

# 89

MATEMČEK

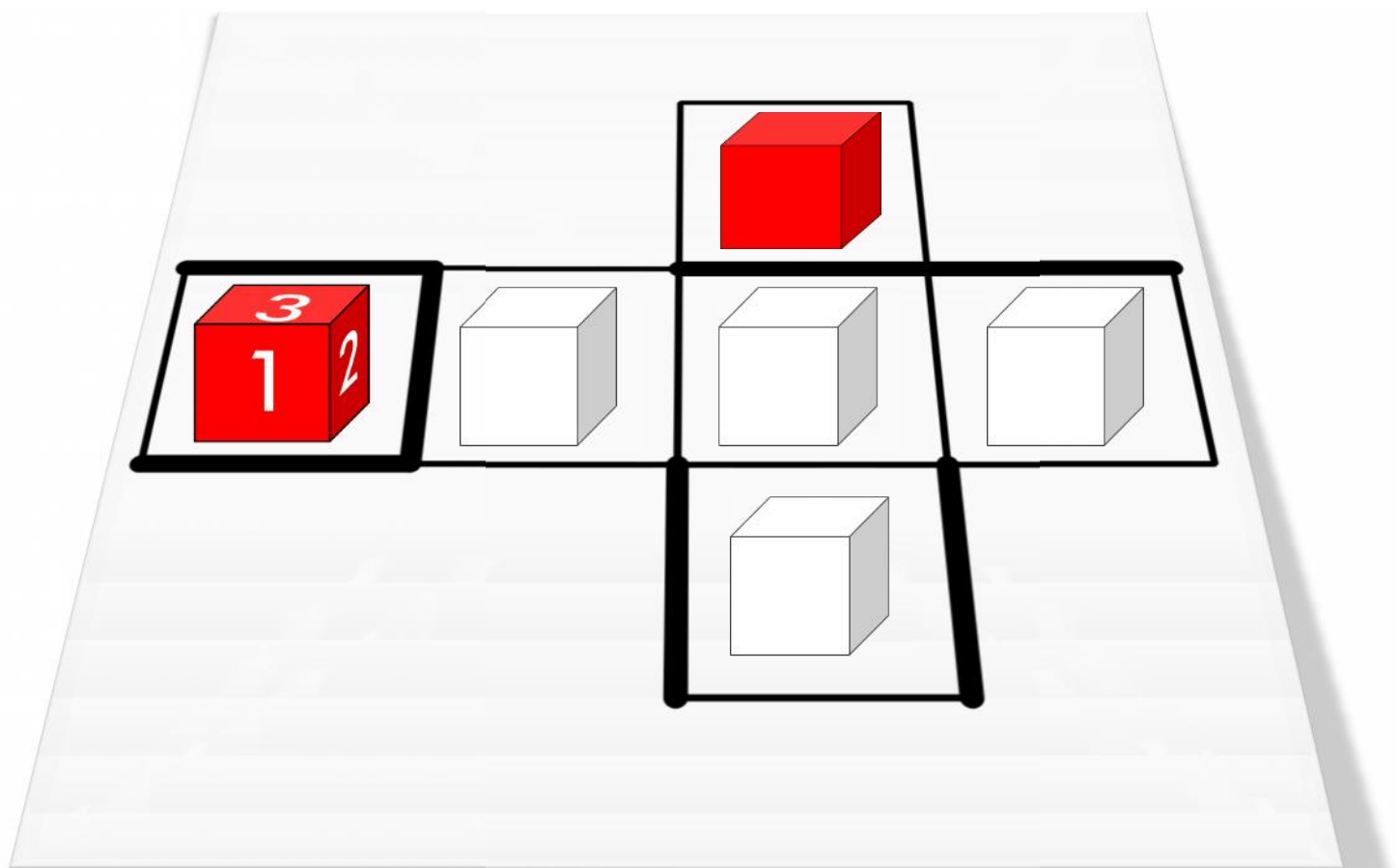
## IGRALNA KOCKA NA LABIRINTU

### NAVODILA IN PRIMER NALOGE

Poišči pot po labirintu na mreži kocke. Pot labirinta poteka med poljema z rdečo igralno kocko. Igralna kocka se na poti po labirintu preko svojega roba prevrne na sosednje polje labirinta. Velikosti mejne ploskve igralne kocke in polja labirinta sta enaki (na sliki je mejna ploskev igralne kocke narisana manjša). Igralnim kockam, ki niso na poti labirinta, ne vpisuj števil.

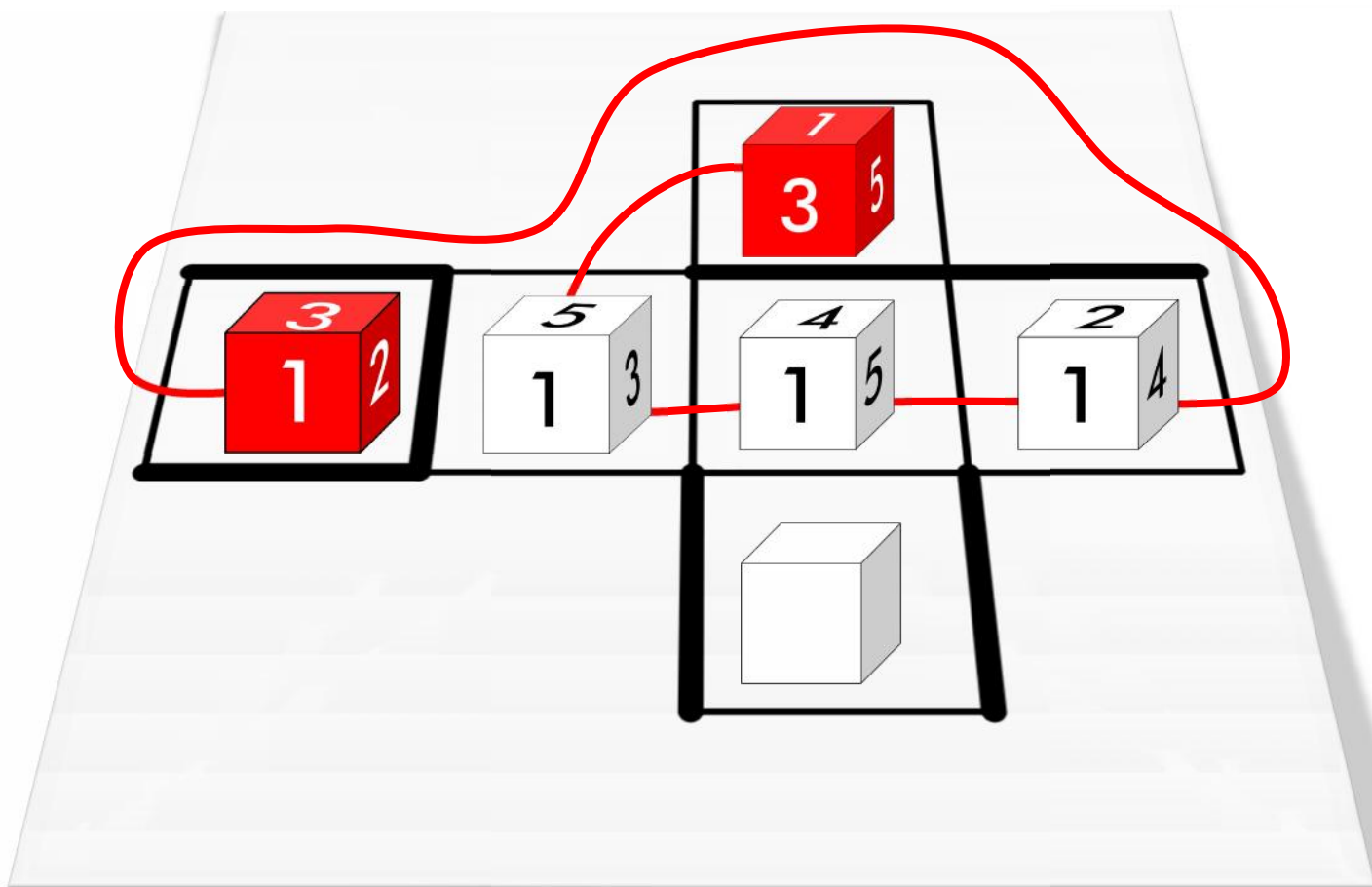
Vsota števil na nasprotnih mejnih ploskvah igralne kocke je 7.

Smer zapisa številke na mejni ploskvi igralne kocke ni pomembna.

