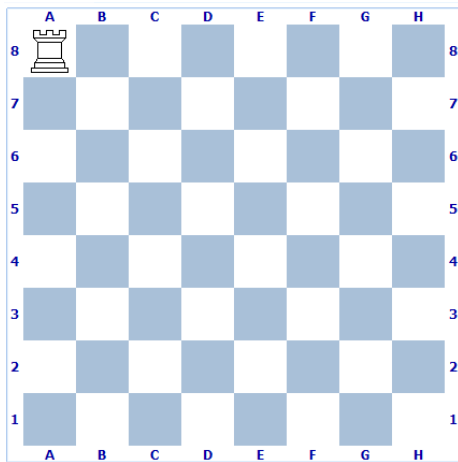


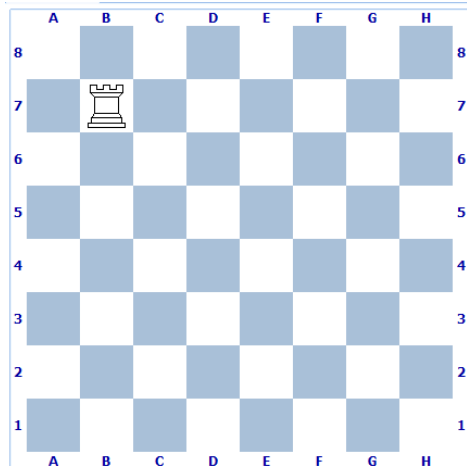
UNIDAD 04: LA TORRE

1.- Indicar a cuántas casillas puede mover la torre.

