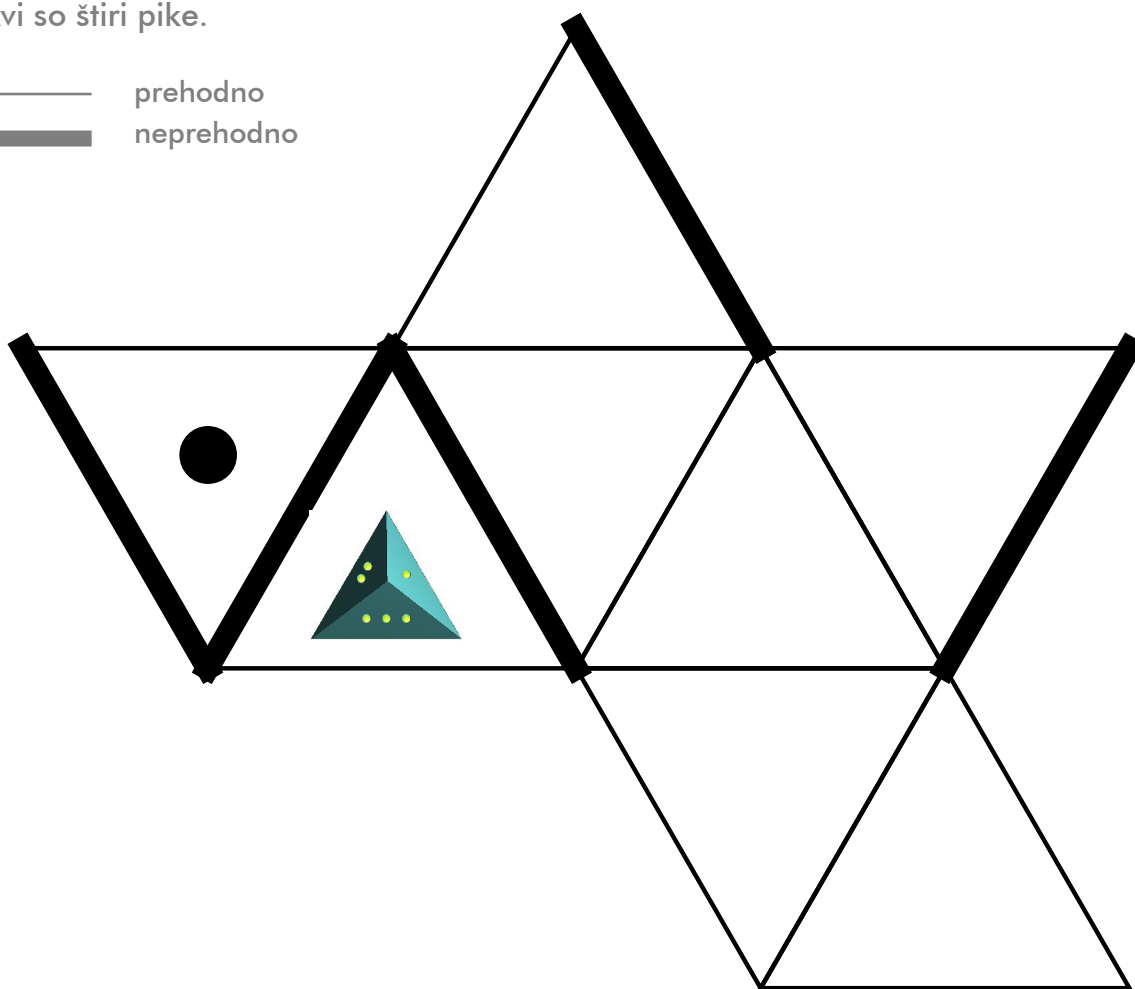


NAVODILA IN PRIMER NALOGE

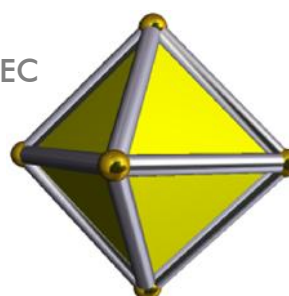
Poišči pot po labirintu na mreži poliedra (osmerca) od četverca do pike na polju labirinta. Četverec se preko svojega roba prevrne na sosednje polje labirinta. Velikosti mejne ploskve četverca in polja labirintad sta enaki (na sliki je mejna ploskev četverca narisana manjše). V vsako polje labirinta s številko vpiši število pik na spodnji mejni ploskvi četverca na poti po labirintu. Razporeditev pik na četvercu prikazuje slika. Na spodnji ploskvi so štiri pike.

