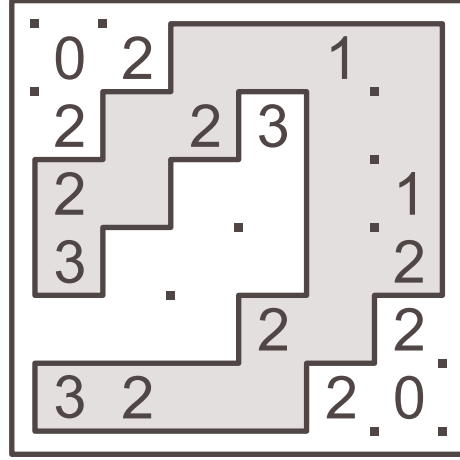
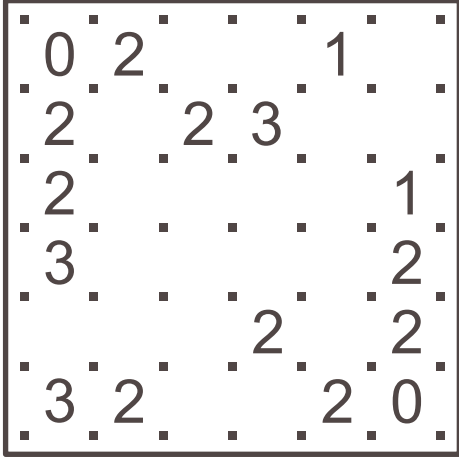


Çit

- 1- Noktaları yatay veya dikey çizgilerle birleştirerek kapalı tek bir çit oluşturun.
- 2- Rakamlar buldukları hücrenin kaç kenarında çit parçası olduğunu göstermektedir.



HAKKINDA

Çit oyunu da karşılıklı oynanan bir oyundan türetilmiş, 1989 yılında ilk kez Japonya'da yayınlamış bir soru türü.

Sudoku'yu kolay bulan, daha farklı ve karmaşık düşünme gerektiren soru türleri arayışındaki oyun meraklıları tarafından sevilmiş ve klasikler arasında yerini almış.

Çit oyununu farklı kaynaklarda Slitherlink, Fences gibi isimlerle bulabilirsiniz.

İPUÇLARI

Boşluk işaretleme yöntemi

Çit parçası gelemeyecek kenarları işaretlersek sonuca daha kısa sürede ulaşırız.

Birden Fazla Kapalı alan olmaması kuralı

Eğer iki uç birleştiğinde hala boş hücreler varsa, bu iki uç birleşemez. Aksi takdirde birden fazla kapalı alan oluşur.

T oluşmaması kuralı

Çitin herhangi bir yerinde T harfi oluşamaz. Eğer oluşursa birden fazla yolumuz olur.

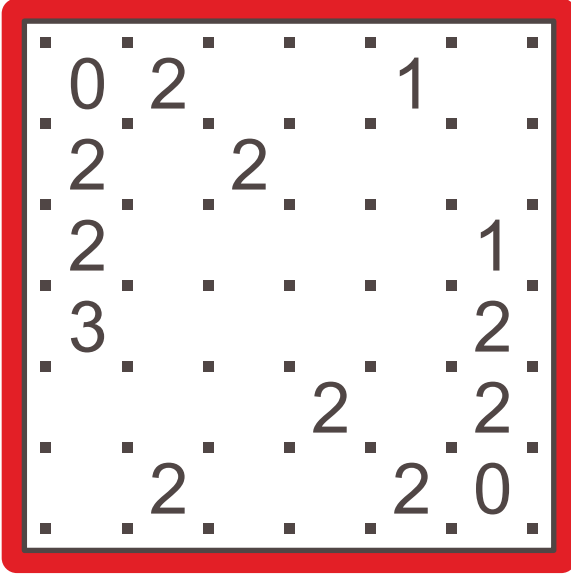
0 ve 3'lerden başlama yöntemi

Diğer zekâ oyunlarında olduğu gibi burada da en büyük ve en küçük olarak bize verilen ipuçlarından başlayarak çözersek sonuca ulaşmamız daha kolay olacaktır.

