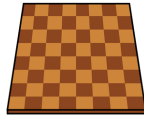




# JUGAMOS AL AJEDREZ

## NECESITAMOS

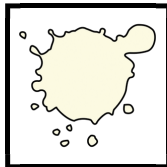
### 1. TABLERO



### 2. FICHAS

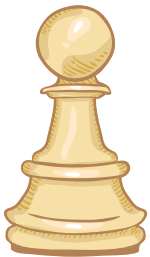


**16**



### 16 PIEZAS BLANCAS

**8**



**PEÓN**

**2**



**TORRE**

**2**



**CABALLO**

**2**



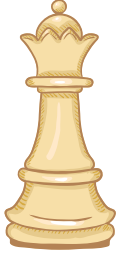
**ALFIL**

**1**



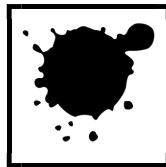
**REY**

**1**



**REINA**

**16**



### 16 PIEZAS NEGRAS

**8**



**PEÓN**

**2**



**TORRE**

**2**



**CABALLO**

**2**



**ALFIL**

**1**



**REY**

**1**



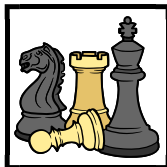
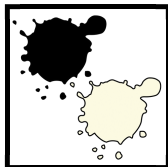
**REINA**

### 3. JUGADORES

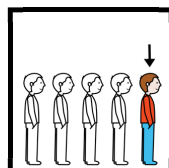
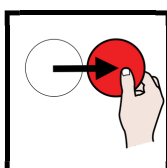
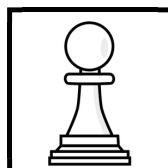
2



**DOS JUGADORES**

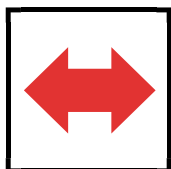
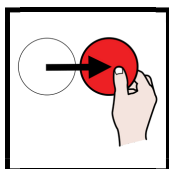
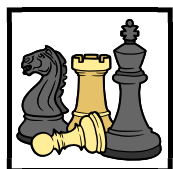
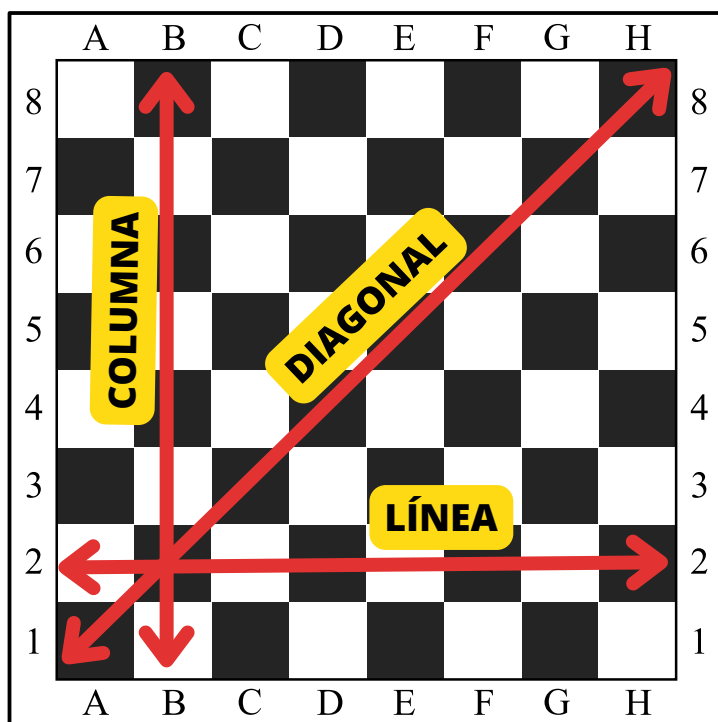


**HAY QUE SORTEAR EL COLOR ENTRE LOS JUGADORES**

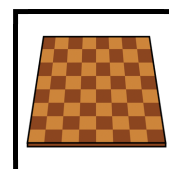
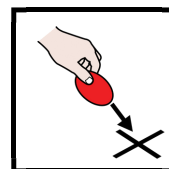
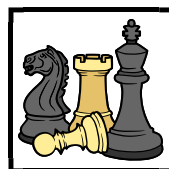


