

**BOSHLANG'ICH SINFLAR UCHUN
SHAXMAT DARSLIGI**

SHAXMAT O'RMONIGA SAYOHAT



UDC 81.2

Англ-4

R 80

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Mazkur darslik umumta'lim maktablarining boshlang'ich sinf o'quvchilari uchun tayyorlangan bo'lib, boshlang'ich sinf o'quvchilarining yosh xususiyatlarini hisobga olgan holda qiziqarli bosh qotirmalar, rasmlar, ertak qahramonlari orqali bayon qilingan.

Mazkur darslik Jismoniy tarbiya va sport yo'nalishidagi ta'lim faoliyatini takomillashtirish bo'yicha O'zbekiston Respublikasi Jismoniy tarbiya va sport vazirligi huzuridagi muvofiqlashtiruvchi kengash majlisida muhokama qilingan va chop etishga ruxsat berilgan. (2021-yil, 29-mart, 2-son bayonnoma).

(2021-yil, 29-mart, 2-son bayonnoma).

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JISMONIY TARBIYA VA SPORT BO'YICHA MUTAXASSISLARNI
QAYTA TAYYORLASH VA MALAKASINI OSHIRISH INSTITUTI

A.R.Alimov

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BOSHLANG'ICH SINFLAR UCHUN SHAXMAT DARSLIGI



TOSHKENT 2021

Tanishing: bu bolaning ismi Oqiljon. Bir kuni u Shaxmat o'rmoniga sayohatga jo'nabdi. O'rmon juda qalin ekan, tangadek soya tushmas ekan. Oqiljon yurib-yurib, qari eman daraxtining yoniga borib qolibdi. Qarasa, daraxtning tagida sirli sandiqcha turgan ekan. Uni ochaman deb rosa harakat qilibdi, lekin sandiq ochilmabdi. Shunda u donishmand Qo'ziqorinning oldiga borib, yordam so'rabdi. Donishmand Qo'ziqorin katak daftarga chizilgan suratchalarga qarab, sandiqni ochibdi.



Sandiqni ochishsa, ichidan oq-qora donachalar chiqib kelishibdi. Ular bir pastda kattalashib, bittasi shohga, bittasi farzinga, bittasi otga, bittasi filga aylanib qolibdi. Ilgari bu o'rmonga Oq podshoh bilan Qora podshoh hukmronlik qilgan ekan. Ikkovining jangchi otlari, fillari, piyoda askarlari ham oq-u qora ekan. Keyin esa ular hadeb bir-biri bilan jang qilavergani uchun donachalarga aylanib, sandiqqa qamalib qolgan ekan. Ular tor sandiqda rosa qiynalib, endi jang qilmaymiz, endi faqat taxtacha ustida yolg'ondakam urush-urush o'ynaymiz deb ahd qilishibdi. Bu o'yinning nomi shaxmat ekan. Endi bu donachalar sandiqdan qutulib, Oqiljon bilan donishmand Qo'ziqoringa shaxmat degan ajoyib o'yin haqida so'zlab berishibdi. Bu o'yinni ikki ming yildan beri katta-yu kichik hamma o'ynab, hech zerikmas ekan.

Sizga ham shaxmat o'ynashni o'rgataylikmi?

Unda shu kitobni oxirigacha biz bilan birga Shaxmat o'rmoniga sayohat qiling!



Shaxmat taxtasi

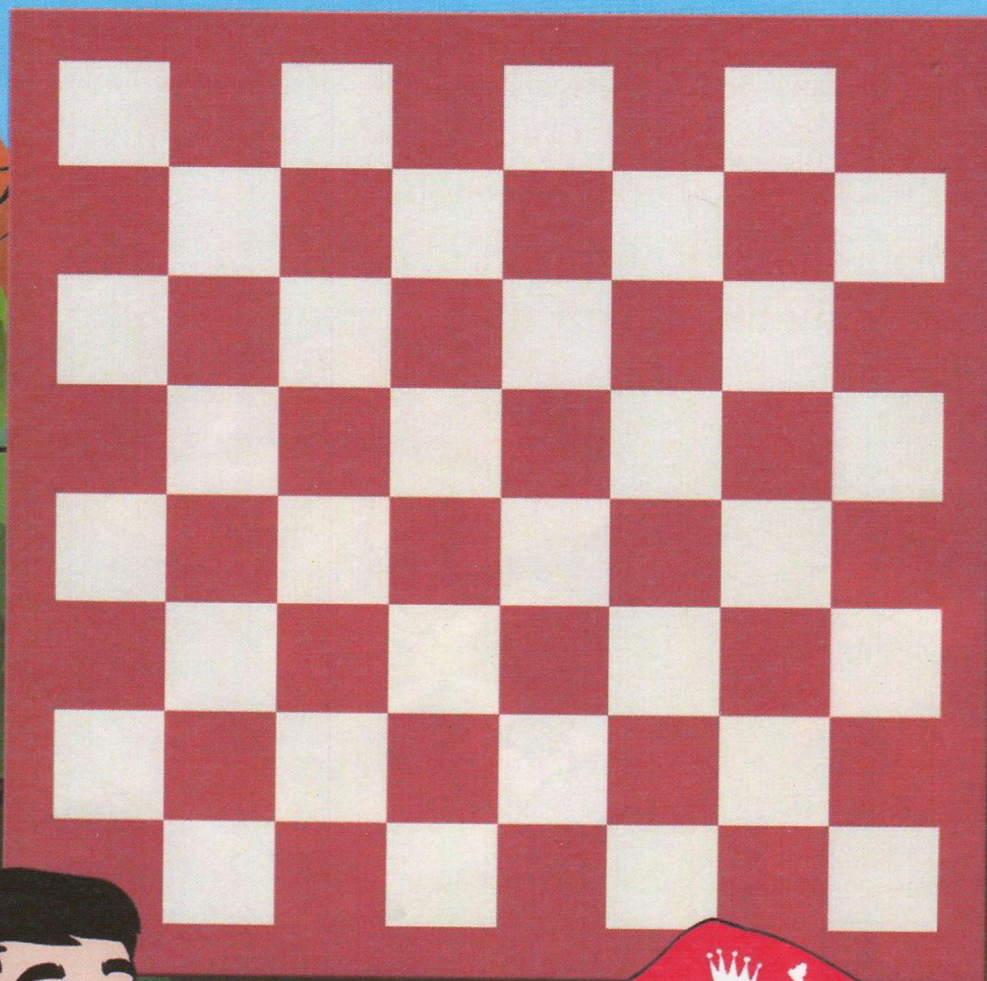


Oq kataklar

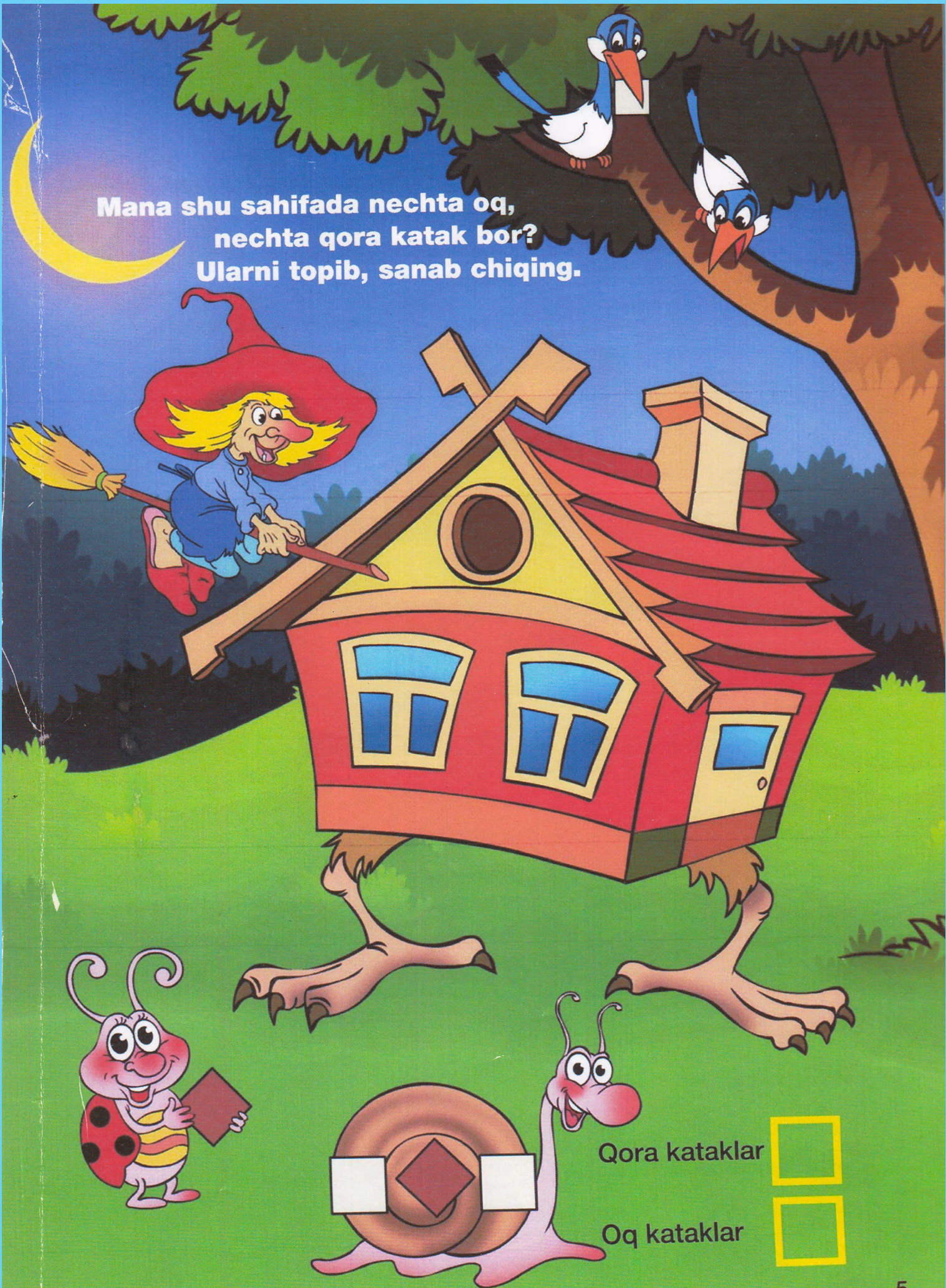


Qora kataklar

Shaxmat taxtasida 64 ta katak bo'ladi



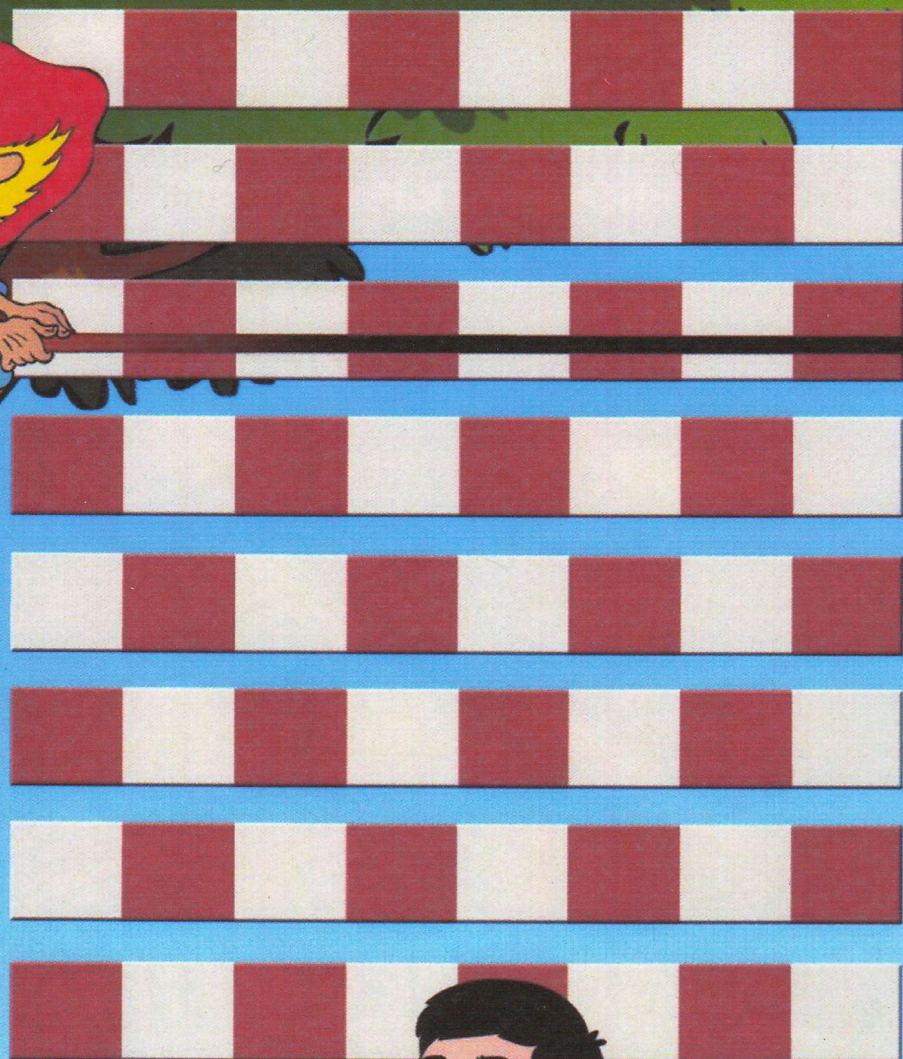
Mana shu sahifada nechta oq,
nechta qora katak bor?
Ularni topib, sanab chiqing.



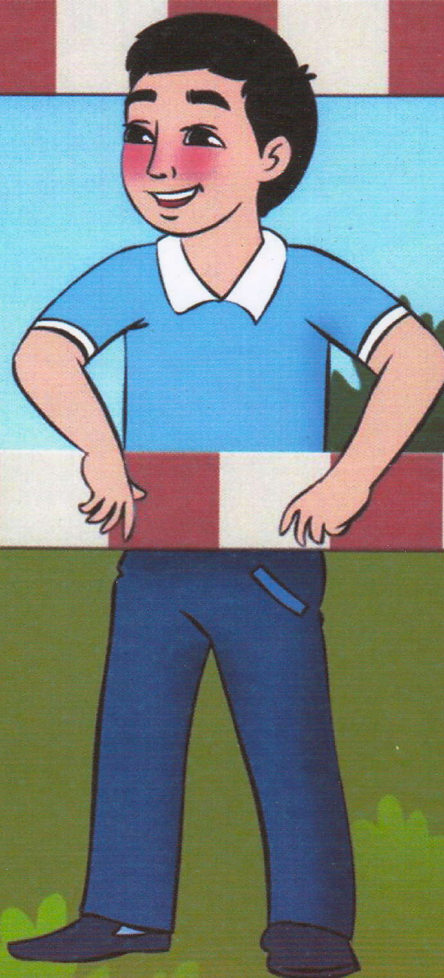
Qora kataklar

Oq kataklar

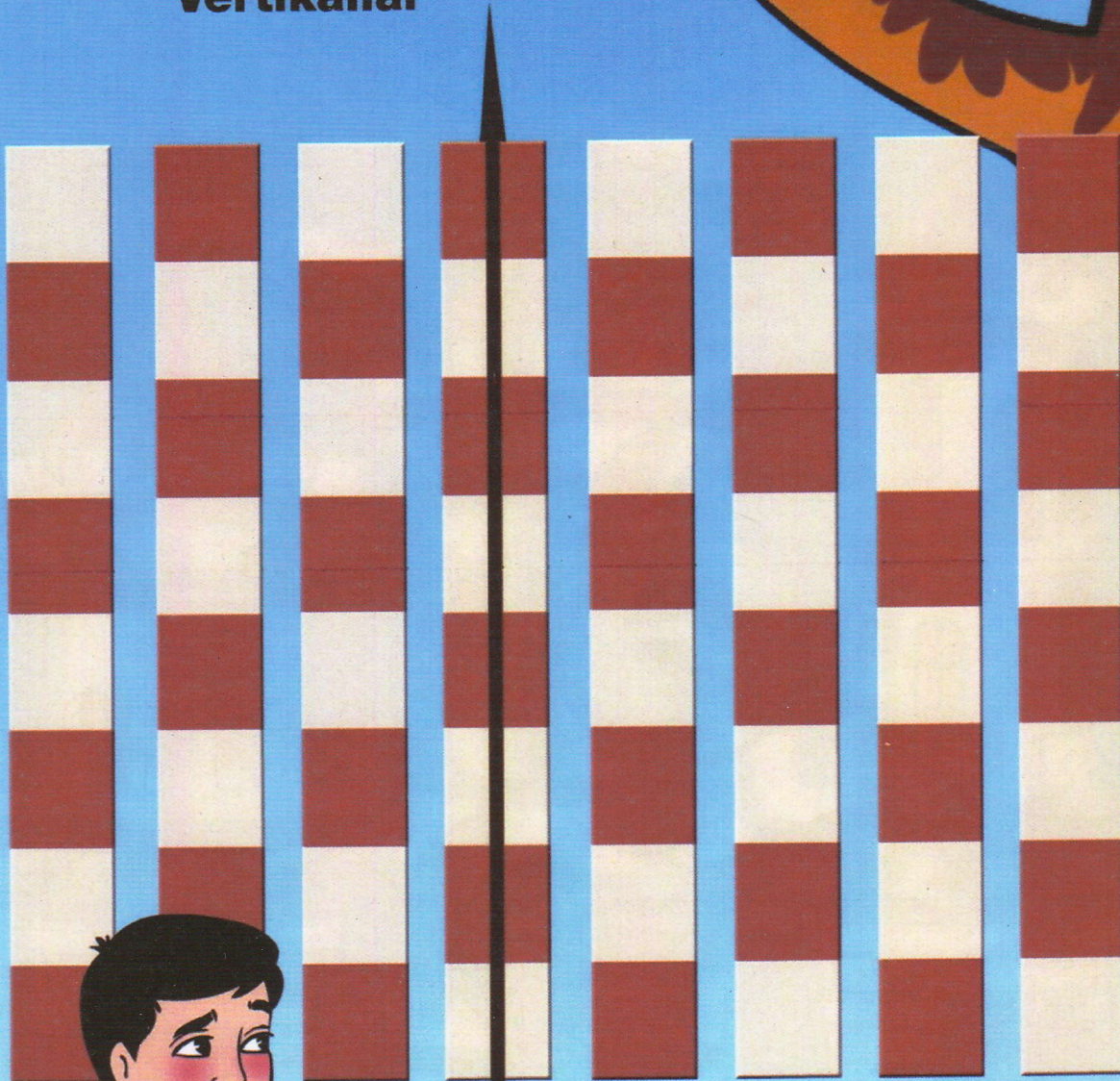
Gorizontallar



Shaxmat taxtasida
8 ta gorizontaal bo'ladi.



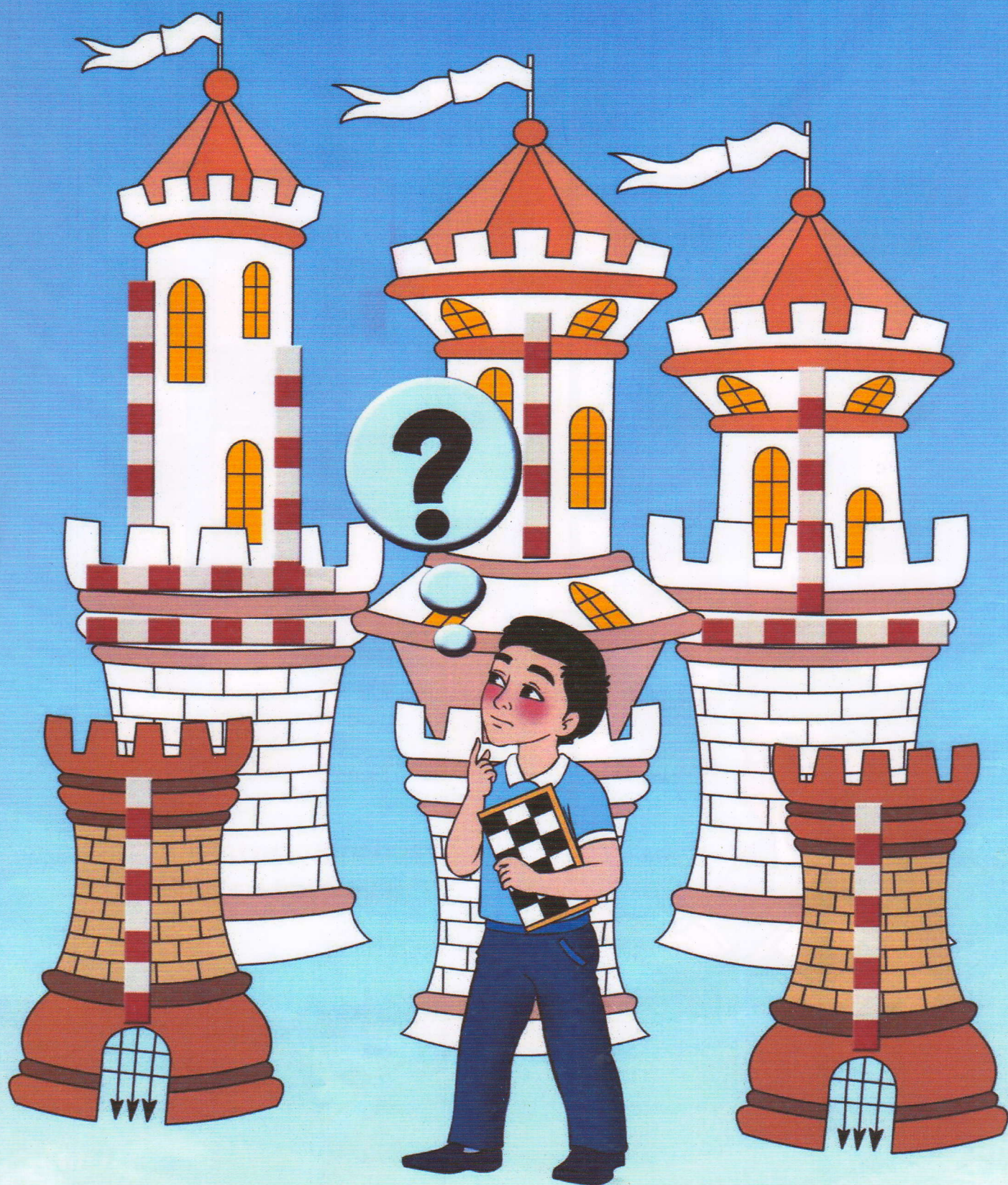
Vertikallar



Shaxmat taxtasida
8 ta vertikal bo'ladi.



Bu suratda nechta vertikkallar va gorizontall bor?



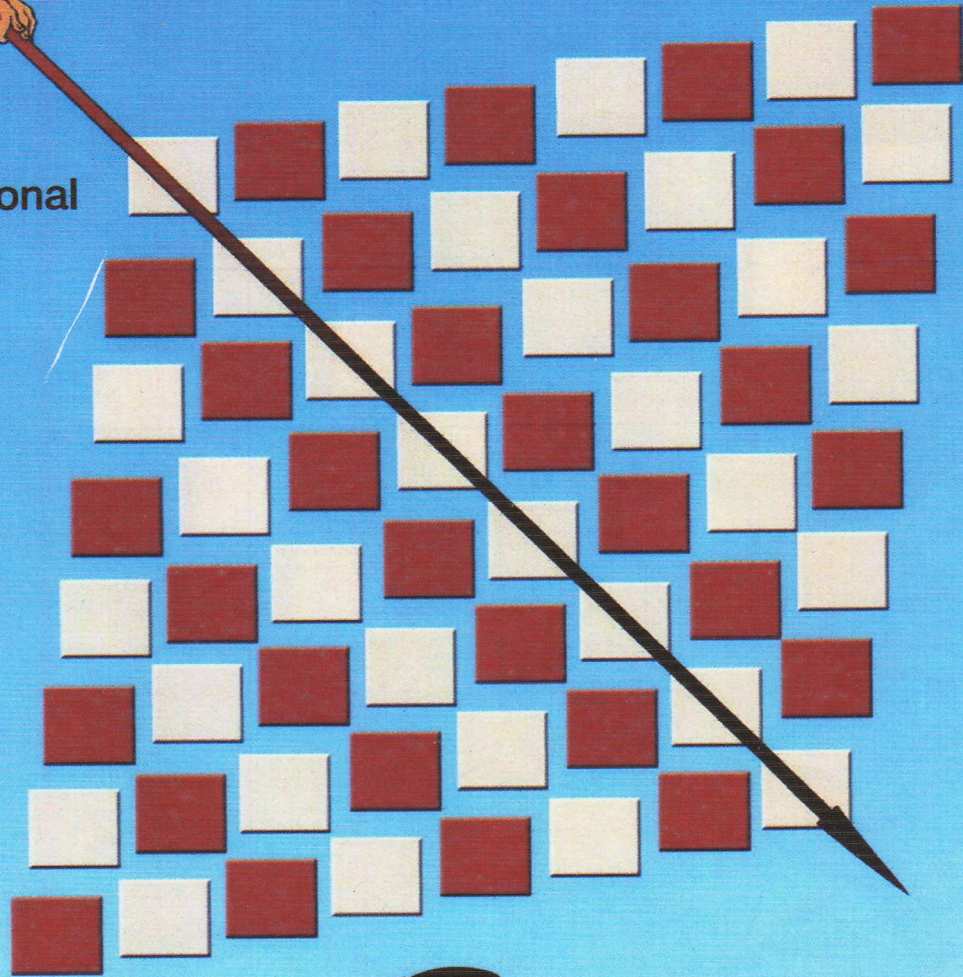
Vertikallar

Gorizontallar

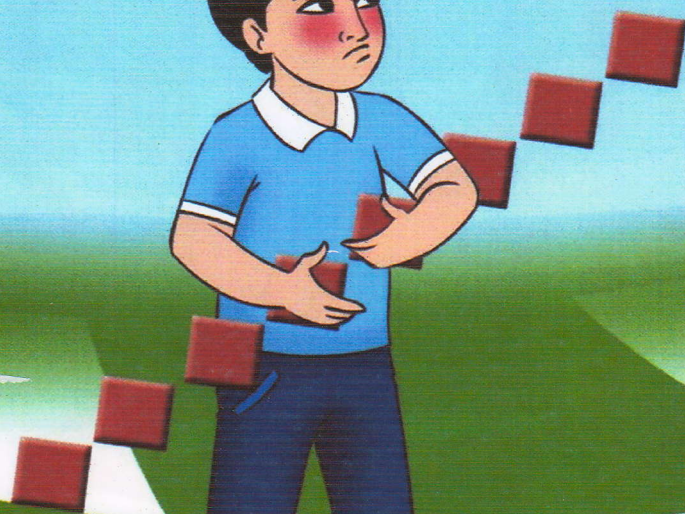
Diagonallar

Diagonallar – bir chiziq bilan birlashtirsa bo'ladigan bir xil rangdagi kataklardir.

Katta
oq diagonal



Katta qora
diagonal

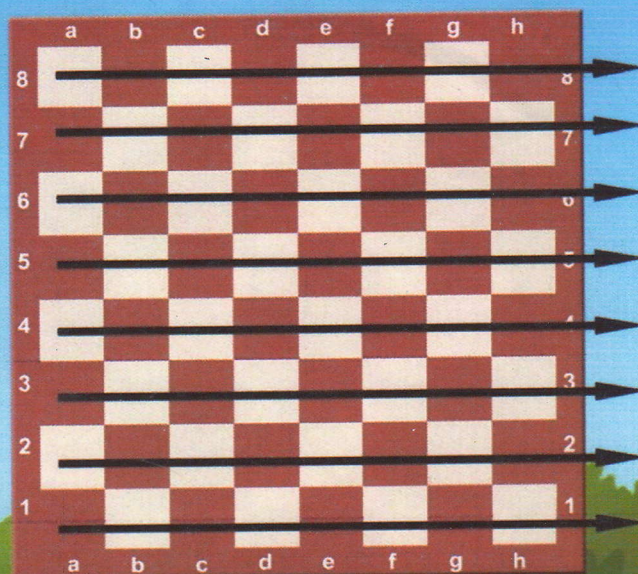
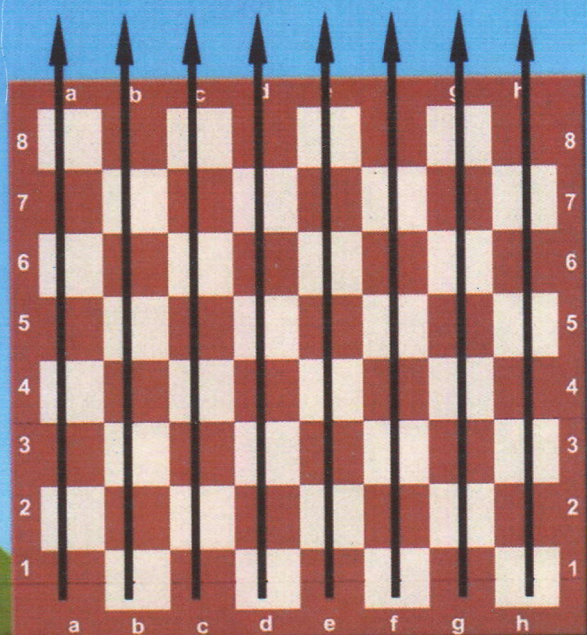




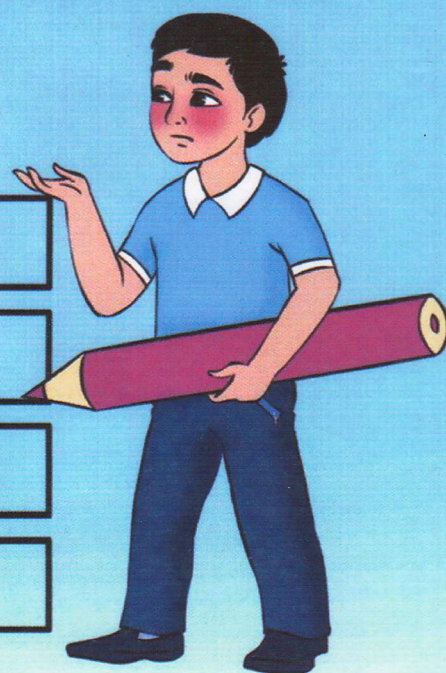
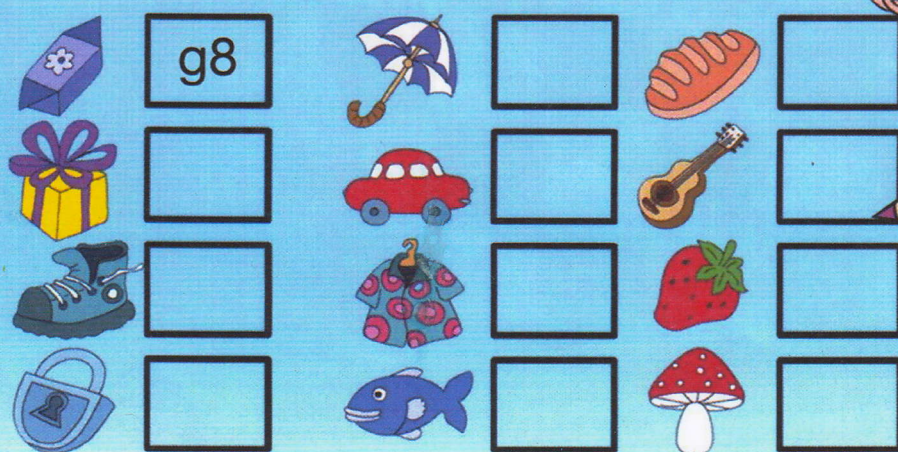
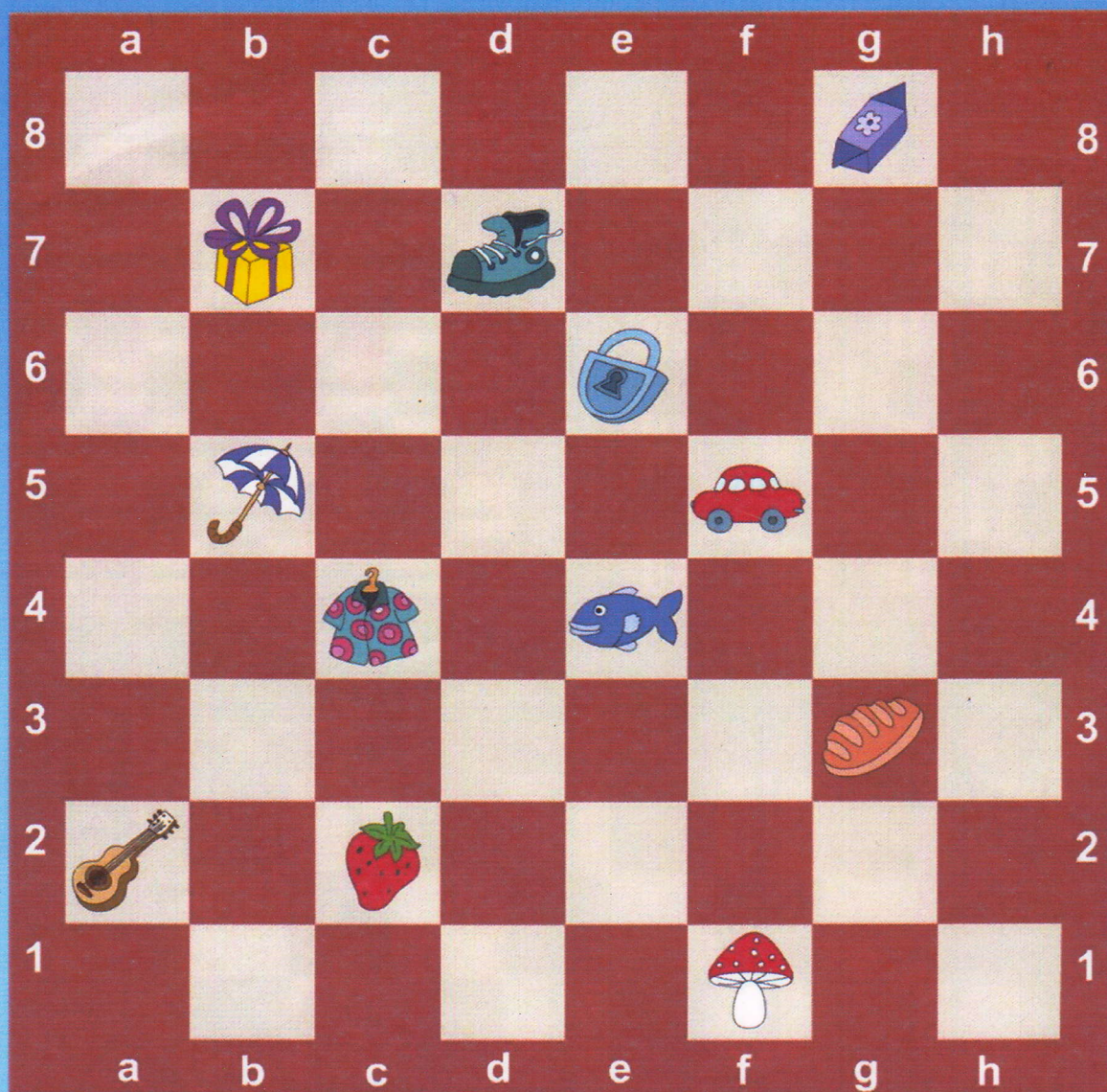
Shaxmat o'rmonida g'alati
yomg'ir yog'ar ekan.
Shu yomg'irda nechta
diagonallar bor?

