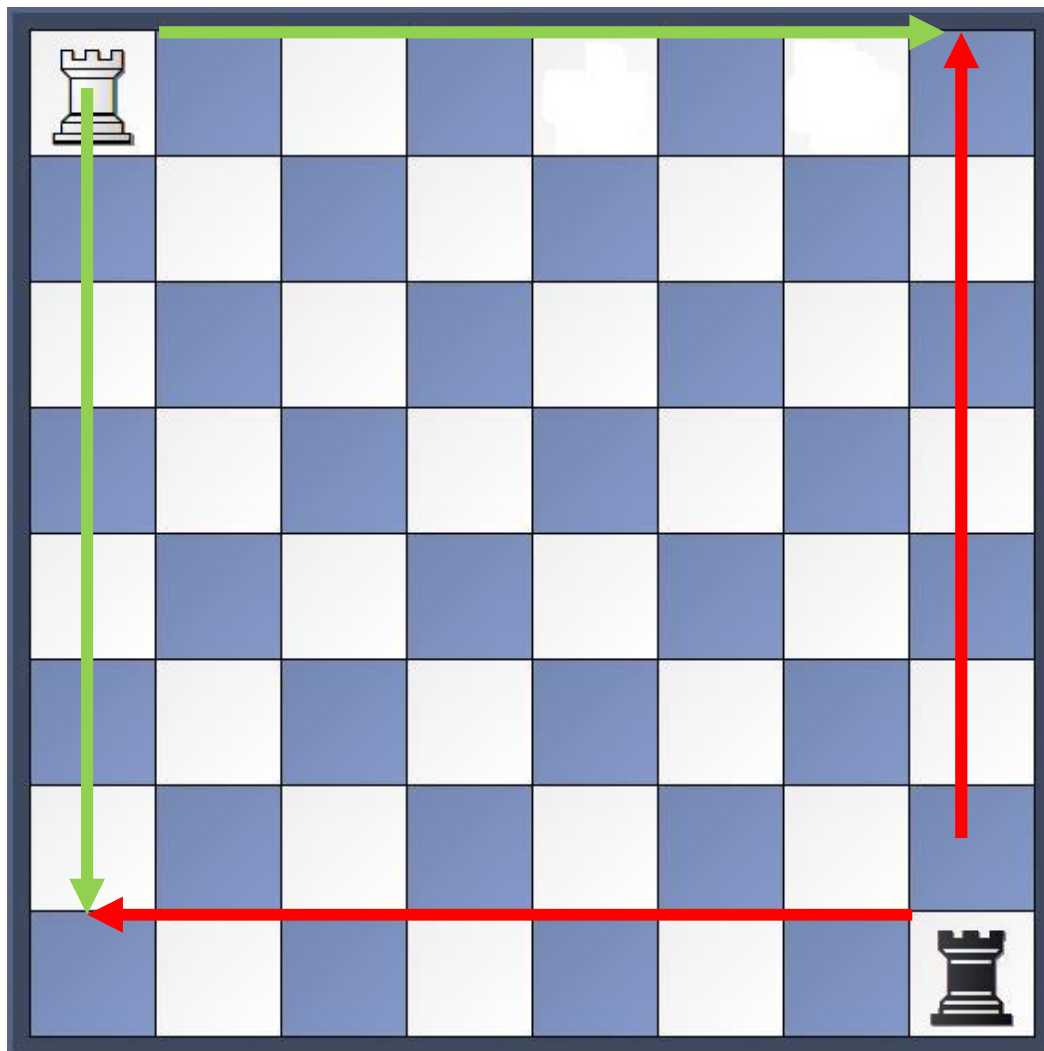


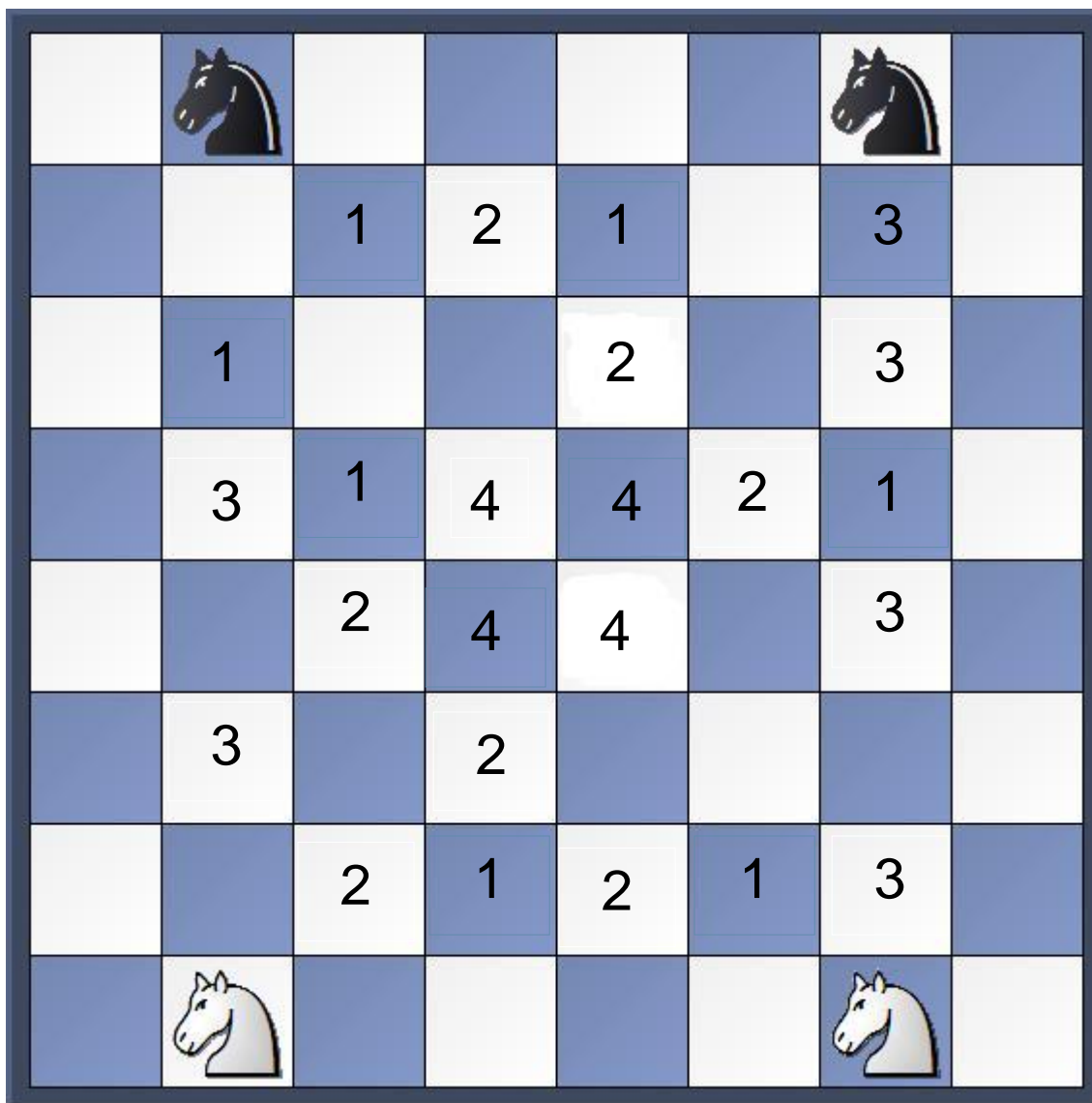
Juegos ajedrecísticos

La torre galáctica. Gana el que queme a la otra torre.