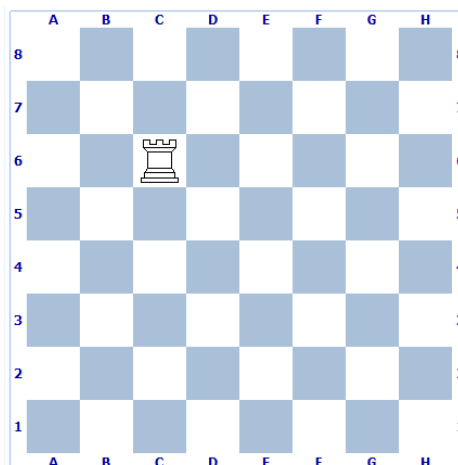
Ejercicio 1



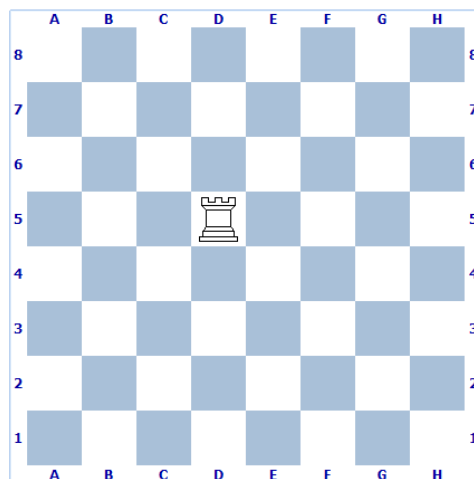
Ejercicio 2



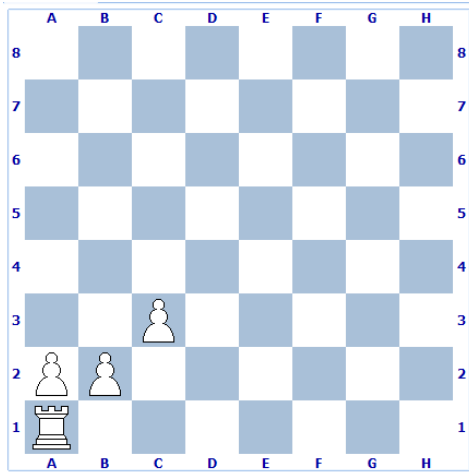
Ejercicio 3



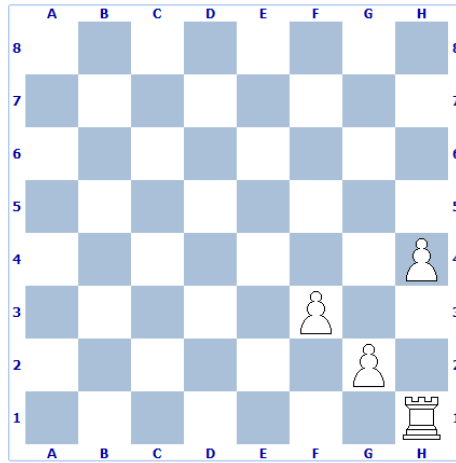
Ejercicio 4



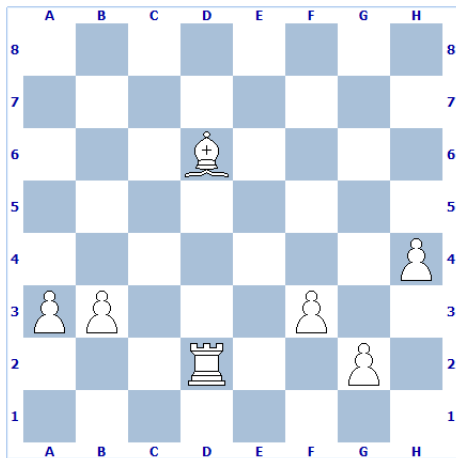
Ejercicio 5



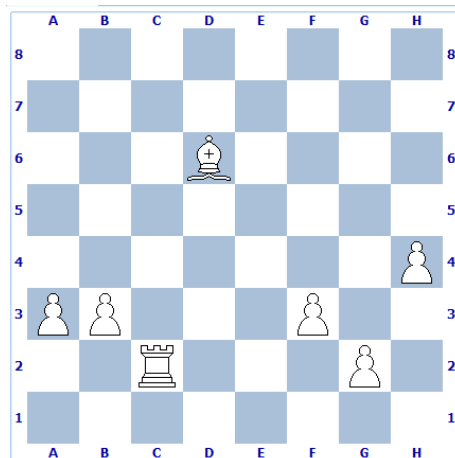
Ejercicio 6



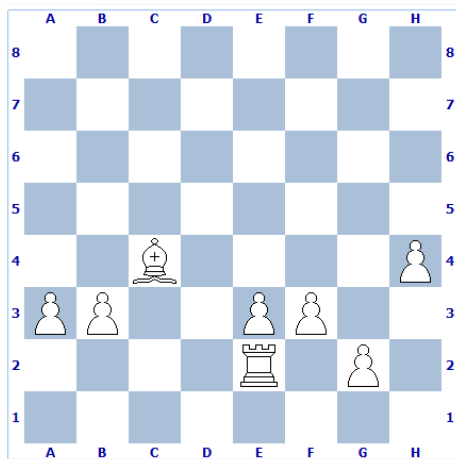
Ejercicio 7



