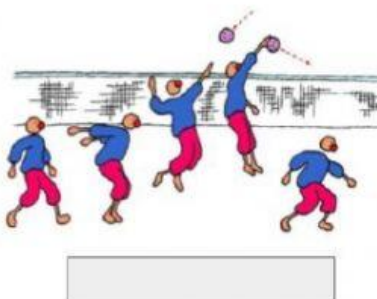
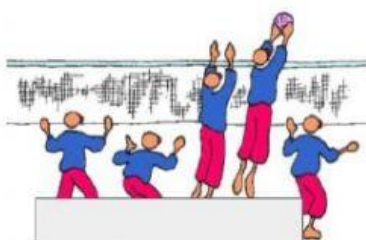
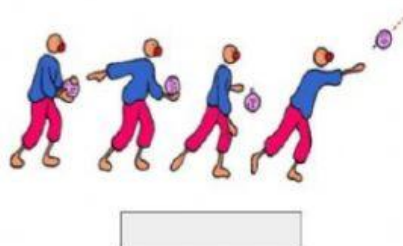
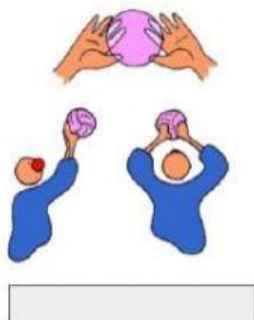
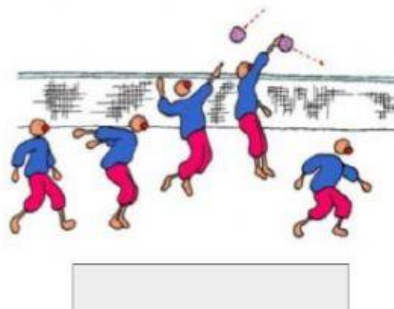
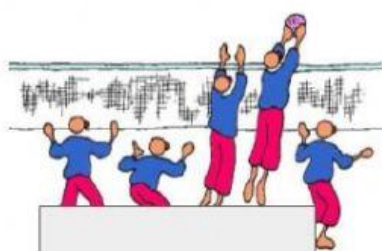
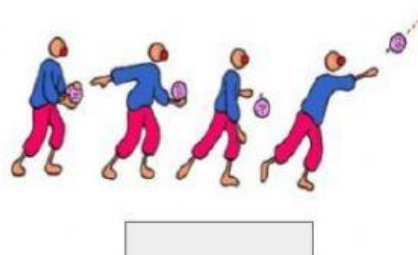
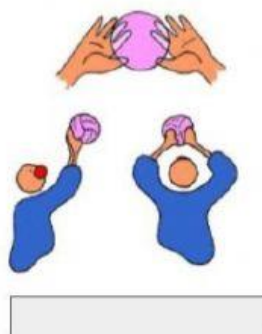


BOLEI

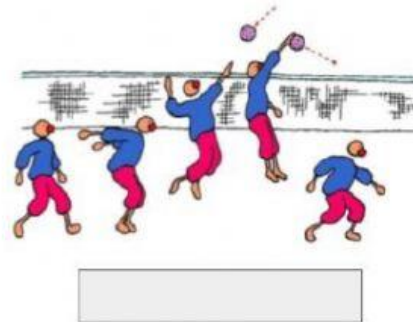
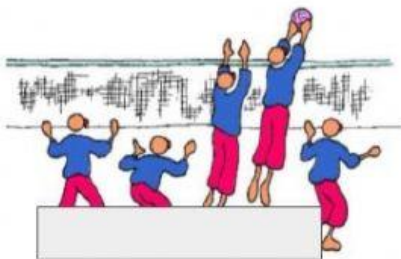
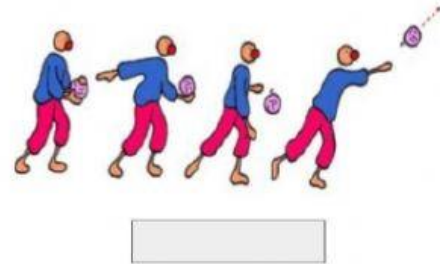
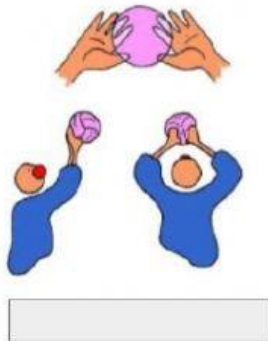
1.- Hutsuneak bete. Jarri hurrengo jokaldiei bere izena (errematea, hatz-ikutua, blokeoa, besaurre ikutua edo sakea)



2.- Zein da oinarritzko jokaldiaren ordena. Jarri argazkiak ordenean. Zenbakia idatzi. Adibidez: lehenengoa, 1; bigarrena, 2, ...



3.- Jarri ikutu bakoitzean, ikutu bakoitza zertarako erabiltzen den. Beheko karratutxoak arrastraka eraman dagokion ikutura.



defendatzeko

baloia martxan
jartzeko

baloia errematea
eta gero gelditzeko

baloia beste norbaiti
kokatzeko

eraso bortitz
bat egiteko