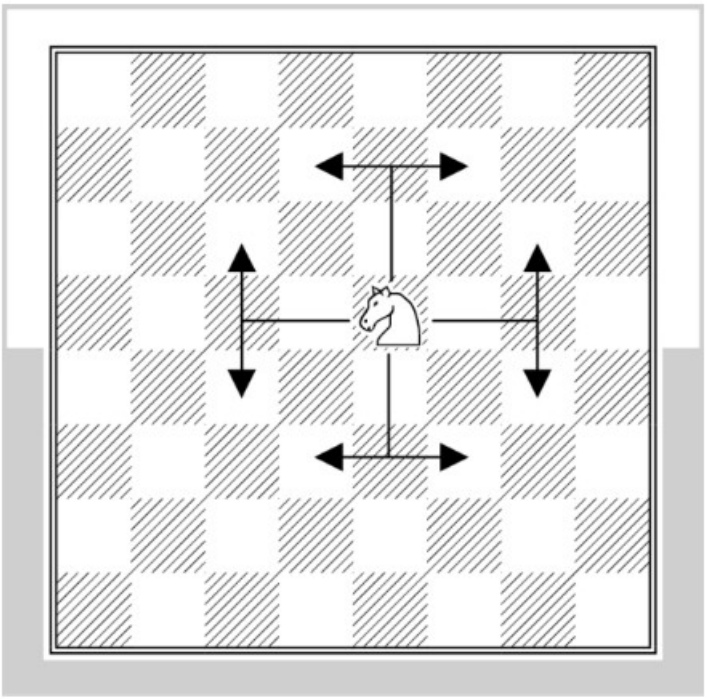
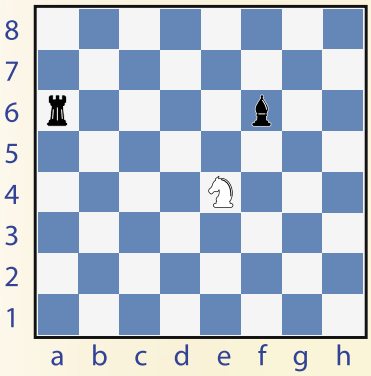
Jezdec

Vymaluj a nakresli si jezdce

Jezdec umí skákat figurkám přes hlavu!
Skáče do L. 1-2-3 a do strany



Brát nebo nebrat soupeřovu figuru. Už to víme?



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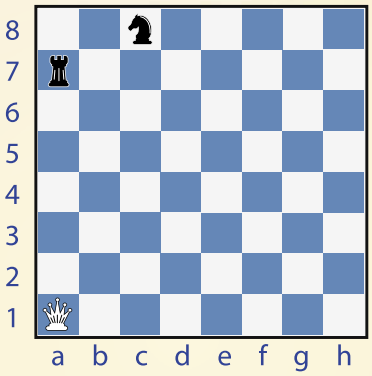

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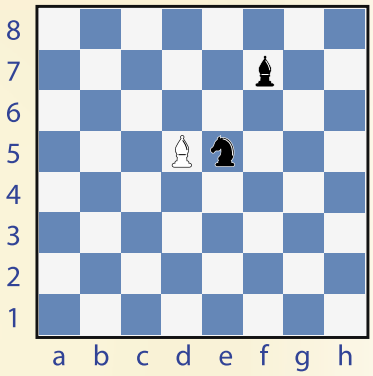

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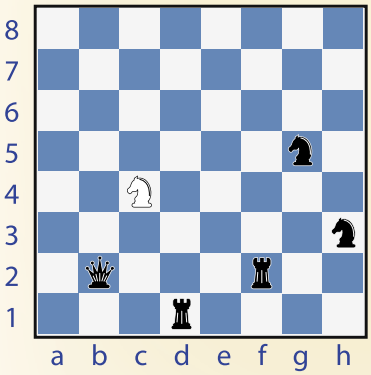
Sám na šachovnici - při každém tahu, vezmi soupeřovu figuru.



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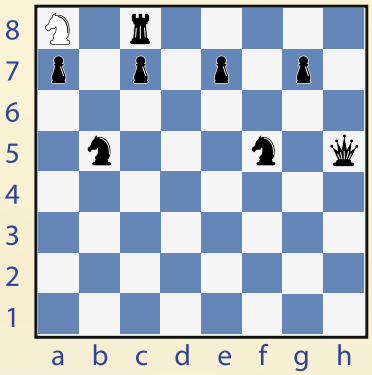

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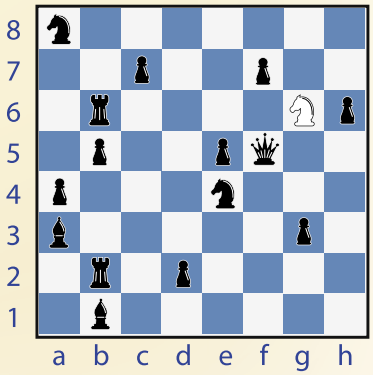

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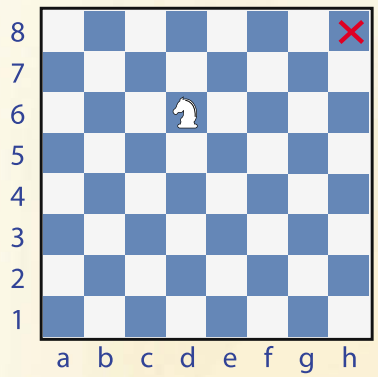
Najdi nejkratší cestu ke křížku



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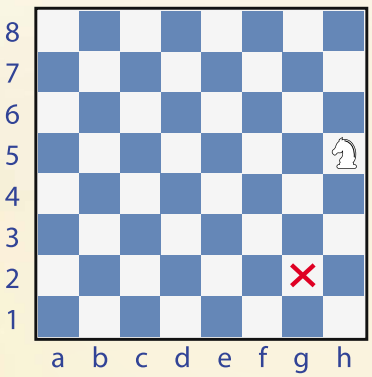

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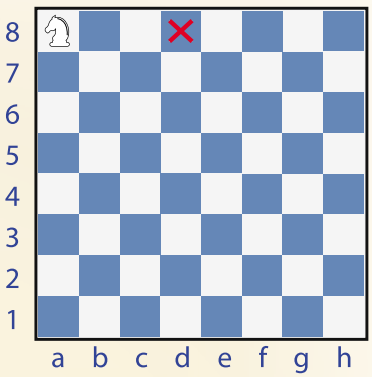

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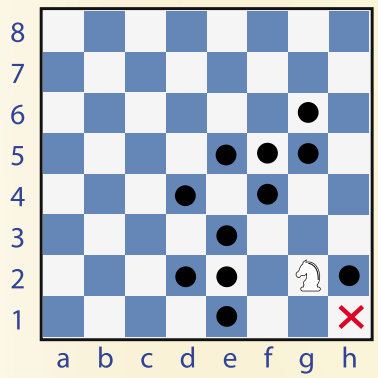
Správně proskákej labyrintem ke křížku!



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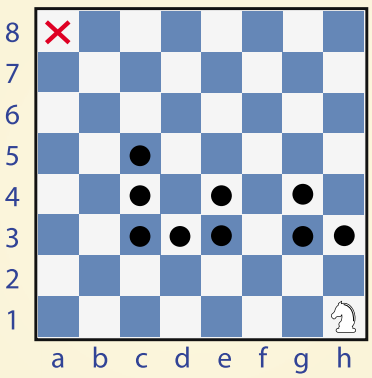

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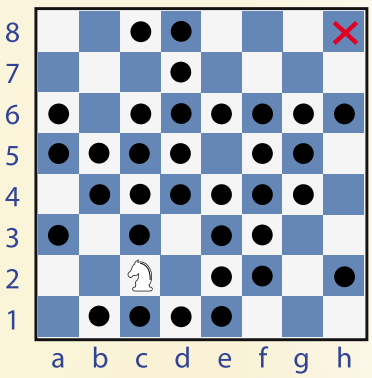

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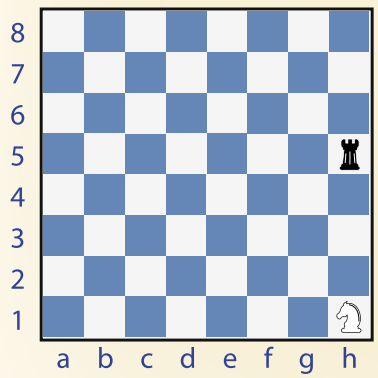