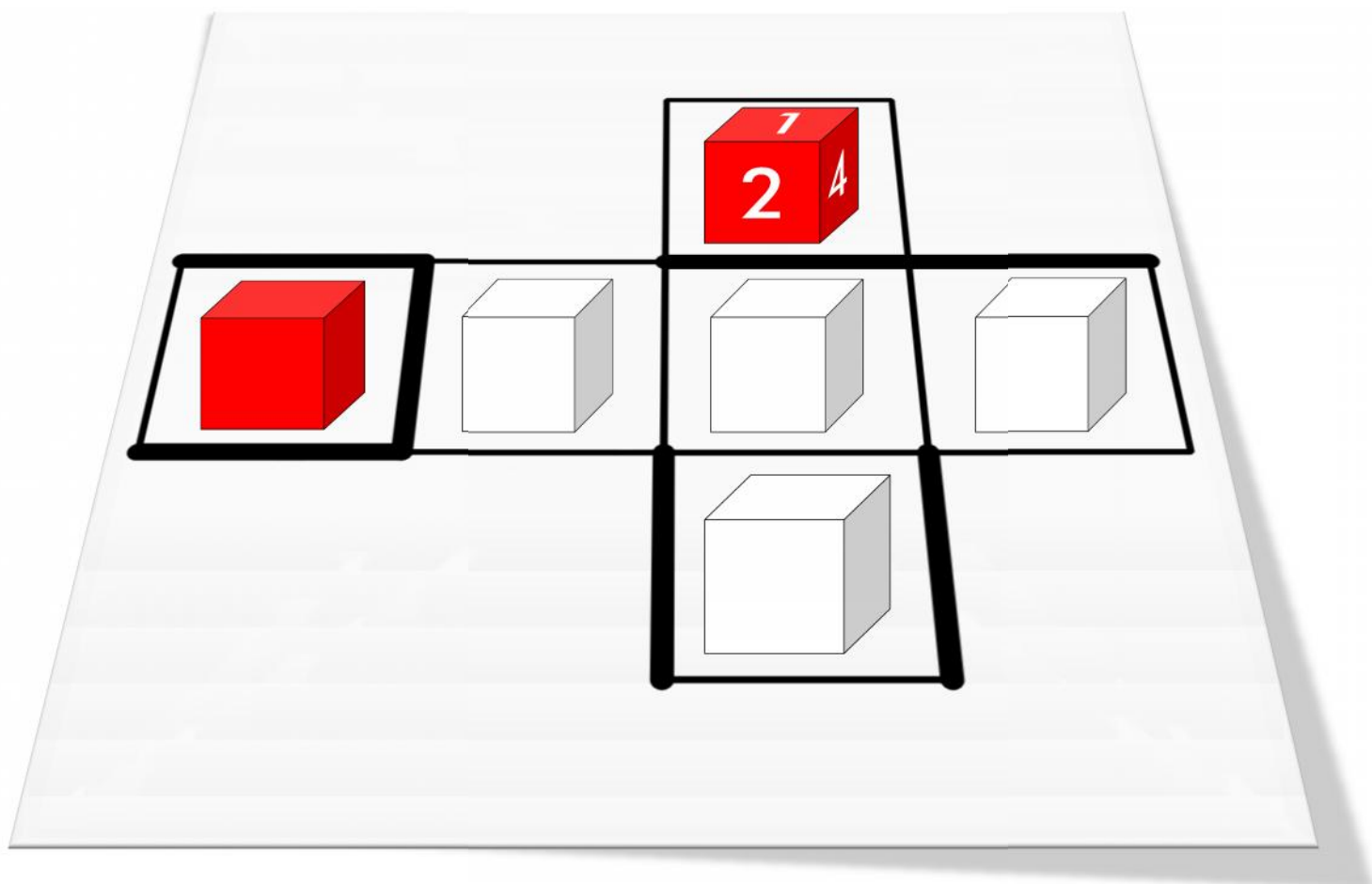


— prehodno  
— neprehodno

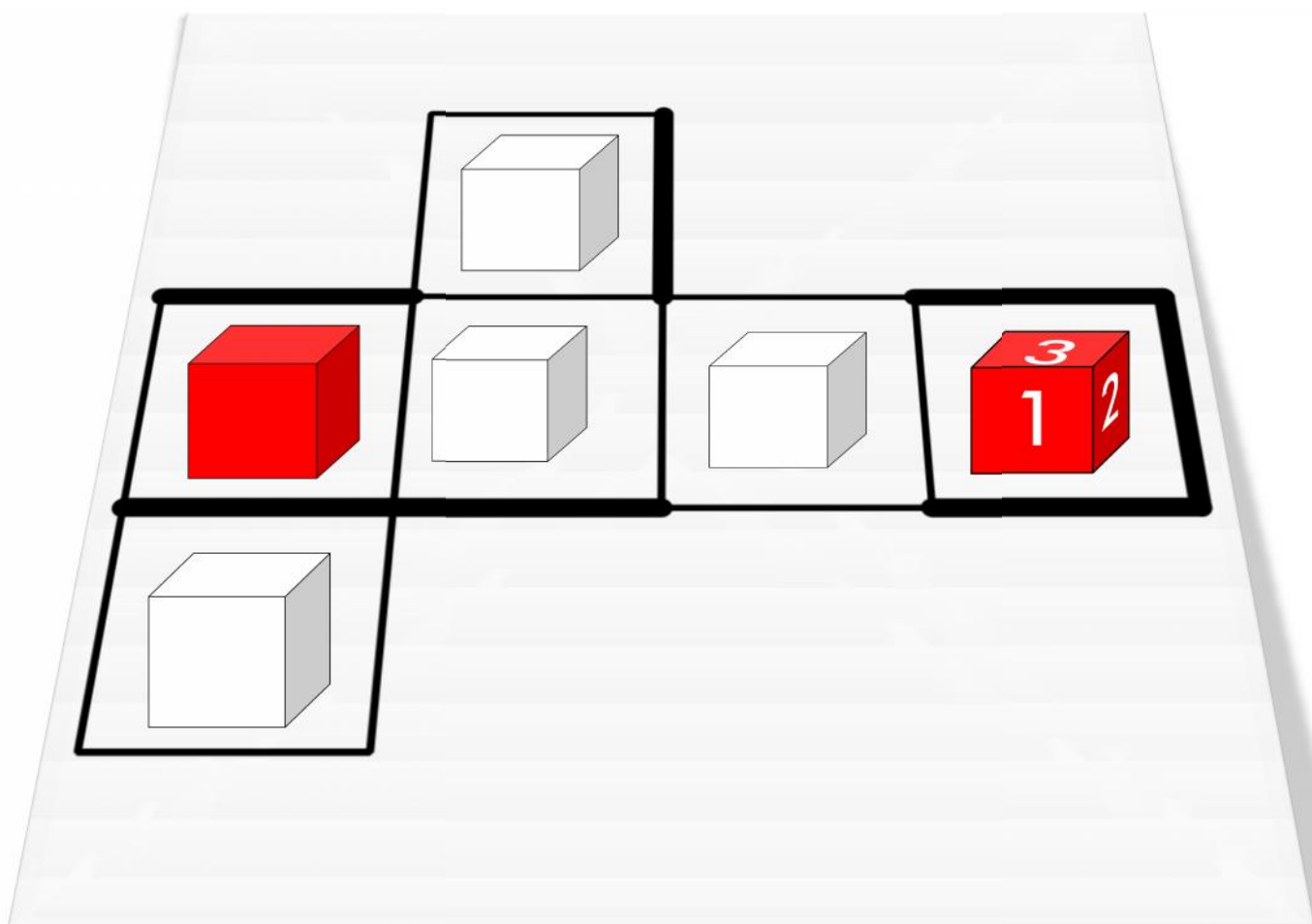
REŠITEV PRIMERA NALOGE



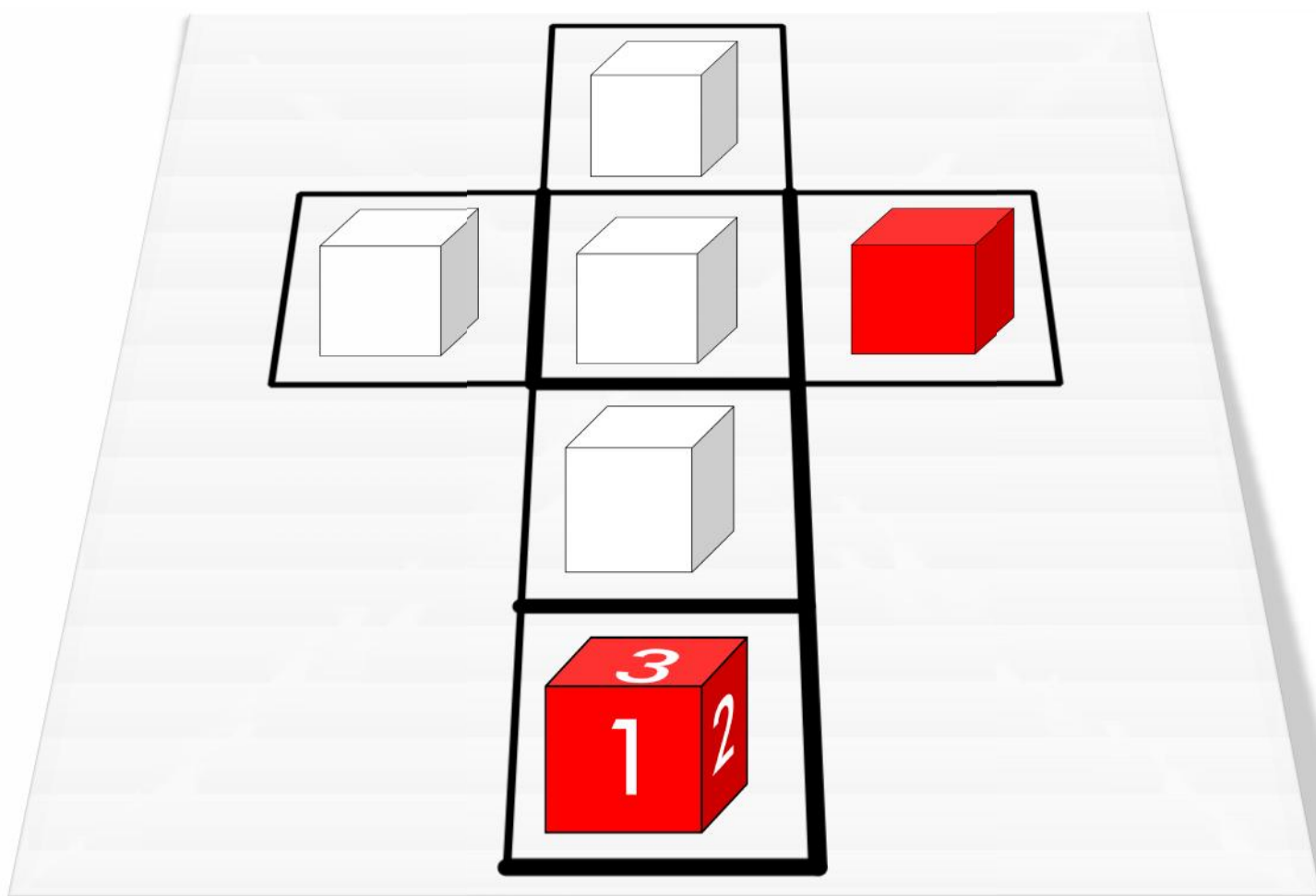
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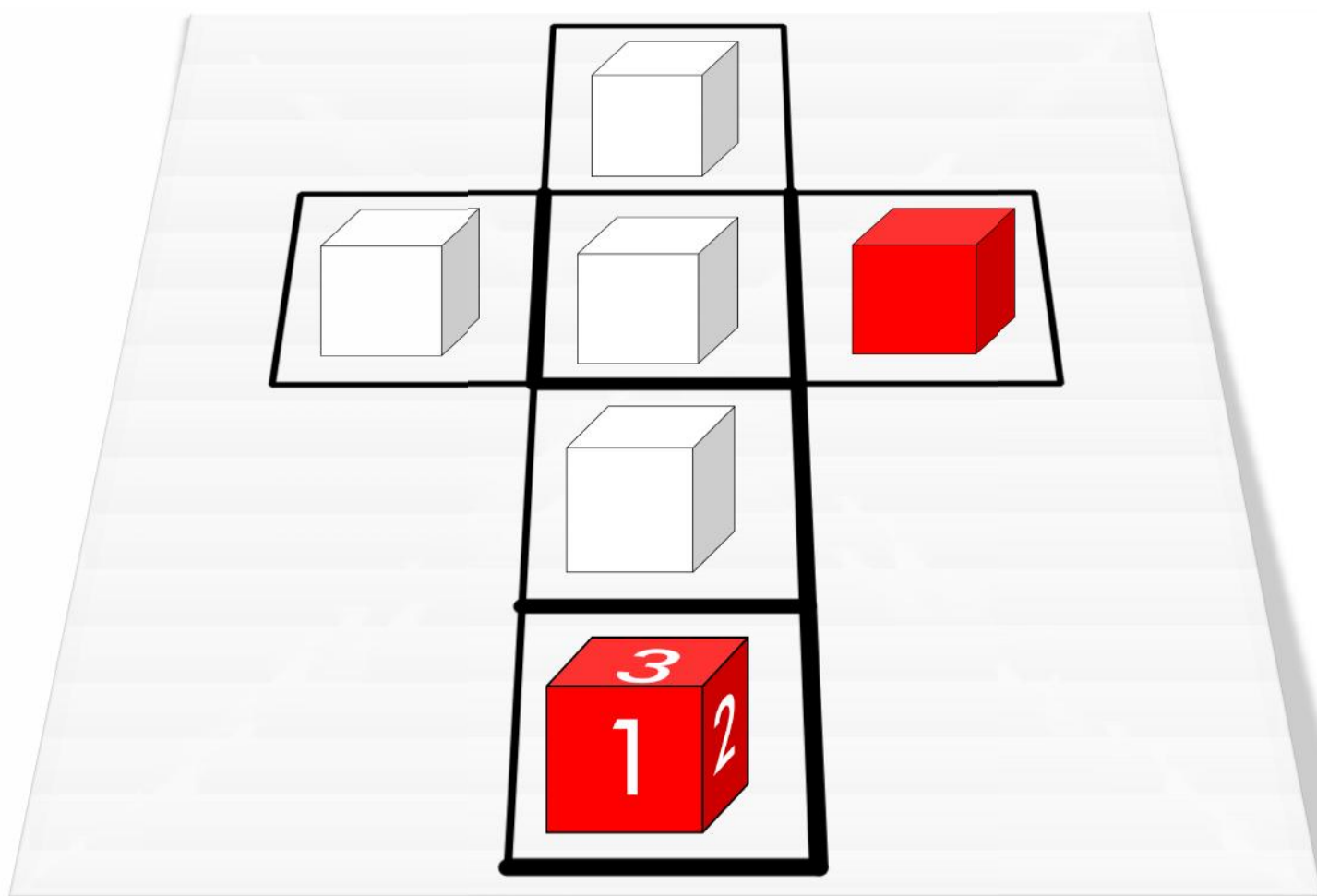