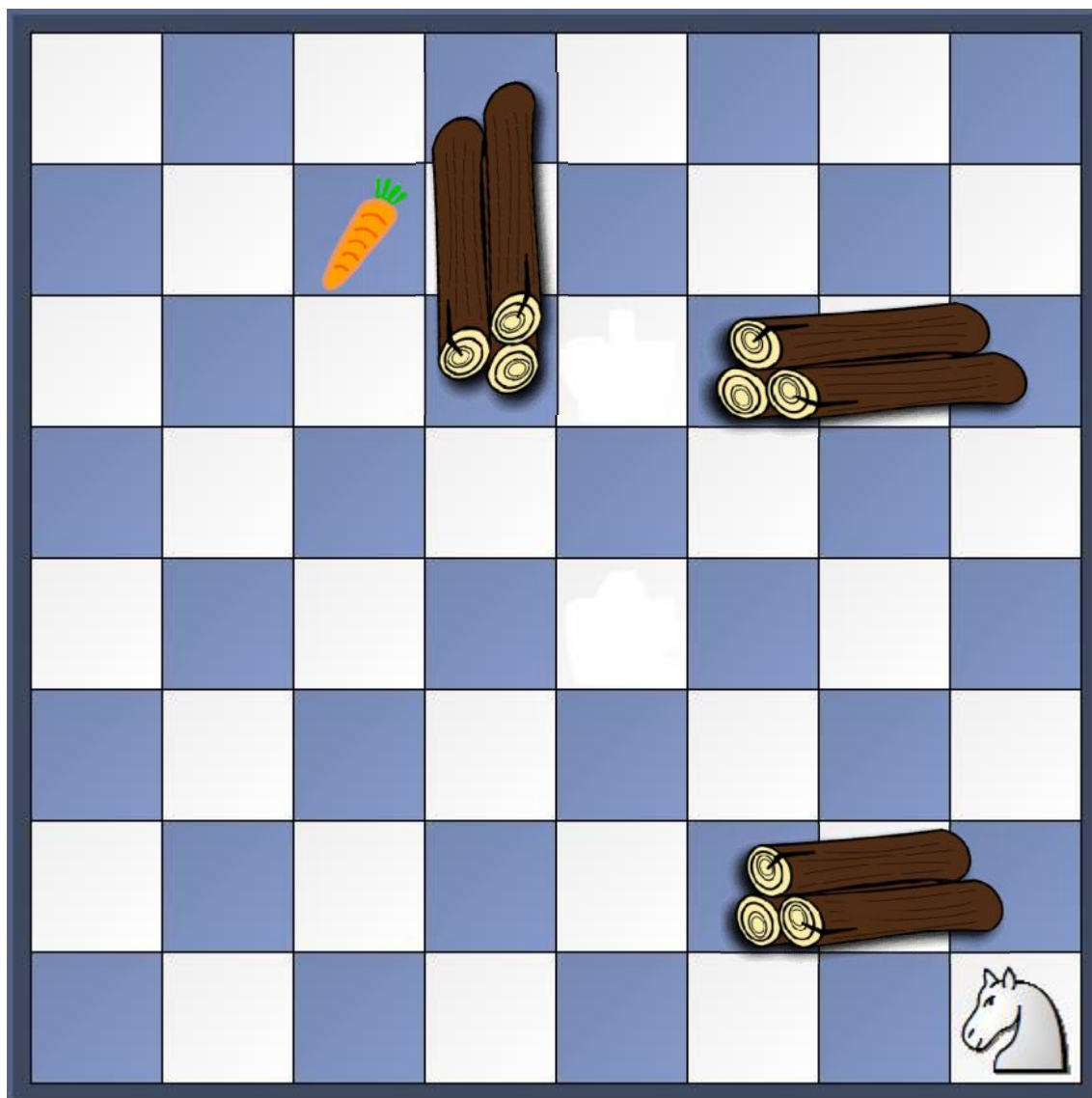
La torre no puede pasar por ninguna casilla dominada por la otra torre. Gana el que logre obligar al rival a pasar por una casilla atacada.

El caballo saltarín.



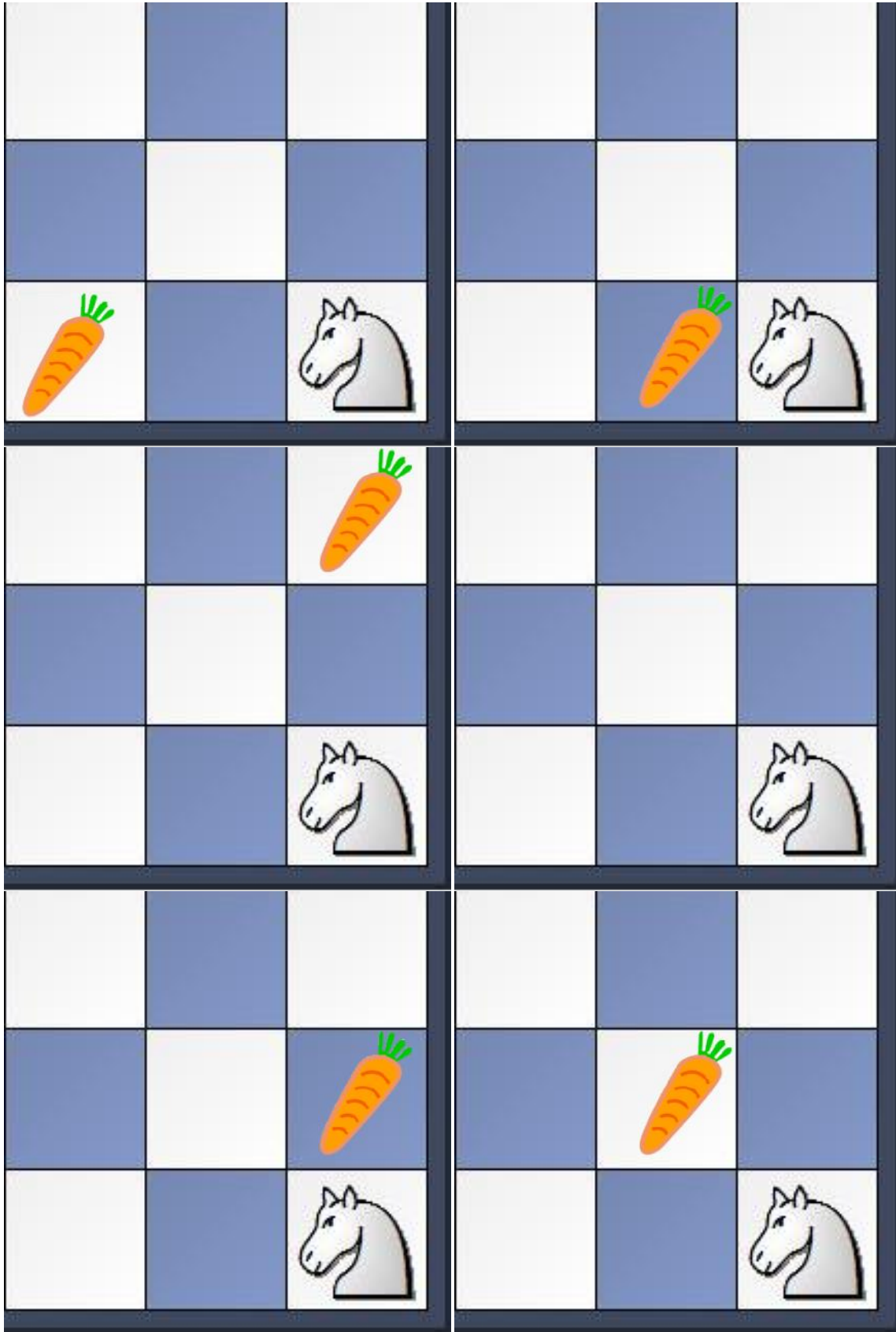
Los Caballos saltan y saltan, gana el que más puntos logra. Comerse el caballo rival vale diez puntos.

