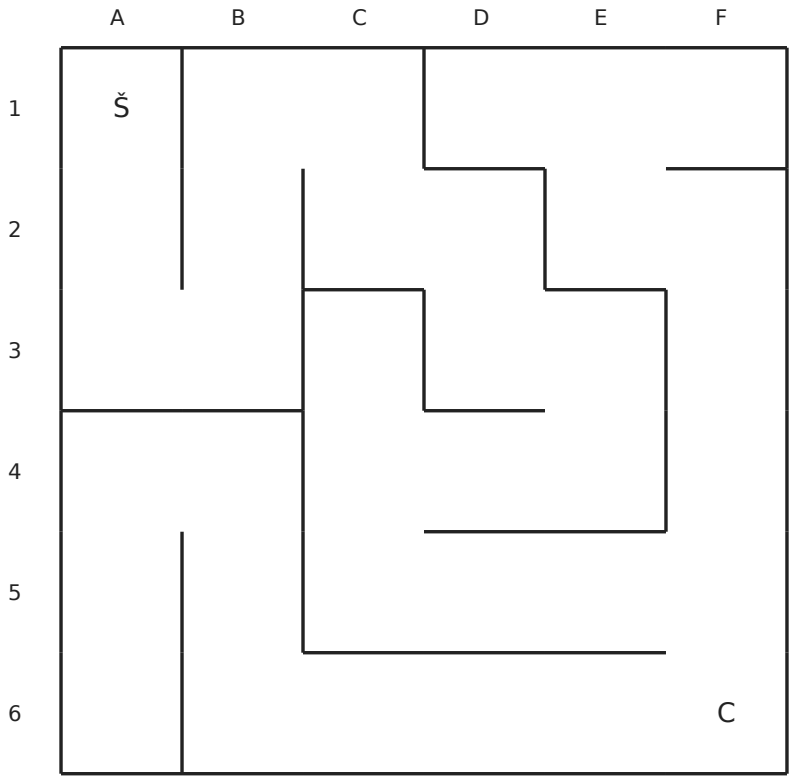
M01: bludisko 6 × 6

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Najprv skús prst, potom ceruzku. Riešenia sú v PDF oddelené.

Zápis pokusu: _____

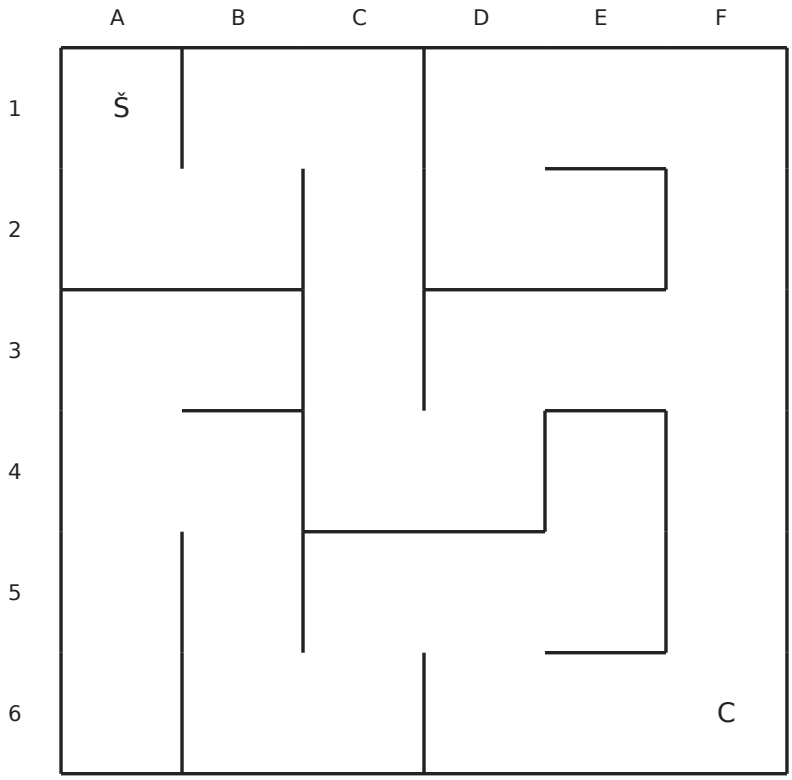
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M02: bludisko 6 × 6

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Najprv skús prst, potom ceruzku. Riešenia sú v PDF oddelené.