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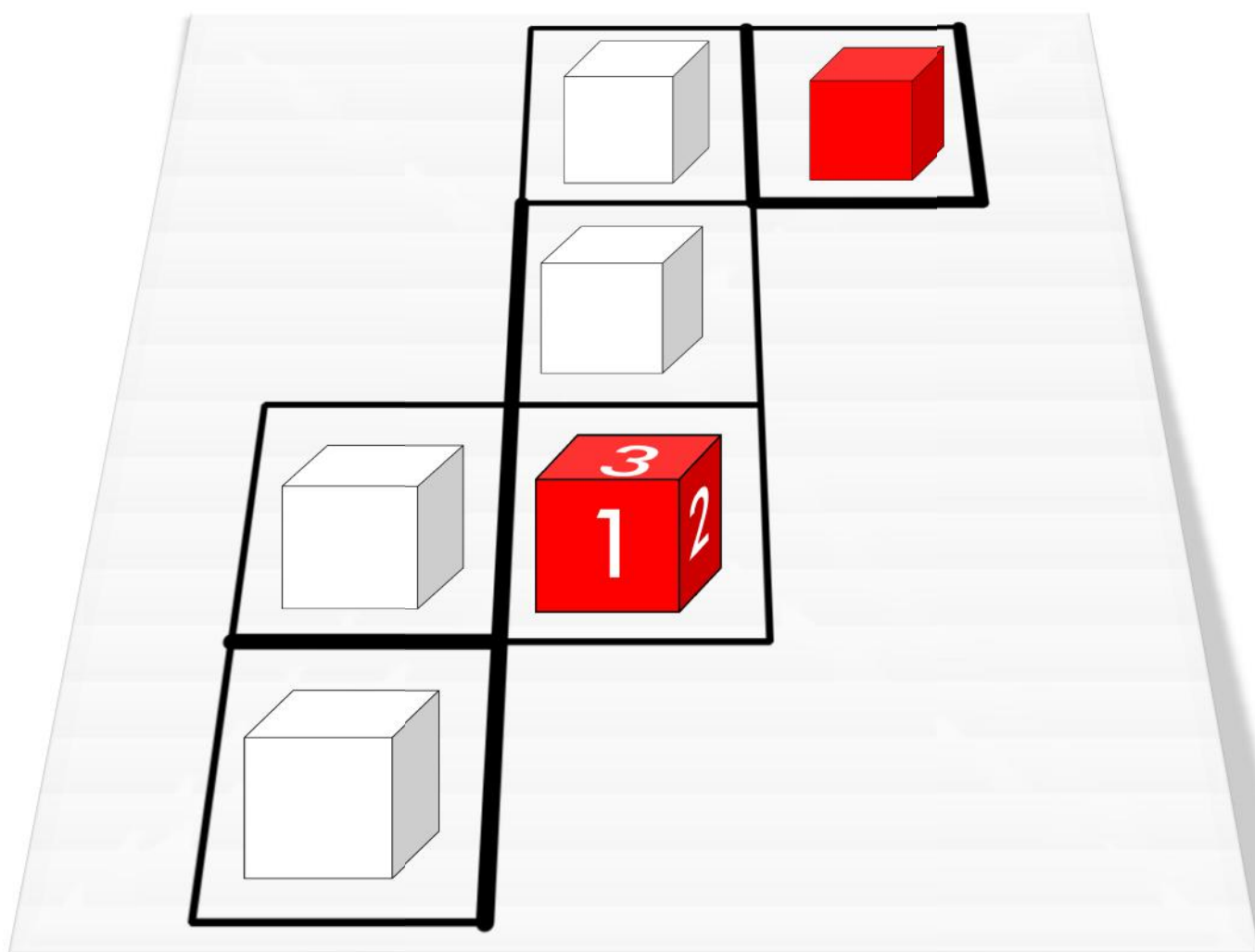
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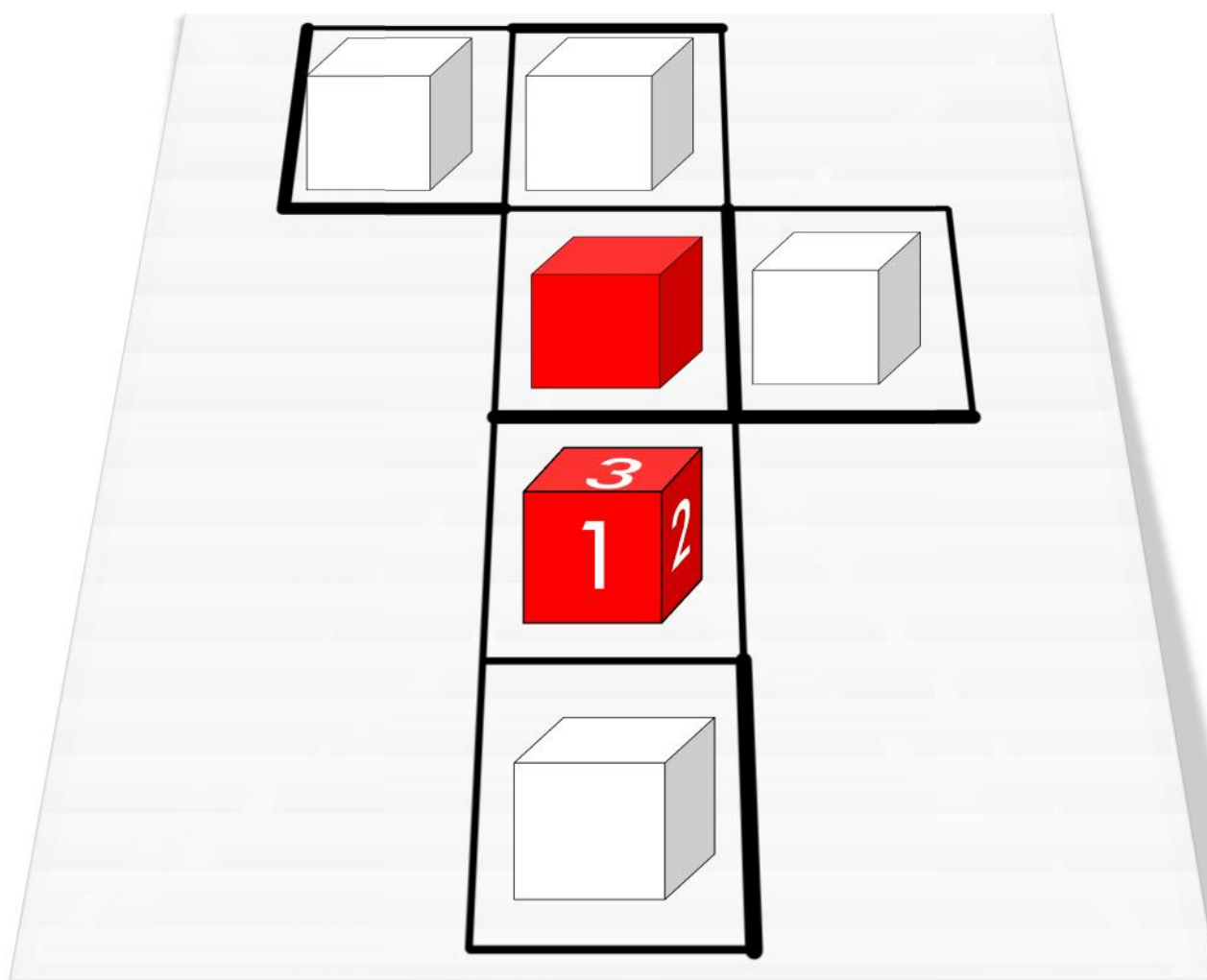
## 3. NALOGA