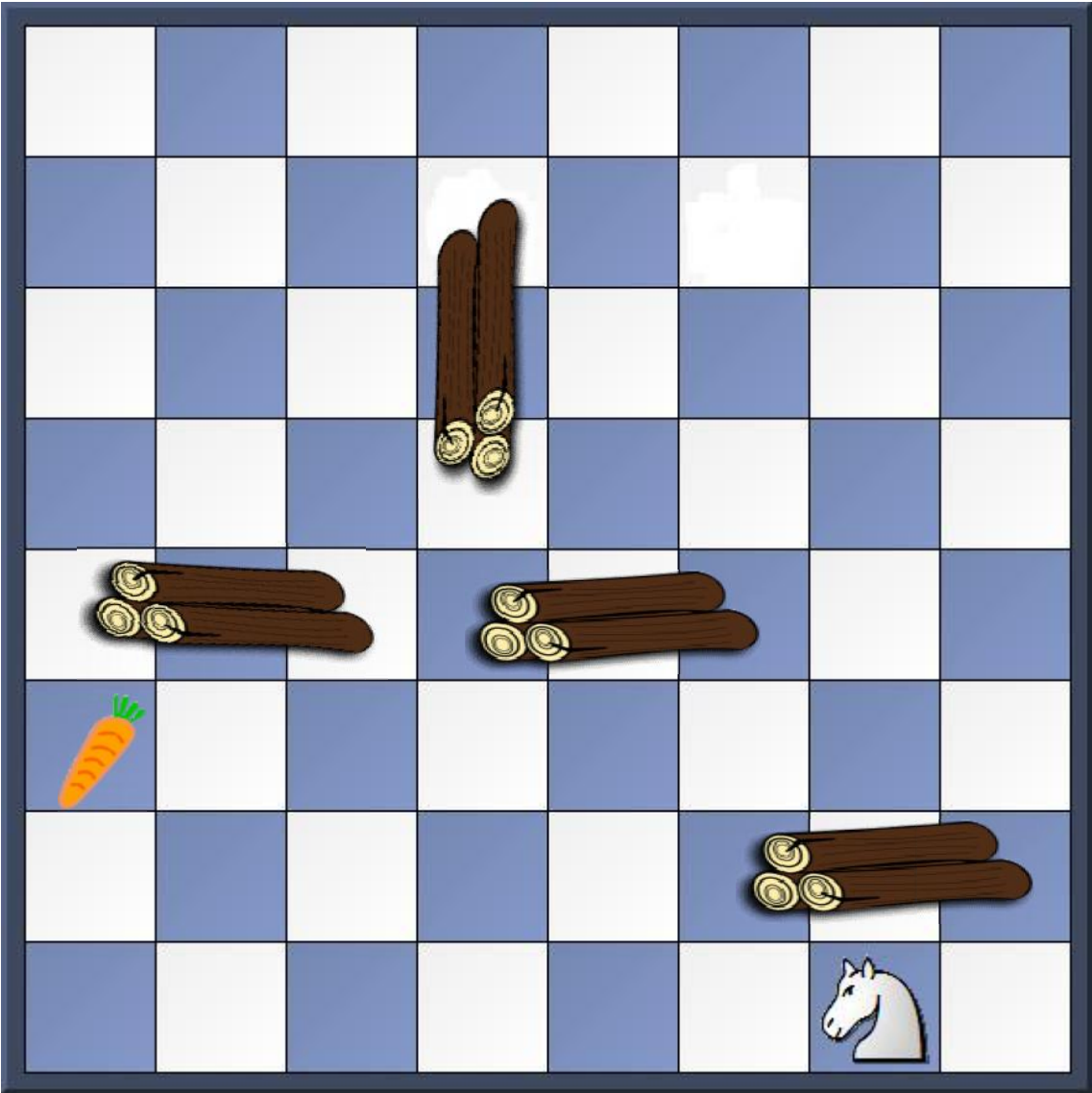
El caballo comilón.



Regla: El caballo debe pasar por todos los obstáculos.

Objetivo: Comerse la zanahoria



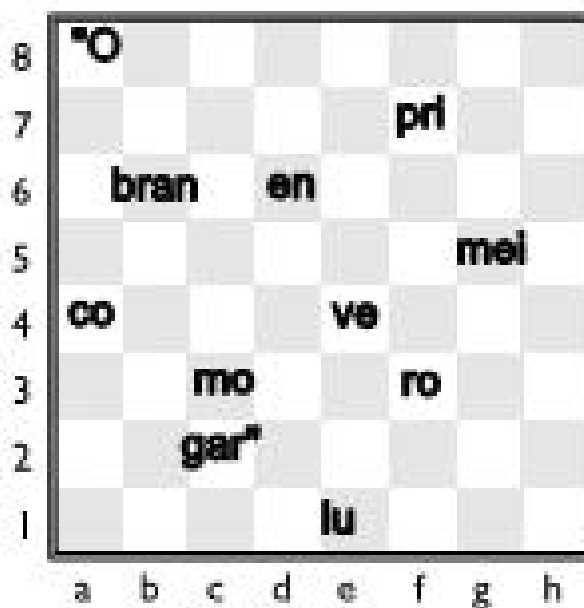


- Usa o movementado cabalo para atopar as seguintes mensaxes nos taboleiros:

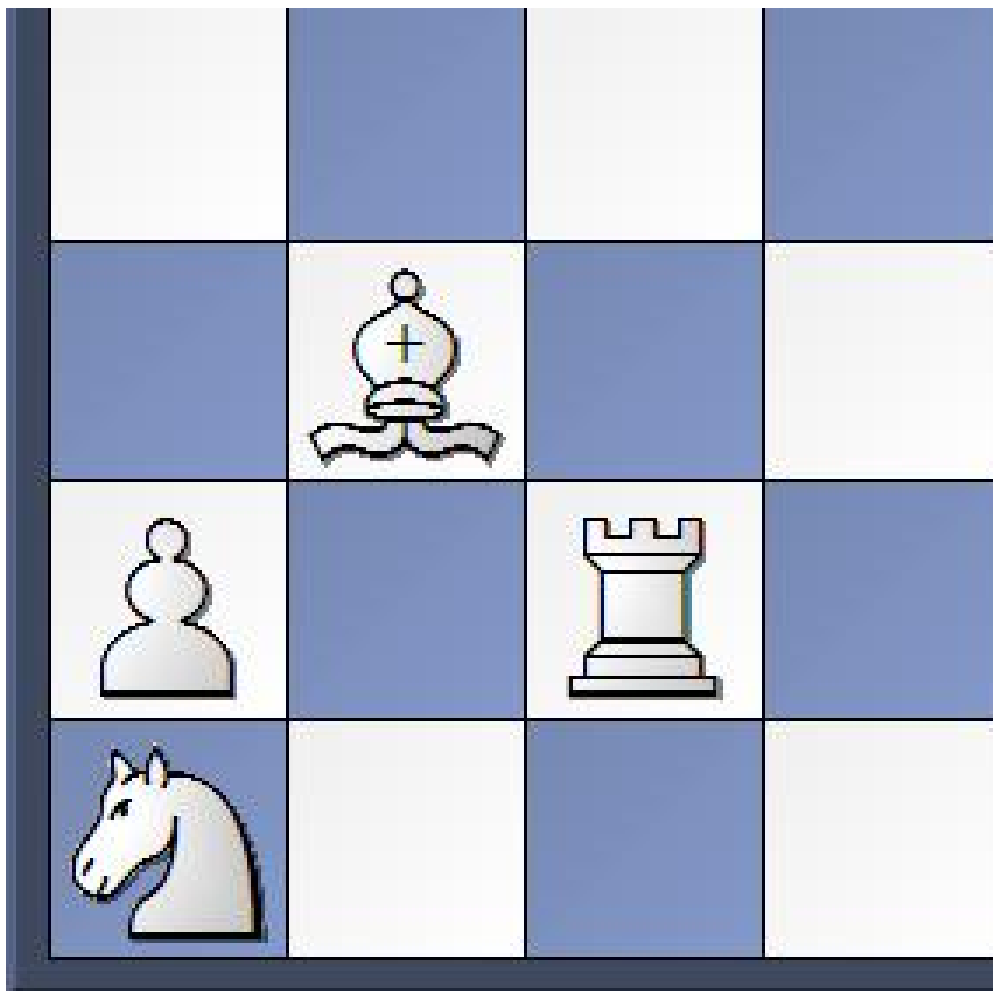
"Pásao ben xogando ao xadrez"



