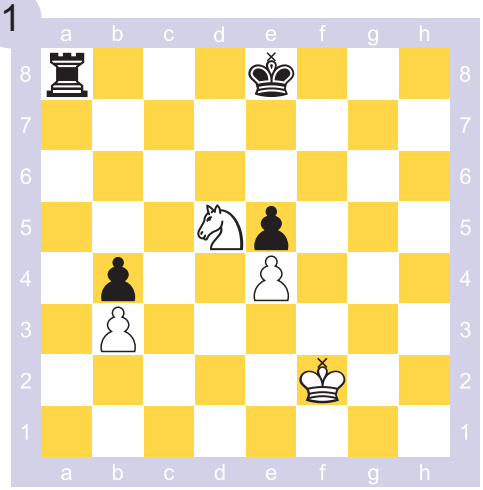


Gaztelua mugitu edo babesten denean, zaldia harrapatu egingo da.

3

Adierazi gezi batez mehatxu bikoitza lortzeko zuriek egingo duten jokaldia.

1



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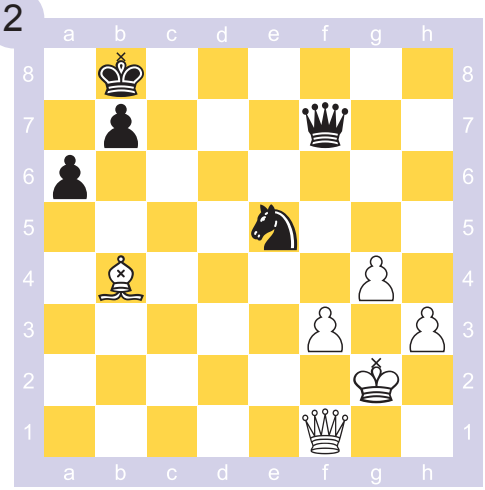

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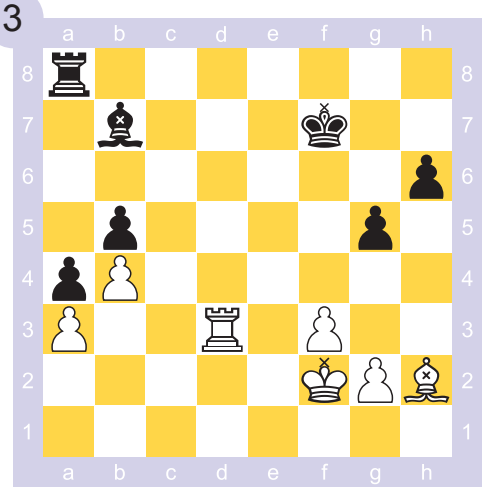

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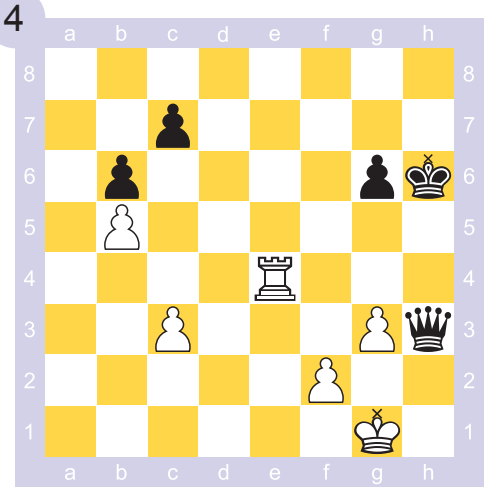

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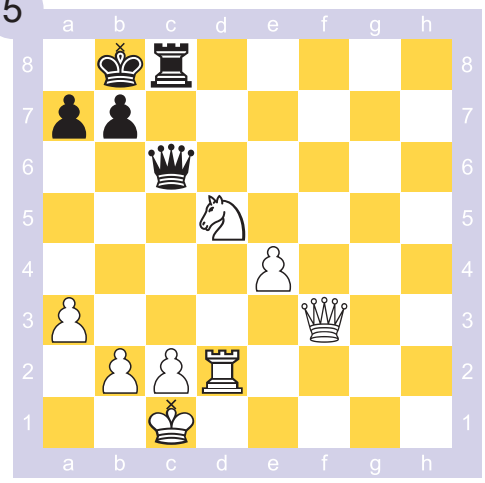

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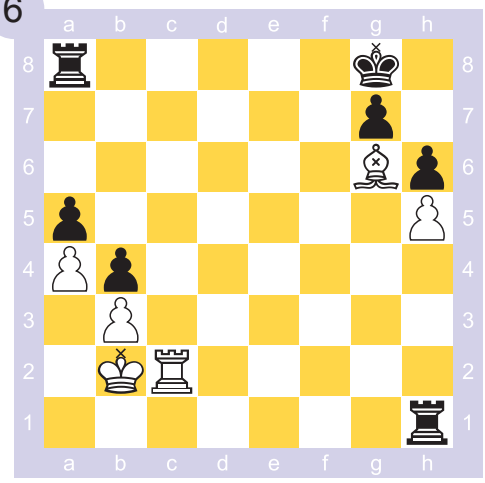


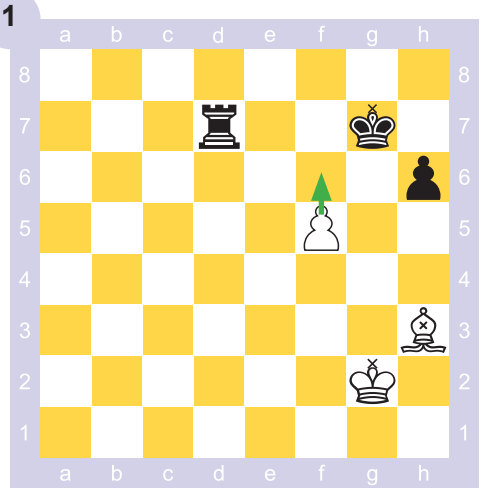
Ageriko jokaldia

Ageriko jokaldia gertatzen da, pieza bat mugitzean horrek eta beste batek aurkariaren bi pieza mehatxatzen dituztenean.

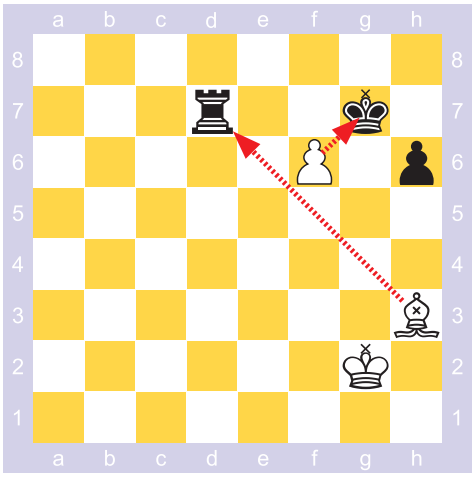
Helburua mehatxatutako bi piezetako bat harrapatzea da.

Adibideak

1

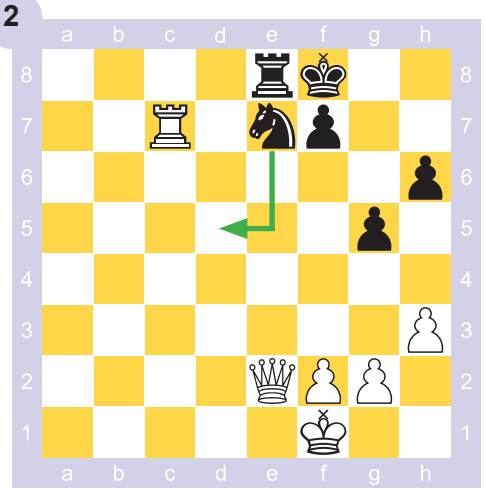


Peoiak xake ematen dio erregeari eta alfilak gaztelua mehatxatzen du.

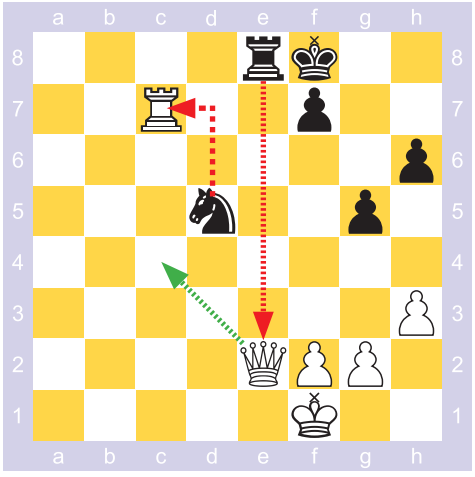


Erregea mugitu ondoren, alfilak gaztelua harrapatuko du.

2



Zaldia mugitzean, gaztelu zuria eta dama zuria mehatxatzen dira aldi berean.

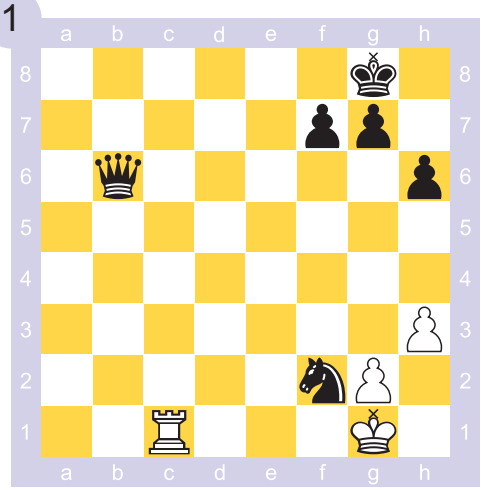


Dama mugitzen denean, zaldiak dorre zuria harrapatzen du.

4

Adierazi gezi batez ageriko jokaldia lortzeko beltzek egingo duten jokaldia.

1



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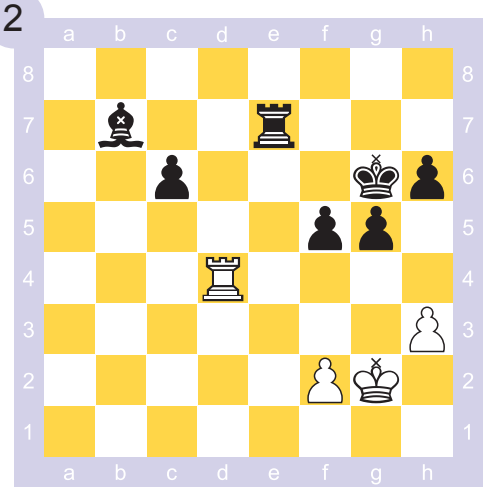

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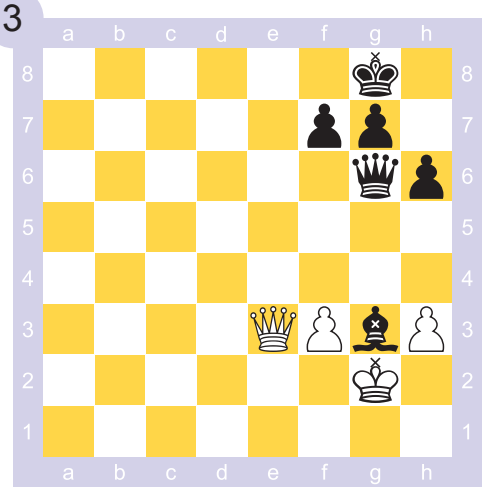

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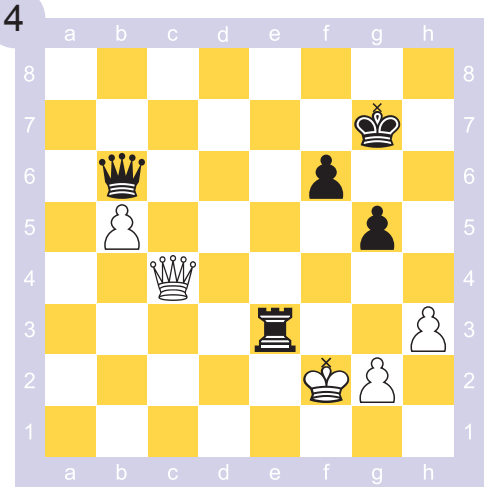

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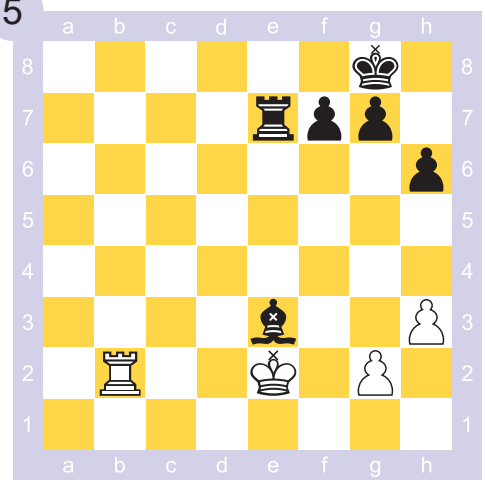
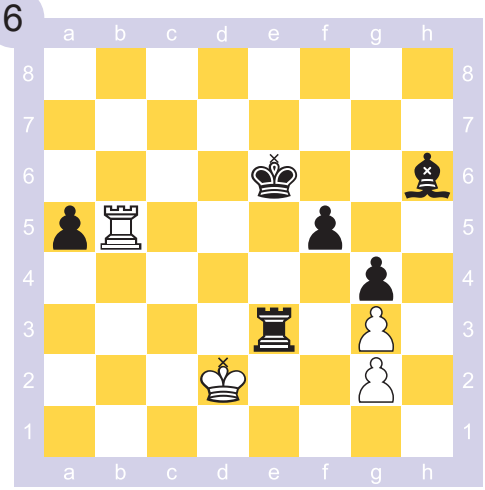


6



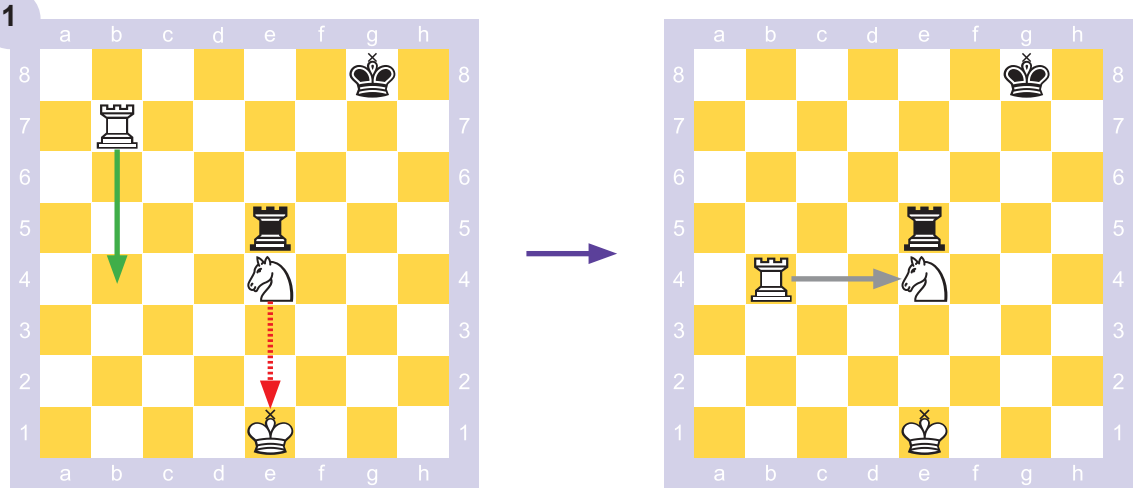
Iltzaketa saihestea

Iltzaketa saihesteko zenbait baliabide:

1. Iltzatutako pieza babestu.
2. Erasoa jo duenaren eta iltzatutakoaren erdian pieza bat jarri.
3. Iltzaketa eragiten duen pieza iltzatu.
4. Iltzaketa eragiten duen pieza harrapatu.
5. Aurkariarengan neurri berdineko mehatxua edo handiagoa sortu.

Adibideak

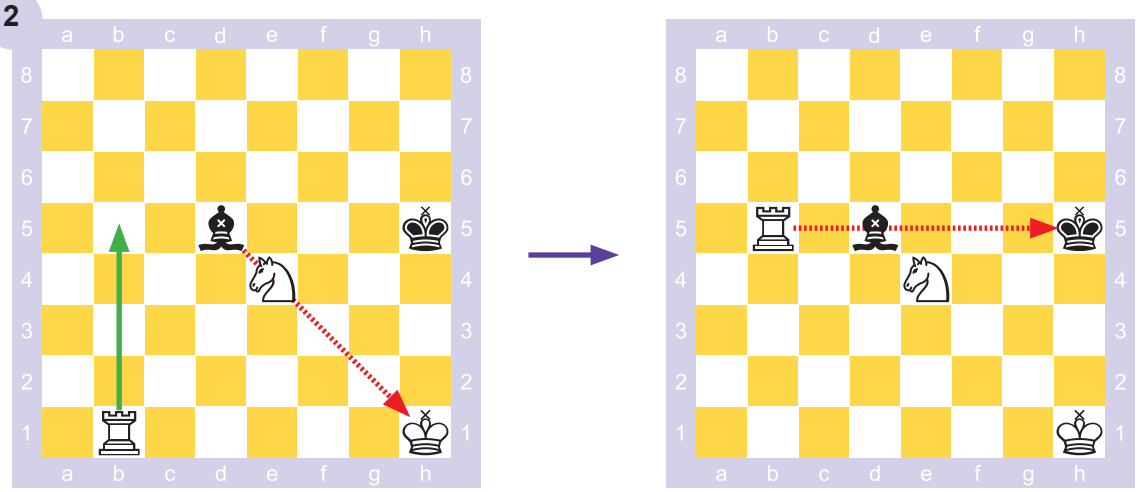
1



Gaztelu beltzak zaldia iltzatu du, baina gaztelu zuriak babestuko du.

Ondoren, errege zuria alboratu egingo da zaldia mugitu ahal izateko.

2



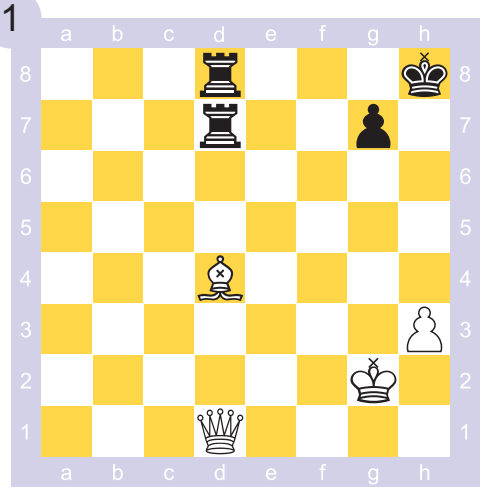
Alfilak zaldia iltzatzen du. Baina, era berean, alfila gazteluak iltzatu egingo du.

Alfilak ezin du zaldia harrapatu, bere erregea xake-egoeran utziko bailuke.

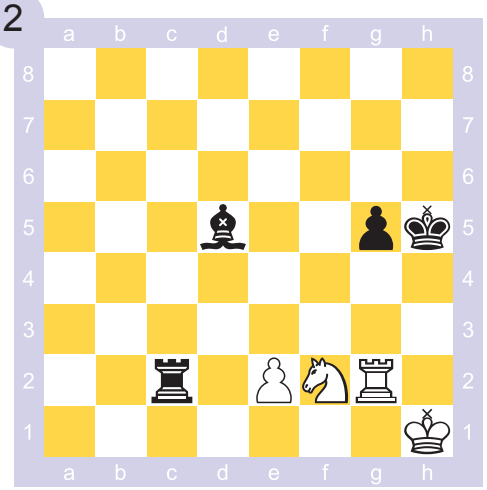
5

Adierazi gezi batez, beltzen iltzaketaren aurrean, zuriek puntuak galtzea saihesteko asmoz egingo duten jokaldia.

1



2



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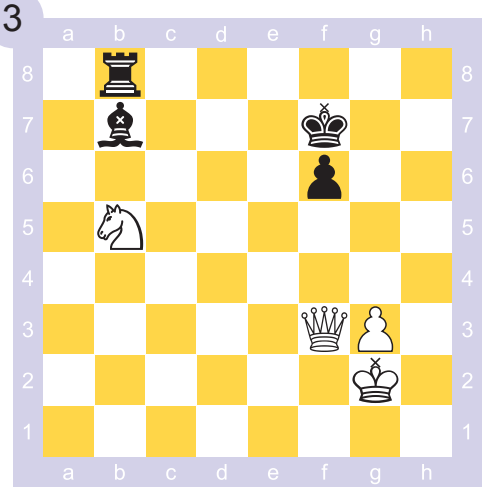

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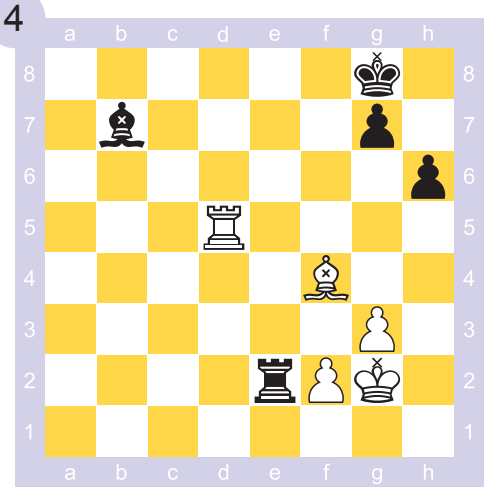

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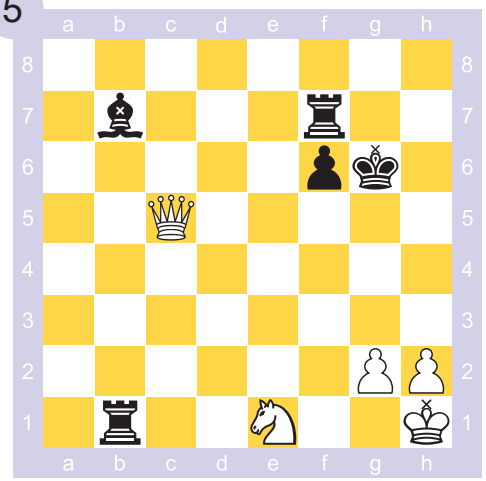

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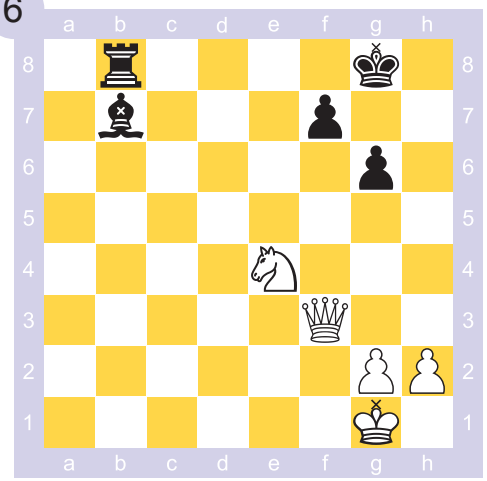


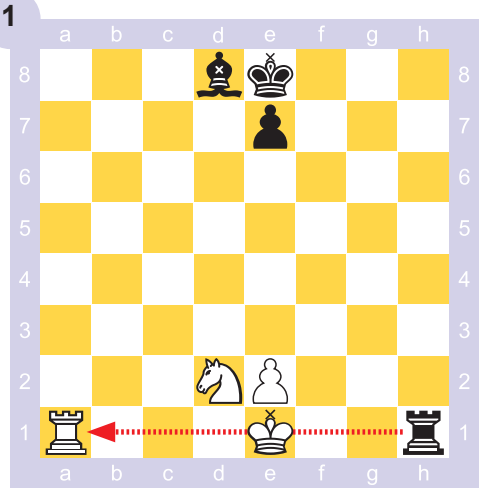
X Izpiak saihestu

X izpiak saihesteko zenbait baliabide:

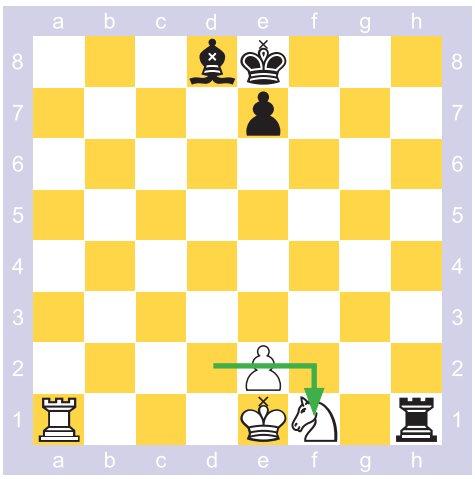
1. Erasoa jo duenaren eta mehatxatutakoaren erdian pieza bat jarri.
2. Mehatxua egiten duen pieza harrapatu.
3. Mehatxua egiten duen pieza iltzatu (xake ematen ez badago).
4. Mehatxatutako pieza mugitu bestea babesteko asmoz.
5. Aurkariarengan neurri berdineko mehatxua edo handiagoa sortu.

Adibideak

1

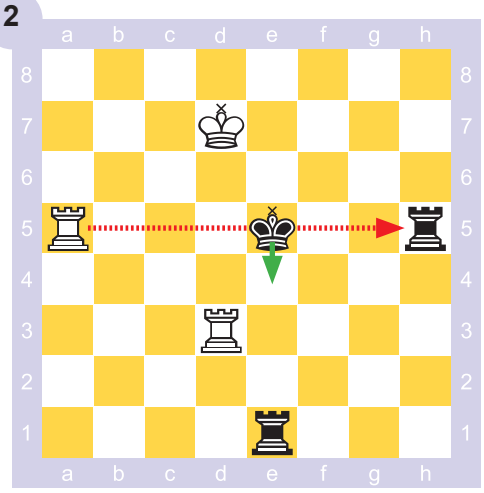


Xake-egoeran dagoen errege zuria mugitzen bada, bere gaztelua galduko du.

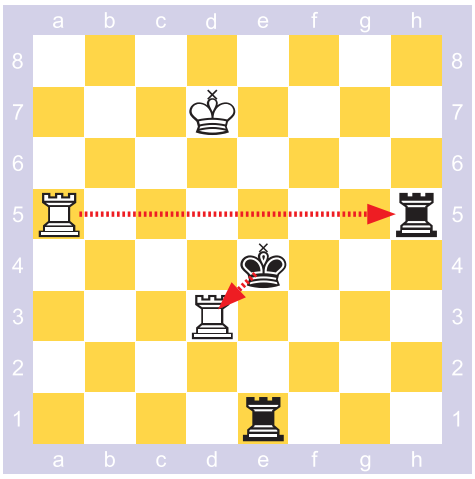


Zaldi zuria, erregearen eta xake ematen duen gaztelu beltzaren erdian jartzen da.

2



Errege beltza mugitu egiten da eta beste gaztelu zuria mehatxatzen du.

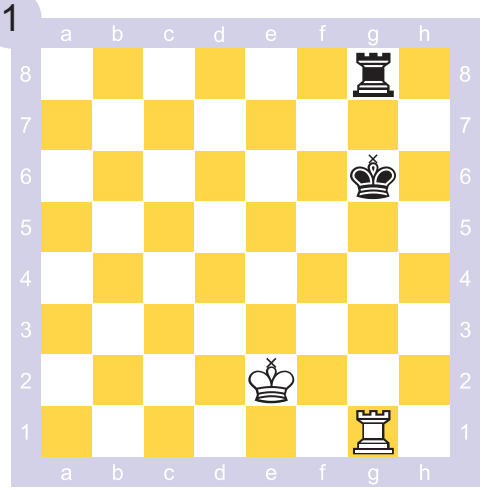


Gaztelu zuriak beltza harrapatzen badu, erregeak beste gaztelua harrapatuko du.