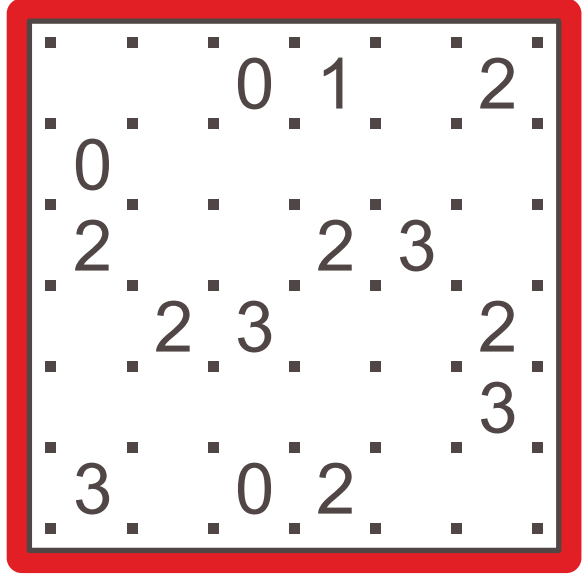


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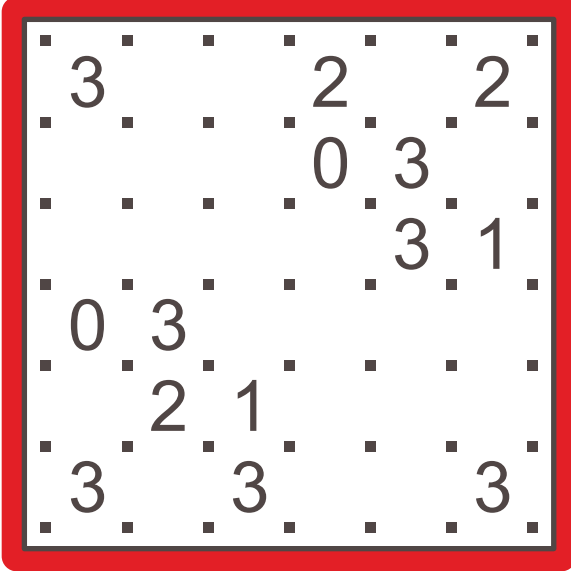
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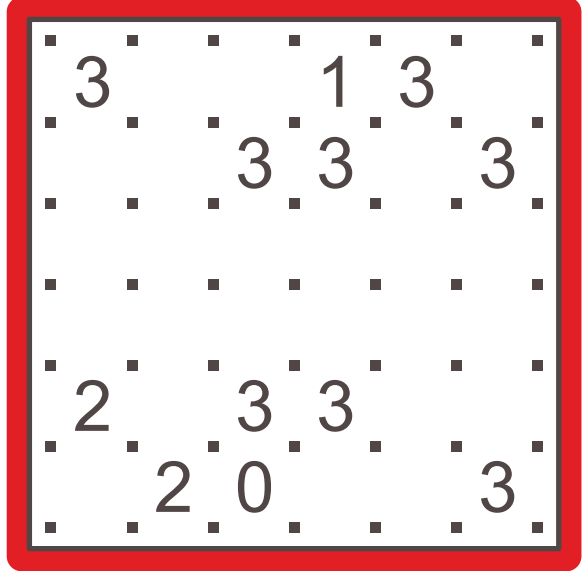
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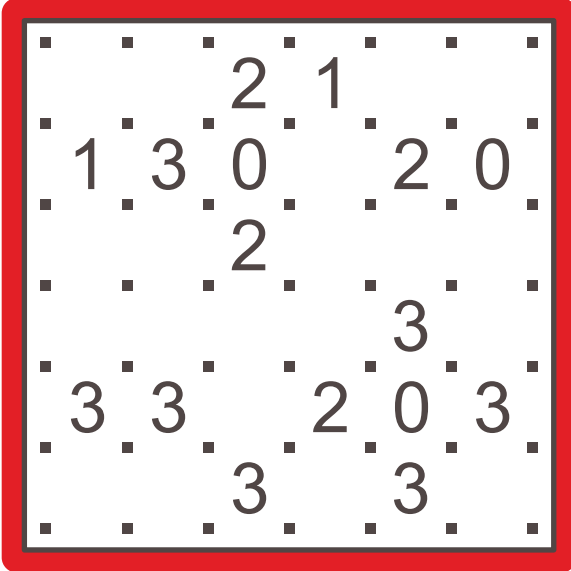
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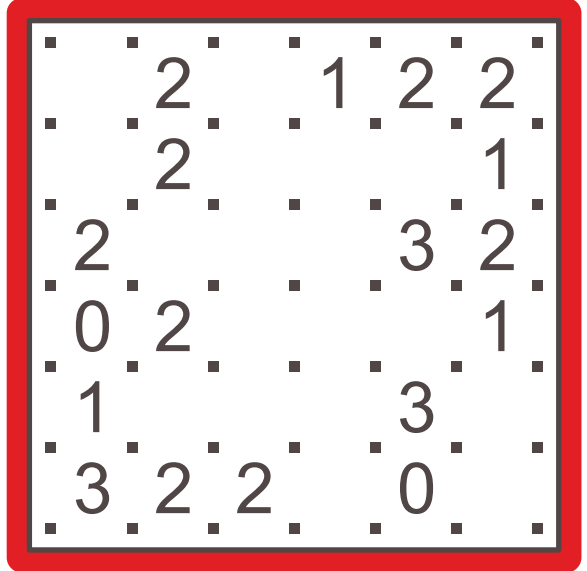