Notatsiya (yurishlarni yozib borish)

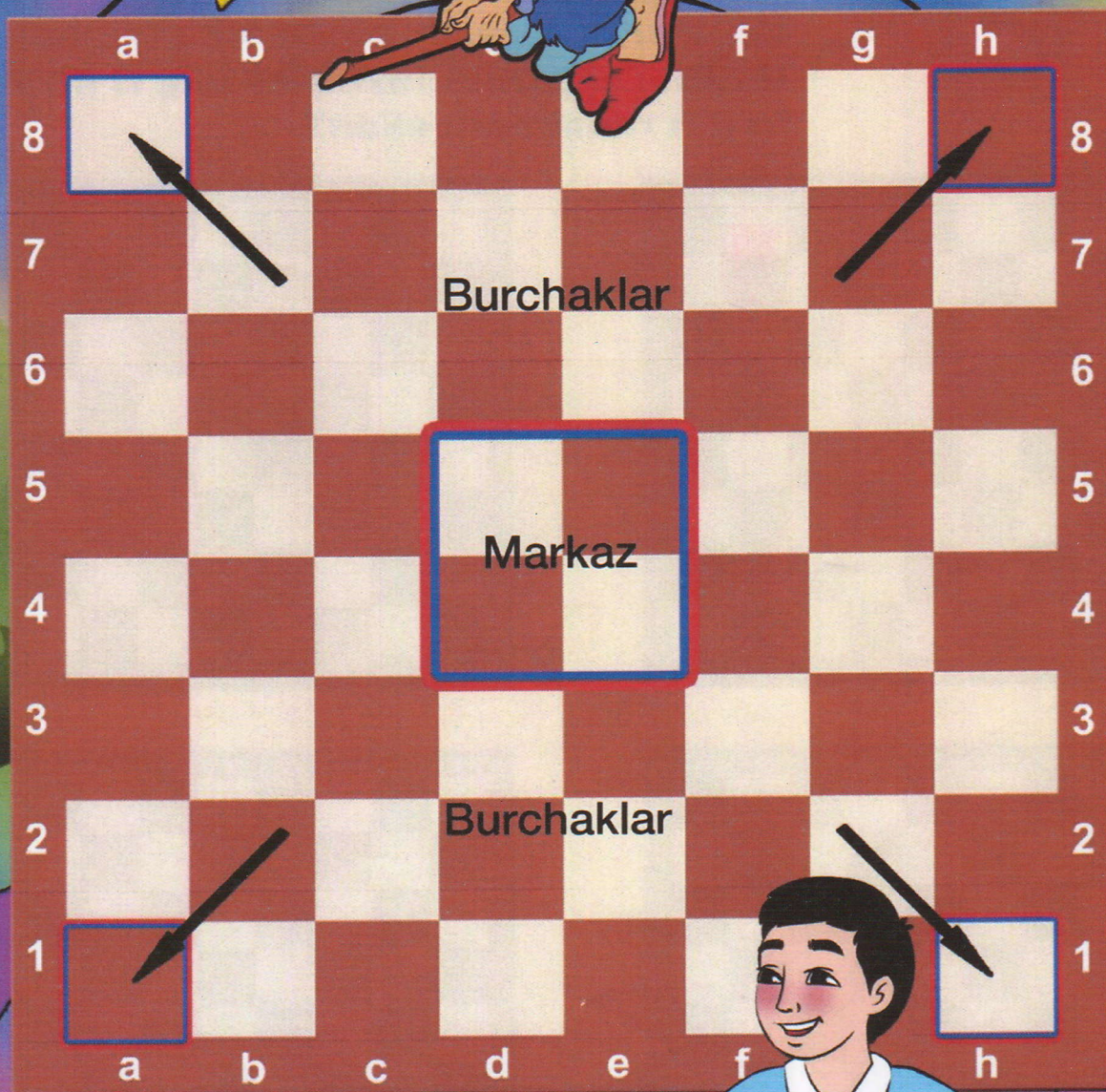
Sakkizta ko'cha, ya'ni vertikalalar Sakkizta uy, ya'ni gorizontalalar



Kataklardagi buyumlarning manzilini yozib chiqing

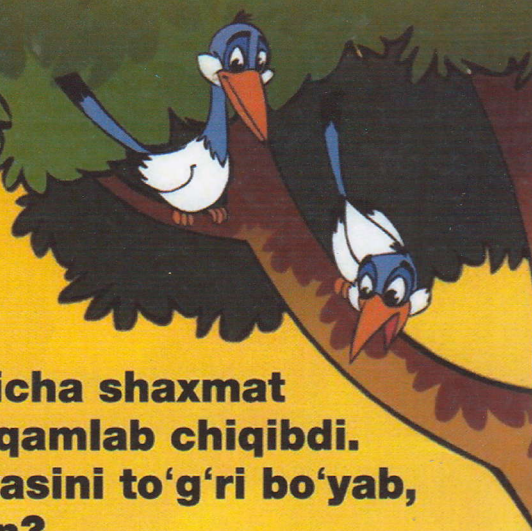


Markaz va burchaklar

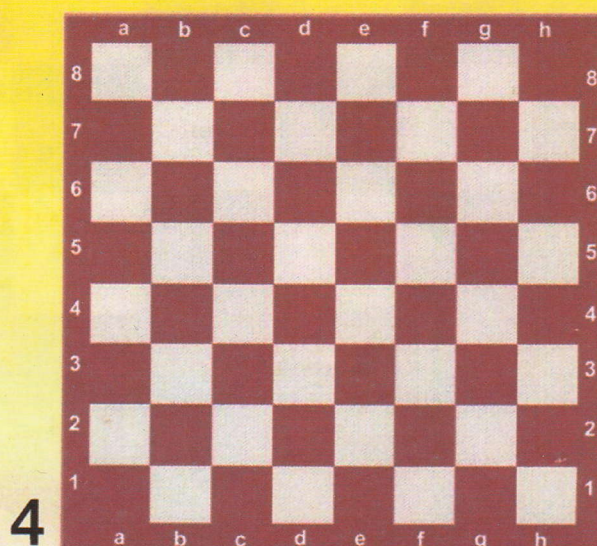
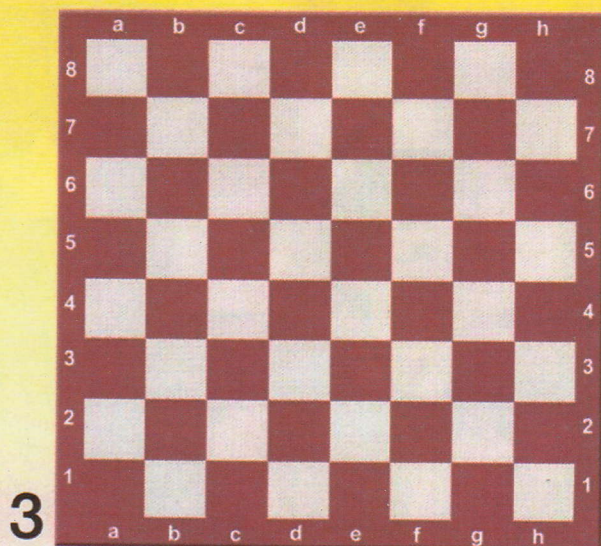
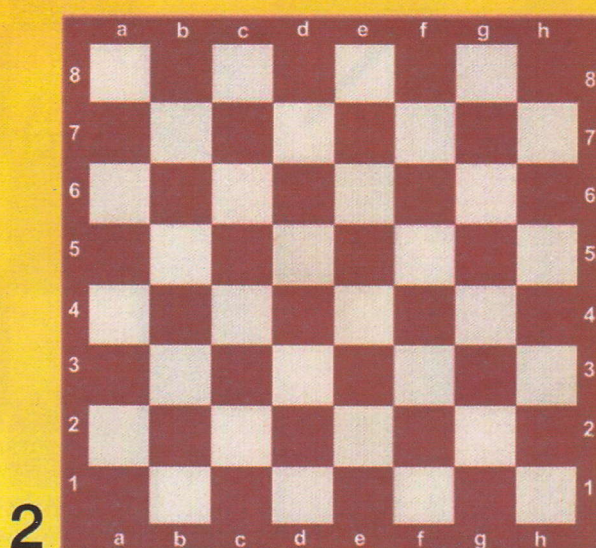
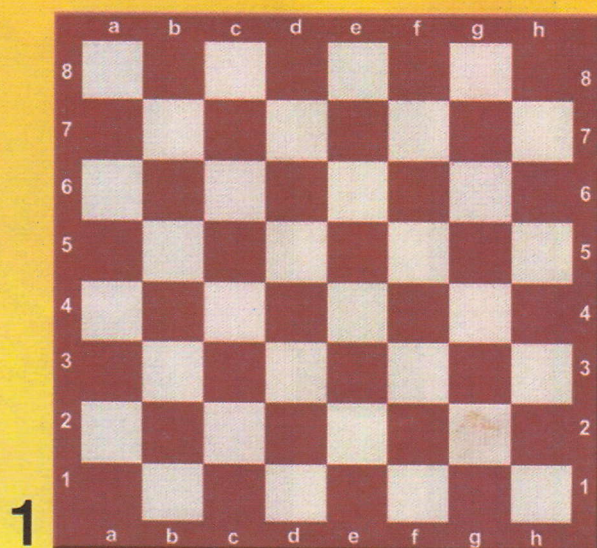


h1 burchak doim oq bo'ladi

a1 burchak doim qora bo'ladi



Yalmog'iz kampir o'zicha shaxmat taxtalarini bo'yab, raqamlab chiqibdi. U qaysi shaxmat taxtasini to'g'ri bo'yab, to'g'ri raqamladi ekan?



Shaxmat donalari



Shaxmat donalari kitoblarda mana shunday belgilanadi:



Oq shoh



Qora shoh



Oq farzin



Qora farzin



Oq rux



Qora rux



Oq fil



Qora fil



Oq ot



Qora ot



Oq piyoda



Qora piyoda

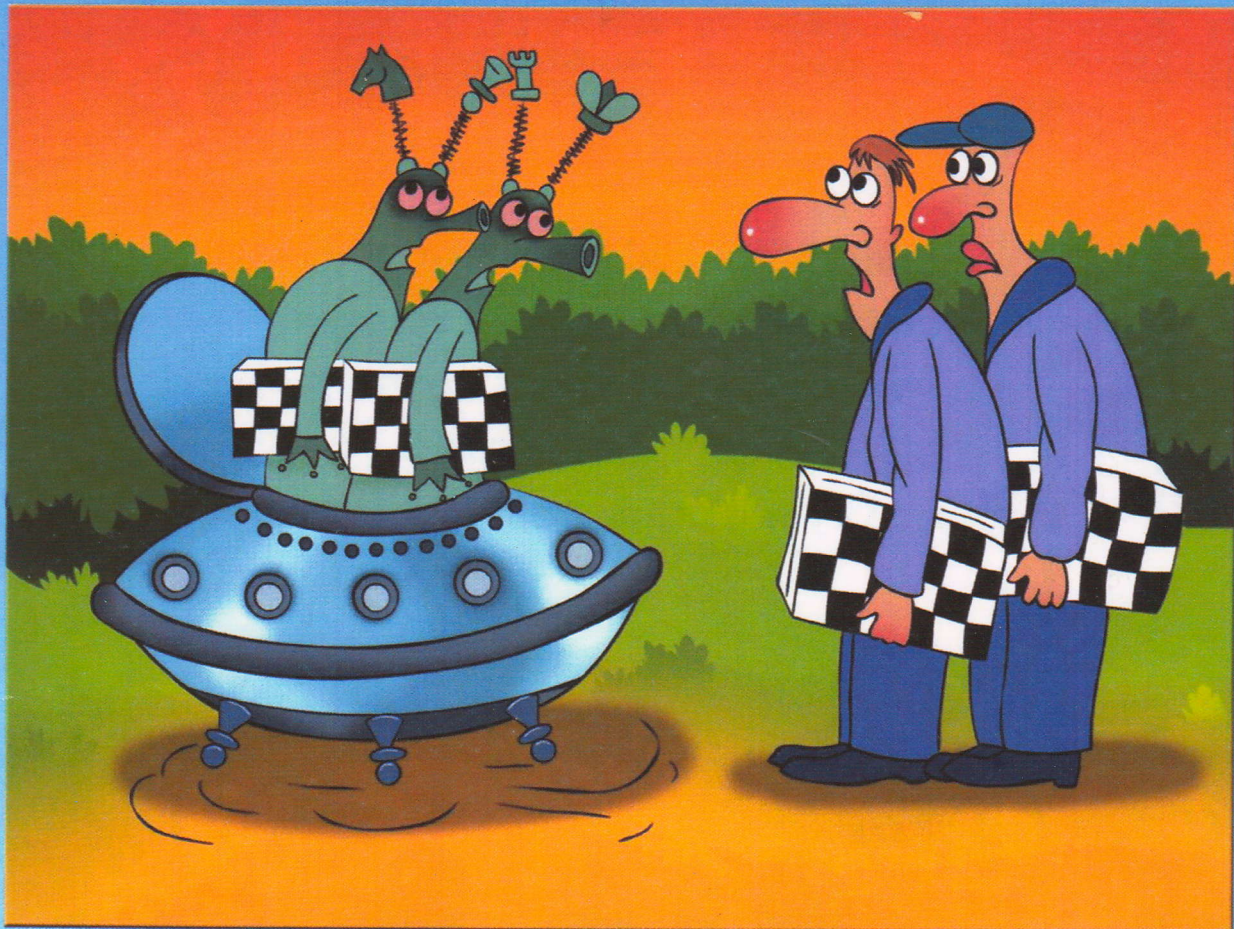




Shaxmatni ikki kishi o'ynaydi.
Ularning birida oq donalar,
birida qora donalar bo'ladi.
Navbat bilan yuriladi.
O'yinni oqlar boshlaydi.



**Yalmog'iz kampir o'zicha rasm chizib,
ichiga donalarni ham qo'shib chizibdi.
Suratdagi shaxmat donalarini sanab chiqing**



piyodalar



fillar



shohlar



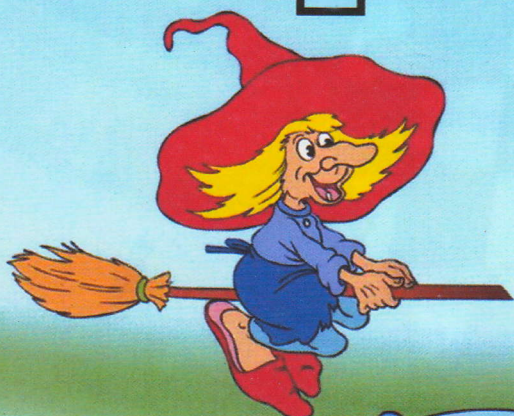
ruxlar



otlar



farzinlar





piyodalar

☐

fillar

☐

shohlar

☐

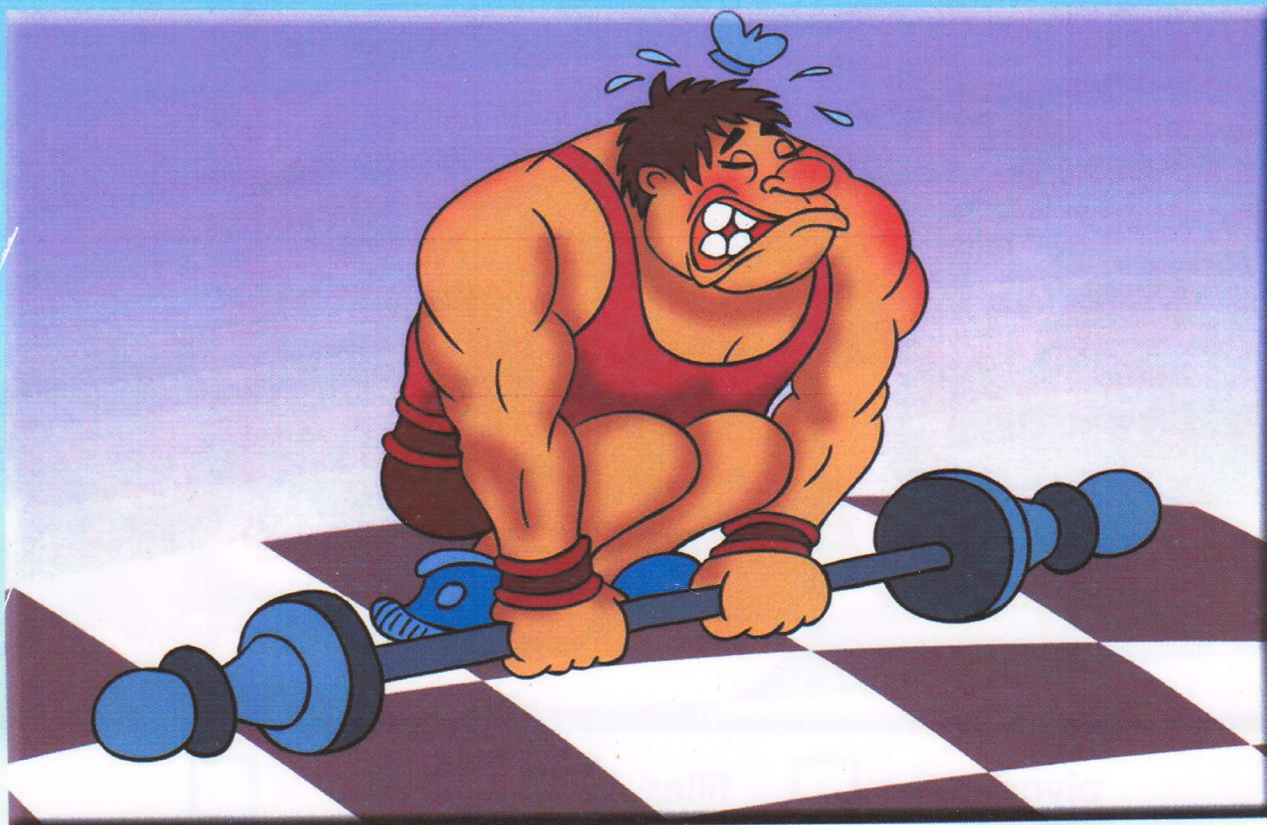
ruxlar

☐

otlar

☐

farzinlar

☐


piyodalar

☐

fillar

☐

shohlar

☐

ruxlar

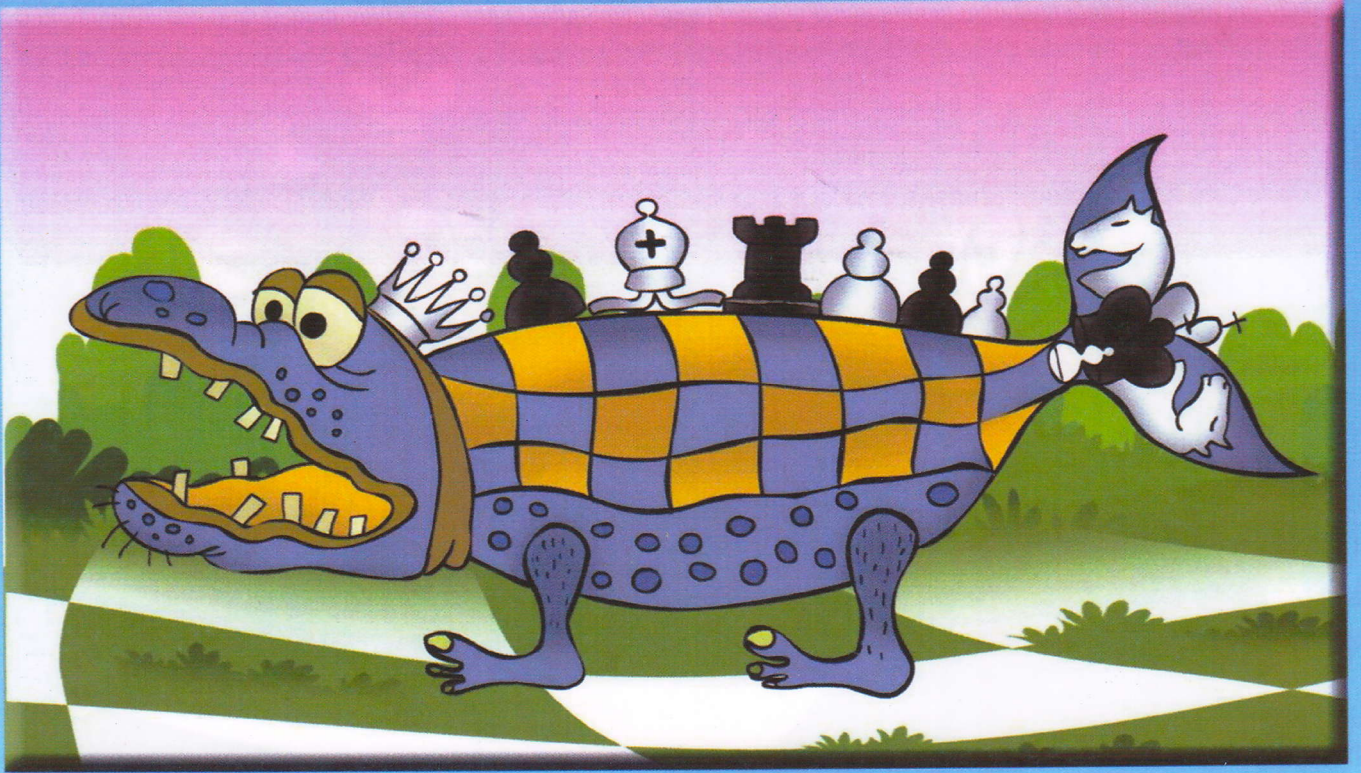
☐

otlar

☐

farzinlar

☐



piyodalar

☐

fillar

☐

shohlar

☐

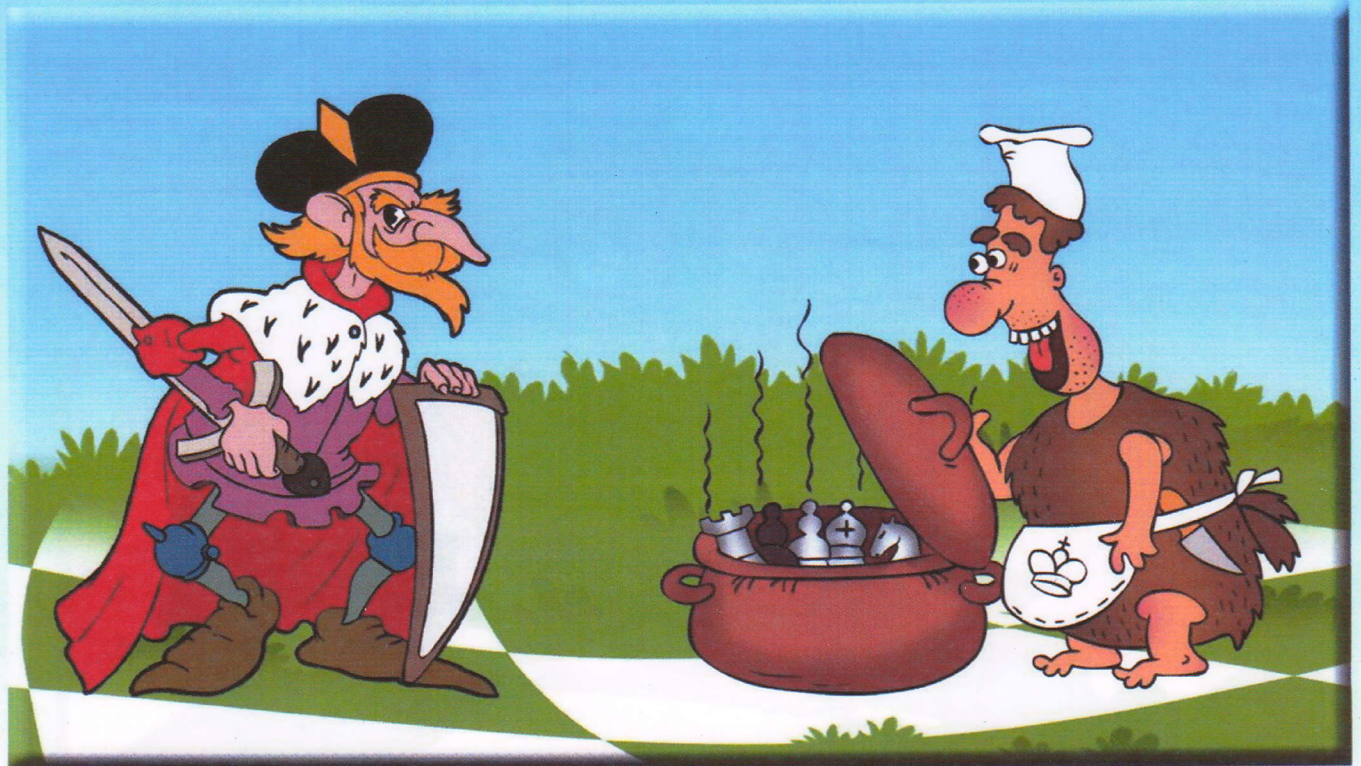
ruxlar

☐

otlar

☐

farzinlar

☐


piyodalar

☐

fillar

☐

shohlar

☐

ruxlar

☐

otlar

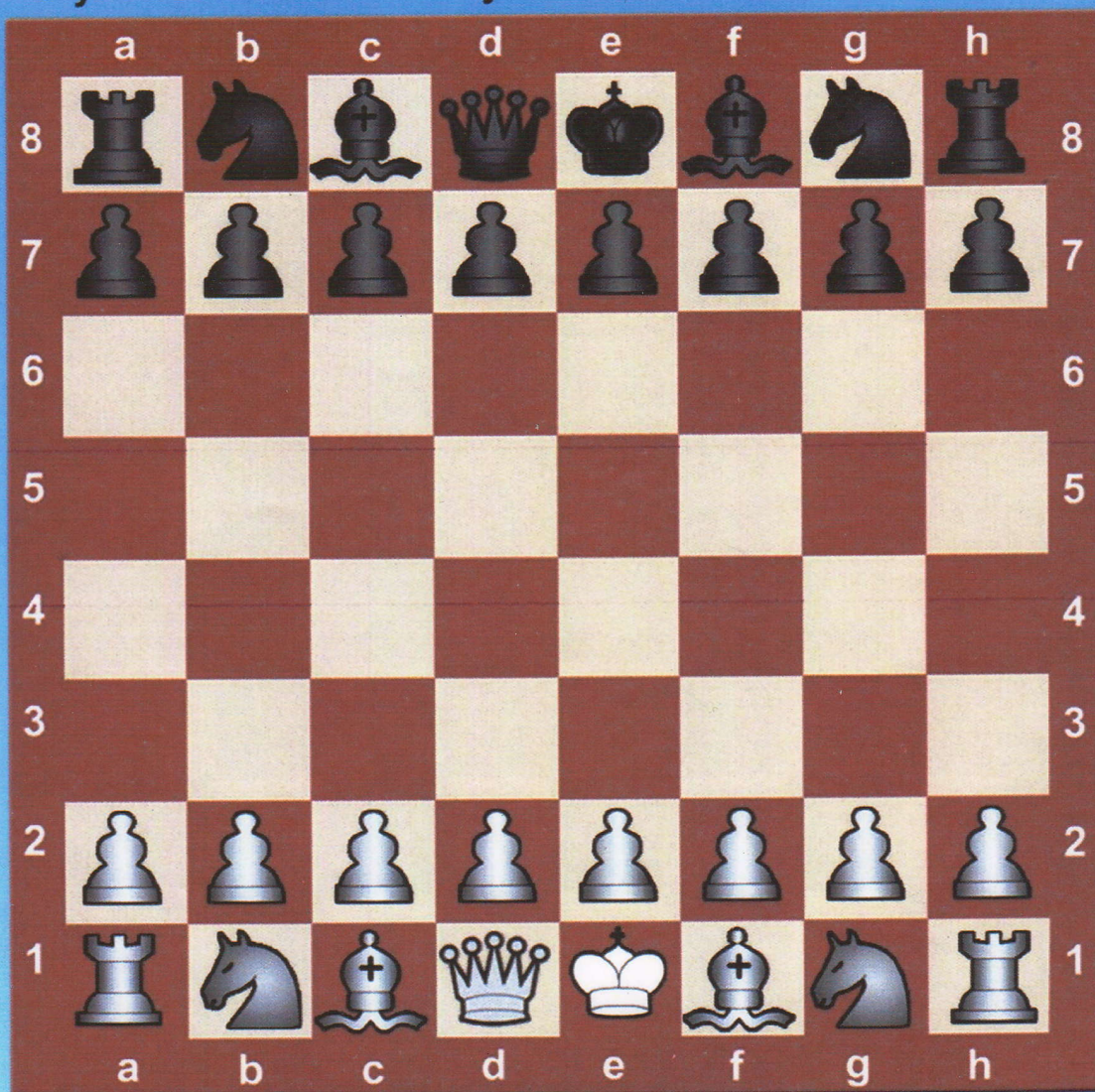
☐

farzinlar

☐

Donalarni terish

O'yin boshida har bir o'yinchida 16 tadan dona bo'ladi



Qaysi dona qayerda turganini eslab qoling.

Bu juda oson.

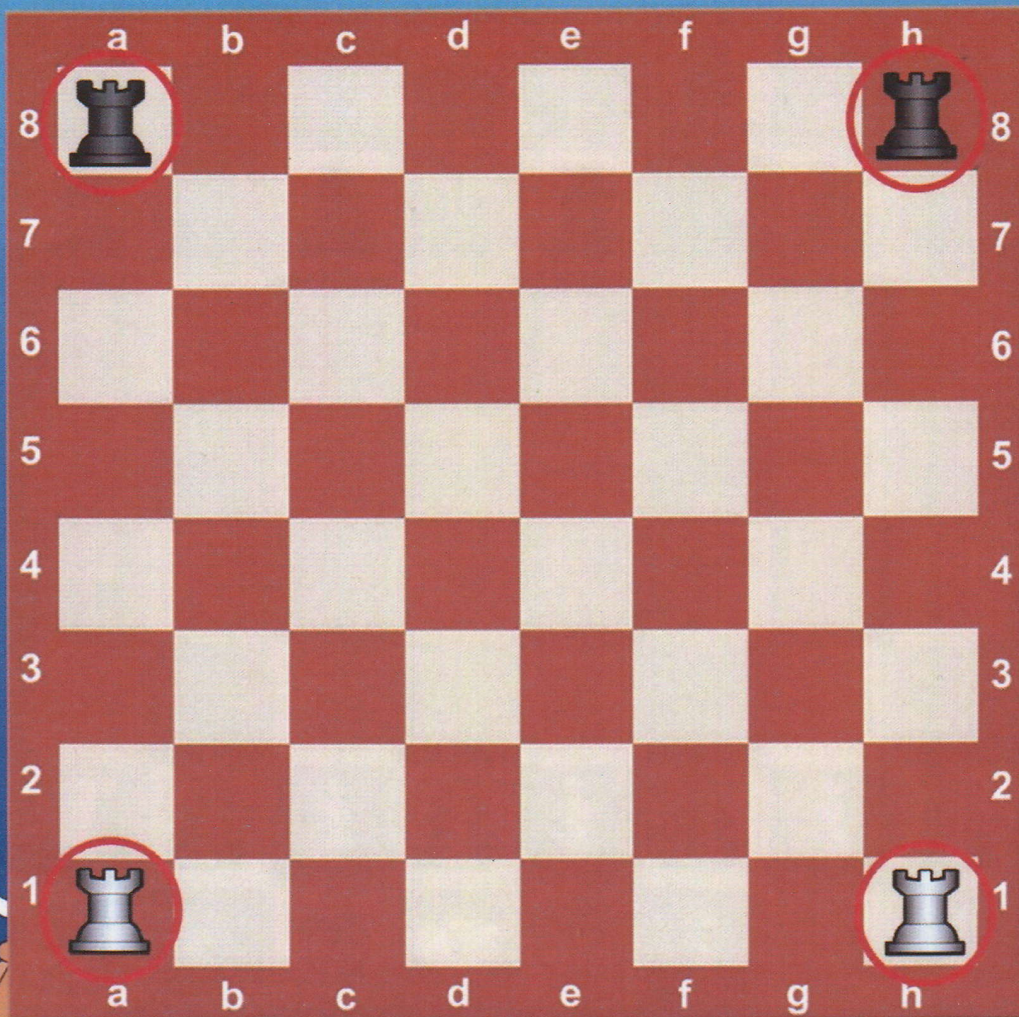
Donalarni taxtaga navbat bilan terib chiqing.





Rux

Taxtaning ikki burchagida minoradek savlat
to'kib ruxlar turadi.

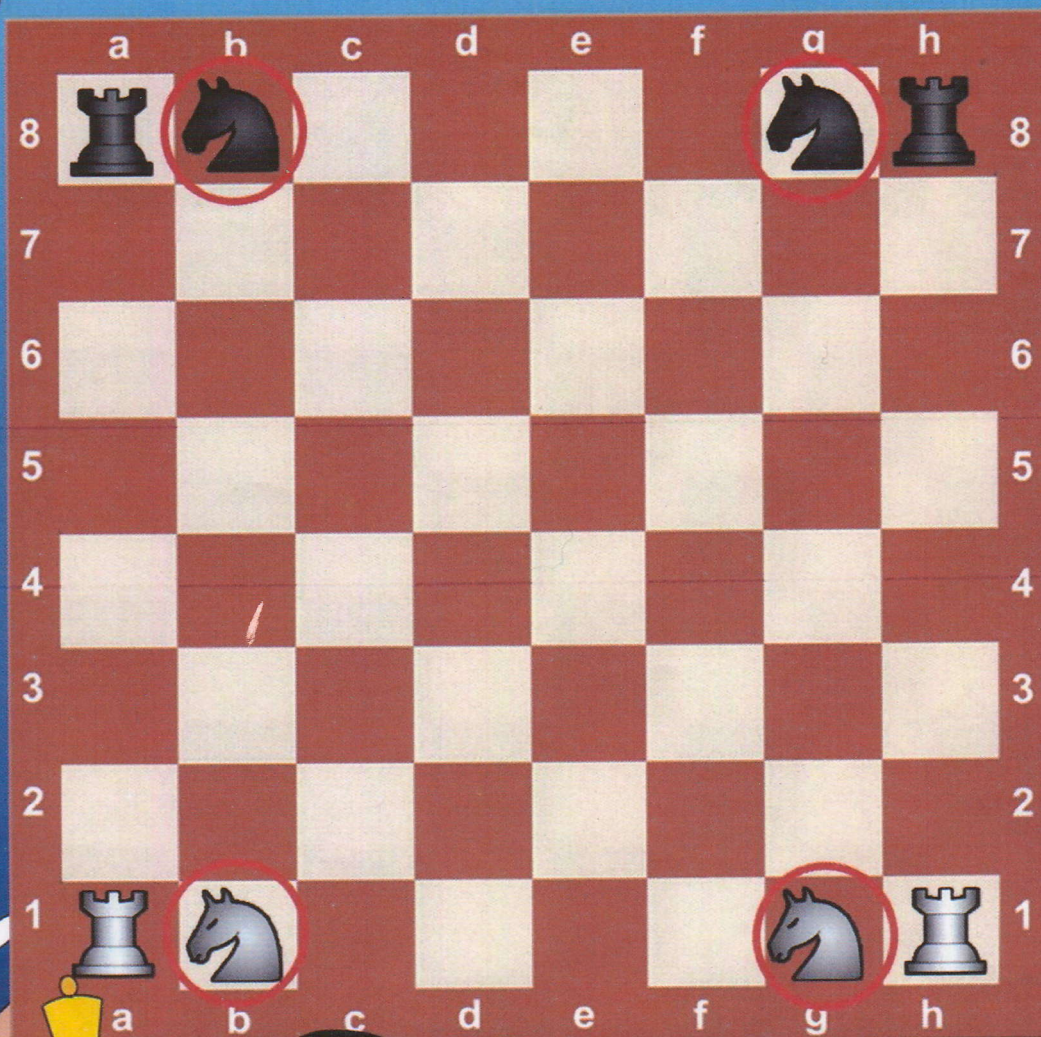




Ot



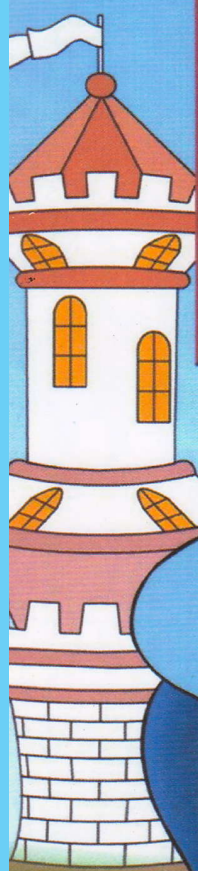
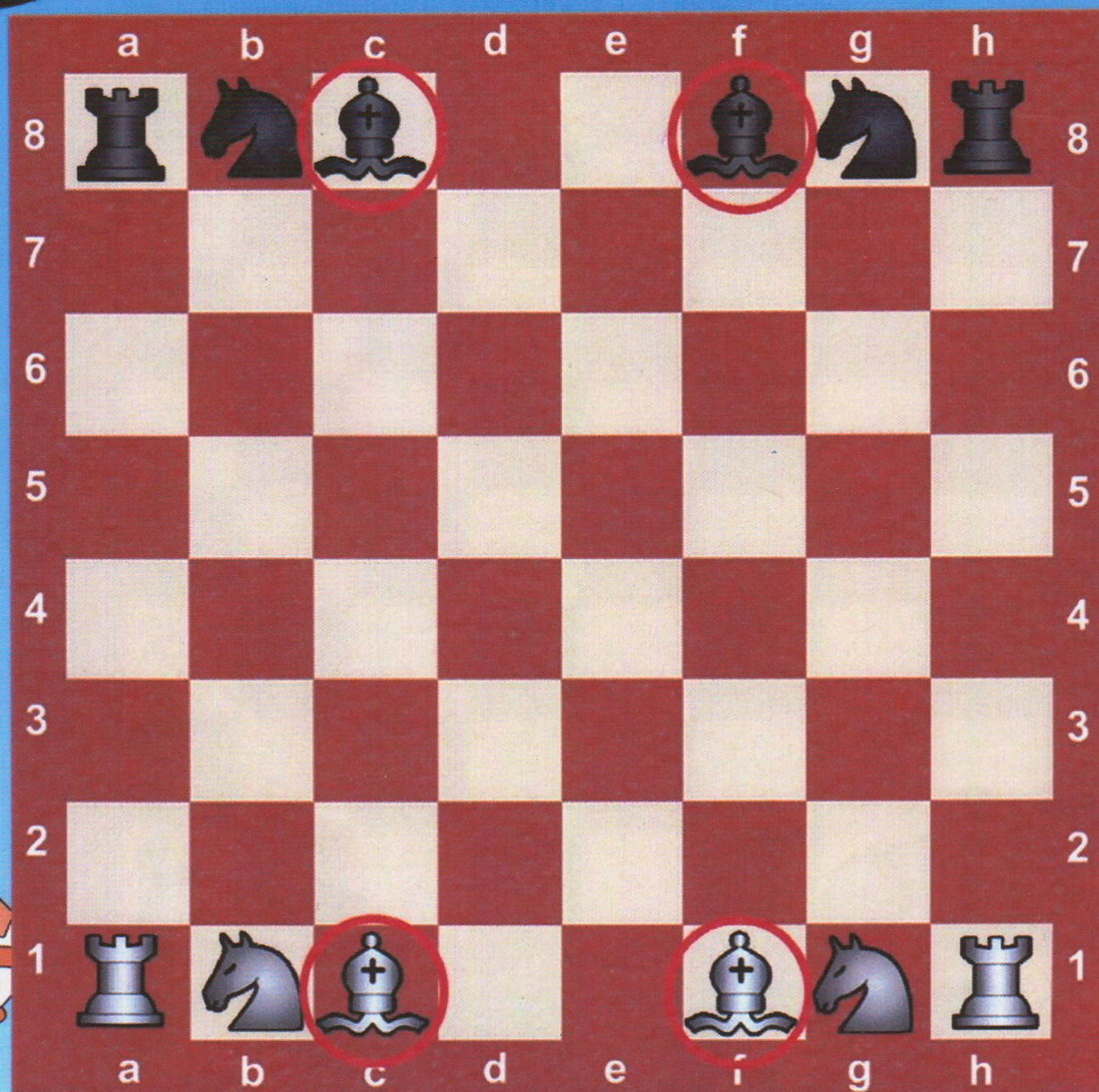
Ularning yonida bittadan otlar gijinglab turadi