6

Adierazi gezi batez, zuriek egindako X izpien aurrean, beltzek puntuak galtzea saihesteko asmoz egingo duten jokaldia.

1



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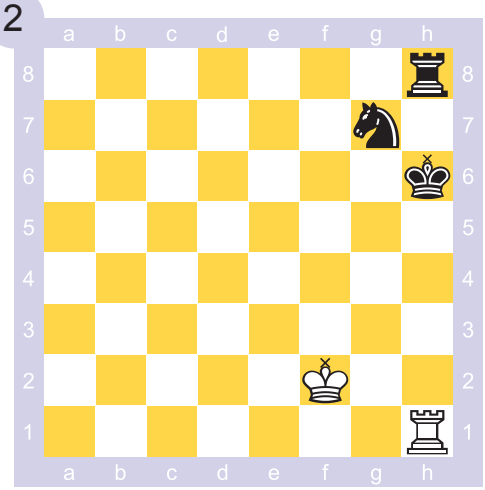

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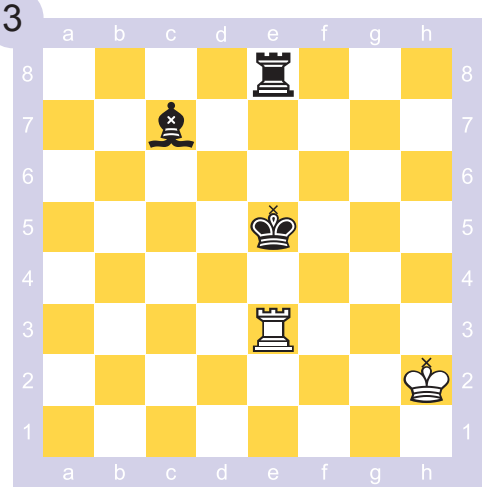

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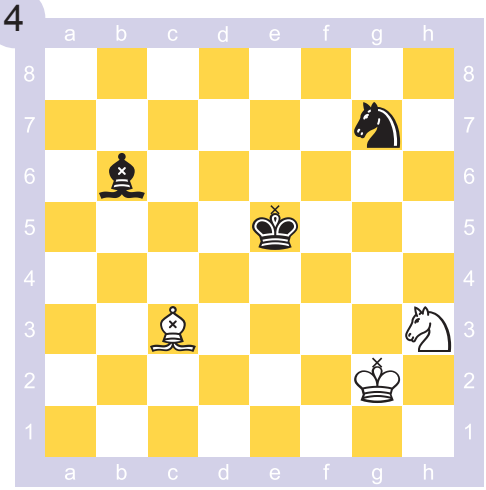

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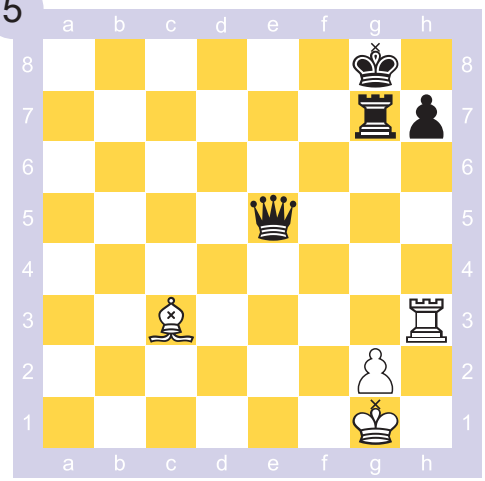

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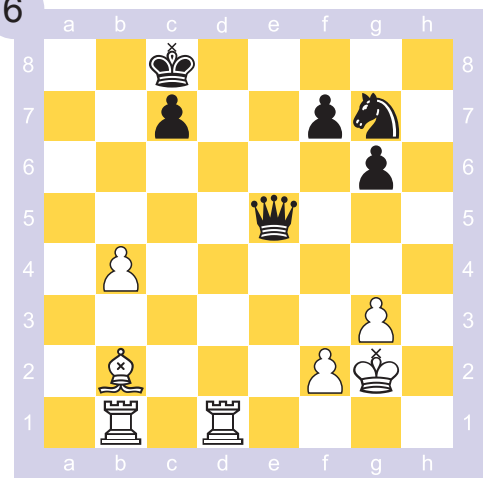


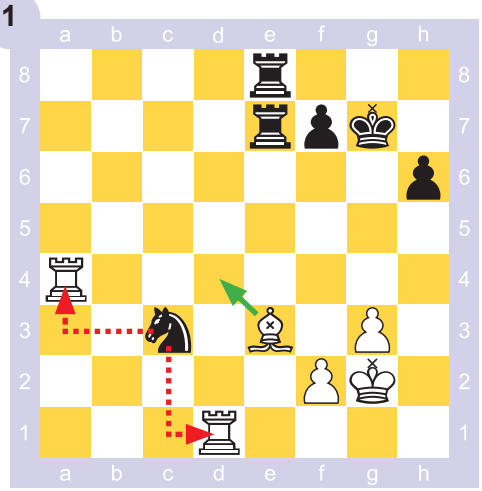
Mehatxu bikoitza saihestu

Mehatxu bikoitza saihesteko zenbait baliabide:

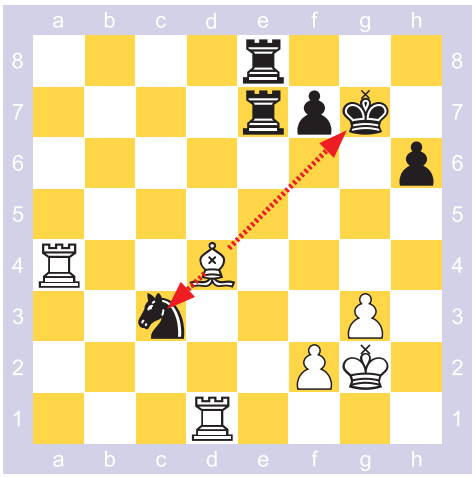
1. Mehatxua egiten duen pieza harrapatu.
2. Mehatxua egiten duen pieza iltzatu (xake ematen ez badago).
3. Mehatxatutako pieza mugitu bestea babesteko asmoz.
4. Aurkariarengan neurri berdineko mehatxua edo handiagoa sortu.

Adibideak

1

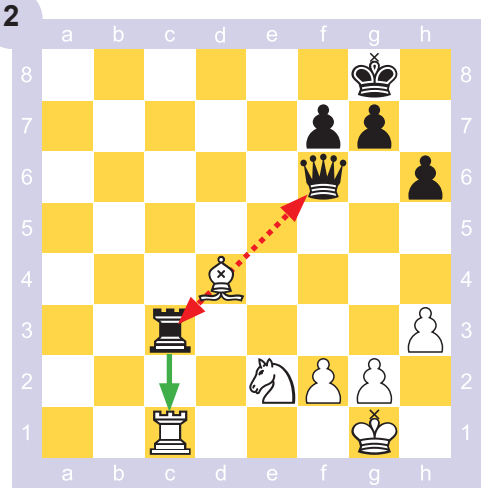


Zaldiak mehatxu bikoitza egiten du baina alfil zuriak ere mehatxu bikoitza egiten du.

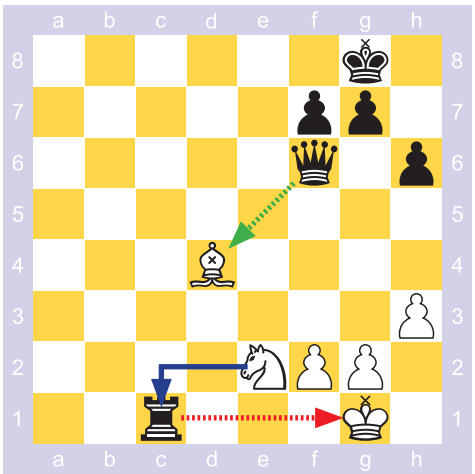


Erregeari xakea eman ondoren zaldi beltza harrapatzen da.

2



Alfilak mehatxu bikoitza egiten du baina gazteluak beste gaztelua harrapatu eta xake ematen dio erregeari.

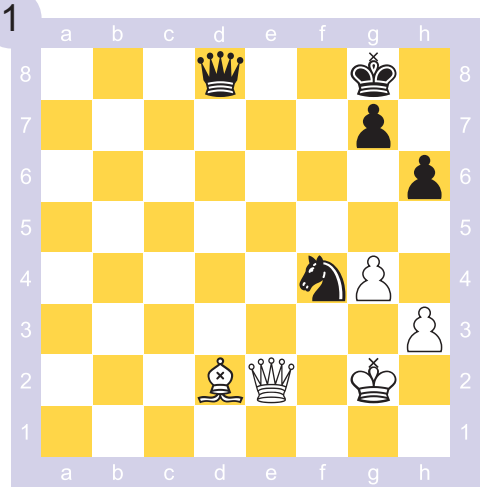


Zaldiak gaztelu beltza harrapatzen du eta damak alfil zuria harrapatzen du.

7

Adierazi gezi batez, beltzen mehatxu bikoitzaren aurrean, zuriek materiala galtzea saihestu asmoz egingo duten jokaldia.

1



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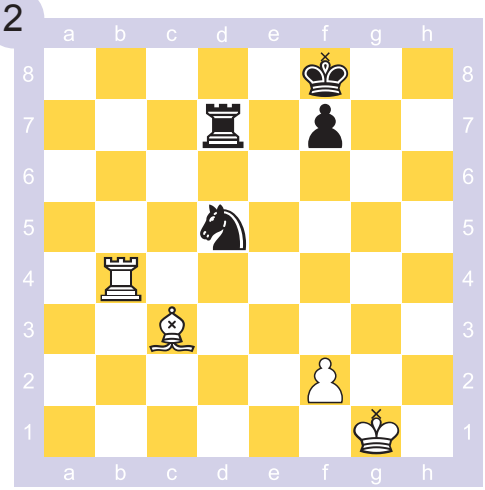

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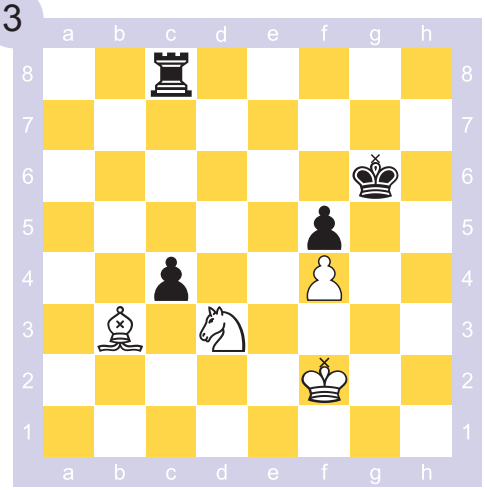

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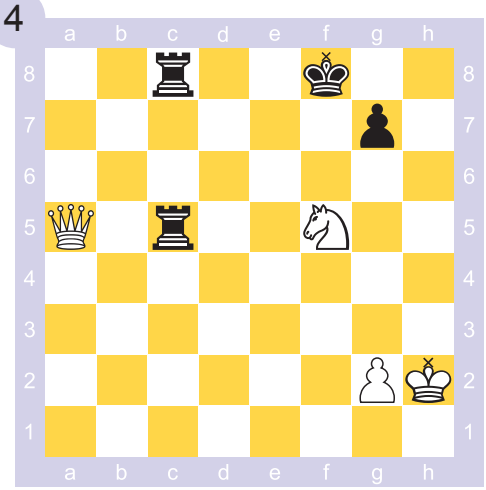

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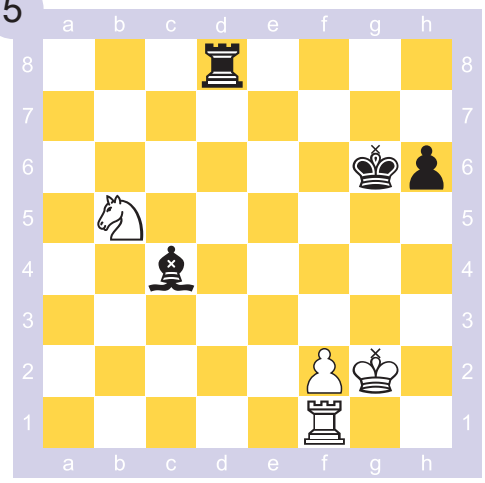

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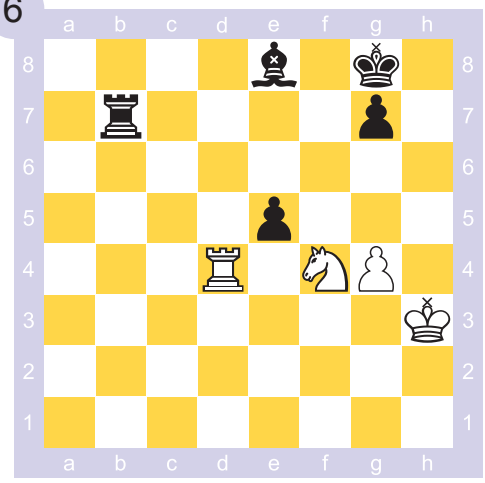


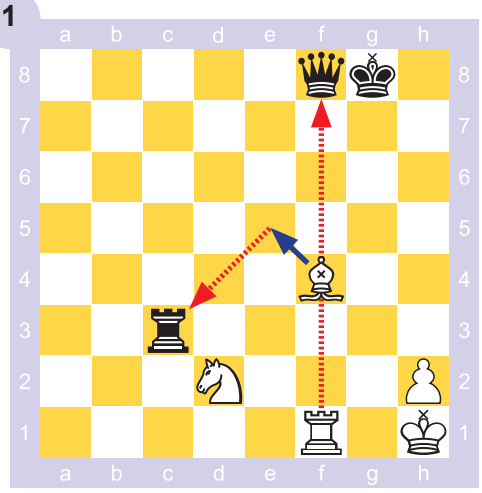
Ageriko jokaldia saihestu

Ageriko jokaldia saihesteko zenbait baliabide:

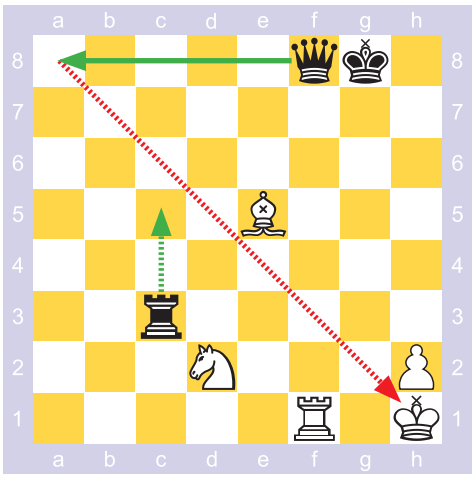
1. Mehatxua egiten duen piezetako bat harrapatu.
2. Mehatxautako pieza bat mehatxatutako bestearen erdian jarri.
3. Mehatxua egiten duen piezetako bat iltzatu.
4. Mehatxatutako pieza bat mugitu bestea babesteko asmoz.
5. Aurkariarengan neurri berdineko mehatxua edo handiagoa sortu.

Adibideak

1

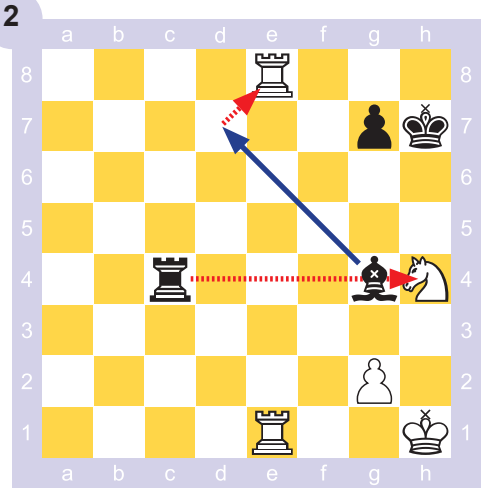


Ageriko jokaldia egitean, gaztelua eta dama mehatxatuta geratzen dira.

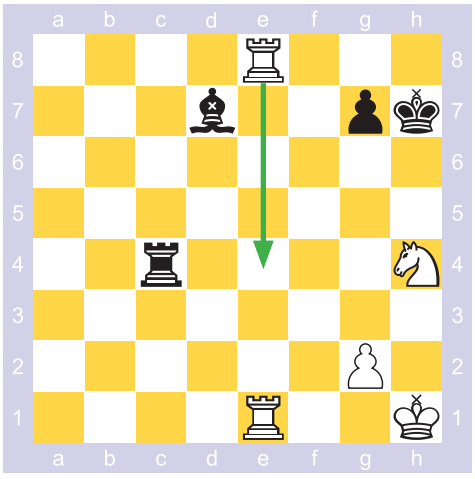


Damak xake eman ondoren, gaztelua mehatxupean ez dagoen lauki batera mugitzen da.

2



Ageriko jokaldia egitean, beltzek gaztelua eta zaldia mehatxatzen dituzte.

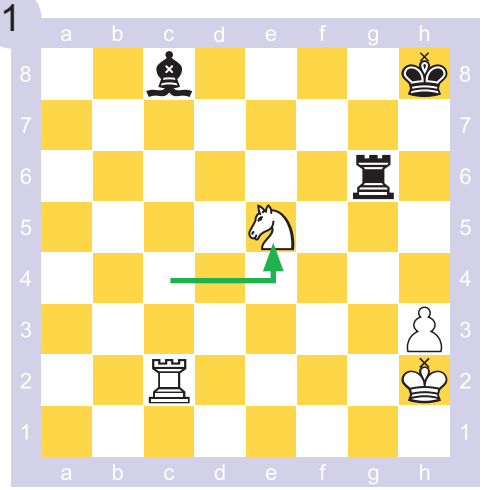


Mehatxatutako gaztelua gaztelu beltzaren eta zaldiaren erdian jartzen da.

8

Adierazi gezi batez, zuriek egindako ageriko jokaldiaren aurrean, beltzek puntuak galtzea saihesteko asmoz egingo duten jokaldia.

1



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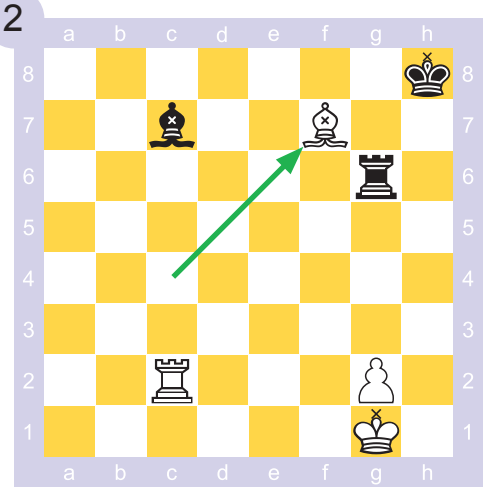

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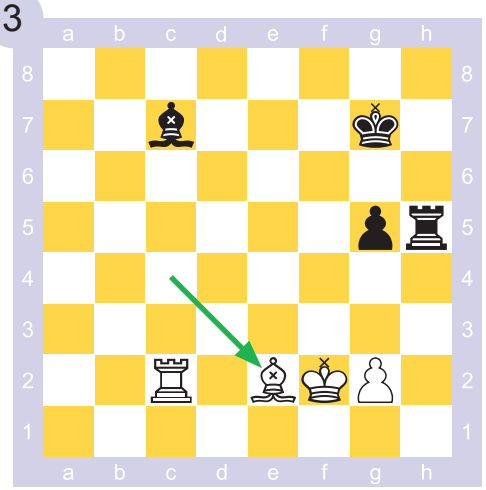

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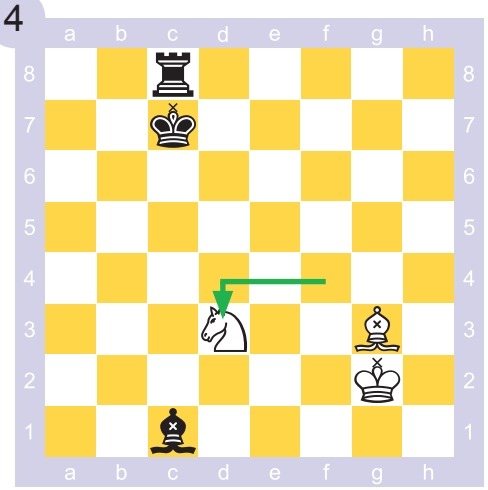

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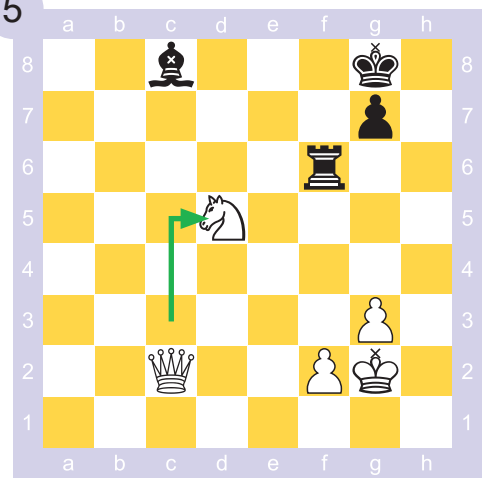

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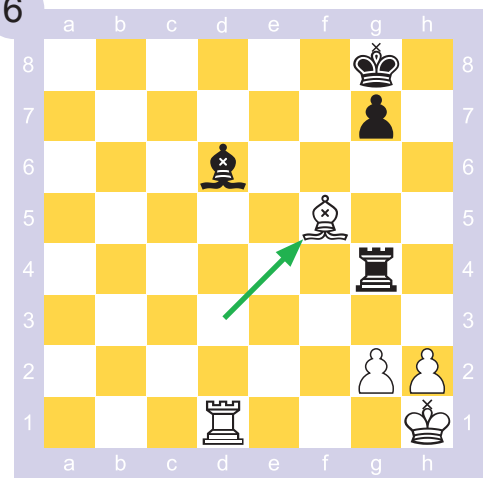
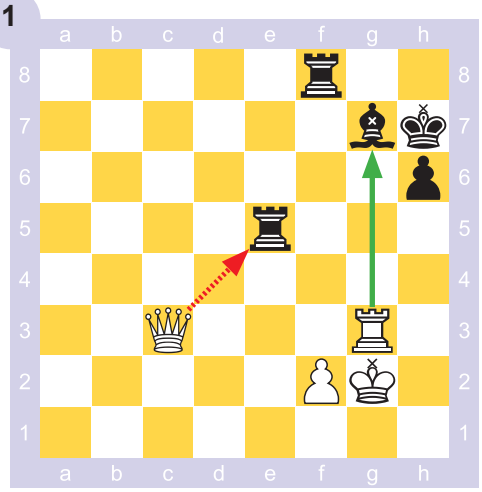


Defentsen suntsiketa

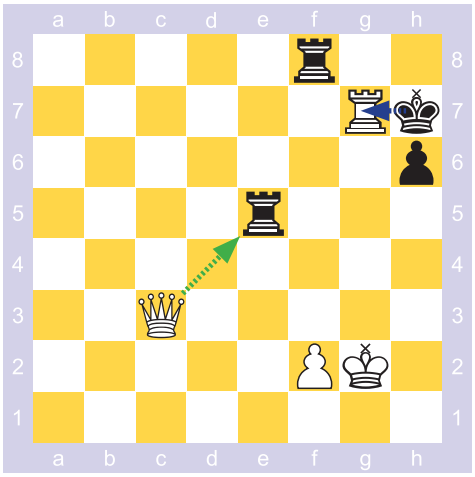
Defentsen suntsiketa, beste pieza bat babesten ari den (zeina, aldi beste pieza batek mehatxatzen duen) pieza bat harrapatzean datza.

Adibideak

1

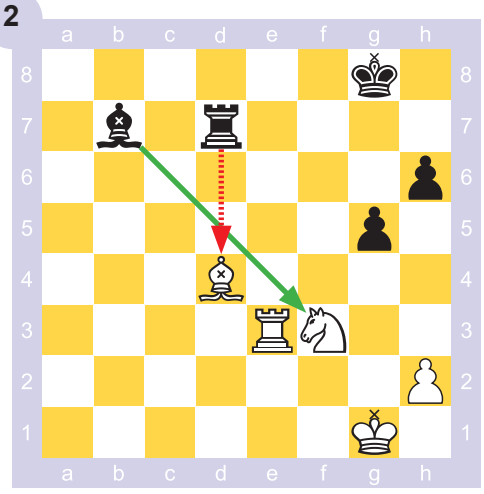


Damak bere alfilaz babestuta dagoen gaztelua mehatxatzen du.

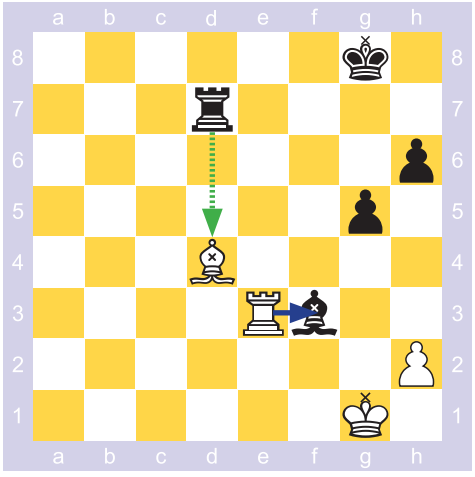


Gaztelu zuriak bere burua harrapatzen uzten badu, damak gaztelu beltza harrapatuko du.

2



Gaztelu beltzak alfila mehatxatzen du baina zaldi zuriak babestu egiten du.

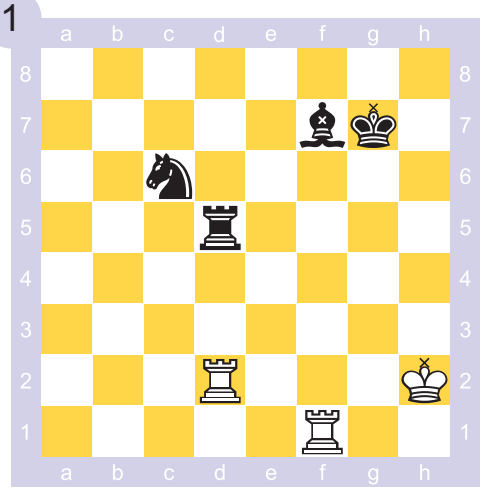


Alfila zaldiaren truke eman ondoren, gaztelu beltzak alfil zuria harrapatzen du.

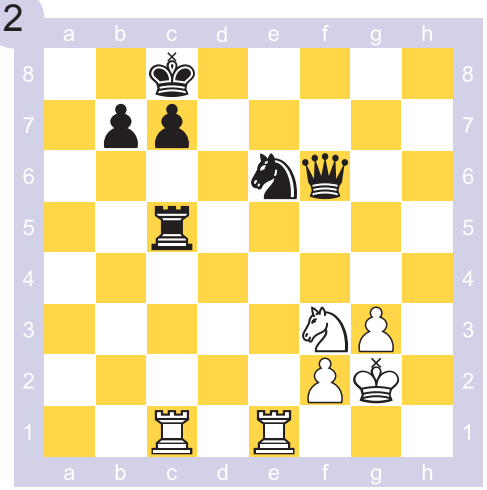
9

Adierazi gezi batez zein jokaldi egingo duten zuriek defentsak suntsitzeko asmoz.