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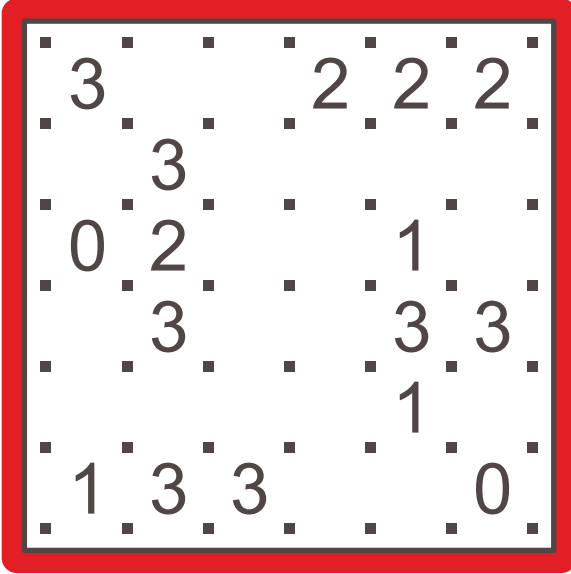
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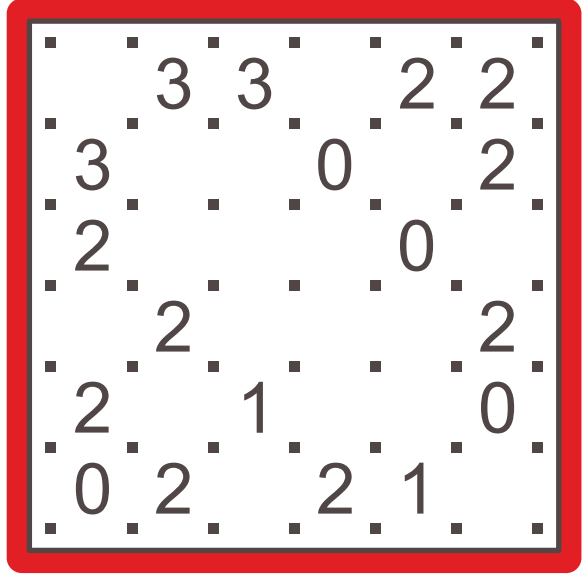
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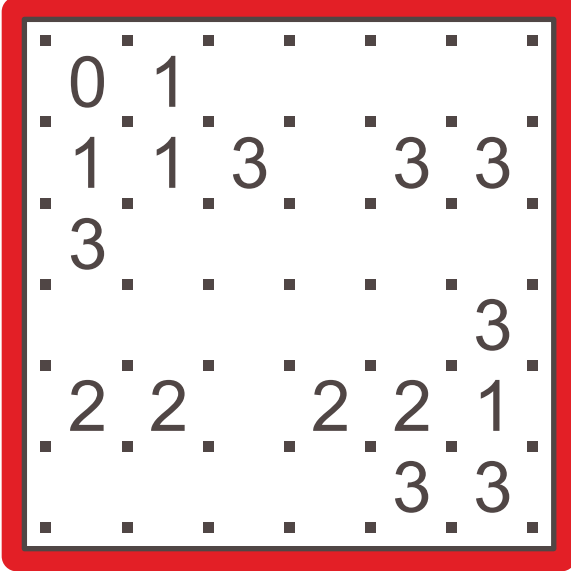
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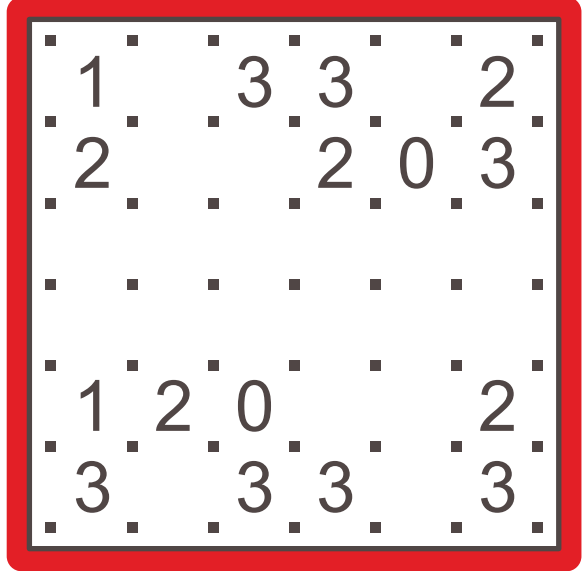