Zápis pokusu: _____

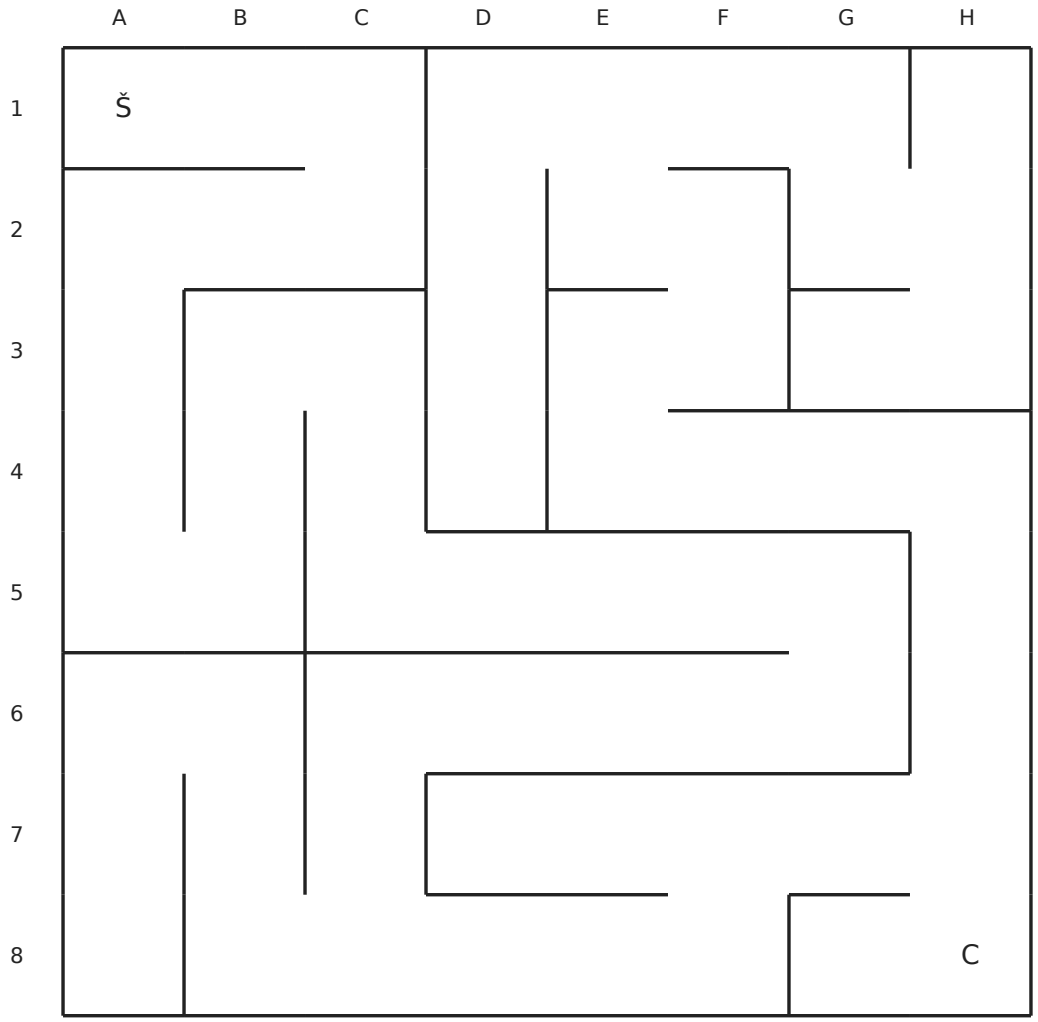
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M03: bludisko 8 × 8

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Najprv skús prst, potom ceruzku. Riešenia sú v PDF oddelené.

Zápis pokusu: _____

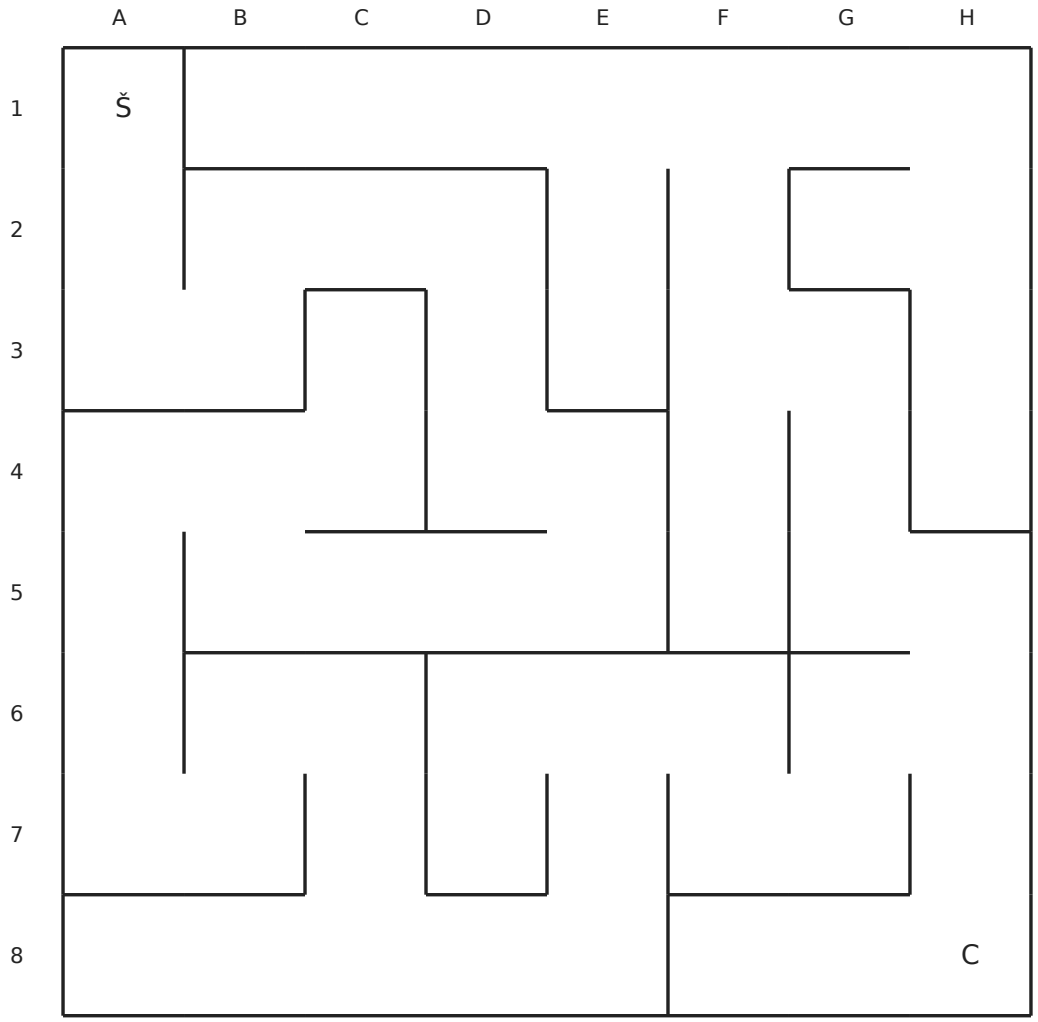
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M04: bludisko 8 × 8

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Najprv skús prst, potom ceruzku. Riešenia sú v PDF oddelené.