1



2



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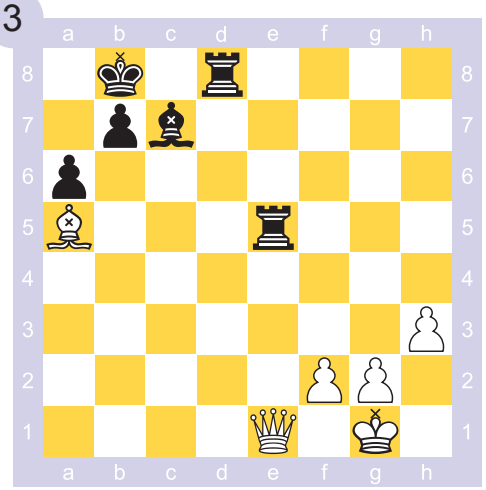

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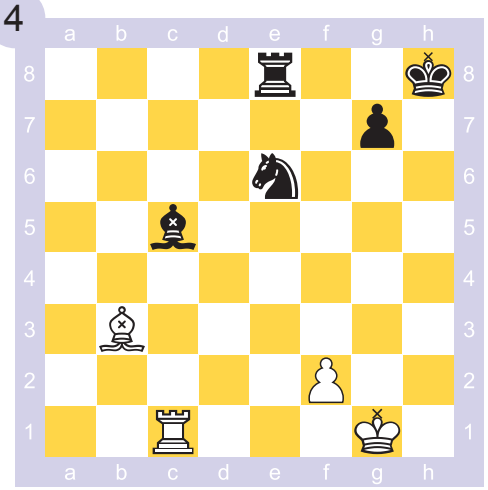

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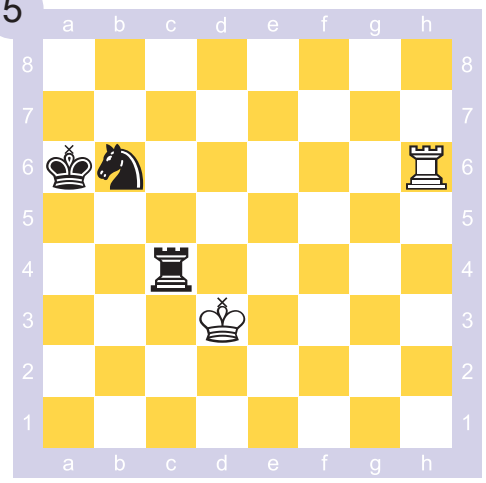

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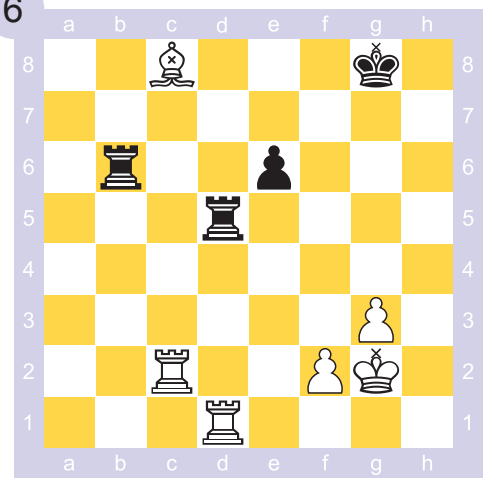
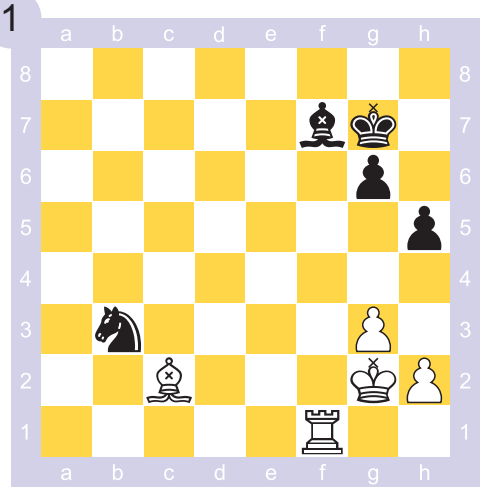


A

Idatzi zein konbinazio mota egiten duten zuriek.
Adierazi gezi bidez jokaldiak.

1



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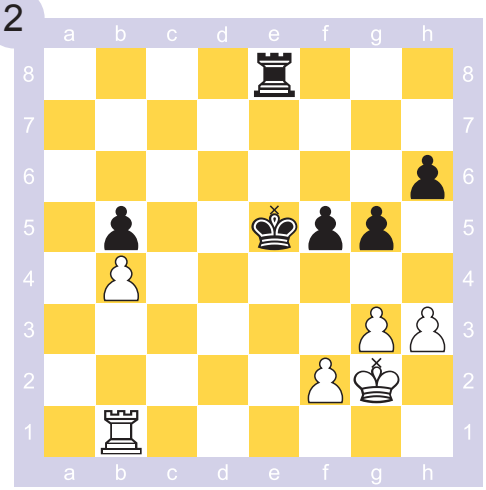

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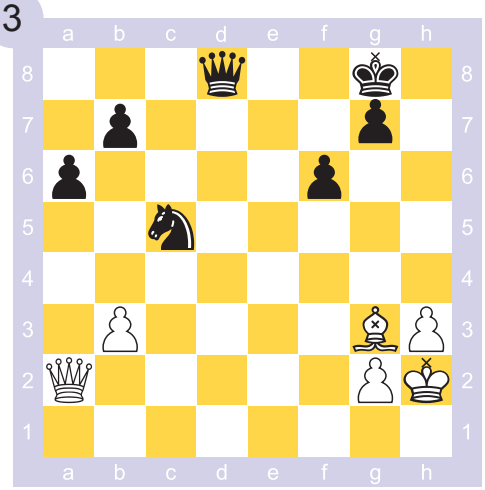
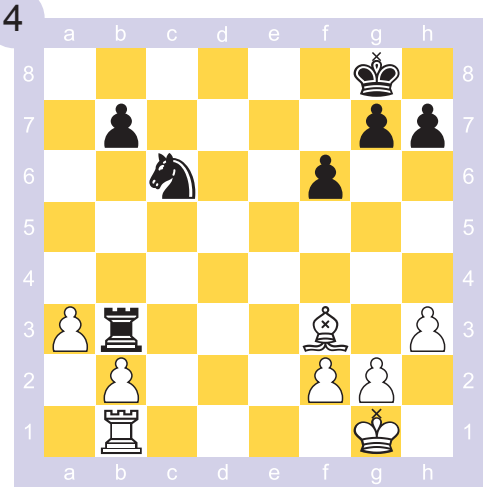


4



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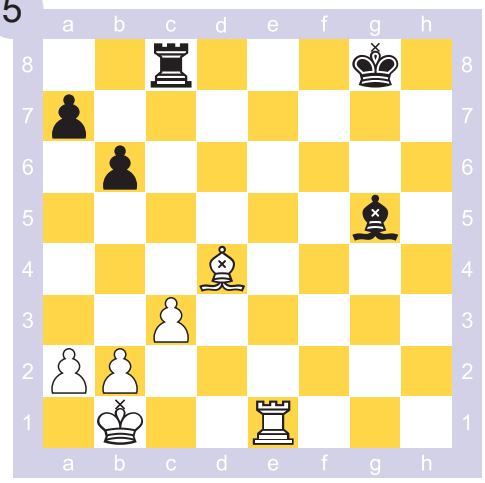

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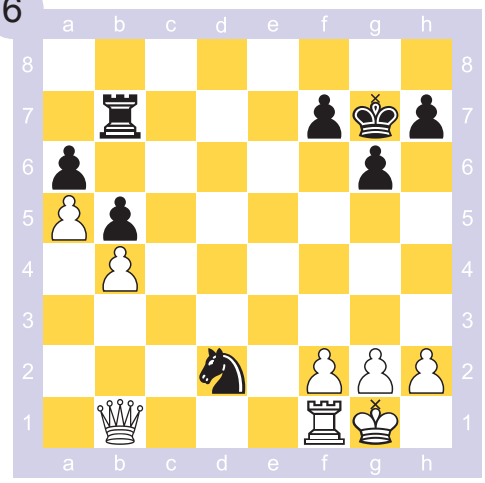
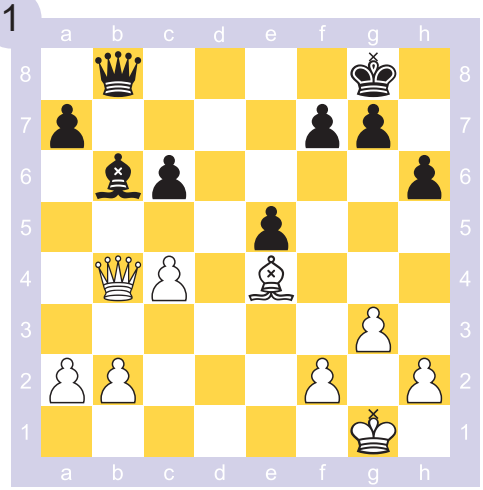


B

Idatzi zein konbinazio mota egiten duten beltzek.
Adierazi gezi bidez jokaldiak

1



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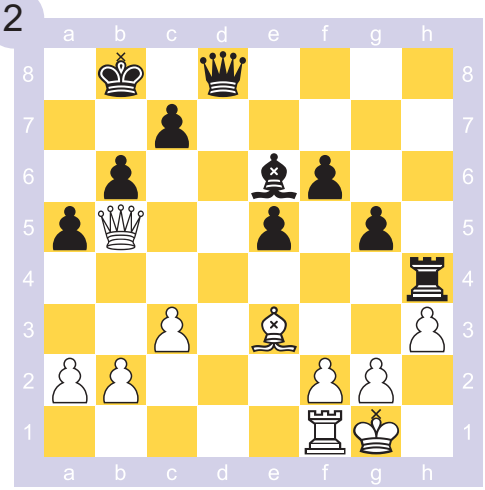

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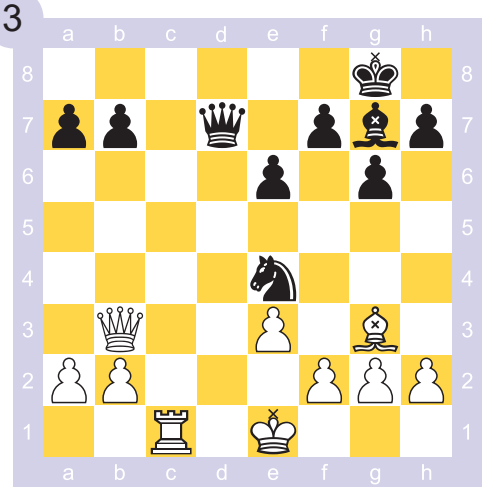

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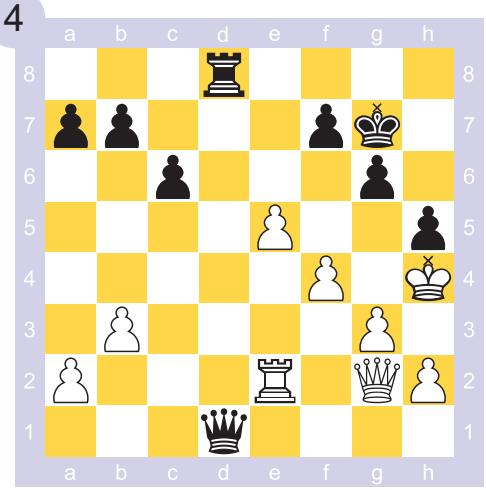

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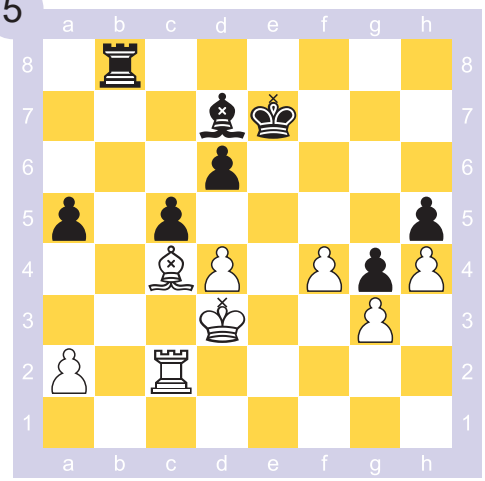

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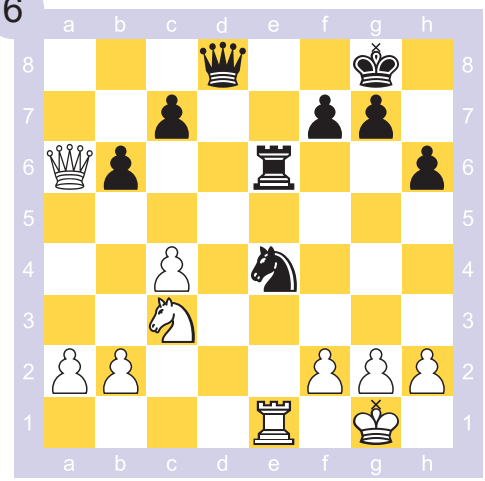
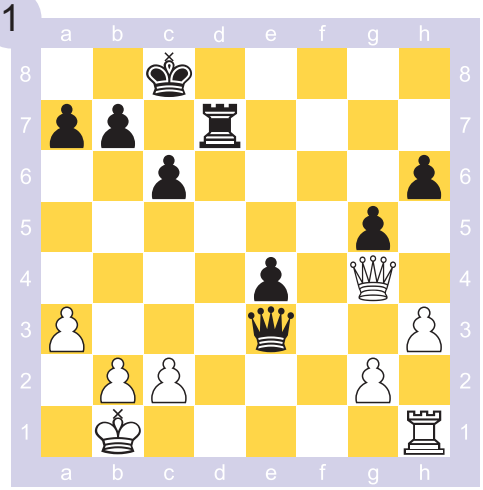


C

Idatzi zein konbinazio mota egiten duten zuriek.
Adierazi gezi bidez jokaldiak.

1



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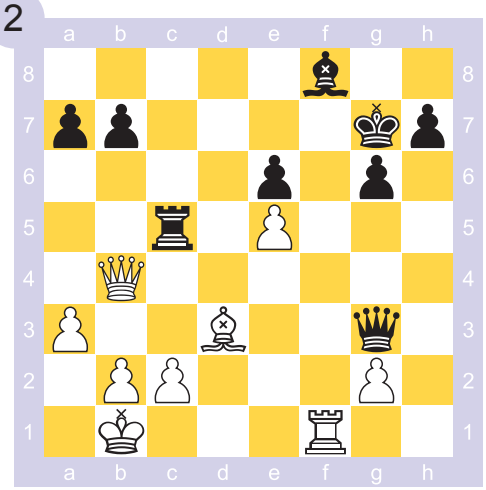

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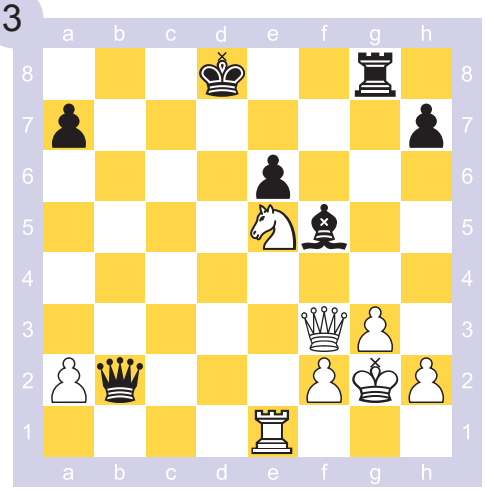

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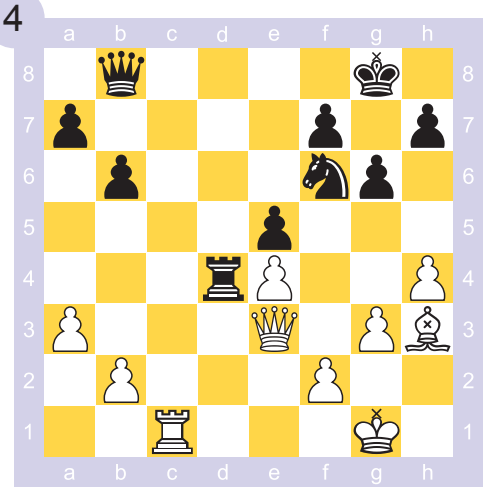

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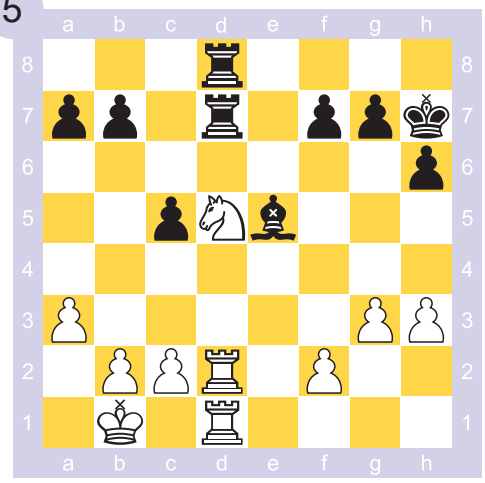

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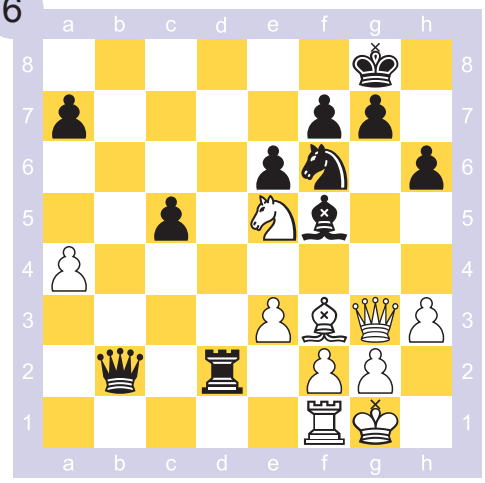


8. unitatea

Endrokea

Endrokea

Endroke motak

Endrokea gertatzeko baldintzak

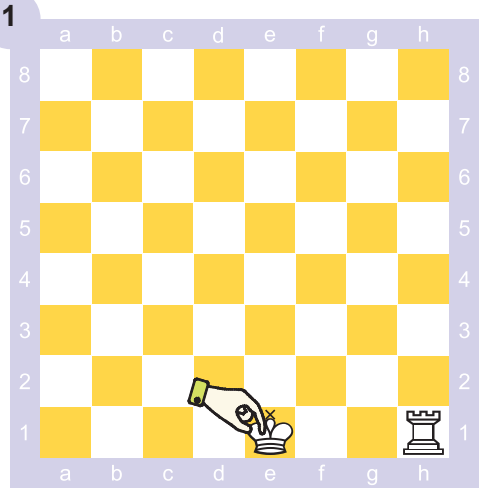
Endrokea

Endrokea egitean, erregea hobeto babesten da eta gaztelua jokoan sarrarazten da.

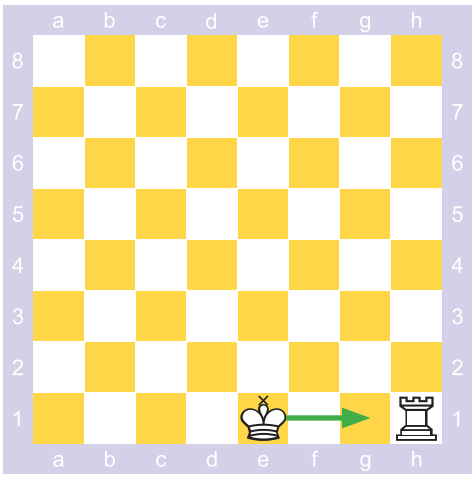
Endrokea da jokaldi berean bi pieza mugitzea ahalbidetzen duen jokaldi bakarra.

Adibidea

1

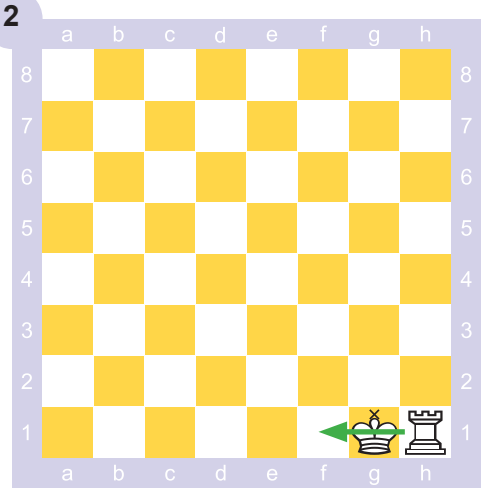


Lehenengo, erregearen txanda da. Ez dira inoiz bi piezak aldi berean mugitzen.

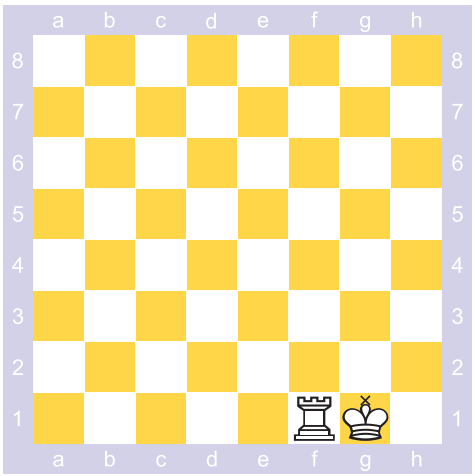


Erregea bi lauki mugitzen da bere gaztelua dagoen alderantz.

2



Ondoren gaztelua hartzen da…



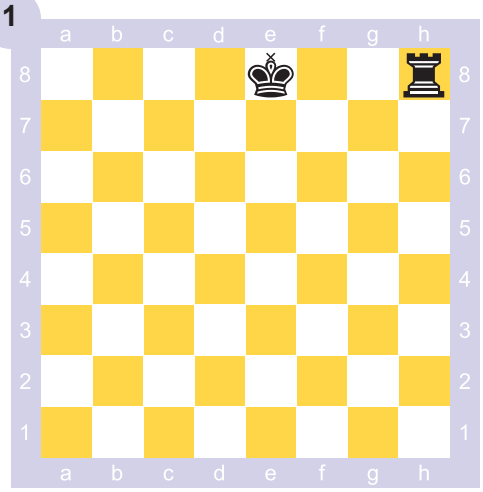
… eta erregearen beste aldean kokatzen da.

Endroke motak

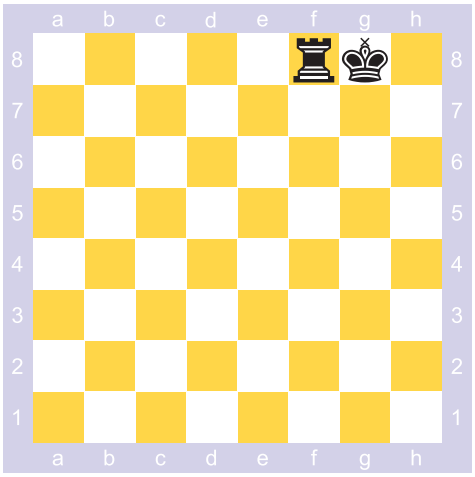
Endrokea jokalari bakoitzak partida guztian behin bakarrik egin dezakeen jokaldia da.

Endroke motza

1



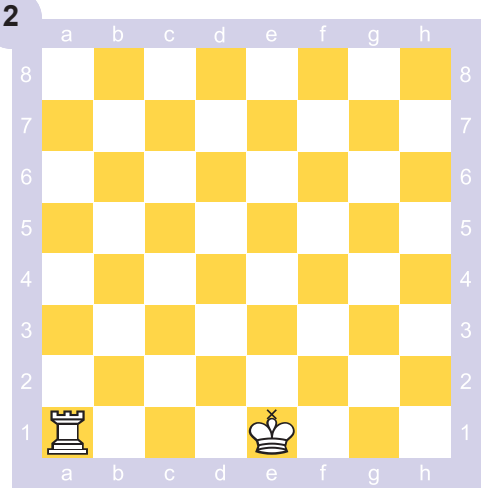
Hasiera batean, bi lauki daude erregearen eta gazteluaren artean.



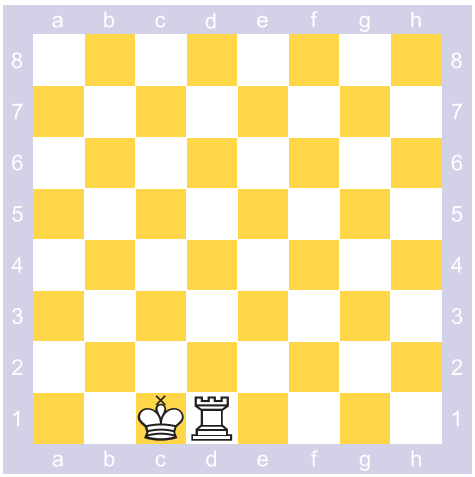
Endroke motza erregearen hegaleko gazteluarekin egiten da.

Endroke luzea

2



Hasiera batean, hiru lauki daude erregearen eta gazteluaren artean.

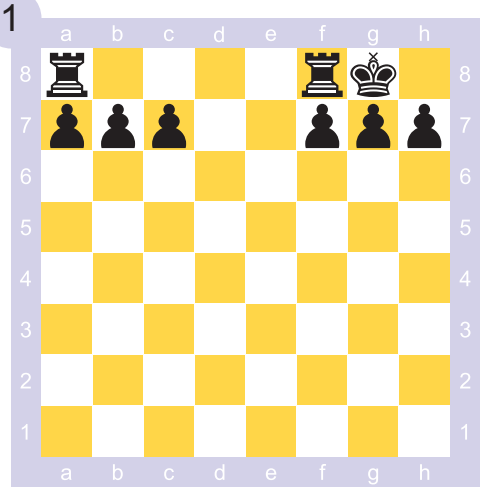


Endroke luzea damaren hegaleko gazteluarekin egiten da.

1

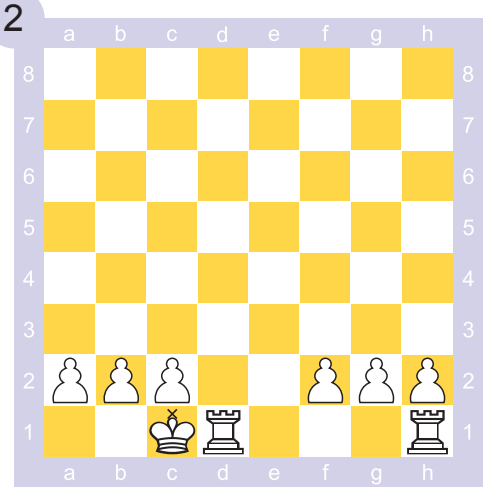
Adierazi egindako endroke mota. Litekeena da endrokearen ondoren erregea edo gaztelua mugitu izana.