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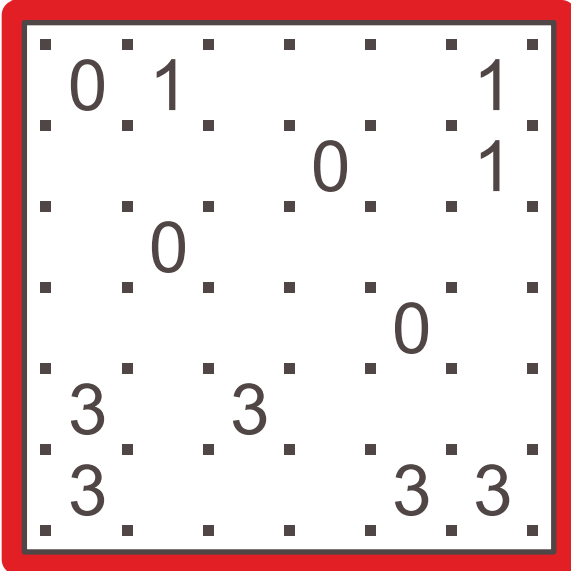
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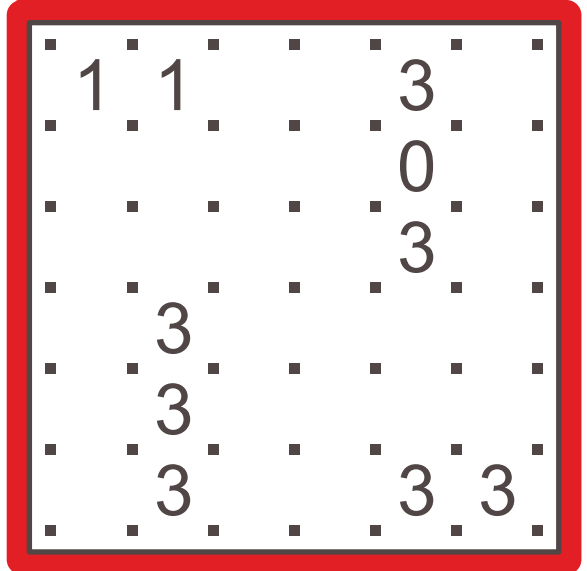
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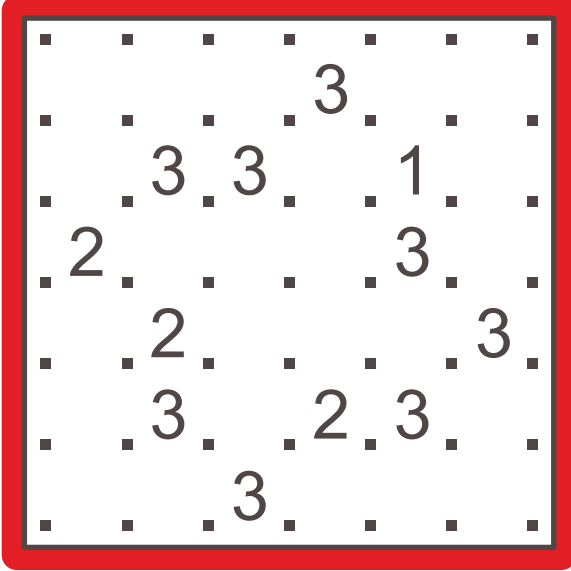
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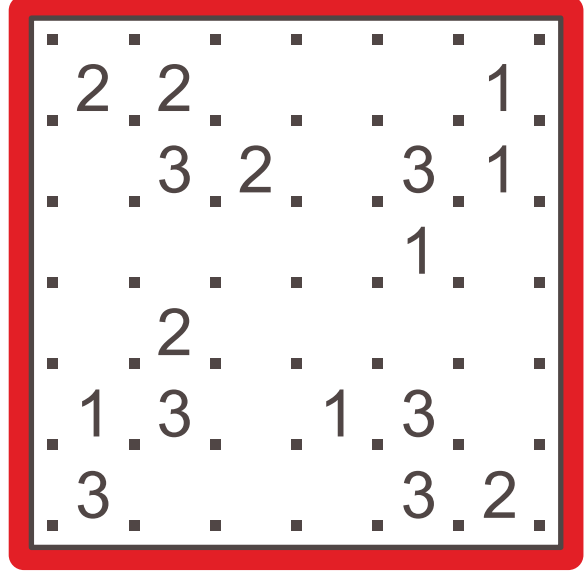