## 4. NALOGA

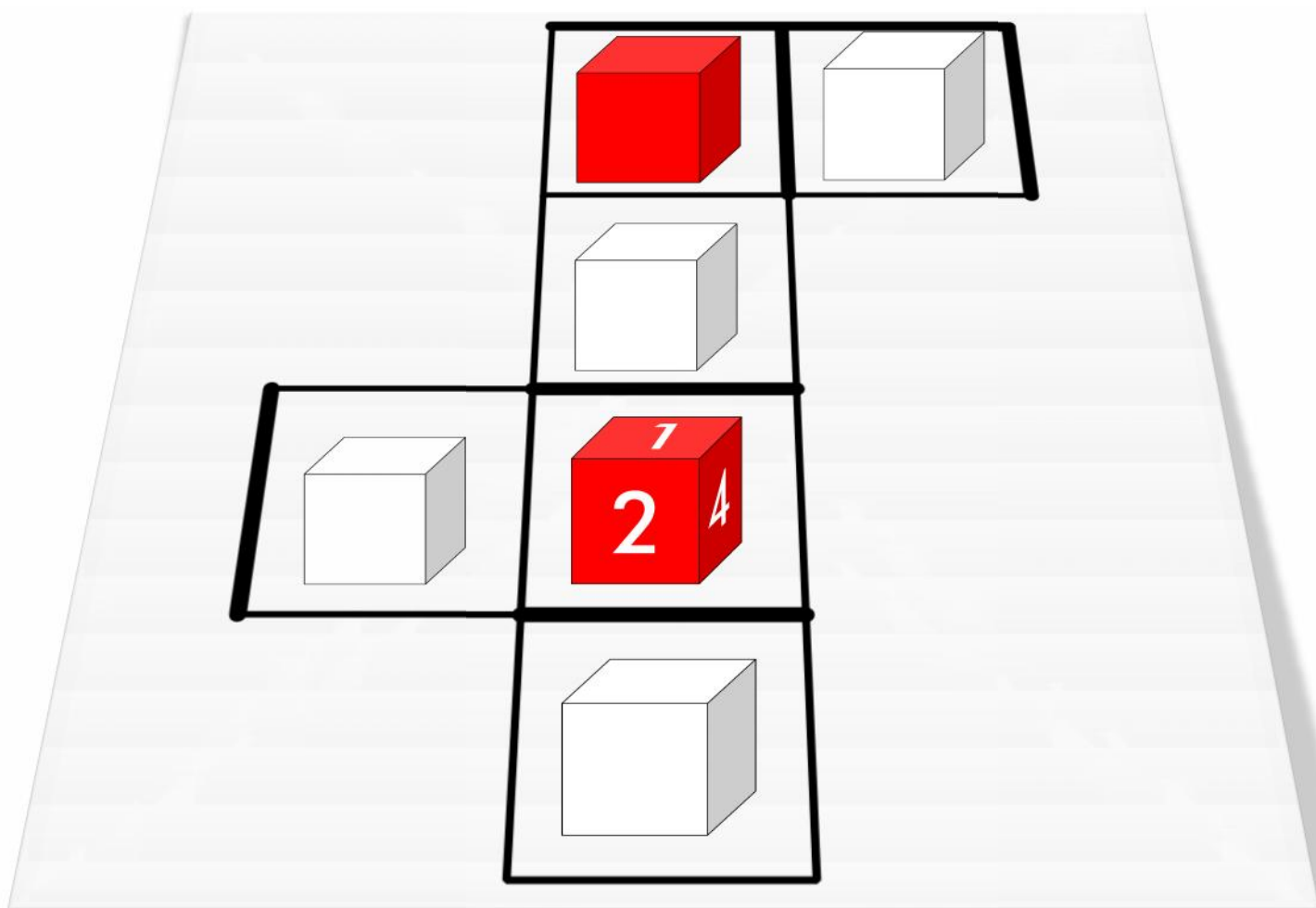


## 5. NALOGA

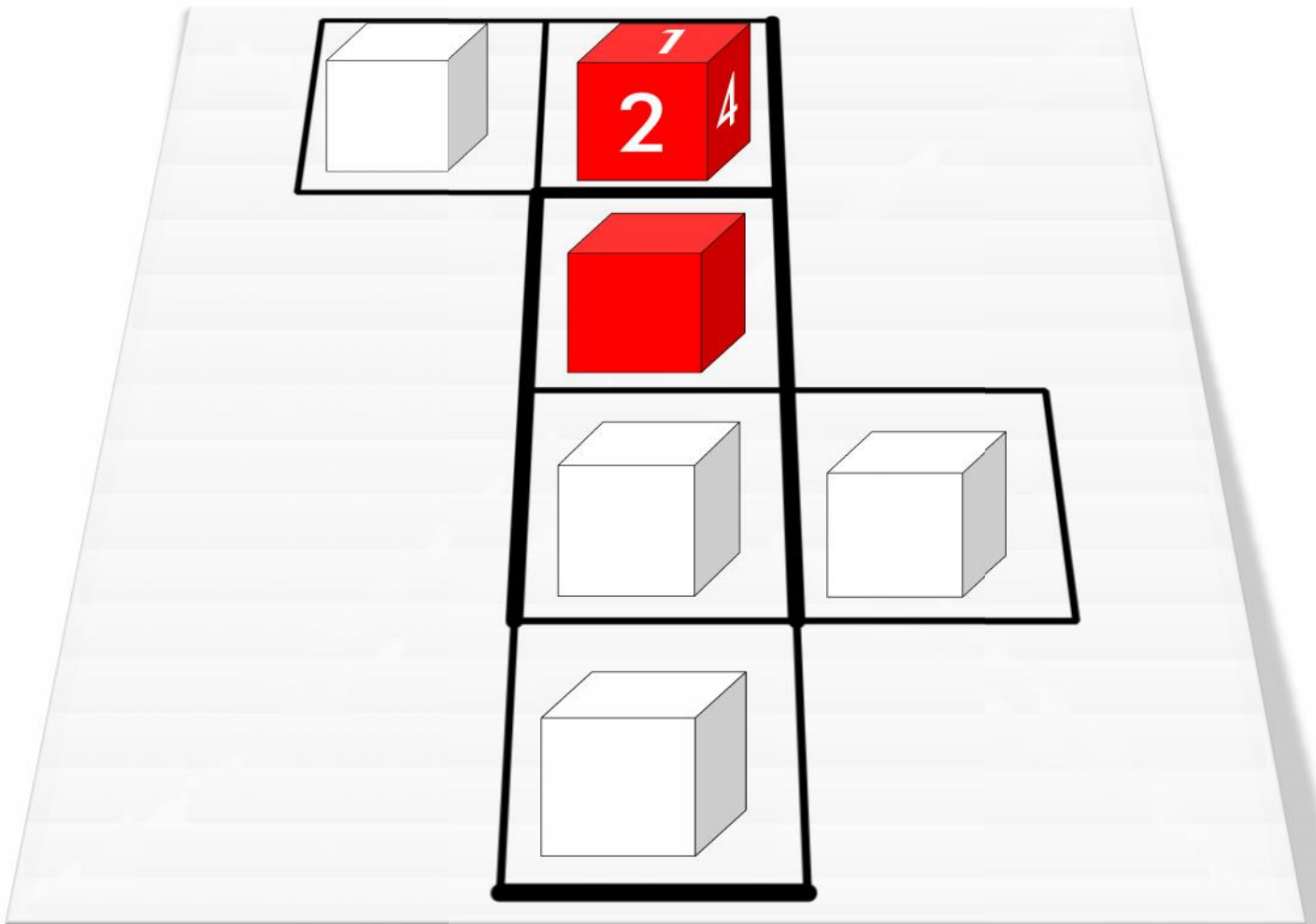




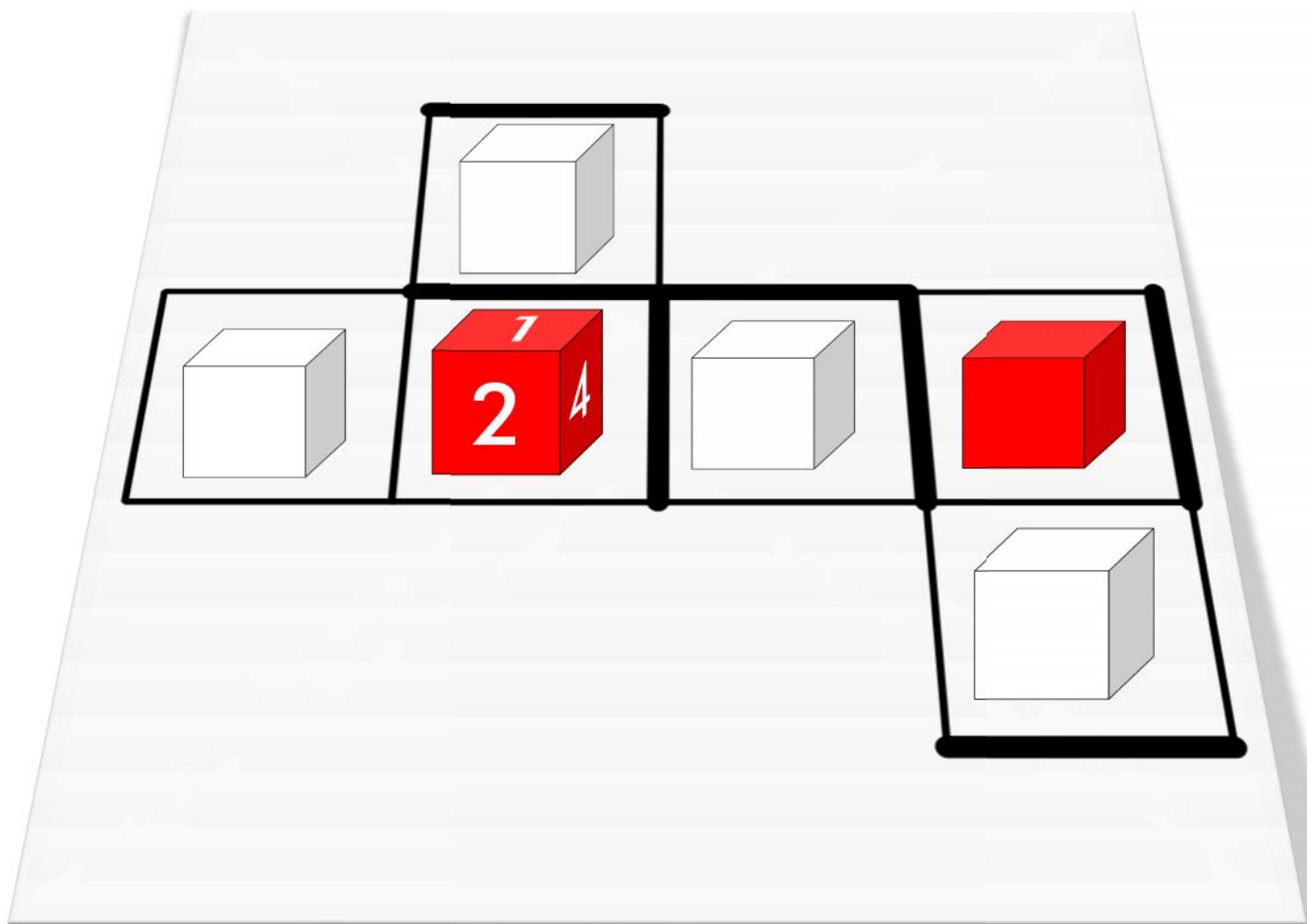
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