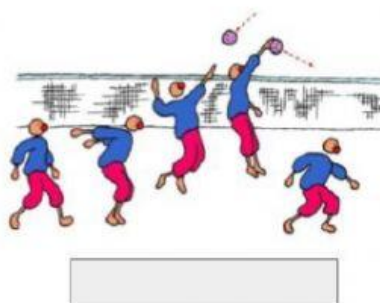
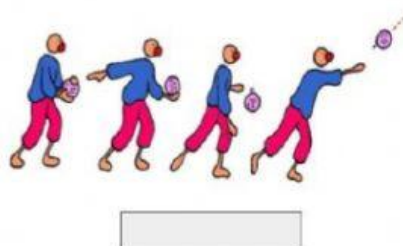
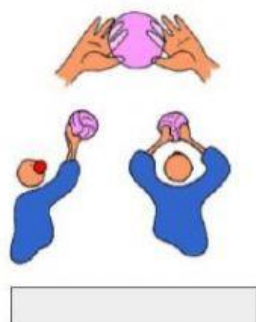
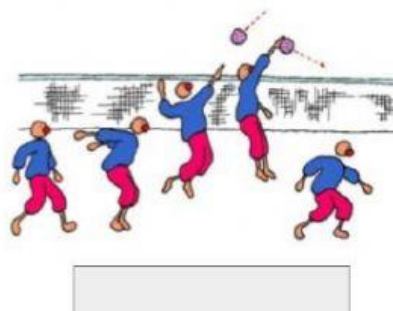
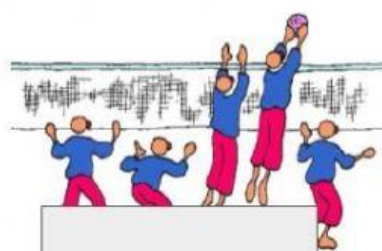
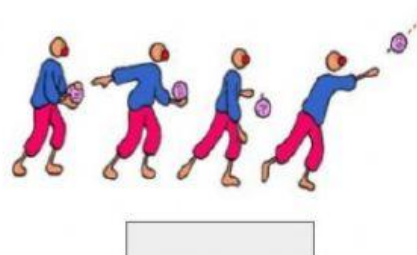
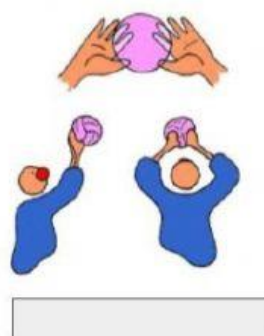


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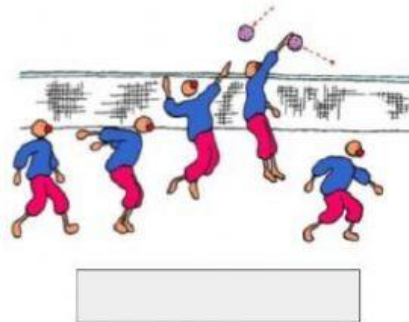
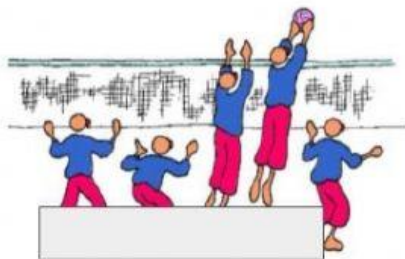
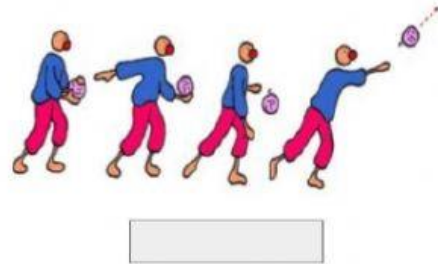
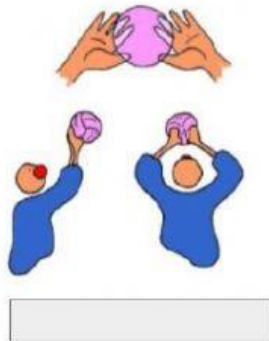
1.- Hutsuneak bete. Jarri hurrengo jokaldiei bere izena (errematea, hatz-ikutua, blokeoa, besaurre ikutua edo sakea)



2.- Zein da oinarrizko 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