1



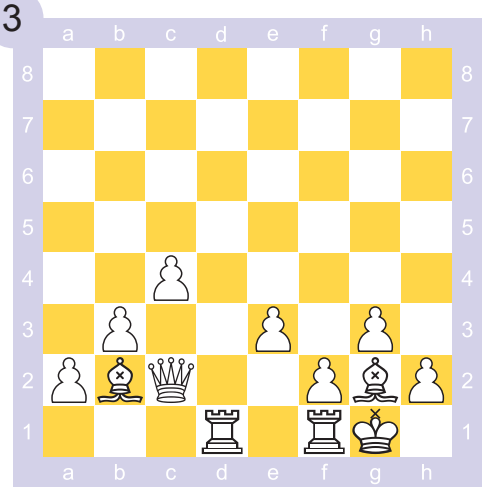
Motza Luzea

2



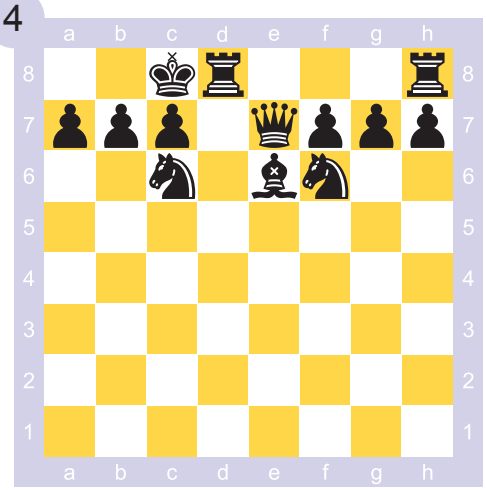
Motza Luzea

3



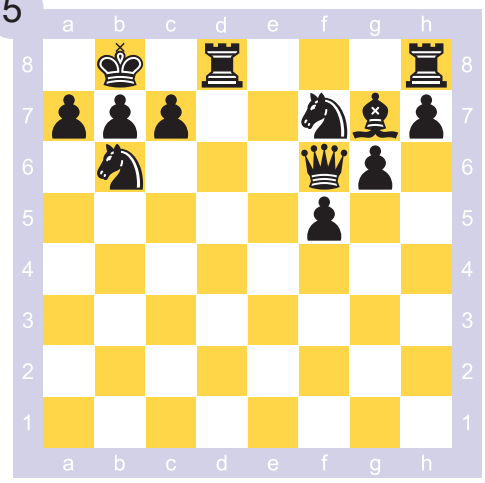
Motza Luzea

4



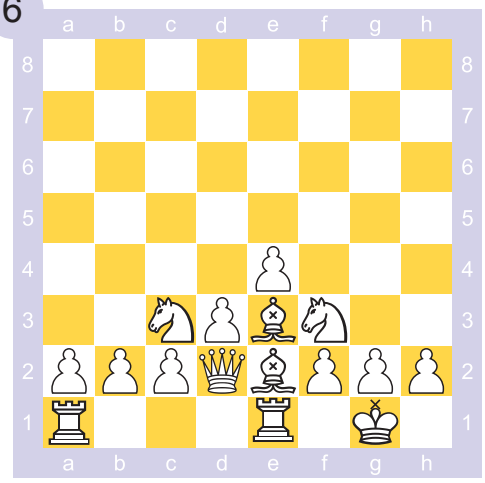
Motza Luzea

5



Motza Luzea

6



Motza Luzea

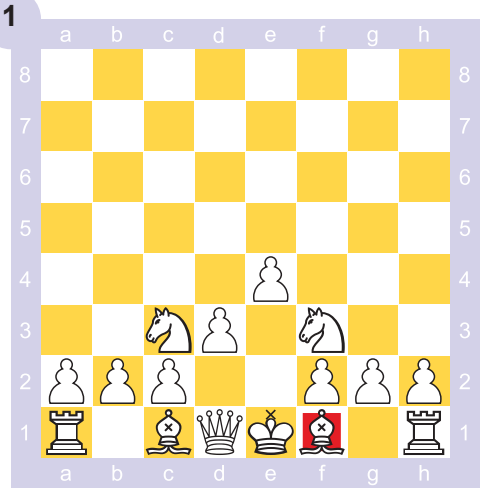
Endrokea gertatzeko baldintzak

Gaztelua mehatxupean dagoenean, endrokea egin daiteke.

Endrokea egin aurretik, hurrengo lau baldintzak betetzen direla ziurtatu behar duzu:

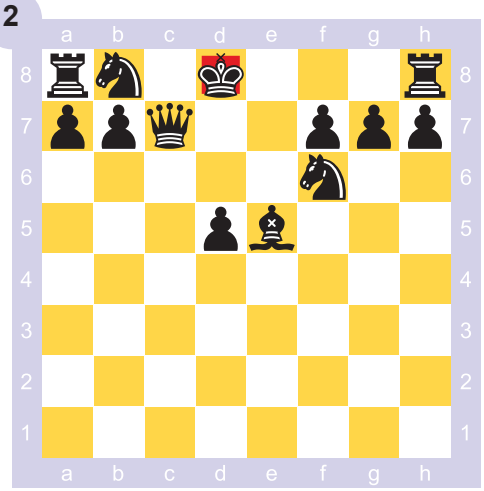
Adibideak

1



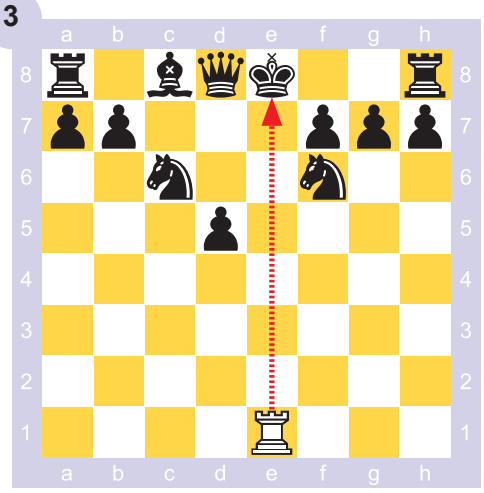
A. Erregearen eta gazteluaren artean ezin da piezarik egon.

2



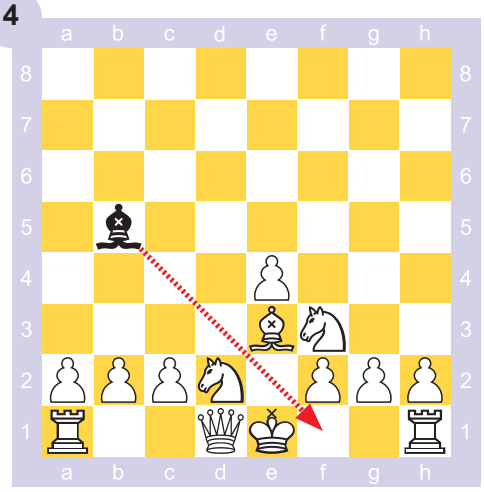
B. Ezinbesteko baldintza da erregea eta gaztelua partida guztian zehar eta, endrokea egin aurretik, hasierako tokitik ez mugitu izana.

3



C. Erregea ezin da xake egoeran egon.

4

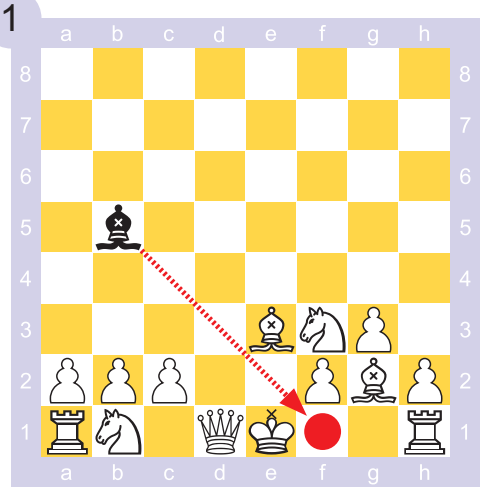


D. Erregeak zeharkatuko dituen laukiak ezin dira mehatxupean egon.

2

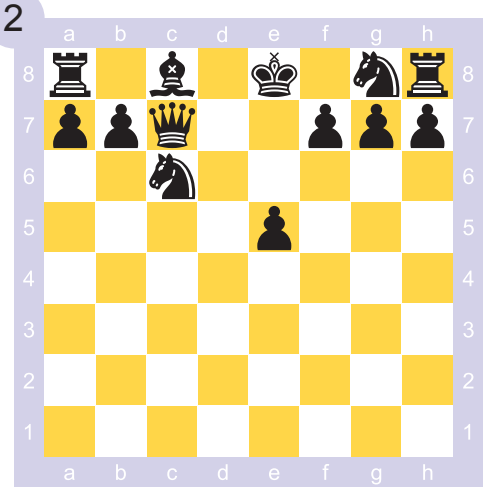
Endrokea egin dezake erregeak? Adierazi erantzun zuzena.
Erantzuna ezezkoa bada, aipatu betetzen ez den baldintza.
Ahal bada adierazi eragozpenak gezi edo biribilekin.

1



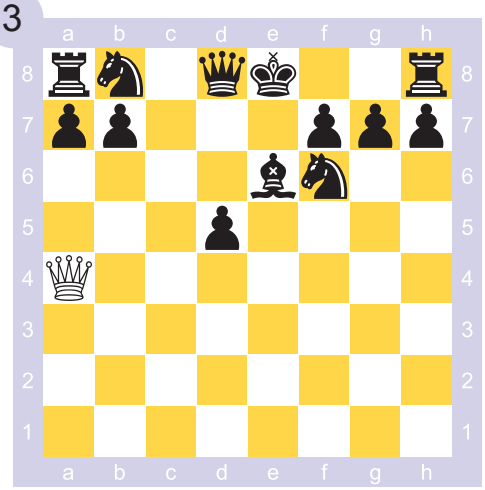
Bai Ez A B C D

2



Bai Ez A B C D

3



Bai Ez A B C D

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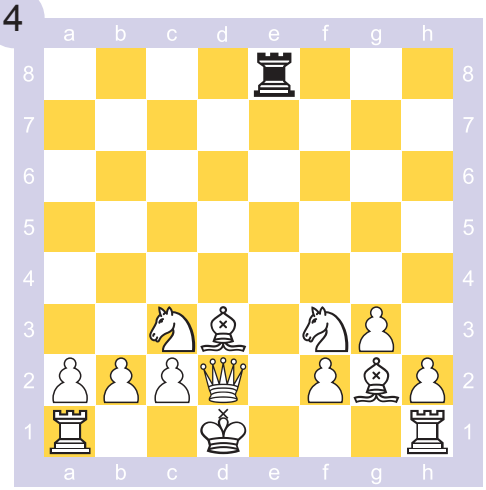
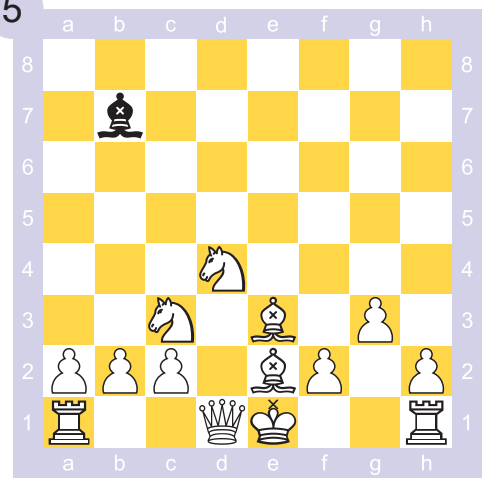


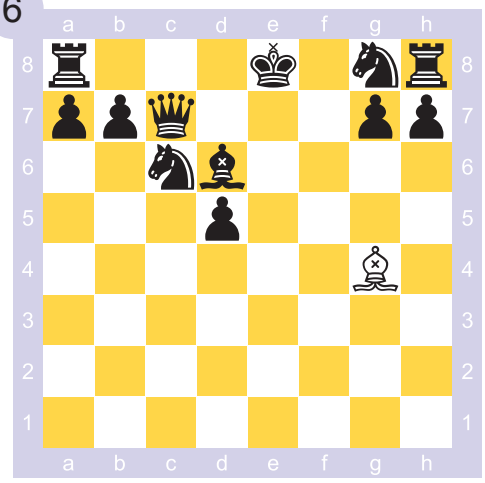
Bai Ez A B C D

5



Bai Ez A B C D

6

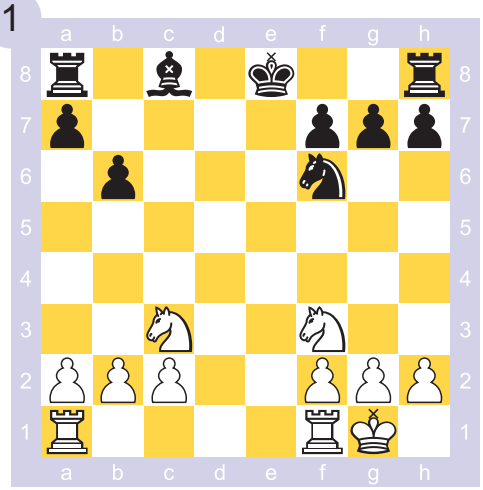


Bai Ez A B C D

3

Adierazi gezi batez, beltzek hurrengo jokaldian endrokea ez egiteko edo endrokea egitea komenigarri ez izateko, zuriek egingo duten jokaldia.

1



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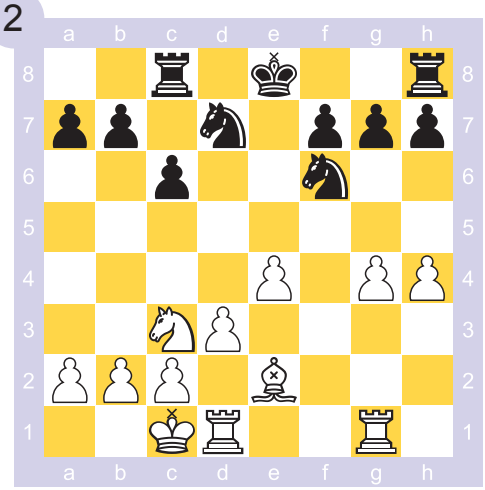

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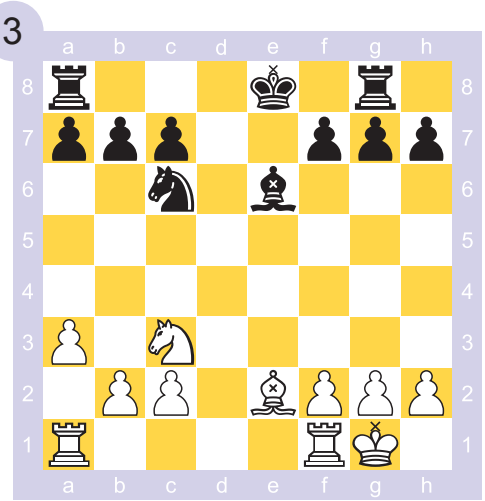

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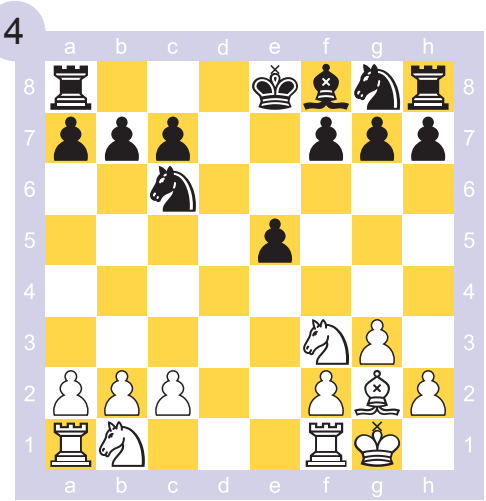

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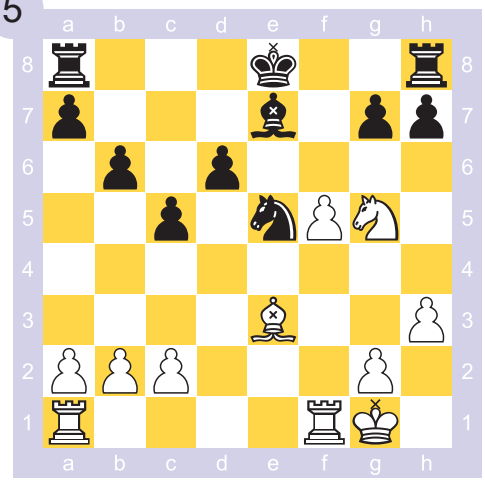

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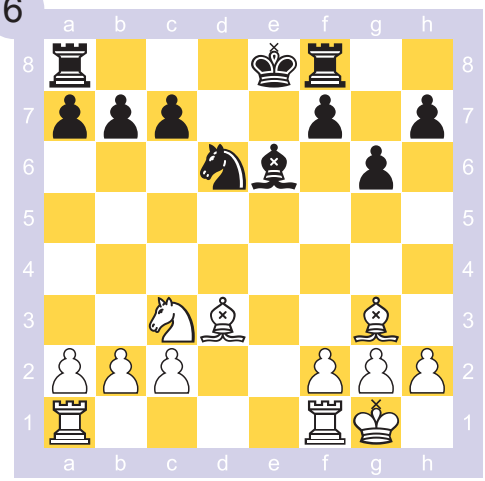
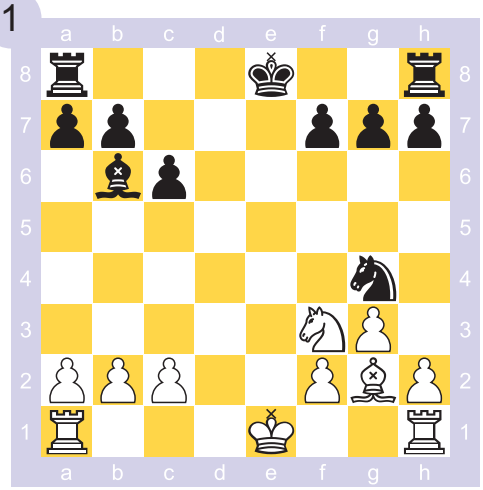


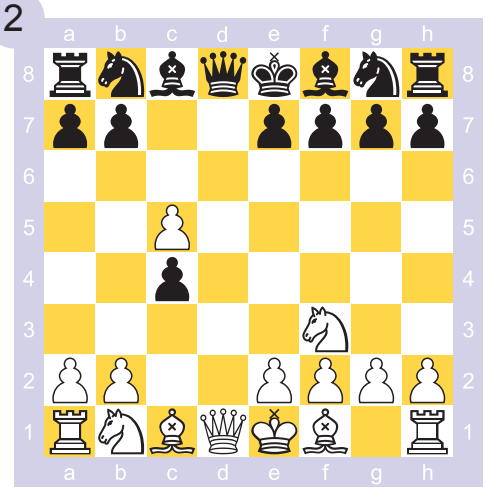
4

Adierazi gezi batez, zuriek partida guztian zehar endrokerik ez egiteko, beltzek egingo duten jokaldia.

1



2



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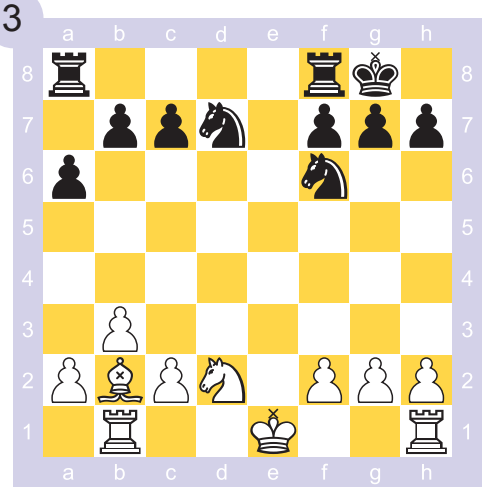

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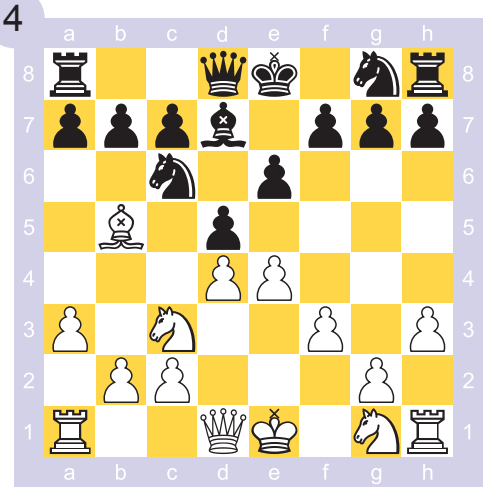

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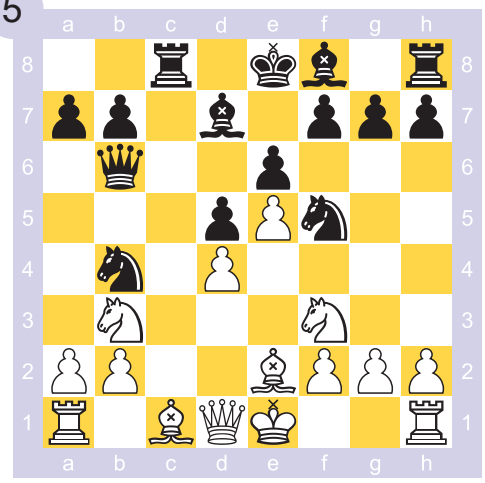
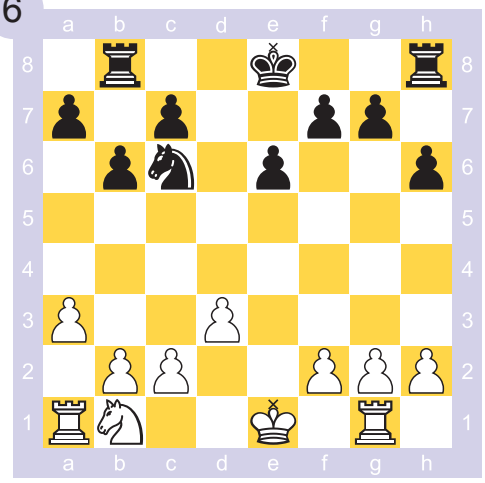


6



9. unitatea

Partida baten emaitza

Partida baten emaitza

Berdinketa motak:

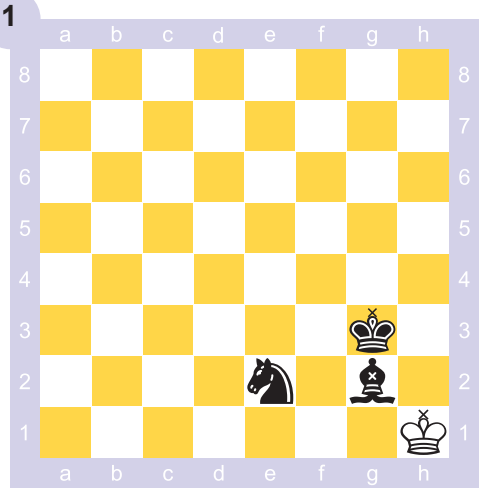
- Berdinketa-hitzarmena
- 50 mugimenduen araua
- Material gutxiegi
- Jokaldien errepikapena
- Xake-etengabea
- Errege-itoa

Partida baten emaitza

Partida bat irabazi, galdu edo berdindu egin daiteke.
Aurkariari xake-mate ematen dion jokalariak irabazten du.

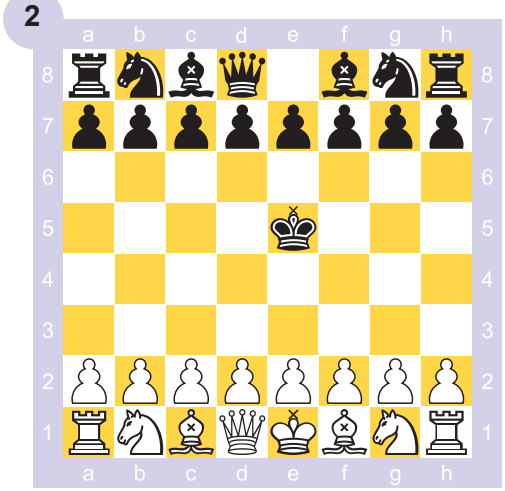
Adibideak

1



Beltzek irabazten dute (puntu 1) eta zuriek galtzen dute (0 puntu).

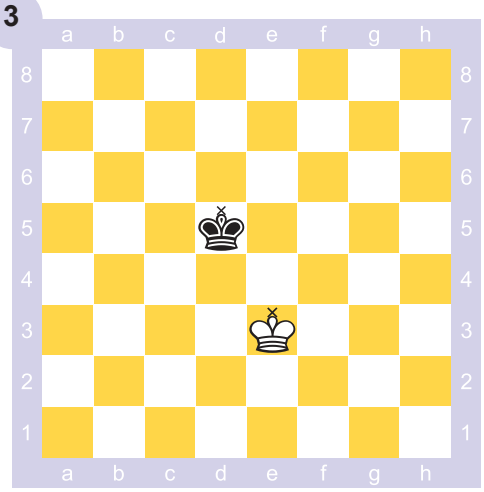
2



Partida amaitzean, irabazleak bere erregea taularen erdian kokatzen du.

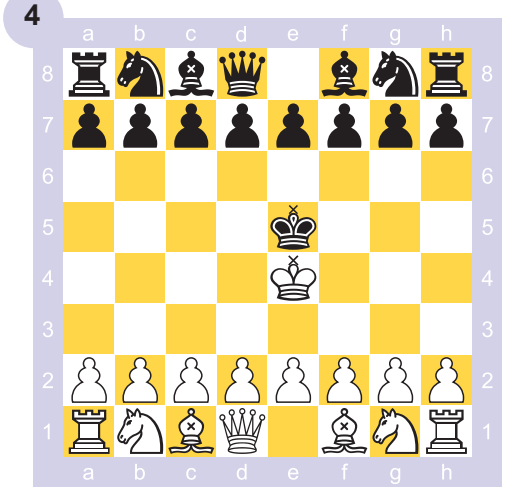
Berdinketa: Inork irabazten ez duenean berdinketa ematen da.

3



Errege batek ezin du bestea harrapatu legez kanpoko jokaldian erori gabe.

4

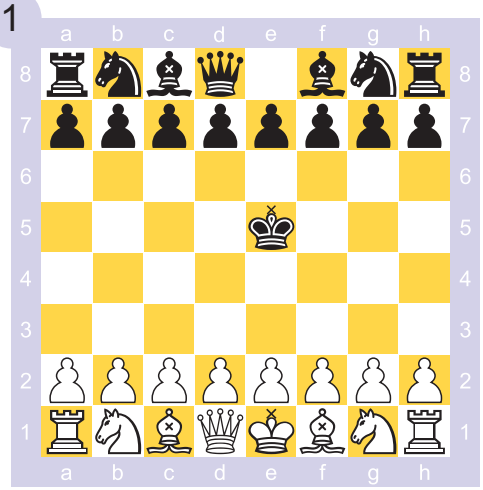


Berdinketa badago, bi erregeak kokatzen dira taularen erdian.

1

Adierazi taularen azpialdean partida bakoitzaren emaitza.