— prehodno
 — neprehodno

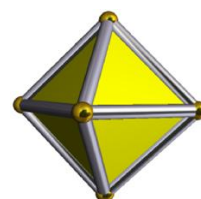
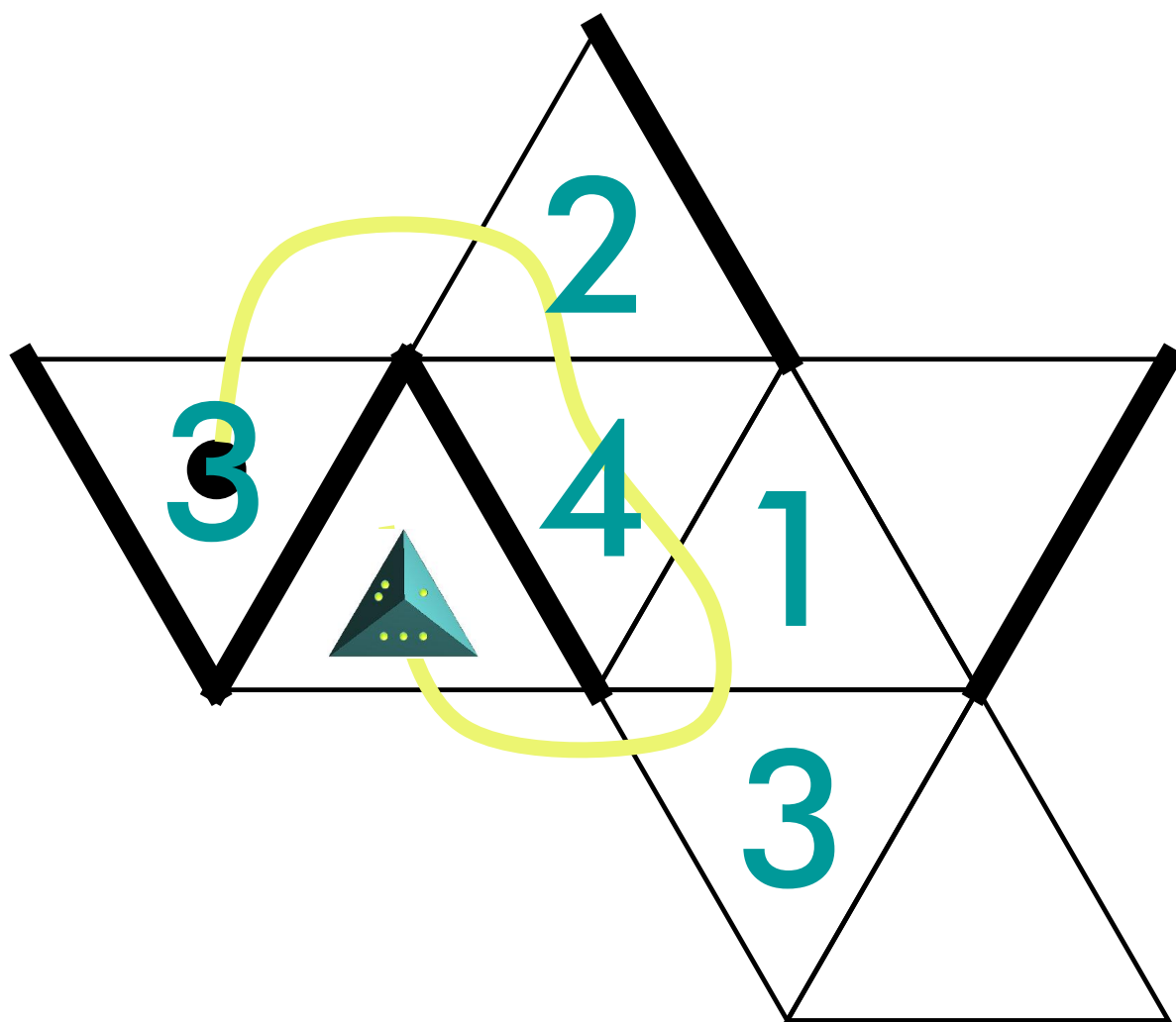