Fil

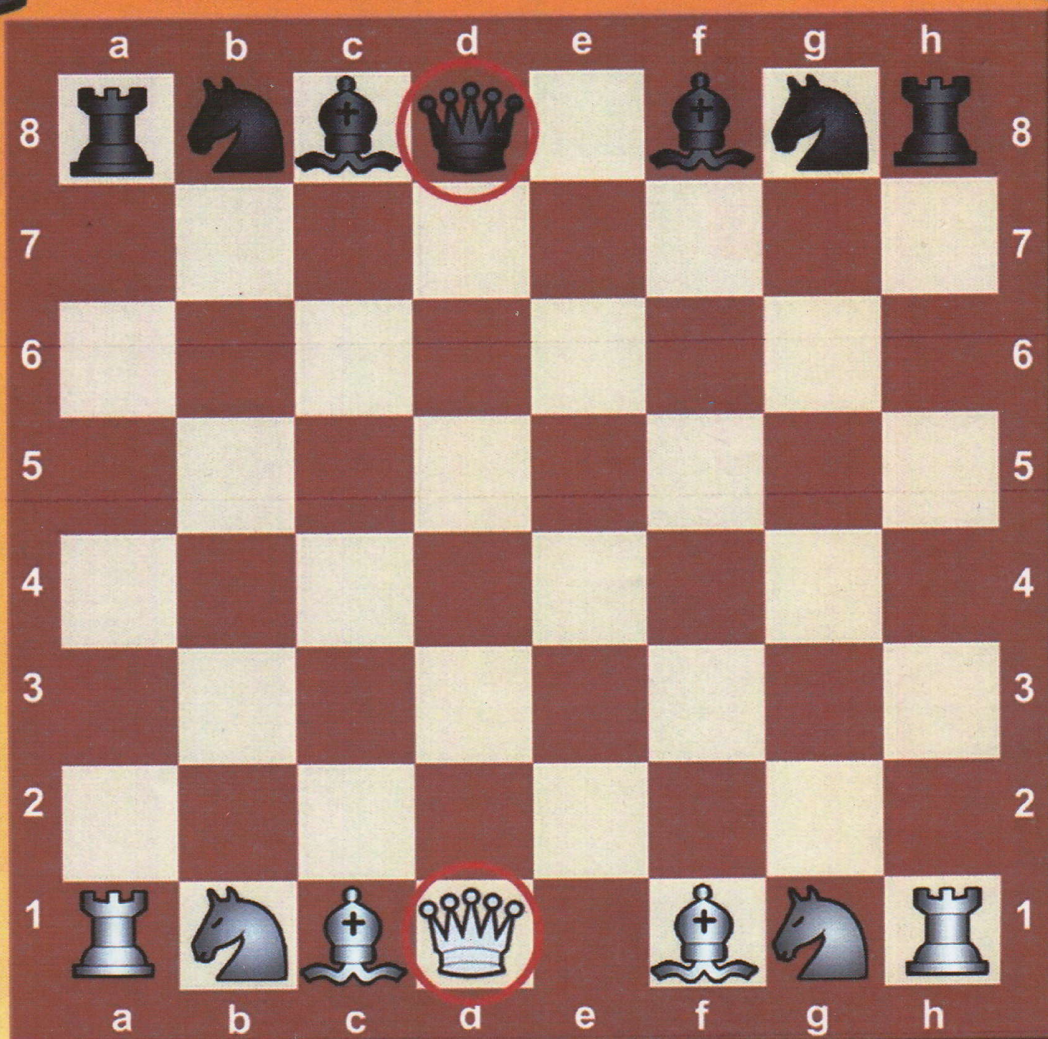
Otlarning yonida pahlavon fillar turadi



Farzin

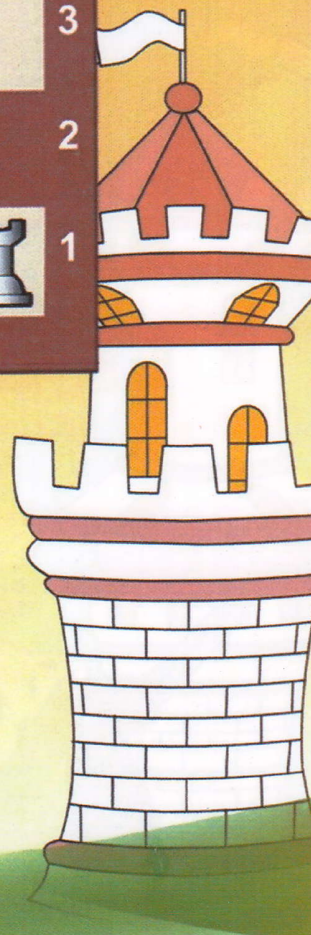


Farzin shohning bosh vaziri bo'ladi.
Oq farzin oq katakda, qora farzin qora katakda turadi.



Eslab qoling:

Farzin o'zining rangini yaxshi ko'radi

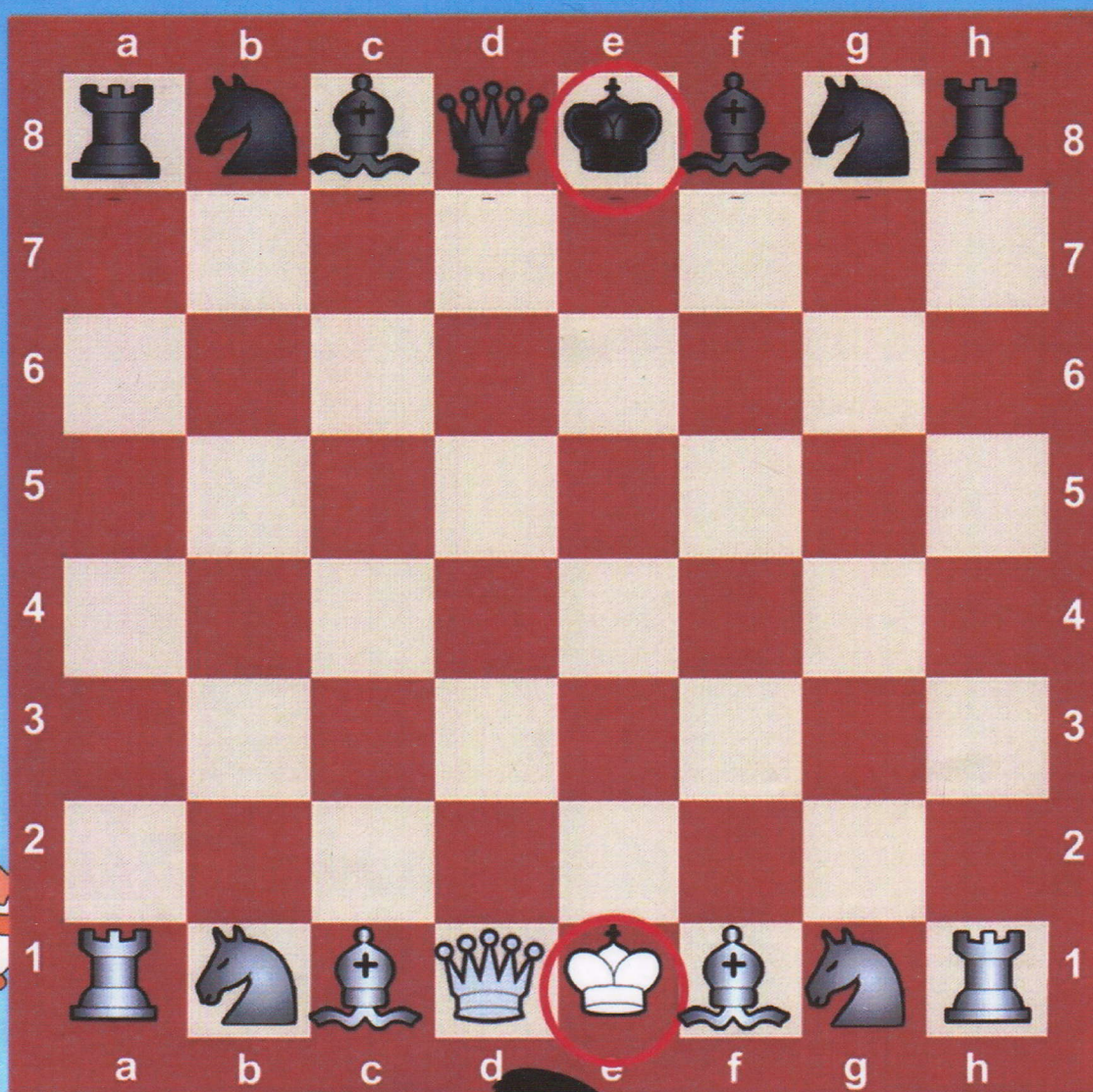




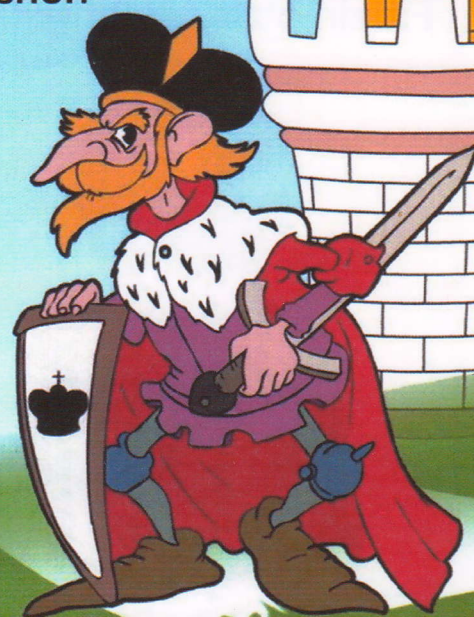
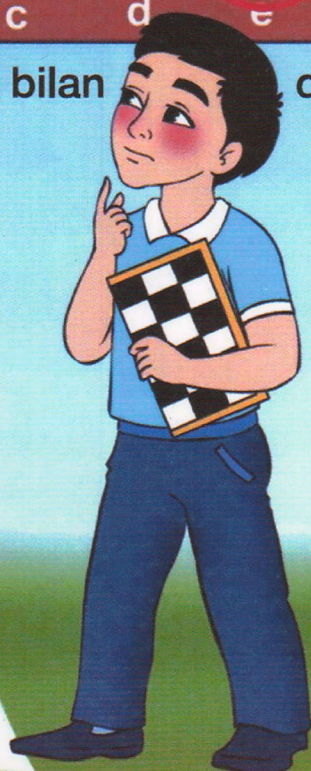
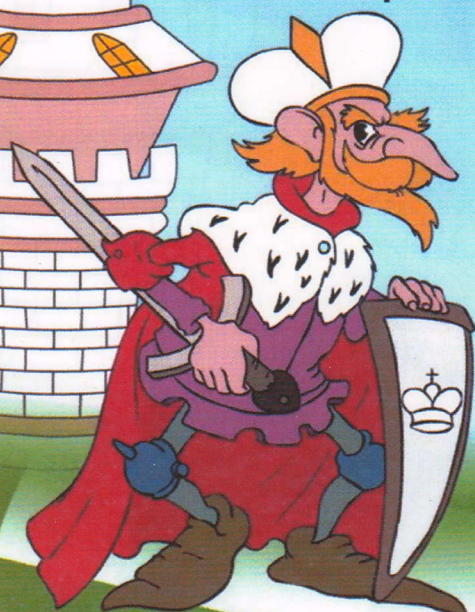
Shox



Nihoyat, taxtaga tantana bilan
shoh janobi oliylari kirib keladilar



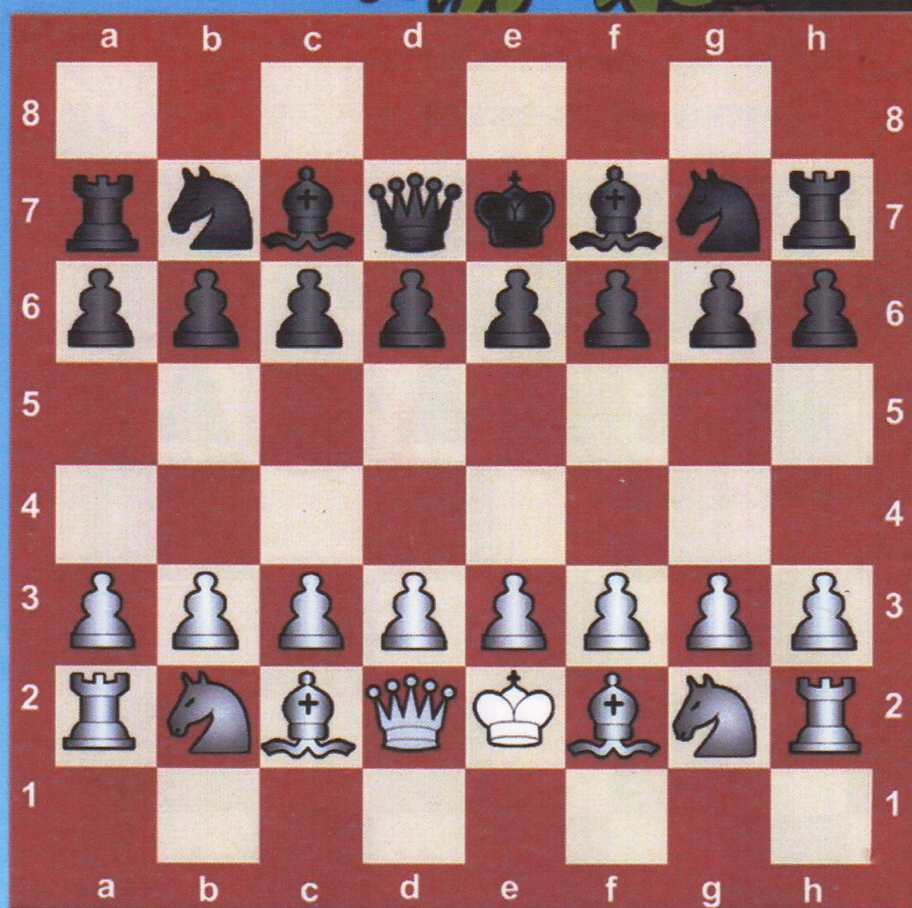
Oq shoh bilan qora shoh



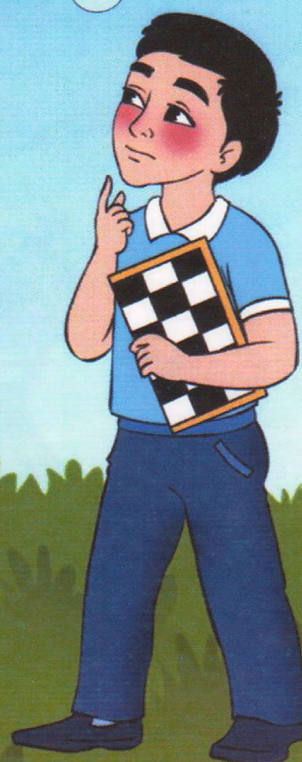
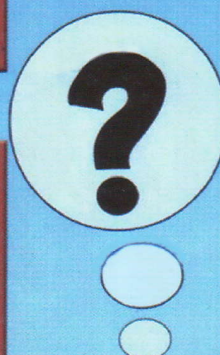
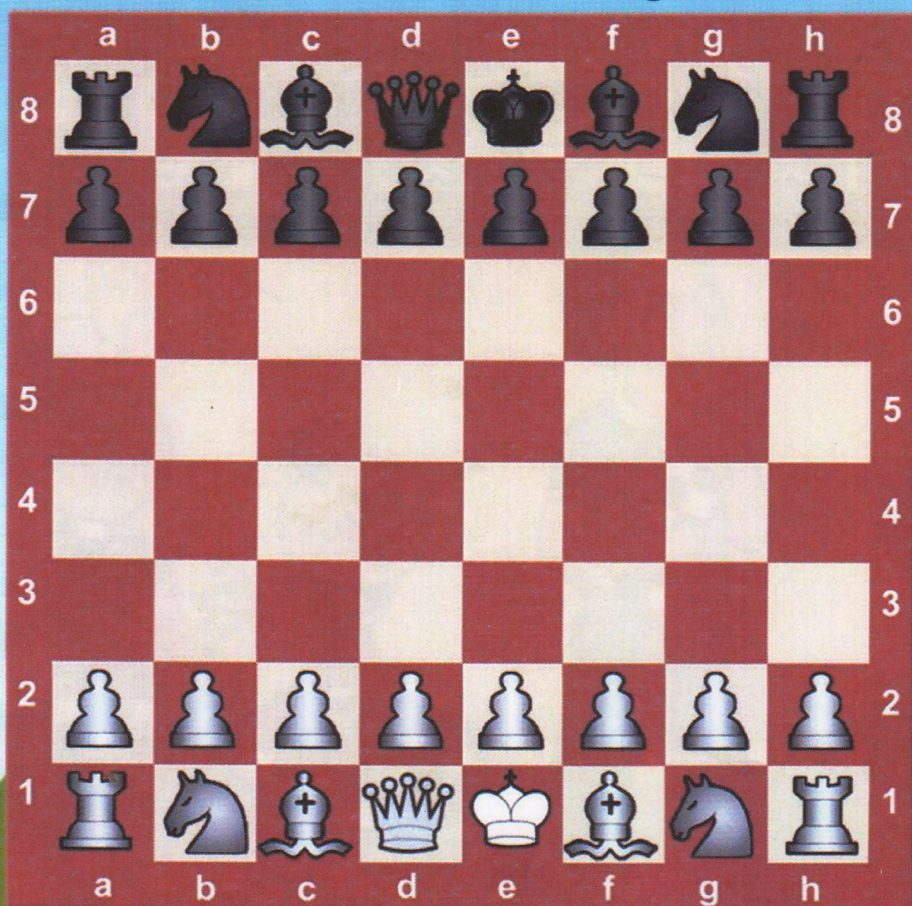
Piyodalar

Donalar safi oldida sakkizta
piyoda askar turadi

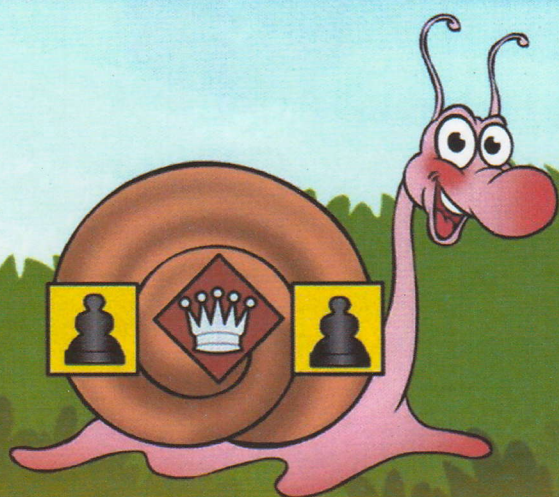
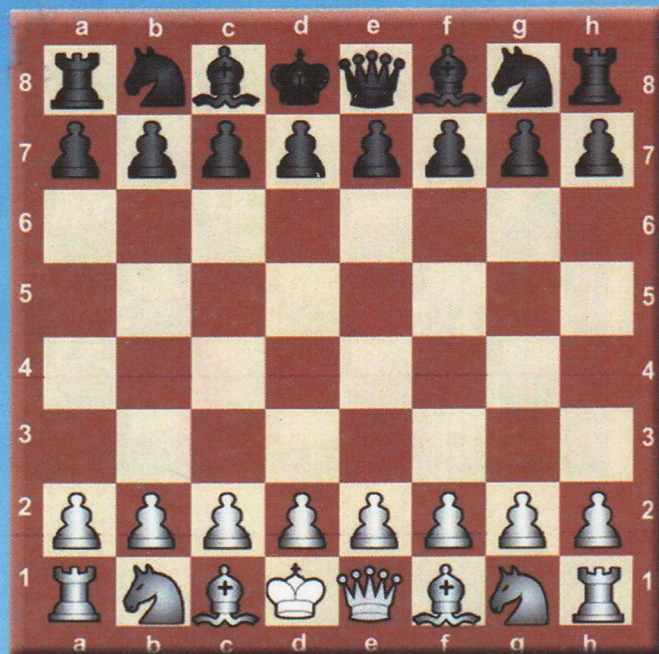
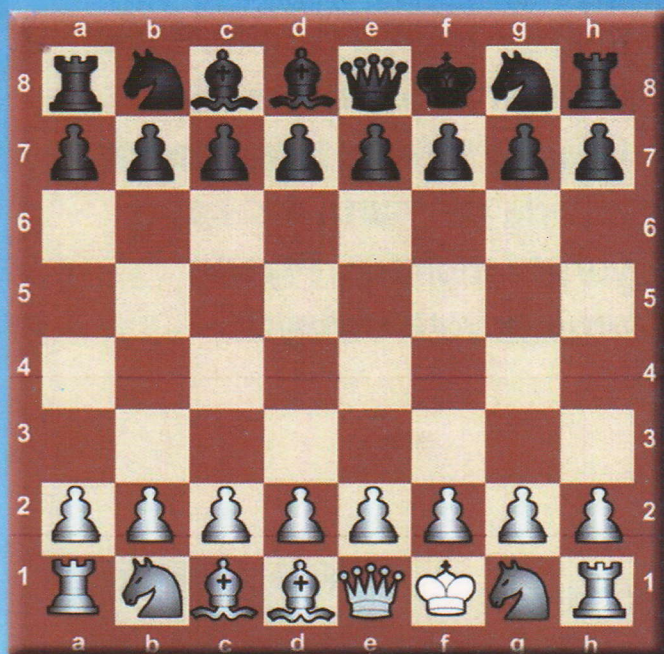


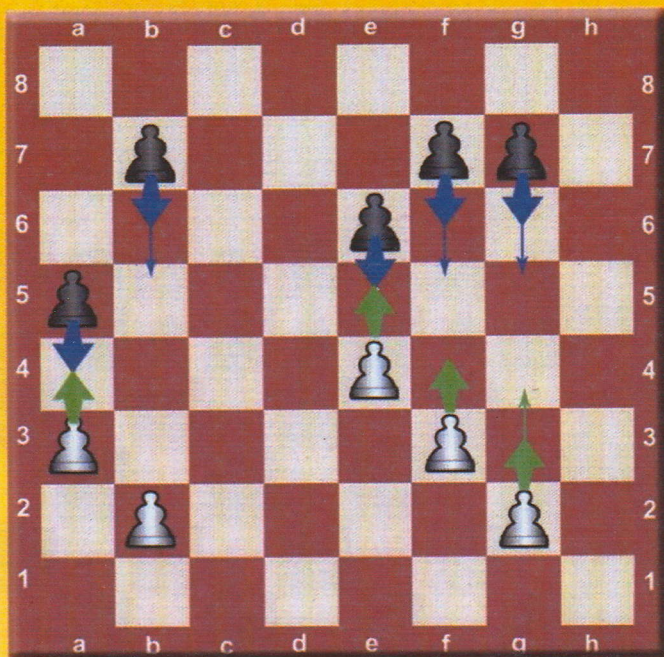


Bu yerda nima noto'g'ri?



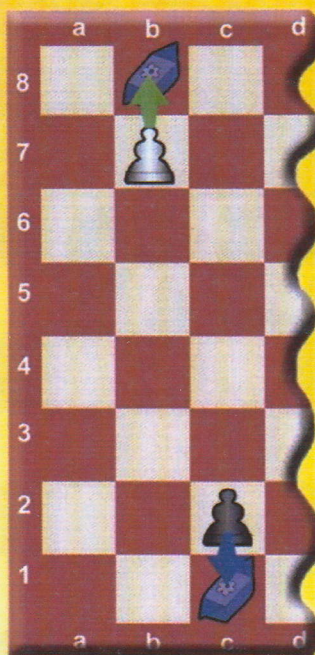
Bu yerda nima noto'g'ri?





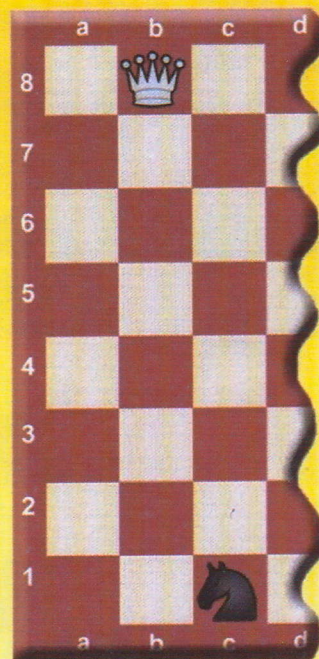
Piyoda

Piyoda vertikal bo'ylab faqat oldinga bir katak yuradi. Faqat o'yinning boshidagina piyoda bir marta ikki katak yurishi mumkin. Piyoda orqaga yura olmaydi.

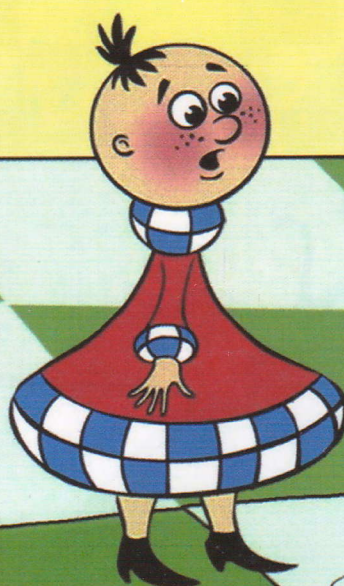
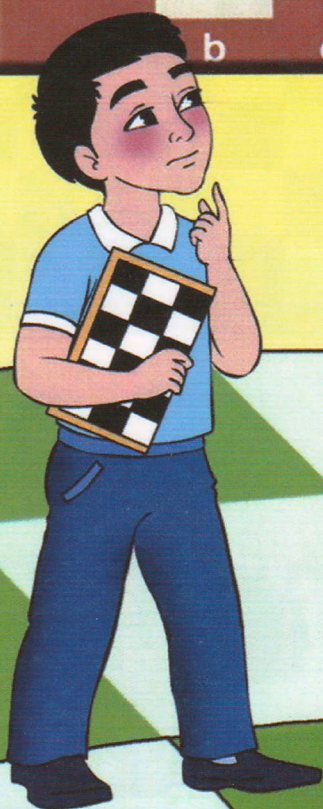
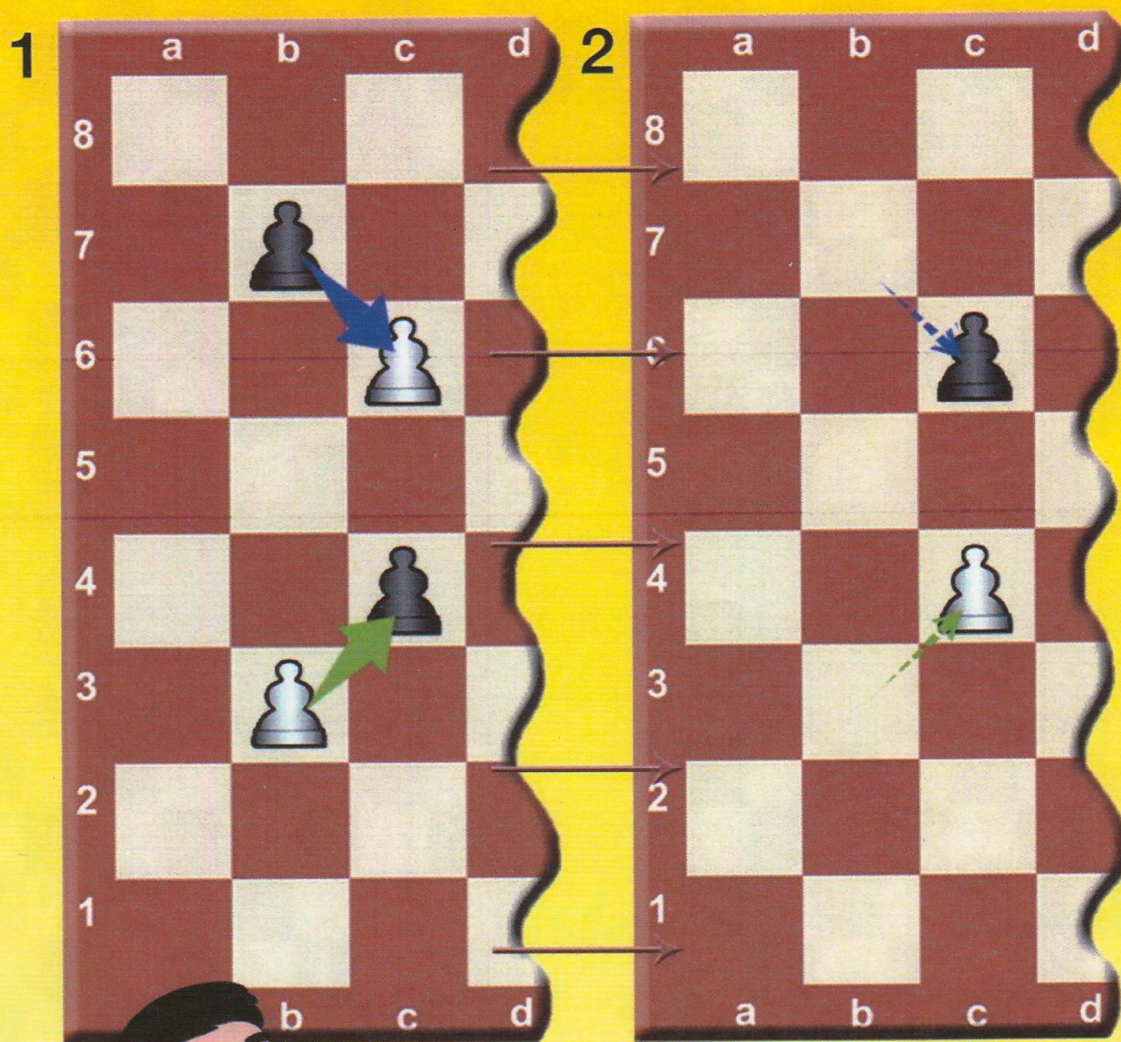


Tasavvur qiling, piyodangiz oxirgi gorizontalgaga yetib bordi. Endi nima bo'ladi?

Bu yerda mo'jiza yuz beradi: oxirgi qatorga yetib borgan oddiy piyoda o'z rangidagi xohlagan donasiga – farzinga, ruxga, filga yoki otga aylanishi mumkin. Ammo shohga aylana olmaydi. Ko'pincha oxirgi gorizontalgaga yetib borgan piyodani farzinga almashtirishadi. Nega deysizmi? Buni keyinroq bilib olasiz.



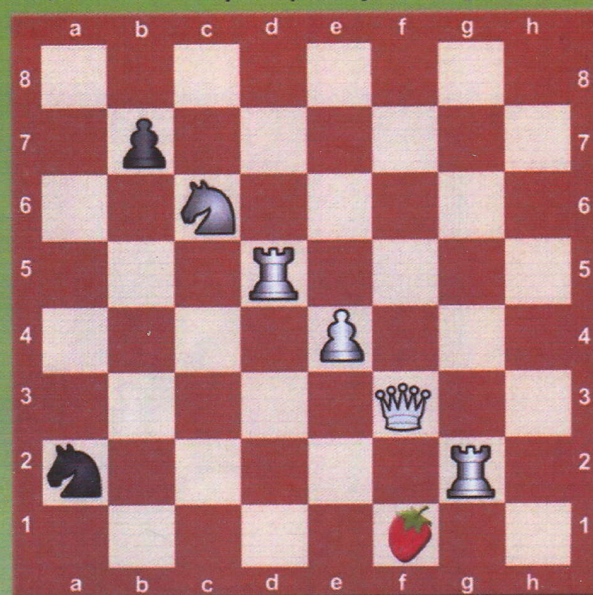
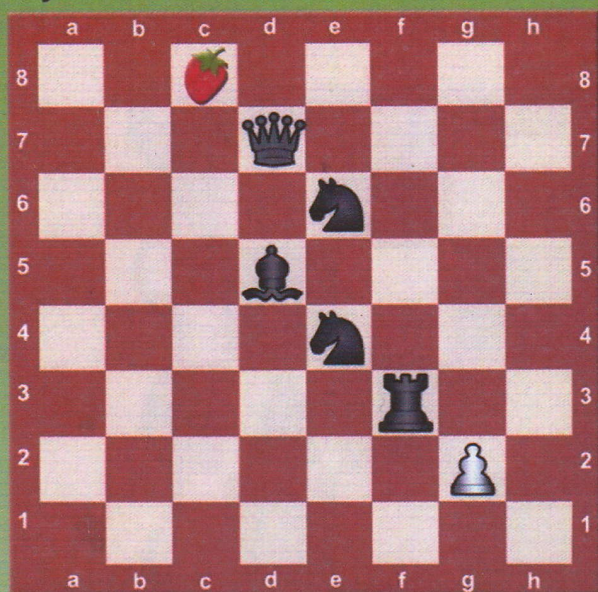
Piyoda faqat to'g'riga yuradi, lekin yutib olishda o'ng yoki chap
tomonga yuradi.
Mana bunday:



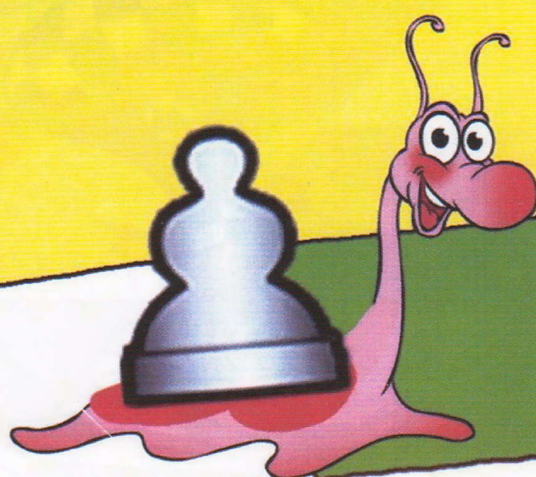
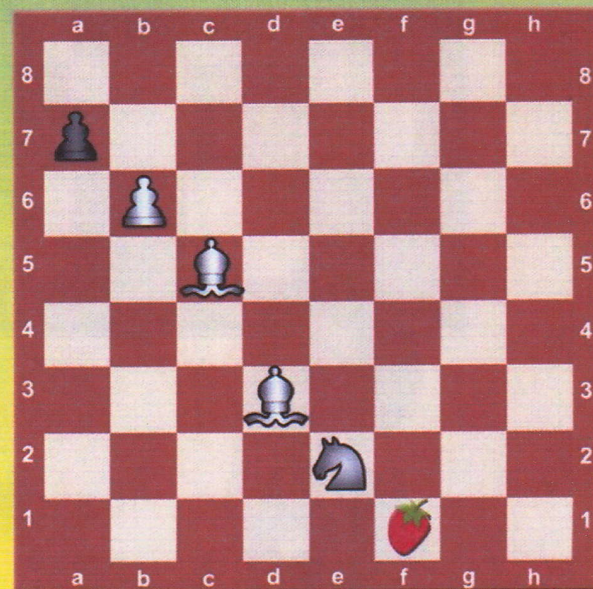
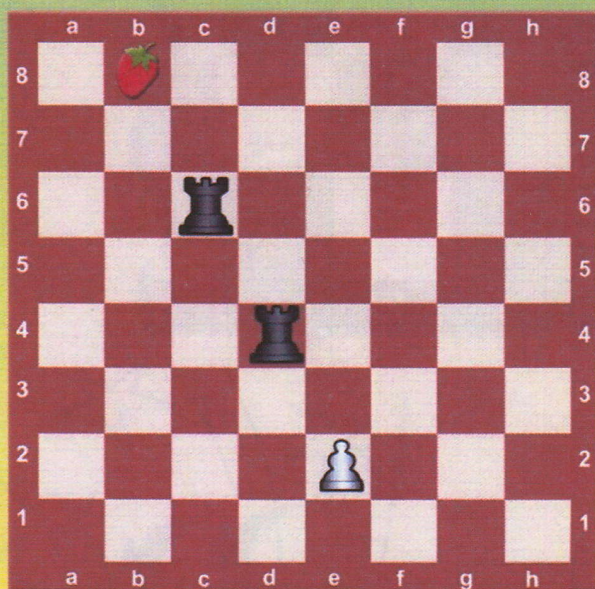
Qulupnaydan yeng!