"O branco move en primeiro lugar"

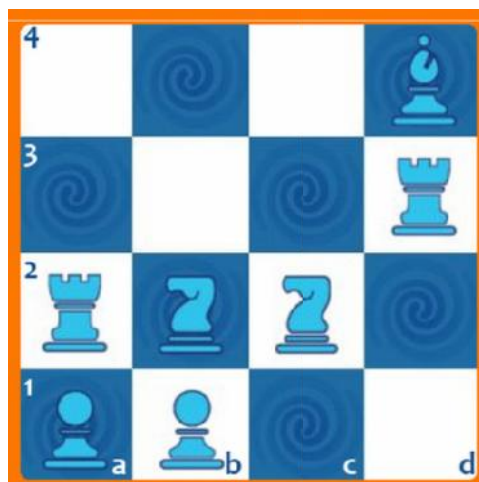
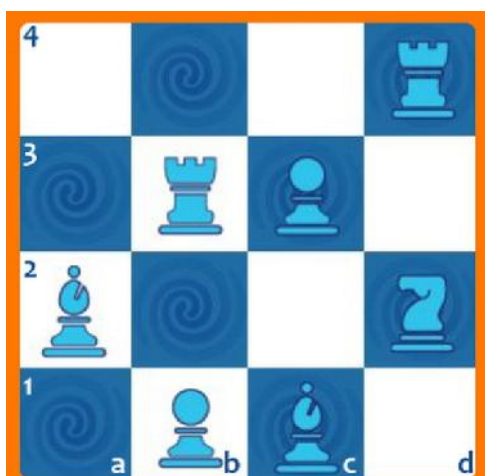
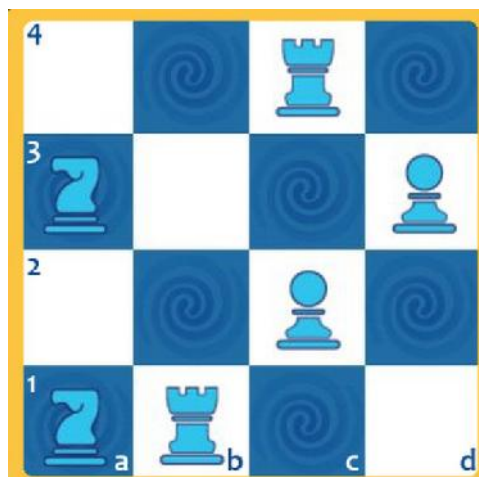
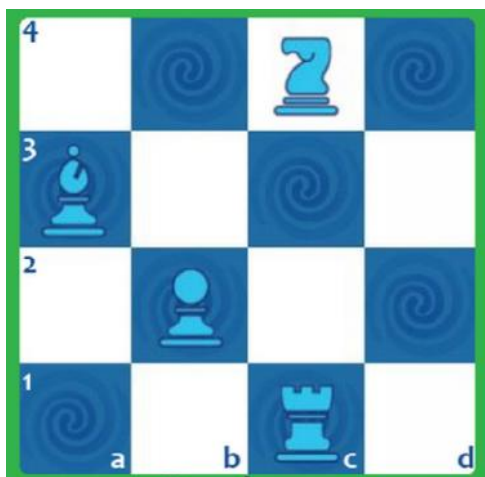
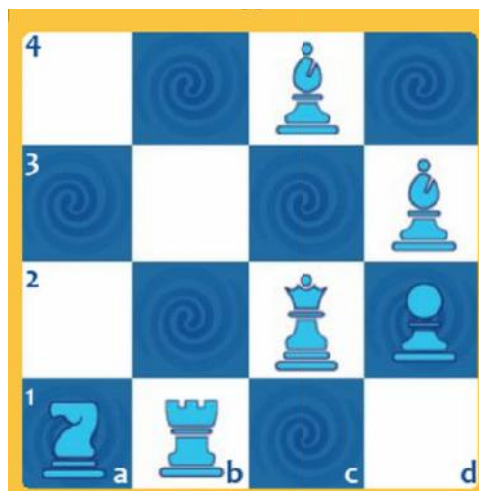
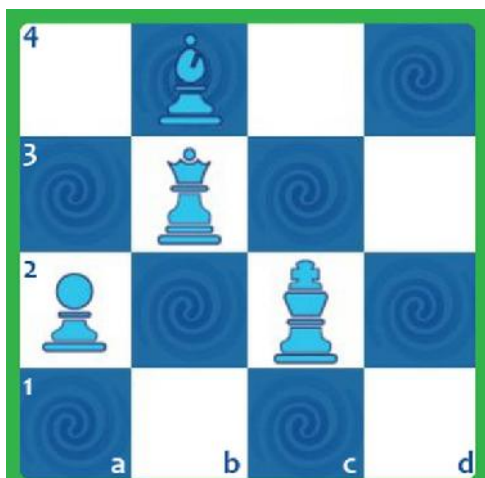


Solitario Ajedrecístico:

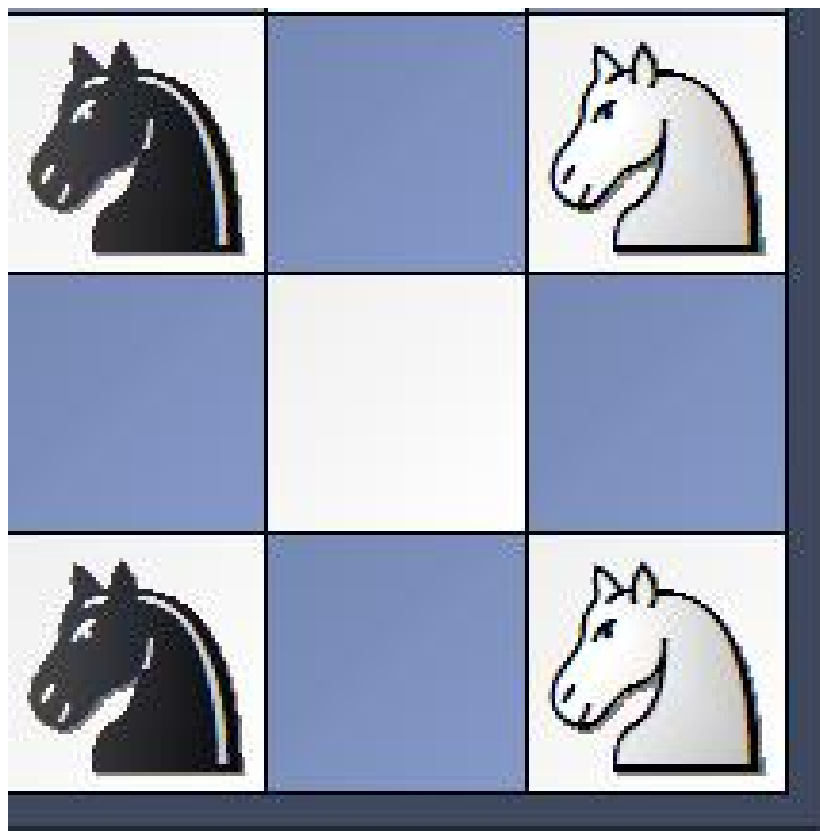


Regla: En cada jugada debes comer una pieza, todas las piezas se pueden comer entre sí.