**EL JUGADOR CON LAS FICHAS BLANCAS MUEVE PRIMERO**

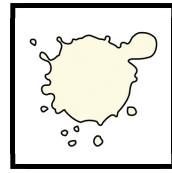
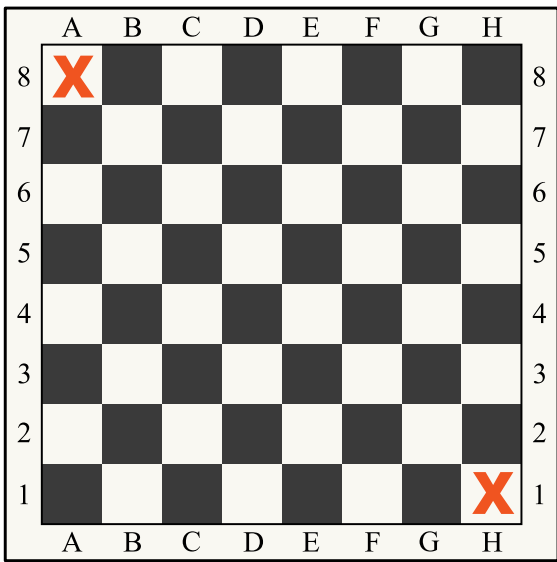
### DISPOSICIÓN DEL TABLERO



**MOVER PIEZAS IGUAL QUE LAS FLECHAS**

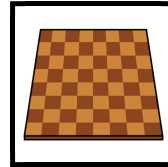
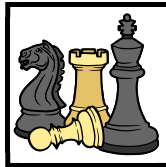
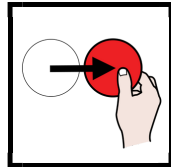


**COLOCACIÓN PIEZAS EN EL TABLERO**

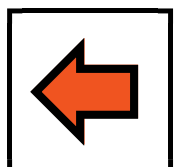
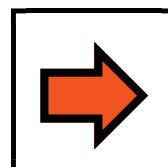
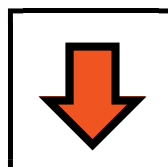
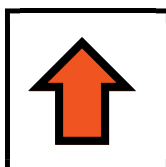
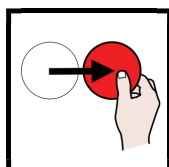
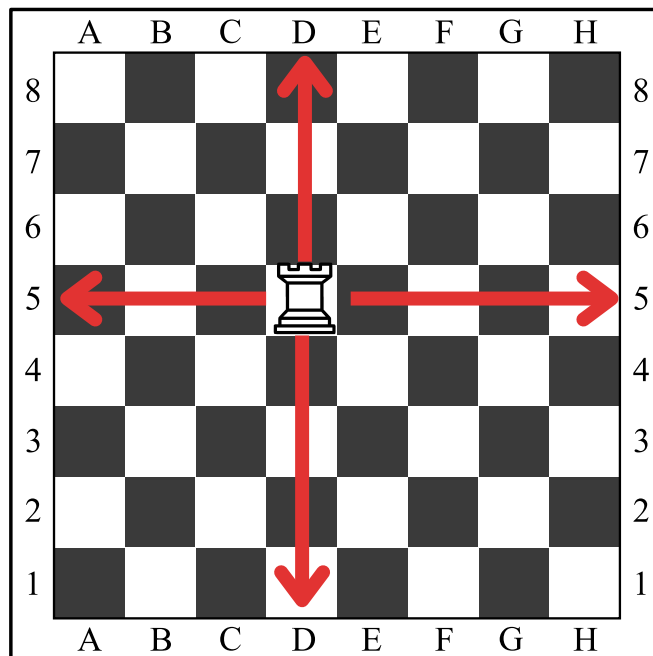


**ESTAS DOS CASILLAS TIENEN QUE SER BLANCAS**

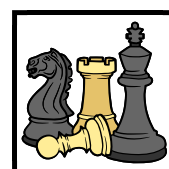
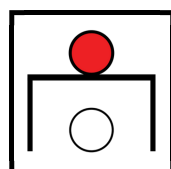
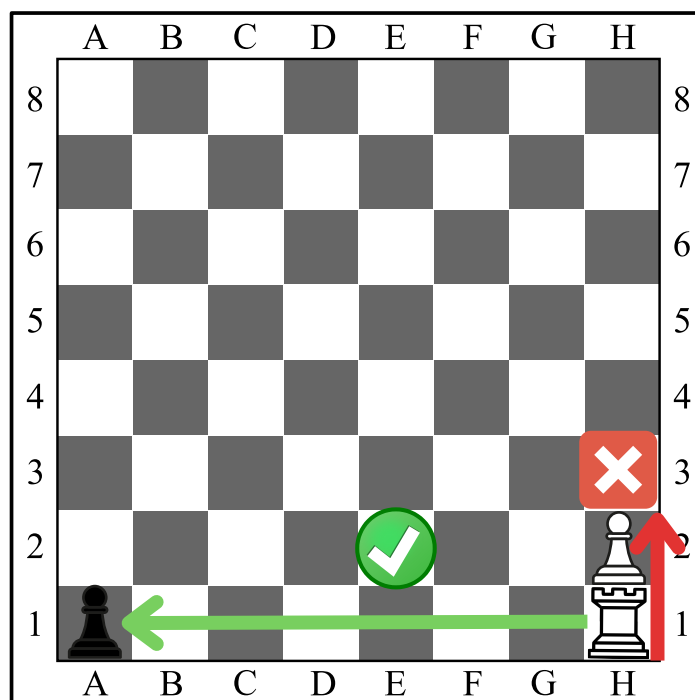
## **MOVIMIENTO DE LAS PIEZAS**