Donalar qimirlamaydi. Faqat piyoda yurishi mumkin.

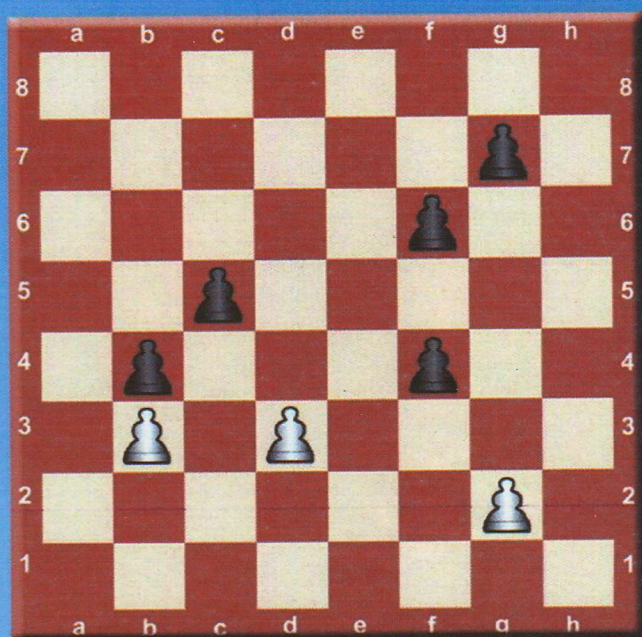
Piyoda bilan hamma donalarni yutib olib, oxirida qulupnaydan yeysiz.



Qulupnay yeyish uchun piyoda bilan donalarni yutib olish kerak.



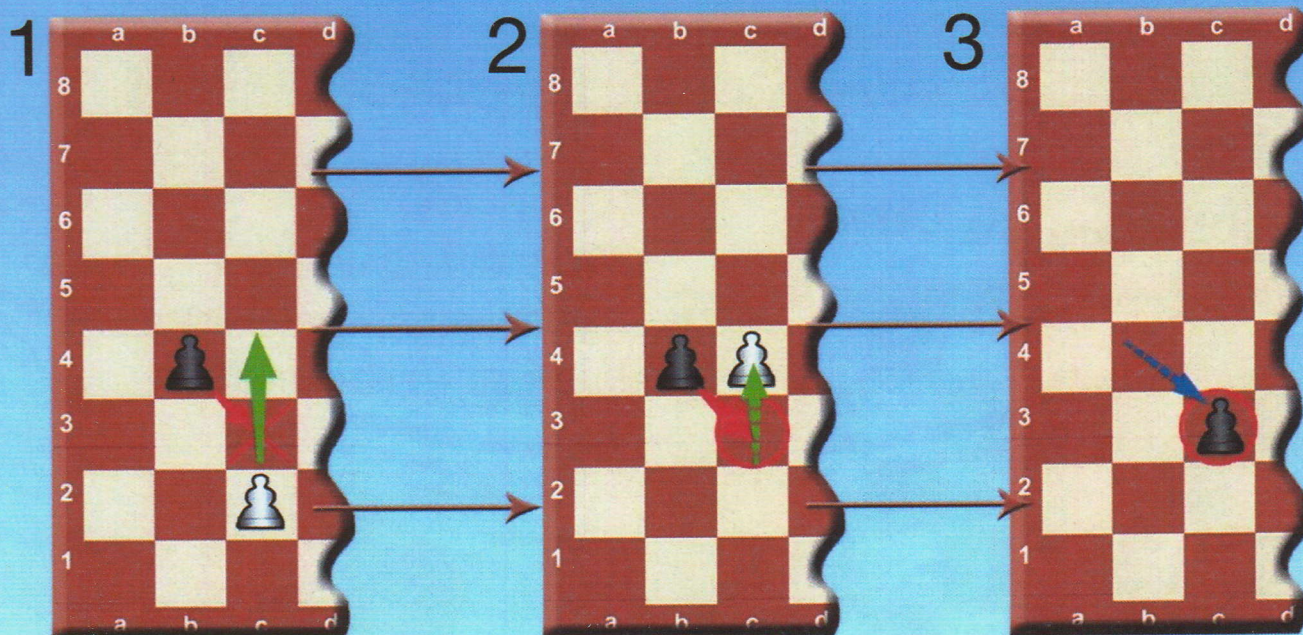
Rasmdagi hamma piyodalarning manzillarini yozib chiqing



1	g7	7	
2		8	
3			
4			
5			
6			

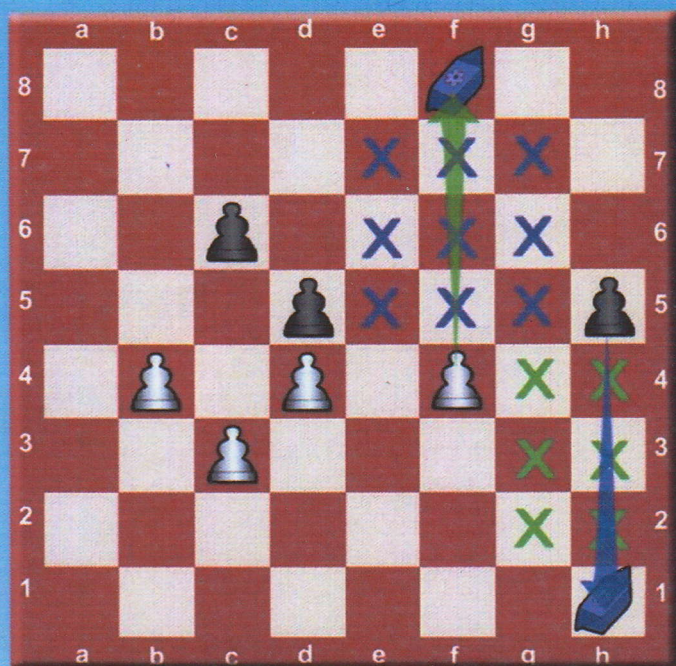


O'tishda yutib olish



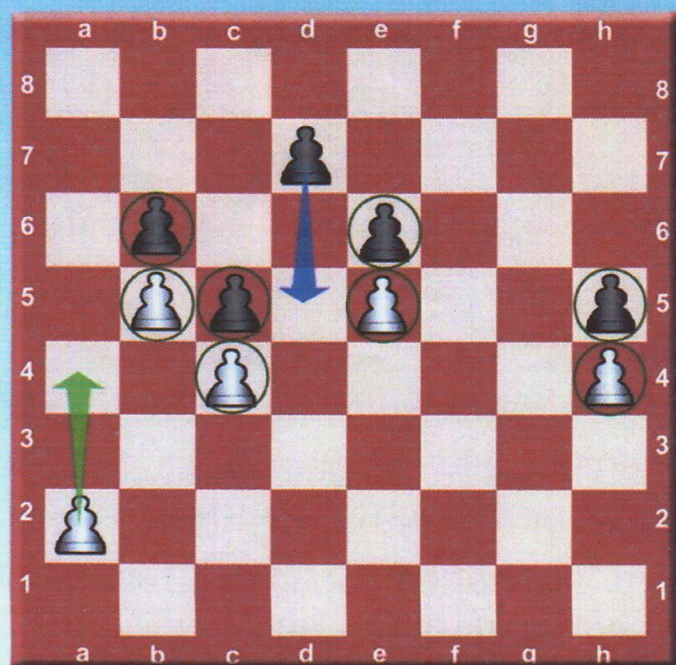
Piyoda faqat old tomonga va faqat bir katak yurishini, faqat birinchi yurishdagina ikki katak yurishi mumkinligini aytgan edik (1-rasm). Masalan, c2 katakda turgan oq piyodangiz birinchi yurishda ikki katak yurgan bo'lsin. Bunda u qora piyoda urishi mumkin bo'lgan c3 katakdan ham sakrab o'tadi (2-rasm). Agar oq piyoda ikki emas, bir katak yurib, c3 katakka o'tsa, b4 katakda turgan qora piyoda uni yutib olishi mumkin (3-rasm). Mana shuni o'tishda yutib olish deyiladi. Lekin o'tishda piyodani faqat javob yurishi paytida yutib olish mumkin, uni «keyinroqqa» kechiktirish mumkin emas.

O'tuvchi piyodalar

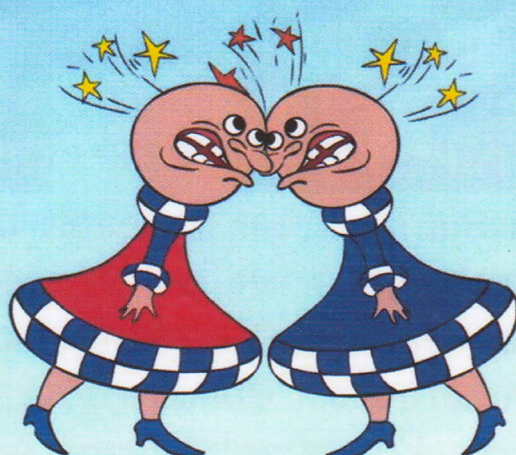


Oxirgi gorizontalga borishiga boshqa piyodalar xalaqit bermaydigan piyodalar o'tuvchi piyoda deyiladi. O'tuvchi piyodaning oldidagi vertikalda ham, yonidagi vertikalda ham begona piyoda bo'lmaydi.

To'silgan piyodalar



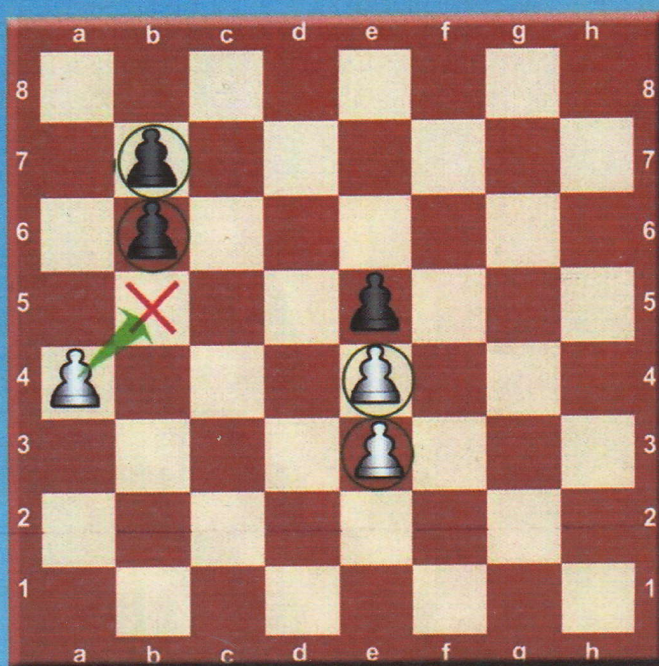
Rasmdagi oq va qora piyodalar to'qnash kelib qolib, bir-biriga yo'l bermaydi.



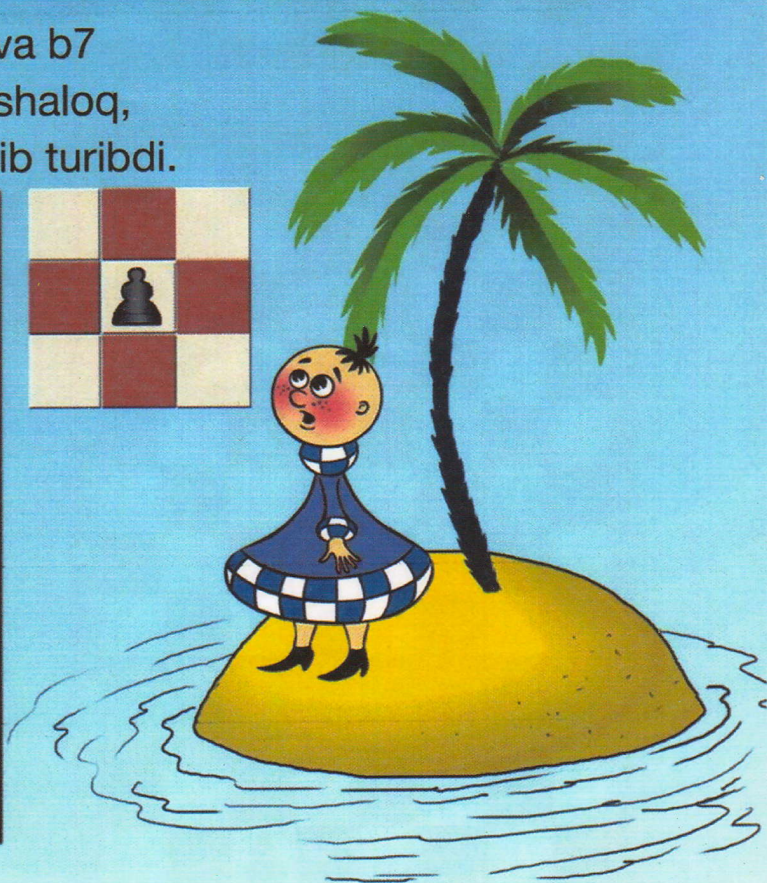
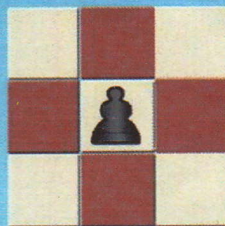
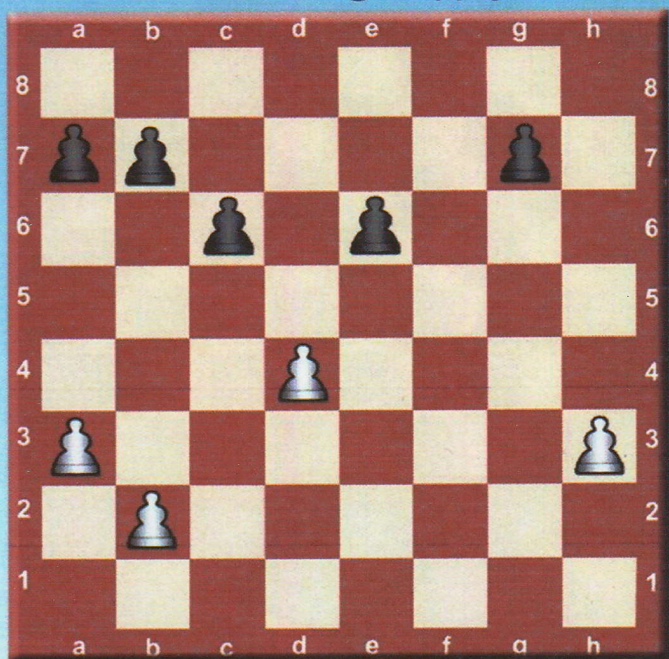
b5 va b6, c4 va c5, e5 va e6, h4 va h5 kataklardagi piyodalar to'silgan piyodalar deyiladi.

Qo'shaloq, bog'liq va yolg'iz piyodalar

e3 va e4 katakdagi oq piyodalar bir vertikalda ketma-ket turishibdi. Ularni qo'shaloq piyodalar deb ataymiz. Piyodalarning qo'shaloq bo'lib qolmasligiga harakat qilish kerak.

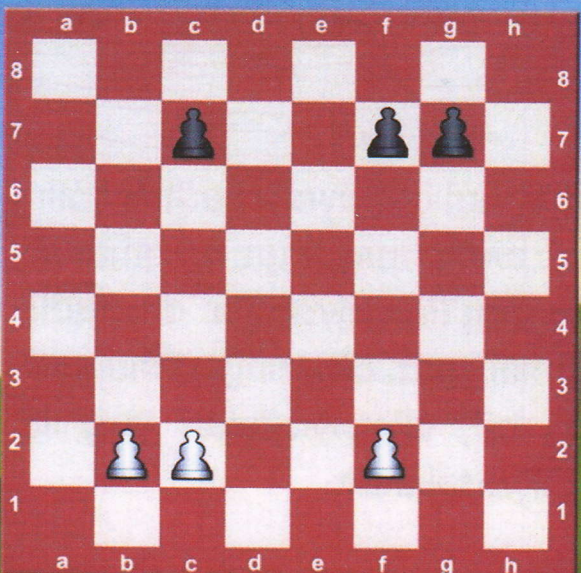
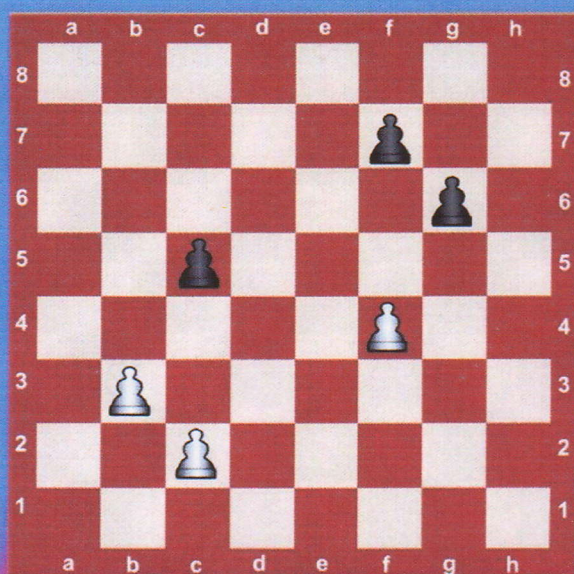
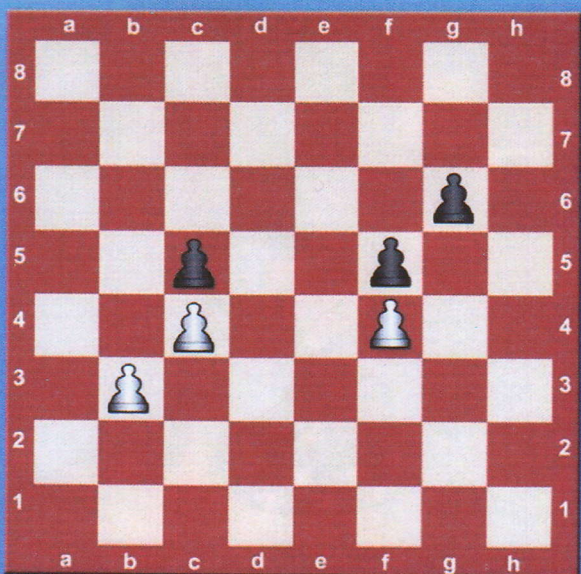
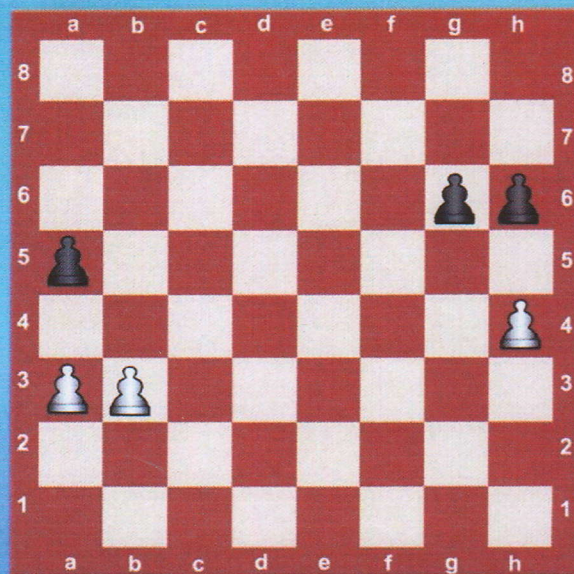
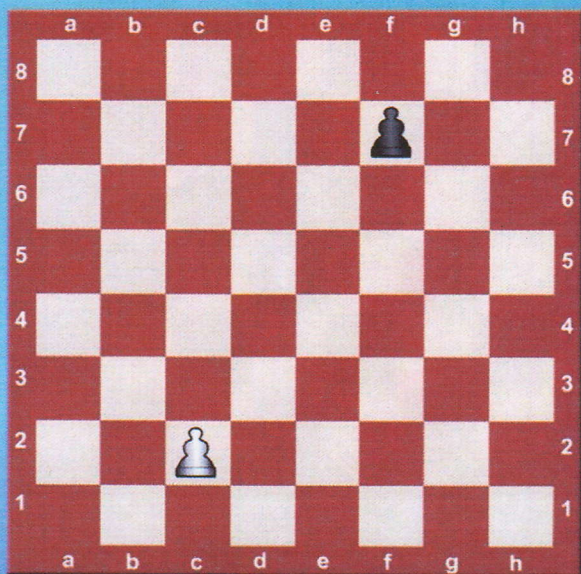


Qarang: e5 katakdagi qora piyodaning bir o'zi oqlarning ikkita piyodasini to'sib turibdi. b6 va b7 katakdagi qora piyodalar ham qo'shaloq, ularni a4 katakdagi oq piyoda to'sib turibdi.

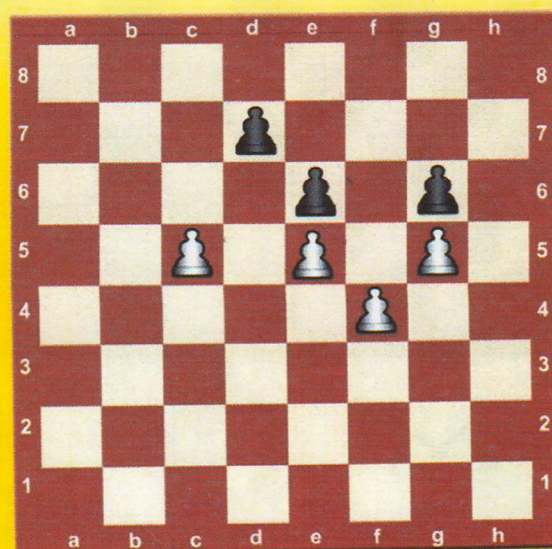
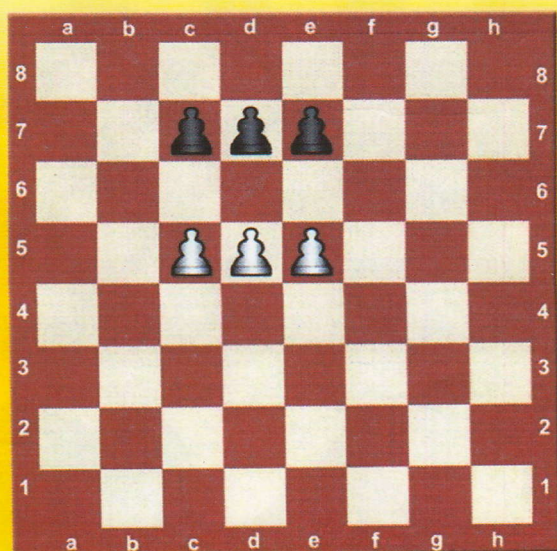
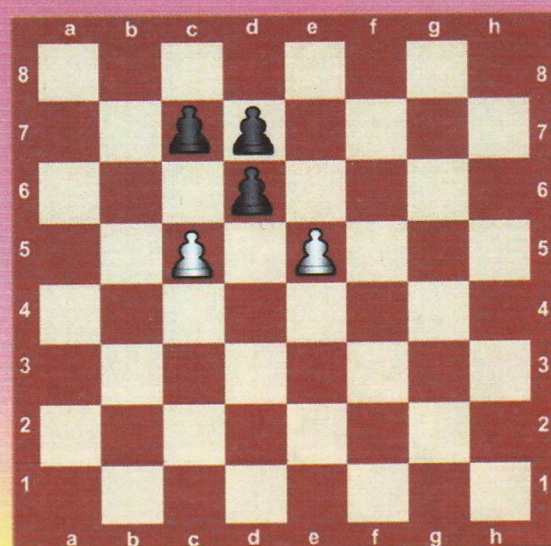
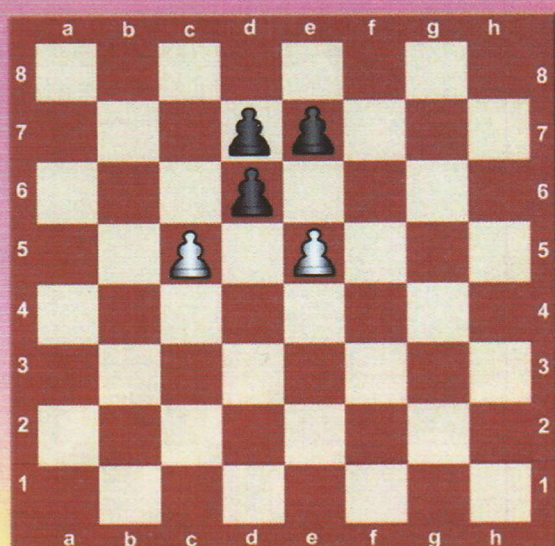
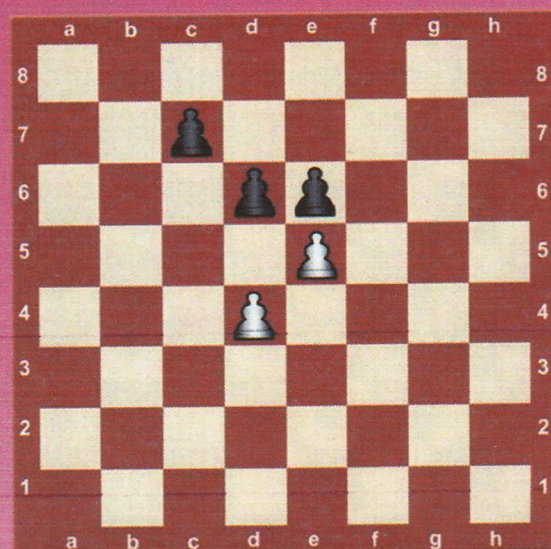
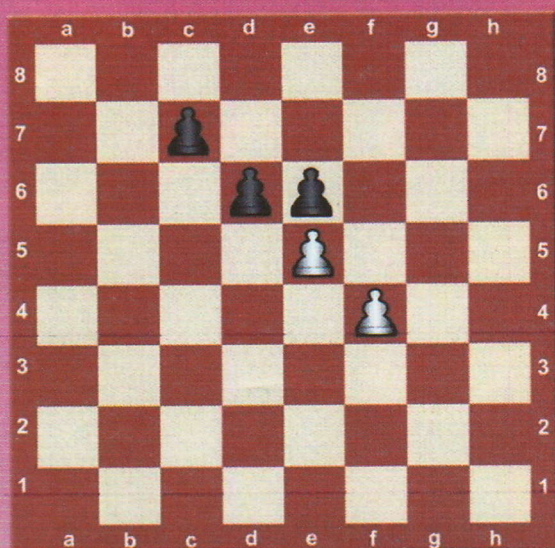


Taxtadagi a3 bilan b2, g3 bilan h3 kataklardagi oq piyodalar ham bir-birini qo'lidan ushlab, bir-biriga yordam berib turganga o'xshaydi. Mana shunday qo'shnisi bor piyodalar bog'liq piyodalar deyiladi. Lekin d4 katakdagi piyodaning esa qo'shnisi yo'q. Shuning uchun uni yolg'iz piyoda deymiz. Qoralarning a7, b7, c6 piyodalari bog'liq piyodalar, e6 va g7 piyodalar esa yolg'iz piyodalardir.

Oq va qoralar navbat bilan yurishadi.
 Hamma joyda yurish oqlardan. Kim oxirgi gorizontalga birinchi
 yetib keladi – oqlarmi, qoralarmi?

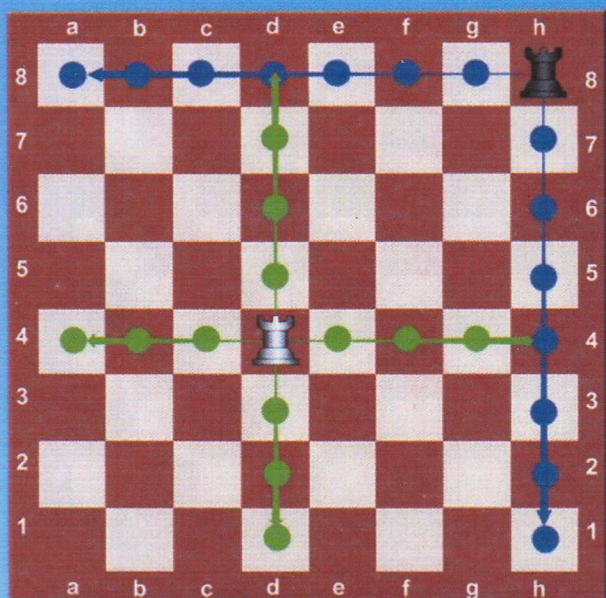


Oq va qoralar navbat bilan yurishadi.
 Hamma joyda yurish oqlardan. Kim oxirgi gorizontalga birinchi
 yetib keladi – oqlarmi, qoralarmi?



Rux

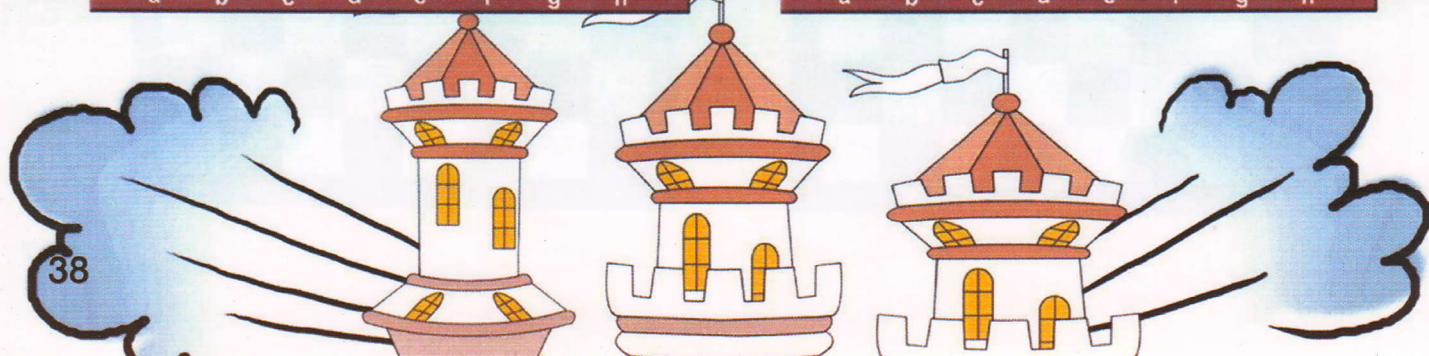
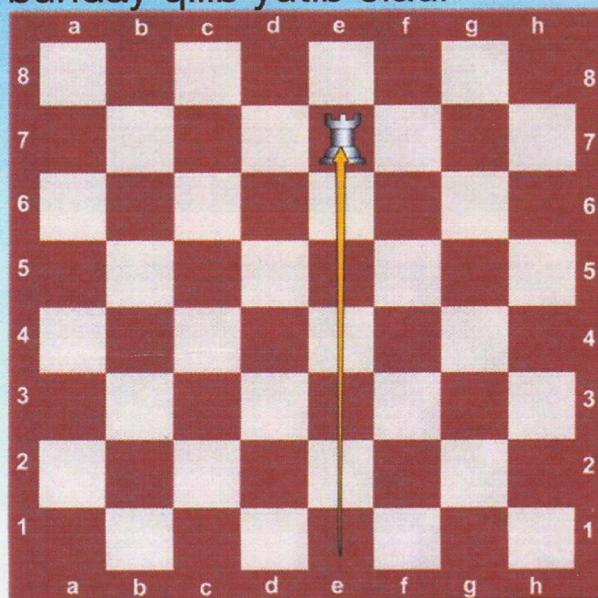
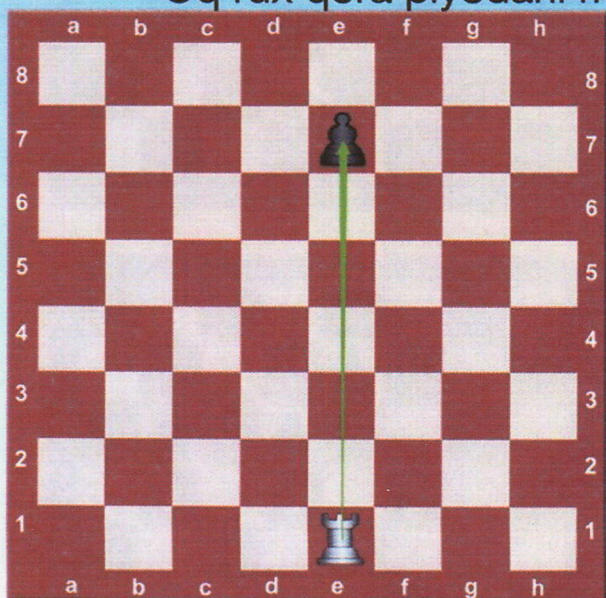
Ruxning yurishi



Oq rux taxtaning markazida, qora rux esa burchakda turibdi. Oq rux yashil bilan belgilangan har qanday katakka, qora rux esa ko'k rang bilan belgilangan har qanday katakka borishi mumkin. Qaysi ruxning yurishlari ko'p ekanini sanab ko'ring.