Zápis pokusu: _____

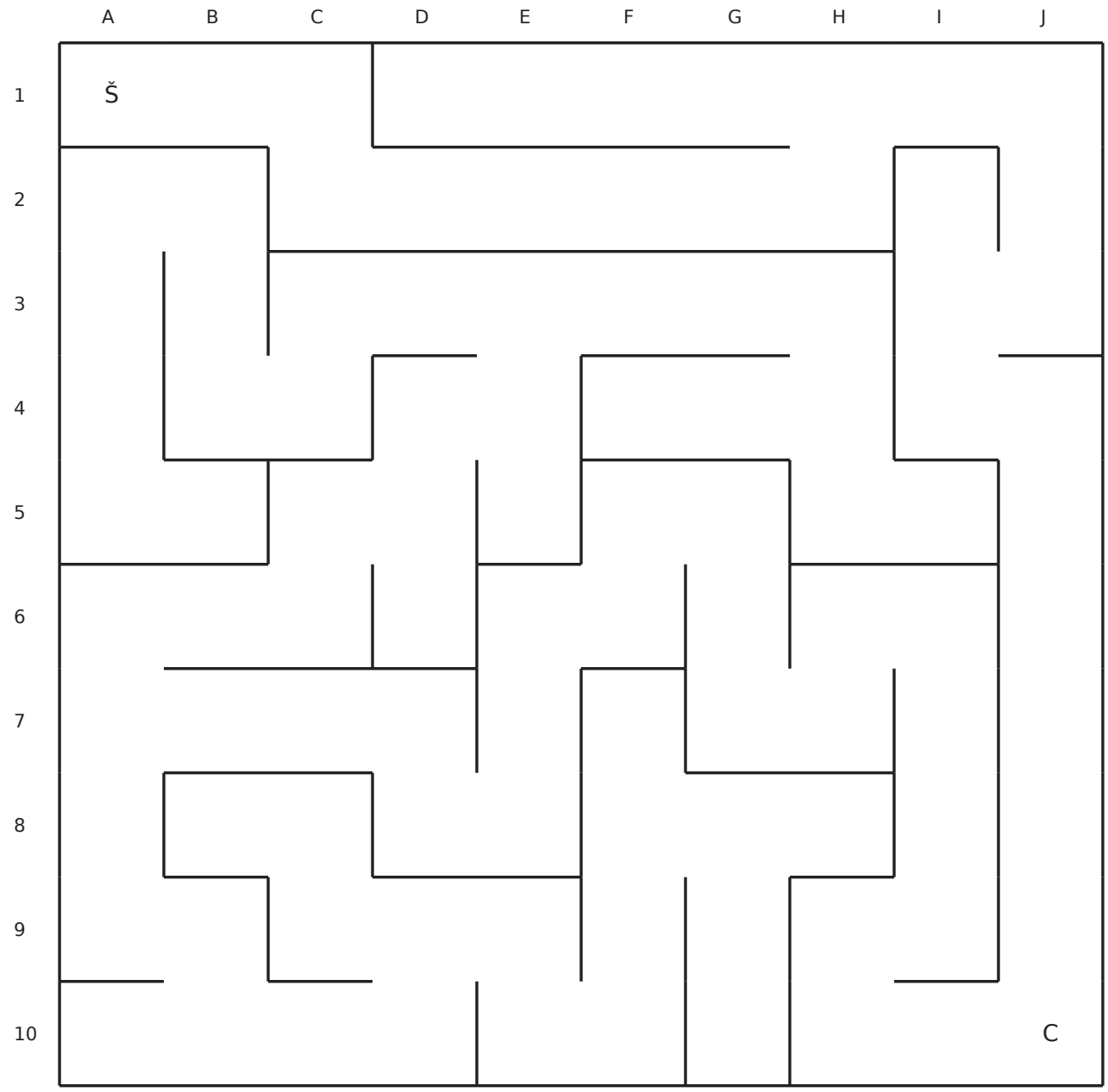
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M05: bludisko 10 × 10

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Najprv skús prst, potom ceruzku. Riešenia sú v PDF oddelené.