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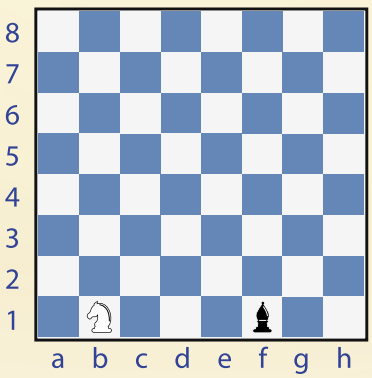

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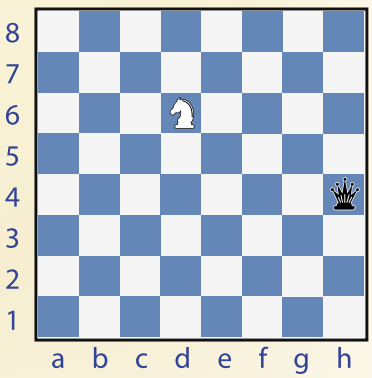

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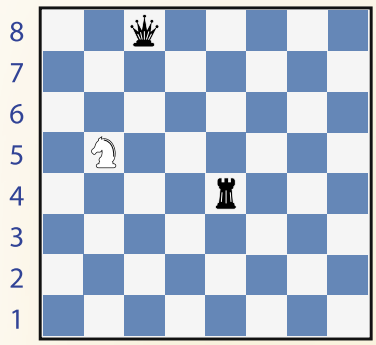
Najdi dvojí úder



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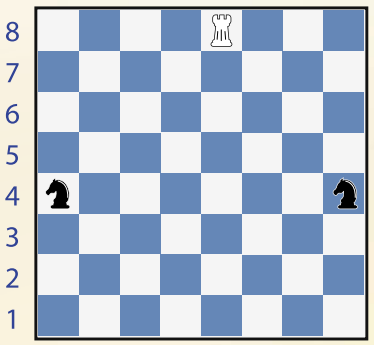

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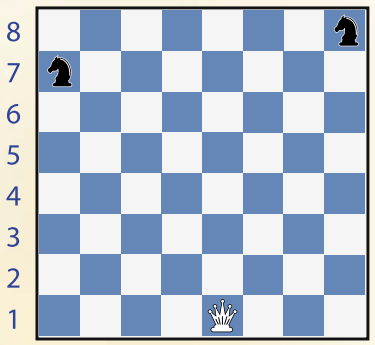
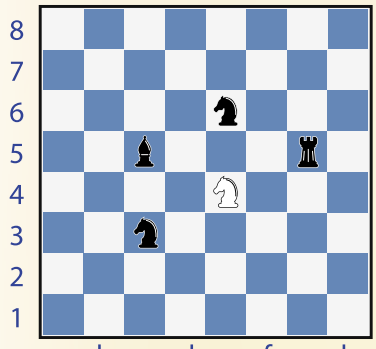


№ 3

Vezmi soupeři správnou figuru!



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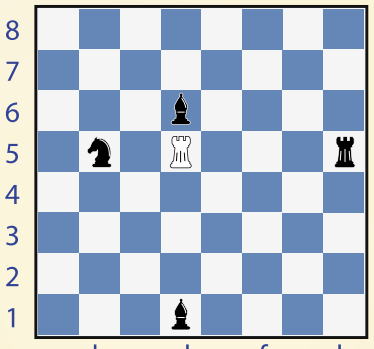

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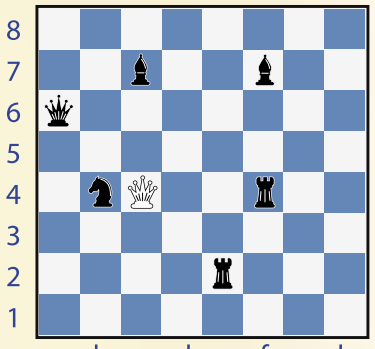
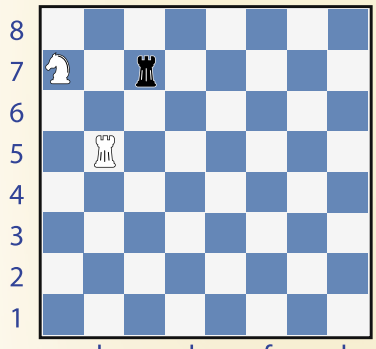


№ 3

Jak bránit naše napadené figury.



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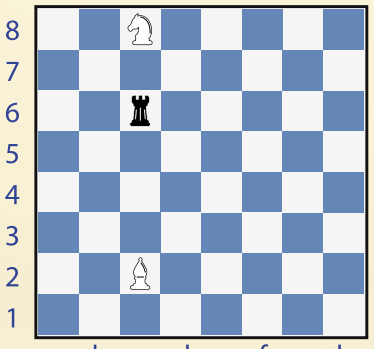

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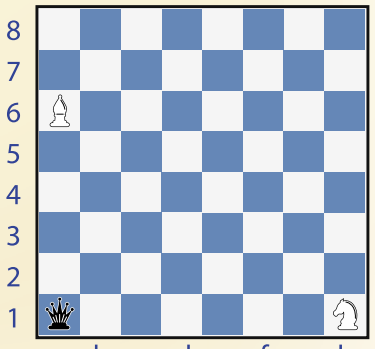

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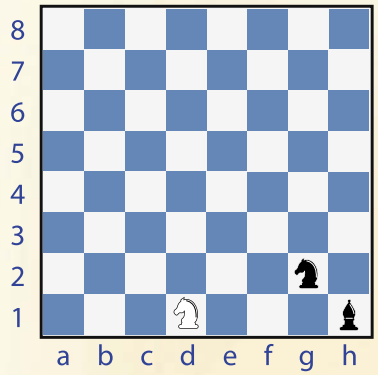
Získej soupeřovu figuru



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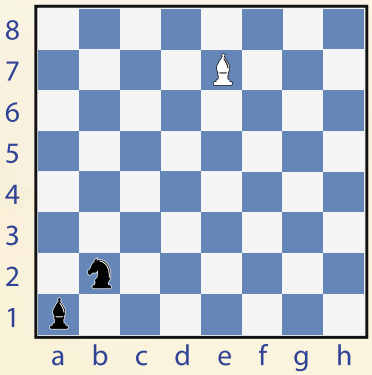

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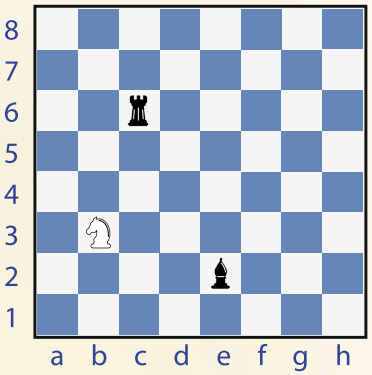

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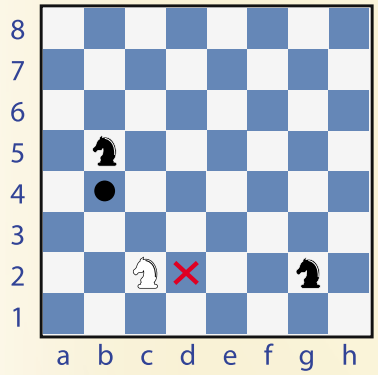
Překonej strážné



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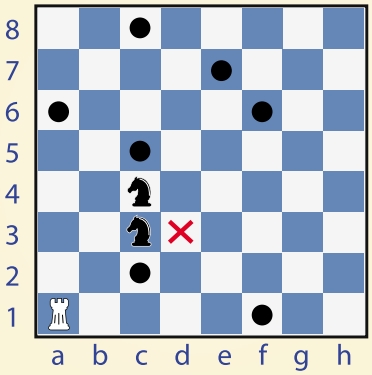

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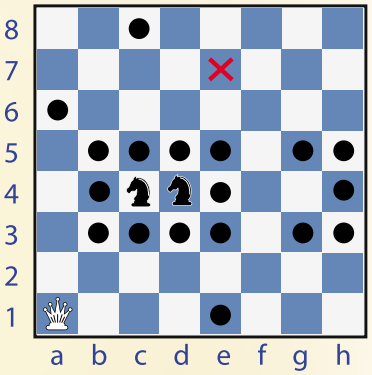

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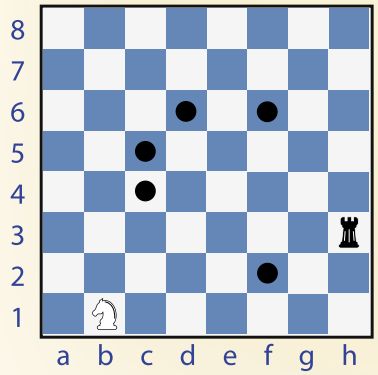
Jak získat strážného?