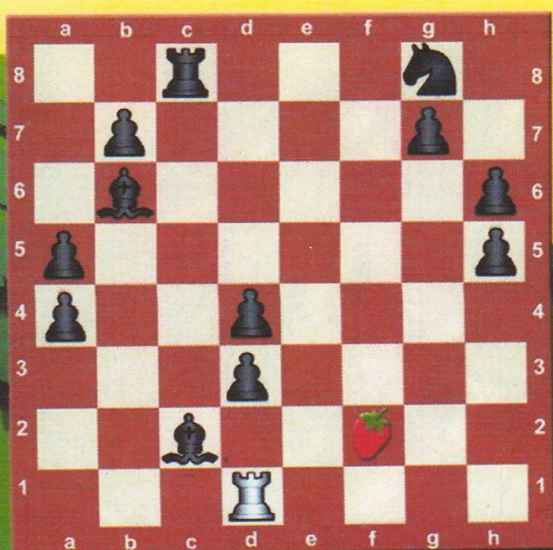
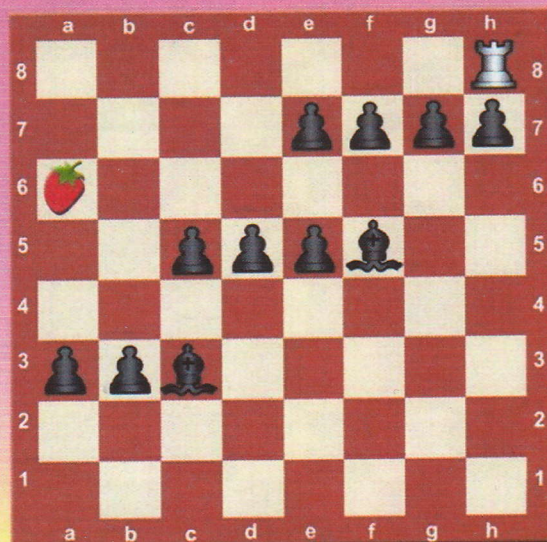
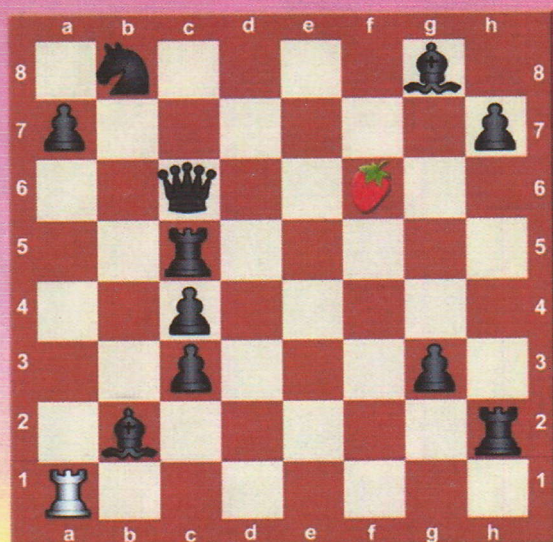
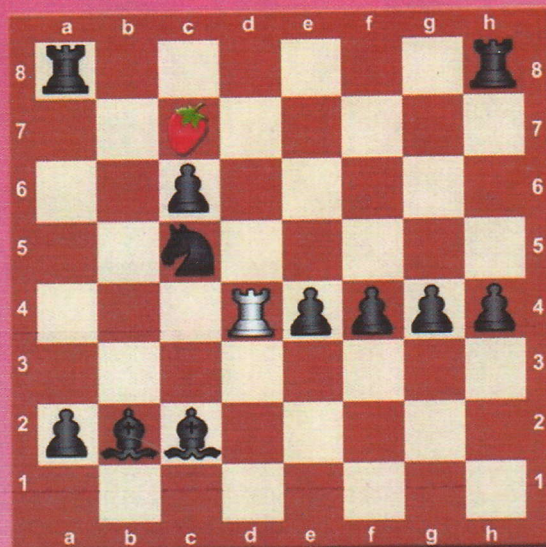
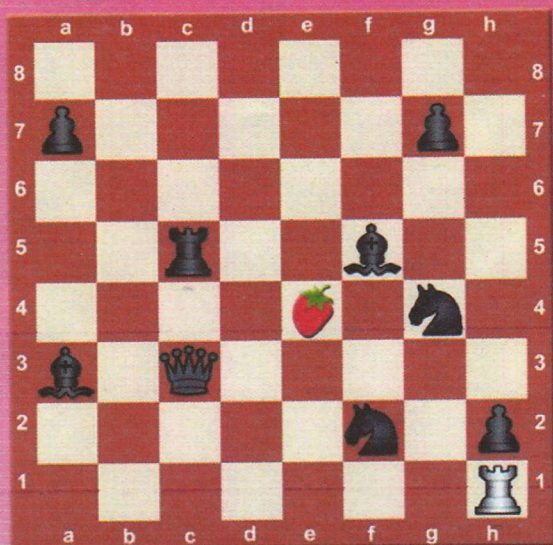
Yutib olish

Oq rux qora piyodani mana bunday qilib yutib oladi

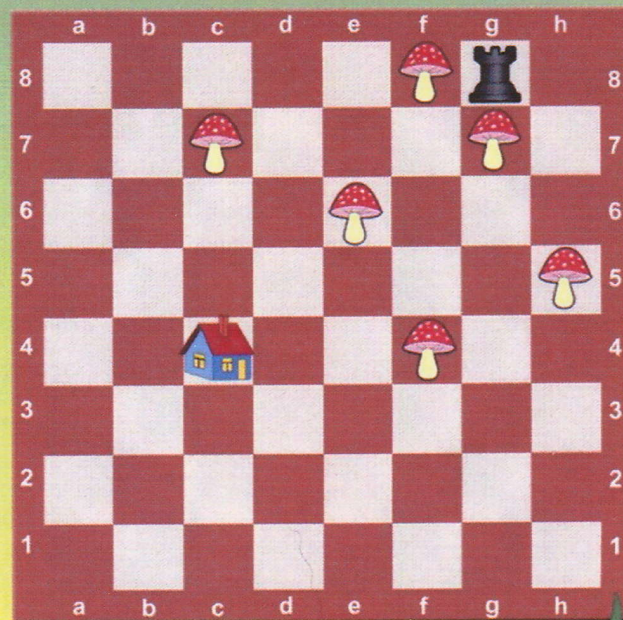
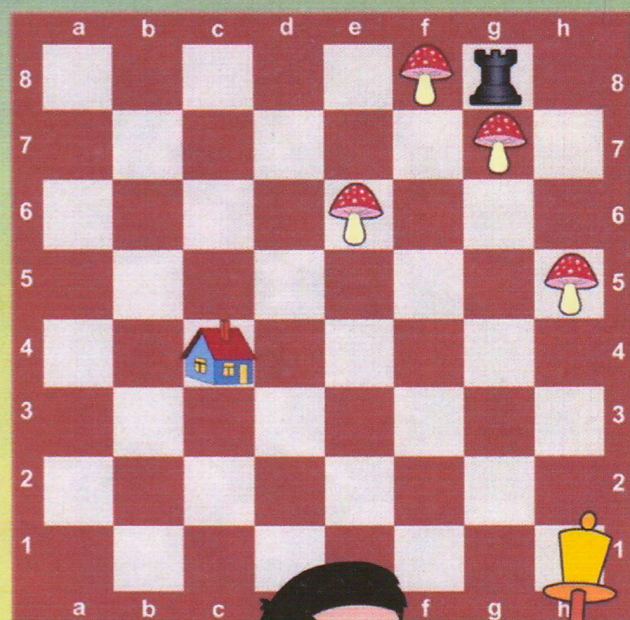
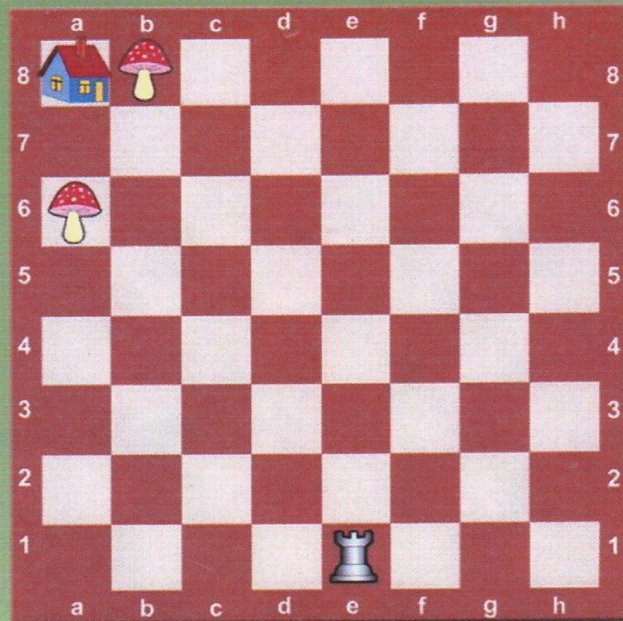
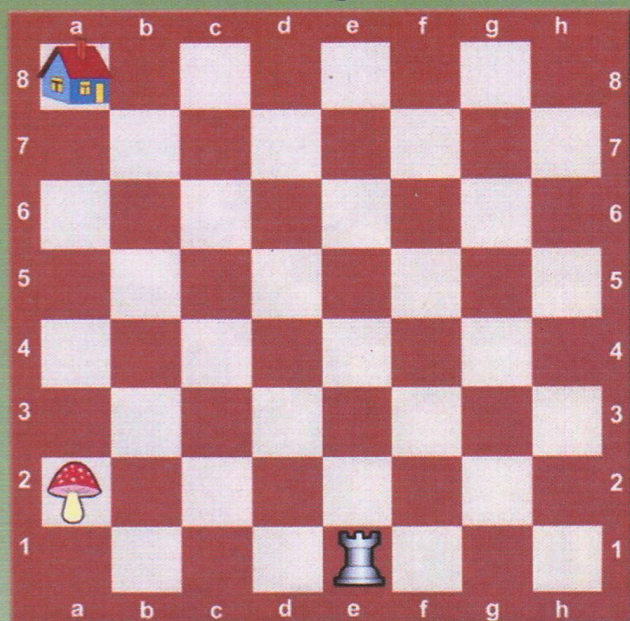


Qulupnaydan yeng

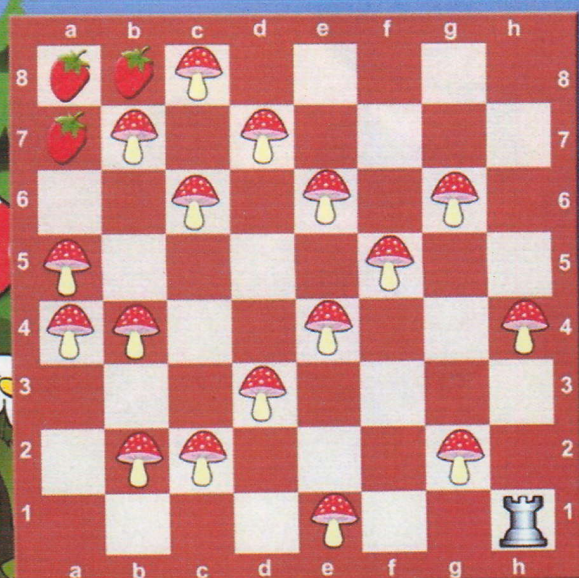
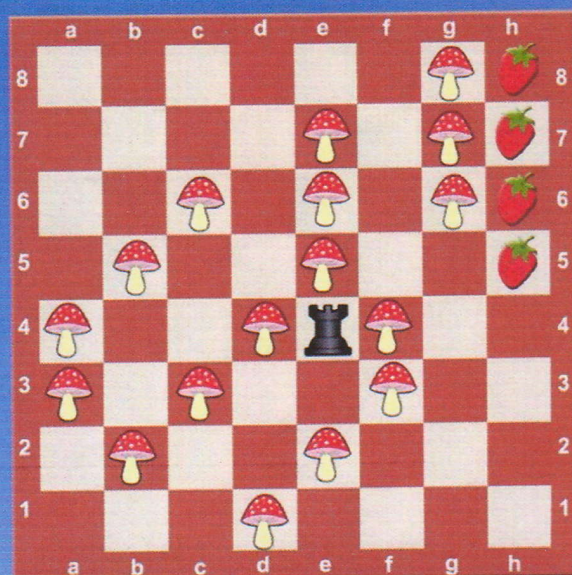
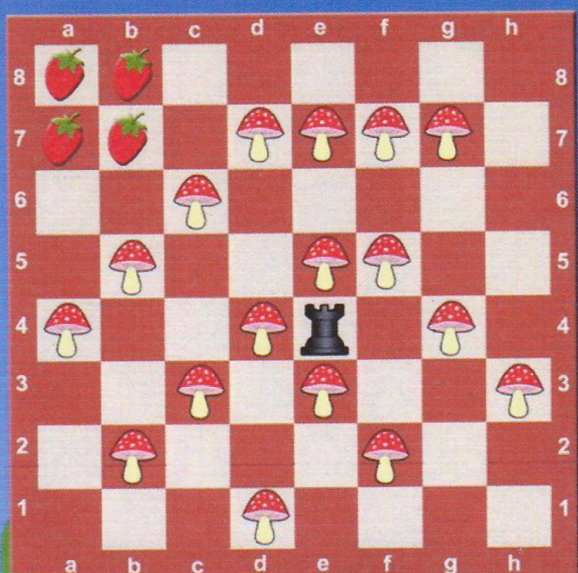
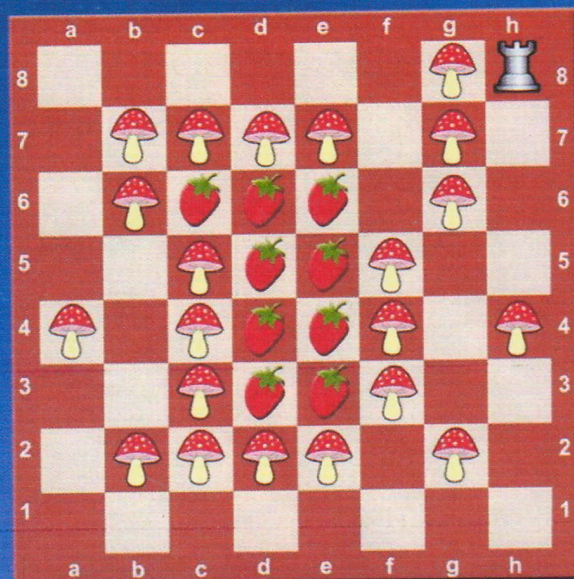
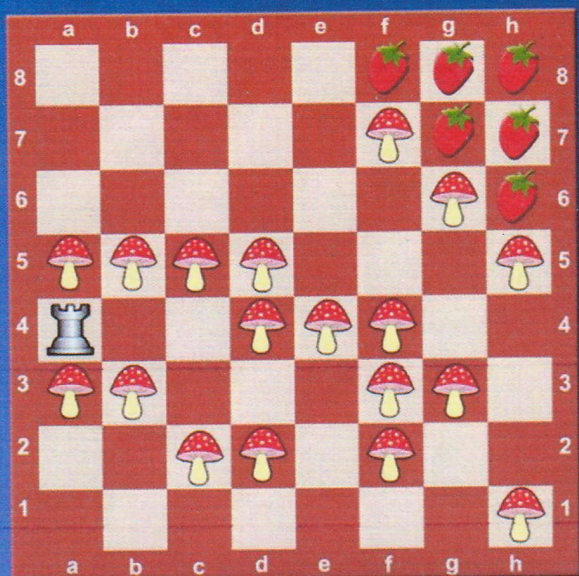
Har yurishda qoralarning bittadan donasini yoki piyodasini yutib oling, oxirida esa qulupnayni yeng.
Yurish faqat oqlardan.



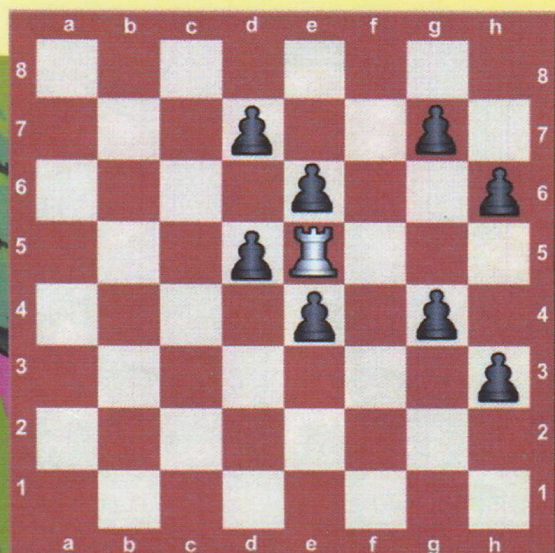
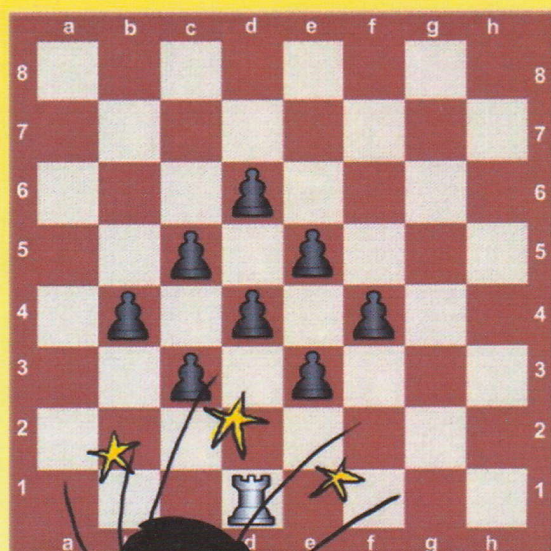
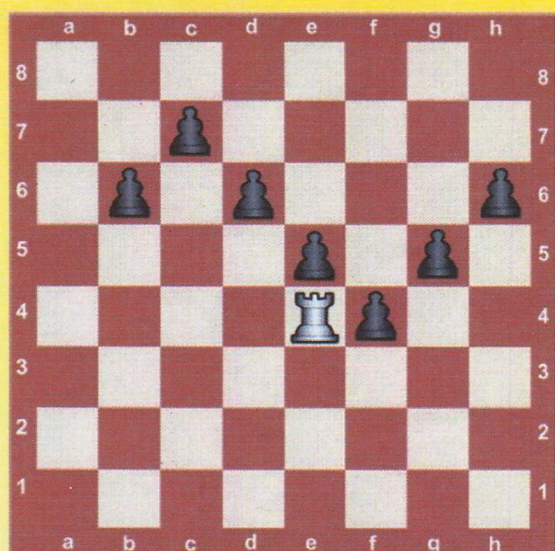
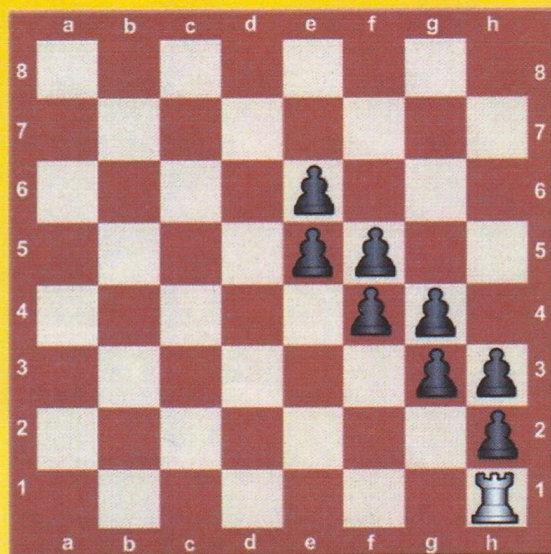
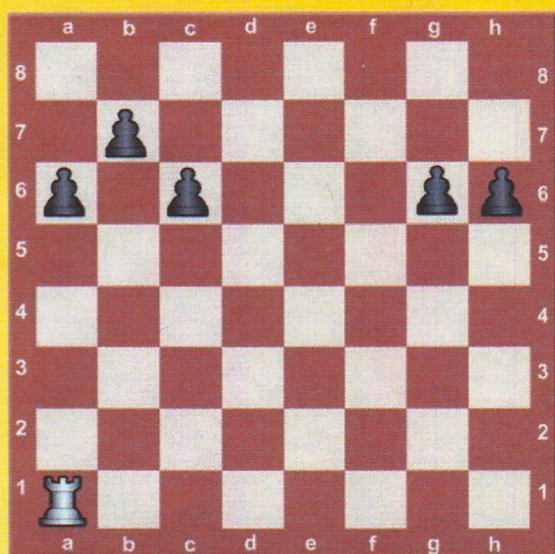
**Rux tezroq uyiga borishi kerak,
lekin yo'lda qo'ziqorinlarni bosib olmang.**



**Rux tezroq uyiga borishi kerak, lekin yo'lda
qo'ziqorinlarni bosib olmang.**

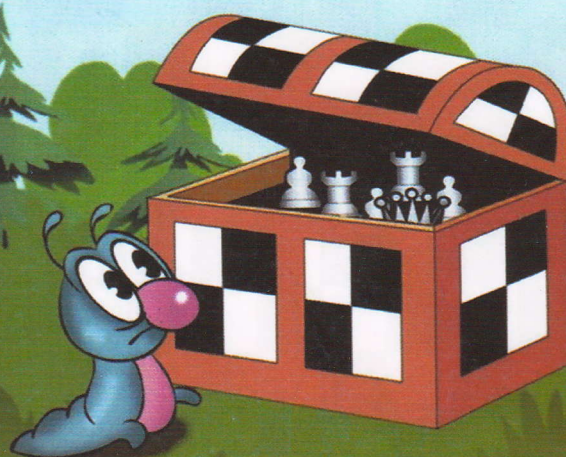
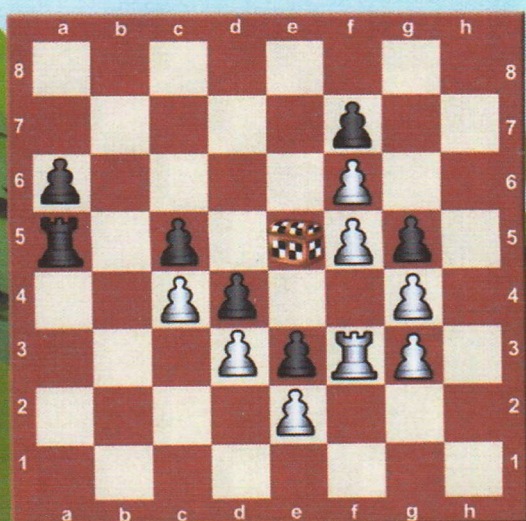
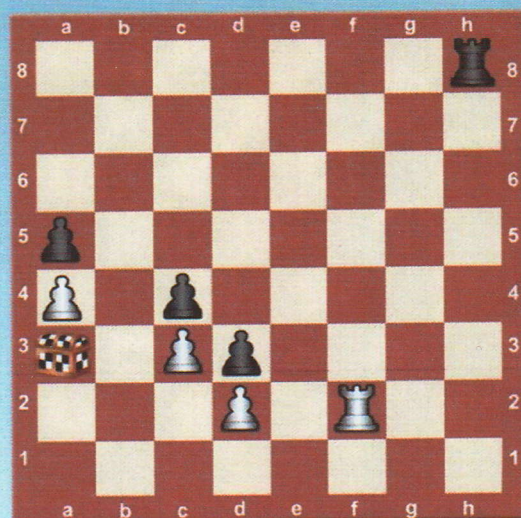
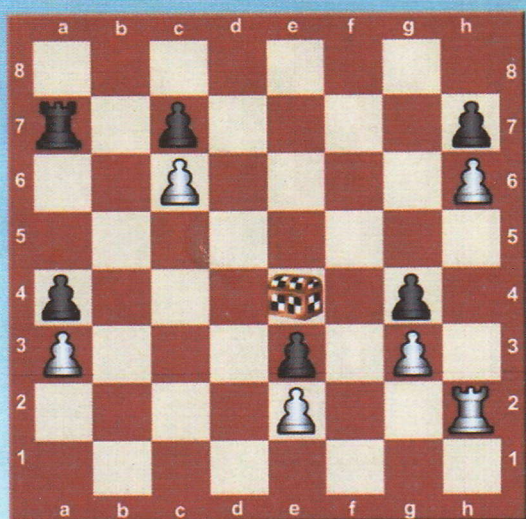
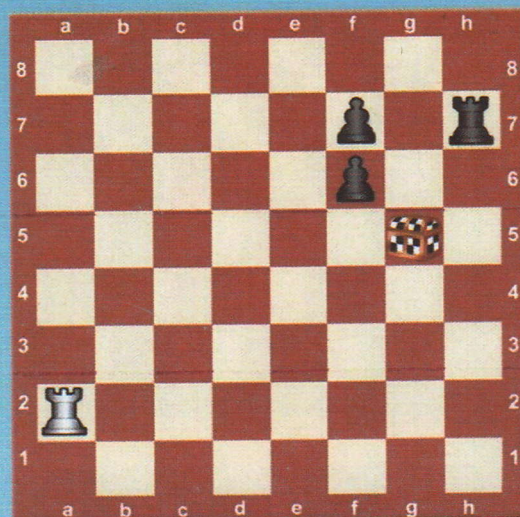
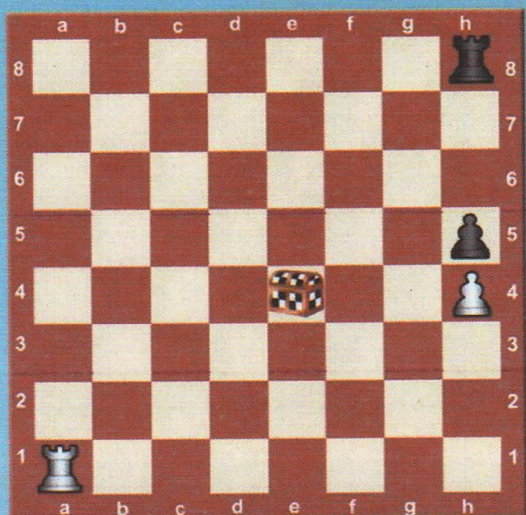


Raqibning hamma piyodalarini yutib oling.
 Piyodalar qimirlamaydi, lekin zarba berishi mumkin, shuning uchun
 faqat himoyasiz piyodalarni yutib olish mumkin.
 Ruxni zarba ostiga qo'yish mumkin emas!



Sirli sandiqcha

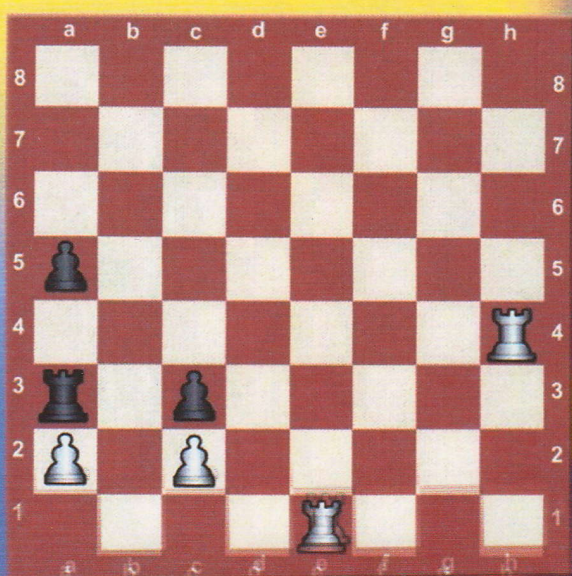
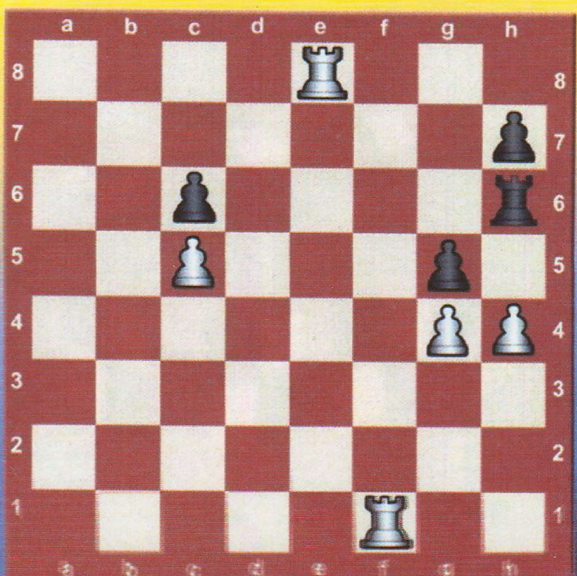
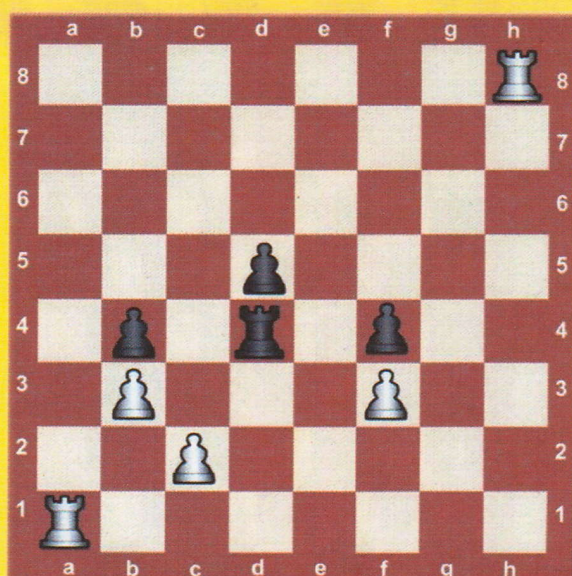
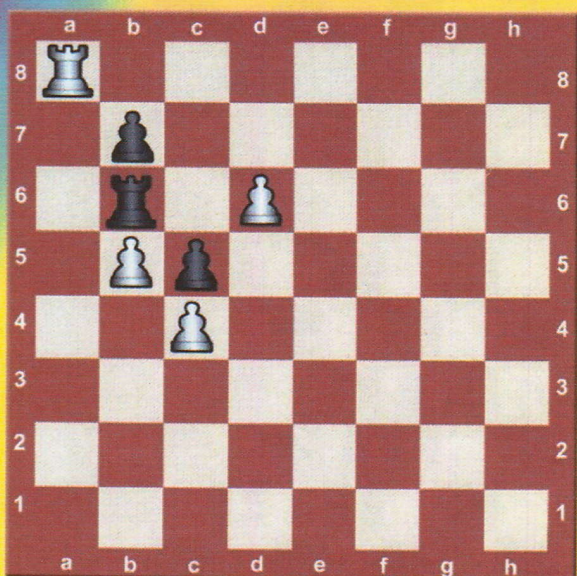
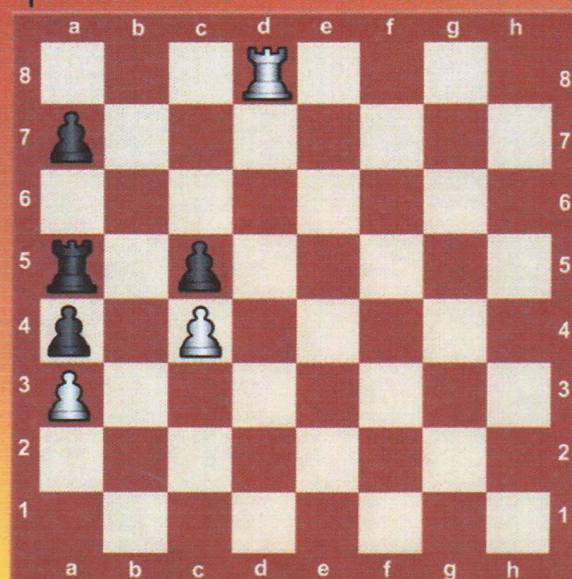
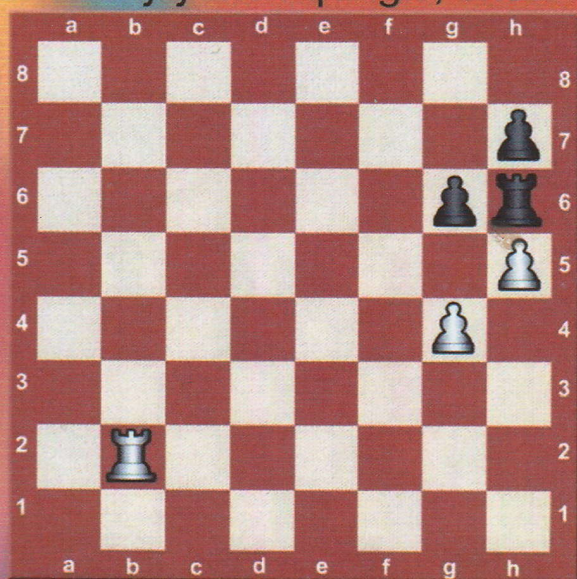
Ruxni sirli sandiqcha ko'milgan katakka olib kelsangiz, xazinaga ega bo'lasiz. Lekin esdan chiqmasin: ruxni raqibning ruxi yoki piyodasining zarbasi ostiga qo'yish mumkin emas. Oqlar va qoralar navbat bilan yuradi, oqlar boshlaydi.



Qora ruxni tutib oling

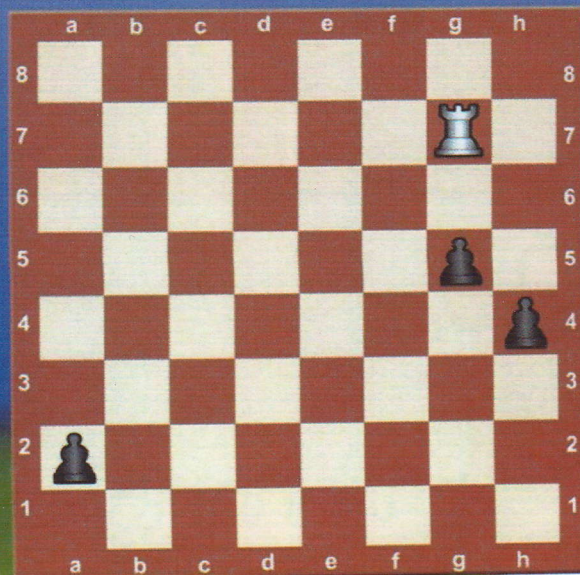
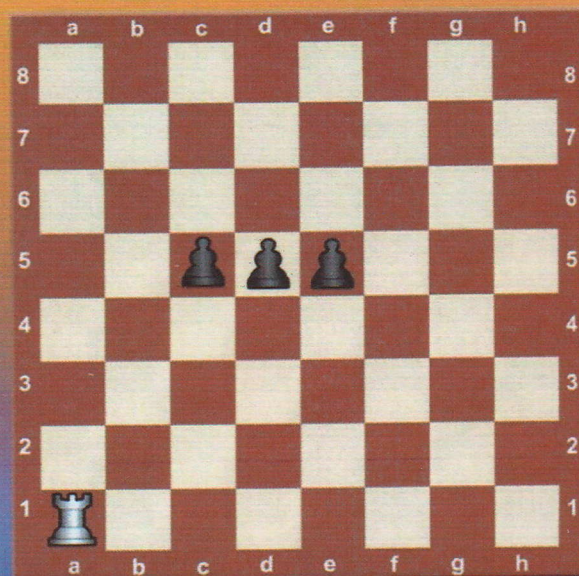
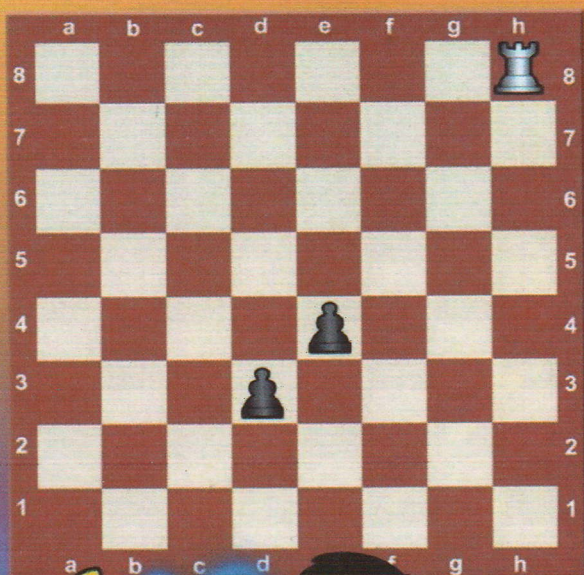
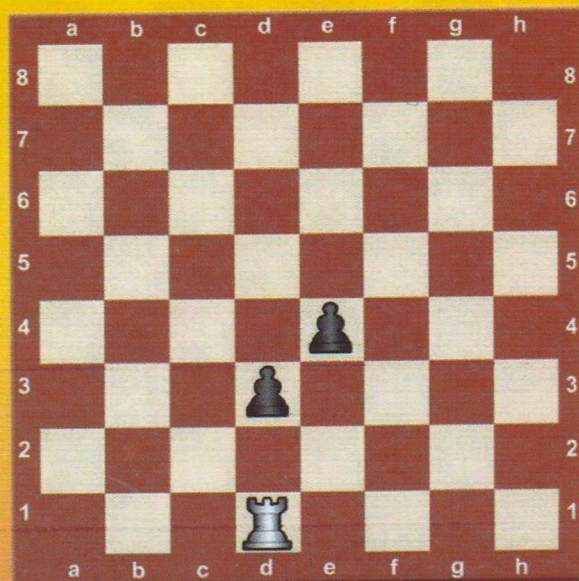
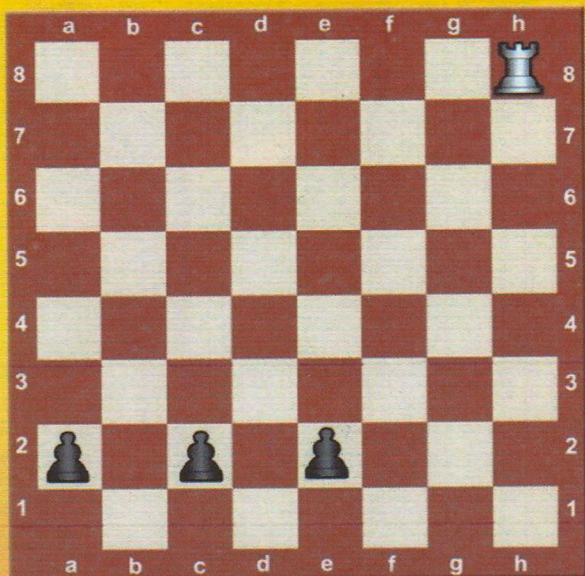
Oq va qoralar navbat bilan yurishadi.

Shunday yurish qilingki, undan keyin qoralar ruxdan mahrum bo'lsin



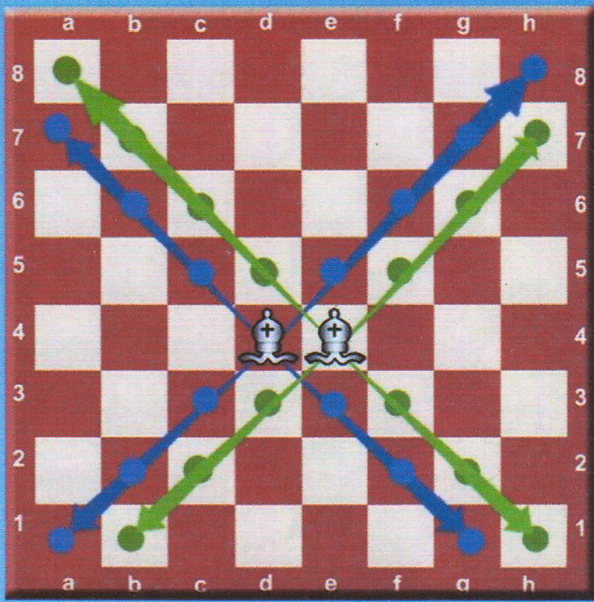
O'tuvchi piyodalarni to'xtatib qoling

Yurish oqlardan. Oq va qoralar navbat bilan yurishadi.
Qora piyodalarning farzinga aylanishiga xalaqit bering.