Zápis pokusu: _____

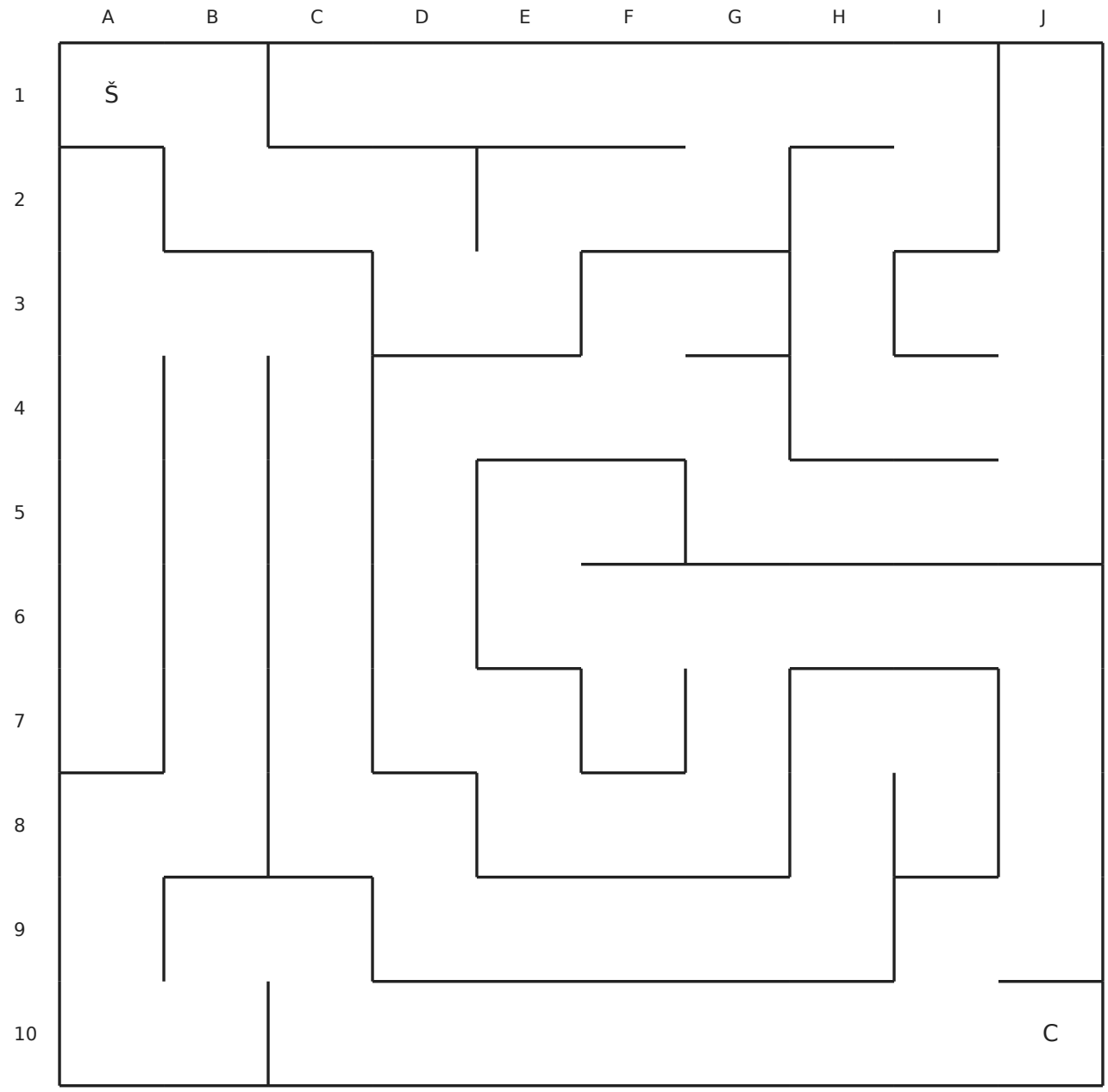
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M06: bludisko 10 × 10

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Najprv skús prst, potom ceruzku. Riešenia sú v PDF oddelené.

Zápis pokusu: _____

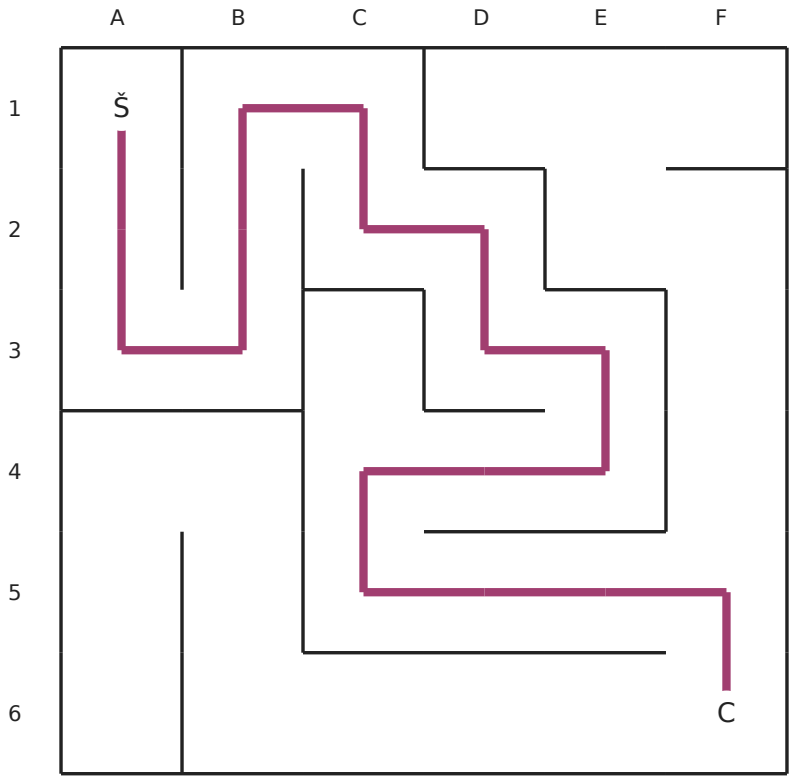
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M01: bludisko 6 × 6 / RIEŠENIE

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Riešenie bez opakovania polí: 18 krokov.