1



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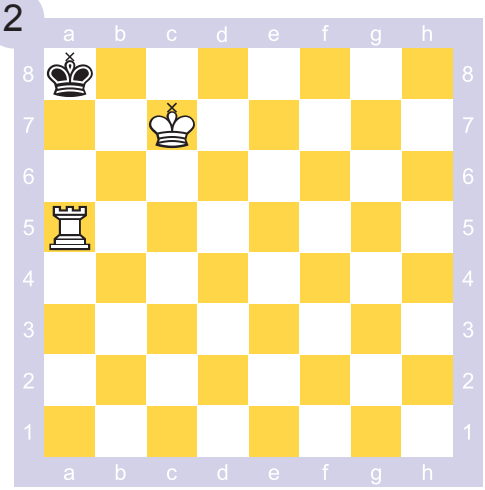

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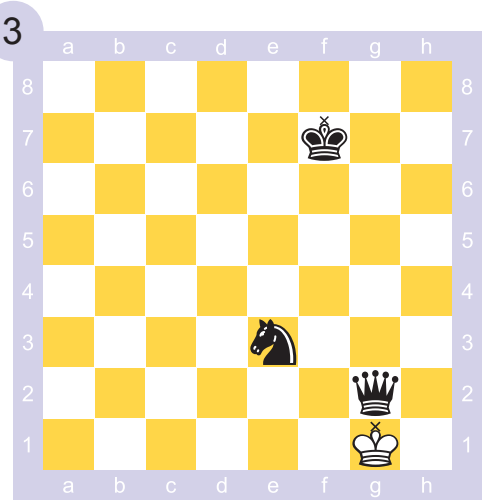

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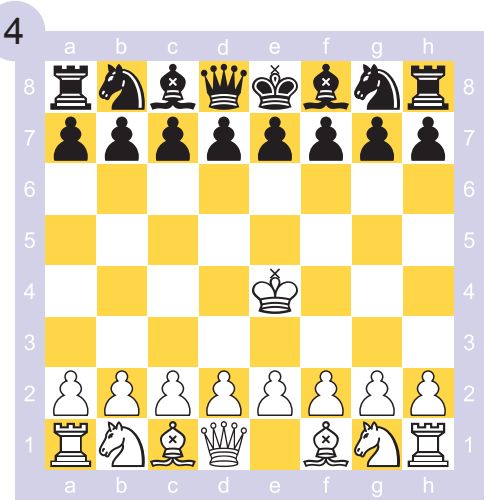

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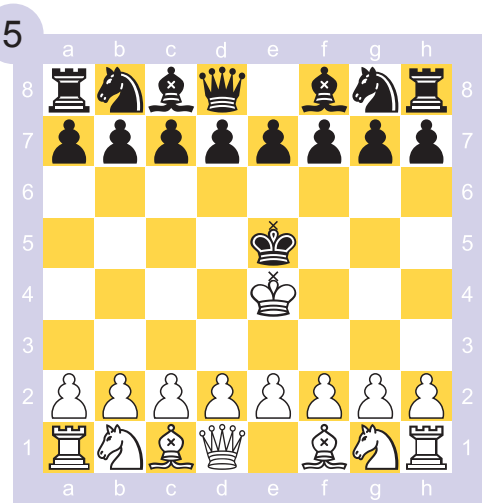

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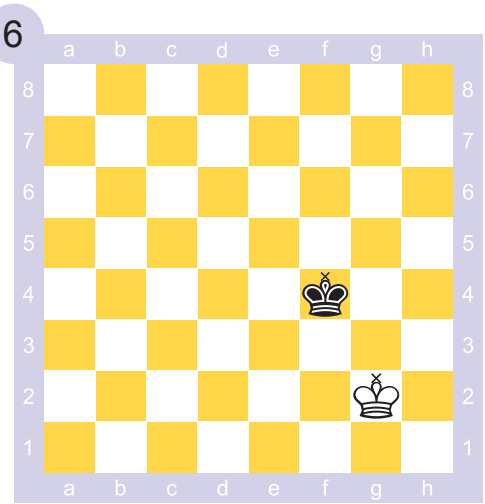


Berdinketa motak

Berdinketa-hitzarmena	50 mugimenduen araua	Material gutxeigi
Bi jokalariek berdinketa hitzartzen dute	Denbora galtzea saihestu behar da	Ezinezkoa da xake-mate ematea

Jokaldien errepikapena	Xake-etengabea	Errege itoa
Jokaldi bera hiru aldiz errepikatzen de-nean	Jokaldi bakoitzean xake ematen zaio erregeari	Saihestu egin behar da material aldetik abantaila badago

1. Berdinketa-hitzarmena

Sarritan jokalariek berdinketa hitzartzen dute jokaldi askoren ondoren emaitza hori emango dela aurreikusten dutenean (ez badira akats nabarmenak egiten).

Berdinketa proposamenerako faseak:

1. Pieza bat mugitzen da.
2. Berehala berdinketa eskatzen zaio aurkariari.
3. Aurkariaren erlojua martxan jartzen da.

Berdinketaren proposamena, aurkariak onartu edo uko egiten dion artean mantentzen da. Honek jokaldi bat egiten badu, proposamenari uko egin diola uler daiteke.

2. 50 mugimenduen araua

Partida berdinketan amaitzen da jokalari bakoitzak gutxienez 50 mugimendu egiten baditu jarraian, piezarik harrapatu gabe eta peoirik mugitu gabe.

Arau hori, partida bat jokalarietako batek irabazteko saiakera arrakastarik gabe etengabe egiten duenean erabiltzen da, partidaren iraupena mugarik gabekoa izan ez dadin. Litekeena da jokalariak partida irabazten ez asmatzea edo xake-matea emateko material nahikoa ez izatea.

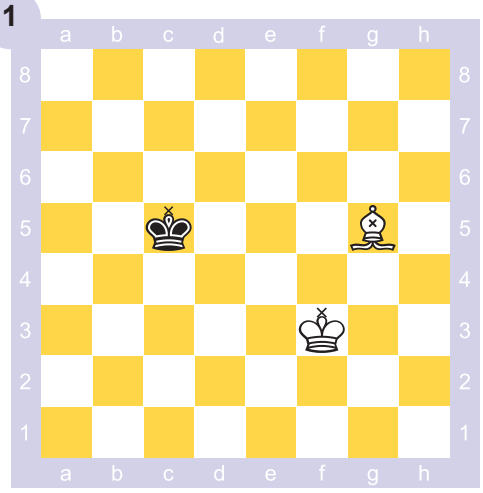
3. Material gutxiegi

Berdinketa mota hau bi jokalariek aurkariaren erregeari xake-mate emateko behar adina pieza ez dutenean gertatzen da.

Erregearekin bakarrik ezin da inoiz partidarik irabazi.

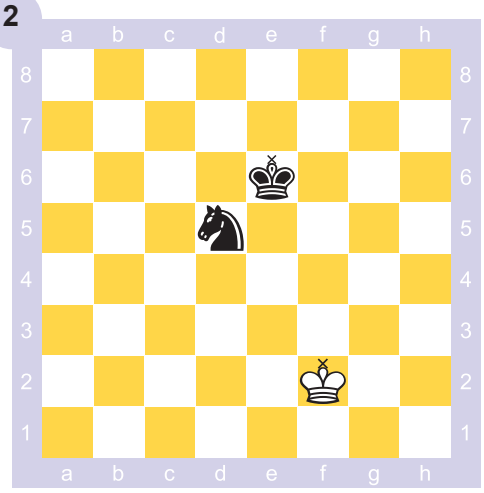
Adibideak

1



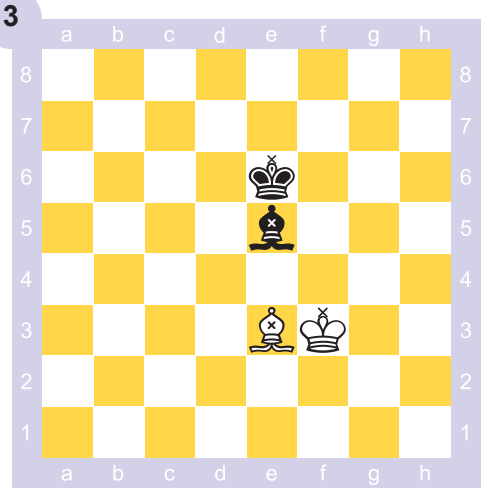
Alfil batekin bakarrik ezinezkoa da erregeari xake-mate ematea.

2



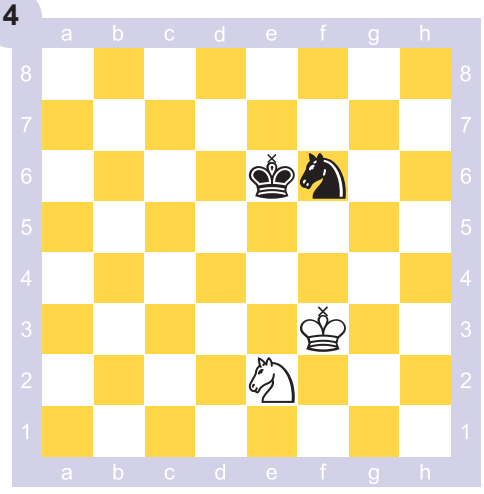
Zaldi batekin bakarrik ezinezkoa da erregeari xake-mate ematea.

3



Kolore bereko alfilekin ere ezinezkoa da xake-mate ematea.

4

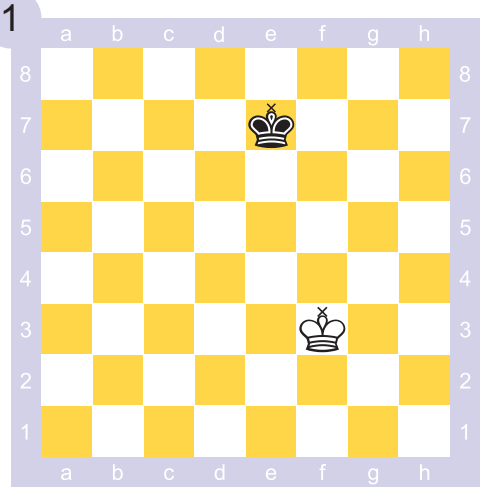


Aurkariak laguntzen ez badu ezinezkoa da xake-mate ematea.

2

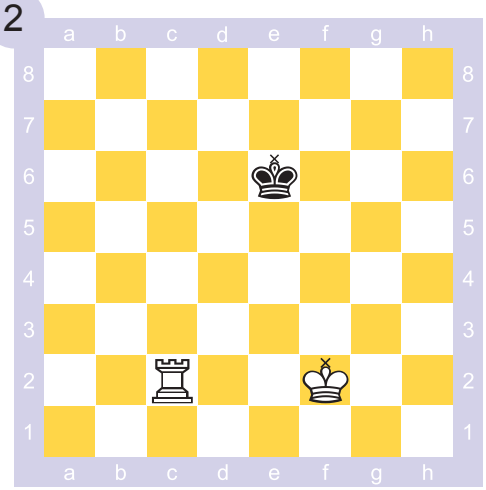
Esan bi jokalarietako batek partida irabaz dezakeen ala ez.
Inguratu biribil batez erantzun zuzena.

1



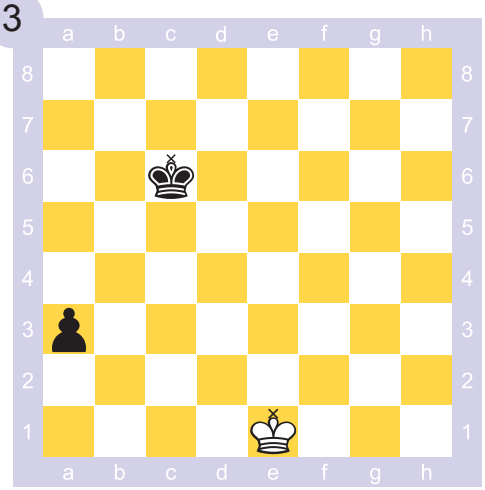
Bai Ez

2



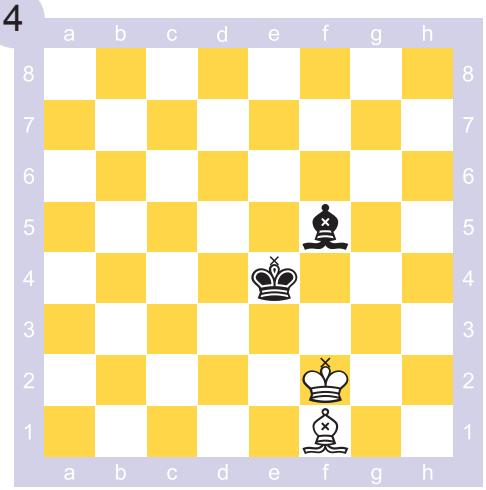
Bai Ez

3



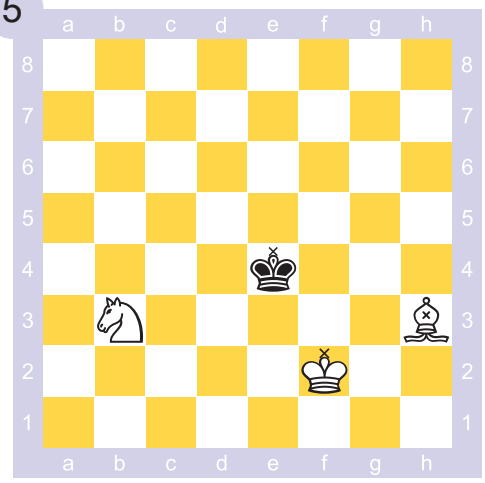
Bai Ez

4



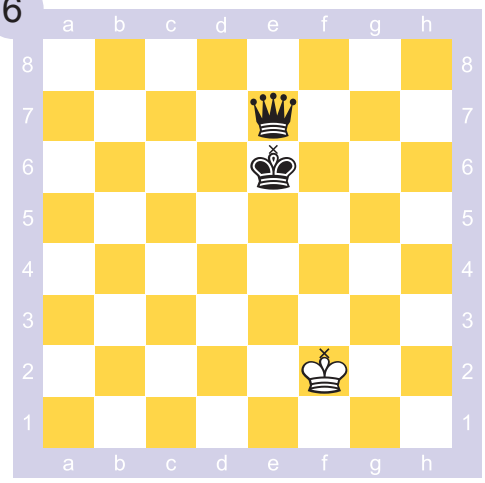
Bai Ez

5



Bai Ez

6

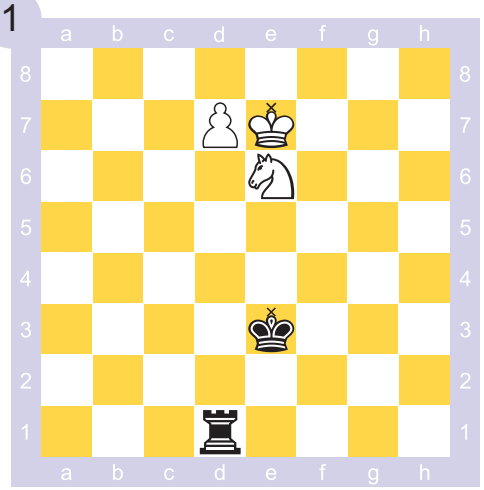


Bai Ez

3

Adierazi gezi bidez, berdinketa lortzeko eta zuriek partida irabaztea saihesteko, beltzek egin ditzaketen jokaldiak.

1



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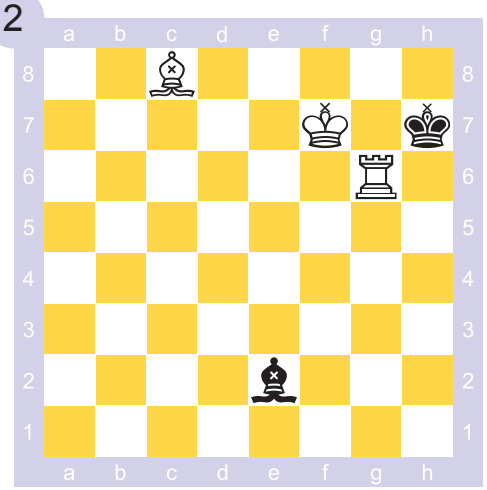

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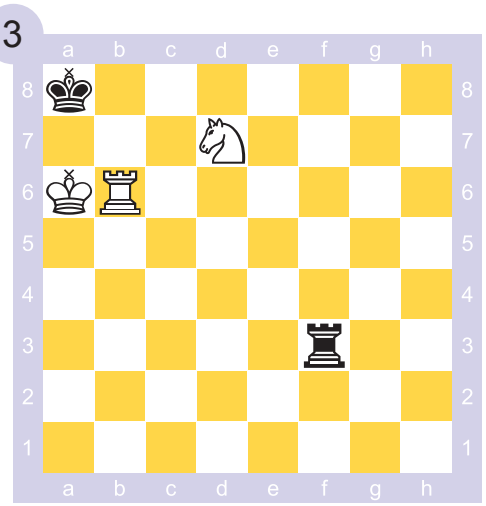

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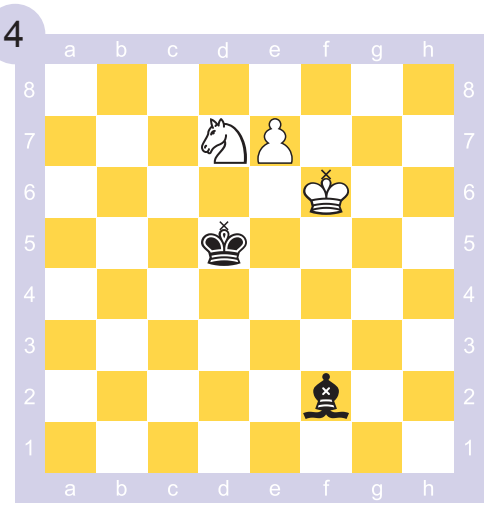

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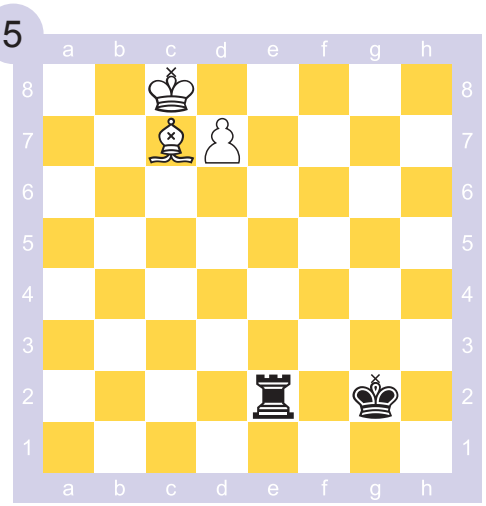

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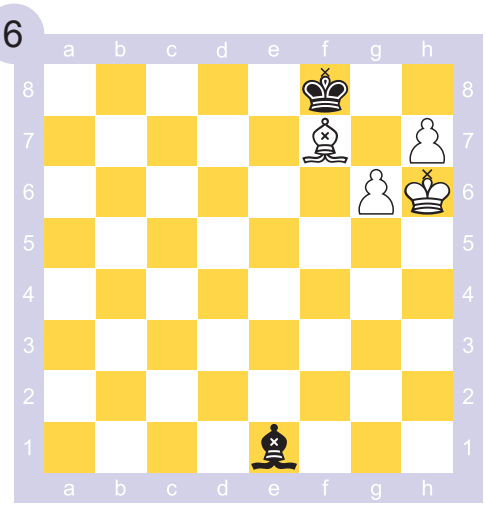
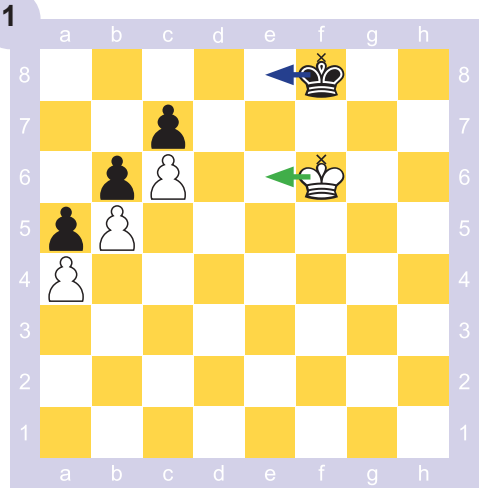


4. Jokaldien errepikapenak

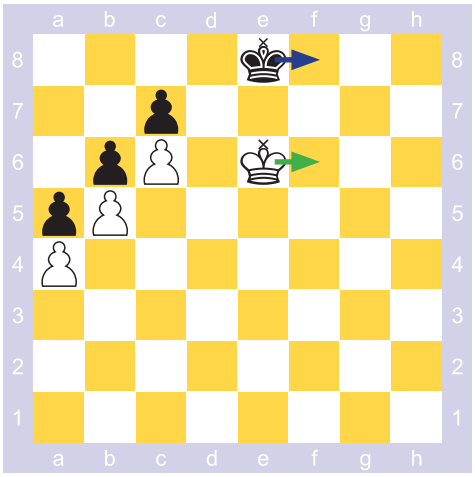
Jokalariak berdinketa eska dezake piezen kokaleku bera hiru aldiz jarraian errepikatzen bada eta bere txanda bada.

Adibideak

1

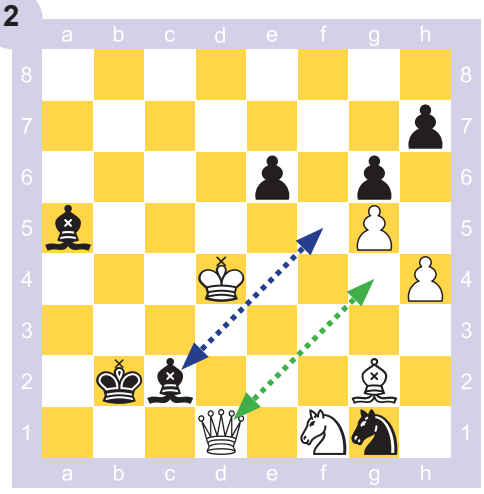


Erregeek ezin dute pasa eta ezin dute peoirik harrapatu.

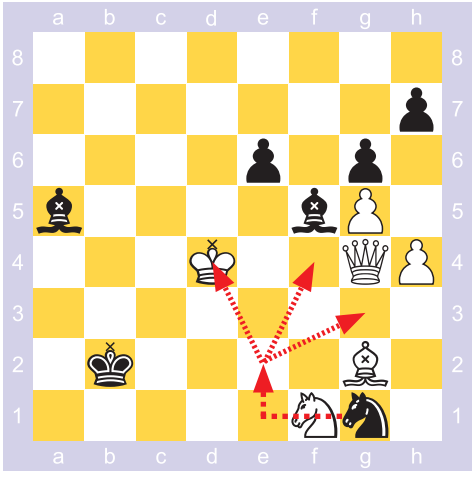


Erregeak ez badira adierazten diren laukietatik mugitzen, partida galtzeko arriskua dago.

2



Dama d1 eta g4 laukietara mugi daiteke soilik.



Zaldiaren ustezko mehatxu bikoitzak, damak jokaldien errepikapenari ihes egitea saihesten du.

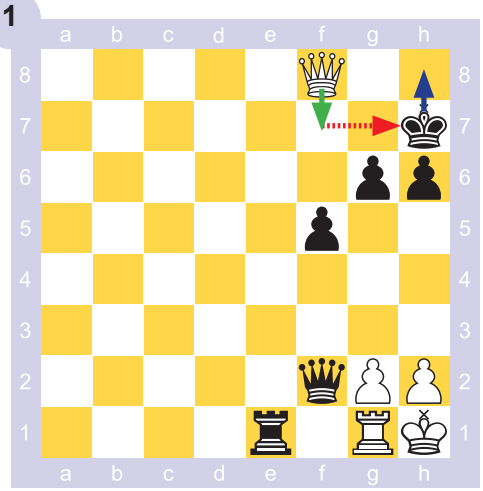
5. Xake-etengabea

Jokalarietako batek ezingo du, inolaz ere, bere erregea xake-egoeran izatea saihestu aurkariaren txandaren ostean.

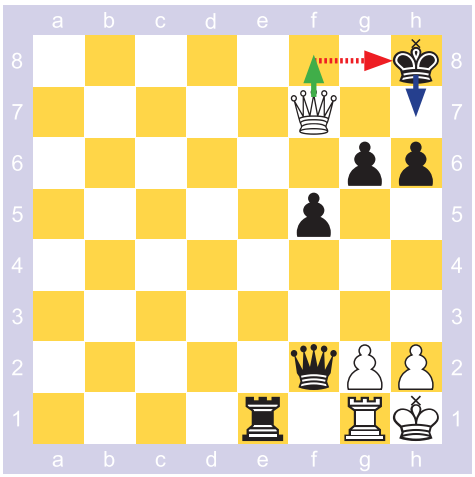
Sarritan xake-etengabeak jokaldien errepikapena du ondoriotzat.

Adibideak

1

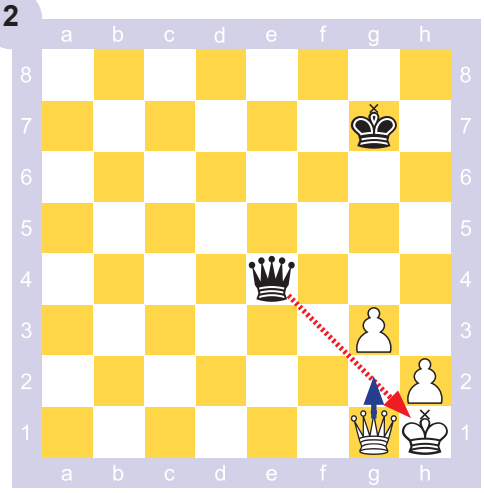


Errege beltzak ezin du xake-etengabea saihestu.

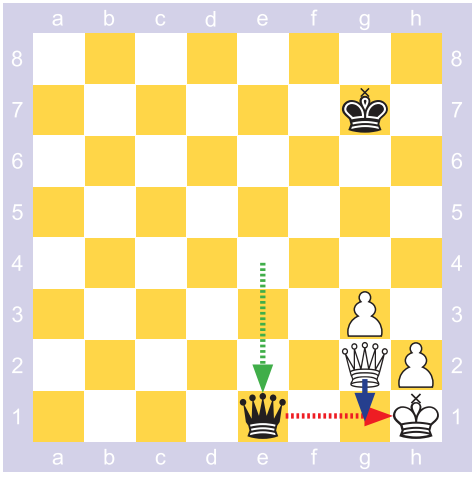


Zuriek xake-etengabea ematen ez badute partida galduko dute.

2



Zuriek egin dezaketen bakarra beren dama erdian jartzea da.

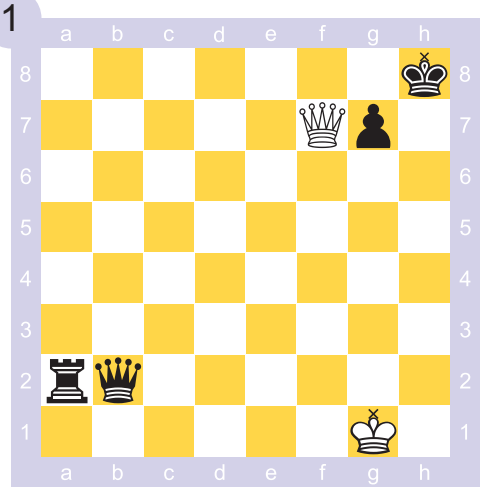


Dama beltzak xake emango du, behin eta berriz, e1 eta e4 laukietan.

4

Adierazi gezi bidez errege beltzari xake etengabea emateko behar diren jokaldiak.