Objetivo: Sólo puede quedar una pieza.







































CUATRO CABALLOS



Regla: Por supuesto, dos caballos no pueden ocupar la misma casilla.

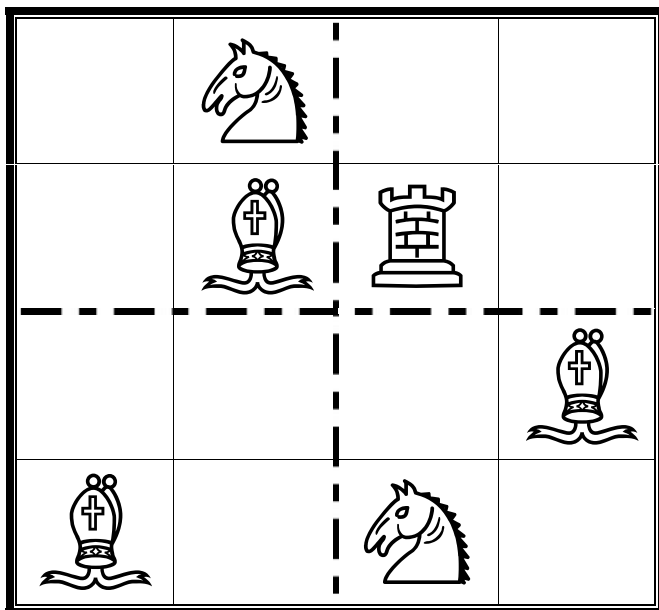
Objetivo: del rompecabezas es intercambiar los caballos rojos y azules en el menor número de movimientos.

El tablero: Grupos de familias.

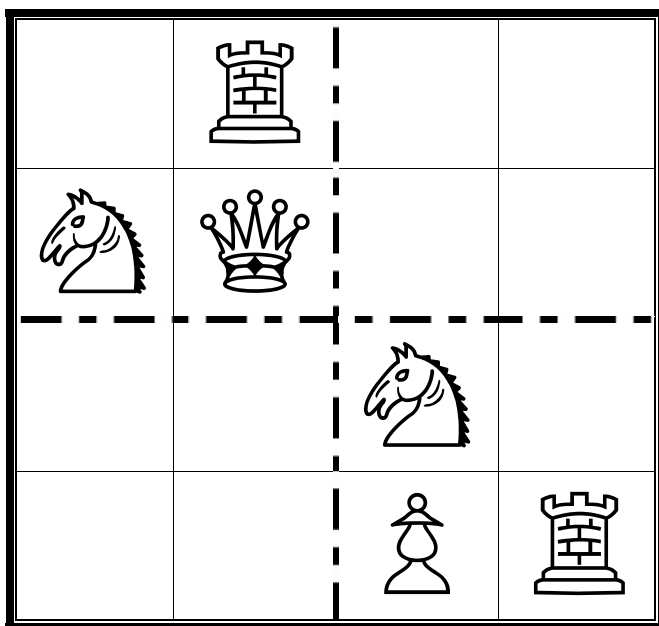
					
					
					
					
					
					

Chessdoku:

Chessdoku



Chessdoku



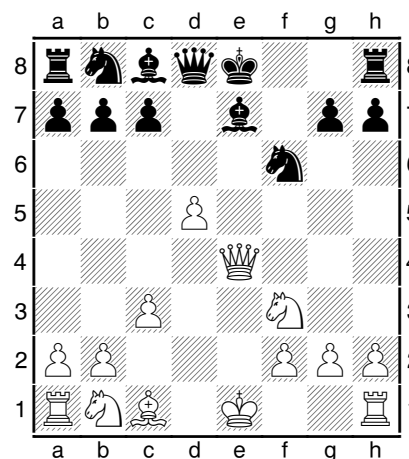
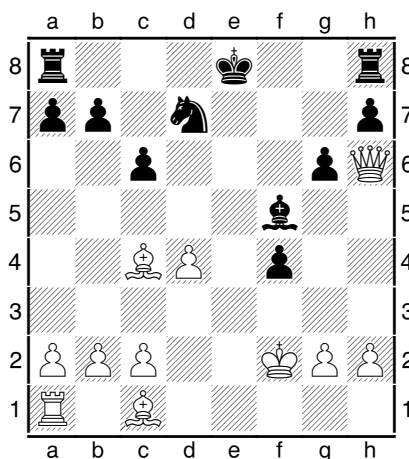
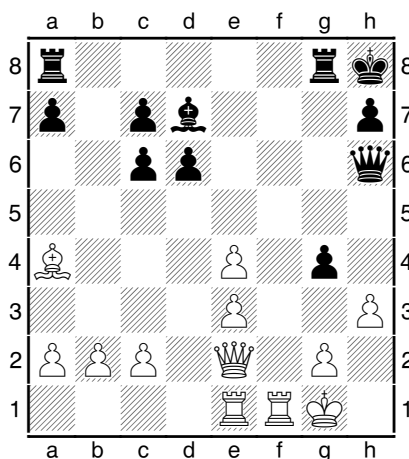
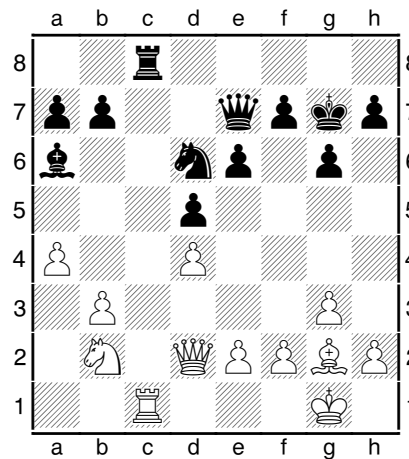
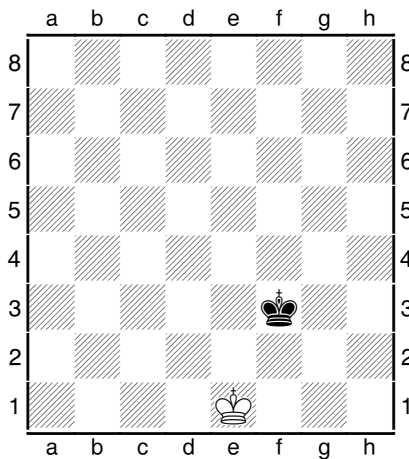
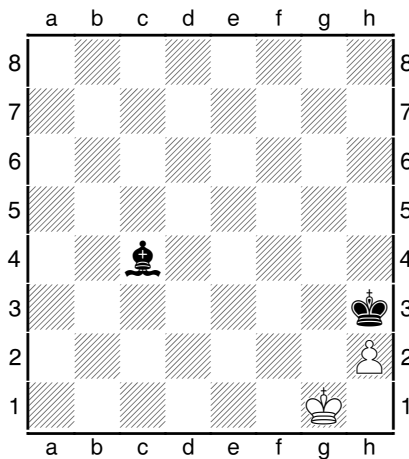
Oito diferencias.



