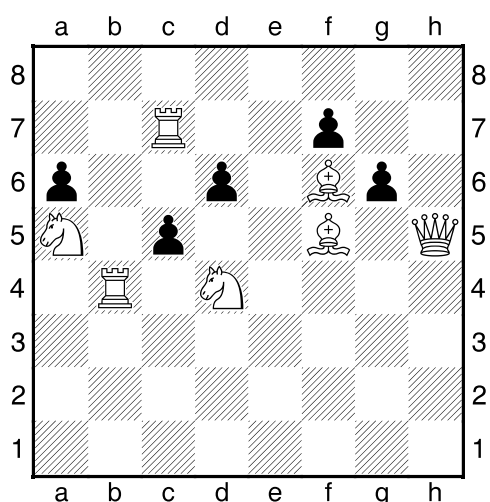
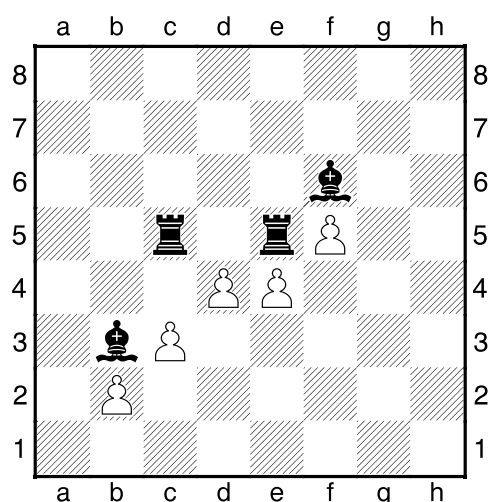
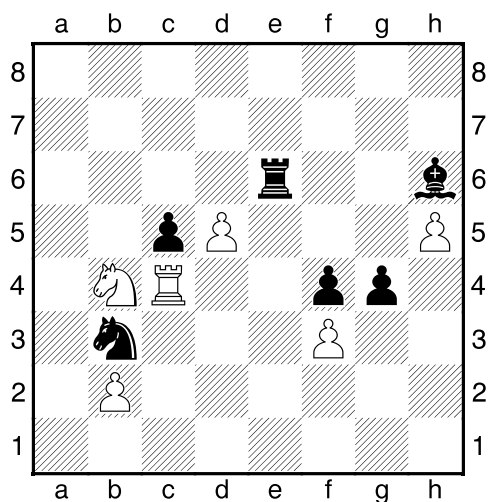
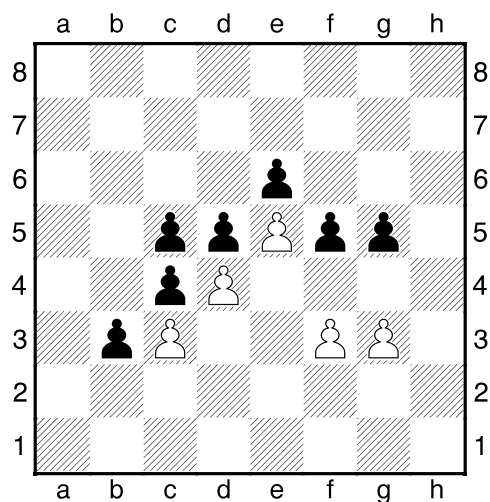
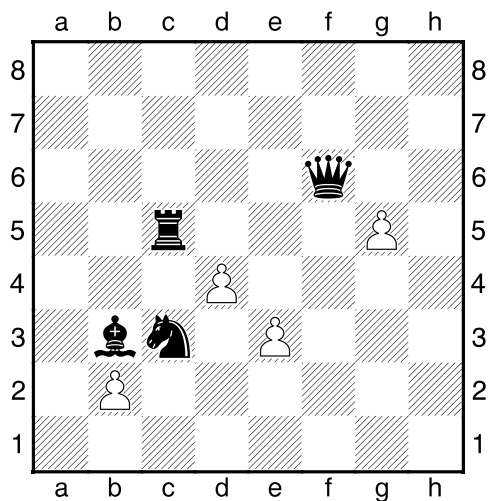
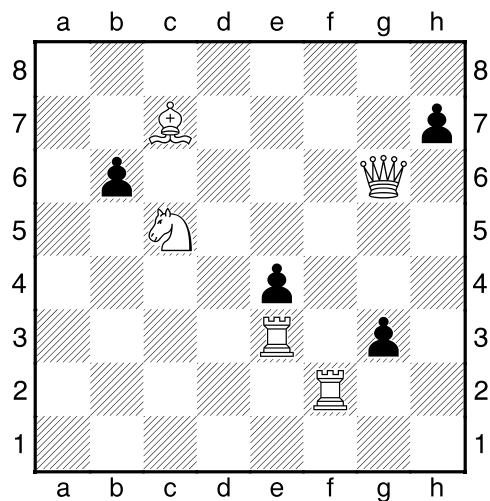