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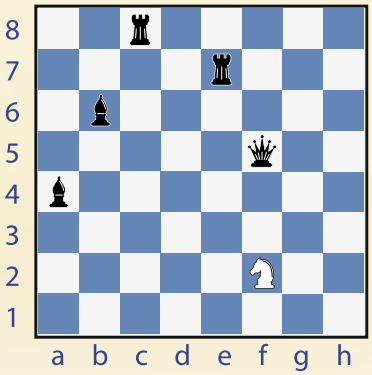

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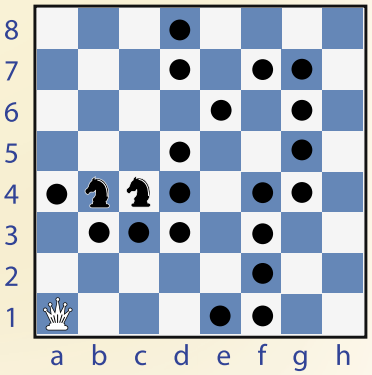
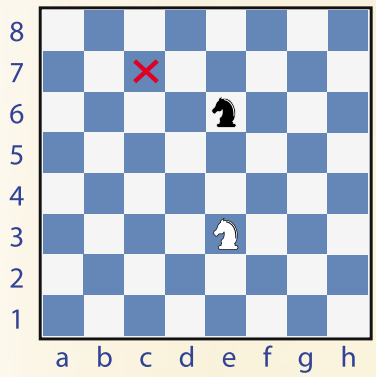


№ 3

Obsazení pole - obě strany se střídají v tazích. Bílý zahraje takový tah, že sám ovládne pole označené křížkem. Černý stratí nad tímto polem kontrolu.



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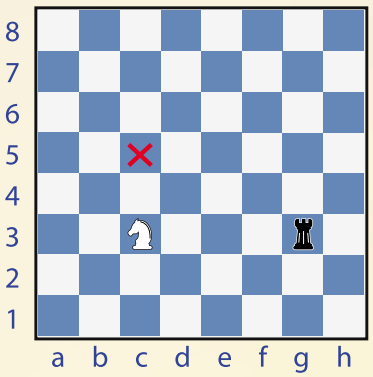

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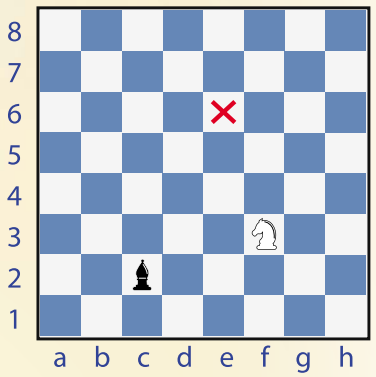
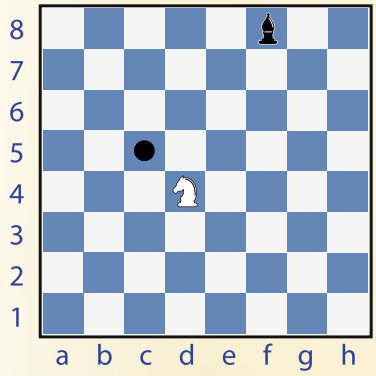


№ 3

Omezení pohybu soupeřovy figury - bílý zahraje takový tah, že černý, který je na tahu mu musí vydat svou figuru!!!!!!!!!



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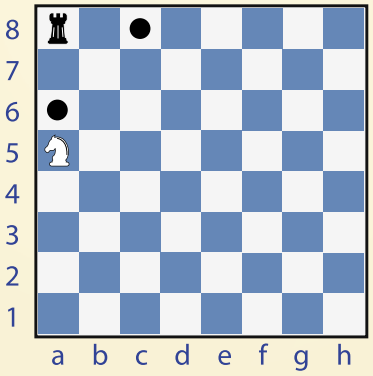

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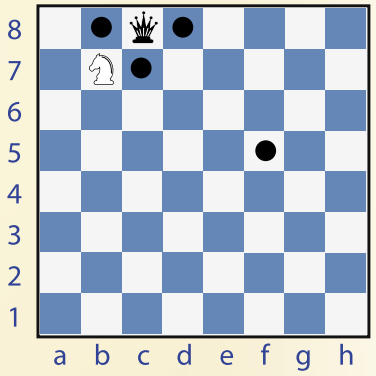
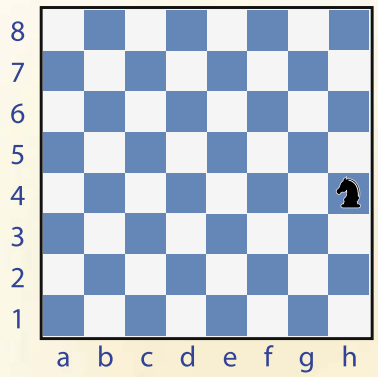


№ 3

Obklíčení černého jezdce - postav svou figuru tak, aby po tahu černého jezdce z pozice na šachovnici ho tvá figura mohla vzít.
1. Jezdec, 2. střelec, 3. dáma



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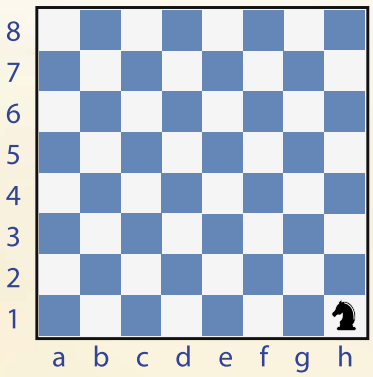

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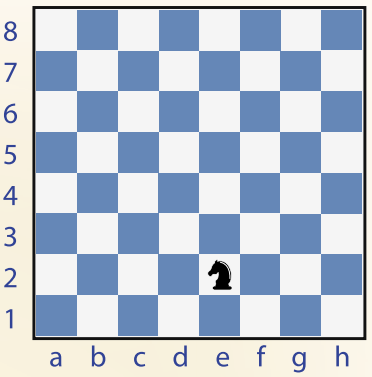
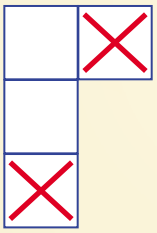
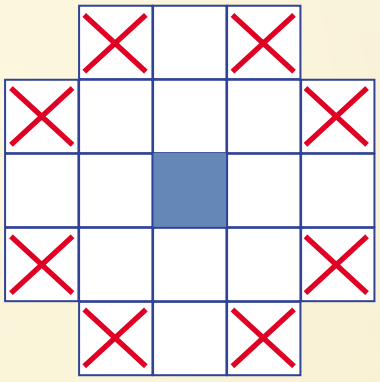


№ 3

Rady

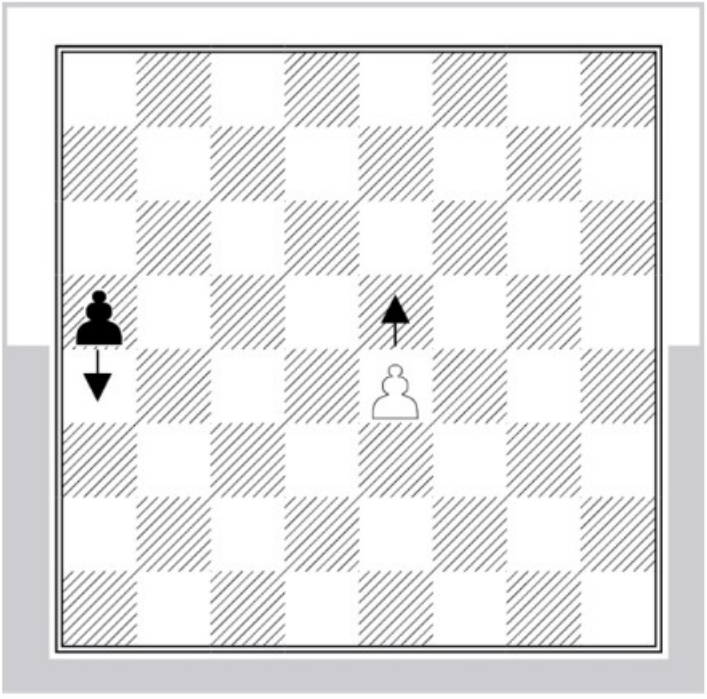
Naučte se správně tahat jezdcem. Vyrobte si papírovou šablonu z papíru.