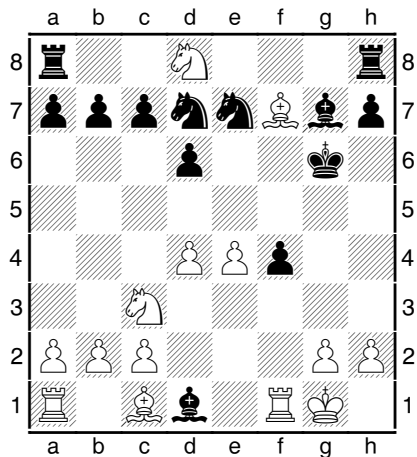
Ejercicios ajedrecísticos.

Jaque:

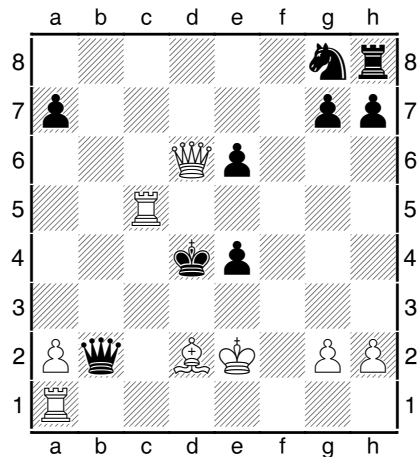
Coloca a peza dando xaque o rei rival.



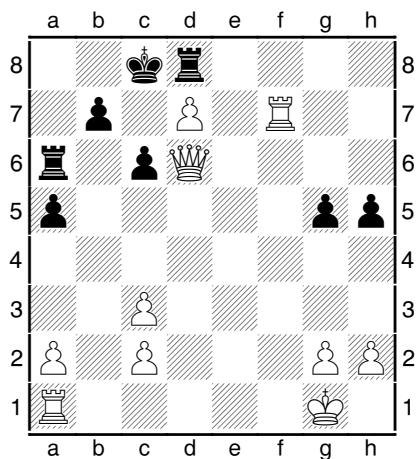
Debes indicar si é xaque ou xaque mate.



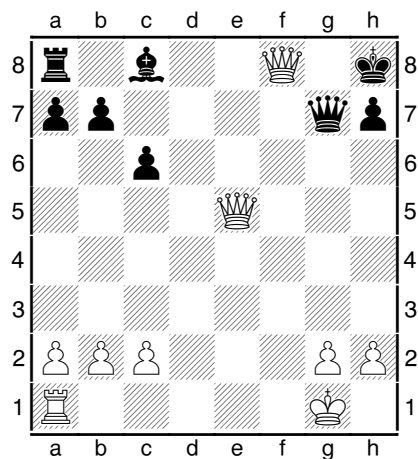
Xaque Xaque mate



Xaque Xaque mate

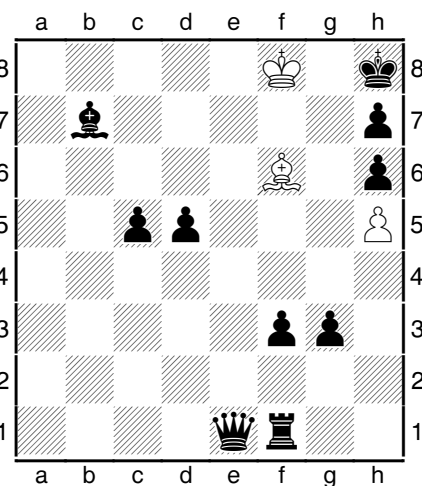
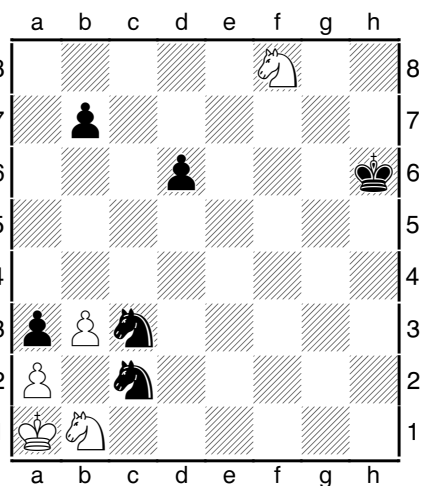
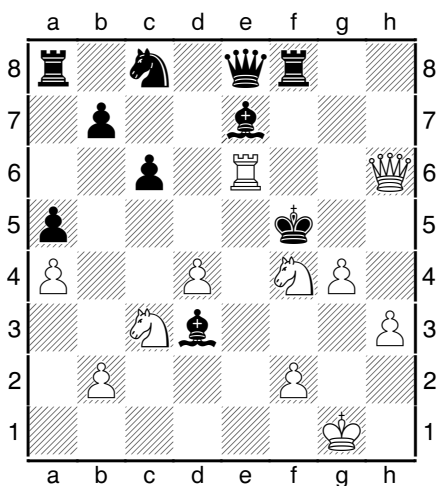
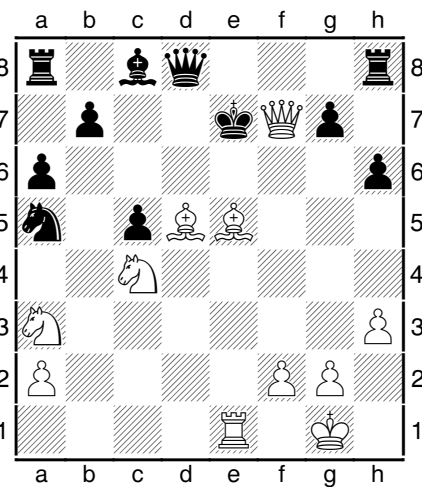
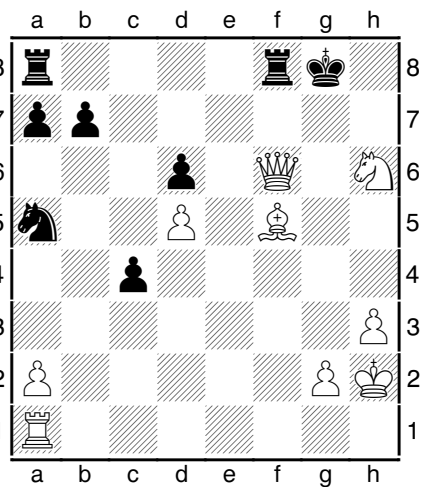
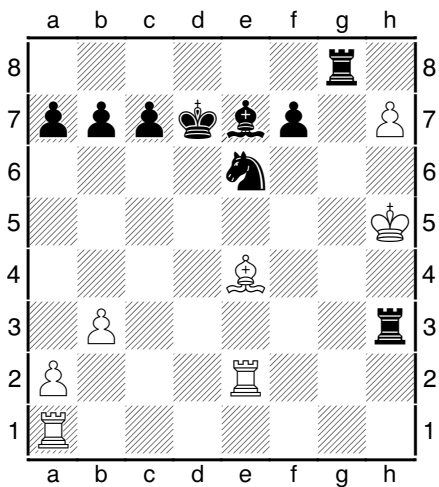