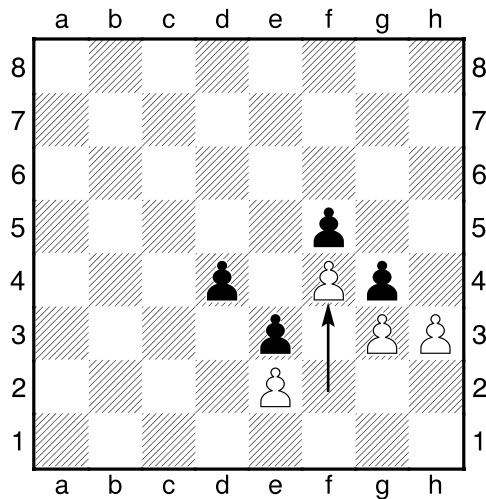
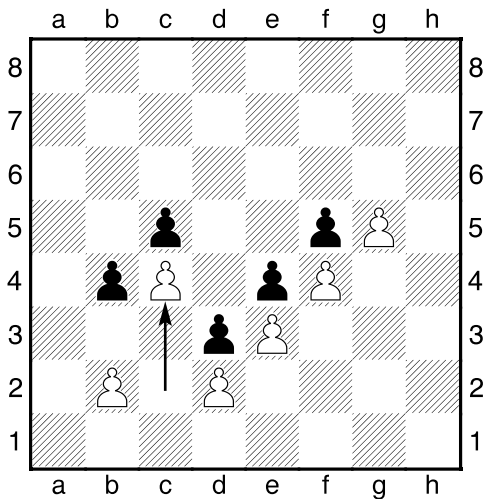
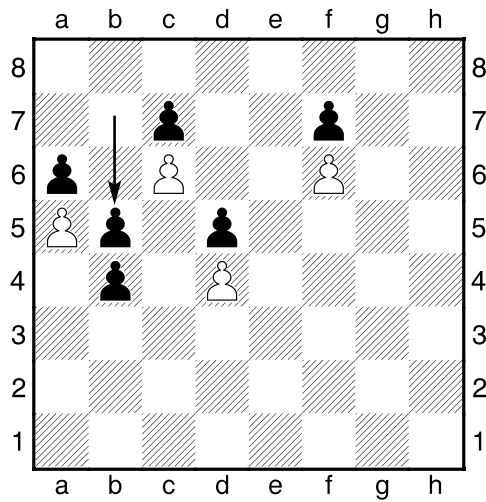
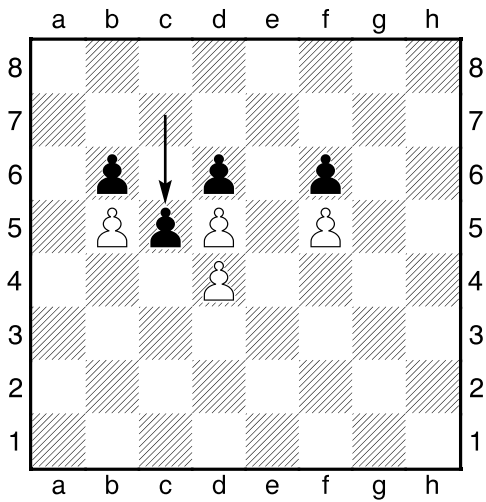
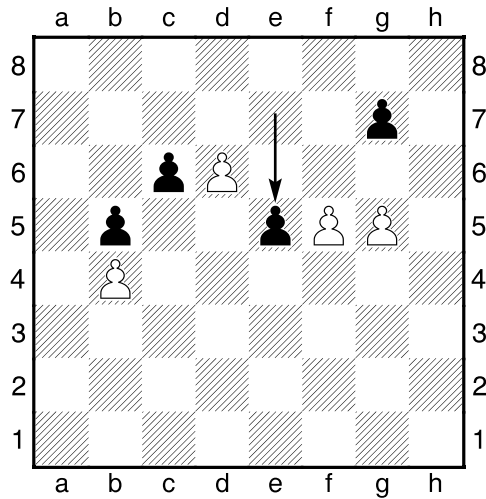
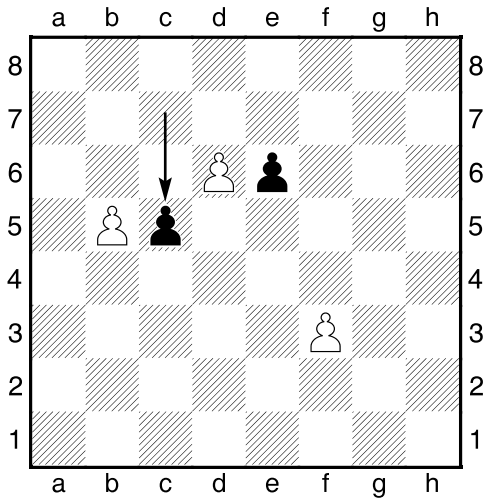