### **LA TORRE**

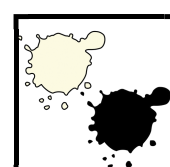
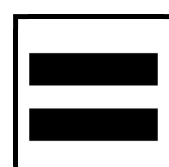
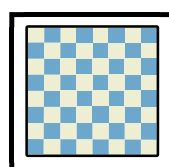
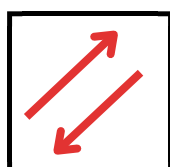
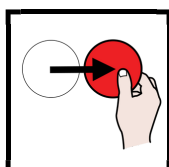
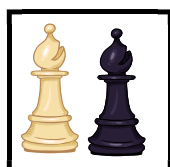
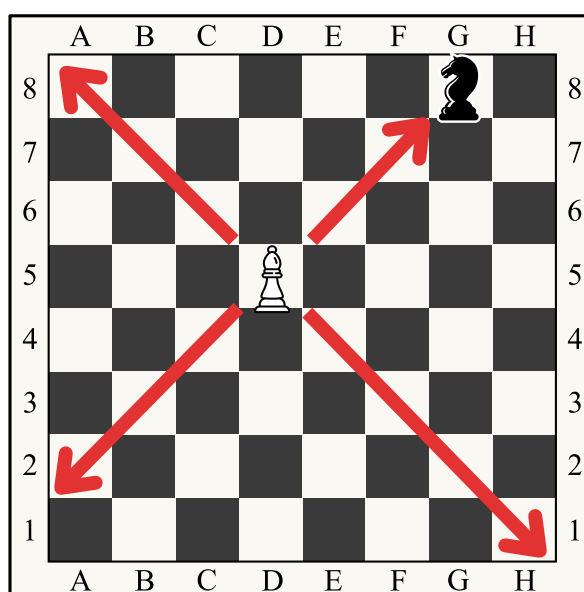
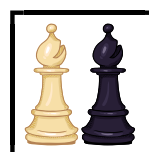


**LA TORRE SE MUEVE EN TODAS LAS DIRECCIONES: ARRIBA, ABAJO, DERECHA E IZQUIERDA**

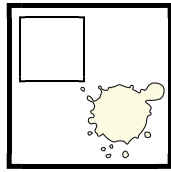
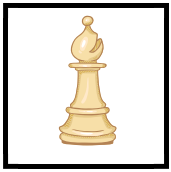


**LA TORRE NO PUEDE PASAR POR ENCIMA DE LAS DEMÁS PIEZAS**

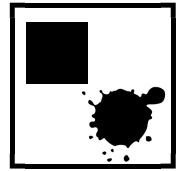
**EL ALFIL**



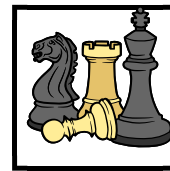
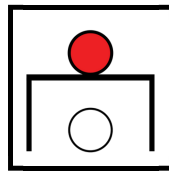
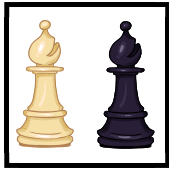
**EL ALFIL SE MUEVE EN DIAGONAL POR LAS CASILLAS DE SU MISMO COLOR**



**ALFIL BLANCO POR LAS CASILLAS BLANCAS**

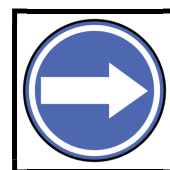
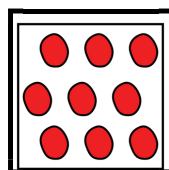
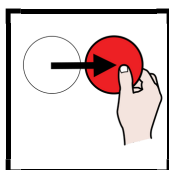
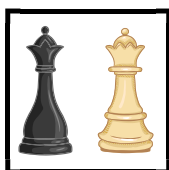
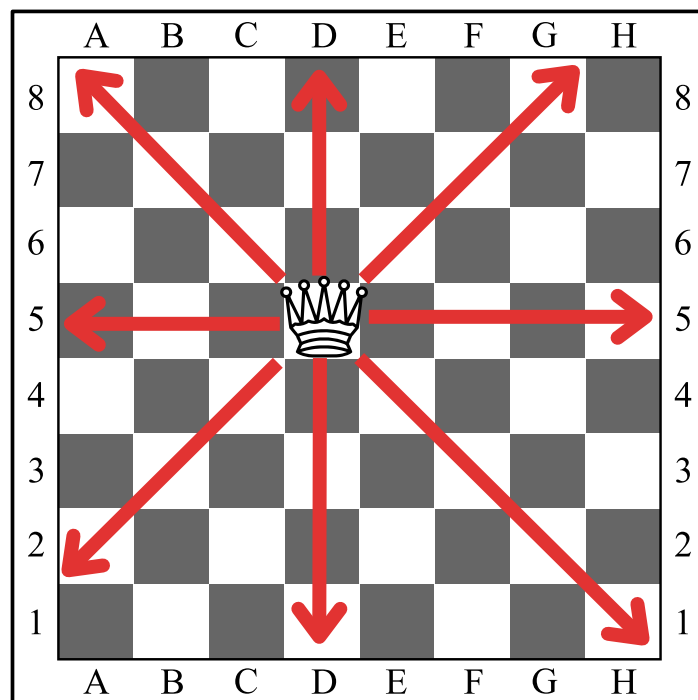