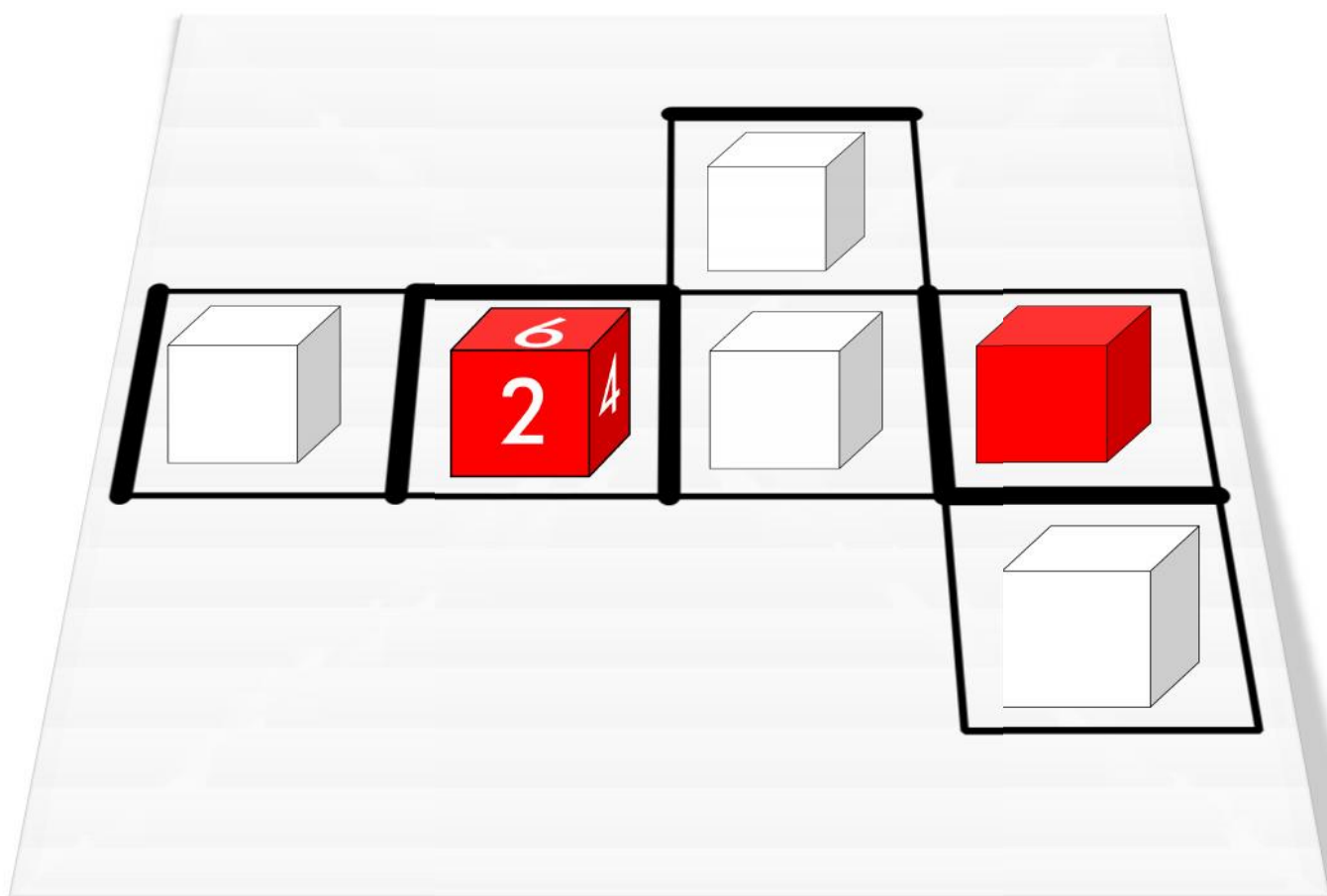
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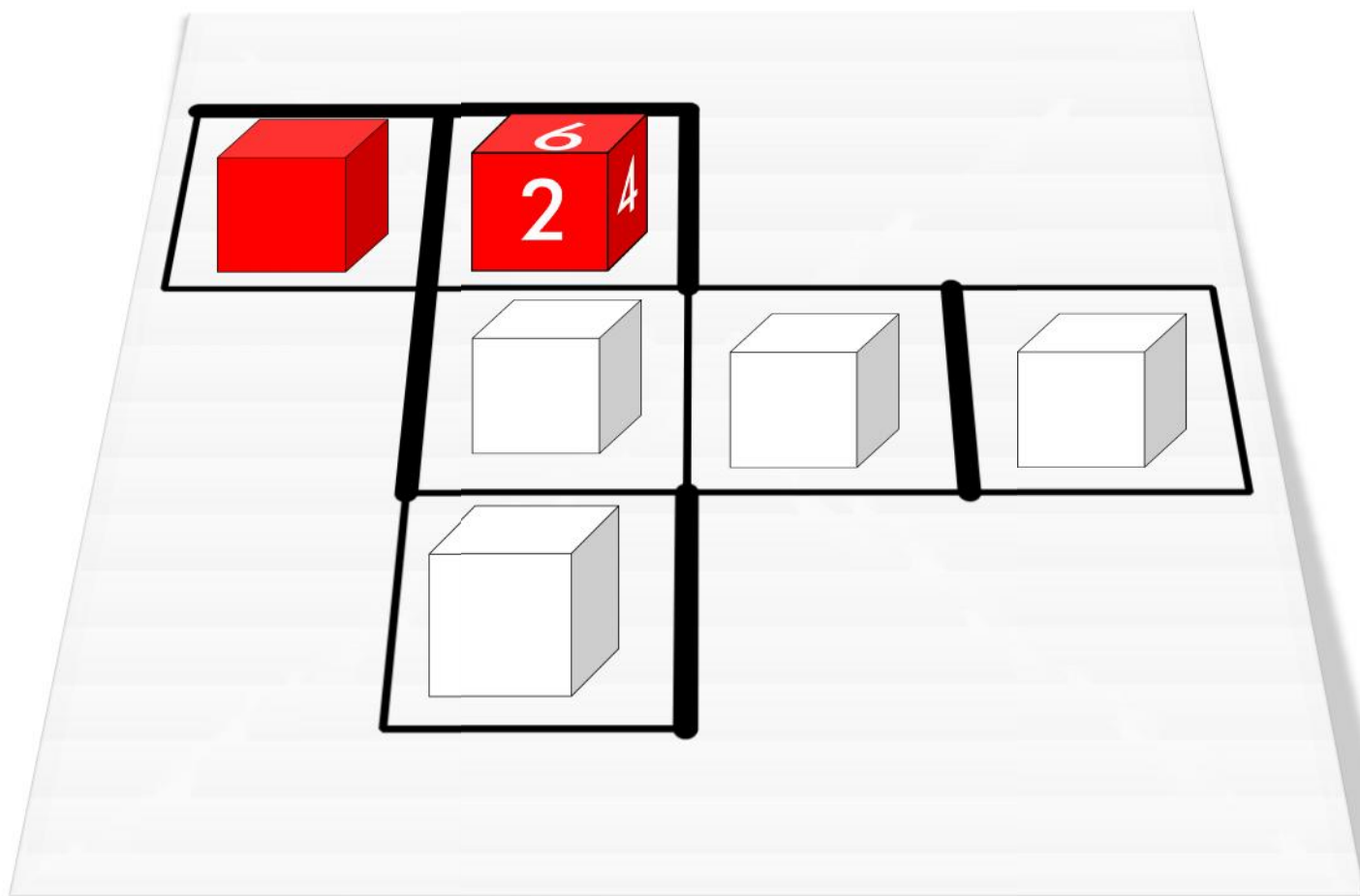
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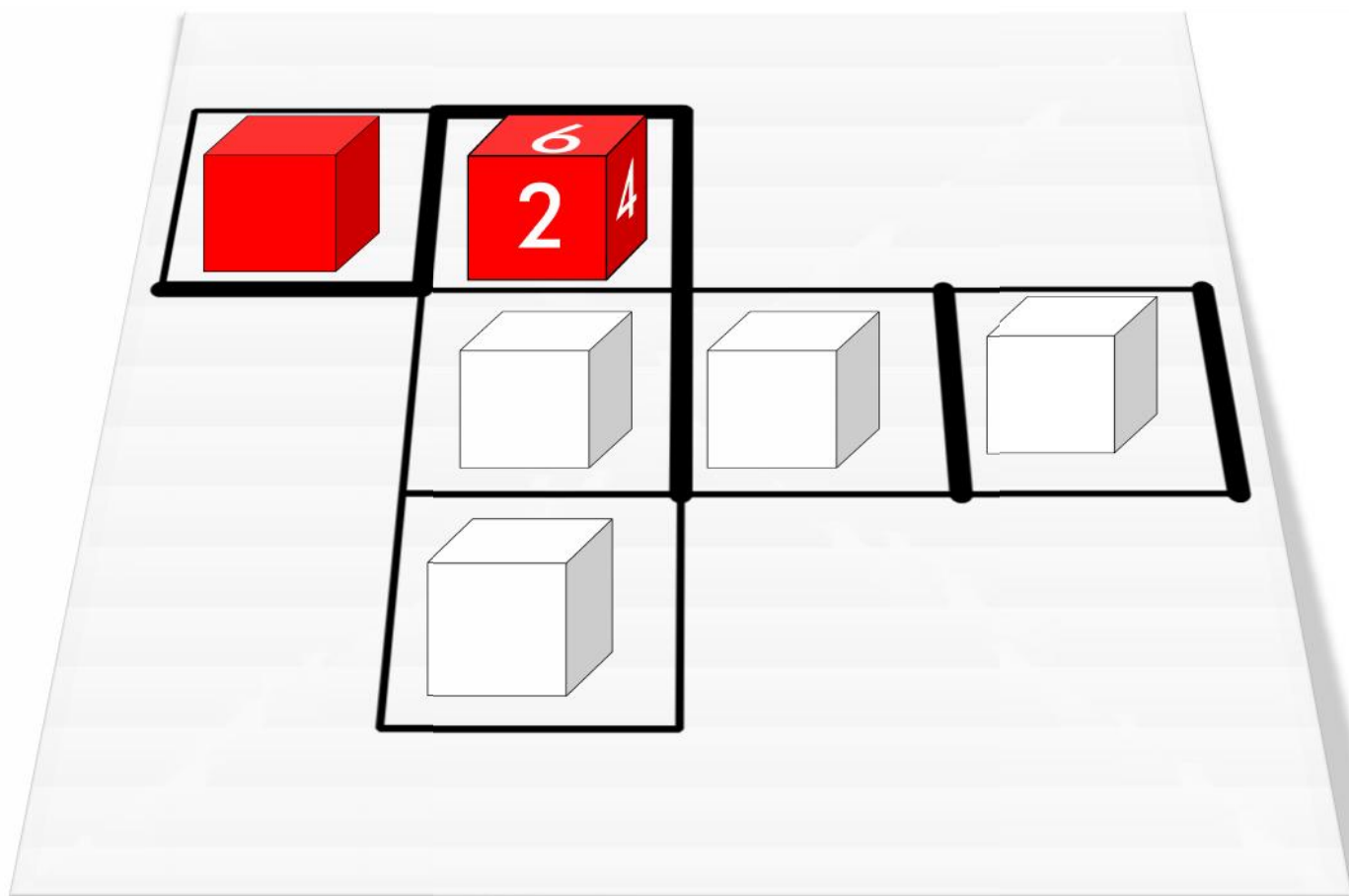