ČETVEREC

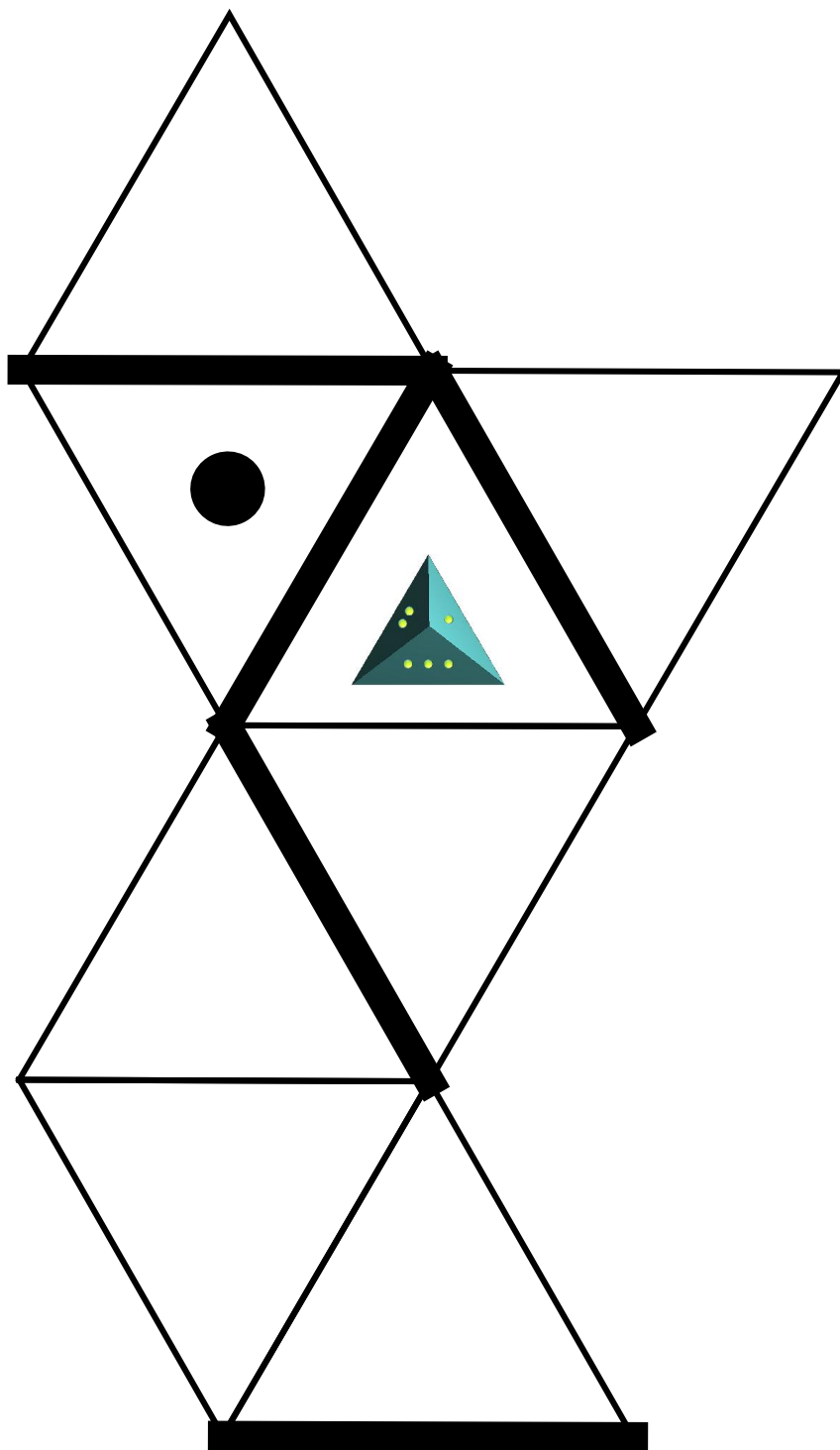
OSMEREC