**ALFIL NEGRO POR LAS CASILLAS NEGRAS**



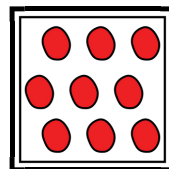
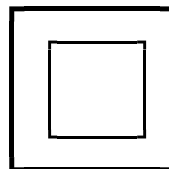
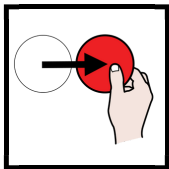
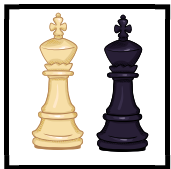
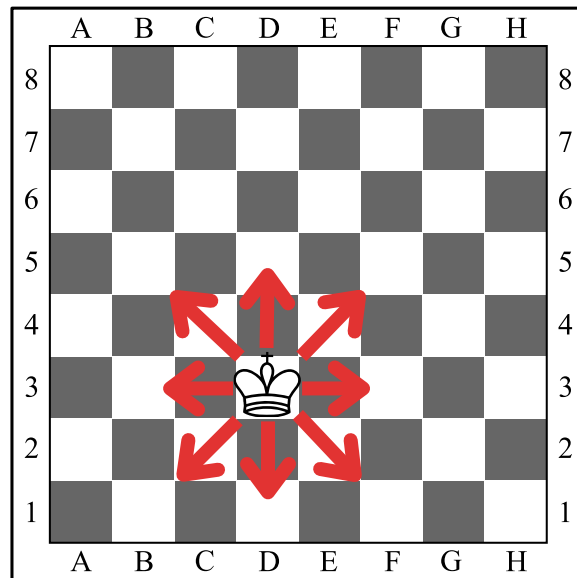
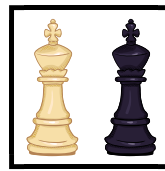
**EL AFIL NO PUEDE PASAR POR ENCIMA DE LAS DEMÁS PIEZAS**

**LA REINA**



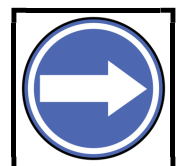
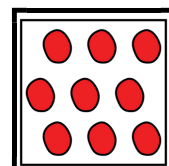
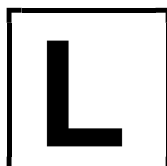
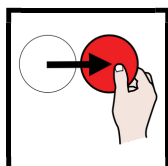
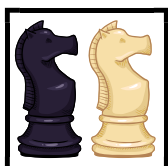
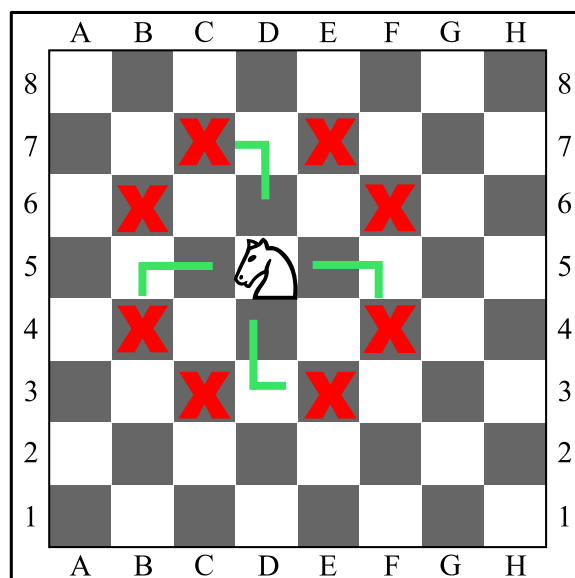
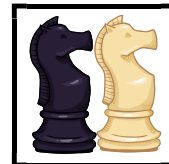
**LA REINA SE MUEVE EN TODAS LAS DIRECCIONES Y DANDO LOS PASOS QUE QUIERA**

## EL REY

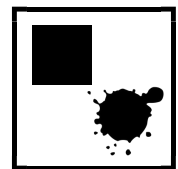
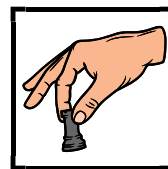
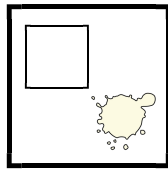
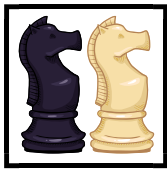