Fil

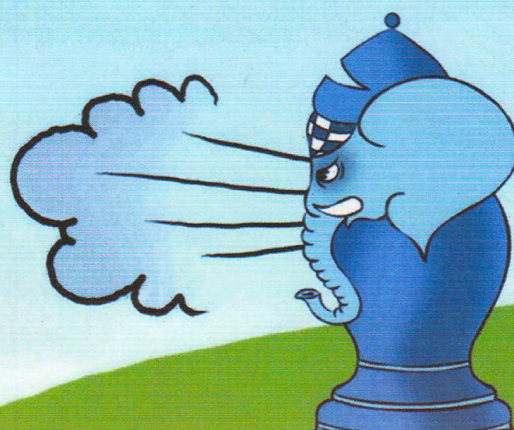
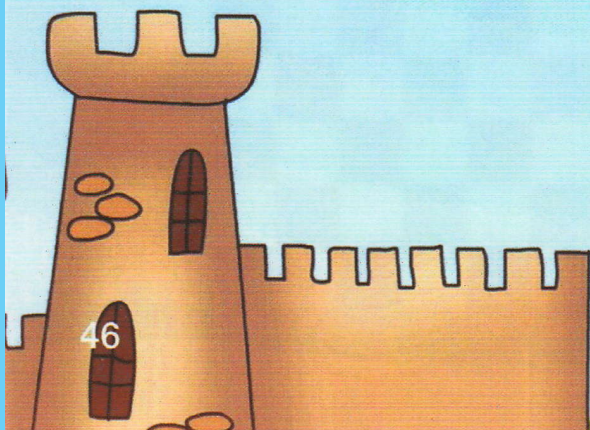
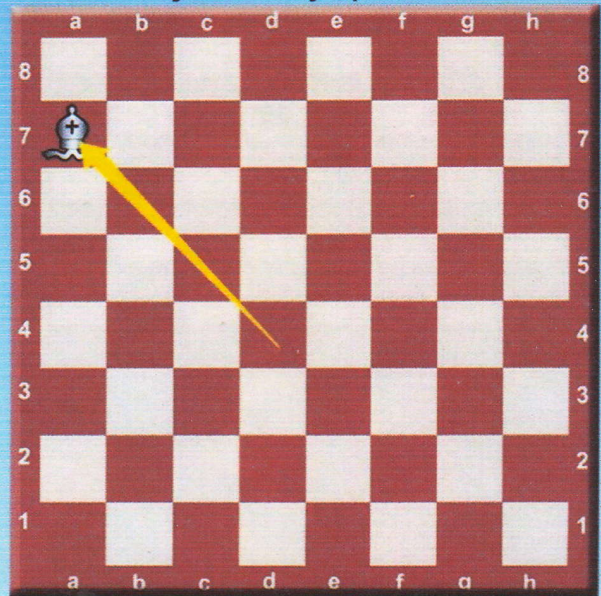
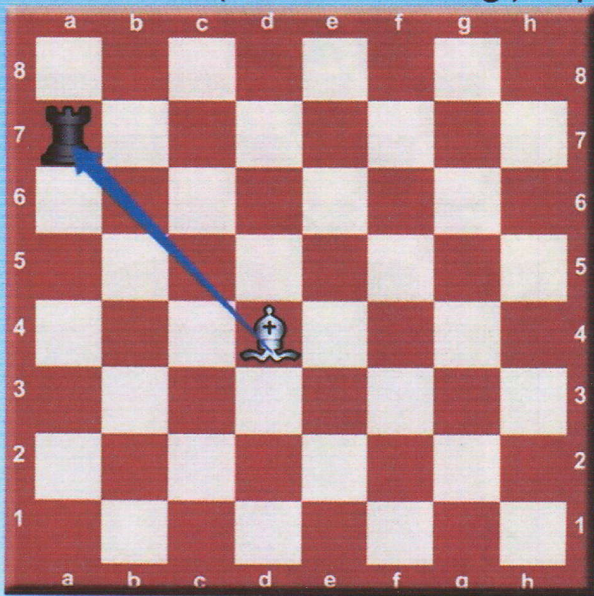
Filning yurishi



Fillar diagonal bo'yicha yuradi. Oq diagonal bo'yicha oq katakdagi fil, qora diagonal bo'yicha qora katakdagi fil yuradi.

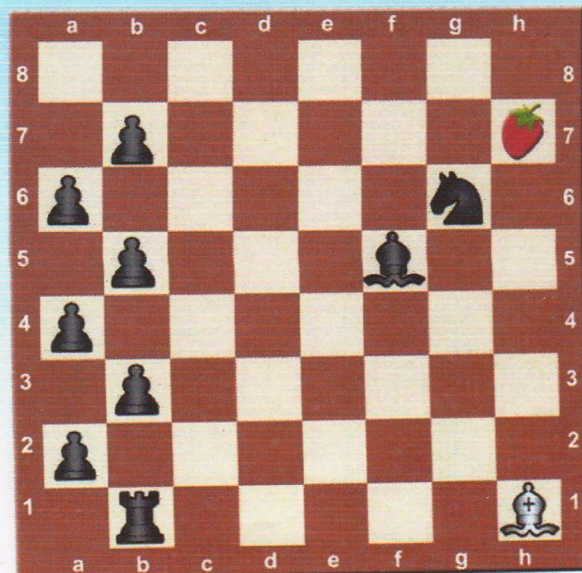
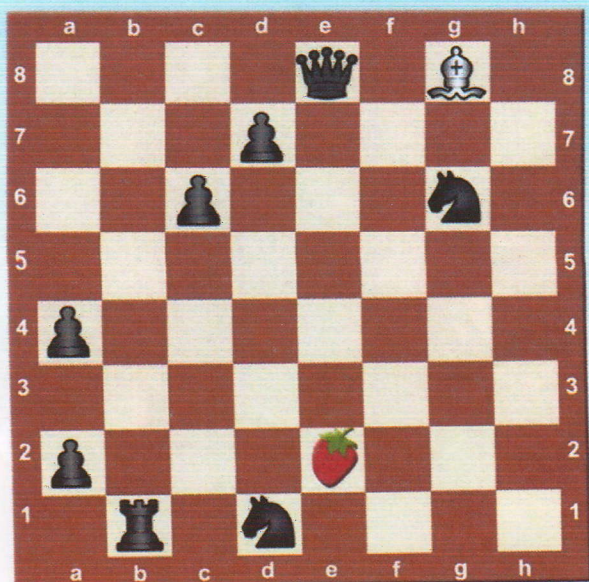
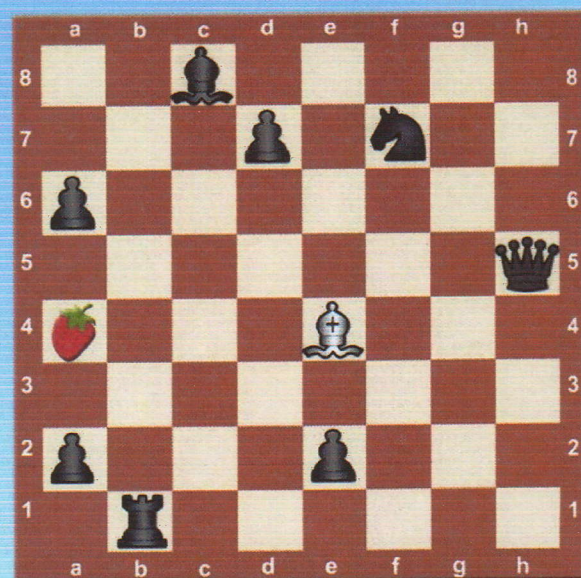
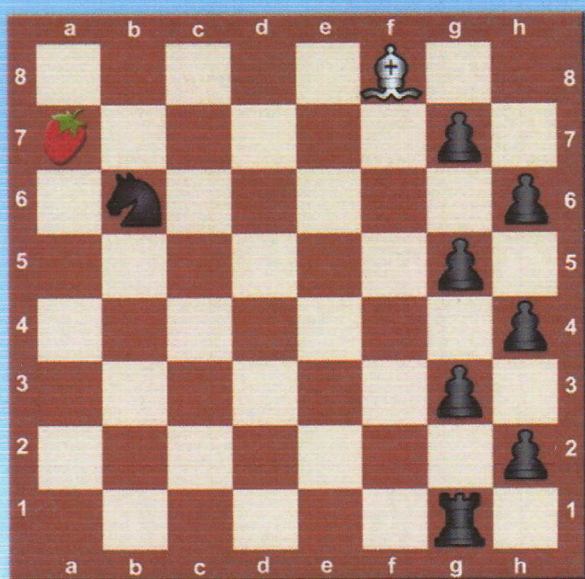
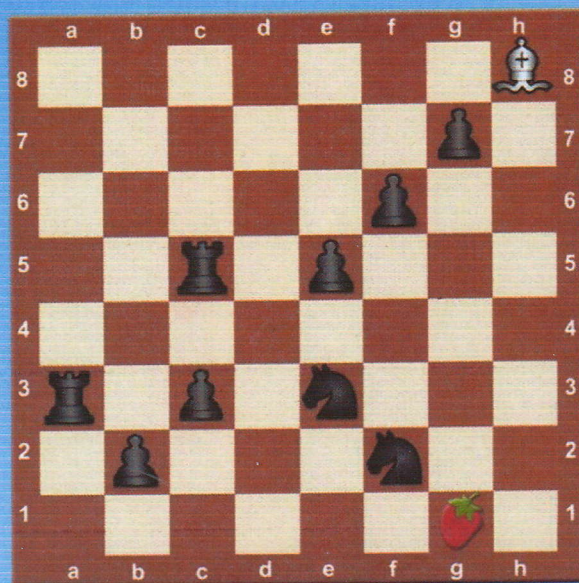
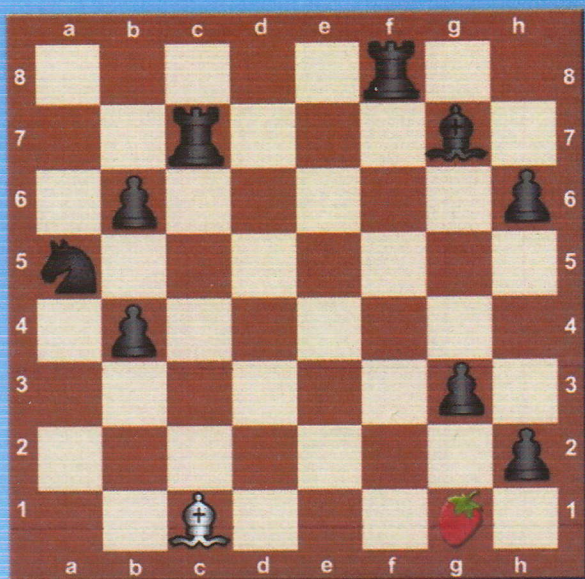
Yutib olish

(Qora katakdagi) oq fil qora ruxni yutib olyapti

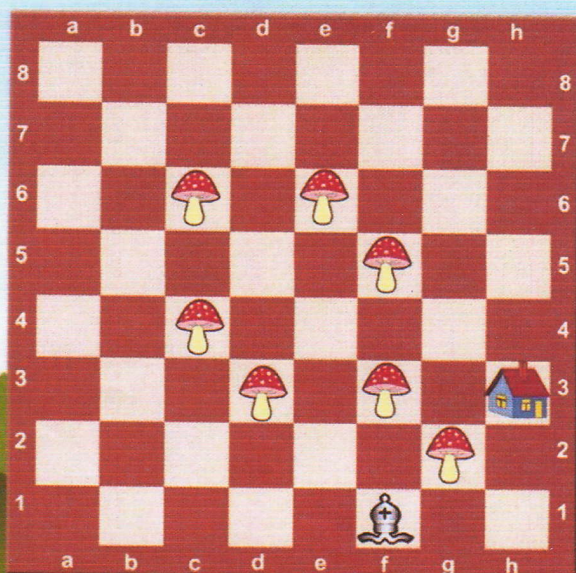
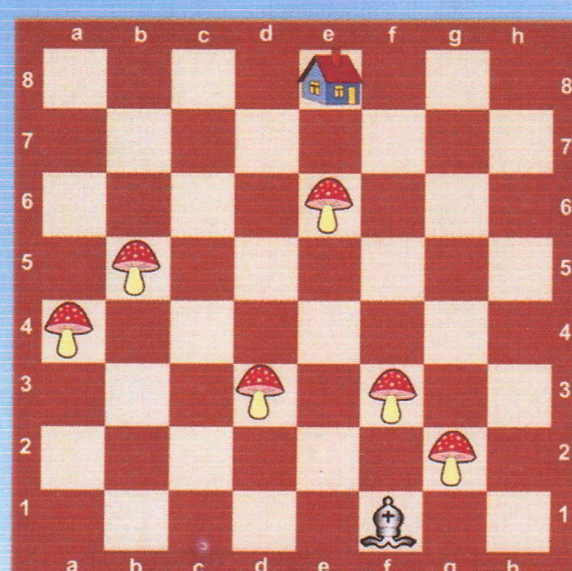
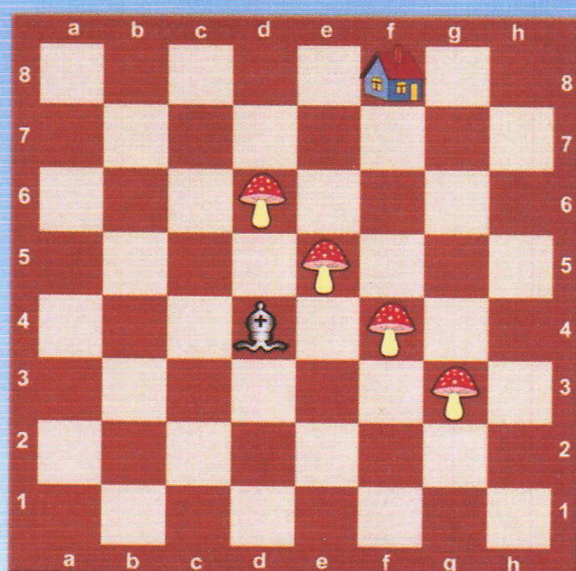
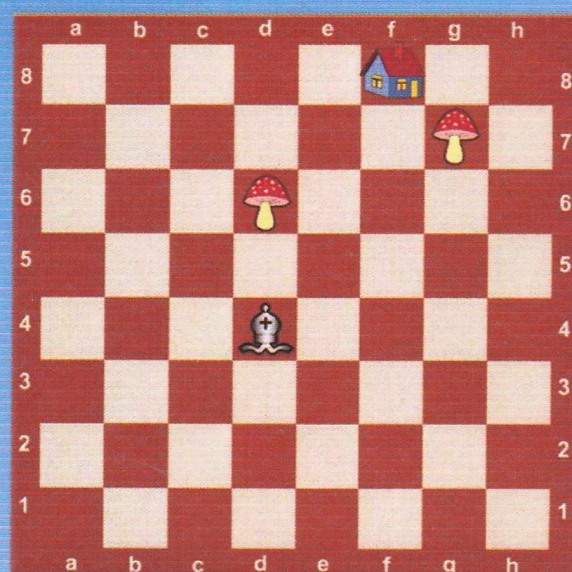
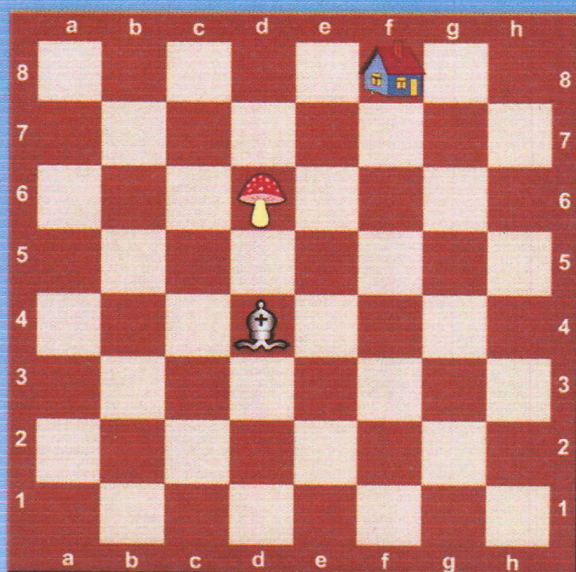


Qulupnaydan yeng

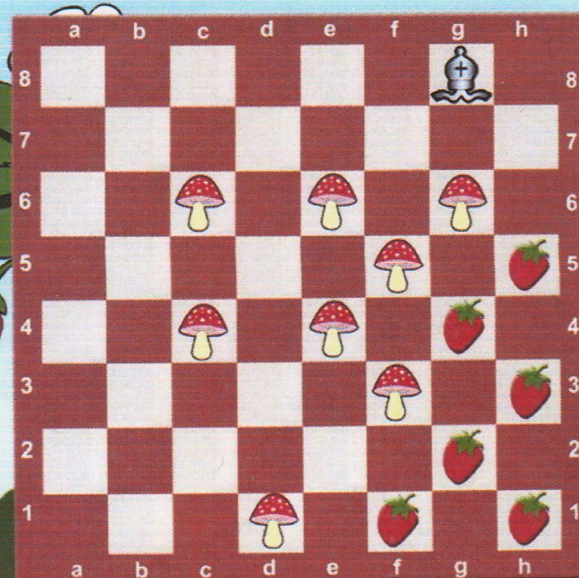
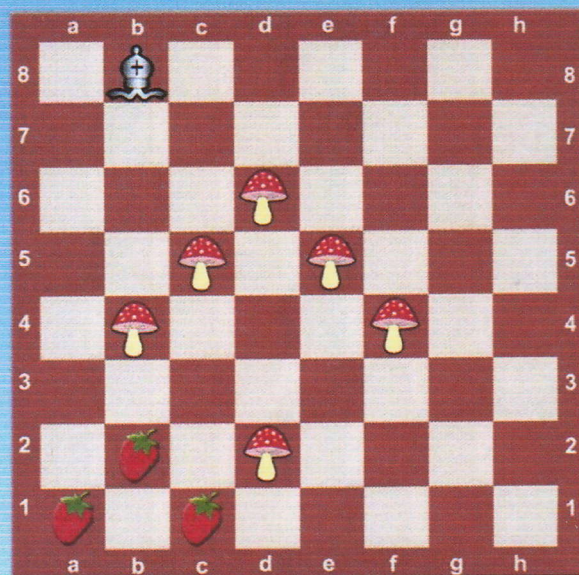
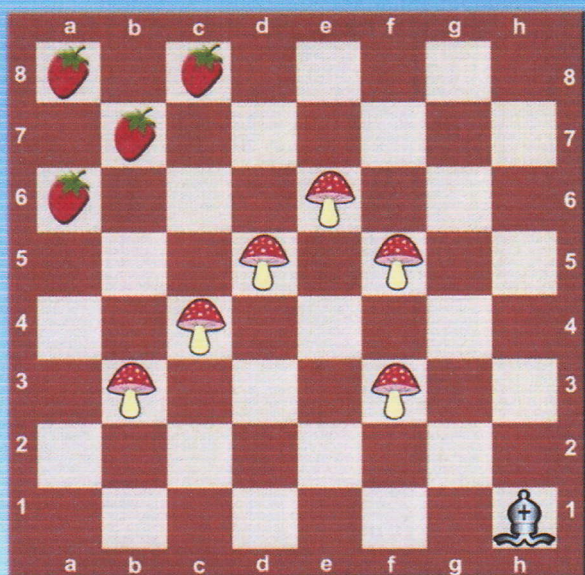
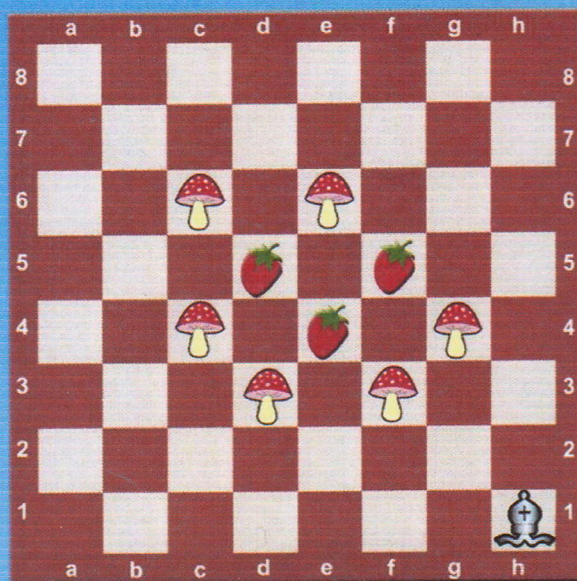
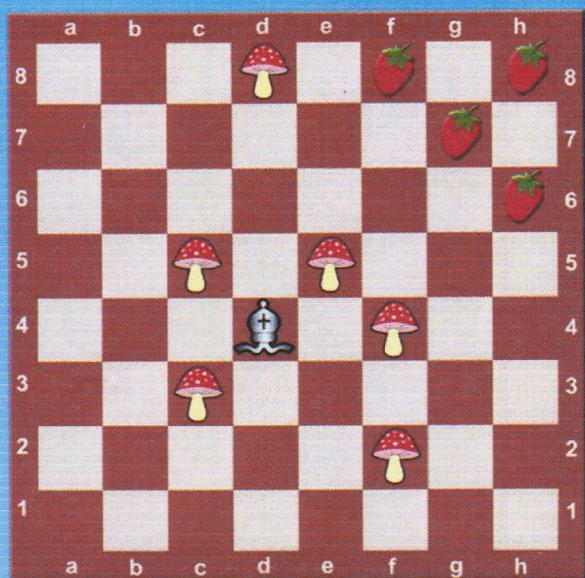
Har yurishda qoralarning donasi yoki piyodasini yutib oling, oxirida esa qulupnayni yeng.



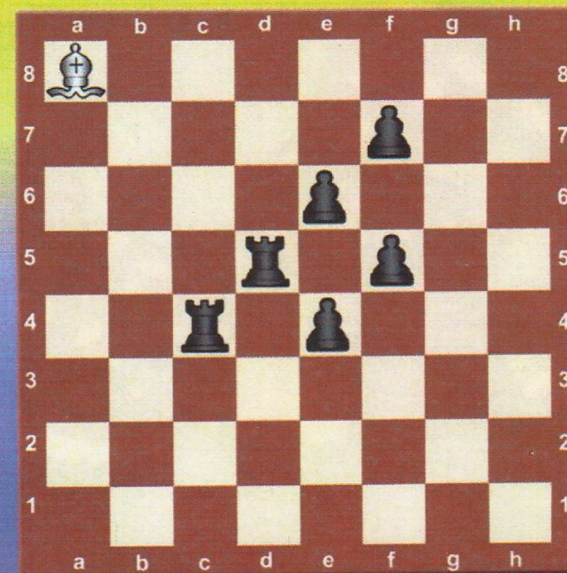
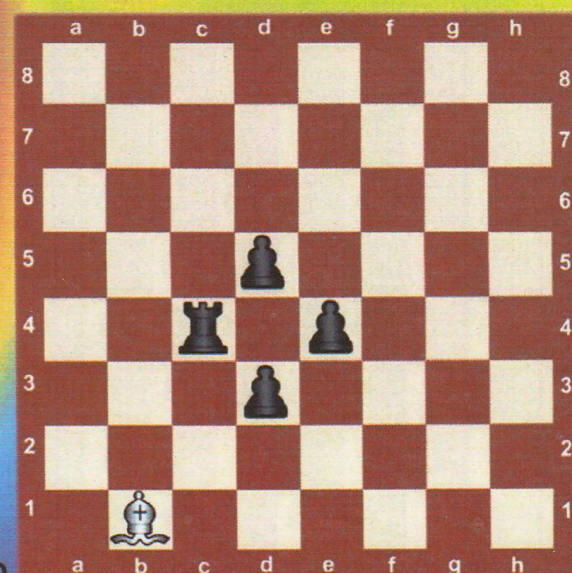
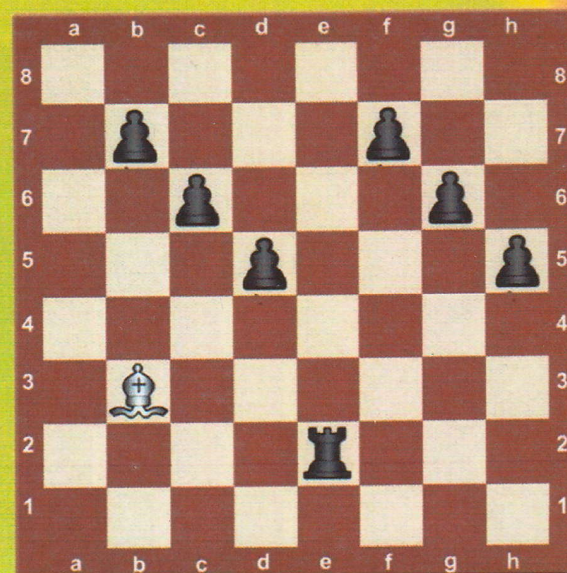
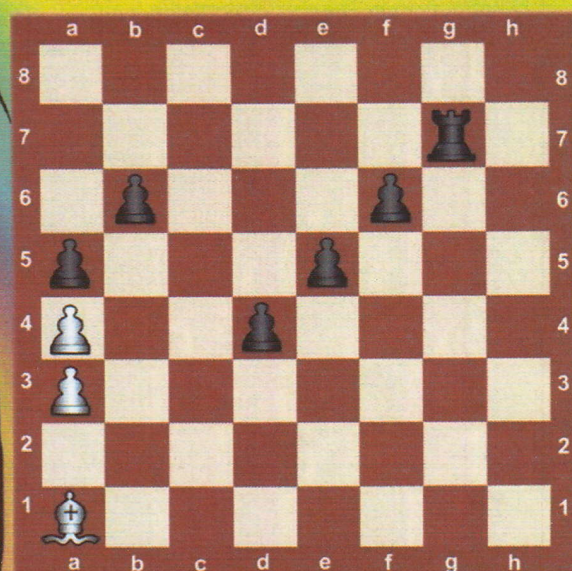
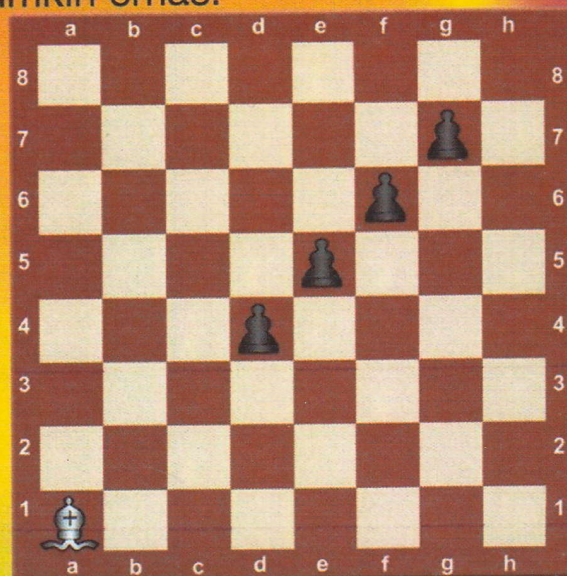
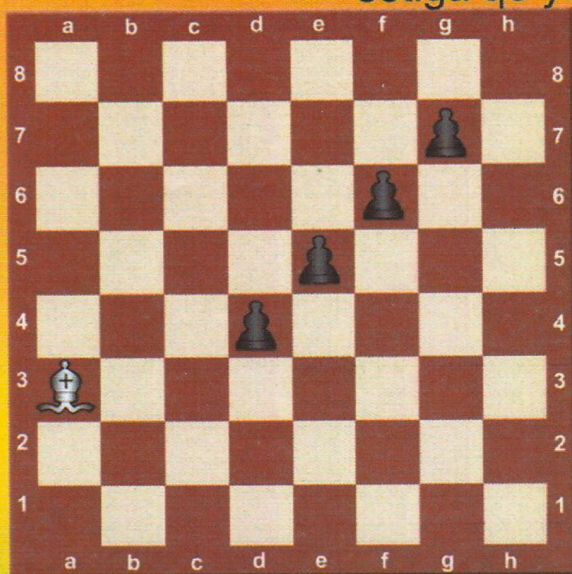
Fil tezroq uyiga borishi kerak, lekin yo'lda qo'ziqorinlarni bosib olmang.



Filni qulupnayzorga olib keling, lekin yo'lda qo'ziqorinlarni bosib olmang.

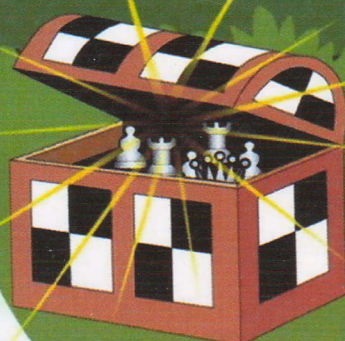
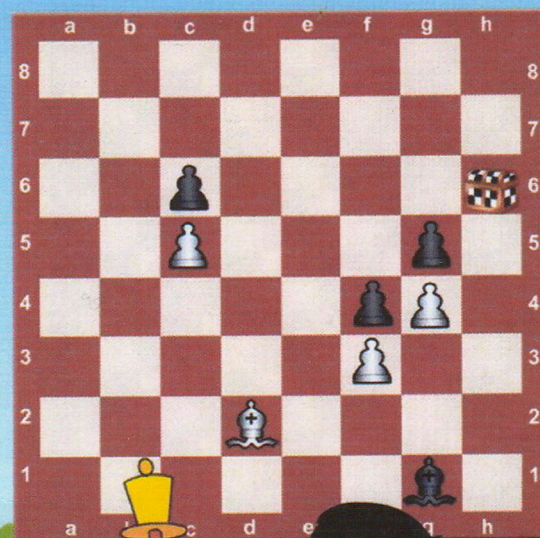
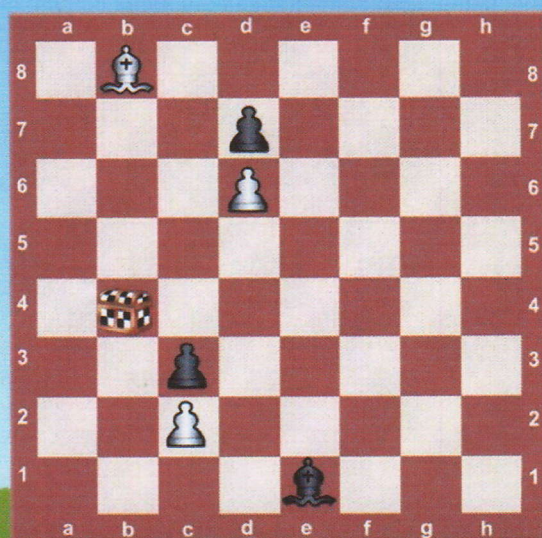
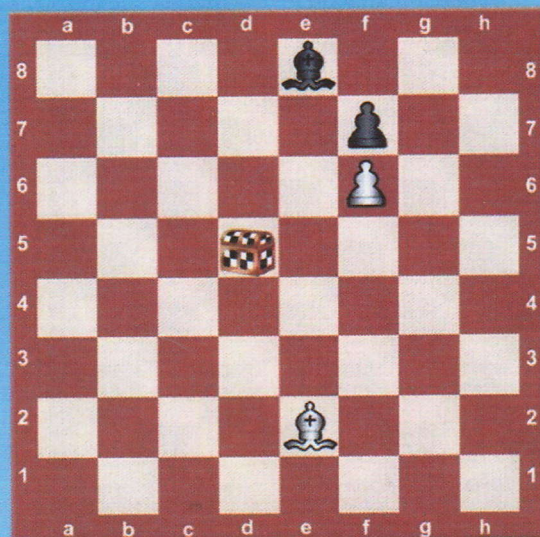
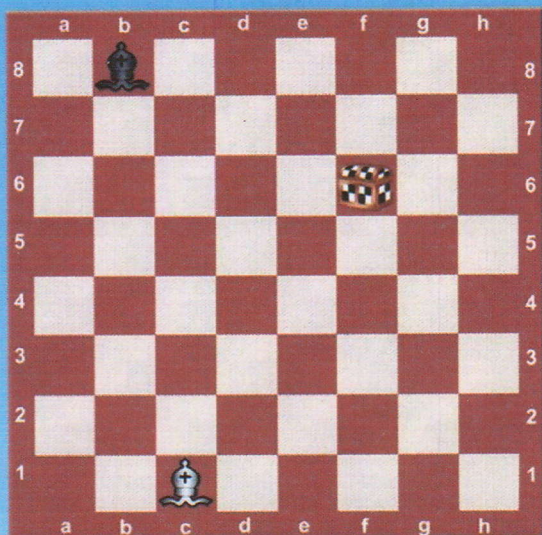


Qoralarning hamma piyoda va donalarini yutib oling. Ular joyidan qimirlamaydi, lekin zarba berishi mumkin. Shuning uchun faqat himoyasiz dona yoki piyodalarnigina yutib olish mumkin. Filni zarba ostiga qo'yish mumkin emas!



Sirli sandiqcha

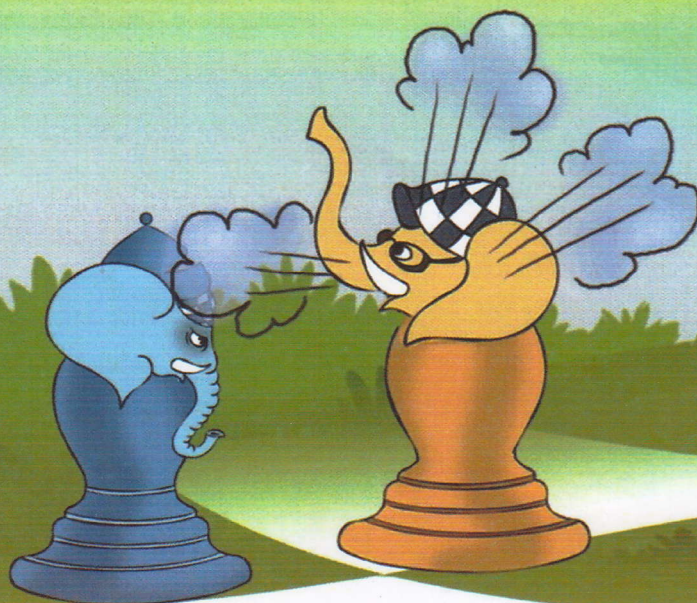
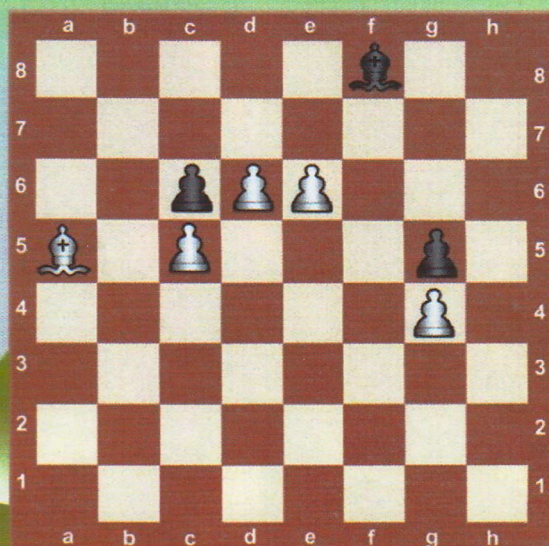
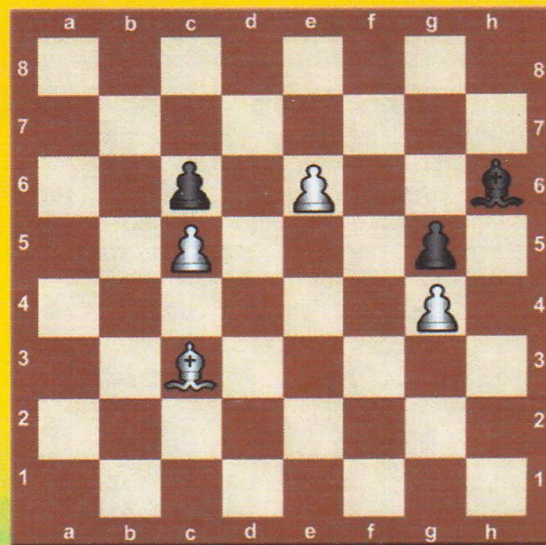
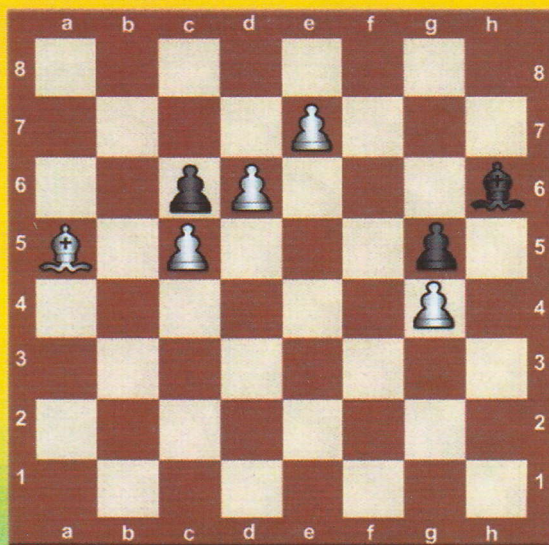
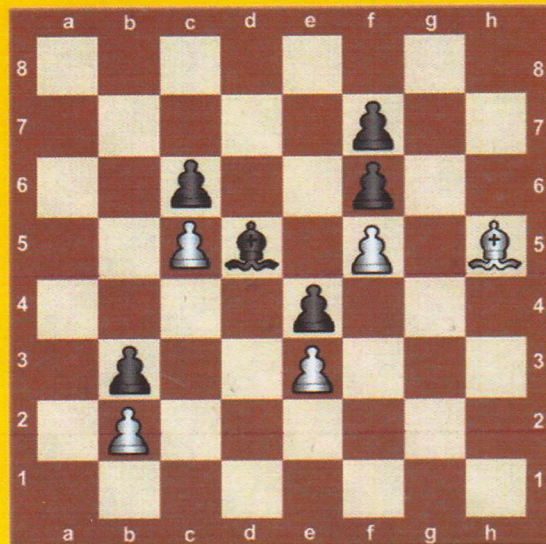
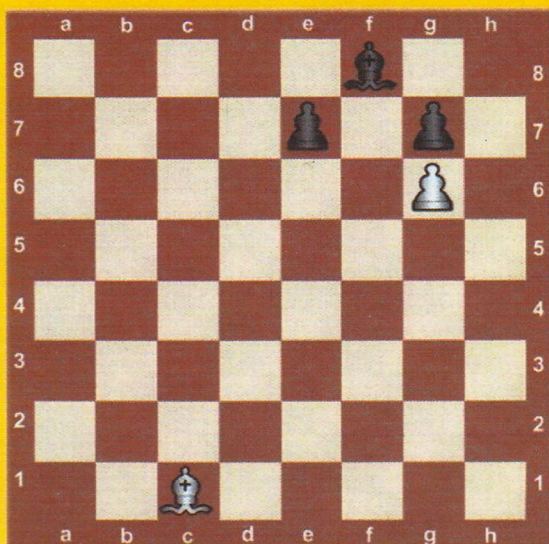
Filni sirli sandiqcha ko'milgan katakka olib kelsangiz, xazinaga ega bo'lasiz. Lekin esingizdan chiqmasin: filni raqibning fili yoki piyodasining zarbasi ostiga qo'yish mumkin emas! Yurish oqlardan. Oq va qoralar navbat bilan yurishadi.