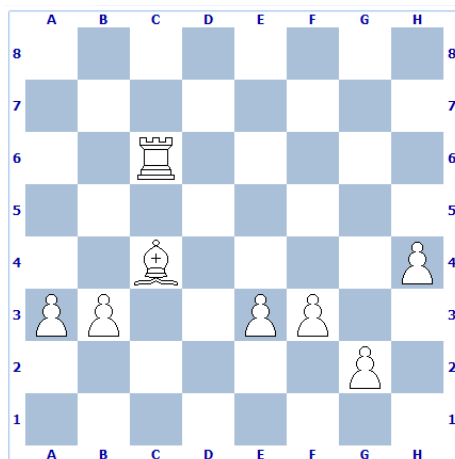
Ejercicio 8



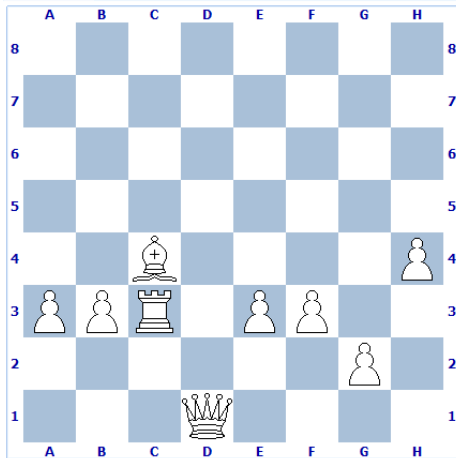
Ejercicio 9



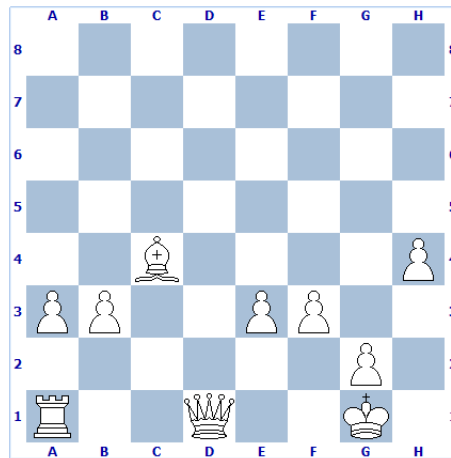
Ejercicio 10



Ejercicio 11

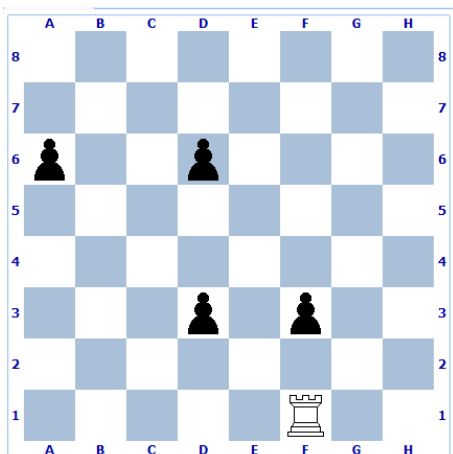


Ejercicio 12

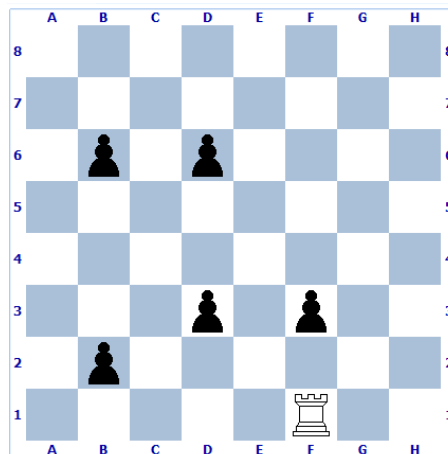


2.- Indica el camino más corto para que la torre capture a todos los peones; los peones no pueden moverse. ¿En cuántos movimientos?