**EL REY SE MUEVE UNA CASILLA EN TODAS LAS DIRECCIONES Y DANDO LOS PASOS QUE QUIERA**

## EL CABALLO

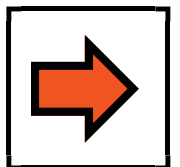
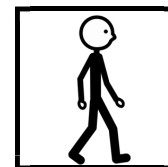
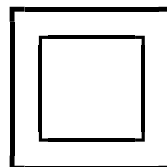
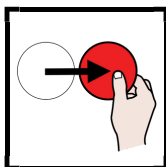
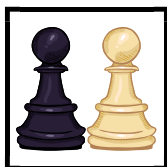
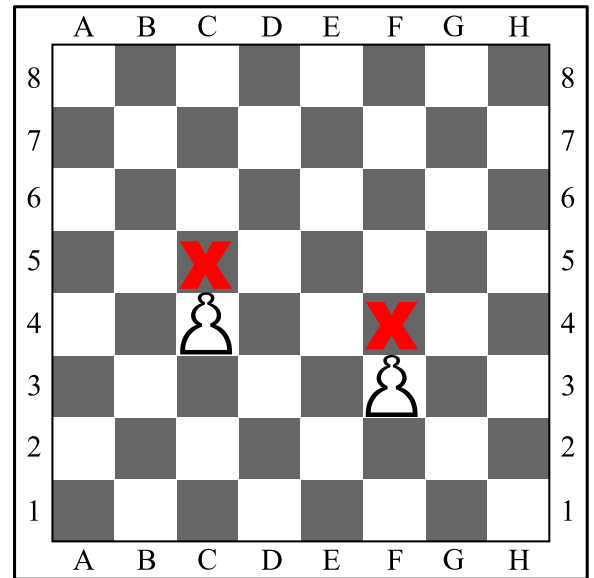
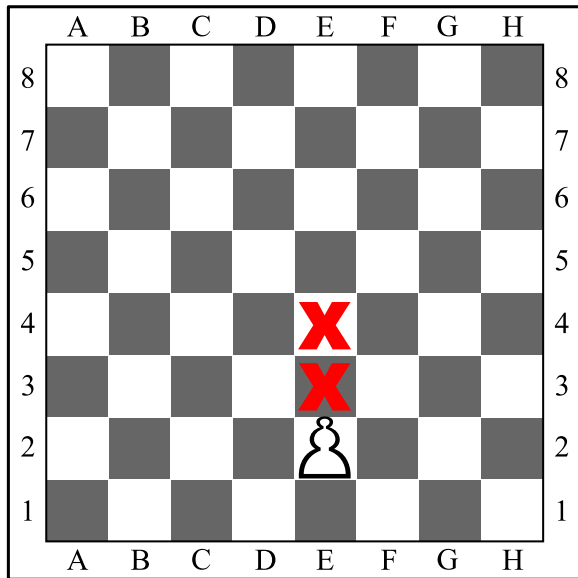
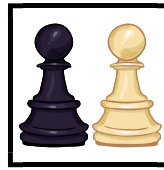


**EL CABALLO SE MUEVE EN FORMA DE "L" EN TODAS LAS DIRECCIONES**

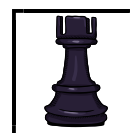
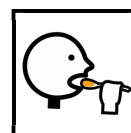
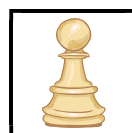
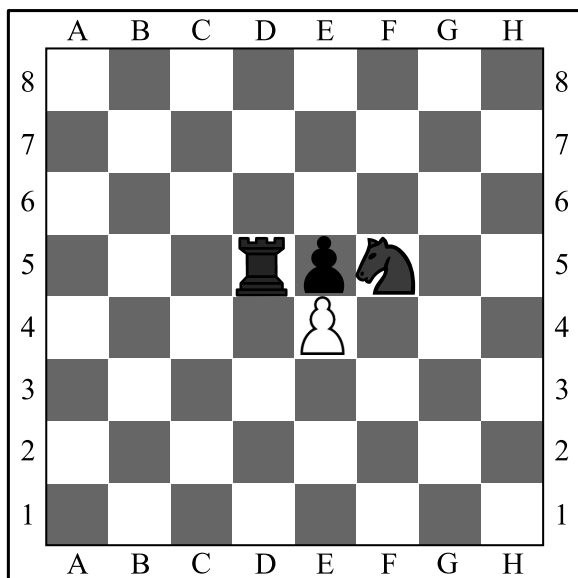