Zápis pokusu: _____

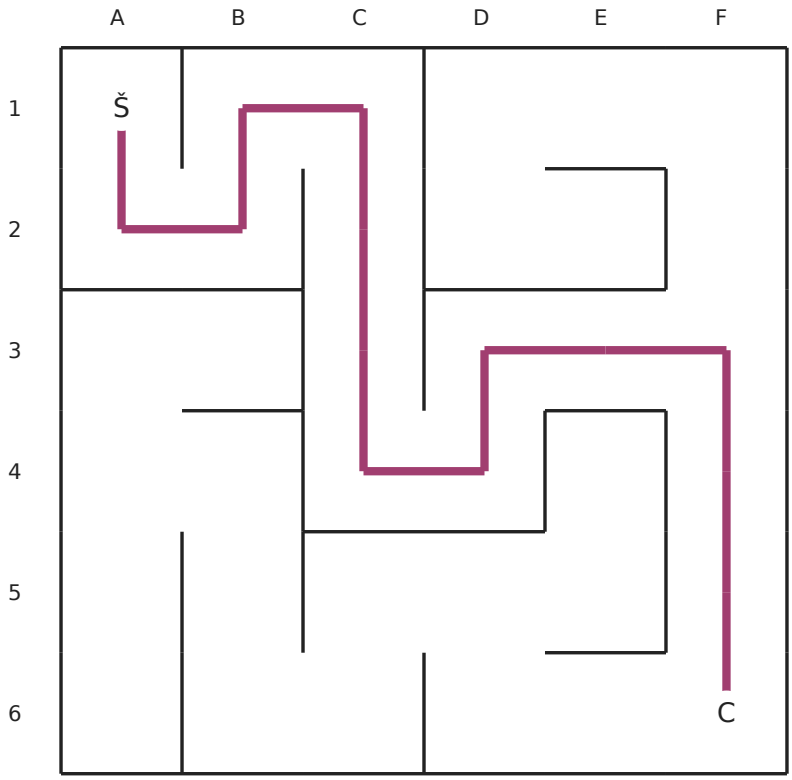
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M02: bludisko 6 × 6 / RIEŠENIE

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Riešenie bez opakovania polí: 14 krokov.

Zápis pokusu: _____

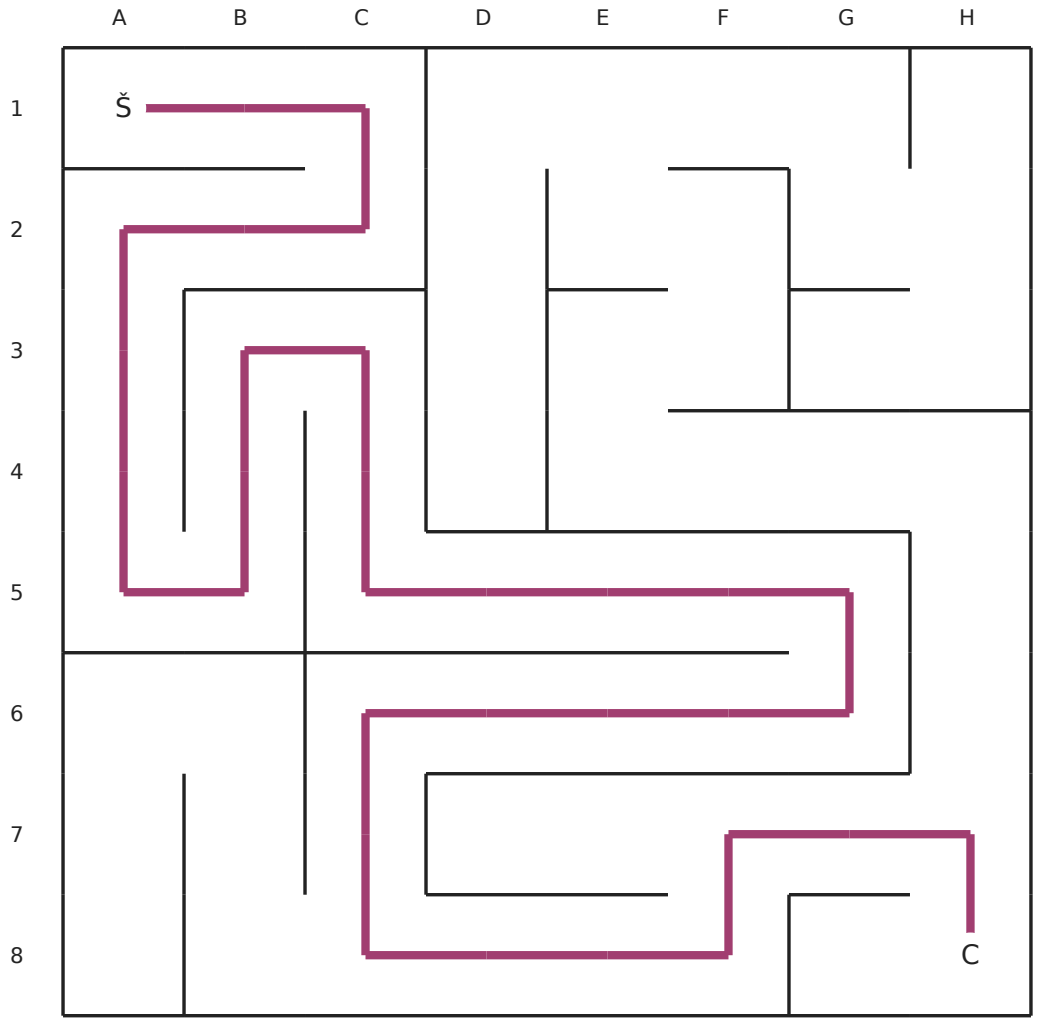
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M03: bludisko 8 × 8 / RIEŠENIE

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Riešenie bez opakovania polí: 32 krokov.