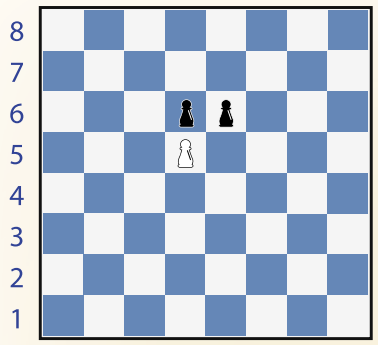




Pěšec

Vymaluj a nakresli si obrázek





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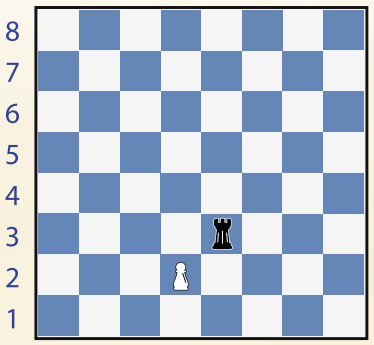

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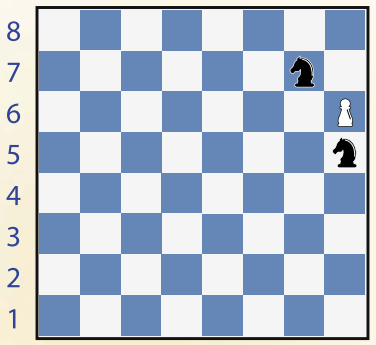
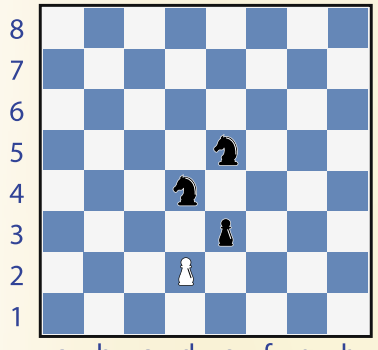


№ 3

Sám na šachovnici - seber soupeřovi figury



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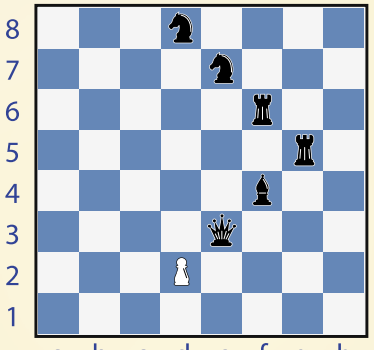

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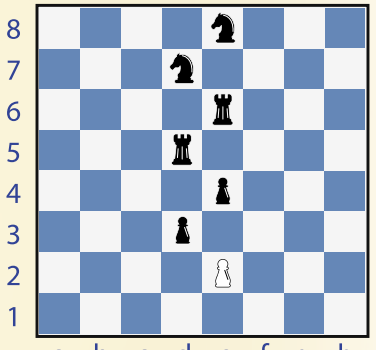

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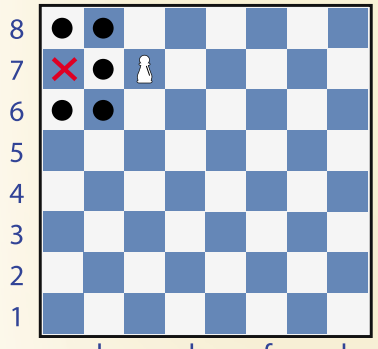
Labyrint



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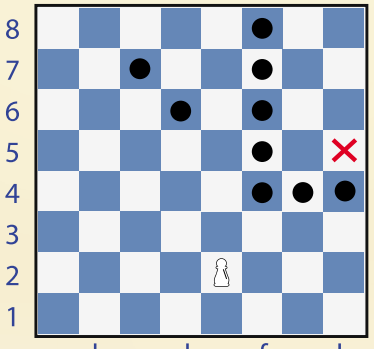

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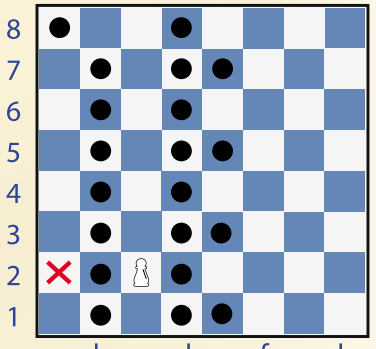

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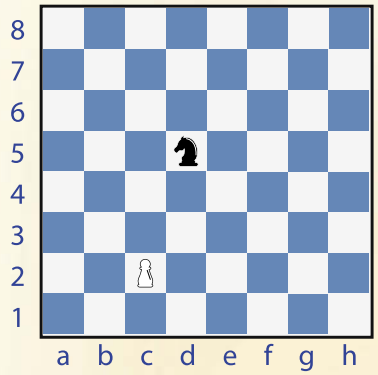
Napadni soupeřovu figuru



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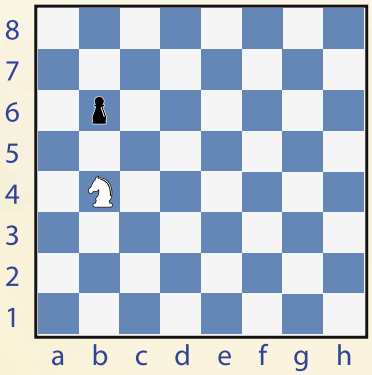

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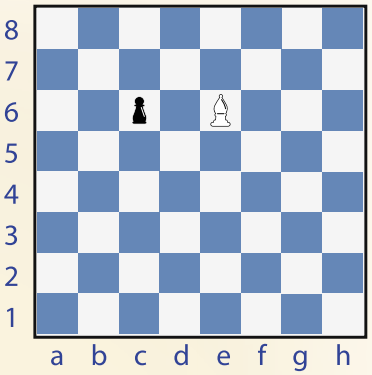

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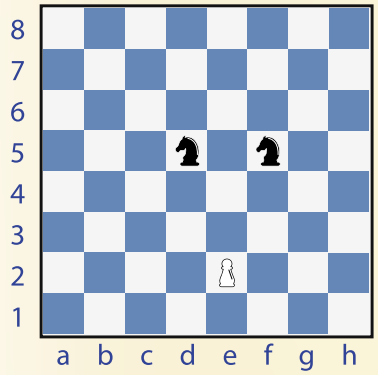
Už umíš najít dvojí úder?



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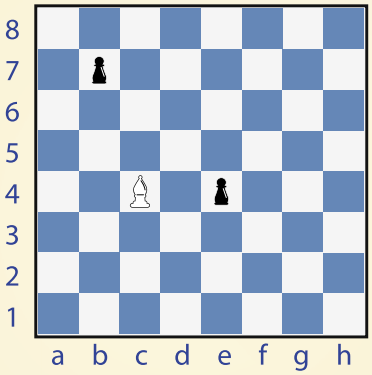

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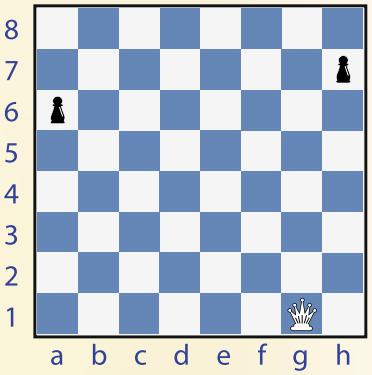

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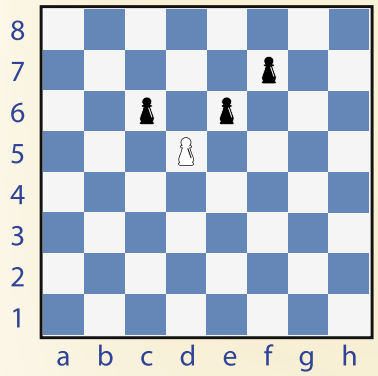
Kterou figuru je nejlépe vzít?