**SI EL CABALLO ESTÁ EN UNA CASILLA BLANCA PASARÁ A UNA NEGRA Y AL REVÉS**

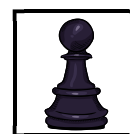
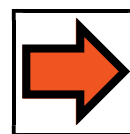
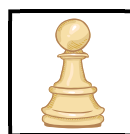
**EL PEÓN**



**EL PEÓN SE MUEVE UNA CASILLA DE CADA VEZ Y SIEMPRE HACIA DELANTE**

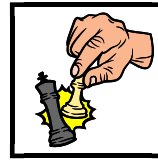
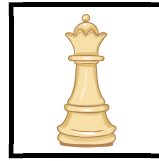
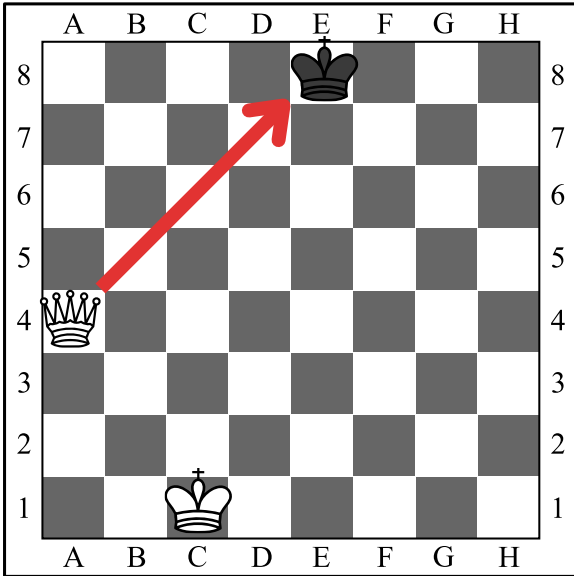


**EL PEÓN BLANCO SE PUEDE COMER LA TORRE Y EL CABALLO PERO NO AL PEÓN NEGRO**

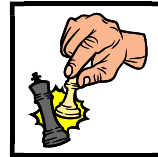


**EL PEÓN BLANCO NO PUEDE ANDAR HACIA DELANTE PORQUE EL PEÓN NEGRO NO LE DEJA**

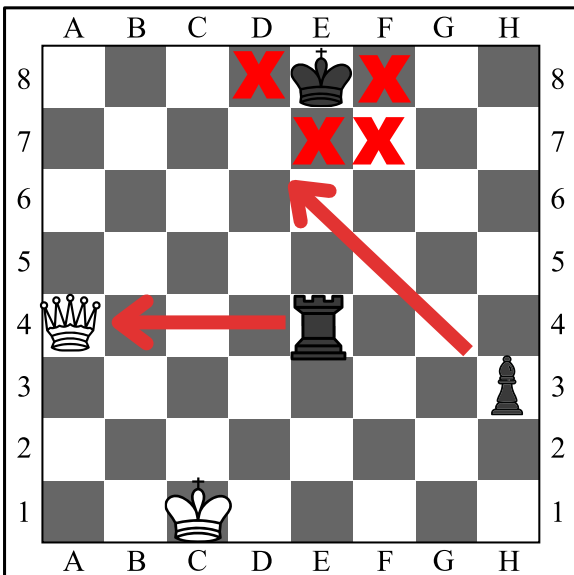
## EL JAQUE Y EL JAQUE MATE



**LA REINA ATACA AL REY Y DICE "JAQUE MATE"**



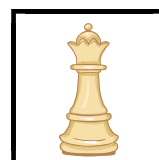
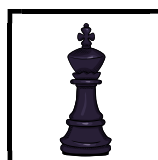
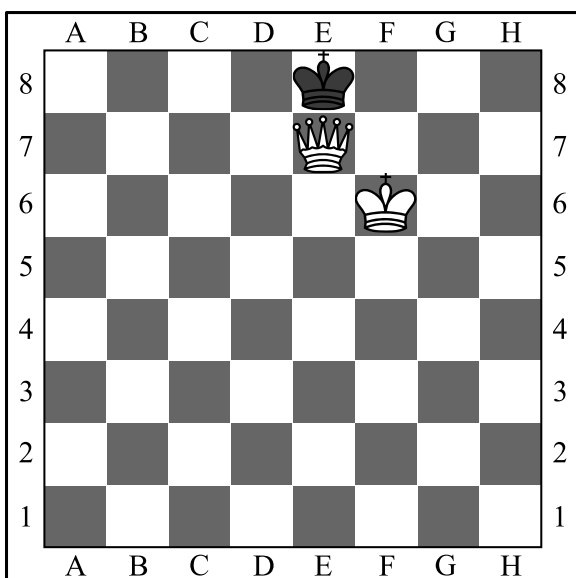
**EL JAQUE ES CUANDO SE ATACA AL REY CON CUALQUIER FICHA**