Zápis pokusu: _____

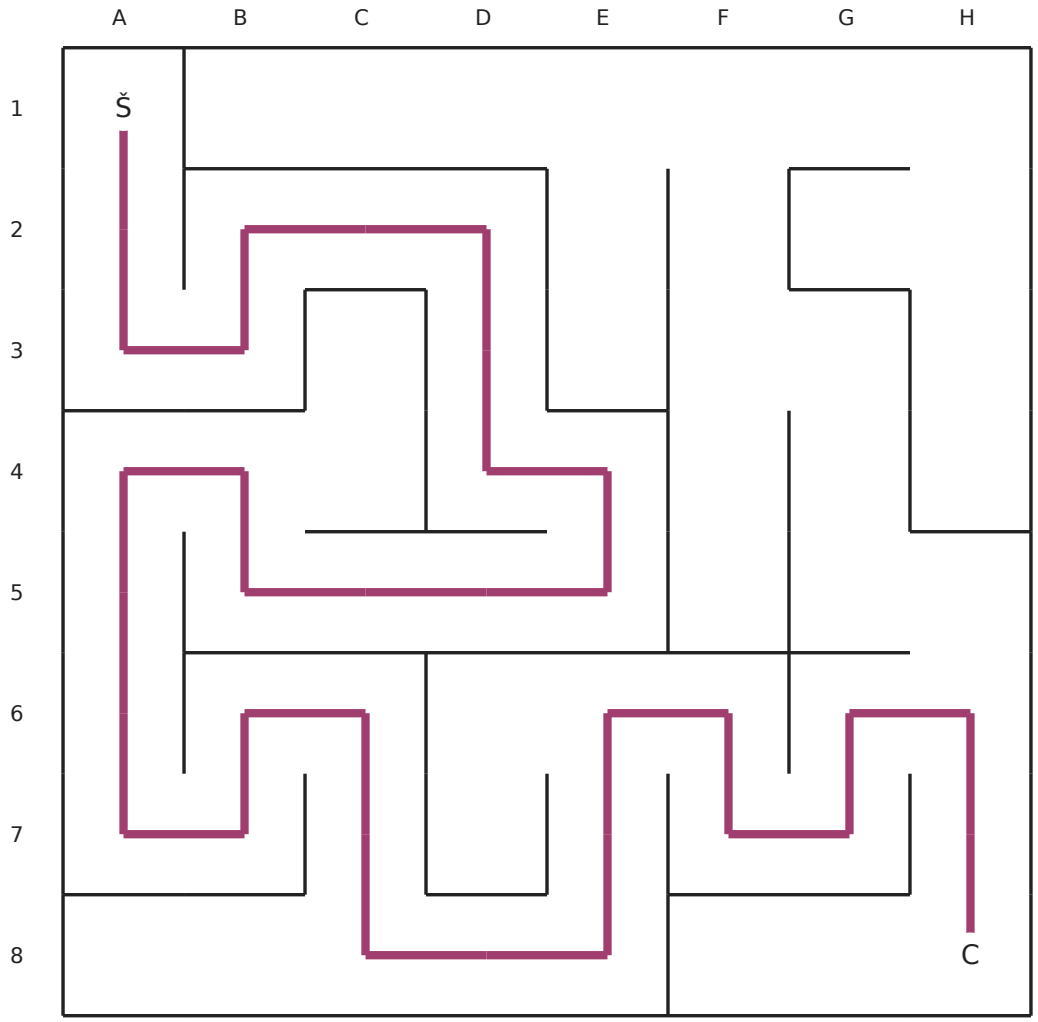
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M04: bludisko 8 × 8 / RIEŠENIE

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Riešenie bez opakovania polí: 34 krokov.