Xaque Xaque mate

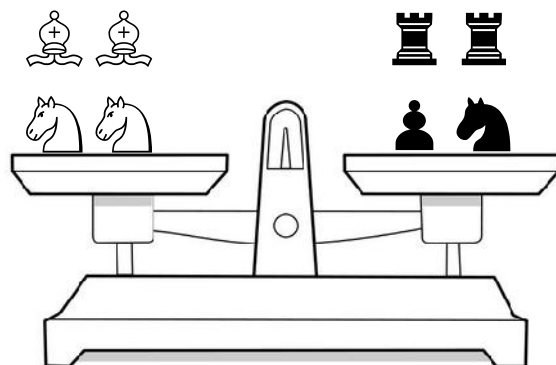
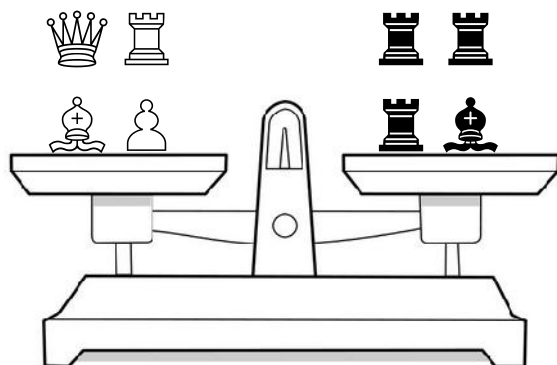
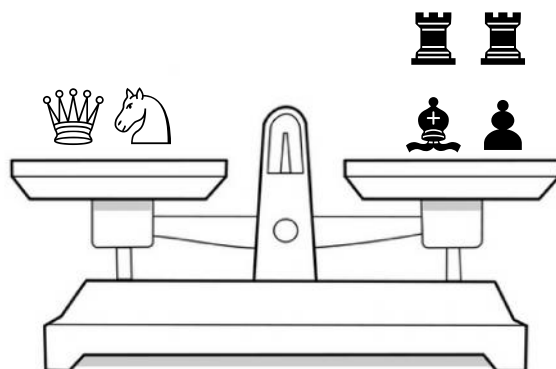
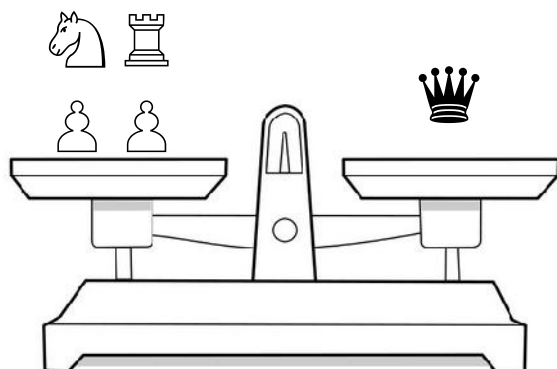
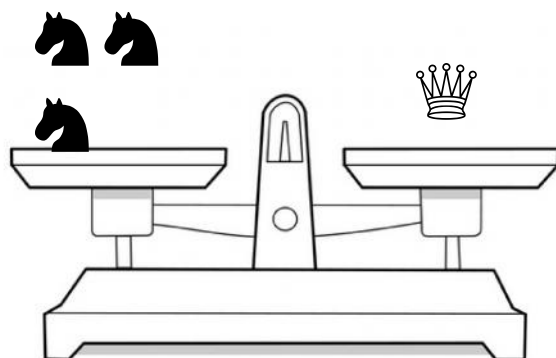
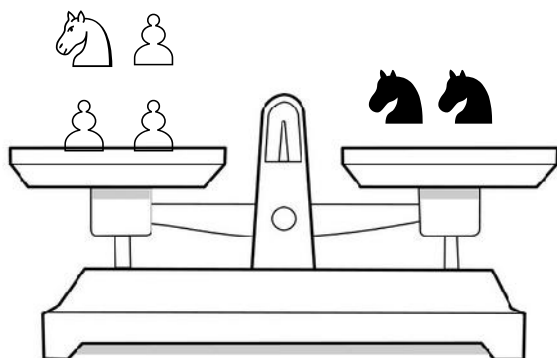


Xaque Xaque mate

Indica que peza está dando xaque mate.

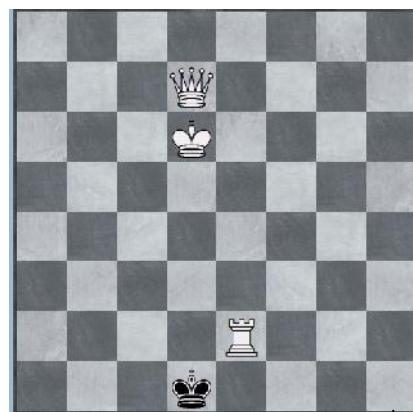
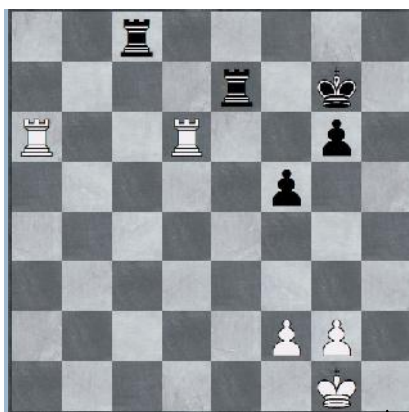
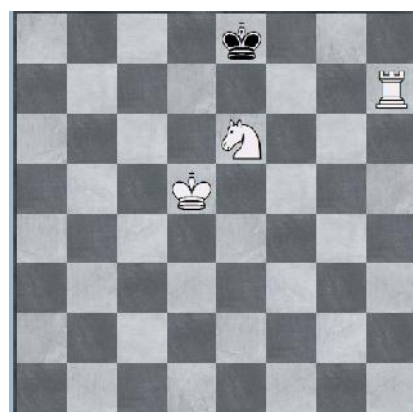
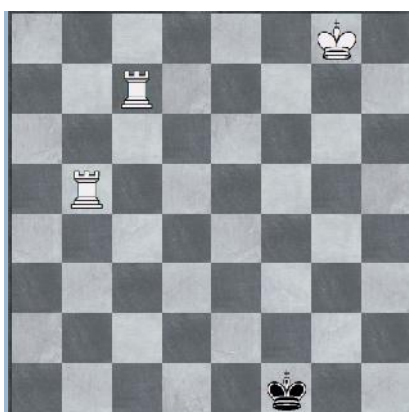
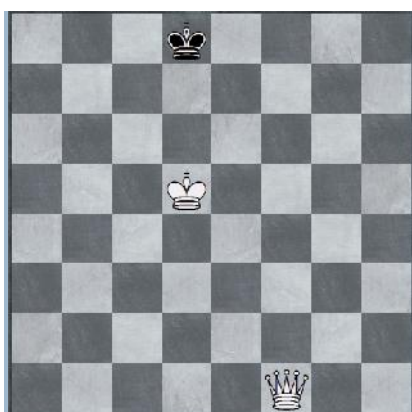
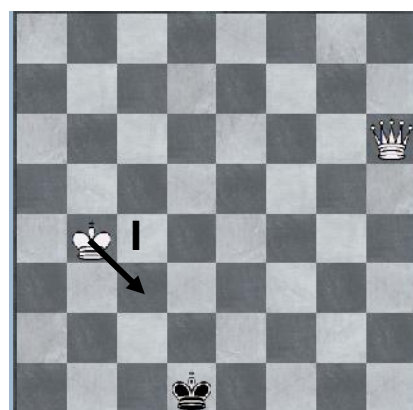
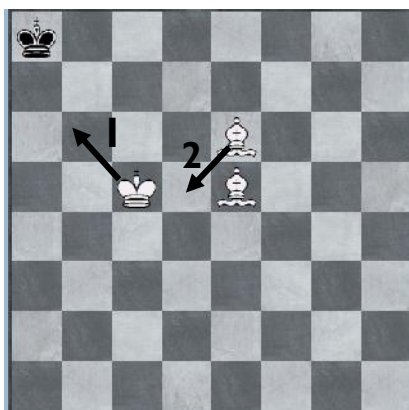


Indica como se inclinará a balanza en cada un dos debuxos.