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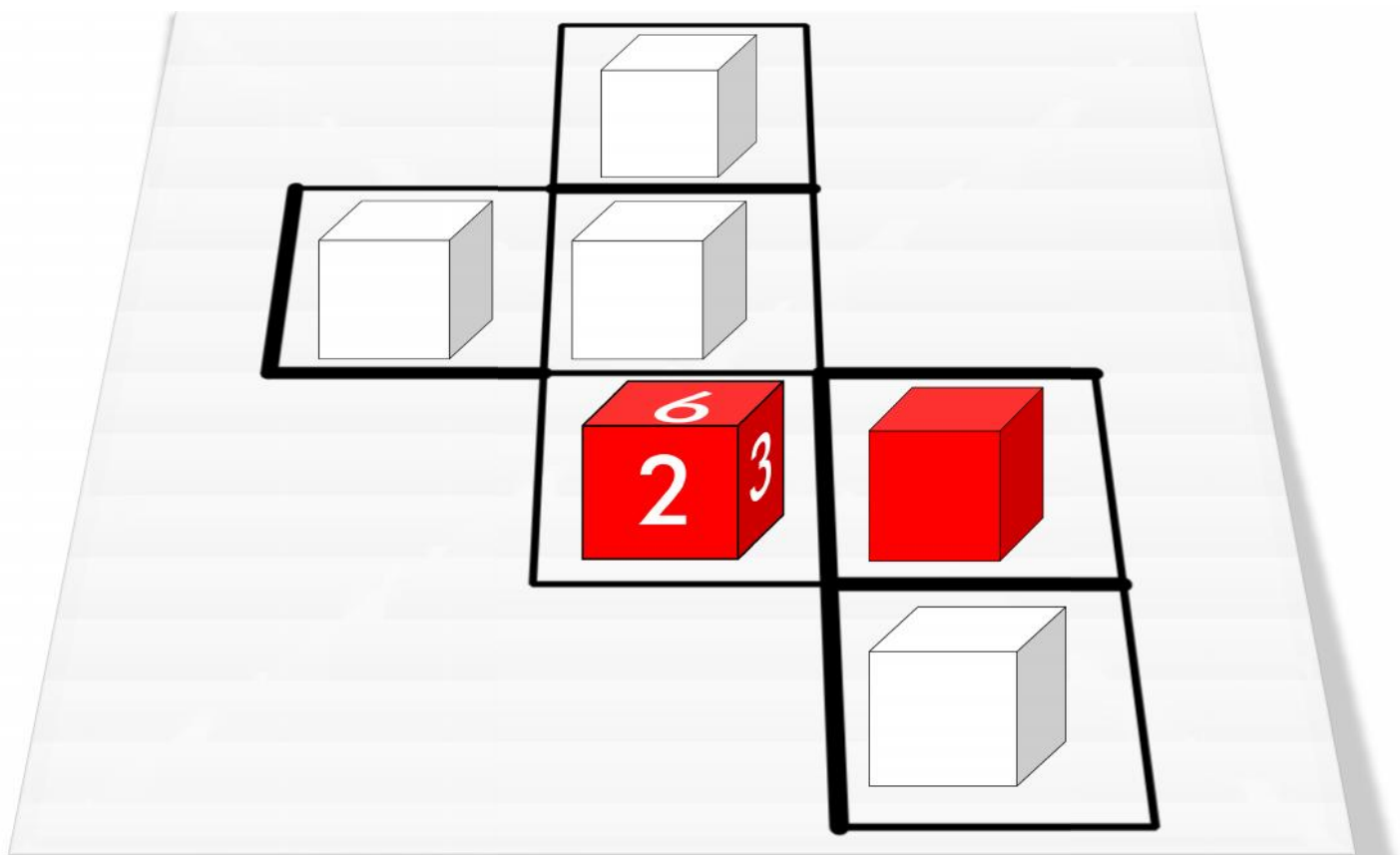
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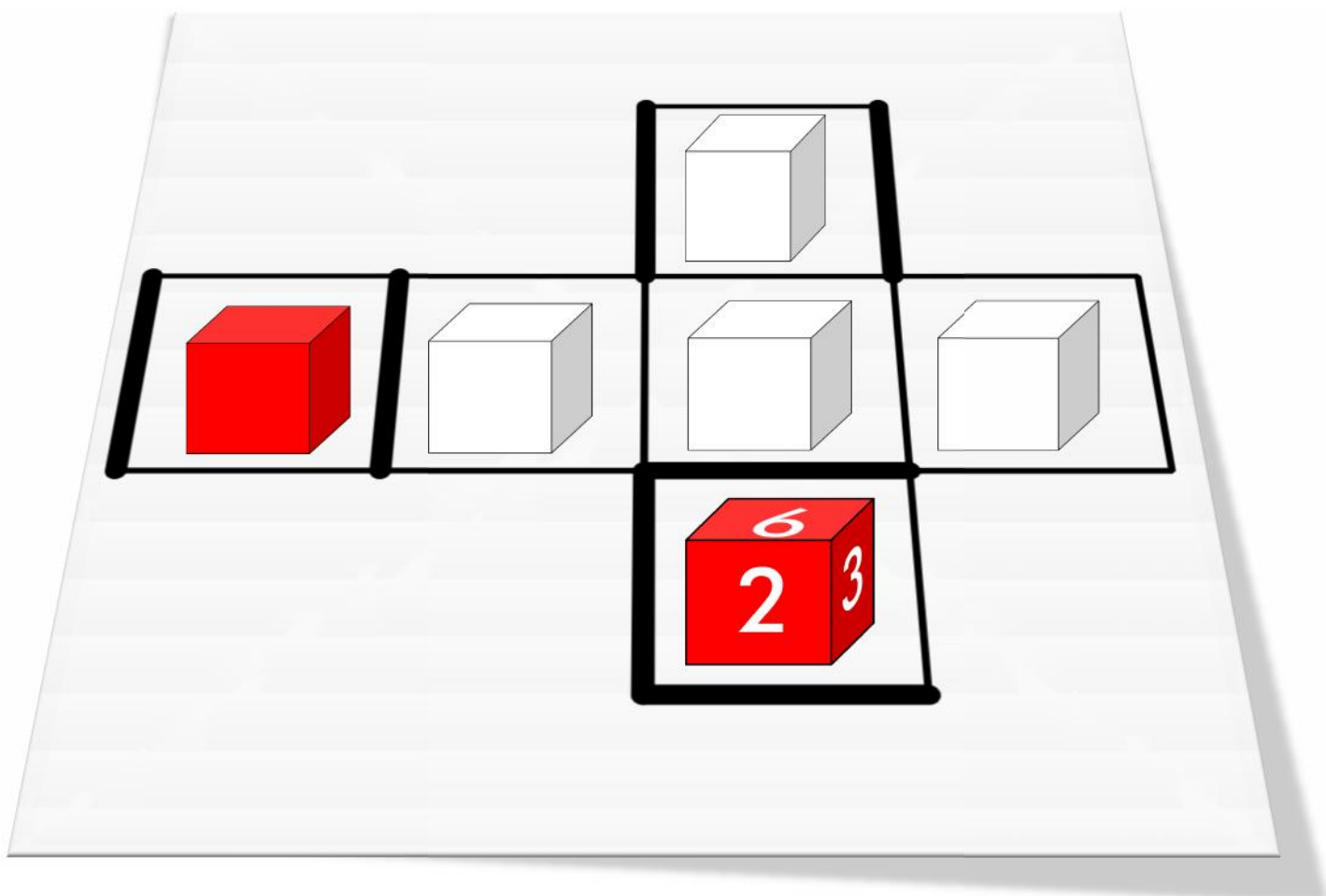
## 11. NALOGA