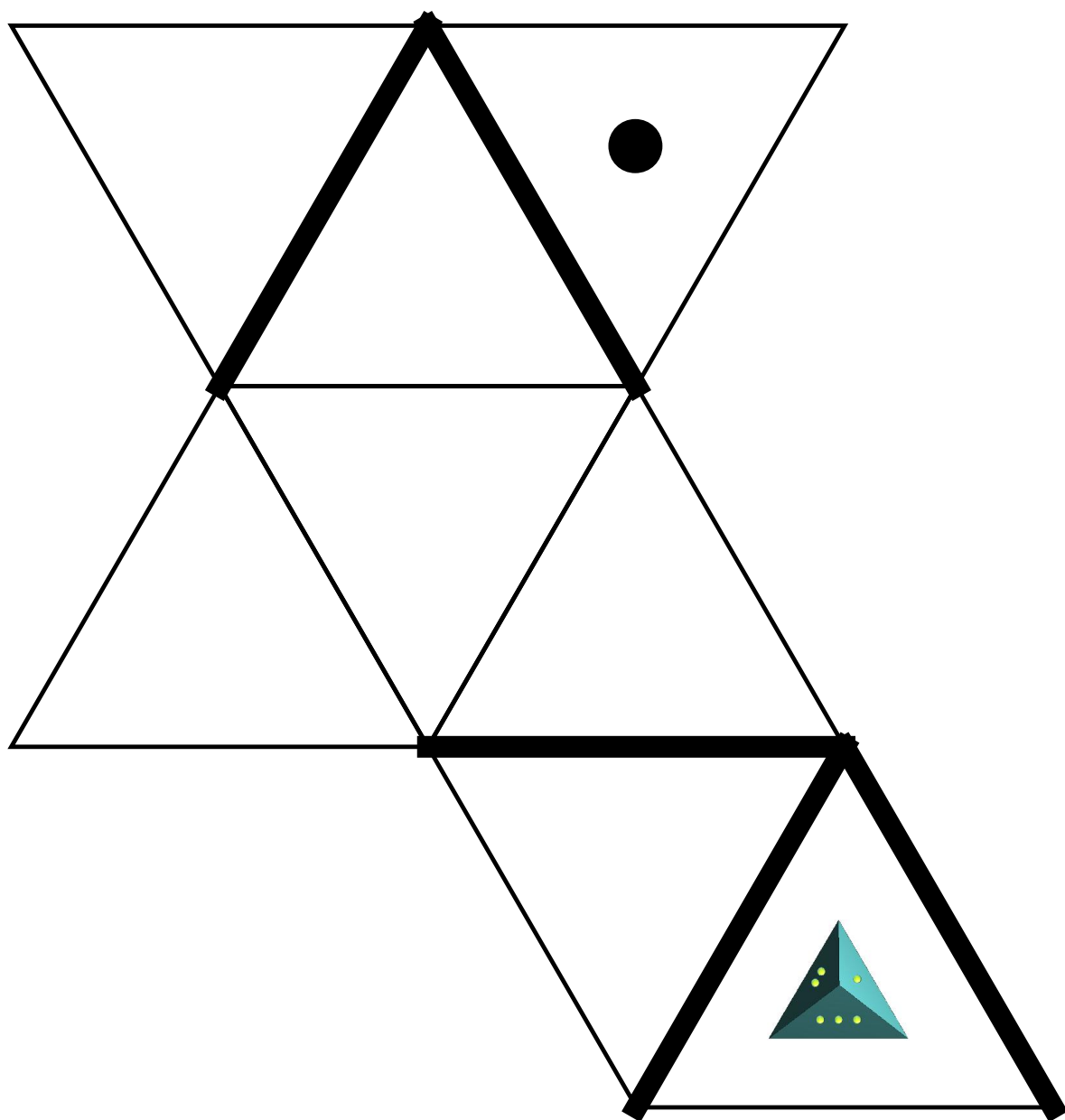
REŠITEV PRIMERA NALOGE