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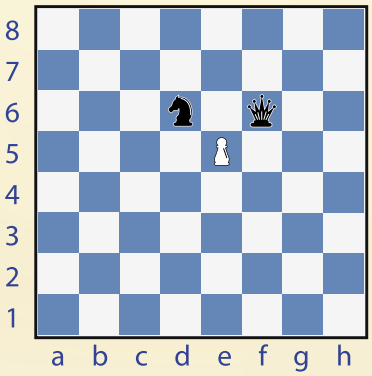

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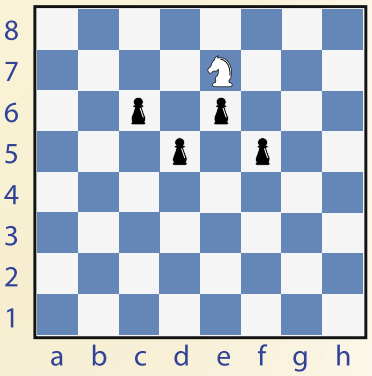

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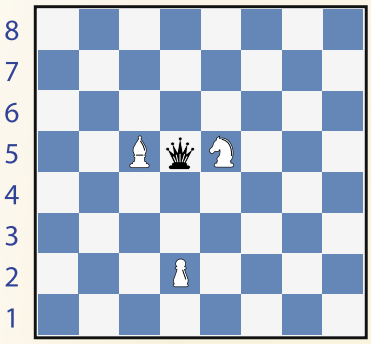
Najdi nejlepší obranu



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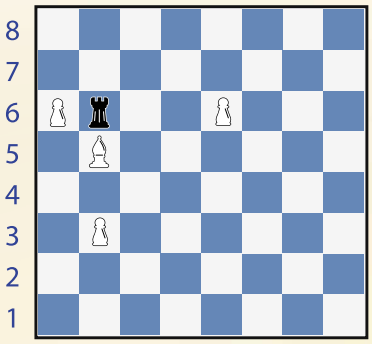

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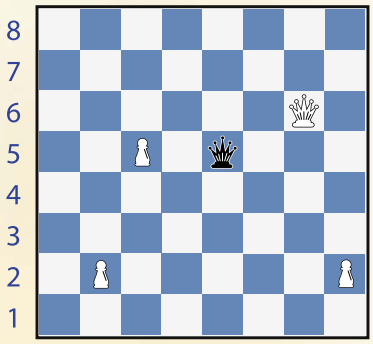

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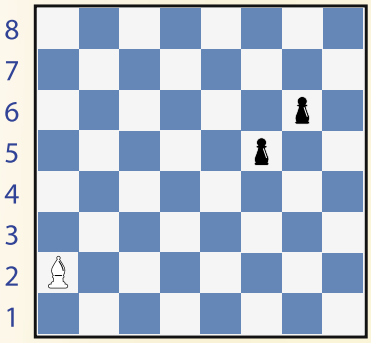
Po jakém tahu bílého černý ztratí figuru?



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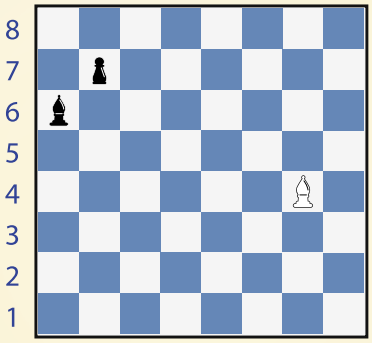

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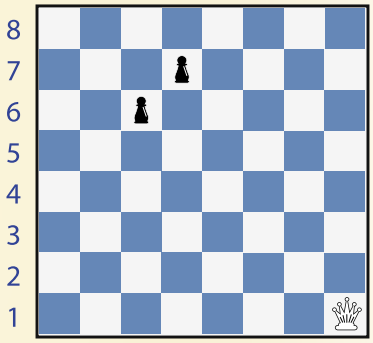

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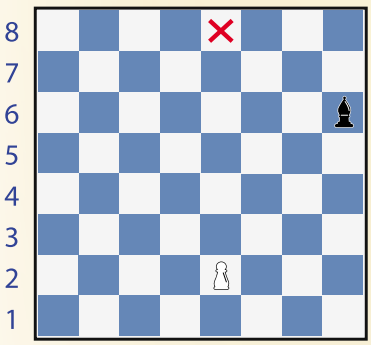
Přelsti strážného!



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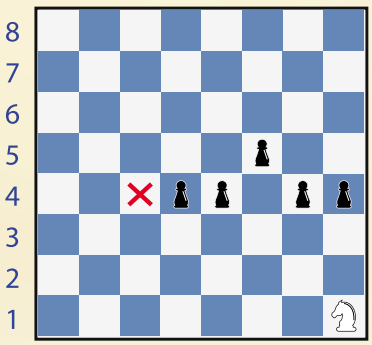

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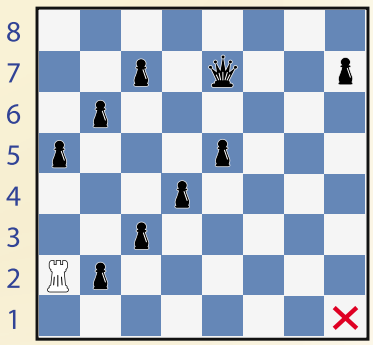

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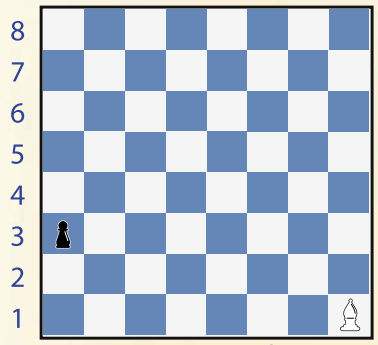
Omezení pohybu soupeřovi figury nebo pěšce.



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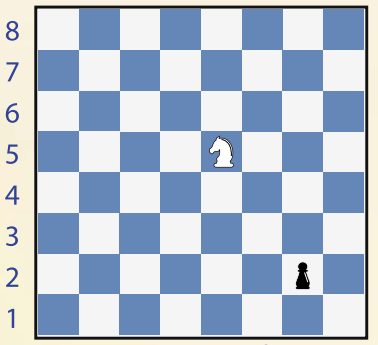

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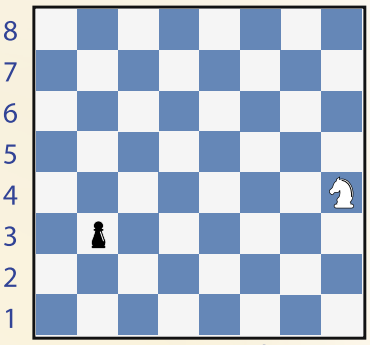
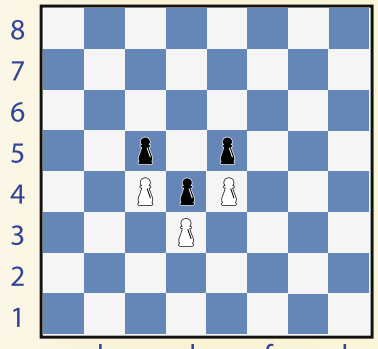


№ 3

Tah. Může některý pěšec bílého táhnout?