Progresión

Debes facer dúas xogadas seguidas e dar mate. A primeira xogada non pode ser xaque.



Xaque mate

Debes escribir a segunda xogada para facer xaque mate.



1...Tb8+ 2.Ra2, ___



1.Tg8+, Rh6 2. ___



1.Df6+, Cf7 2. ___



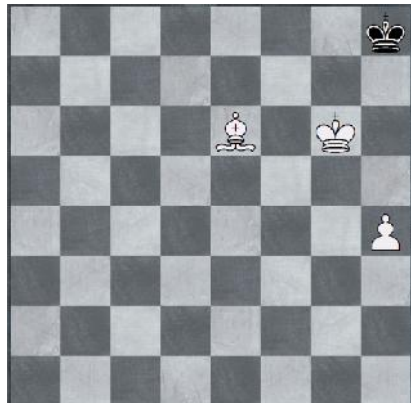
1.Th7+, Rg6 2. ___



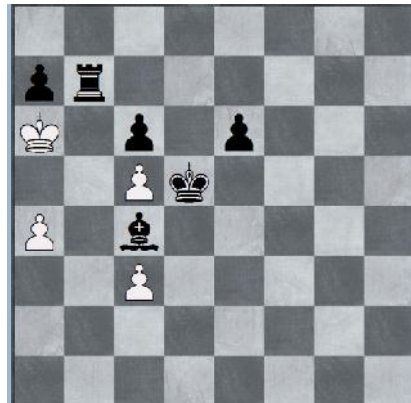
1.Dh8+, Rf7 2. ___

Afogado

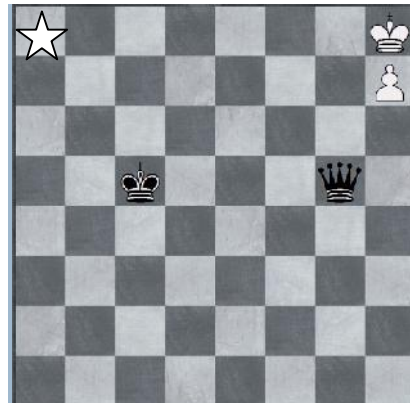
Indica se é xaque, xaque mate ou afogado.



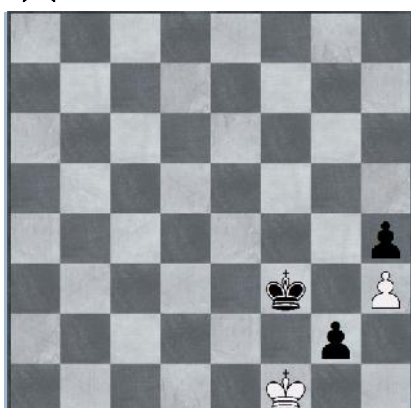
Afogado Mate Xaque



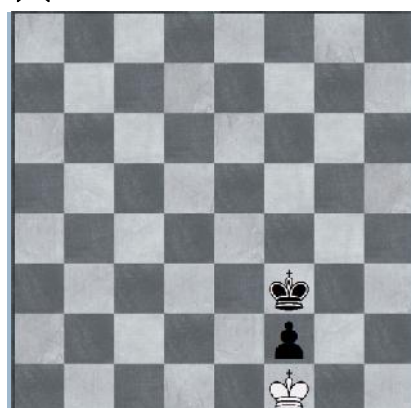
Afogado Mate Xaque



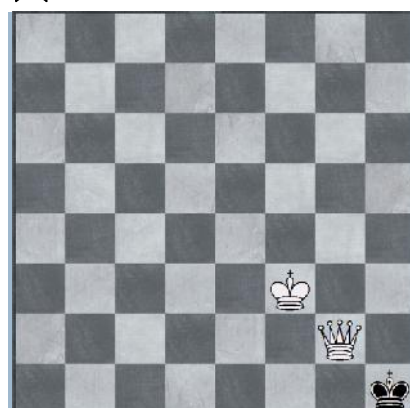
Afogado Mate Xaque



Afogado Mate Xaque



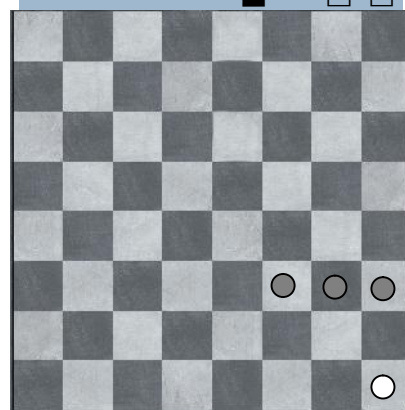
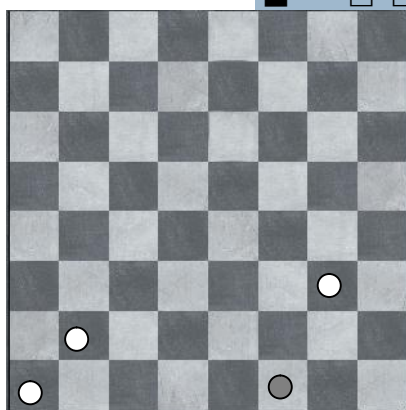
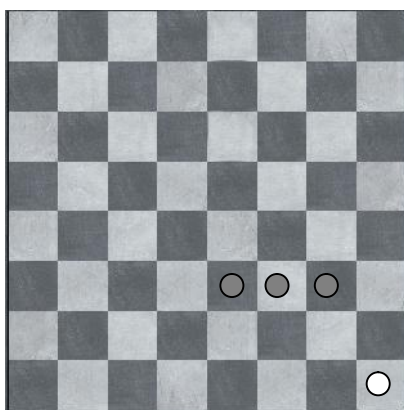
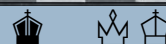
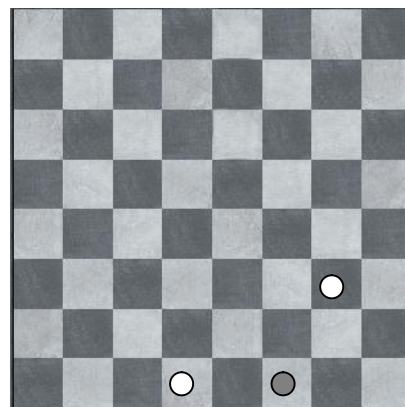
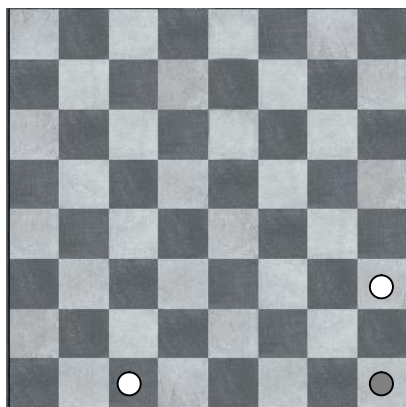
Afogado Mate Xaque



Afogado Mate Xaque

Mate inventado

Debes inventar un mate. Utiliza as pezas que tes debaixo de cada diagrama



Enlaces de interés:

Material ajedrecístico de la Fegaxa:

<http://www.fegaxa.org/gal/formacion.php>

FEGAXA. Federación Gallega de Ajedrez:

<http://www.fegaxa.org/gal/index.php>

Federación Española de Ajedrez:

<http://www.feda.org/web/>

Facebook Xaquedrum. Albúm fotos:

https://www.facebook.com/xaquedrum/photos_stream?tab=photos_albums

Fichas de solitarios para descargar:

<http://redcanoe.weebly.com/uploads/7/4/5/0/7450428/scfree.pdf>