1



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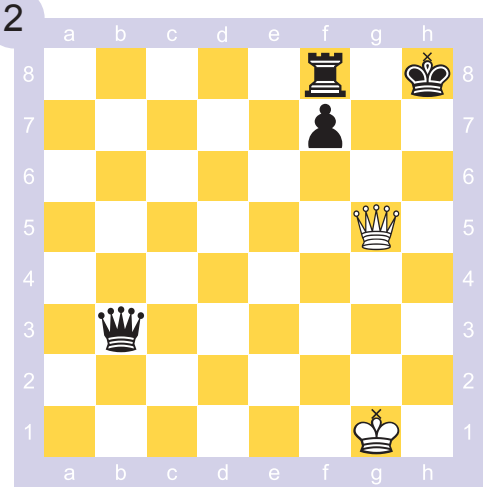

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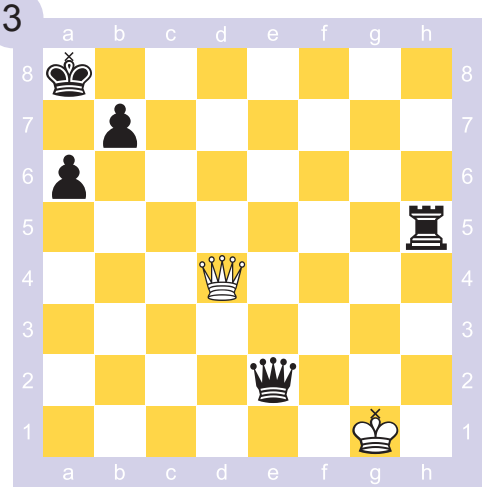

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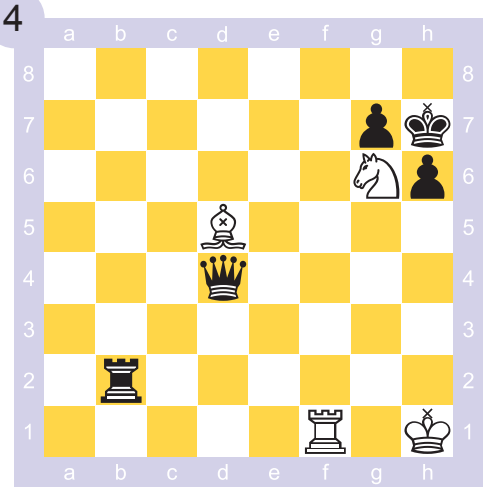

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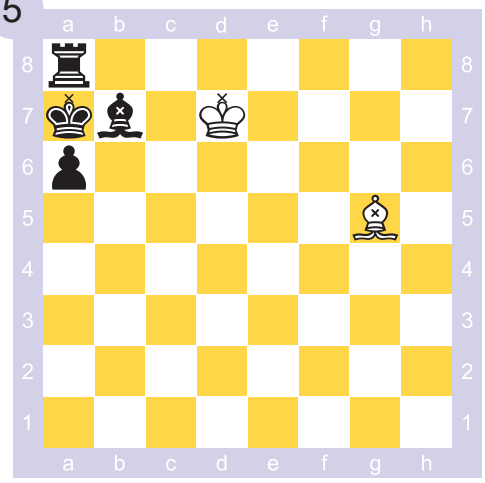
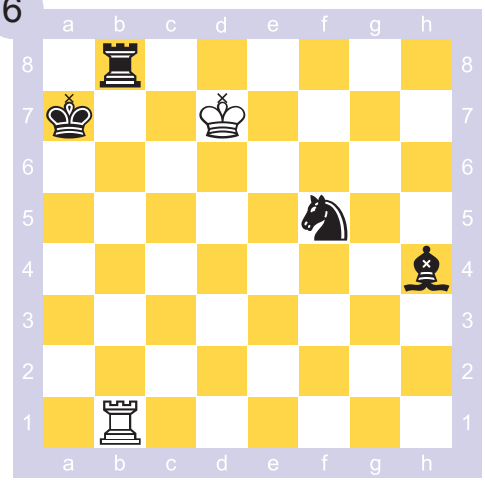


6



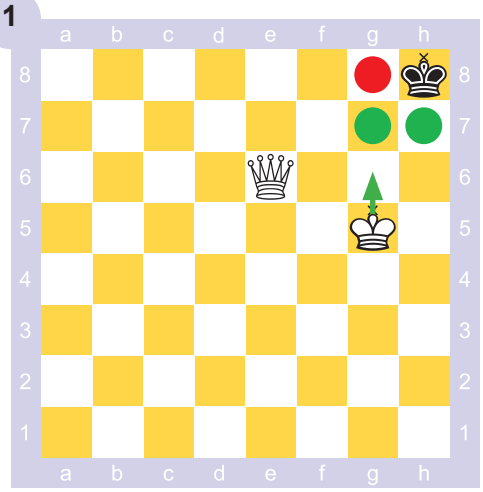
6. Errege-itoa

Errege-itoa gertatzen da, erregea xake-egoeran egon gabe, bere inguruko lauki guztiak aurkariaren piezen mehatxupean daudenean, eta ondorioz, mugitu ezin denean eta, era berean, beste piezarik mugitu ezin denean.

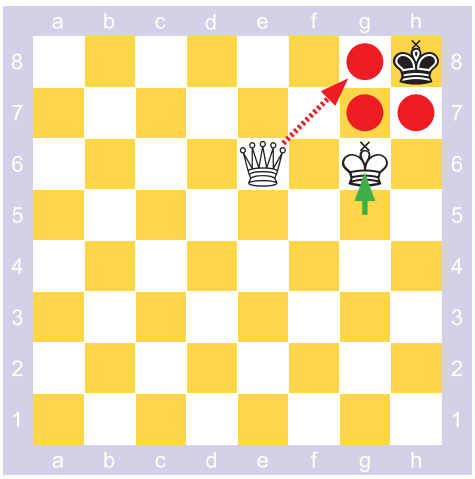
Erregea itota dagoenean partida berdinketarekin amaitzen da.

Adibideak

1

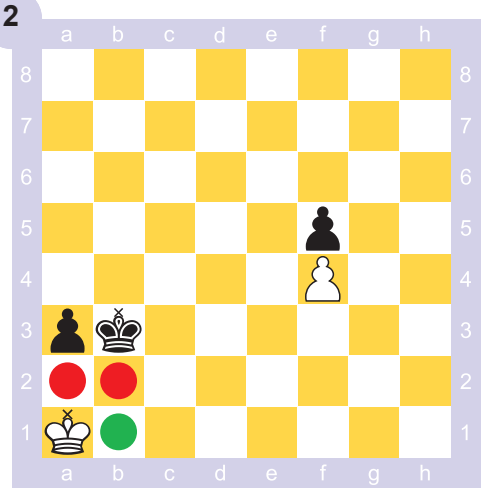


Errege zuria aurreratu aurretik, errege beltzak bi lauki ditu mugitzeko.

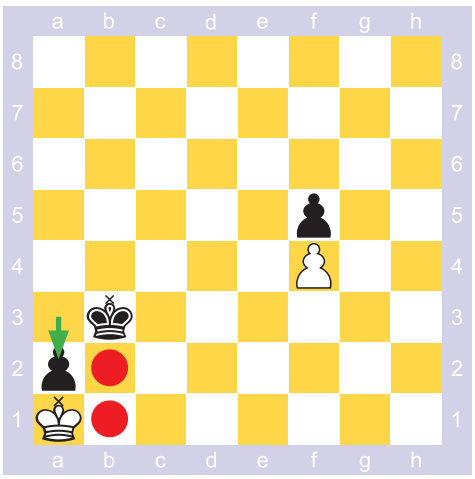


Errege beltza itota dago, xake-egoeran egon gabe mugitu ezinik baitago.

2



Peoi beltza aurreratzean errege zuriak ez du mugitzerik.

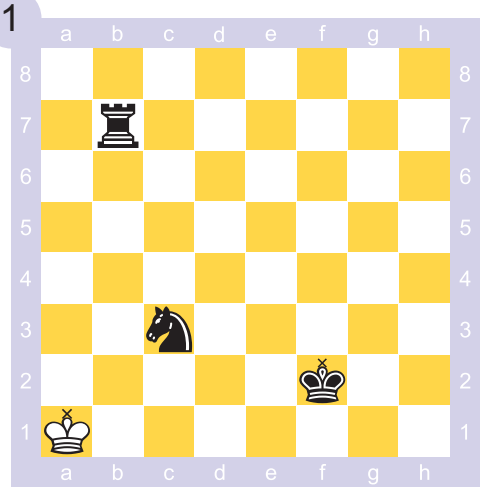


Zuriek peoia ere ezin dute mugitu peoia blokeatuta baitago.

5

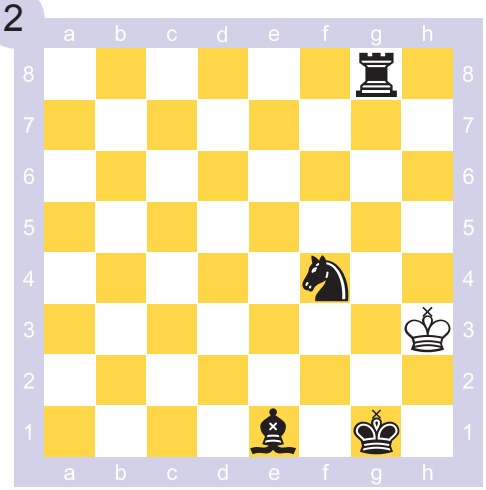
Esan hurrengo egoerak xake-mate edo itotzea diren.
Markatu erantzun zuzena. Zurien txanda da.

1



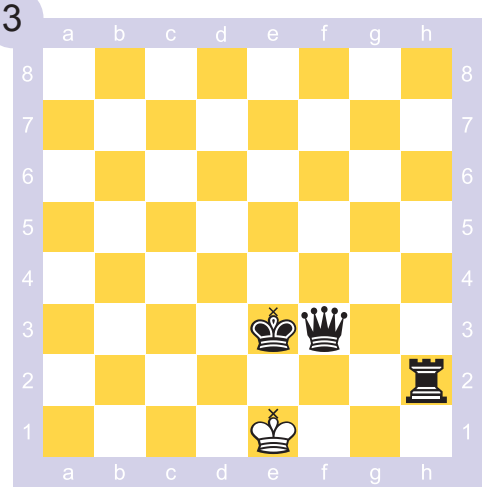
Xake-mate Itotzea

2



Xake-mate Itotzea

3



Xake-mate Itotzea

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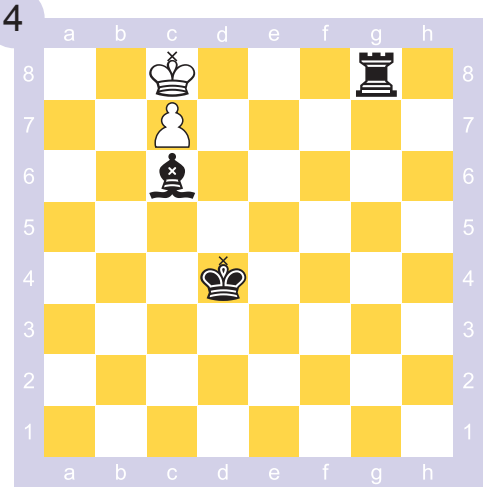
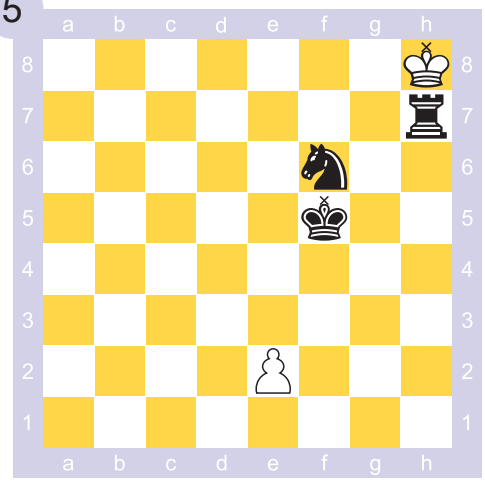


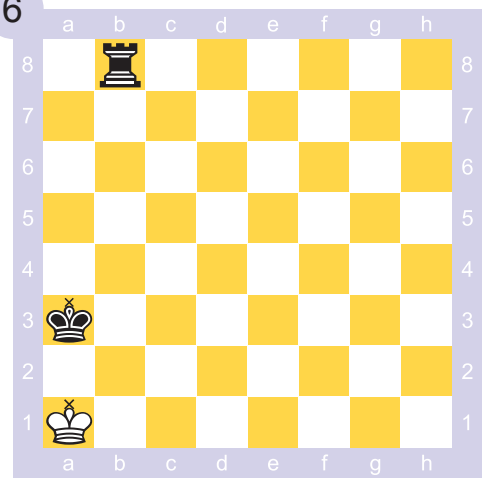
Xake-mate Itotzea

5



Xake-mate Itotzea

6

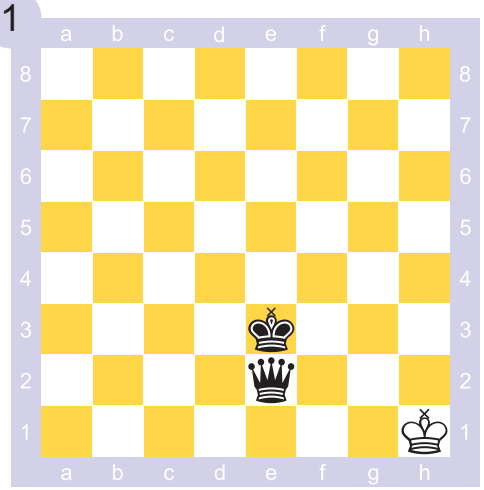


Xake-mate Itotzea

6

Adierazi gezi batez zein izango litzatekeen errege beltza itoko lukeen jokaldi okerra.

1



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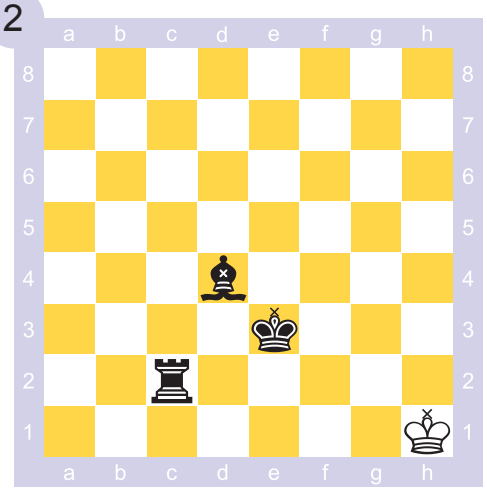

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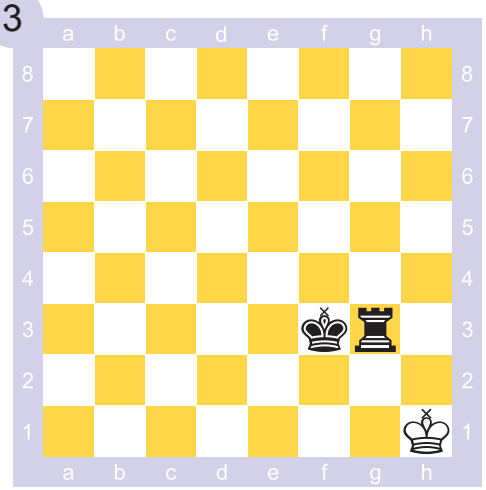

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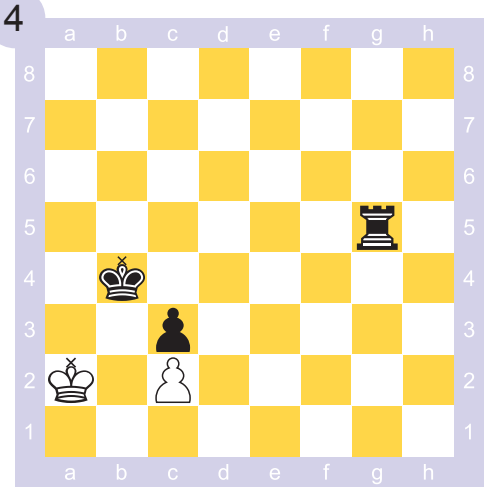
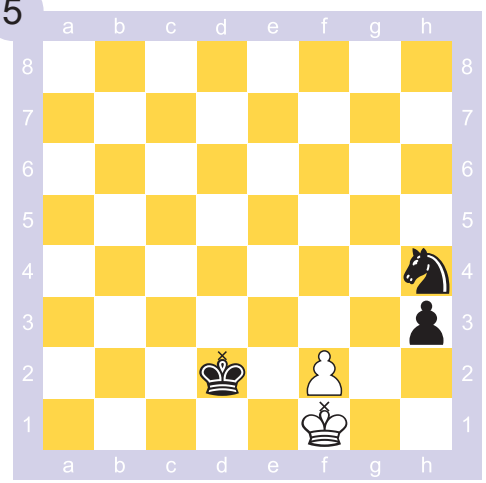
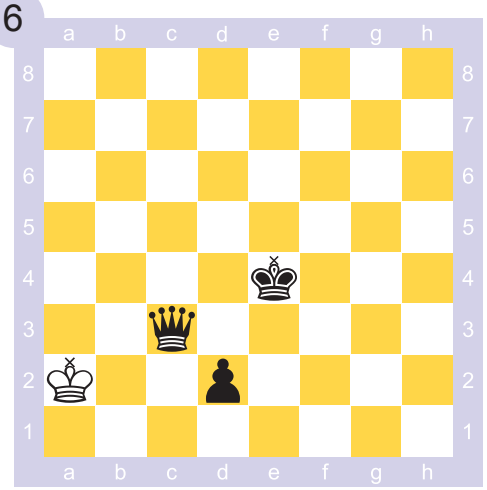


5



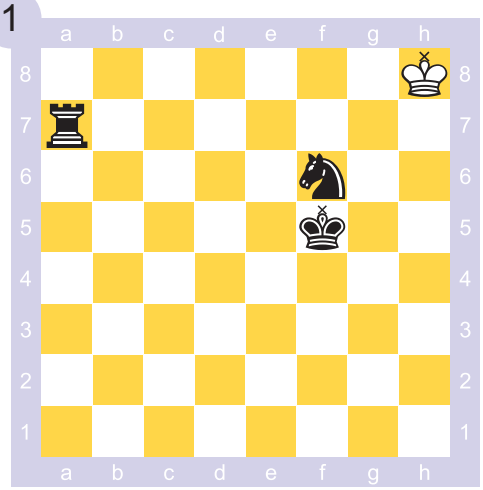
6



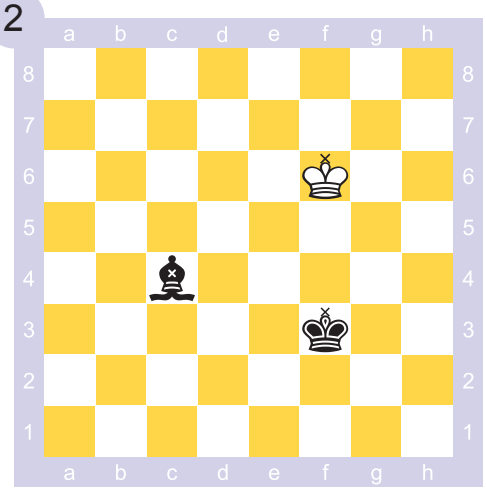
A

Azaldu hurrengo egoerak zergatik diren berdinketa (adierazi berdinketa mota). Zurien txanda da.

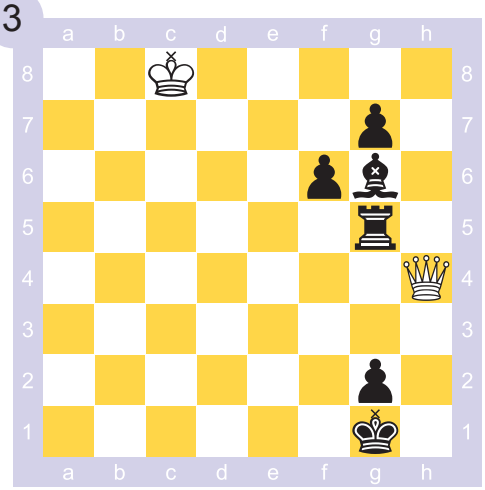
1



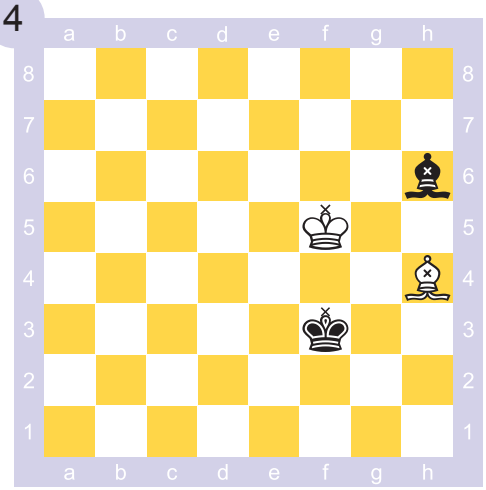
2



3



4



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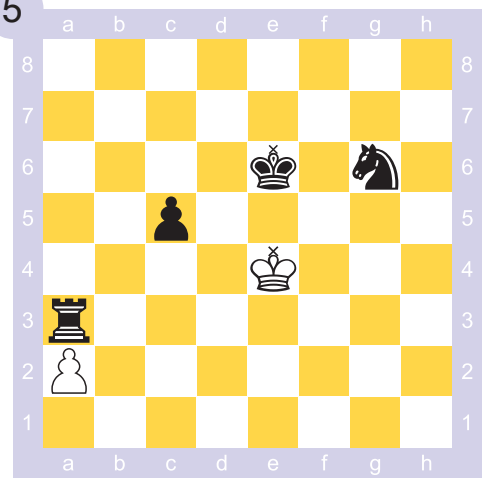

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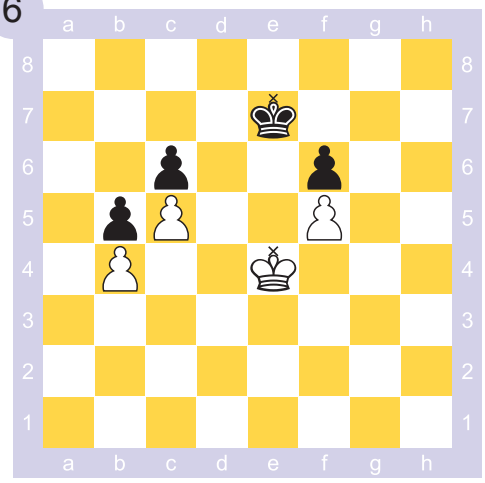


10. unitatea

Oinarrizko mateak

Mate bi gaztelurekin

Mate gaztelu batekin

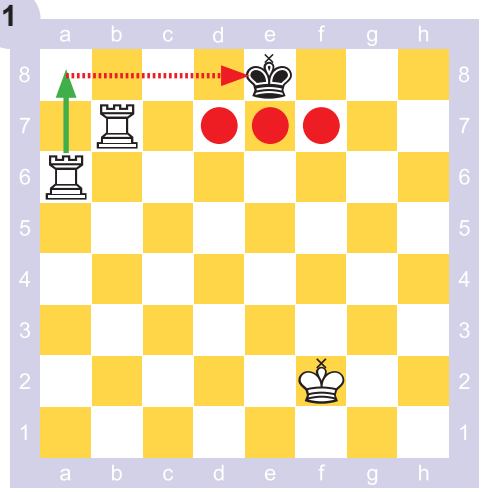
Mate damarekin

Mate bi gaztelurekin

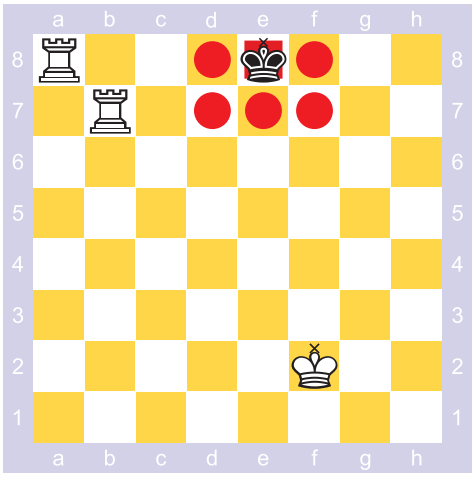
Gazteluek ez dute marra berean egon behar (lerro edo zutabe).
Xake-matea emateko ez da beharrezkoa erregeak parte hartzea.

Xake-matearen azken egoera

1



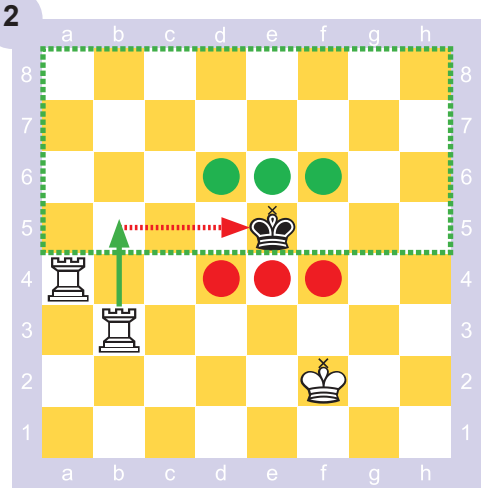
Gaztelu bat zazpigarren lerroan jarriz erregeak ihes egitea saihesten da.



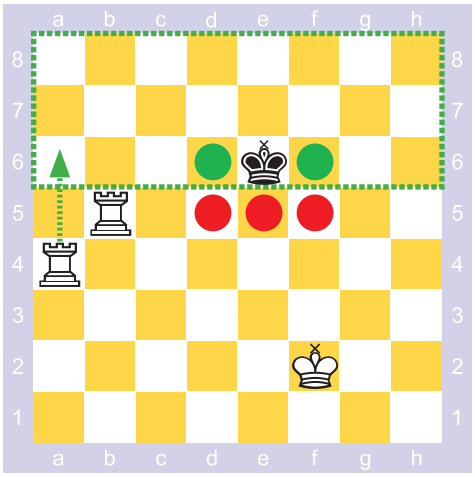
Eta beste gaztelua zortzigarren lerrora aurreratzen denean, xake-mate ematen du.

Tarteko egoera: Gazteluak kanpoalderago dauden marratan egon behar dute.

2



Gazteluak elkarrekin aurreratzen dira, bata bestearen ondotik.

