

# MATHEMA

## ŠAHOVSKI LABIRINT



VAJE PRI TEKMOVANJU ZA PRIZNANJE  
LOGIČNE POŠASTI

5. IN 6. RAZRED

AVTOR: ERICH FRIEDMAN  
(Z DOVOLJENJEM AVTORJA ZA UPORABO NALOGE NA TEKMOVANJU LOGIČNA POŠAST)


NAVODILA:


S premiki šahovskih figur spremeni postavitev figur v danem številu potez.


ZGLED:





OZNAKE:

 R (trdnjava)

 K (kralj)

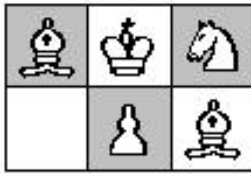
 P (kmet)

 B (tekač)

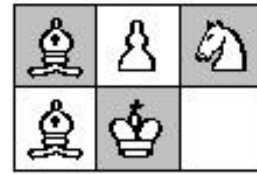
 N (konj)

REŠITVE SO NA STRANI 9.

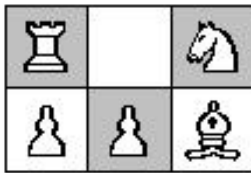
NALOGE



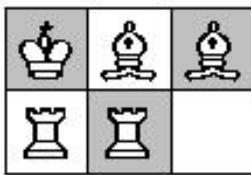
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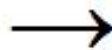
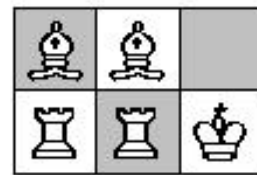
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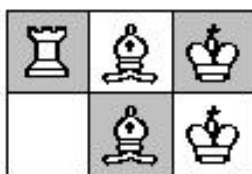
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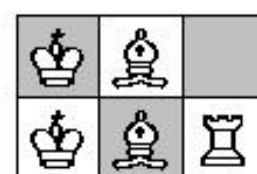
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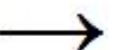
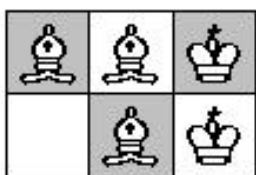
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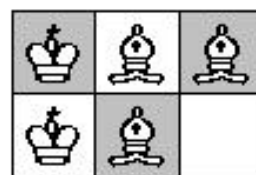
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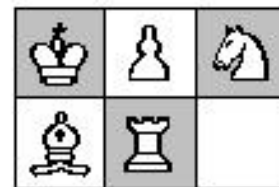
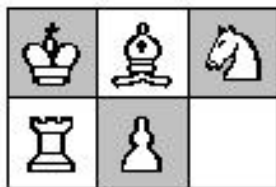


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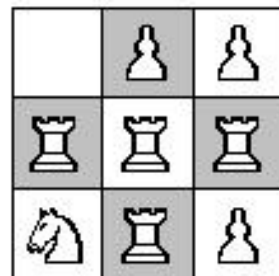
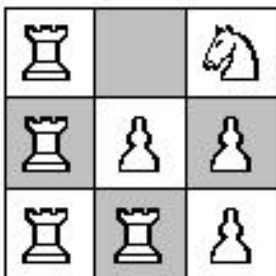




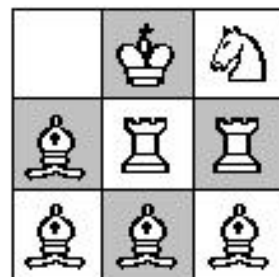
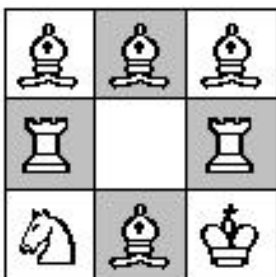
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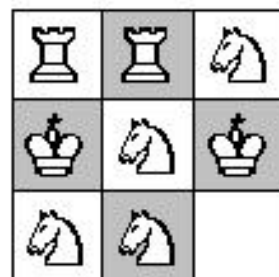
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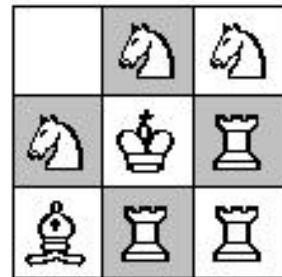
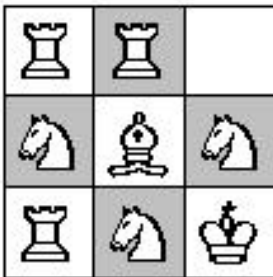