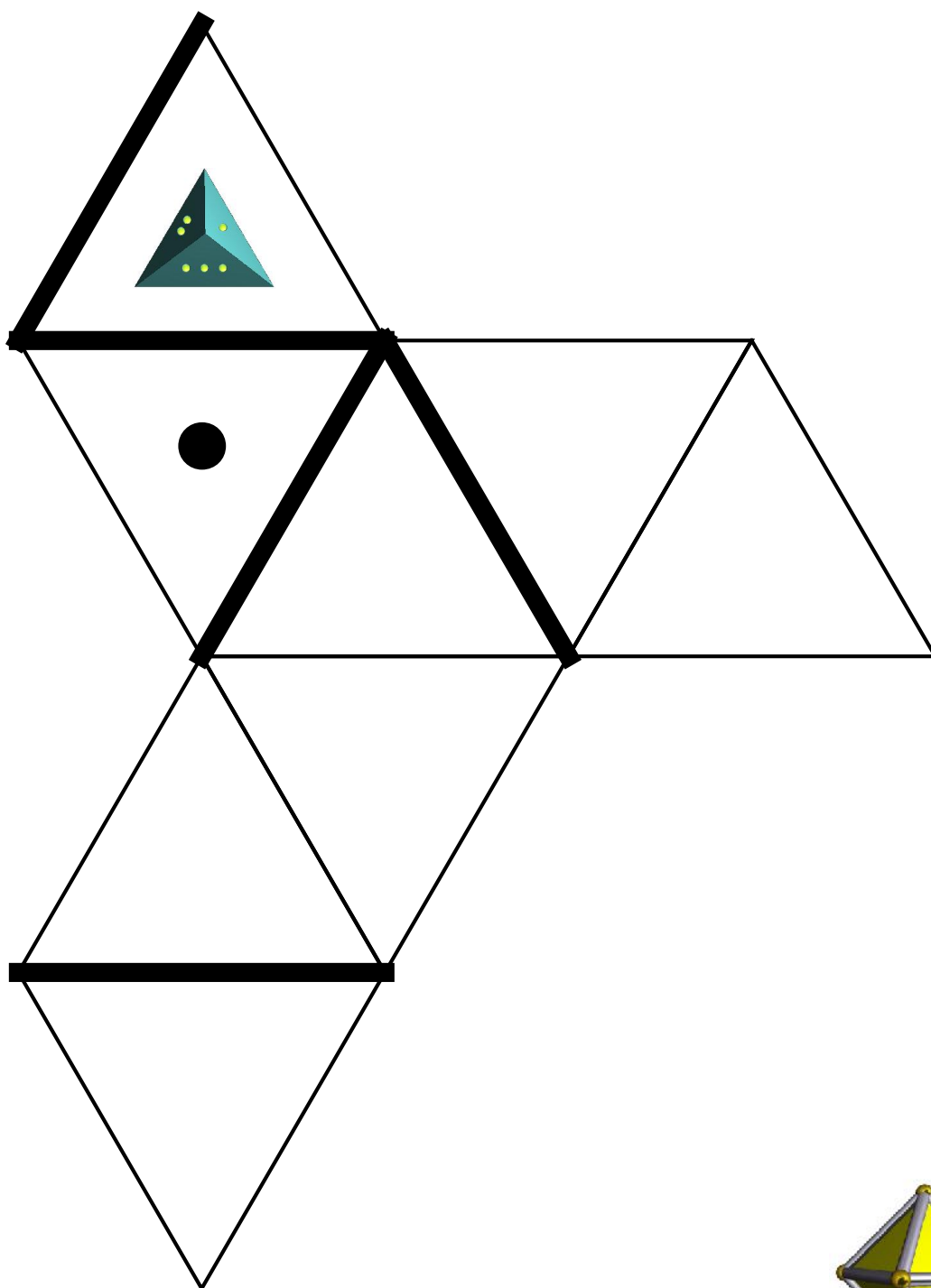
1. NALOGA



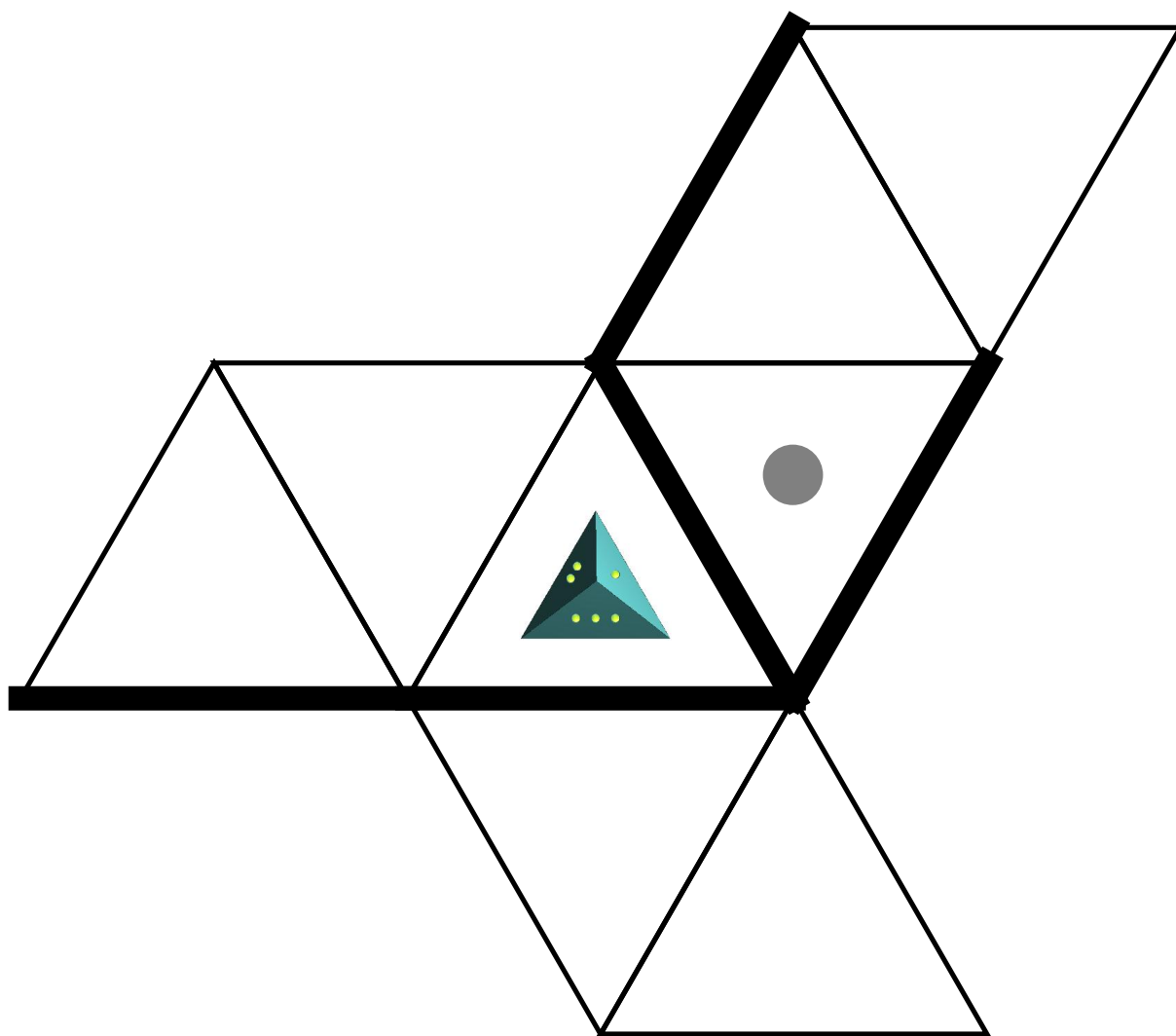