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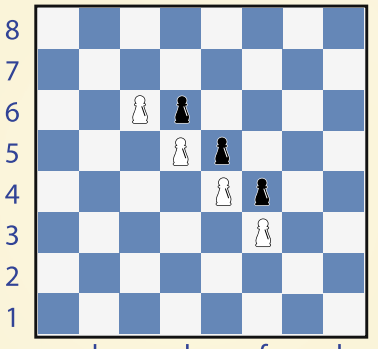

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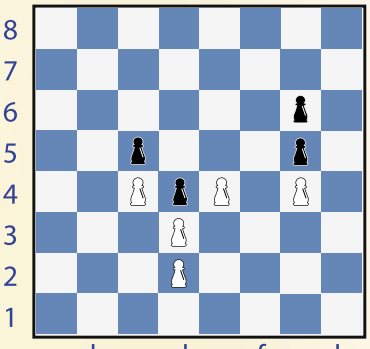

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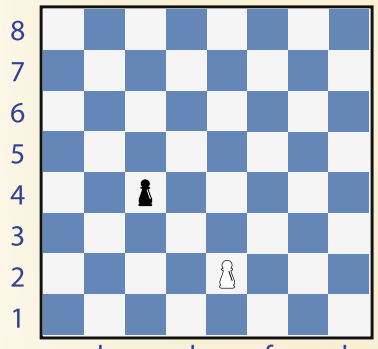
Braní mimochodem! Není na tom nic těžkého.



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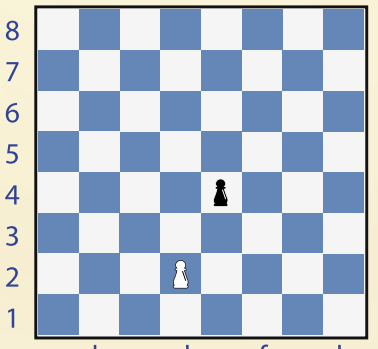

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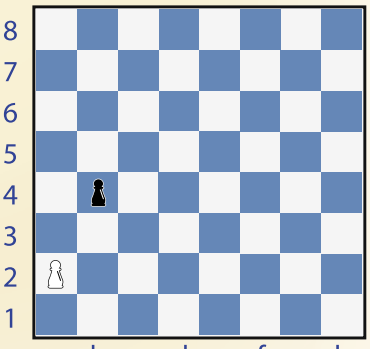
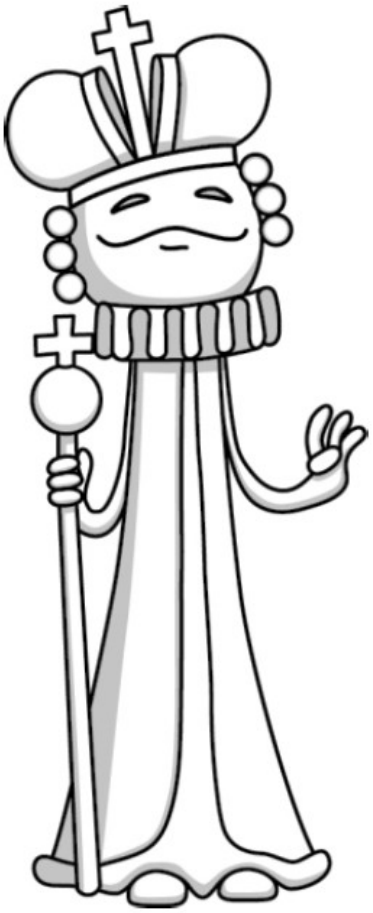
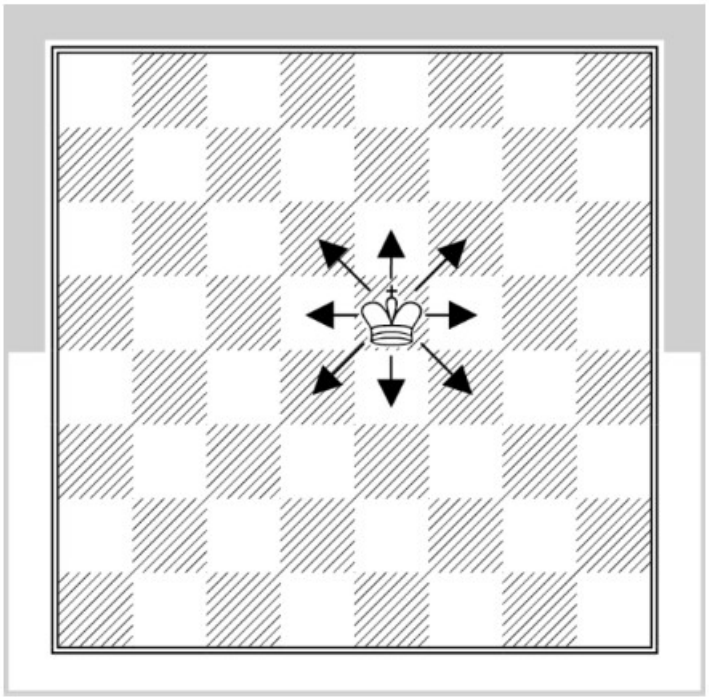


№ 3

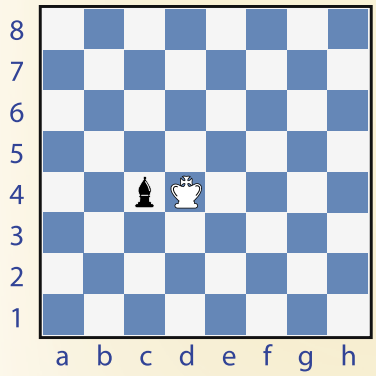
Král

Vymaluj a nakresli si obrázek





Může bílý král vzít soupeřovu figuru?



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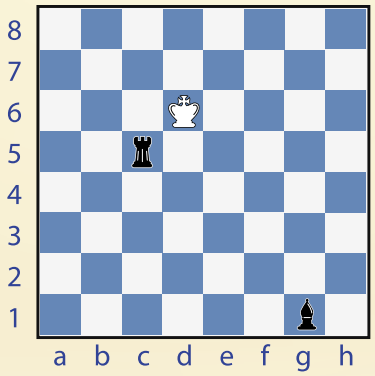

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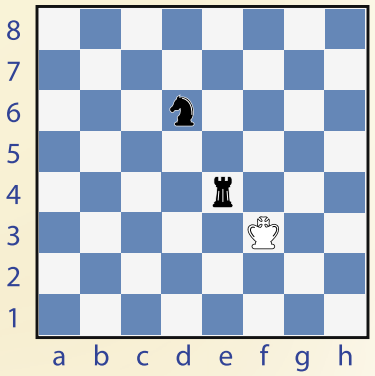

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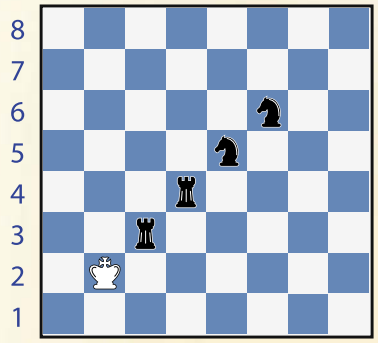
Vezmi soupeři všechny figury



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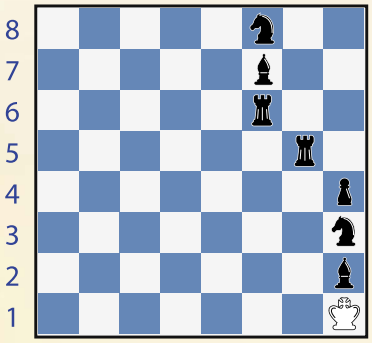

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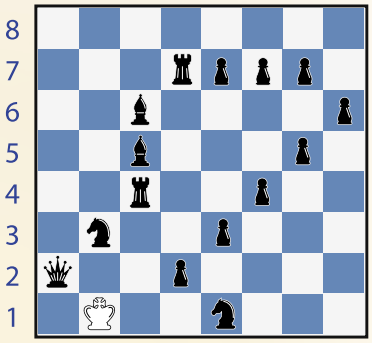

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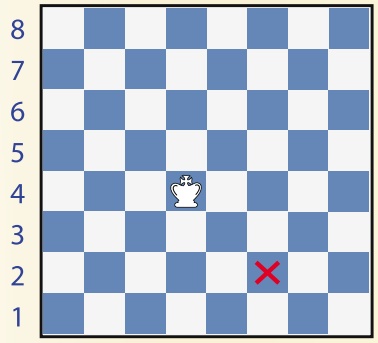
Najdi nejkratší cestu ke křížku



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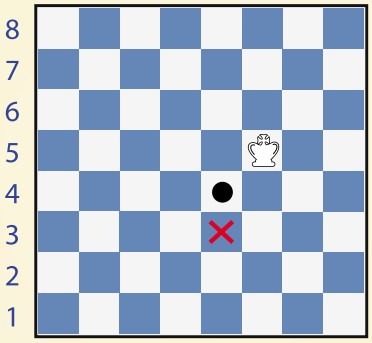