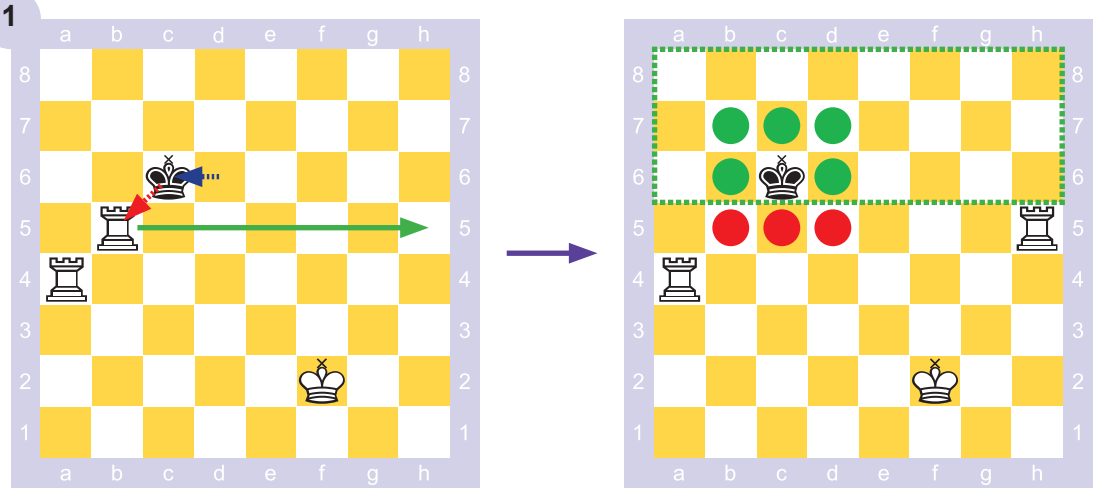


Erregeak ezin du ihes egin eta lerro bat atzeratzea behartuta dago.

1. Erregeak gaztelu bat mehatxatzen badu

Prozedura: Mehatxatutako gaztelua erregearengandik urrutien dagoen zutabera mugitzen da eta zutabe horretan ez du beste gazteluak egon behar.

1



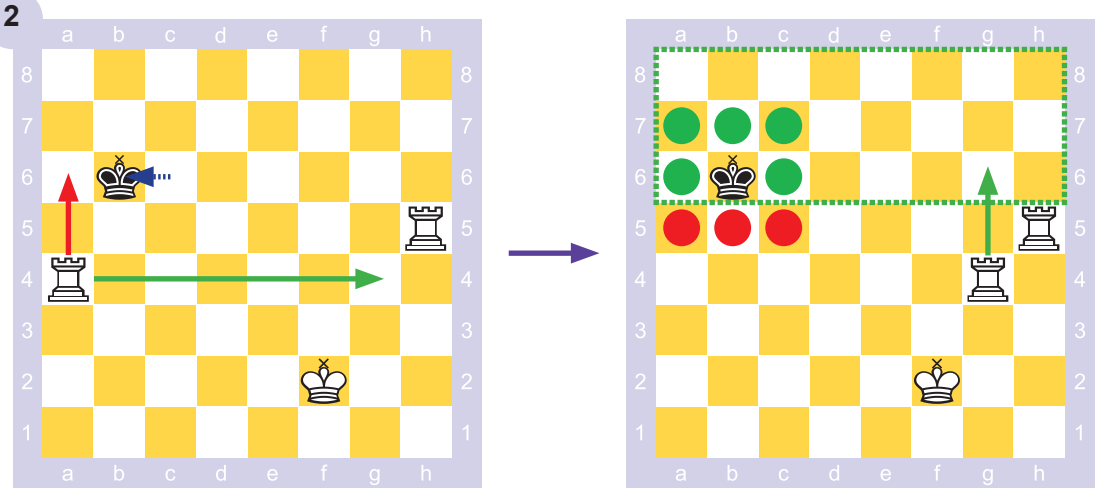
Erregeak gaztelua mehatxatzen du. Gaztelu horrek kokatze jokaldia egiten du.

Gaztelua **h** kanpoaldeko zutabean kokatzen da.

2. Atzean gelditu den gazteluak ez badu aurreratzerik

Prozedura: Mehatxatutako gaztelua erregearengandik urrutien dagoen zutabera mugitzen da eta zutabe horretan ez du beste gazteluak egon behar.

2



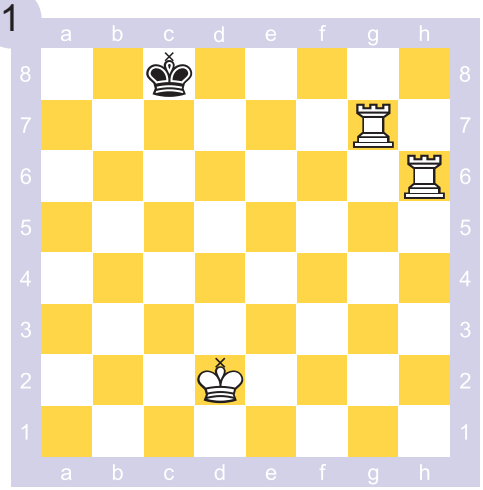
Atzean geratu den gaztelua ezin da aurreratu erregeak jan egingo bailuke.

Orduan, kokatze jokaldi bat egiten du eta beste alboan jartzen da.

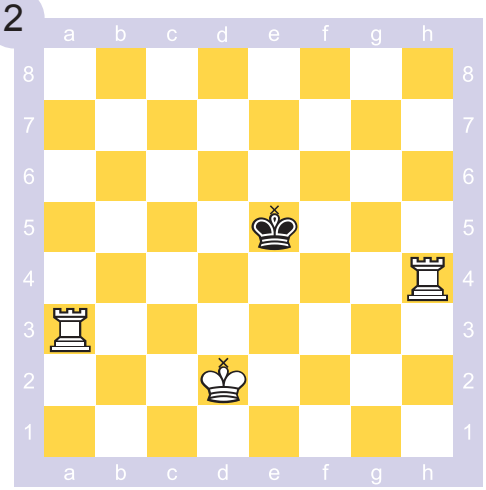
1

Adierazi gezi batez zuriek hurrengo jokaldietan xake-mate emateko egingo duten jokaldi egokiena.
Marraztu biribil bat errege beltza joan ezin daitekeen laukietan.

1



2



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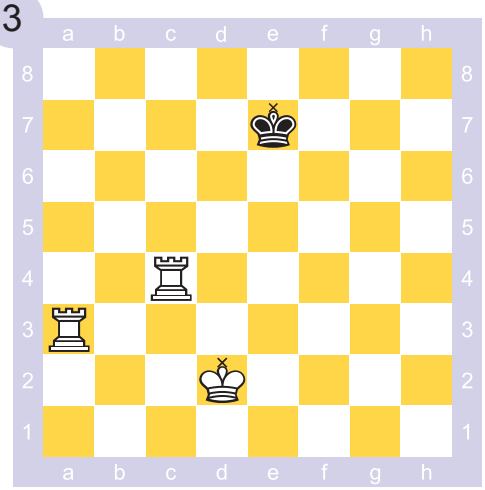
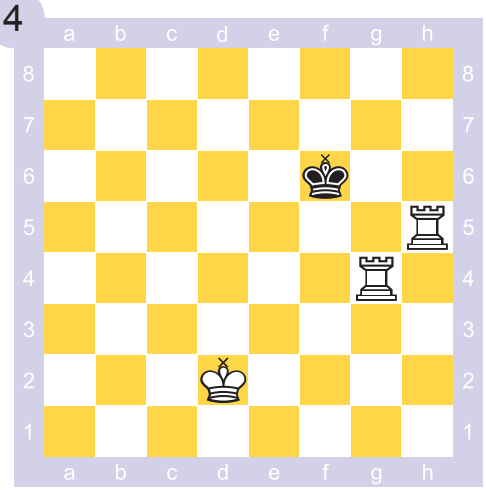
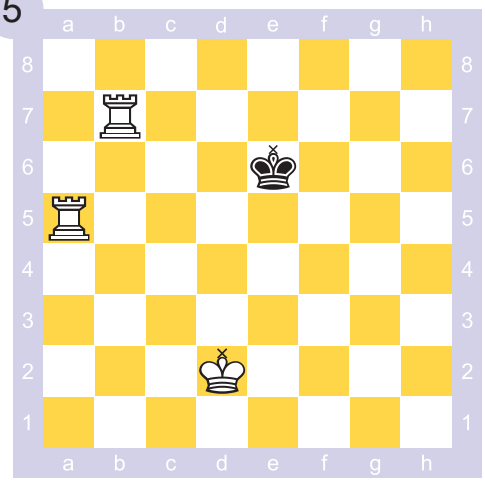


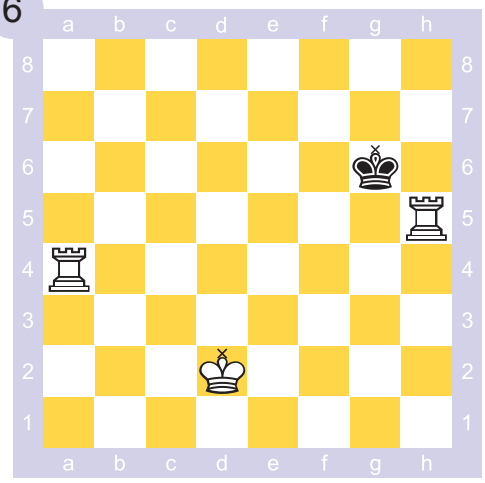
4



5



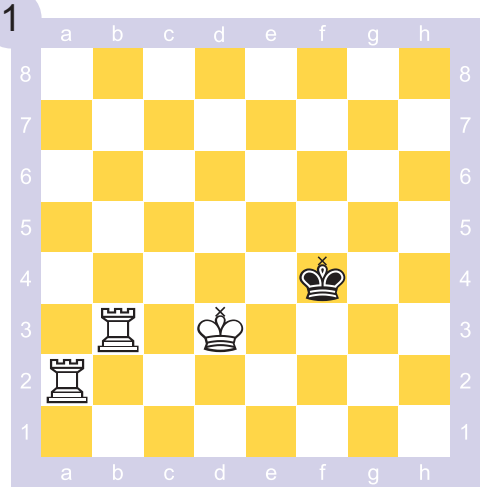
6



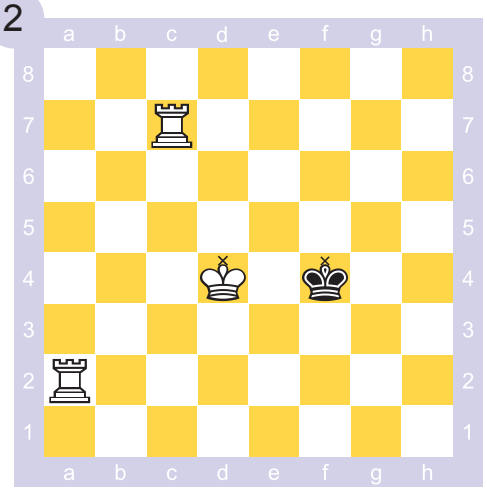
2

Adierazi gezi batez zuriek hurrengo jokaldietan xake-mate emateko egingo duten jokaldi egokiena.
Marraztu biribil bat errege beltza joan ezin daitekeen laukietan.

1



2



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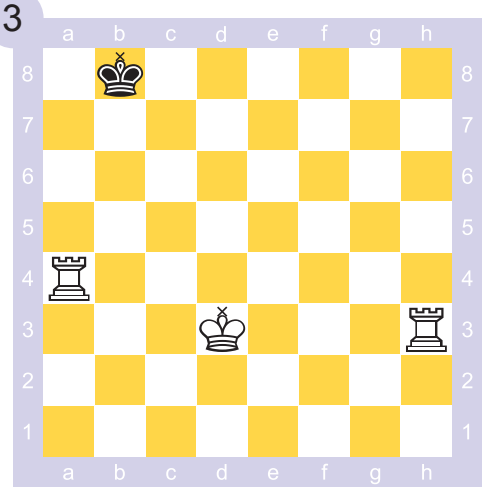

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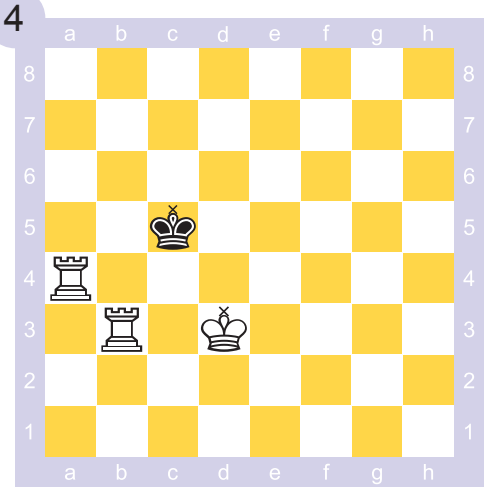

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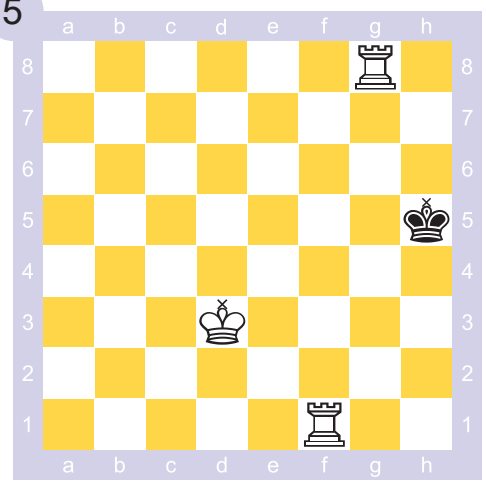

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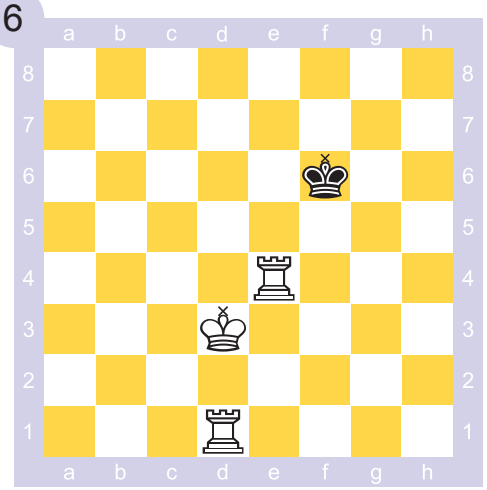


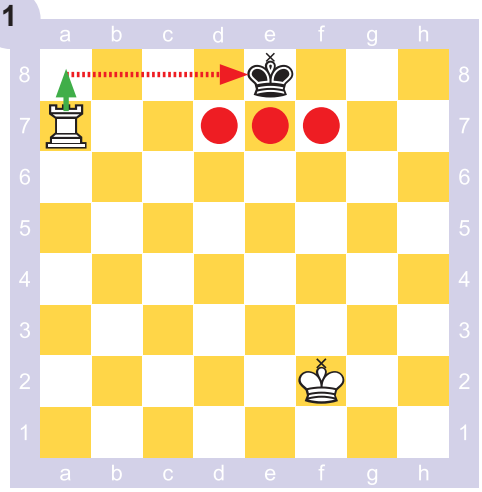
Mate gaztelu batekin

Gaztelua beti kanpoaldeko zutabeetan egongo da eta erregeak lagundu egingo dio kanpoaldeko lerro edo zutabe batean, xake-mate emateko.

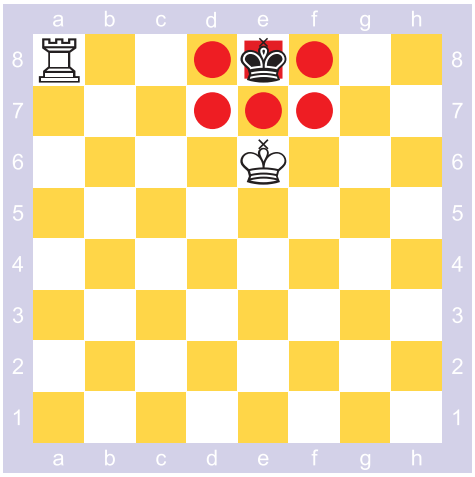
Erregeen parez pareko egoera bilatuko da (lerro edo zutabe berean egotea baina lauki batez bereizita).

Xake-matearen azken egoera

1



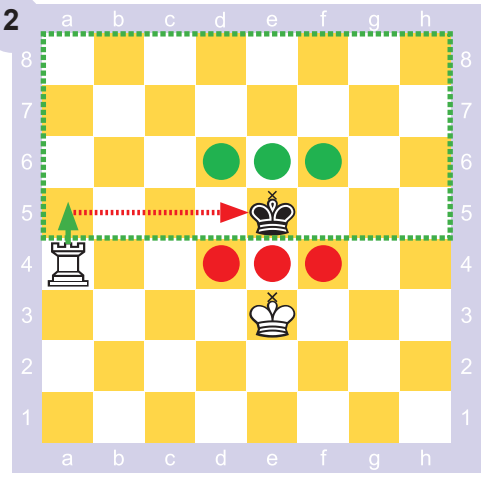
Errege beltza errege zuriaren parean egotera behartzen da.



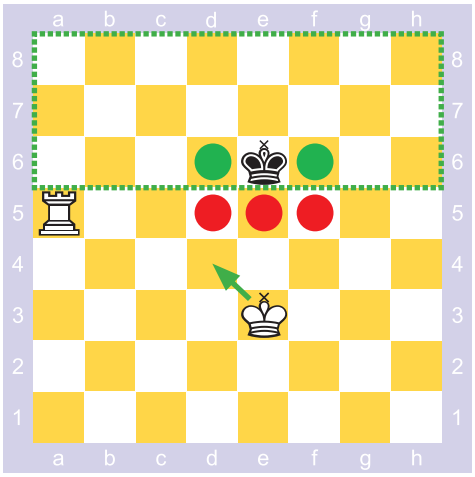
Jarraian, gazteluak xake-mate ematen du.

Tarteko egoera: Gazteluak kanpoaldeko zutabe batean egon behar du eta erregeek parez pare egon behar dute zurien txanda heltzen denean.

2



Errege beltza egoera horretan kokatzen denean, gaztelua aurreratzen da.

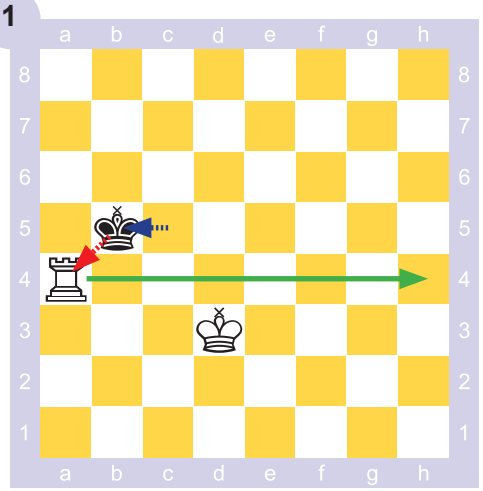


Gazteluak lerro bat aurreratzen duenean, xake ematen dio erregeari eta atzera egitera behartzen du.

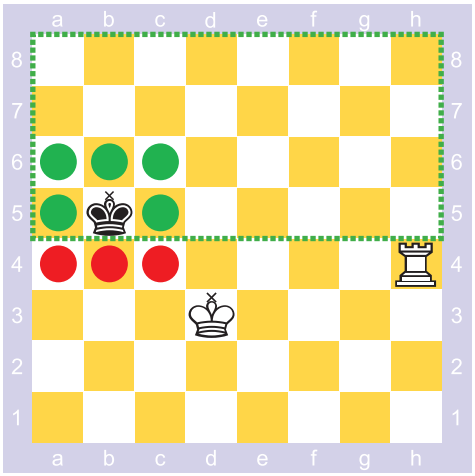
1. Erregeak gaztelua mehatxatzen badu

Prozedura: Mehatxatutako gaztelua kanpoaldeko zutabe batera mugitzen da.

1



Erregeak gaztelua mehatxatzen du. Gaztelu horrek kokatze jokaldia egiten du.

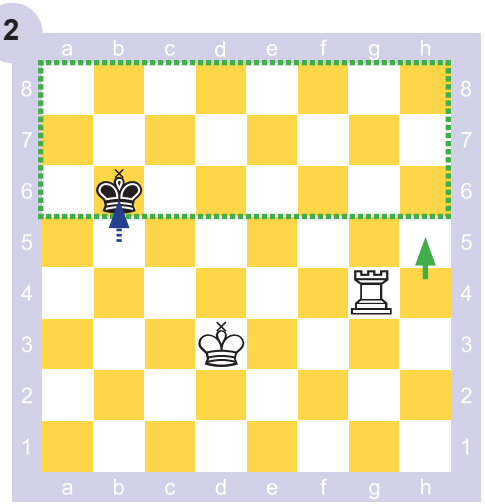


Gaztelua kanpoaldeko beste zutabera mugitzen da.

2. Erregea lerro bat atzeratzen bada

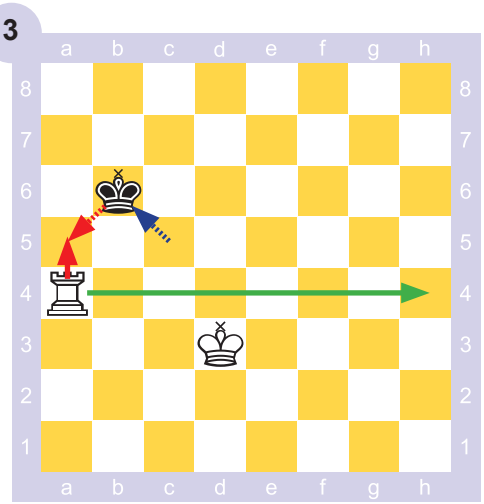
Prozedura: Gaztelua ere lerro bat aurreratzen saiatuko da.

2



Hemen gazteluak lerro bat aurreratu dezake eta, modu horretan, errege beltzaren lauki-esparrua murrizten du.

3

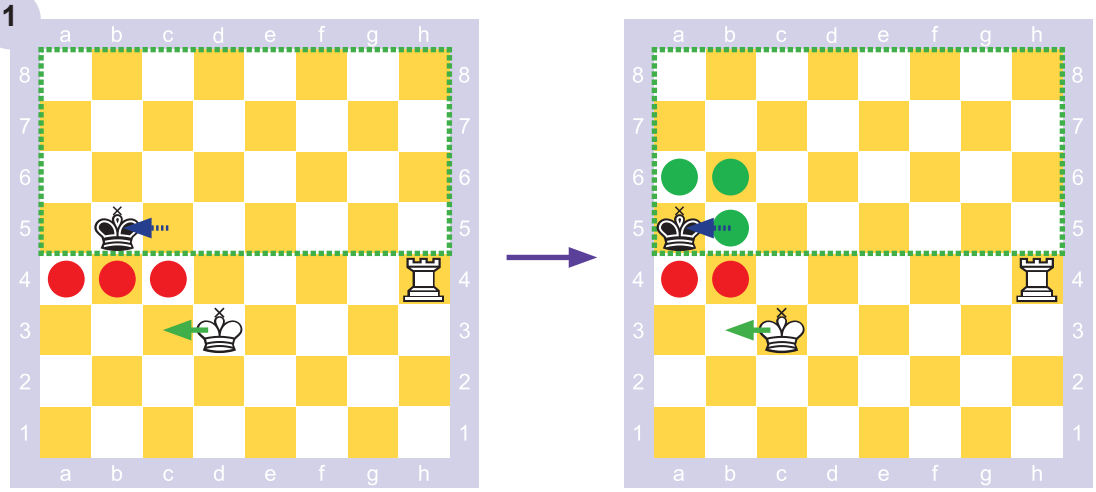


Gazteluak ezin badu aurrera egin harrapatua izateko arriskuan jartzen delako, kanpoaldeko beste zutabera mugitzen da.

3. Errege beltza zuriarengandik urruntzen bada

Prozedura: Errege zuria ahalik eta gehien gerturatuko da errege beltzarengana. Errege zuriarentzako egoera onena, beste erregearengandik zaldi-jauzi batera egotea da.

1



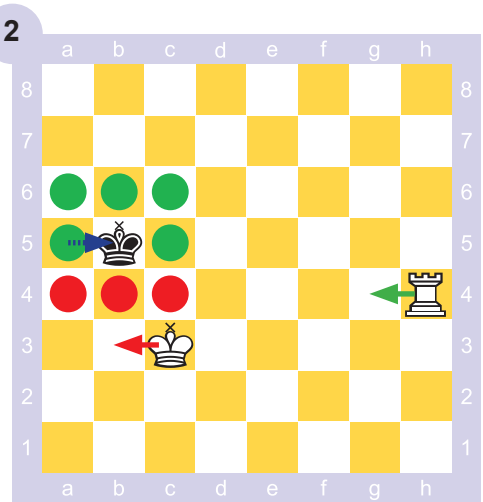
Errege beltza lauki bat urruntzen bada, errege zuria beste lauki bat gerturatzen zaio.

Ondoren, errege beltzak atzera egin edo parez pare jarri beharko du.

4. Errege beltza gerturatzen bada

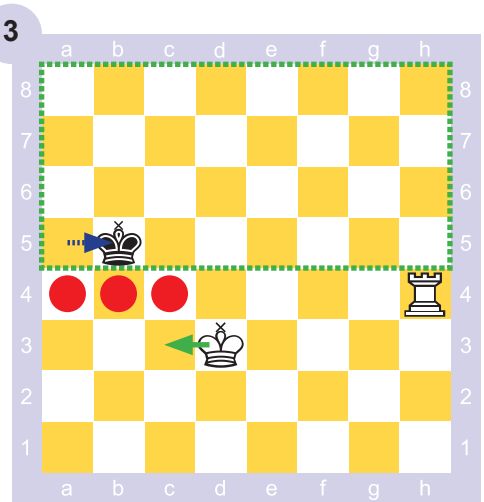
Prozedura: Errege zuria bere erregearengana gerturatzen denean, ez da parez pare gelditu behar. Beharrezkoa bada, kokatze mugimendu bat egingo da gazteluarekin.

2



Gazteluarekin egindako kokatze mugimenduaren ondoren, errege beltza urrundu edo parez pare gelditzen da.

3

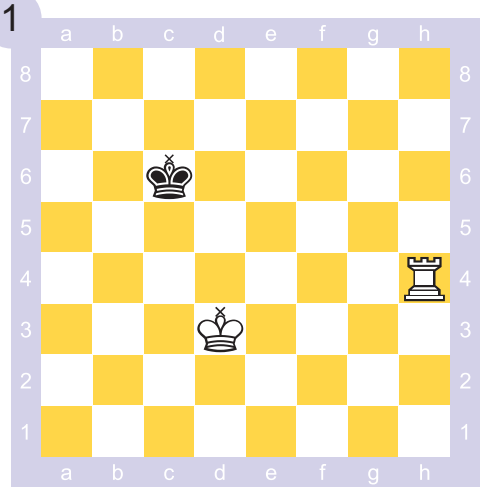


Beste egoera honetan, errege zuria gerturatu egin daiteke ez baita parez pare gelditzen.

3

Adierazi gezi batez zuriek hurrengo jokaldietan xake-mate emateko egingo duten jokaldi egokiena.
Marraztu biribil bat errege beltza joan ezin daitekeen laukietan.