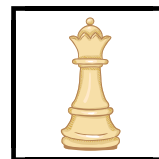
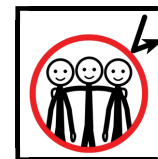
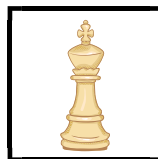
**Mira atentamente a la reina, da jaque mate al Rey negro. Para rechazar el jaque tiene 3 opciones:**

- 1. Quita al Rey y ponlo en algunas de las casillas que tiene la "X".**
- 2. Pon tu Alfil delante del Rey (mira la flecha).**
- 3. Captura la ficha que te da jaque, ves, la Torre puede comerse a la Reina.**

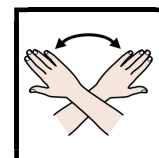
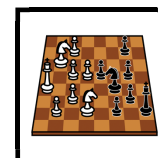
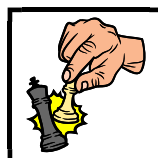
## JAQUE MATE



**EL REY NEGRO NO PUEDE COMERSE A LA REINA.**



**EL REY BLANCO DEFIENDE A LA REINA.**



**CUANDO SE HACE JAQUE MATE LA PARTIDA TERMINA**



## EL VALOR DE LAS PIEZAS



**EL PEÓN VALE 1 PUNTO**



**EL ÁLFIL VALE 3 PUNTOS**



**EL CABALLO VALE 3 PUNTOS**



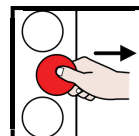
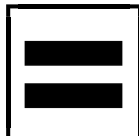
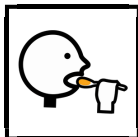
**LA TORRE VALE 5 PUNTOS**



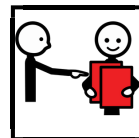
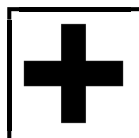
**LA REINA VALE 10 PUNTOS**



**EL REY ES EL QUE VALE**

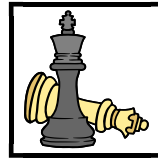
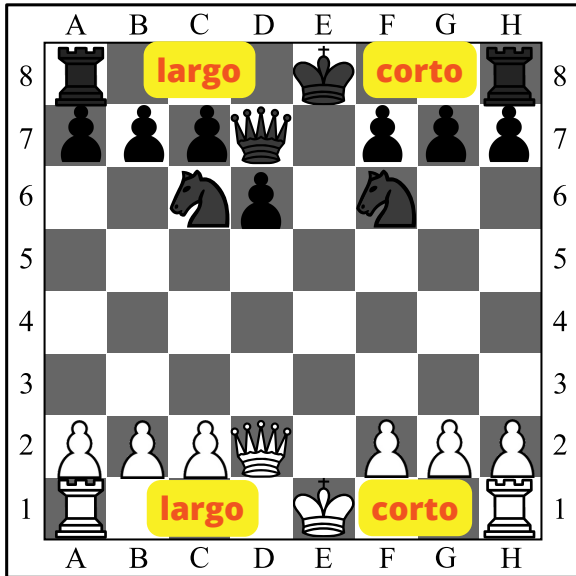


**CUANDO OS COMÁIS PIEZAS DE IGUAL VALOR TU PIERDES UN CABALLO Y TU RIVAL IGUAL**

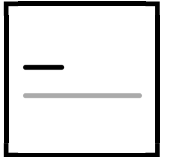
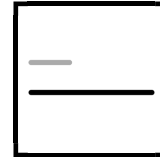
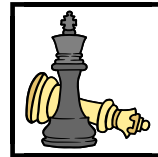
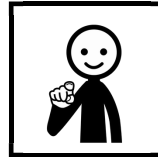


**NO DEJES QUE TE COMAN PIEZAS QUE VALEN MÁS QUE LAS TUYAS**

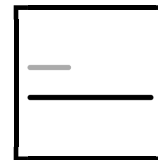
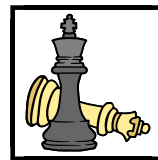
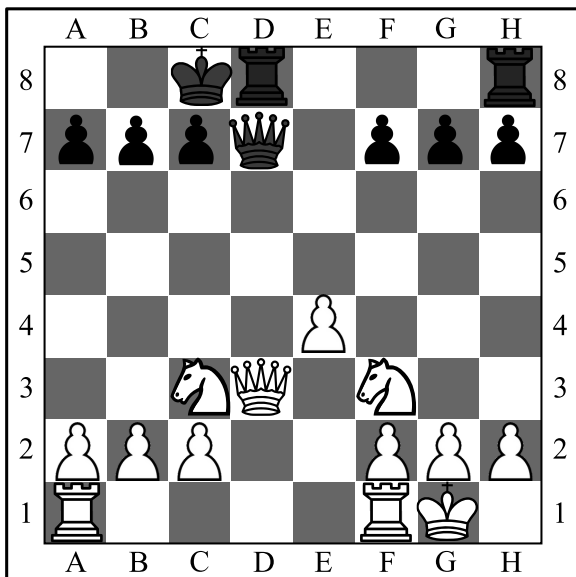
## EL ENROQUE