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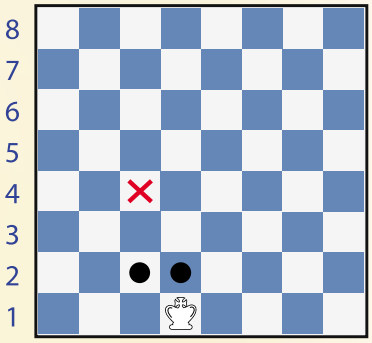

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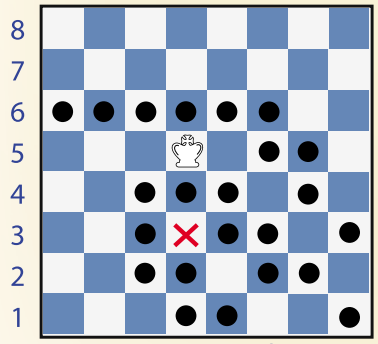
Projdi labyrintem ke křížku



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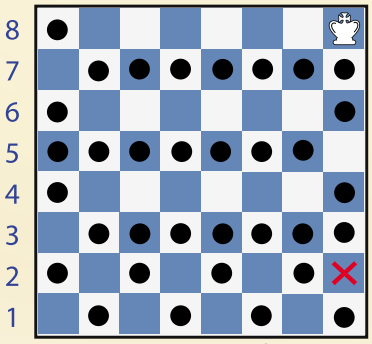

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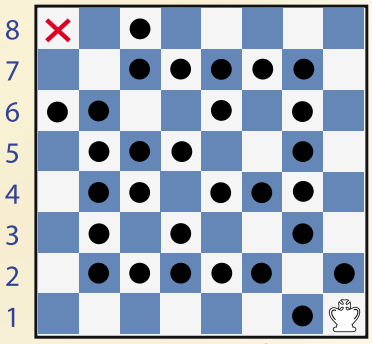

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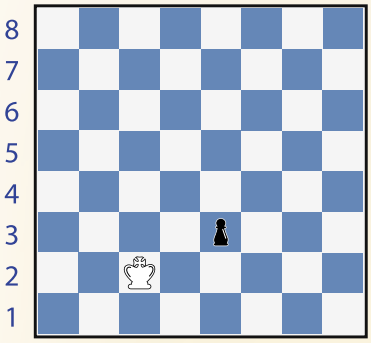
Napadni soupeřovu figuru



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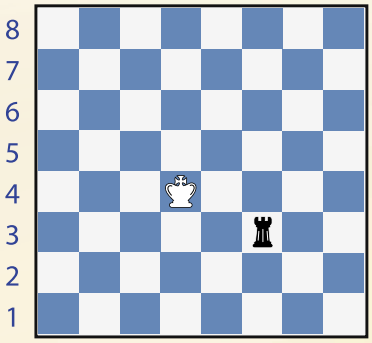

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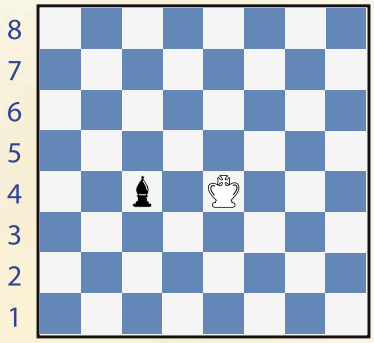

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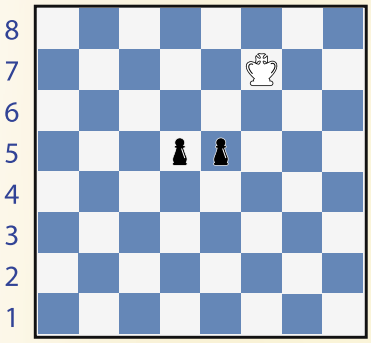
Najdi dvojí úder



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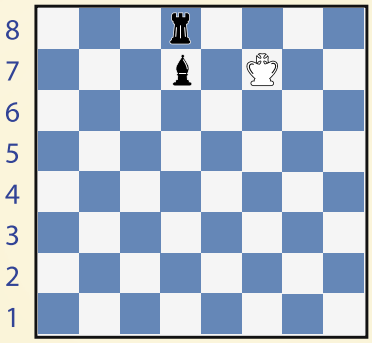

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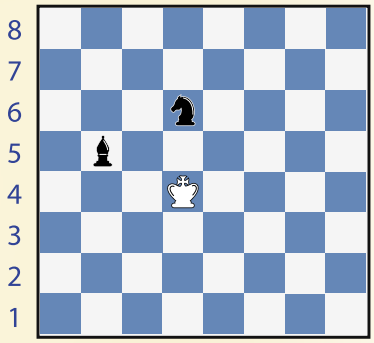

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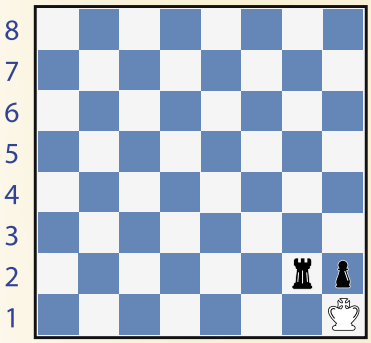
Vezmi soupeřovu figuru



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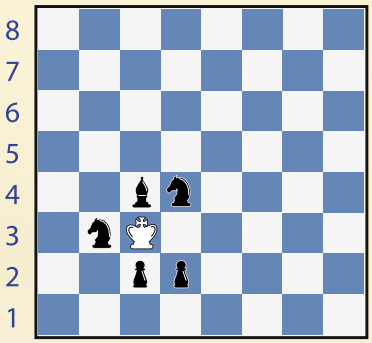

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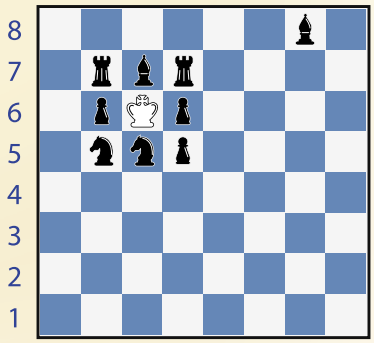
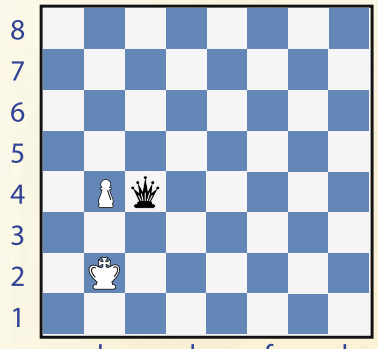