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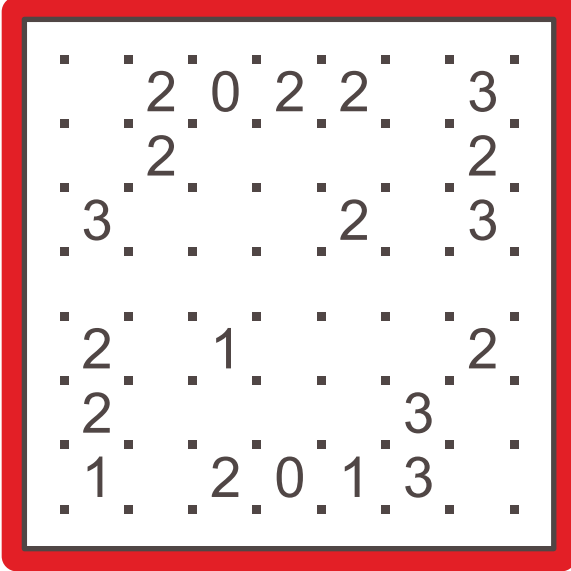
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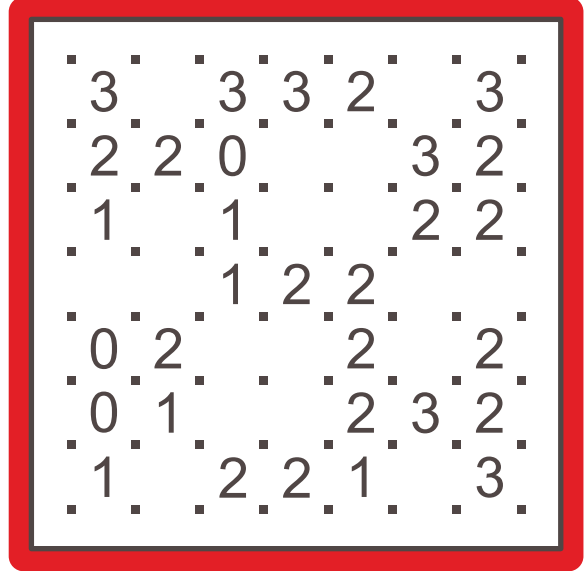
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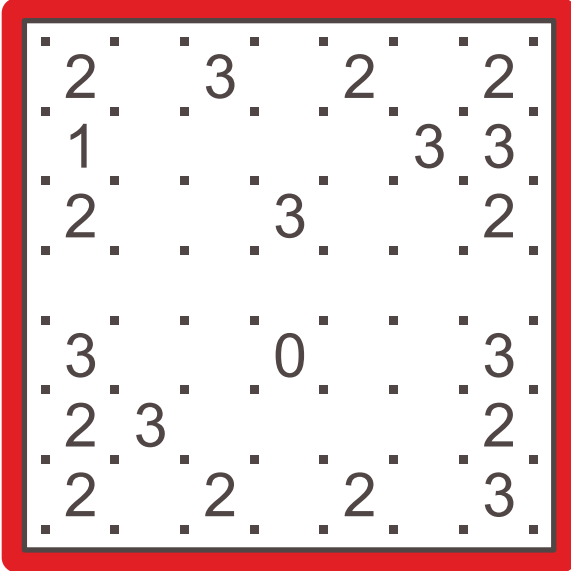
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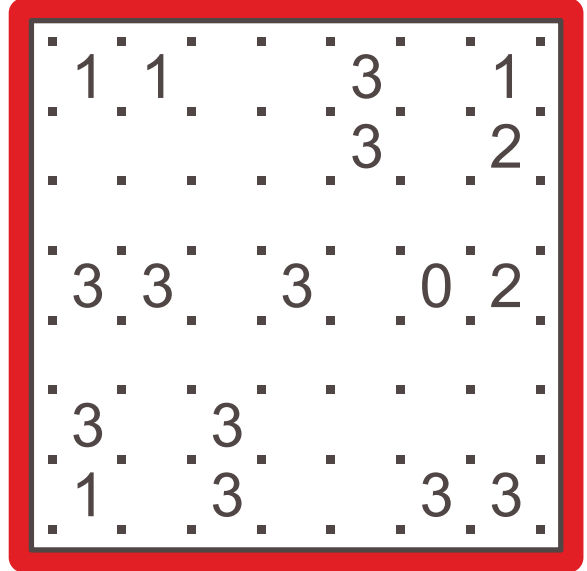
16.SORU