Qora filni tutib oling

Oq va qoralar navbat bilan yurishadi.

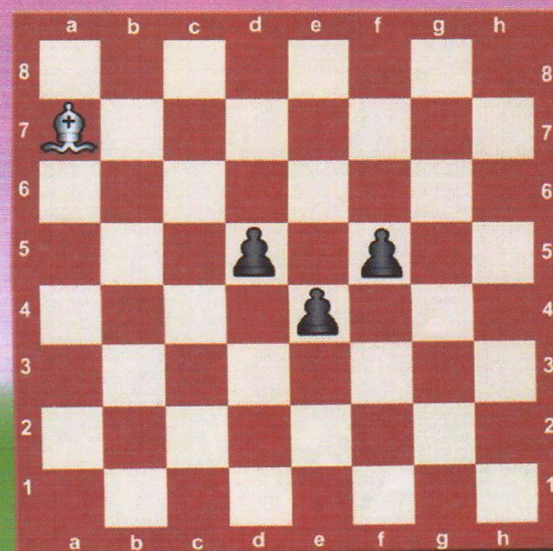
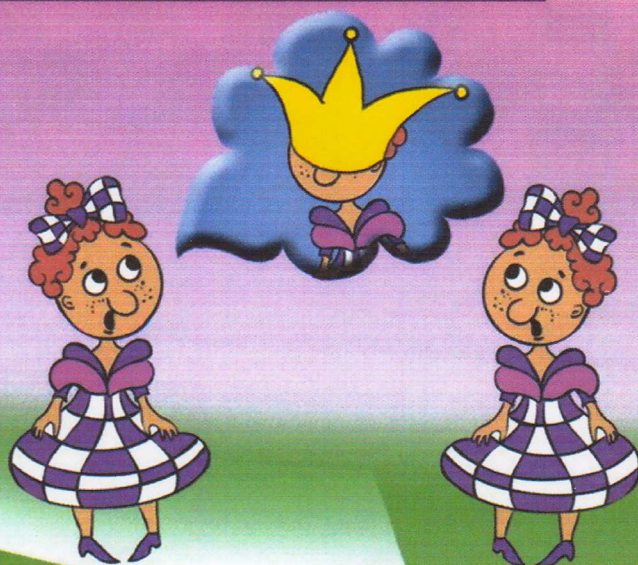
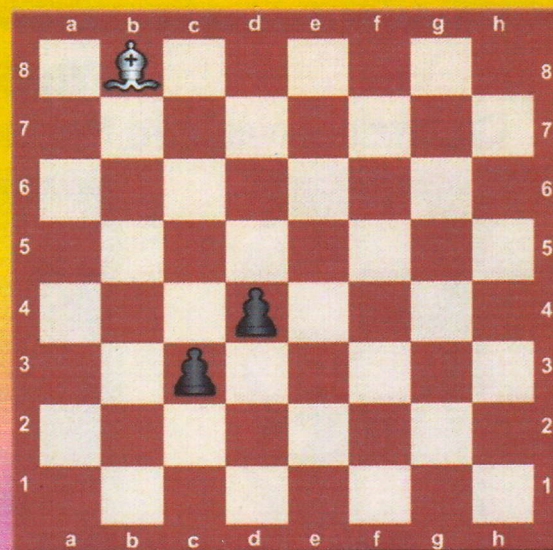
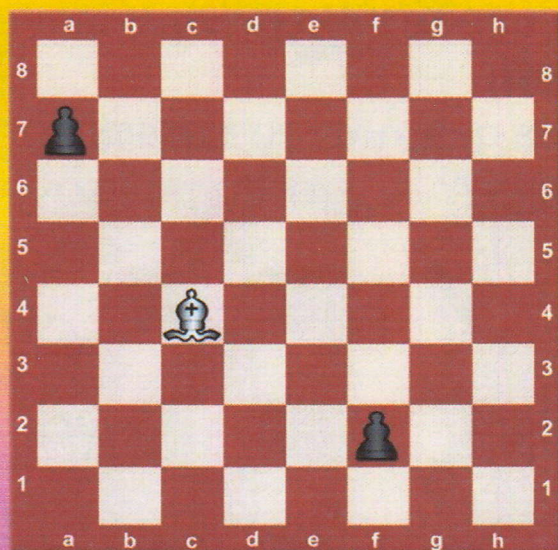
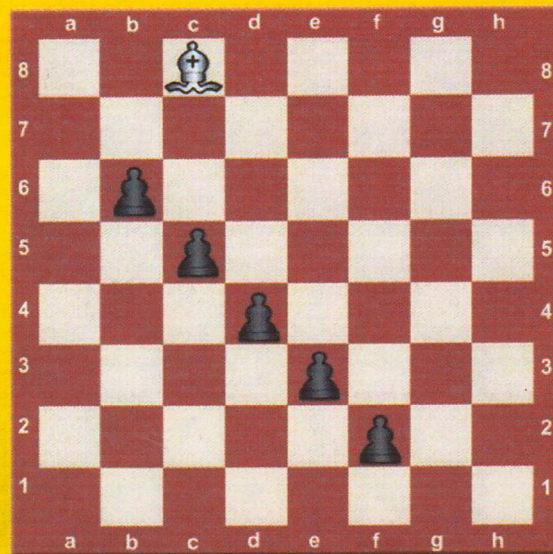
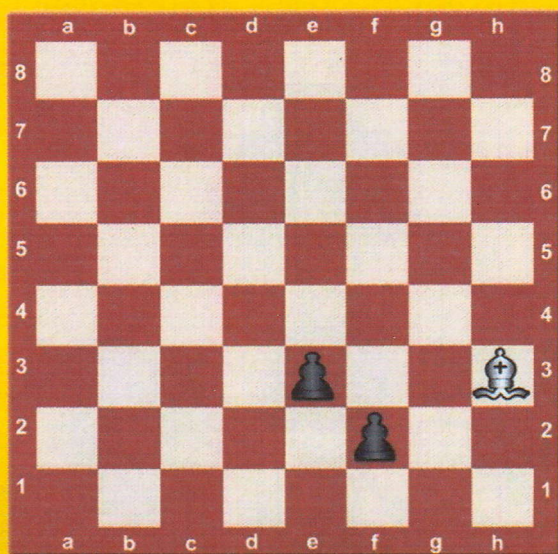
Oqlar o'yinni boshlab, qoralarni fildan voz kechishga majbur qiladi



O'tuvchi piyodalarni to'xtatib qoling

Oq va qoralar navbat bilan yurishadi.

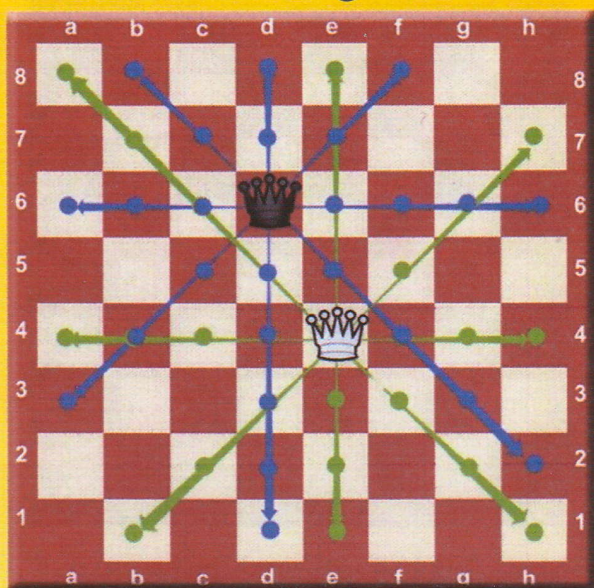
Qora piyodalarning farzinga aylanishiga xalaqit bering.



Farzin

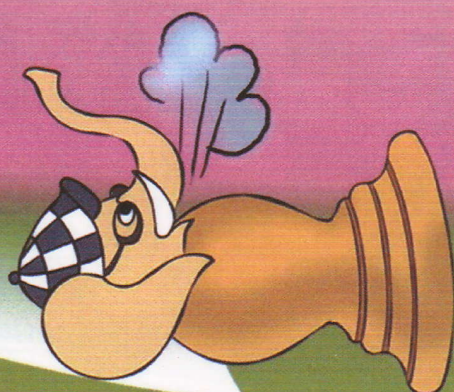
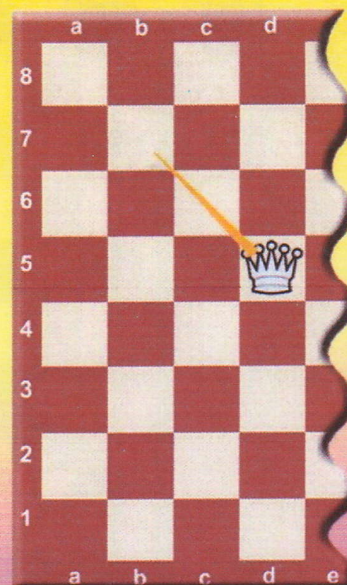
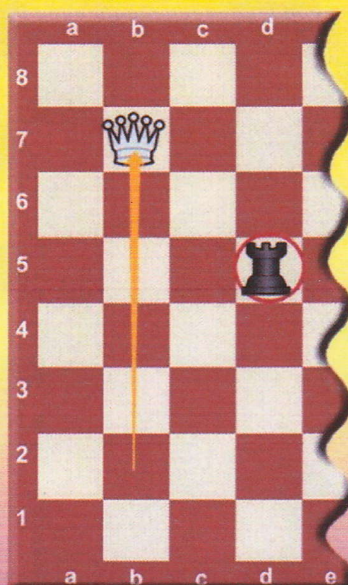
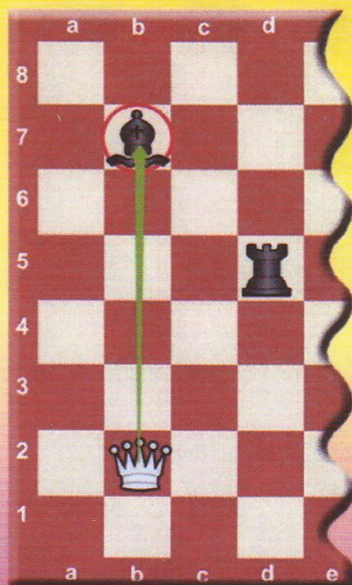
Farzinning yurishi

Oq farzin yashil bilan belgilangan har qanday katakka bora oladi, qora farzin esa ko'k rang bilan belgilangan har qanday katakka bora oladi. Farzin ruxga o'xshab ham, filga o'xshab ham yura oladi.



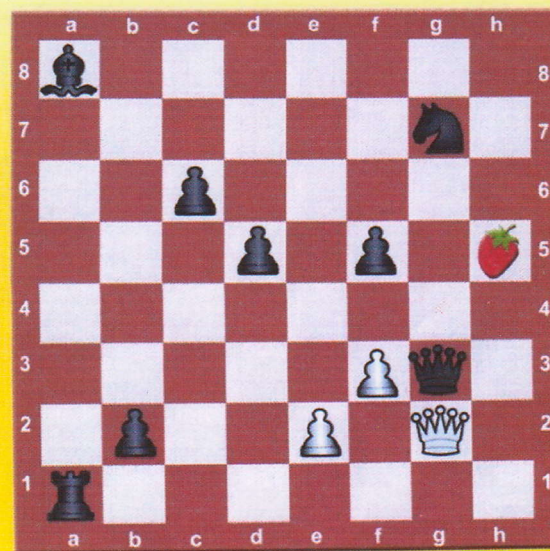
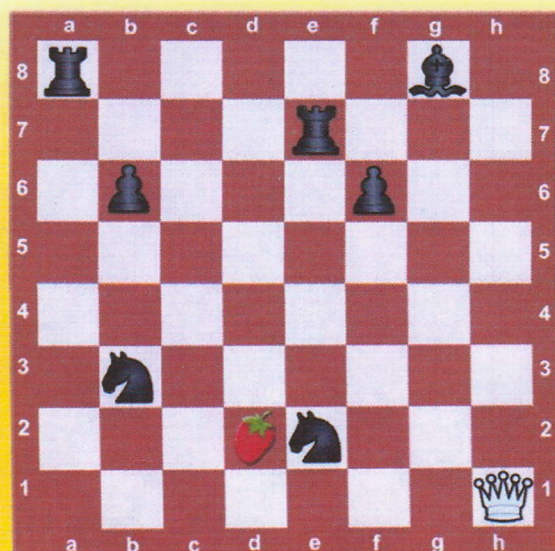
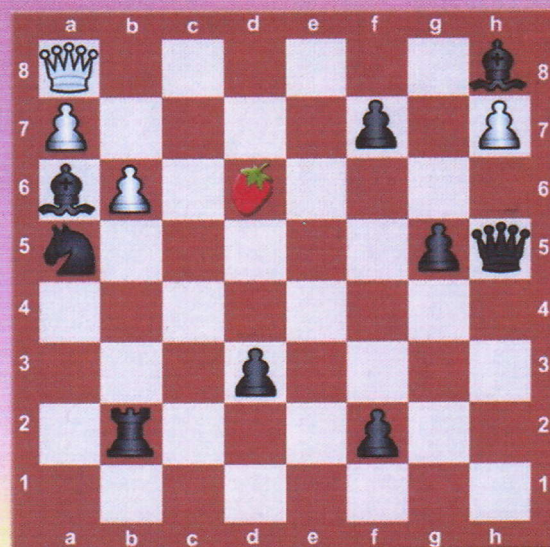
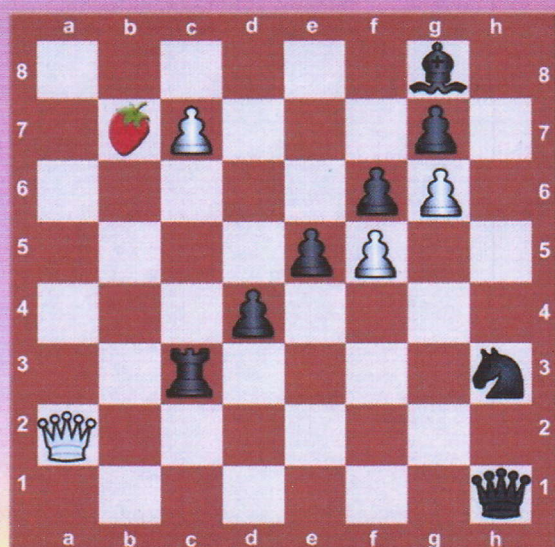
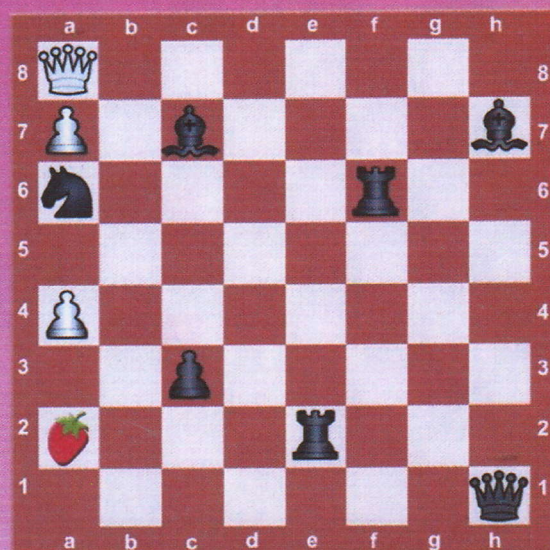
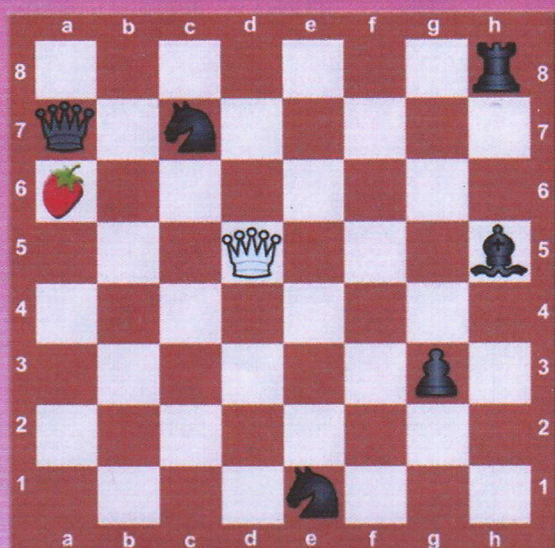
Yutib olish

Oq farzin avval qora filni, keyin esa qora ruxni yutib oladi.

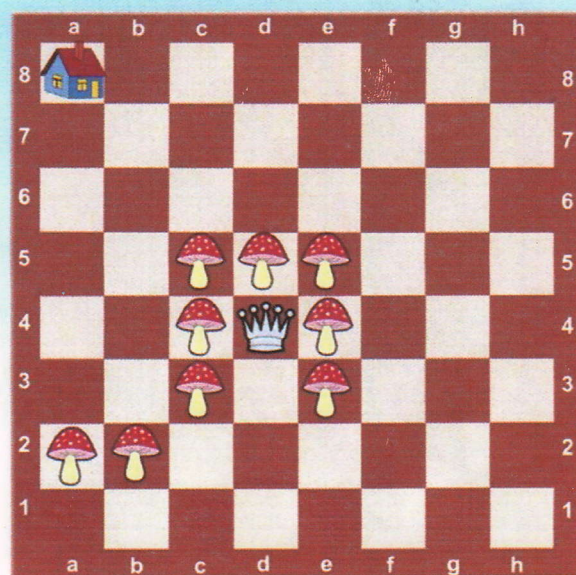
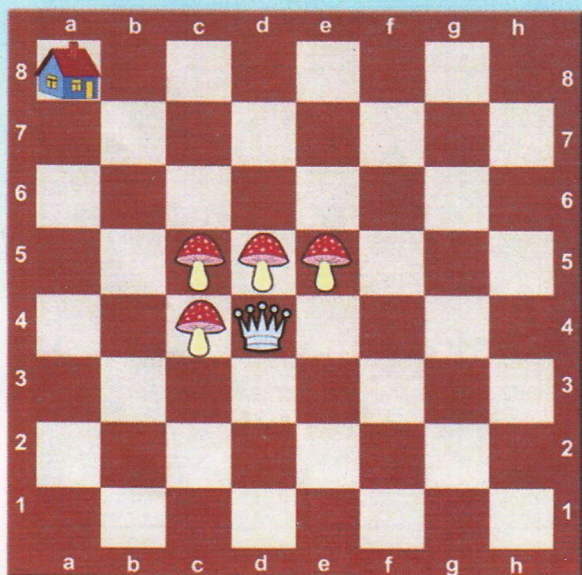
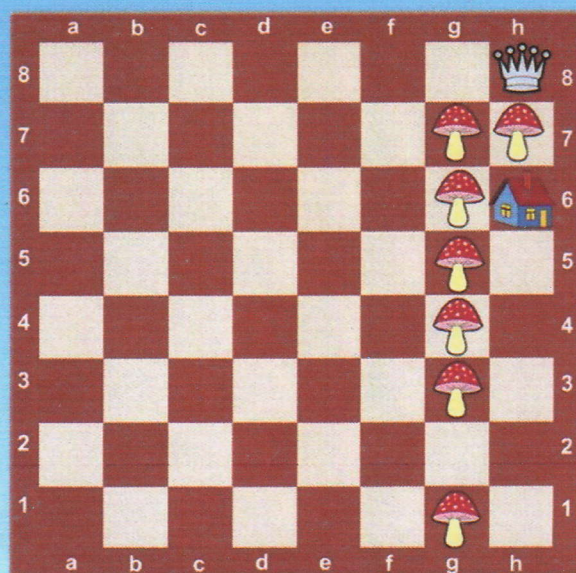
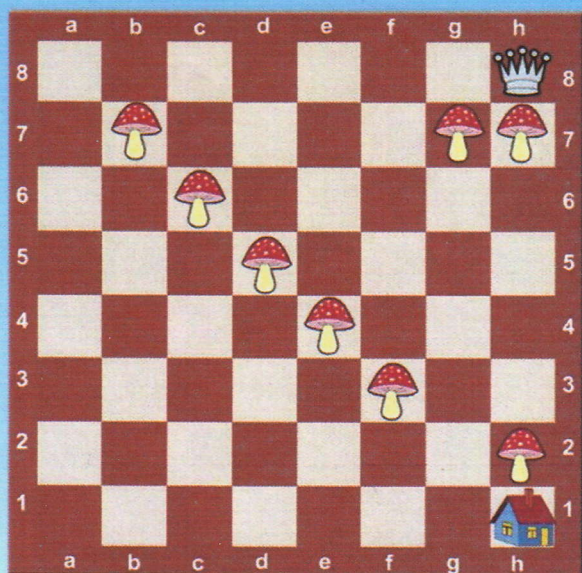
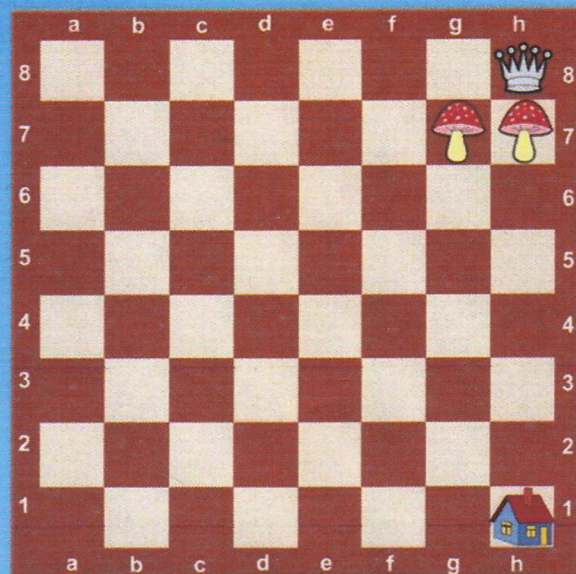
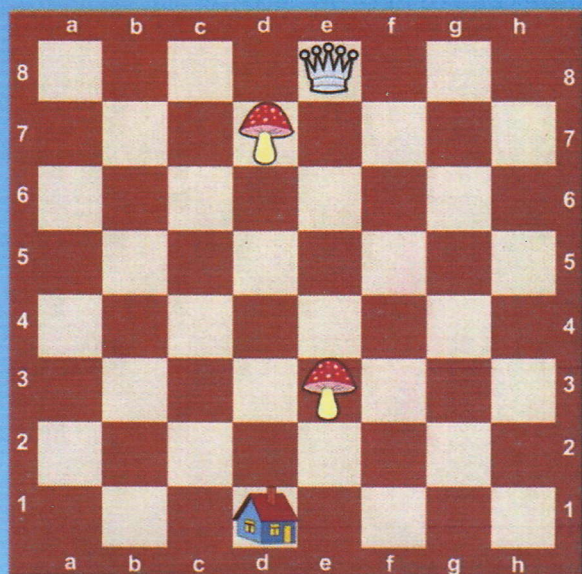


Qulupnaydan yeng

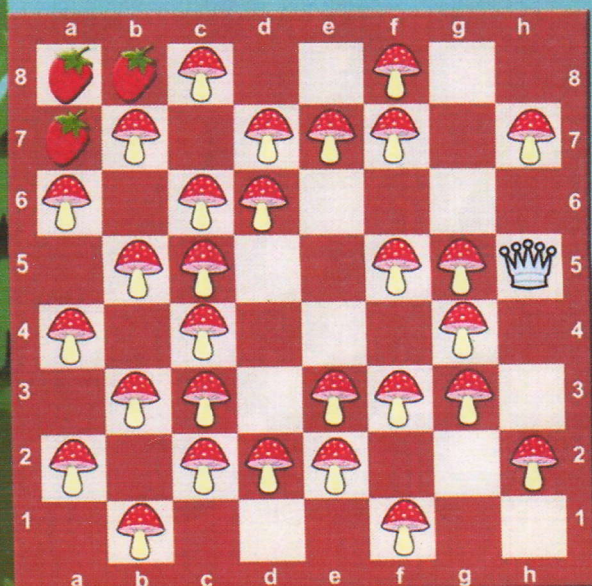
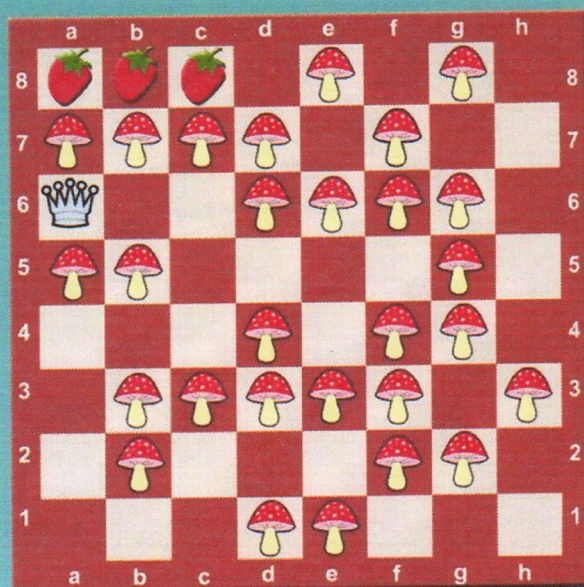
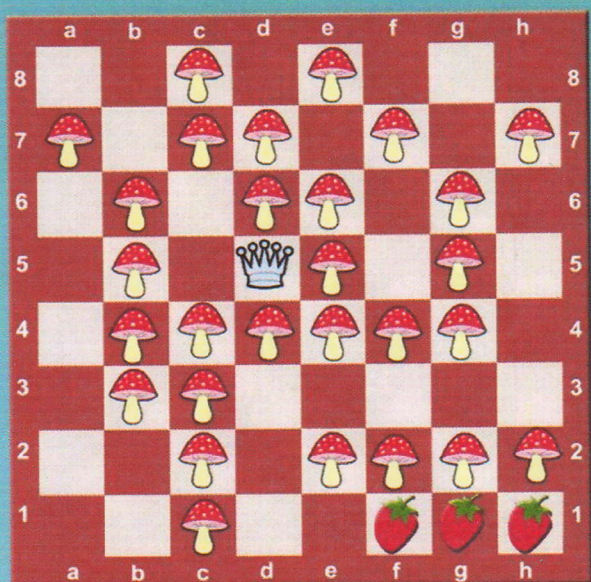
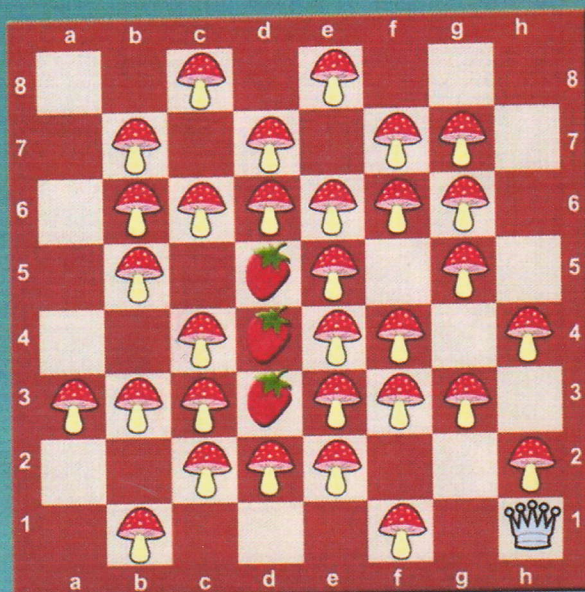
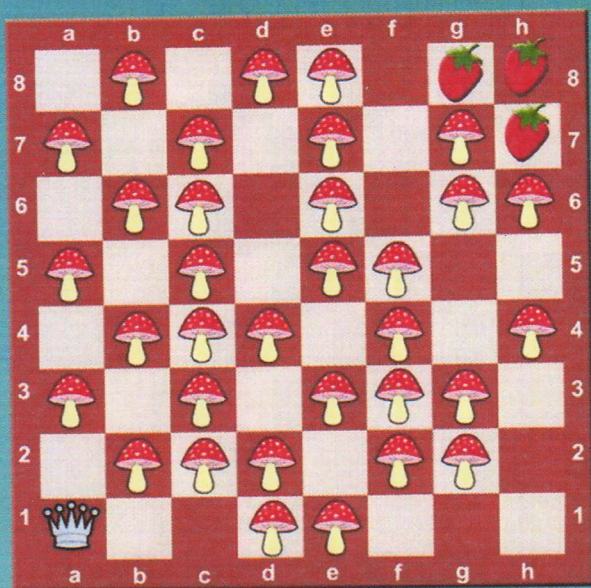
Har yurishda qoralarning bittadan donasini yoki piyodasini yutib oling, oxirida esa qulupnayni yeng.



Farzin tezroq uyiga borishi kerak, lekin yo'lda qo'ziqorinlarni bosib olmang.

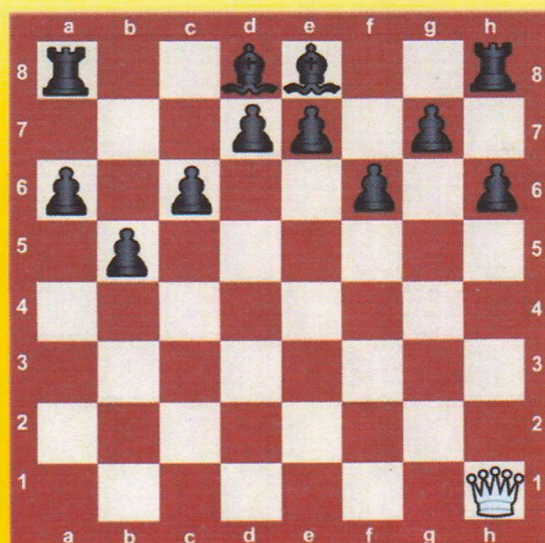
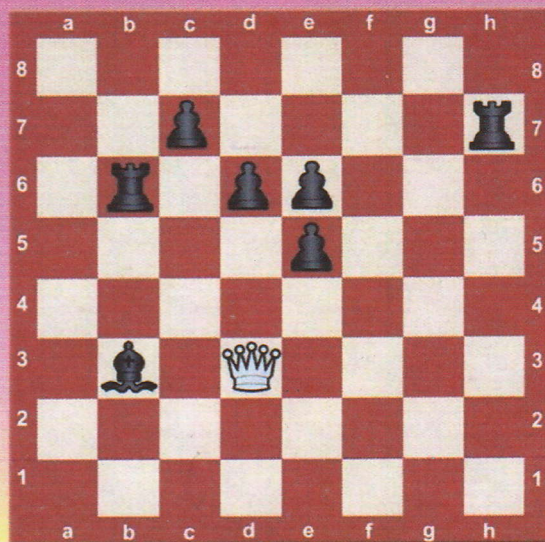
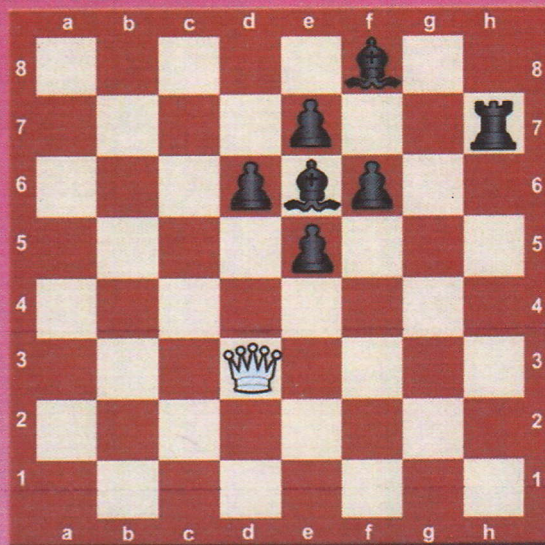


Farzinni qulupnayzorga olib keling, lekin yo'lda qo'ziqorinlarni bosib olmang.