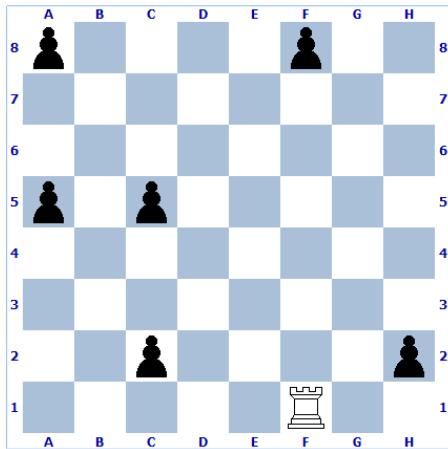
Ejercicio 1



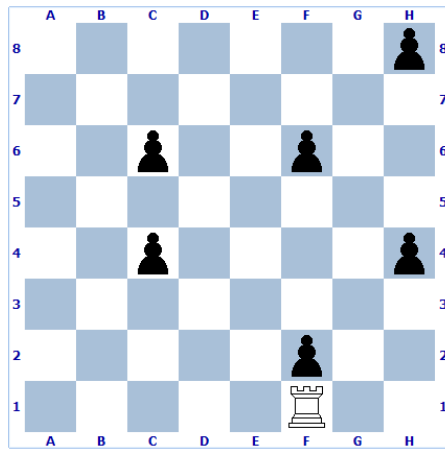
Ejercicio 2



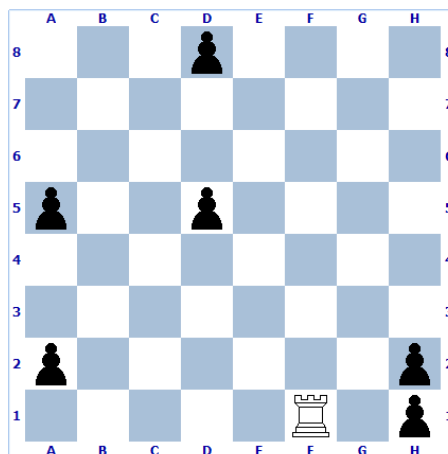
Ejercicio 3



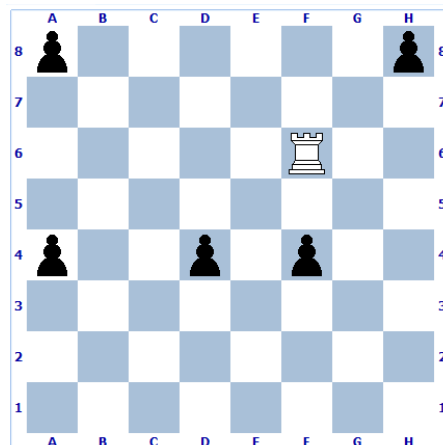
Ejercicio 4



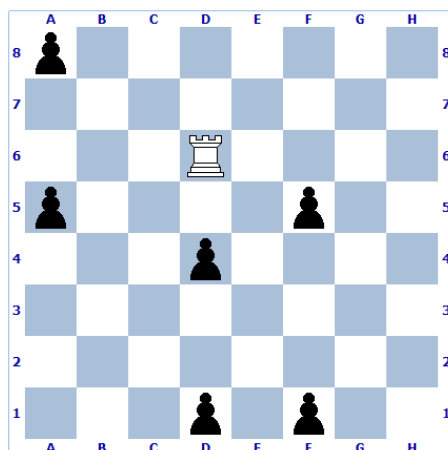
Ejercicio 5



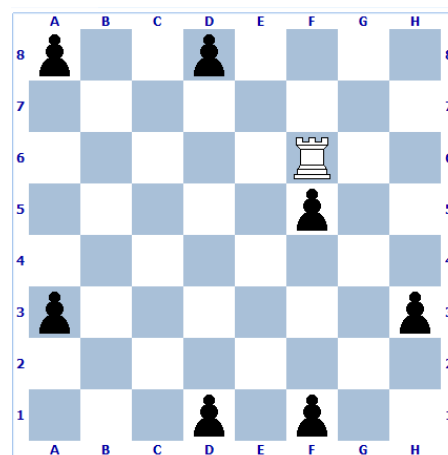
Ejercicio 6



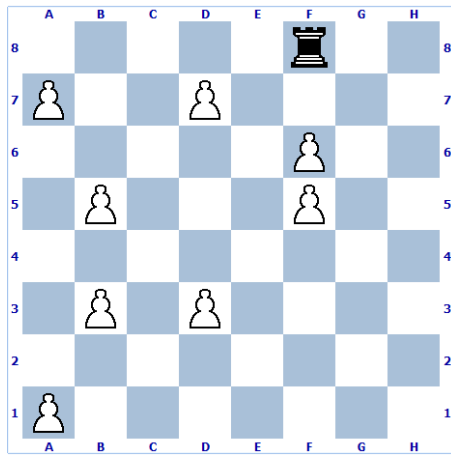
Ejercicio 7



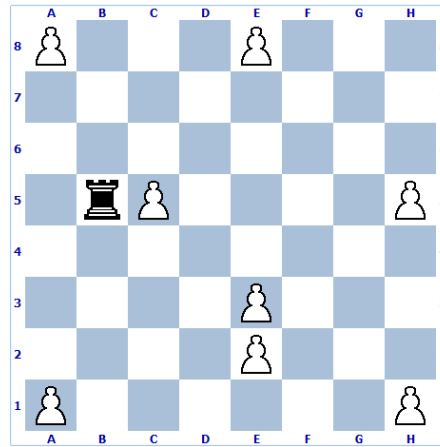
Ejercicio 8



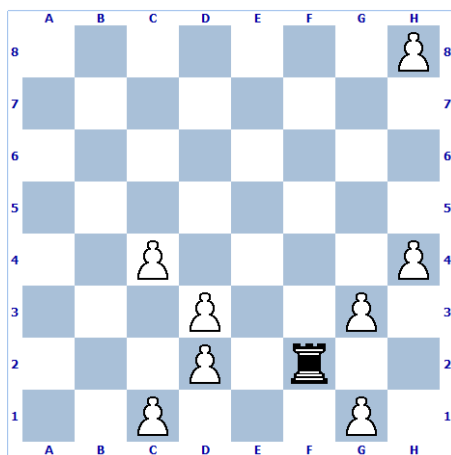
Ejercicio 9



Ejercicio 10



Ejercicio 11



Ejercicio 12