## 12. NALOGA

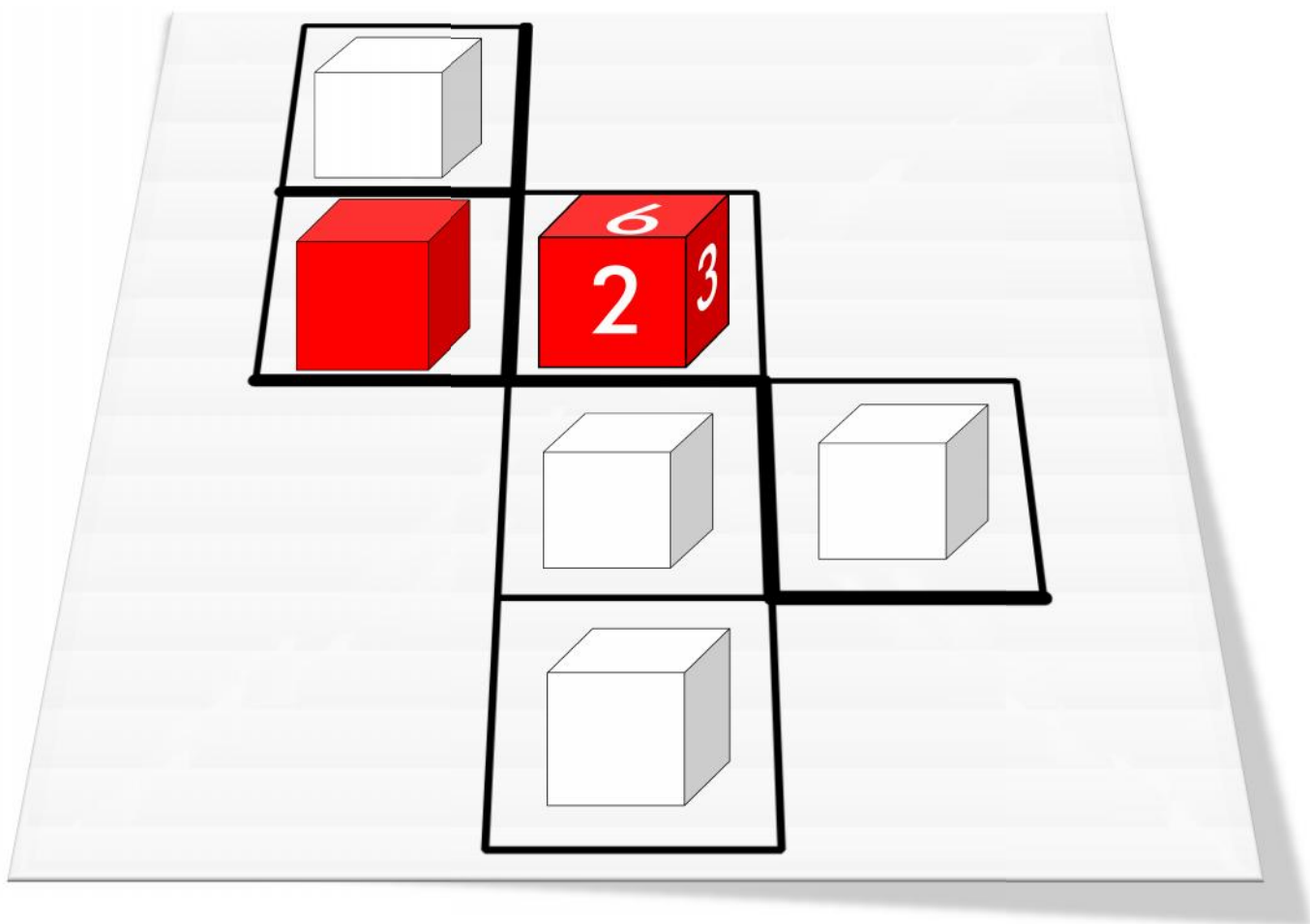


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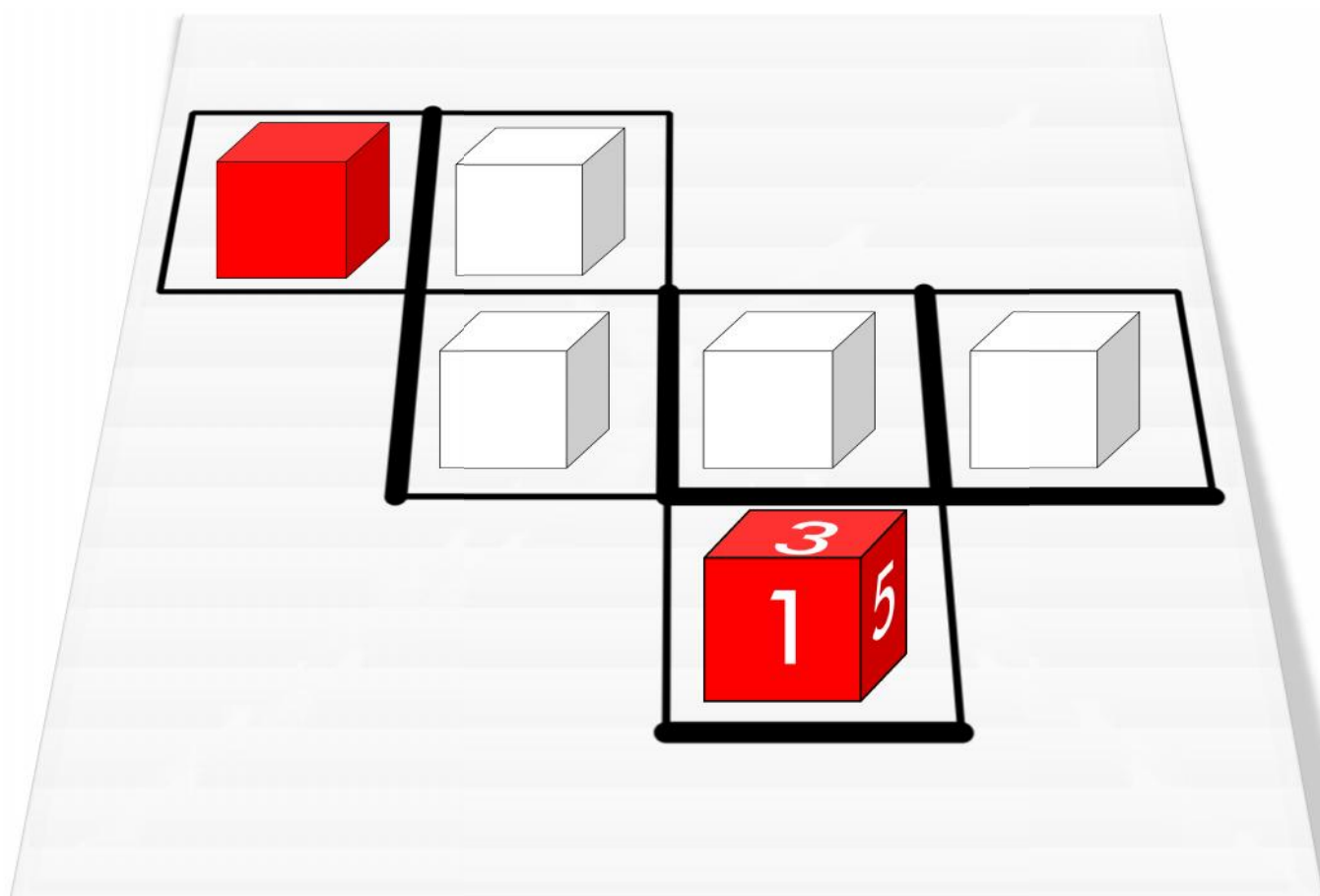