Zápis pokusu: _____

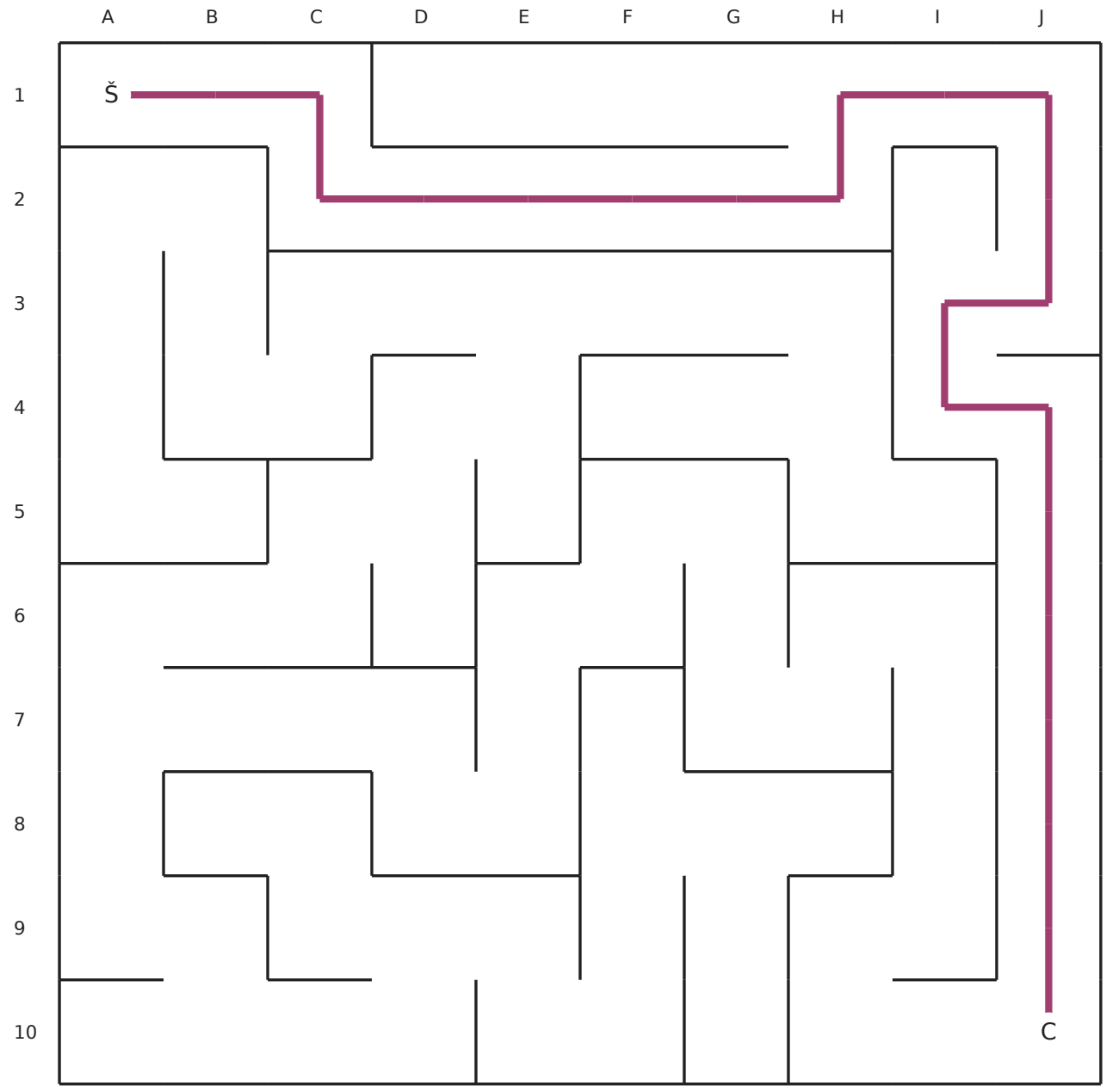
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M05: bludisko 10 × 10 / RIEŠENIE

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Riešenie bez opakovania polí: 22 krokov.

Zápis pokusu: _____

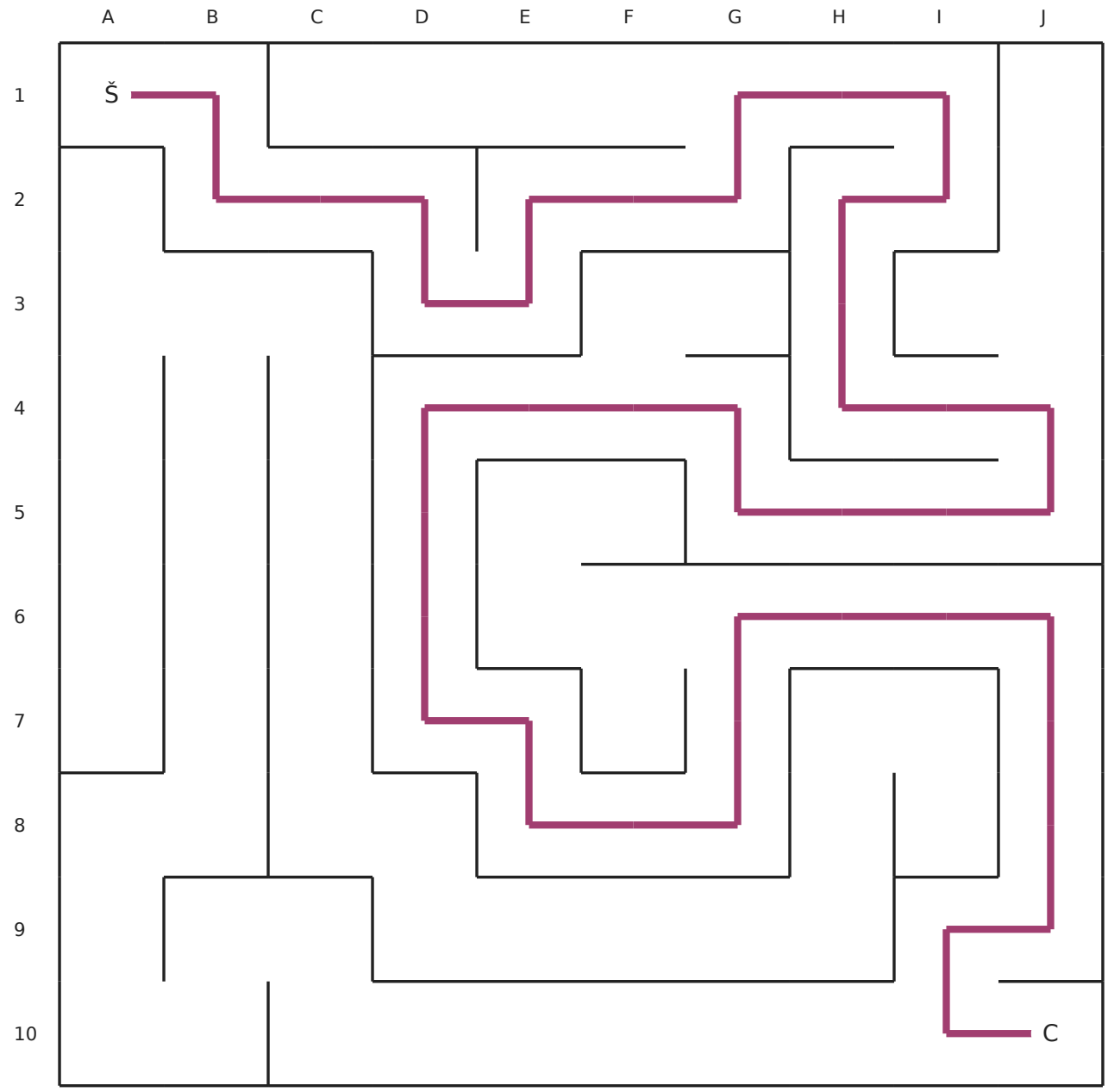
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