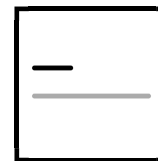
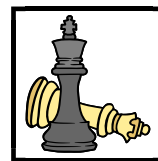
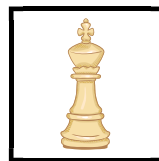
**EL ENROQUE SIRVE PARA PROTEGER AL REY**



**PUEDES ENROCAR LARGO O CORTO**

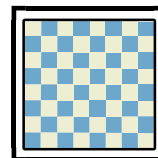
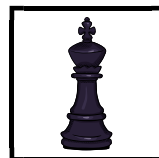
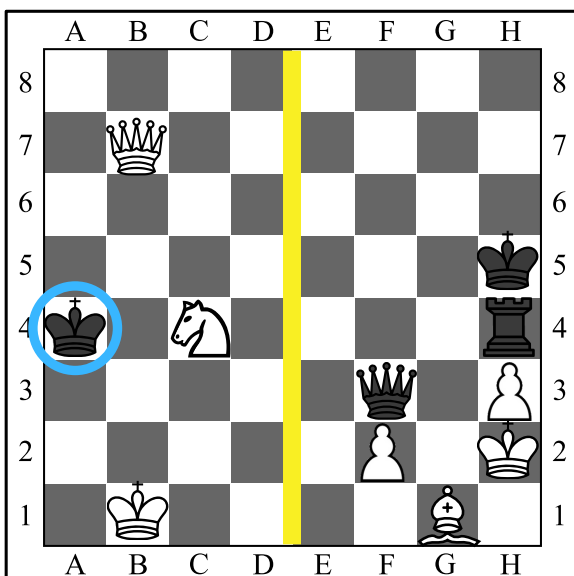


**EL REY NEGRO HA ENROCADO EN LARGO**

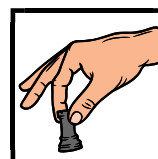
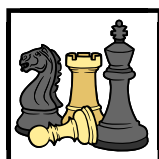


**EL REY BLANCO HA ENROCADO EN LARGO**

## EL REY AHOGADO

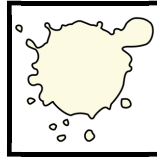
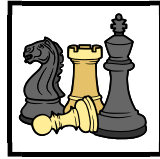
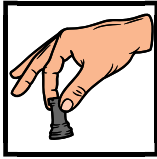
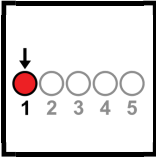
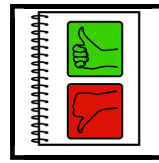


**EL REY NO PUEDE MOVER A NINGUNA CASILLA Y NO TIENE**

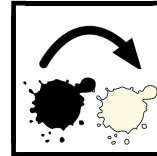
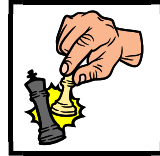


**OTRA PIEZA PARA MOVER**

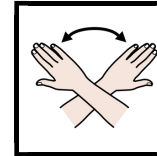
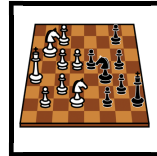
## OTRAS REGLAS



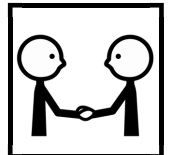
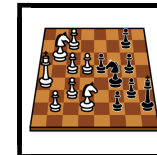
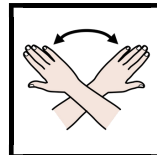
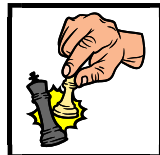
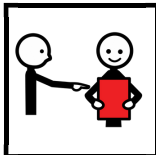
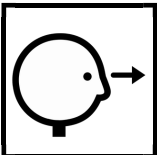
**LAS PRIMERAS EN MOVER SIEMPRE SON LAS FICHAS BLANCAS**



**EL OBJETIVO DEL AJEDREZ ES DAR JAQUE MATE AL REY CONTRARIO**



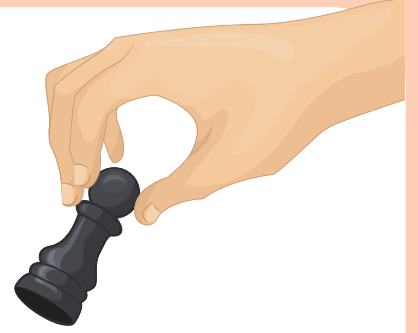
**SI NINGÚN JUGADOR LO CONSIGUE LA PARTIDA ACABA**



**SI VES QUE TE VAN A HACER JAQUE MATE TERMINA LA PARTIDA, NO TE ENFADES Y DALE LA MANO A TU CONTRINCANTE**

# FIN





# ***JUGAMOS AL AJEDREZ***