№ 3

Jak ubráníš vlatní figury před braním?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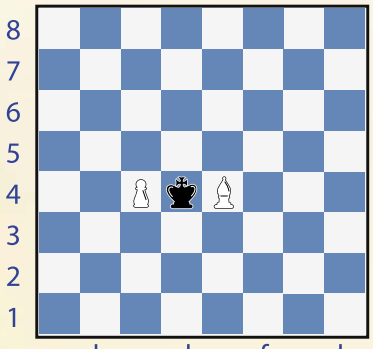
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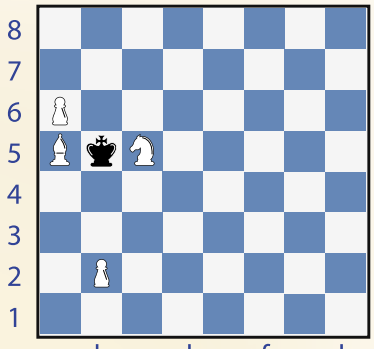
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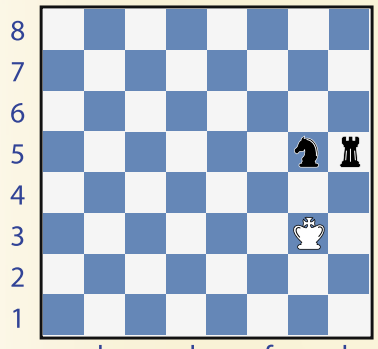
Získej soupeřovu figuru!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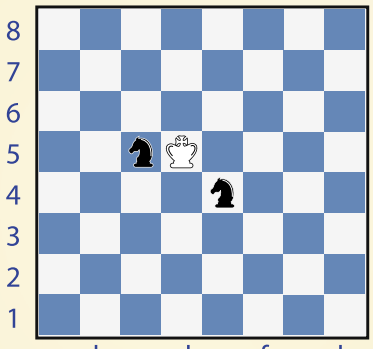
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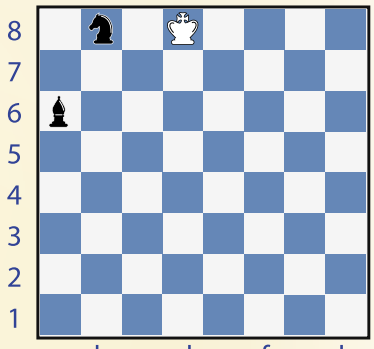
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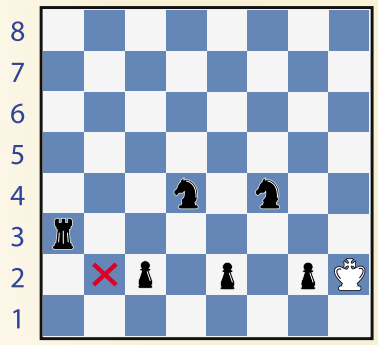
Přelsti strážného při cestě na křížek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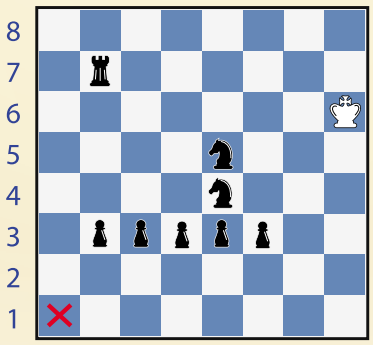
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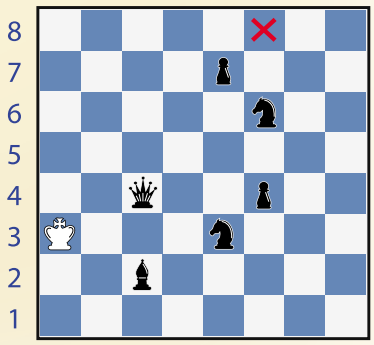
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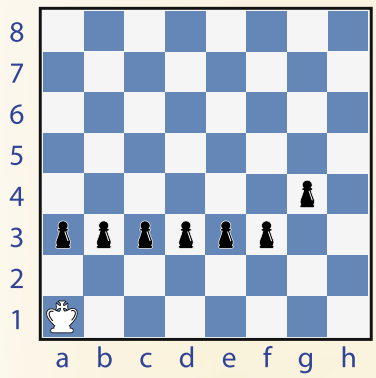
Získej strážného



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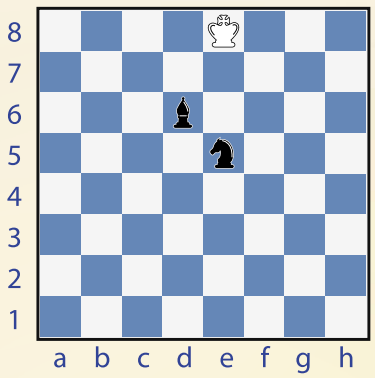

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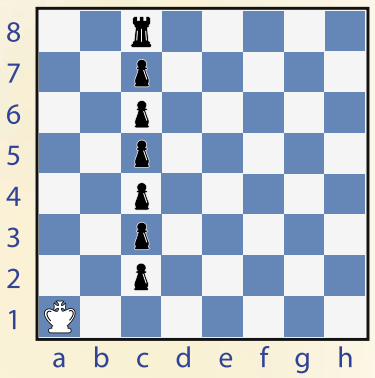

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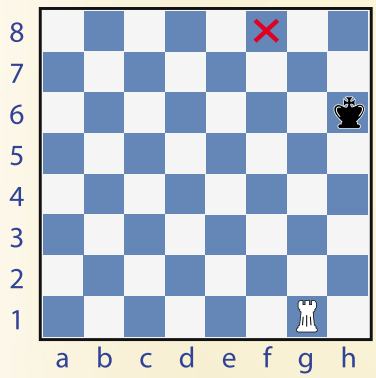
Zabraň černému králi, aby získal kontrolu nad polem označeným křížkem!



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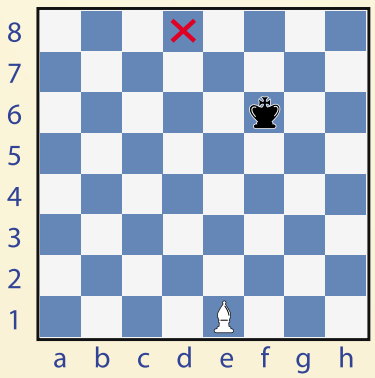

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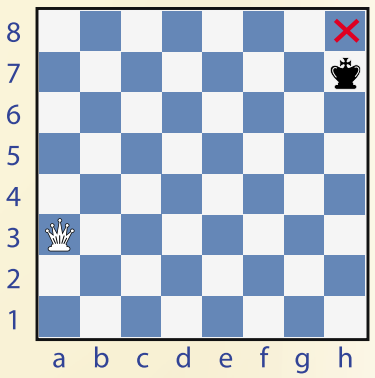

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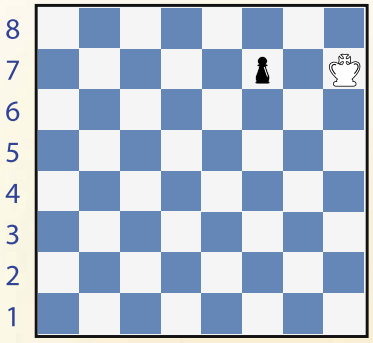
Omez pohyb a získej soupeřovu figuru nebo pěšce



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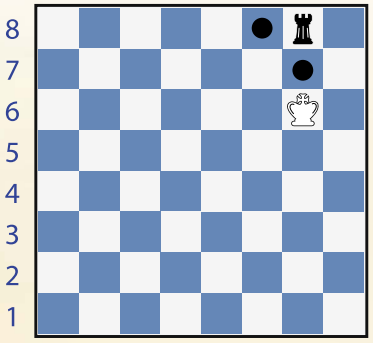

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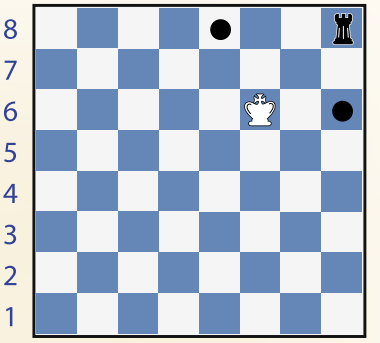

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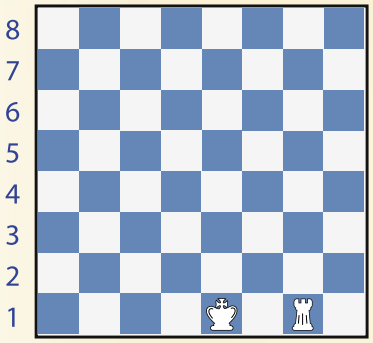
Rošáda



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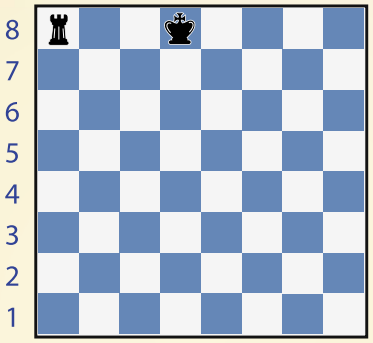

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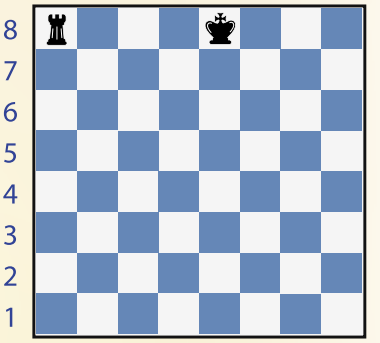

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