2. NALOGA



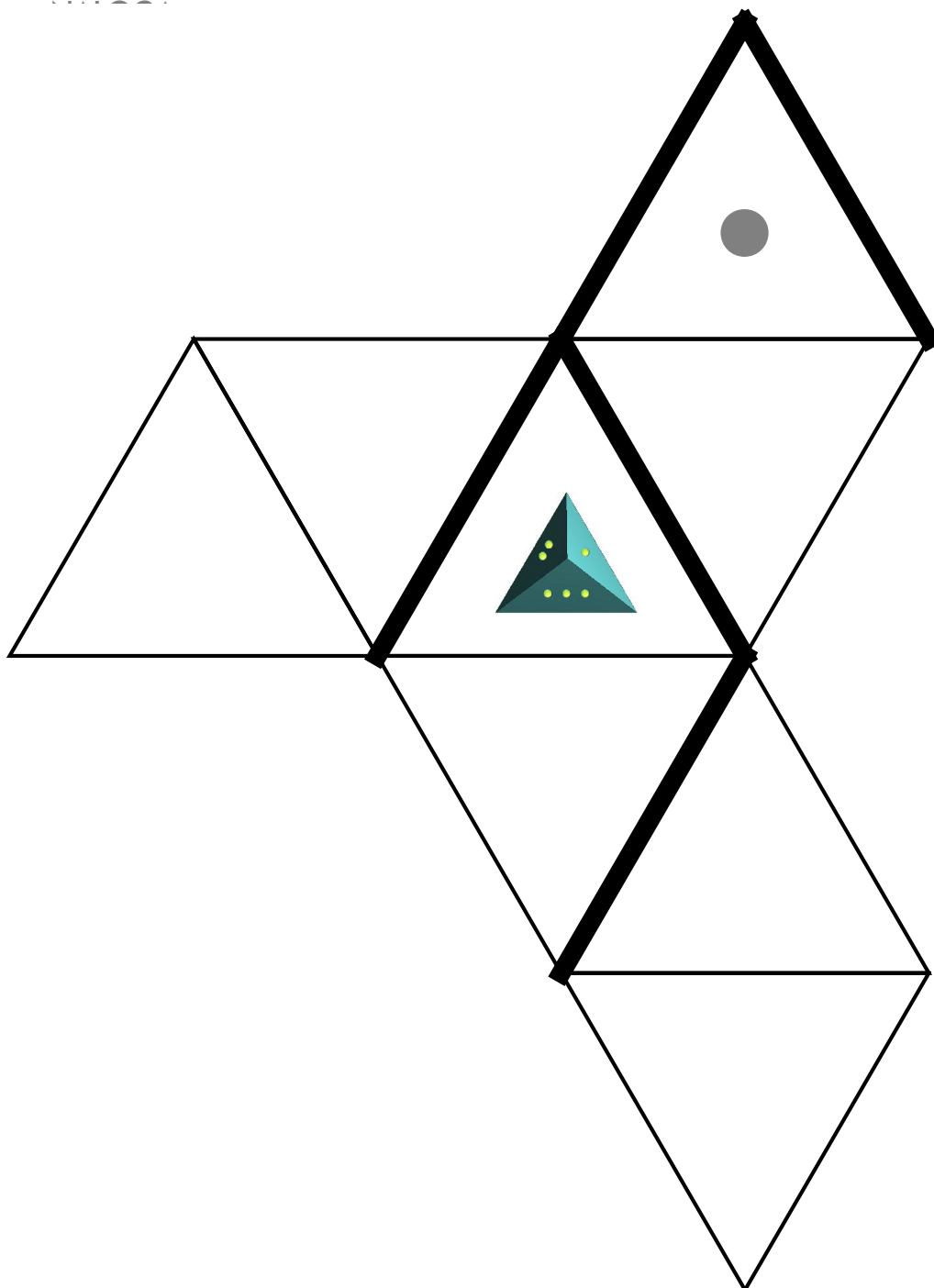
3. NALOGA