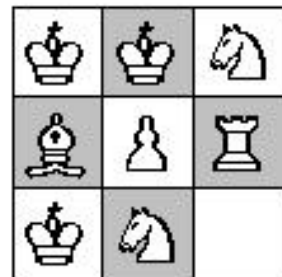
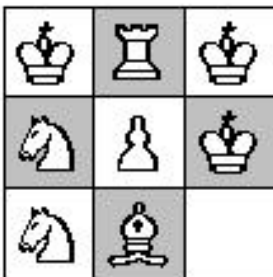
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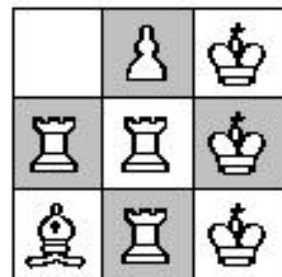
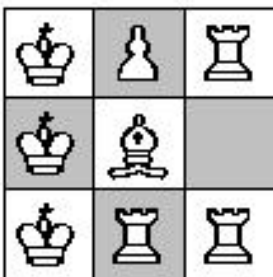
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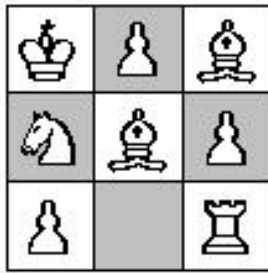


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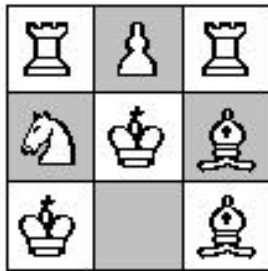
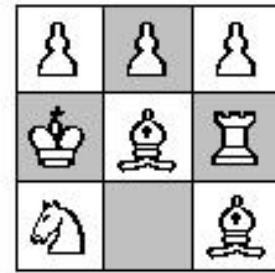


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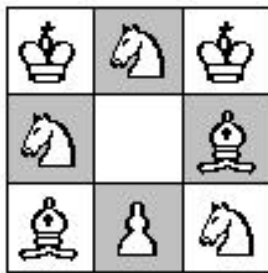
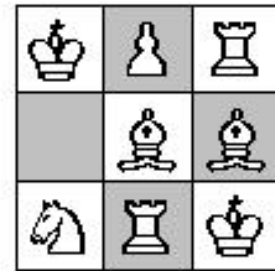




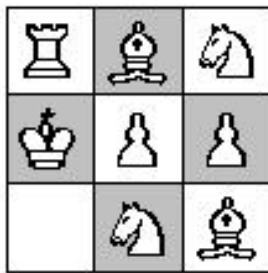
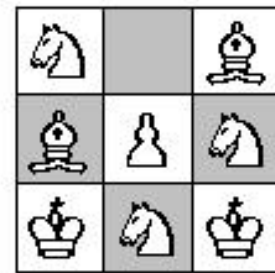
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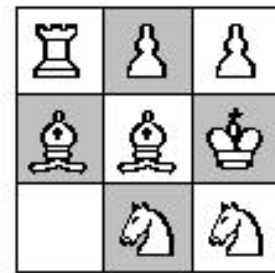
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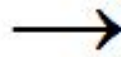
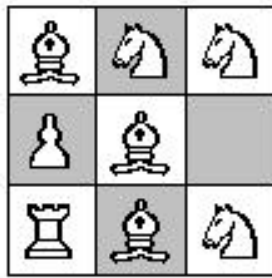


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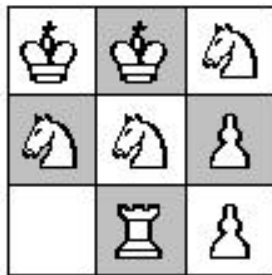
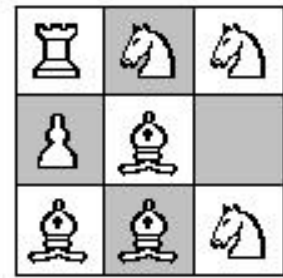


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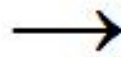
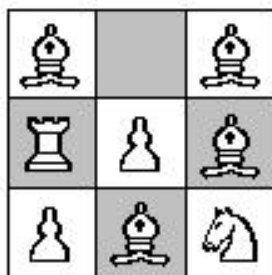
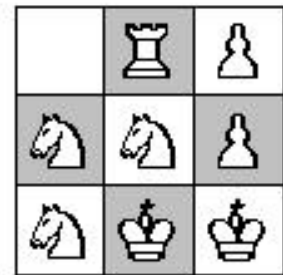




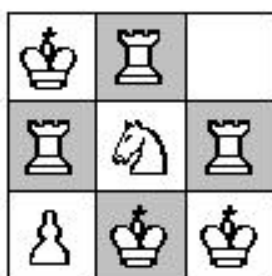
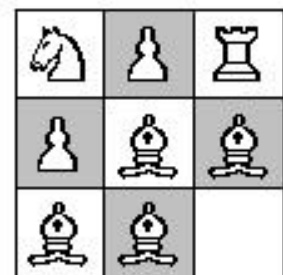
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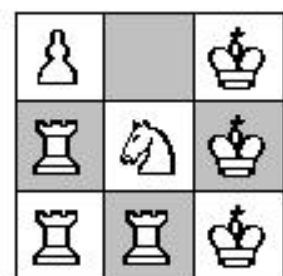
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