17.SORU



18.SORU



19.SORU

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	3	3	
	3		
0		1	
0	0		1
1	2	2	3

20.SORU

1	3	3	3
	3		1
2	1	2	3
	0	2	3
1			1
	1	2	2
		2	0

21.SORU

	3	0	2	2	3
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	2	3			3
	2				3
	3	3	1	1	3

22.SORU

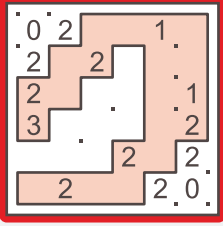
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1	3	1	2



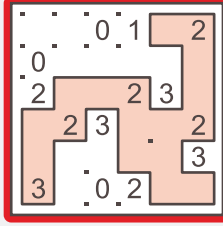
**T.C. MİLLÎ EĞİTİM
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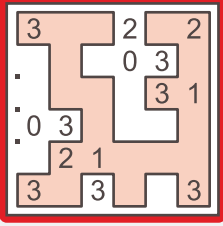
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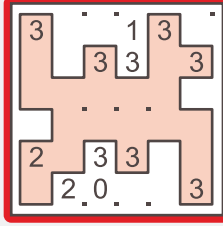
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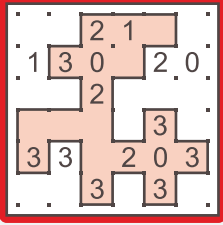
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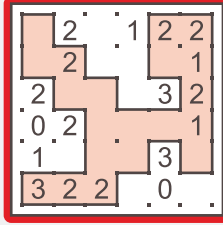
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5.SORU