ĆWICZENIE: Zaznacz wszystkie możliwe bicia pionkami (białymi i czarnymi). Zbitą bierkę otocz kółkiem.

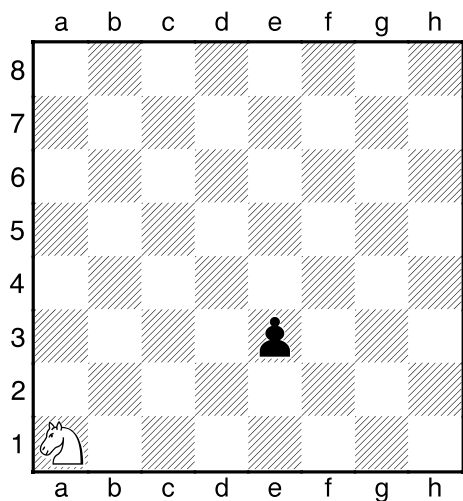




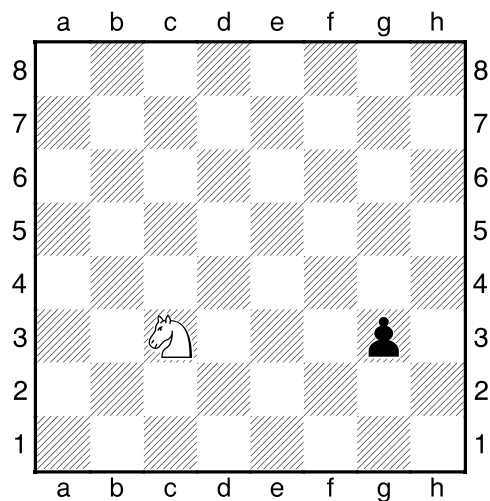
ĆWICZENIE: Na diagramach zaznaczono ostatni ruch pionkiem. Jak można zbić tego pionka w przelocie? Zaznacz ten ruch strzałką.



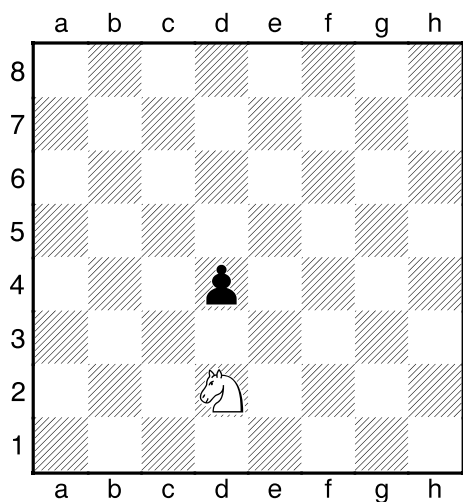
ĆWICZENIE: Znajdź najkrótszą drogę skoczka do czarnych pionków. Pod diagramami jest podana ilość ruchów, w którą można to zrobić.



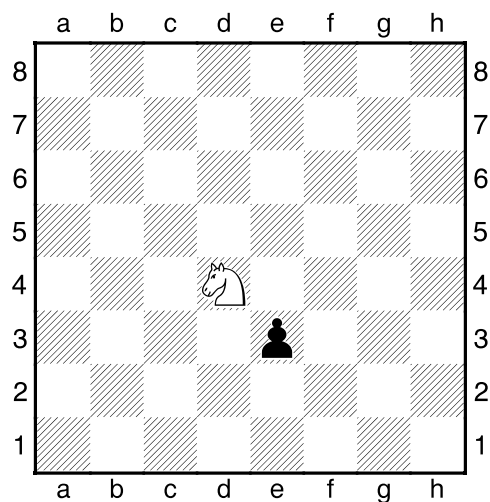
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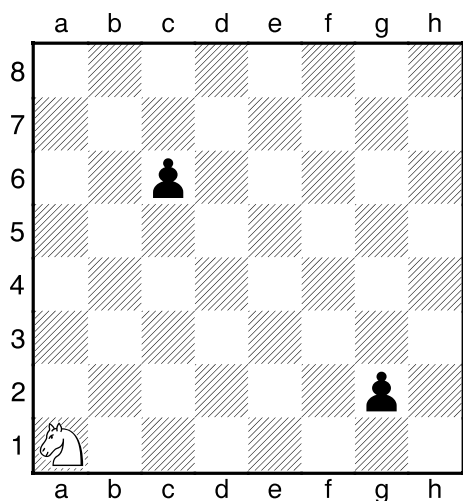
2



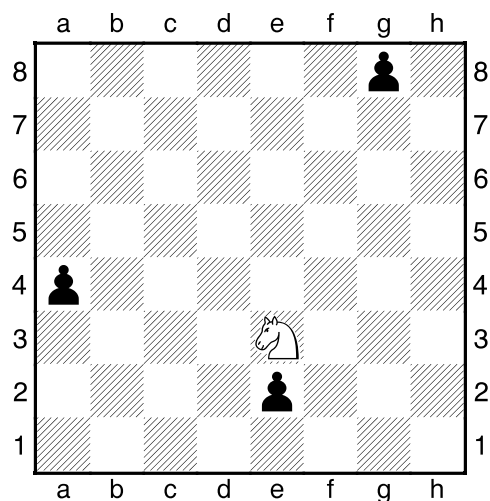
2



2



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