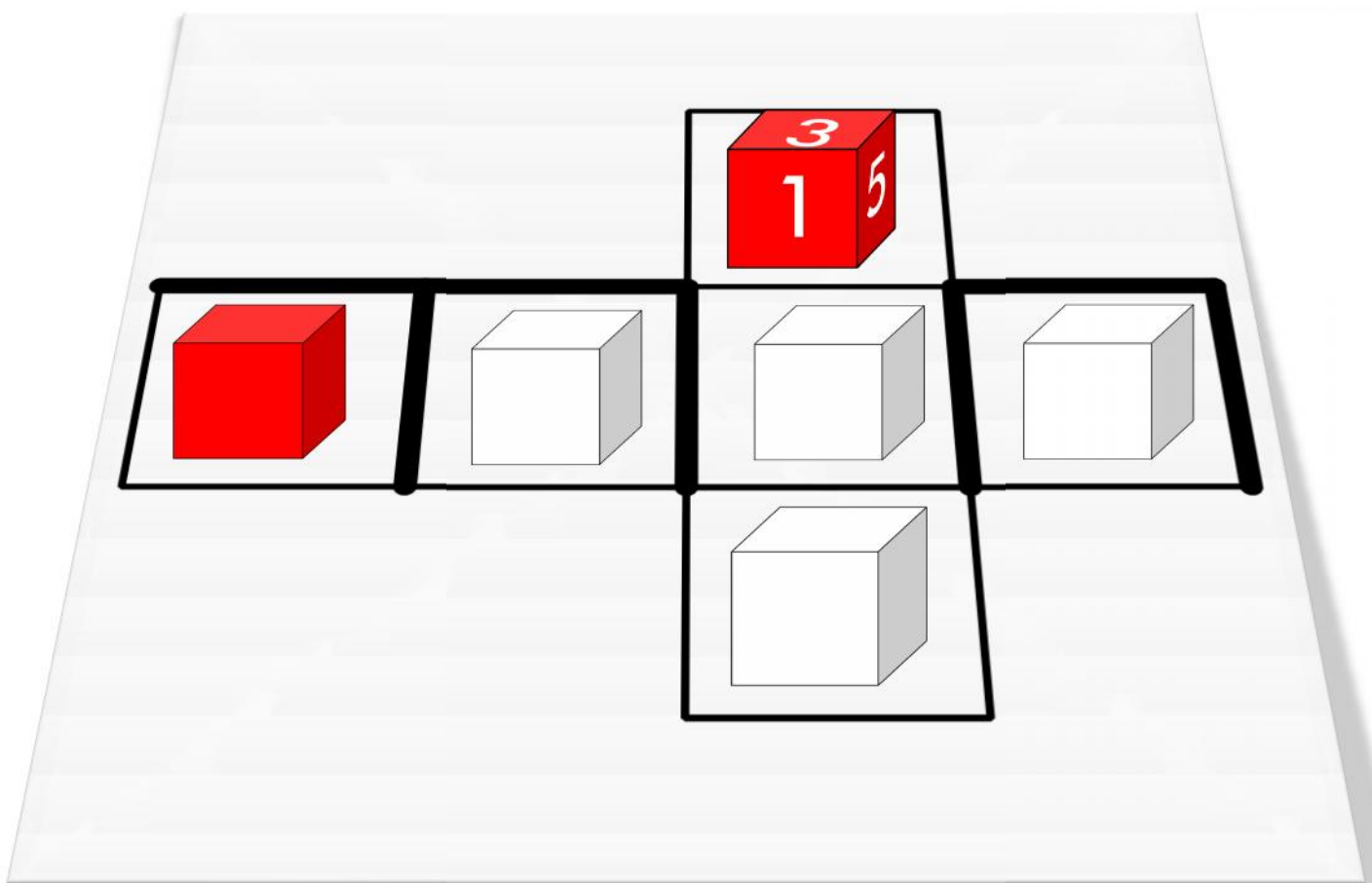
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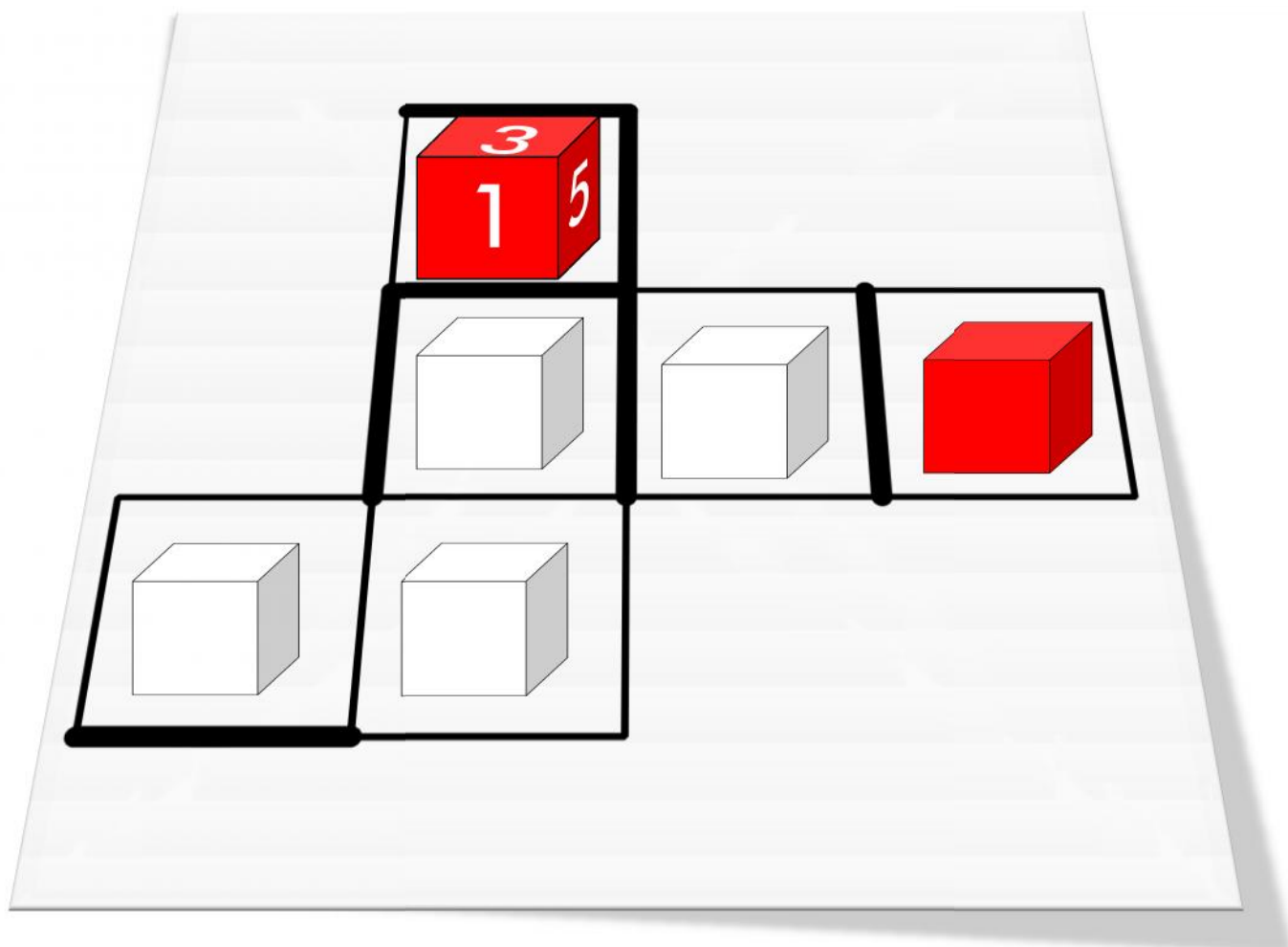
## 15. NALOGA



## 16. NALOGA



## 17. NALOGA



## 18. NALOGA