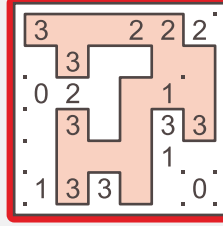
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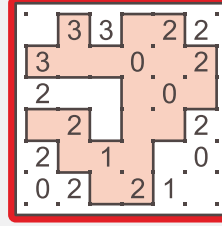
Öğretmen Yetiştirme Ve Geliştirme Genel Müdürlüğü

ZEKÂ OYUNLARI EĞİTİMİ

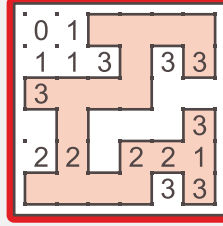
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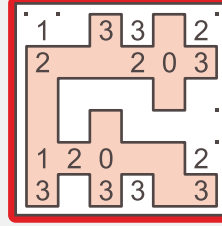
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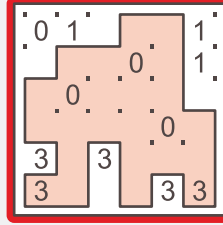
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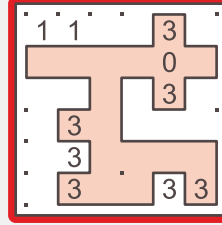
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11.SORU



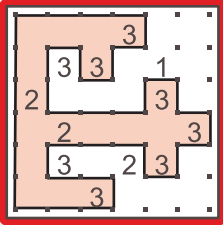
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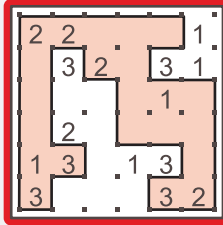
Öğretmen Yetiştirme Ve Geliştirme Genel Müdürlüğü

ZEKÂ OYUNLARI EĞİTİMİ

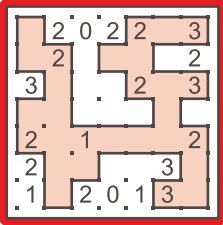
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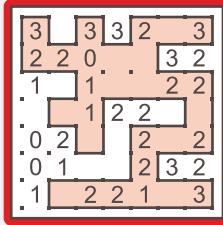
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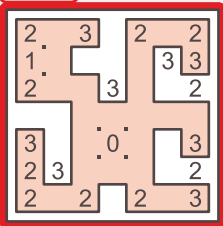
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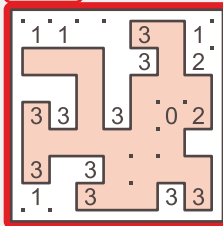
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17.SORU



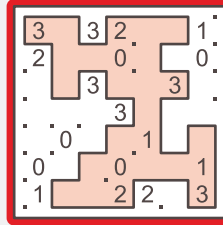
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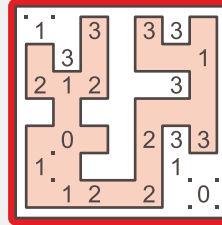
Öğretmen Yetiştirme Ve Geliştirme Genel Müdürlüğü

ZEKÂ OYUNLARI EĞİTİMİ

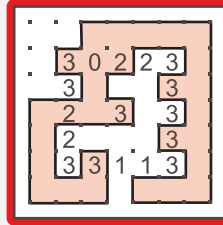
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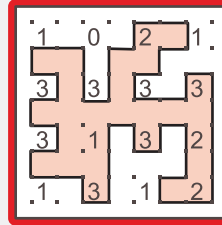
20.SORU



21.SORU



22.SORU



Öğretmen Yetiştirme Ve Geliştirme Genel Müdürlüğü