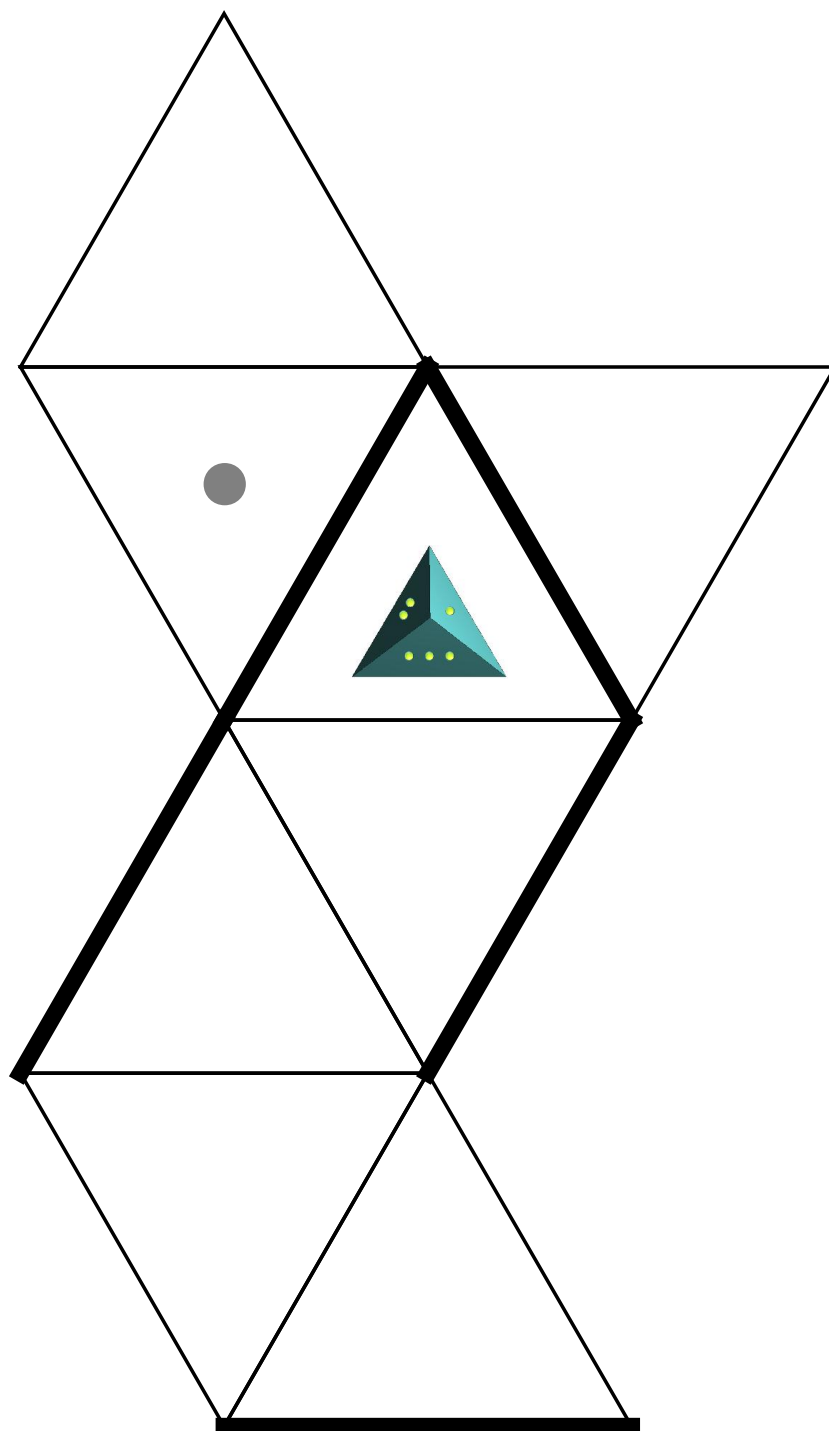
4. NALOGA