M06: bludisko 10 × 10 / RIEŠENIE

Š = štart vľavo hore. C = cieľ vpravo dole. Cez stenu sa neprechádza.

Jeden krok vedie do susedného poľa cez otvor; nie šikmo cez roh.



Riešenie bez opakovania polí: 44 krokov.

Zápis pokusu: _____

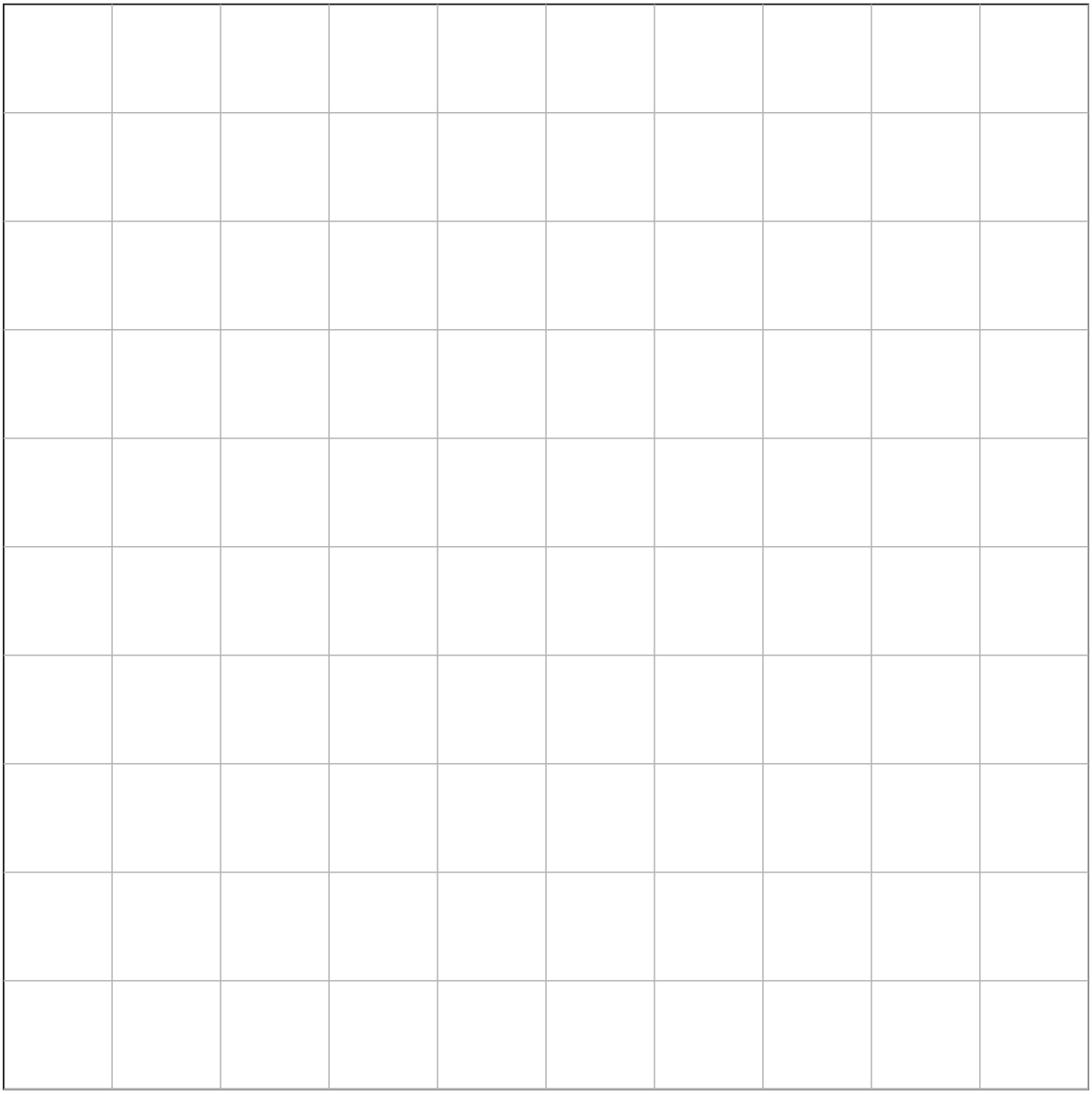
100 mm / 100 %

Pôvodná predloha s pomocou AI. A4 / bunka 16 mm / digitálne overené.

Vlastný pokus: čo zmeniť a čo overiť

Môj námet na štart a cieľ: _____

Pravidlo: susedné polia cez otvor, bez preskakovania stien.



Pomocná mriežka nie je hotové bludisko. Najprv vyznač a zachovaj jednu cestu.

Potom pridaj steny. Over si hotovú cestu ešte pred odovzdaním úlohy.

_____ 100 mm / 100 %

Pôvodná tvorba s pomocou AI. Vlastné úpravy treba znovu skontrolovať.

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