1



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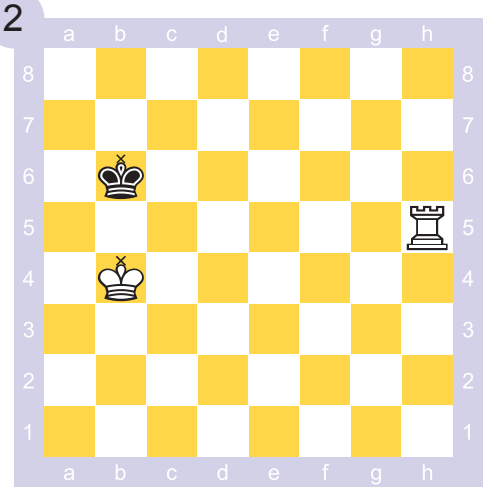

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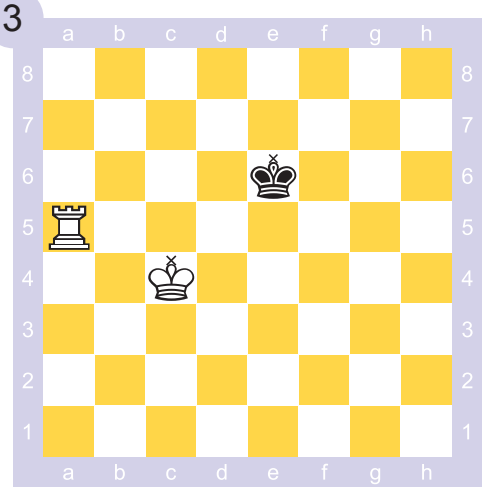

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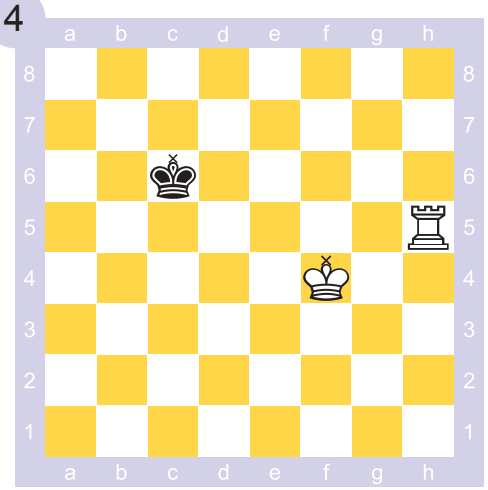

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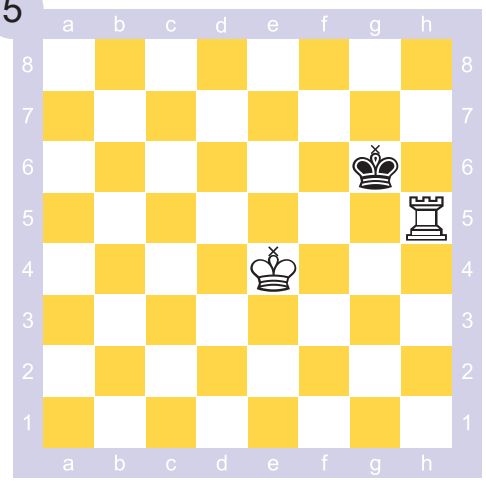

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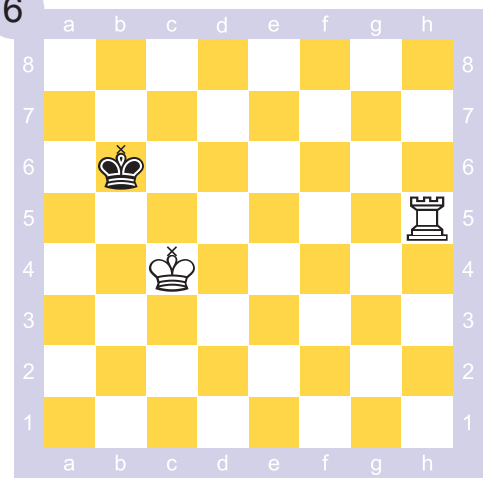
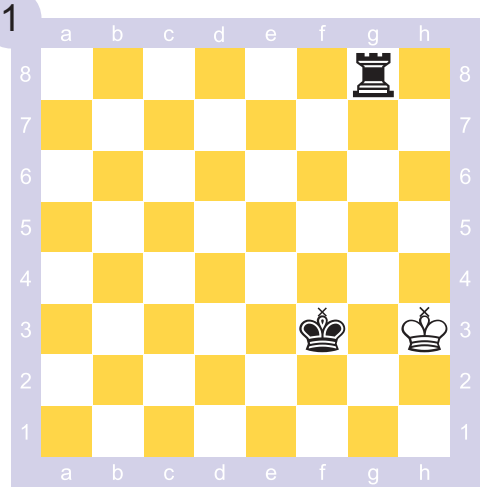


4

Adierazi gezi batez beltzek hurrengo jokaldietan xake-mate emateko egingo duten jokaldi egokiena.
Marraztu biribil bat errege zuria joan ezin daitekeen laukietan.

1



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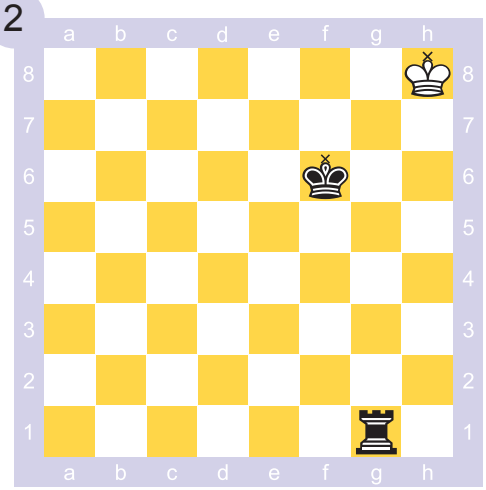

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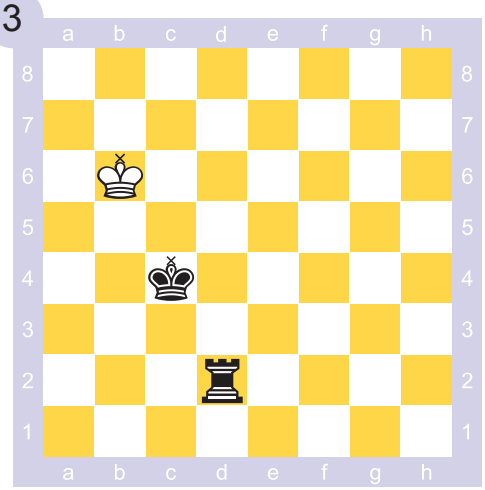

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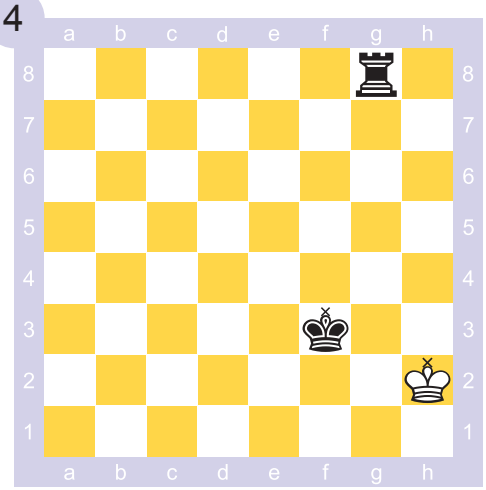

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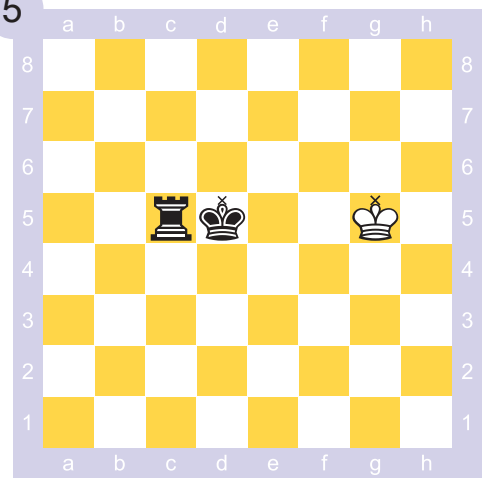

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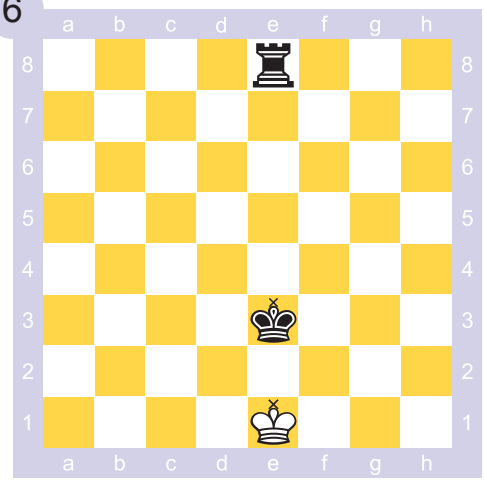


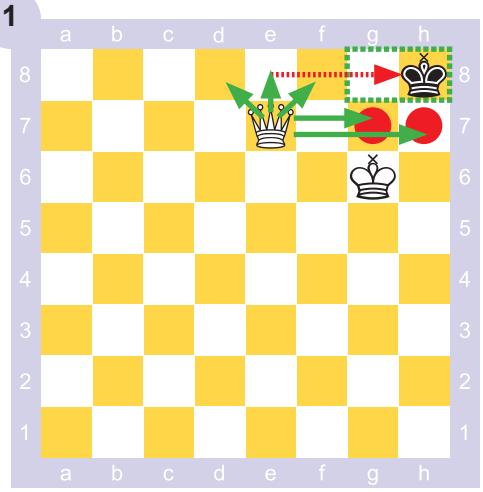
Mate damarekin

Erregea beti damaren ondoan joango da hura babestu ahal izateko. Etengabe, aurkariaren erregeak mugitu ahal izango duen lauki-esparrua murrizten saiatu behar da, xake-mate eman arte.

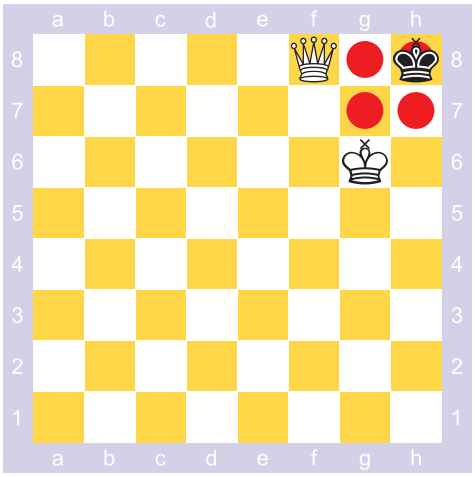
Erregea itotzea saihesteko, gutxienez bi lauki utzi behar zaizkio mugitu ahal dadin.

Xake-matearen azken egoera

1



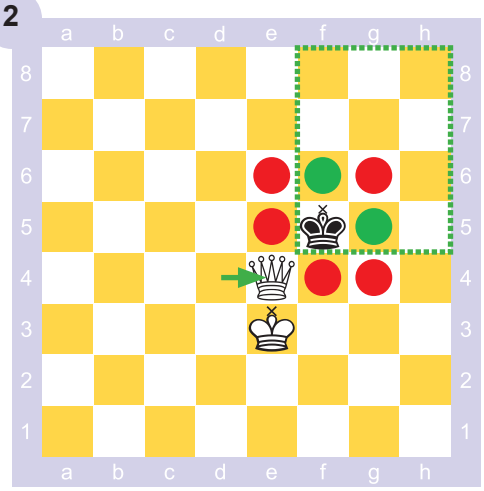
Damaren hurrengo jokaldietako edozeinek xake-mate ematen du.



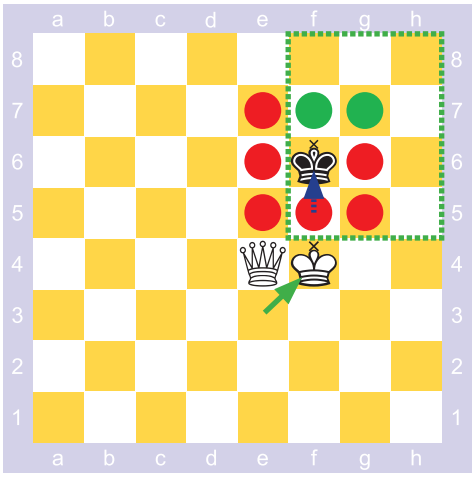
Damak xake ematen dio erregeari eta horrek ezin du inora joan.

Tarteko egoera: Bere erregearengandik babestutako dama lerroak eta zutabeak aurreratuz joango da, erregea joan daitekeen lauki-esparrua murrizteko asmoz.

2



Dama aurreratu egiten da eta xake ematen du, bere erregeak babestu egiten baitu.

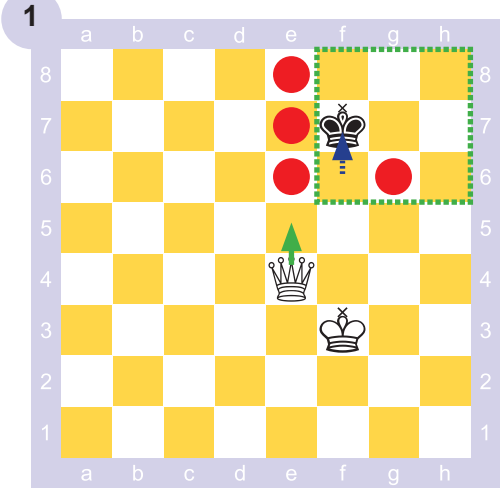


Dama ezin bada aurreratu, erregea izango da lauki bat aurreratuko dena.

1. Errege beltza urruntzen bada

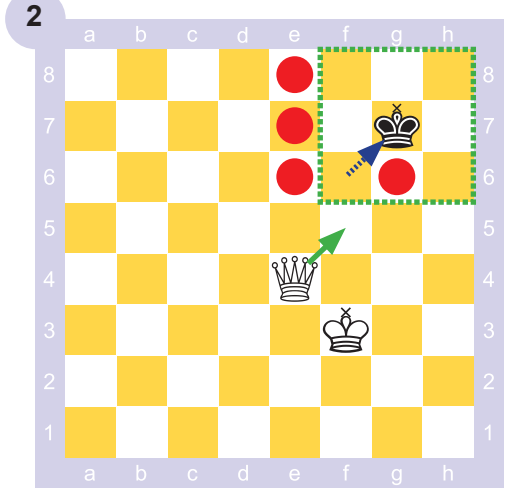
Prozedura: Dama aurreratuz joango da, baina bere erregeak babesten ez badu, arretaz ibili beharko da aurkariaren erregeak harrapa ez dezan.

1



Damak lerro bakarra aurrera dezake eta ezin du zutaberik aurreratu.

2

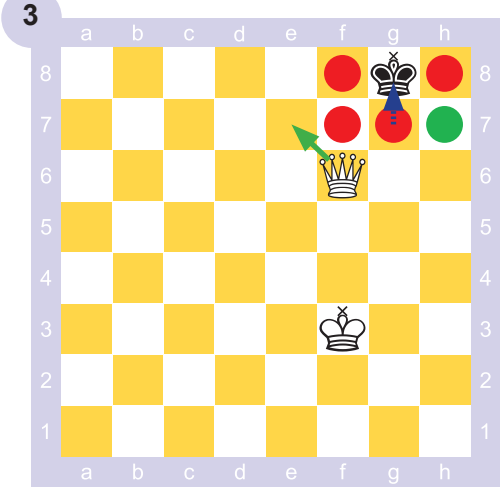


Damak lerro bat eta zutabe bat aurreratzen ditu erregeari ihes egiten utzi gabe.

2. Errege beltzak itotzea bilatzen badu

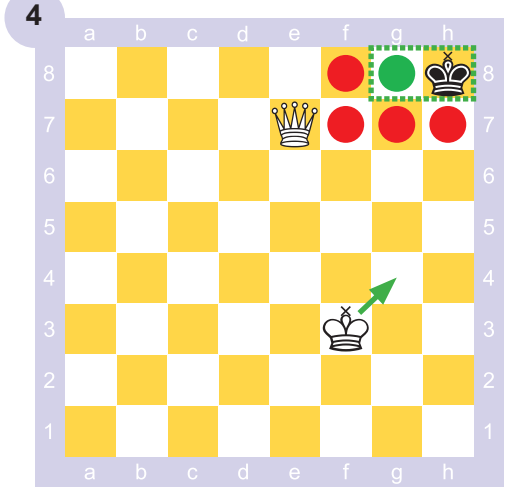
Prozedura: Damak aurreratzen jarraituko du, baina beti bi lauki utziko ditu mehatxatzeko. Horrela, errege zuria iristen den bitartean, errege beltza lauki batetik bestera mugi daiteke.

3



Erregea zortzigarren lerrora joaten denean, dama zazpigarrenera mugitzen da.

4

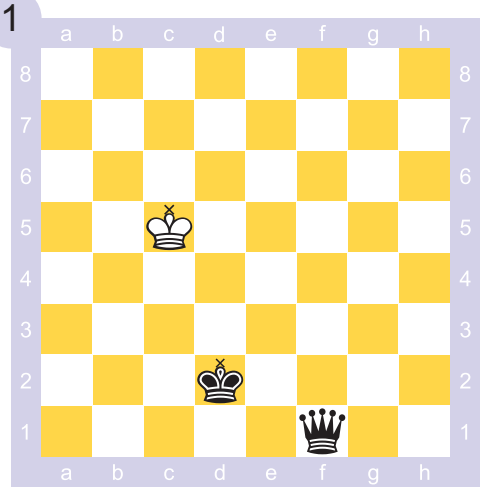


Damak errege zuria etorri arte itxaroten du xake-mate emateko.

5

Adierazi gezi batez beltzek hurrengo jokaldietan xake-mate emateko egingo duten jokaldi egokiena.
Marraztu biribil bat errege zuria joan ezin daitekeen laukietan.

1



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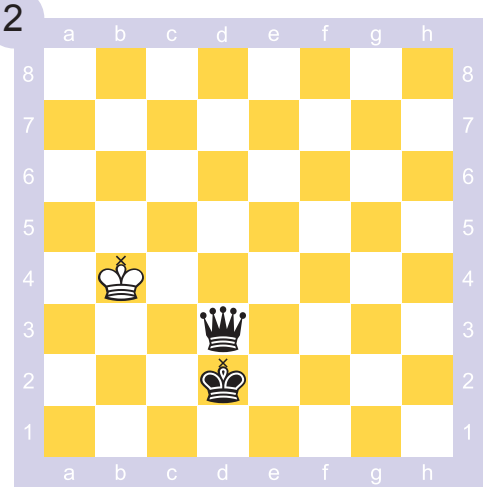

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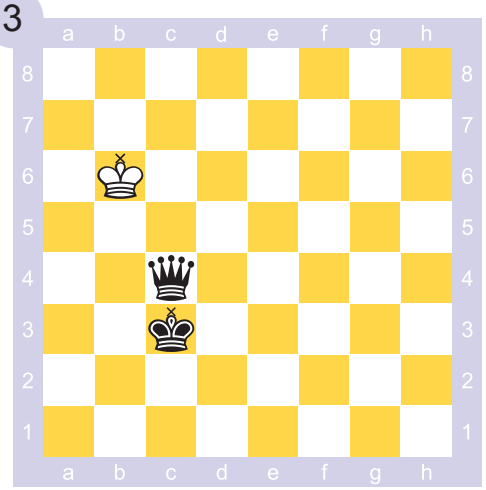

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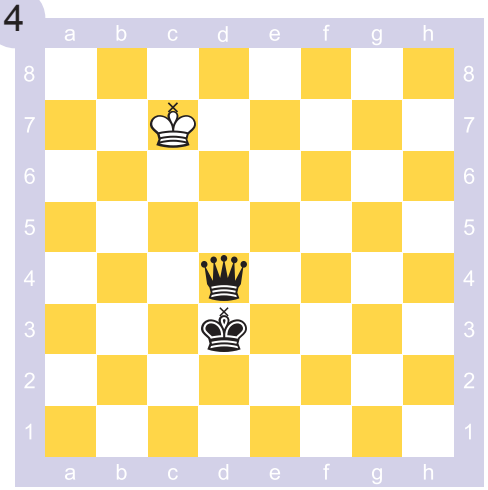

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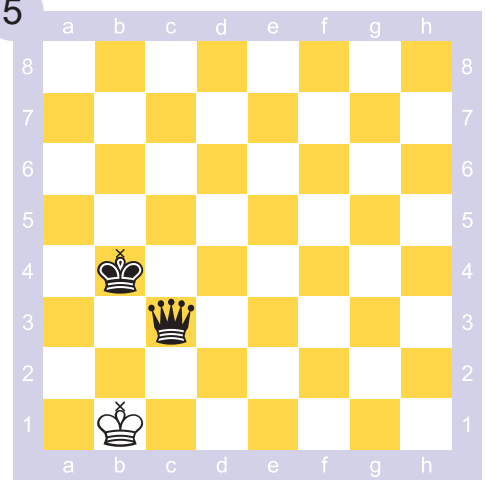

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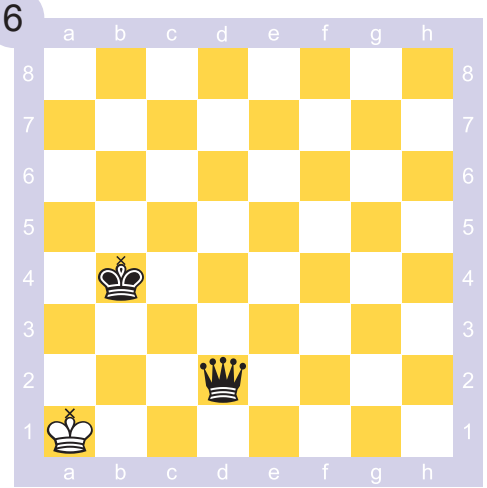
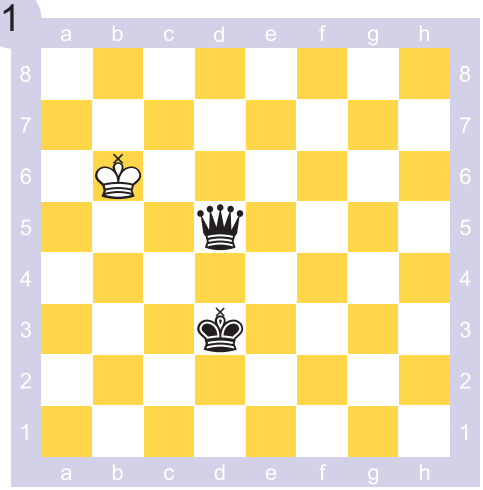


6

Adierazi gezi batez beltzek hurrengo jokaldietan xake-mate emateko egingo duten jokaldi egokiena.
Marraztu biribil bat errege zuria joan ezin daitekeen laukietan.

1



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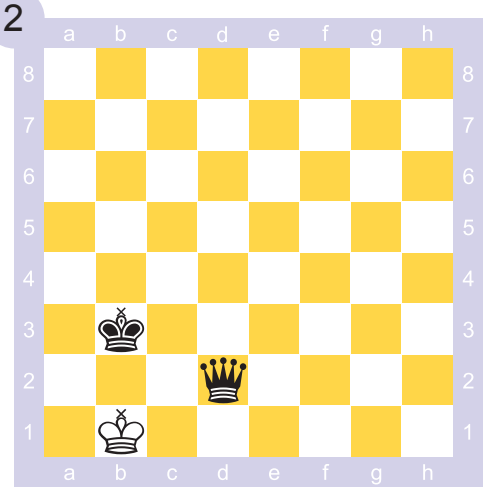

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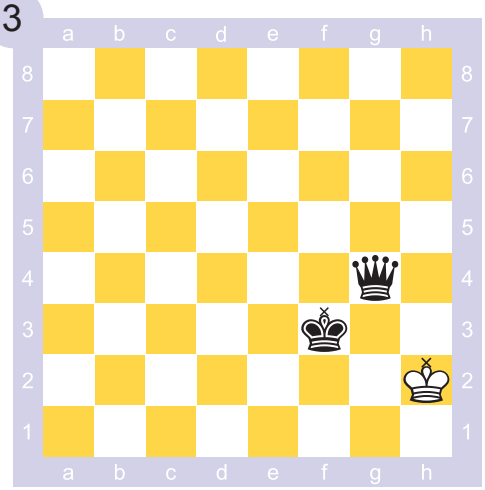

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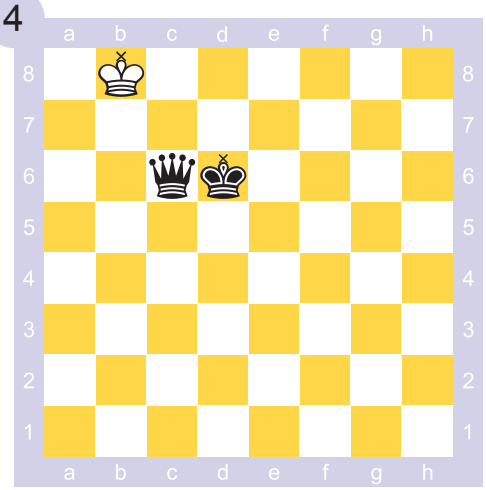

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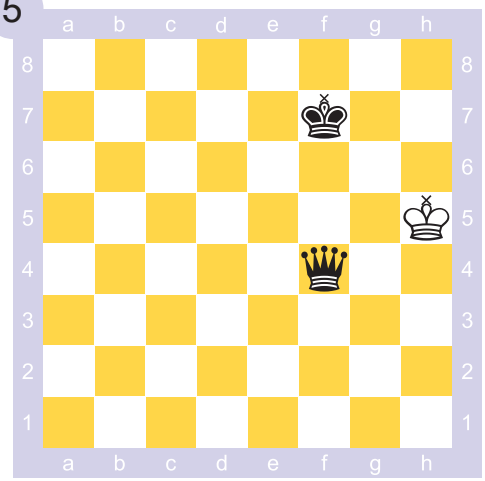

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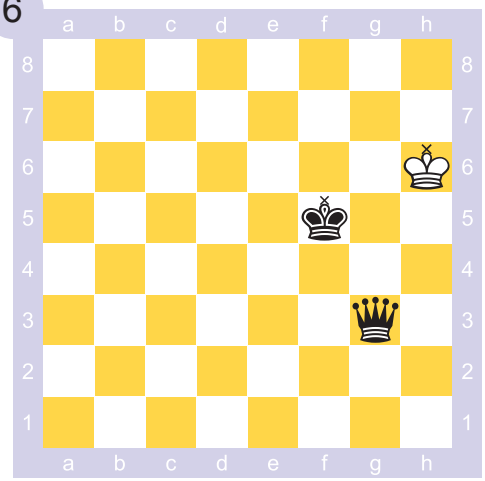

Guztiontzako Xakea

Bilduma honetan maila ezberdinetako sei liburu barneratzen dira: hastapen mailako bi, tarteko mailako bi eta maila aurreraturako bi.

Bildumako liburu bakoitzean, jokoa hasteko, jokoaren tarteko eta bukaerako edukiak lantzen dira.

Lehen eta bigarren hezkuntzan (eskolaz kanpoko ariketetan, DBHko hautazko ikasgai modura) xake-elkartean eta auzoko etxe nahiz aisialdi gunetan erabil daitezke.

Bilduma hau 7 urtetik aurrerako edozein pertsonentzat da egokia.

Hastapena 1

Partida oso bat jokatzeko behar diren oinarrizko edukiak garatzen ditu.

Erantzunen zailtasuna jokaldi bakarreko izan ohi da eta ikasleak gezi bidez adierazten du, oraindik ez baita jokaldien idazketei buruzko azalpenik ematen.

1 hastapena

EUSKO JAURLARITZA
GOBIERNO VASCO

BALÀGIUM
editors

9 788415 184140