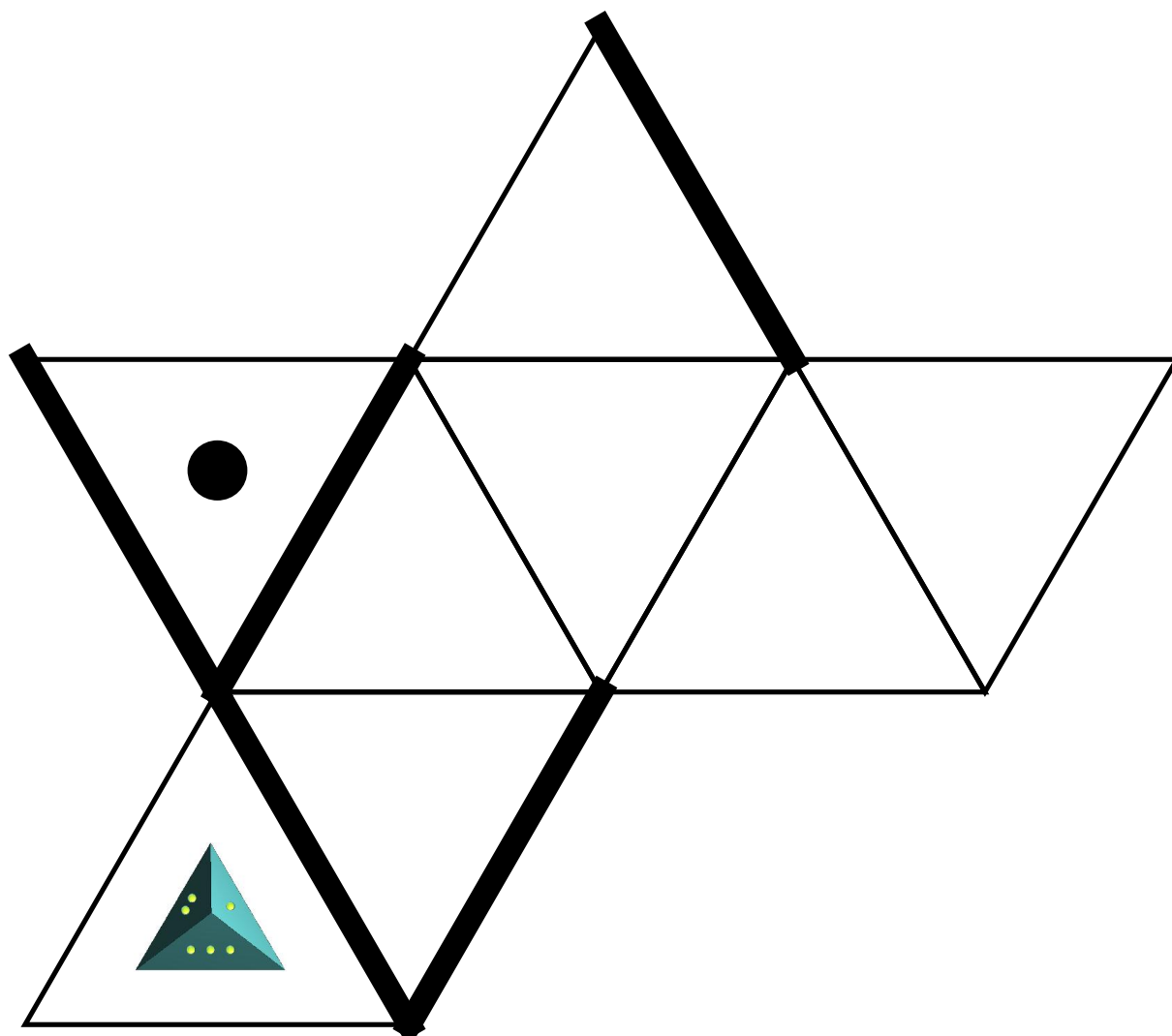
5. NALOGA



6. NALOGA



7. NALOGA



8. NALOGA