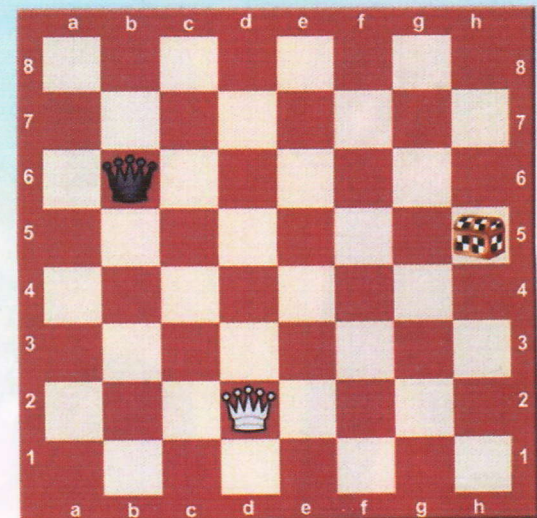
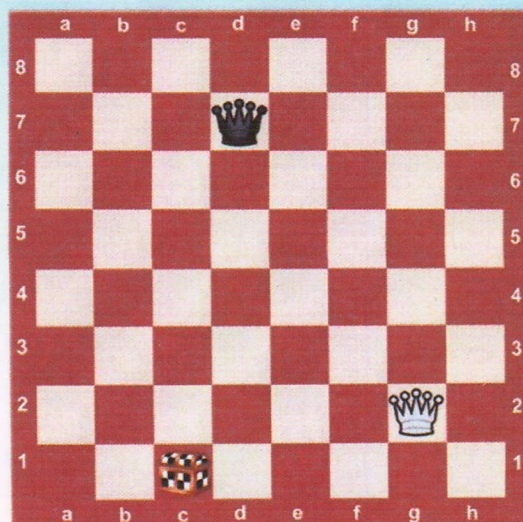
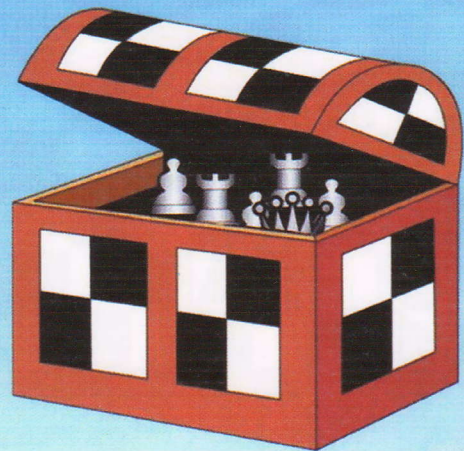
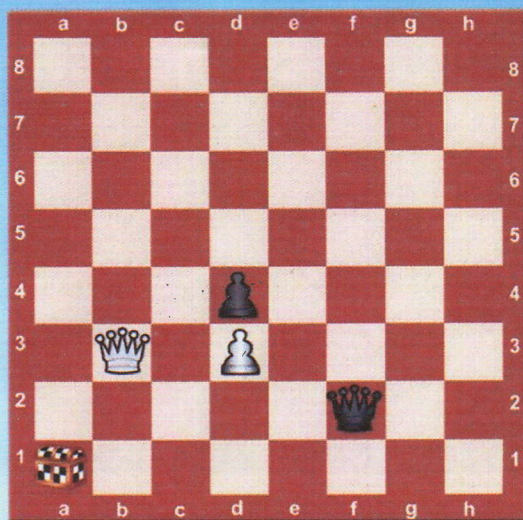
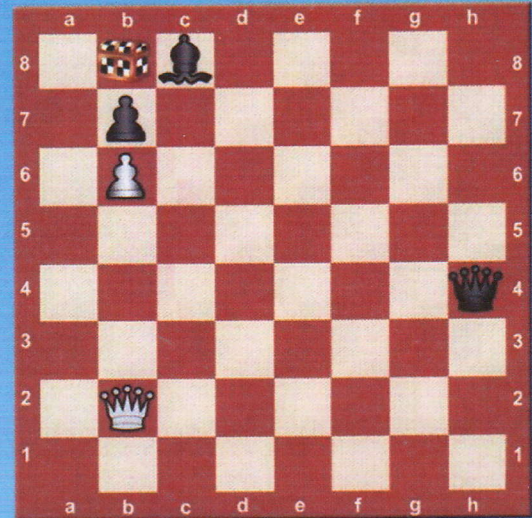
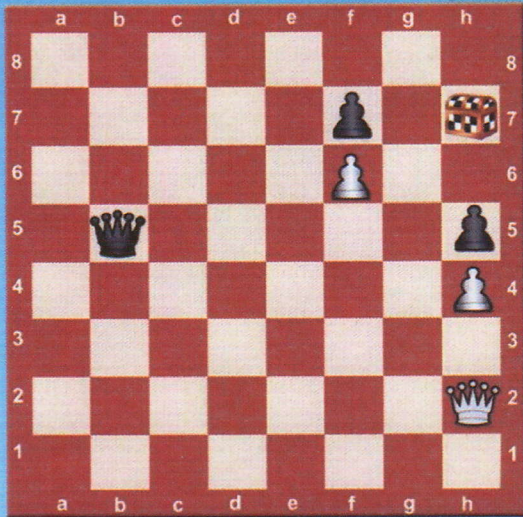
The left chessboard shows a standard initial setup. White pieces are on the first rank: King on e1, Queen on d1, Rooks on a1 and h1, Knights on b1 and g1, and Pawns on c1, f1, and pawns on a2, b2, c2, d2, e2, f2, g2, h2. Black pieces are on the eighth rank: King on e8, Queen on d8, Rooks on a8 and h8, Knights on b8 and g8, and Pawns on c8, f8, and pawns on a7, b7, c7, d7, e7, f7, g7, h7.

The right chessboard shows a modified setup. White pieces are on the third rank: King on e3, Queen on d3, Rooks on a3 and h3, Knights on b3 and g3, and Pawns on c3, f3, and pawns on a4, b4, c4, d4, e4, f4, g4, h4. Black pieces are on the sixth rank: King on e6, Queen on d6, Rooks on a6 and h6, Knights on b6 and g6, and Pawns on c6, f6, and pawns on a5, b5, c5, d5, e5, f5, g5, h5.



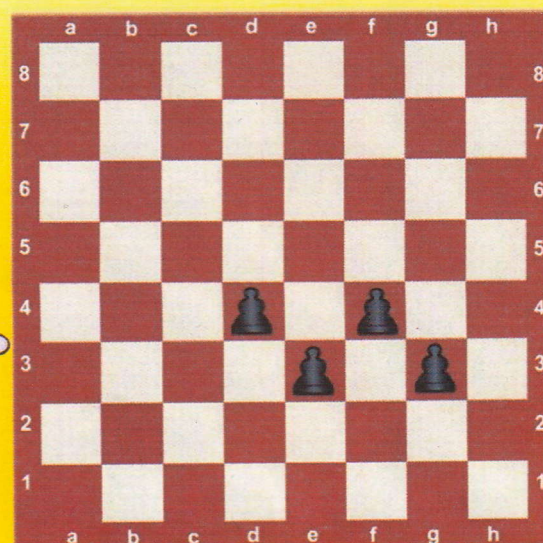
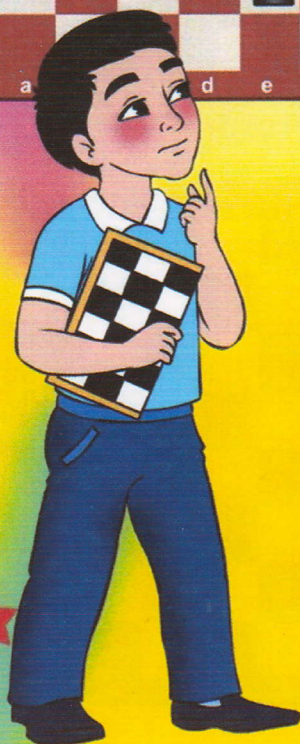
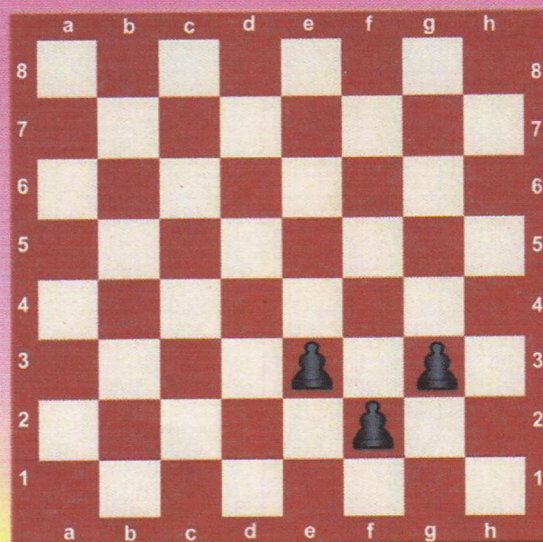
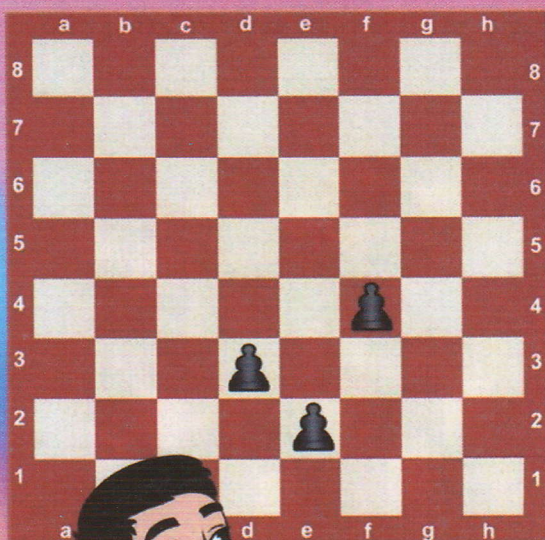
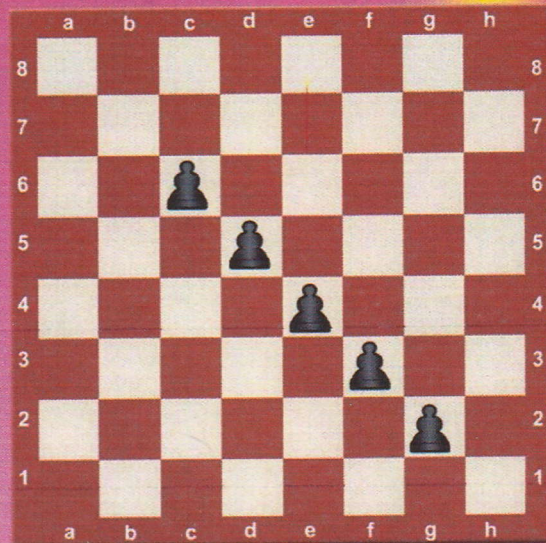
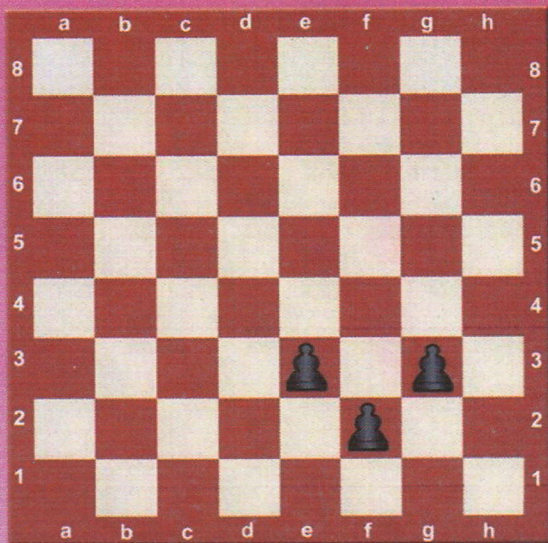
Sirli sandiqcha

Oq farzinni sirli sandiqcha yashiringan katakka olib kelsangiz, xazinaga ega bo'lasiz! Estdan chiqmasin: farzinni qoralarning farzini yoki piyodasining zarbasi ostiga qo'yish mumkin emas. Yurish oqlardan. Oq va qoralar navbat bilan yurishadi.



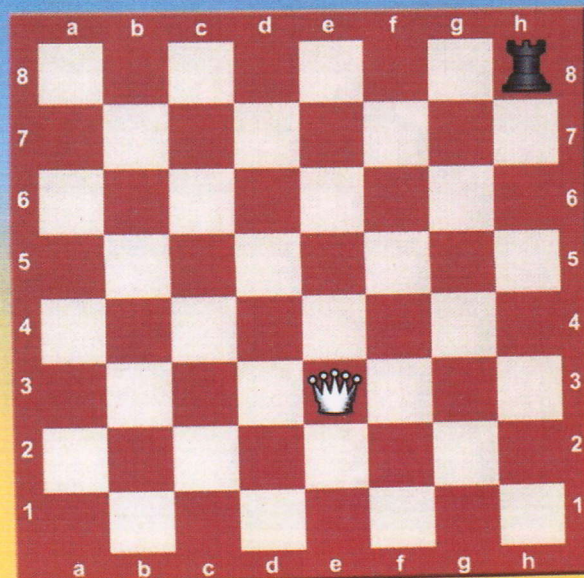
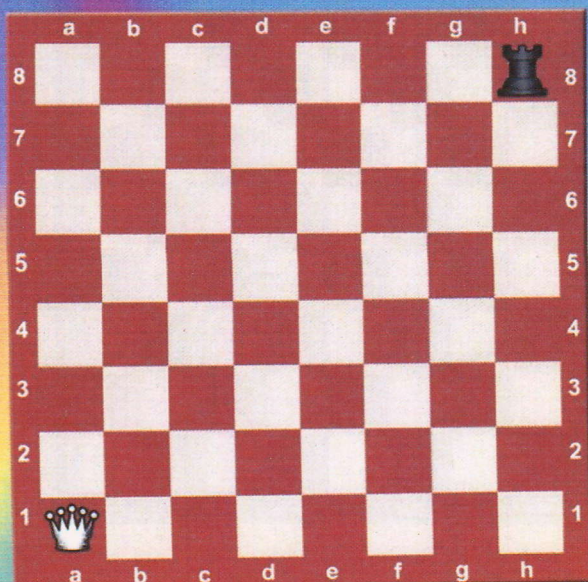
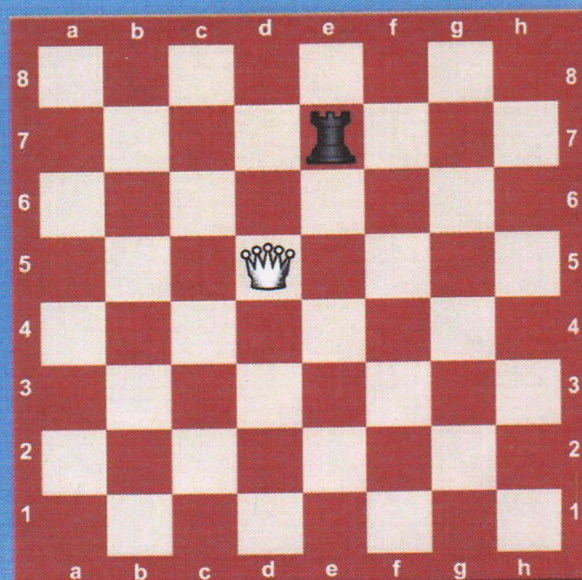
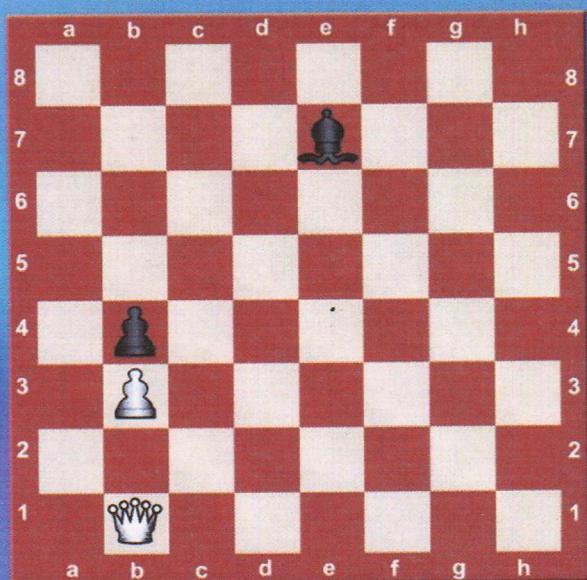
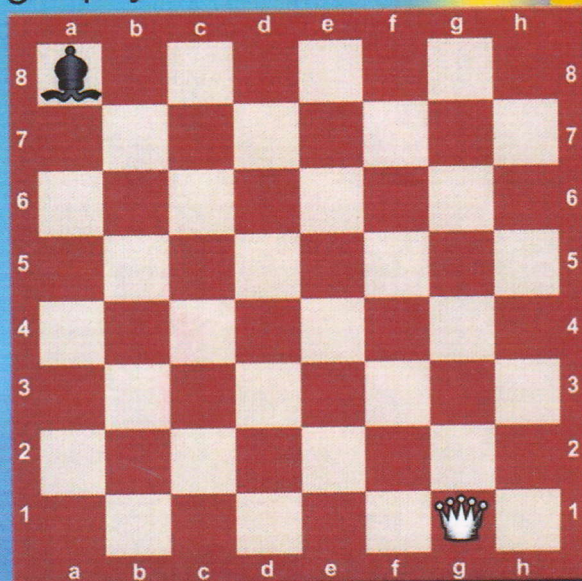
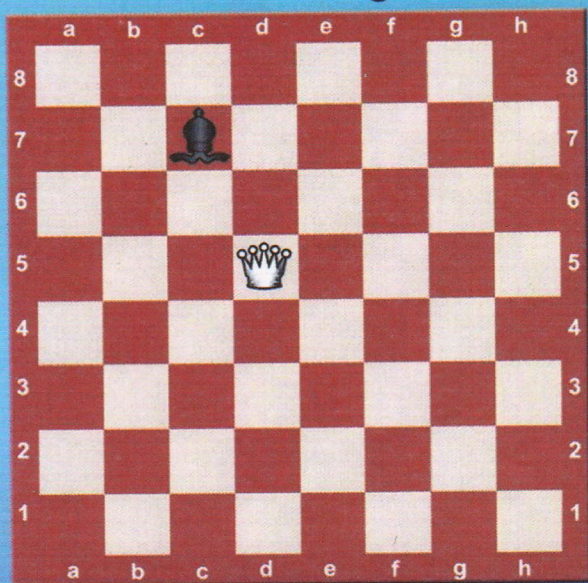
O'tuvchi piyodalarni to'sib qo'ying

Yurish oqlardan. Oq va qoralar navbat bilan yurishadi.
Qora piyodalarning farzinga aylanishiga xalaqit bering.



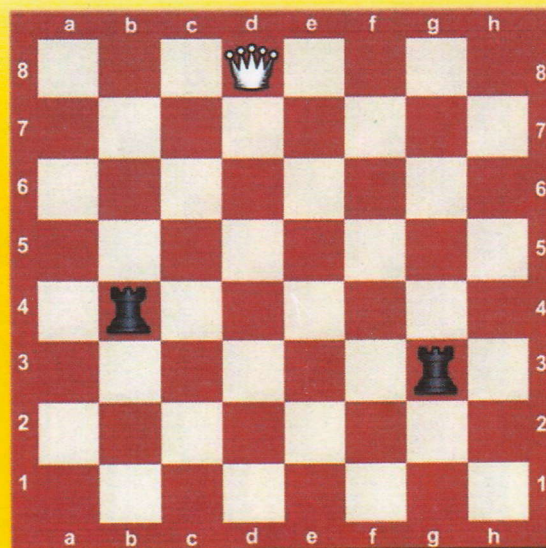
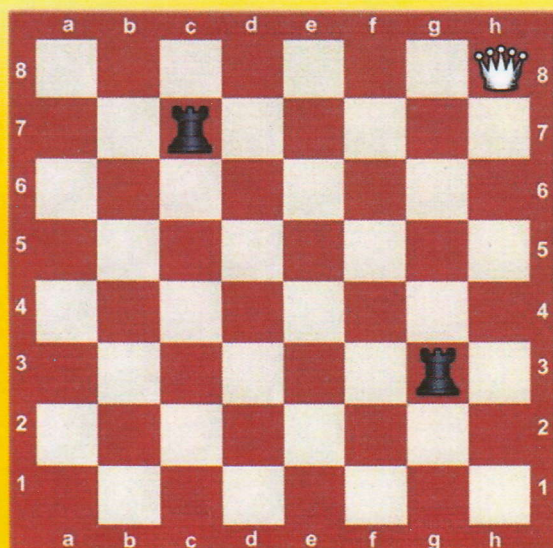
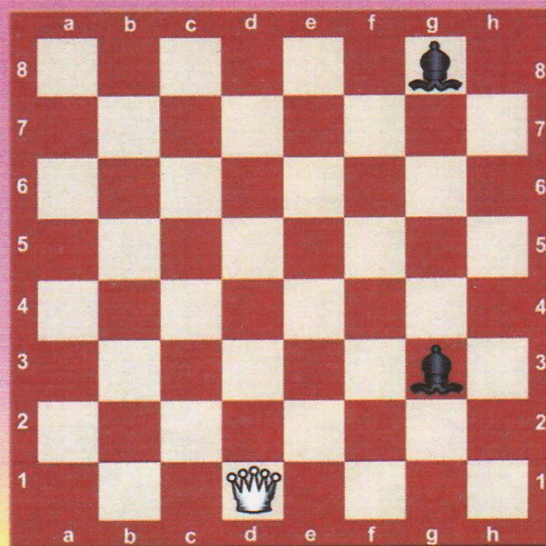
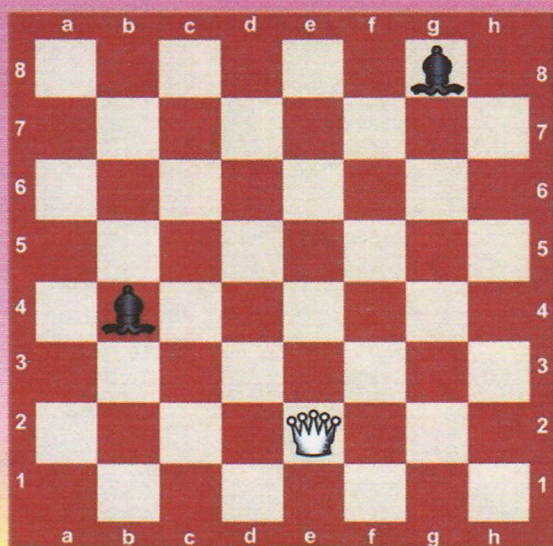
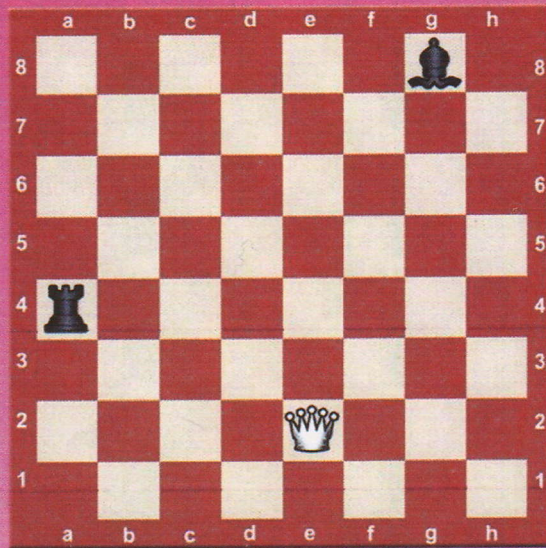
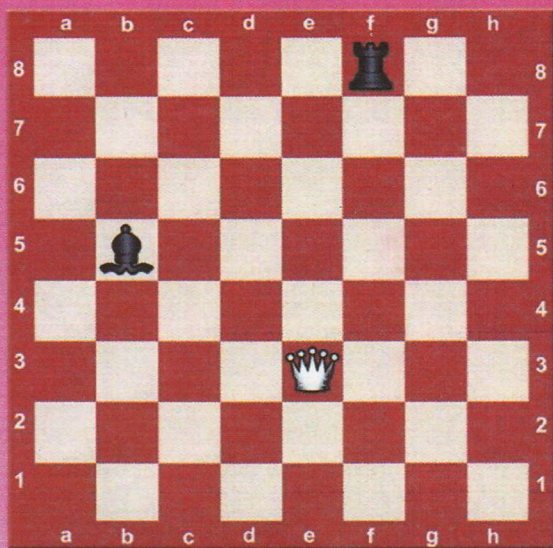
Hujum

Bitta farzin bilan qora filga yoki ruxga har tomondan hujum qiling.
Lekin farzinning o'zini zarba ostiga qo'yish mumkin emas!



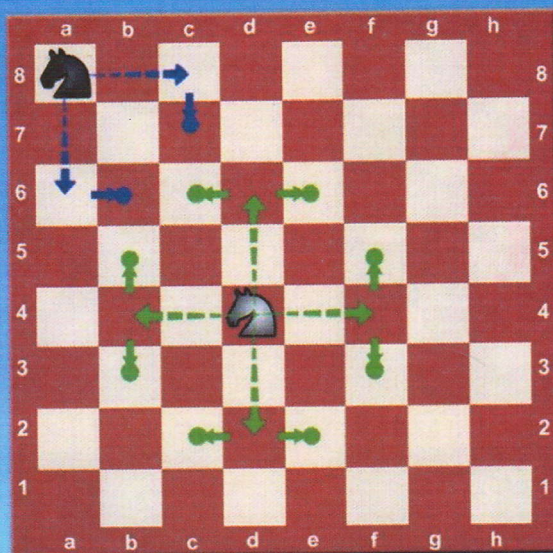
Qo'shaloq zarba

Bitta farzin bilan qoralarning ikkita donasiga hujum qiling.



Ot

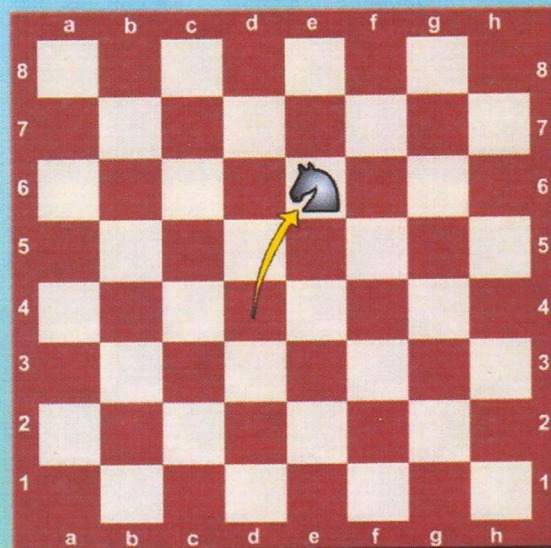
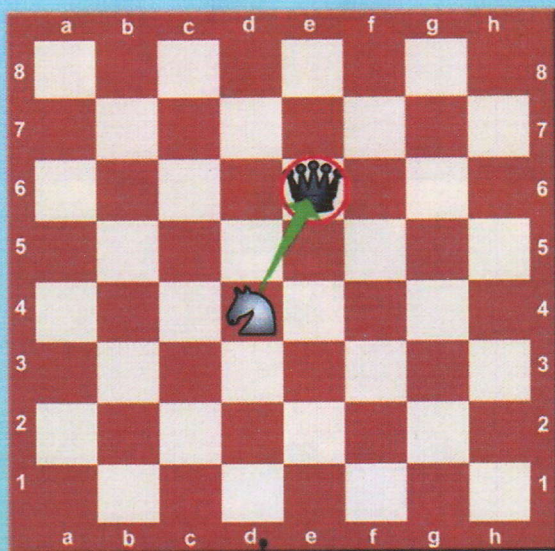
Otning yurishi



Oq ot yashil bilan, qora ot esa ko'k rang bilan belgilangan har bir katakka yurishi mumkin. Otning yurishi bir sakrab, yonga o'tishdir.

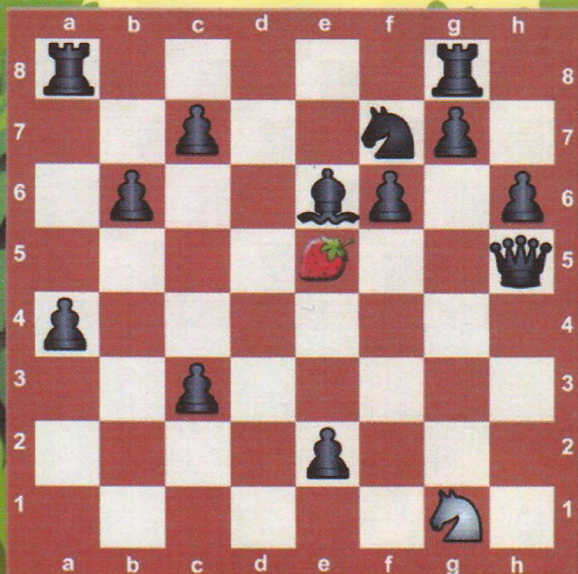
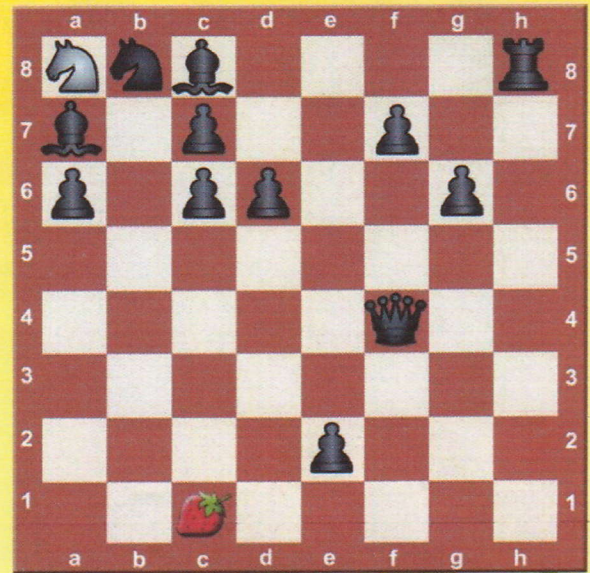
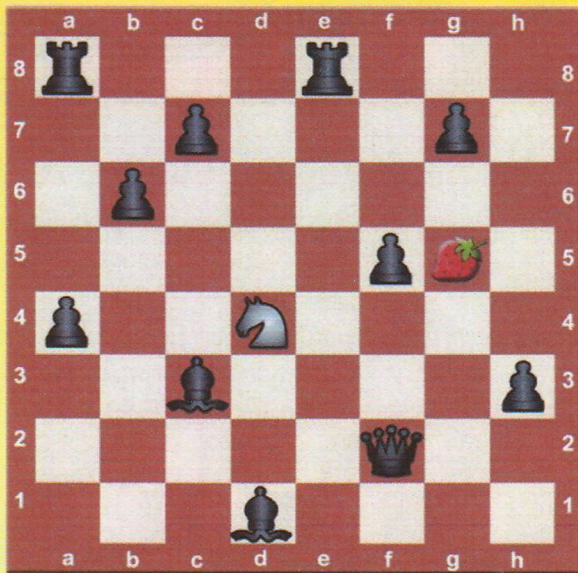
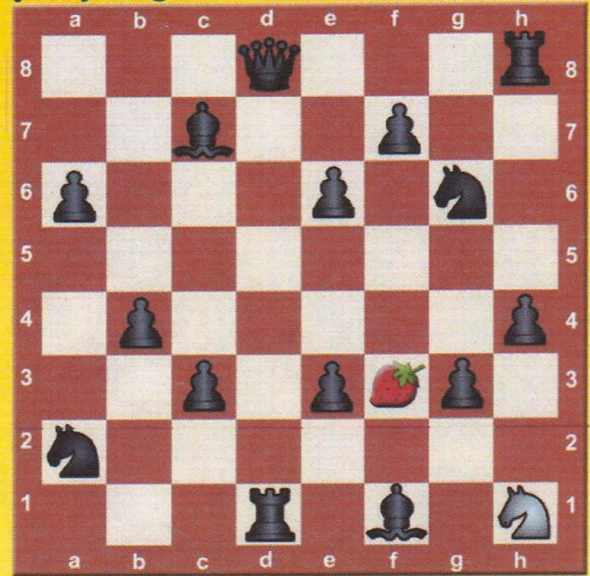
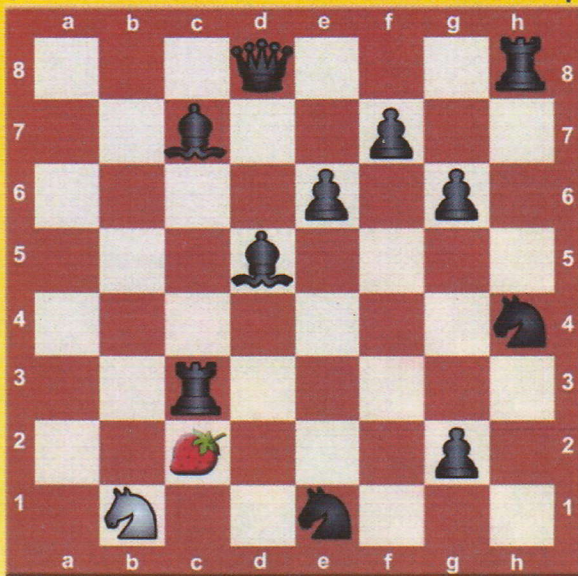
Yutib olish

Oq ot qora farzinni mana bunday qilib yutib oladi:

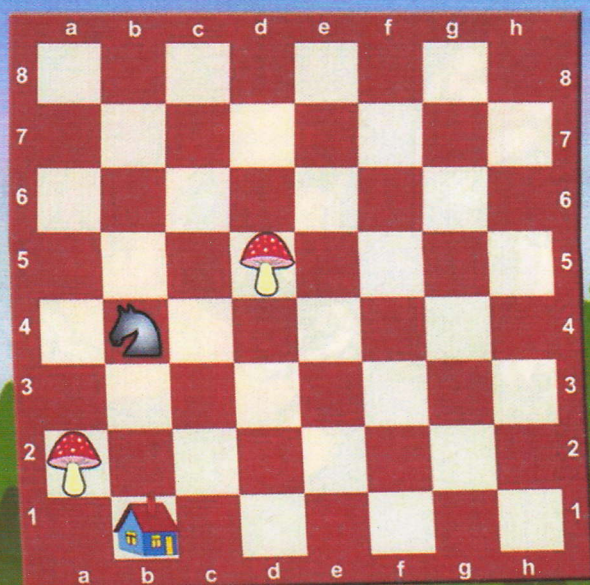
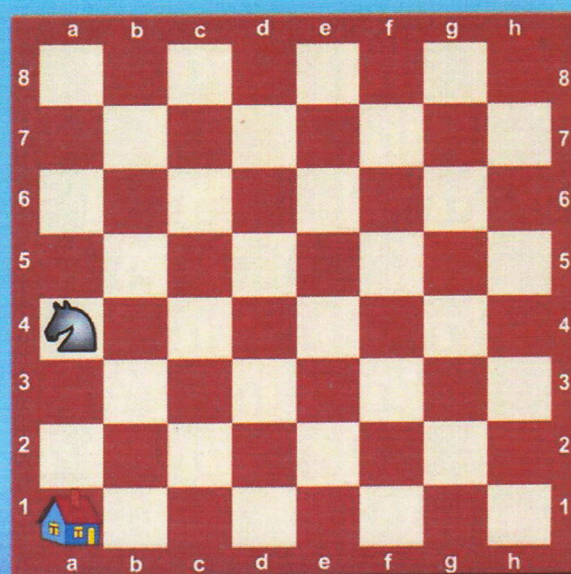
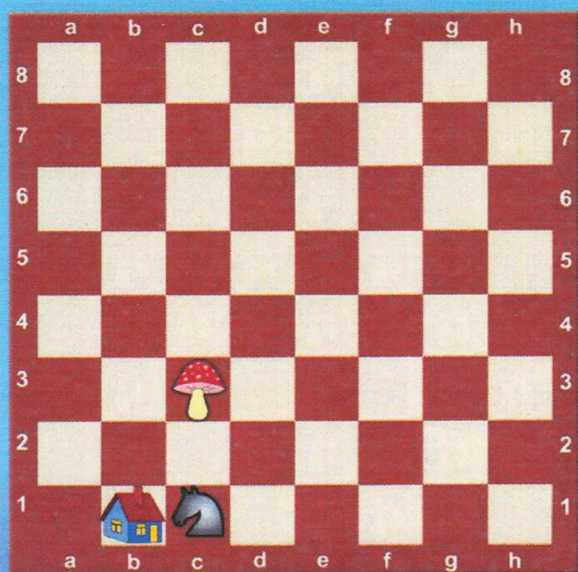
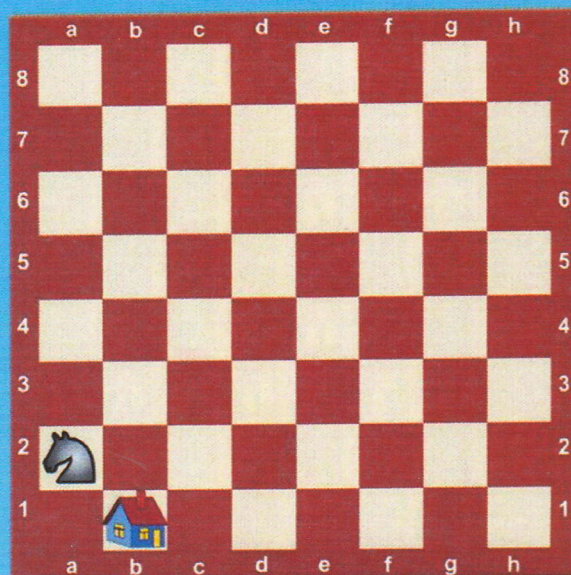
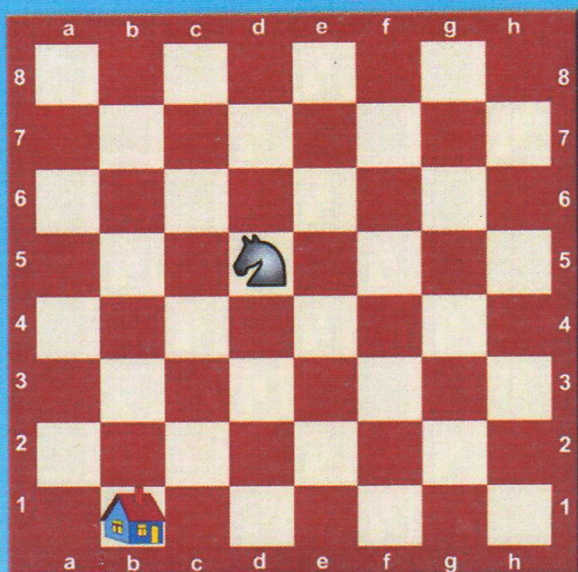


Qulupnayni yeng

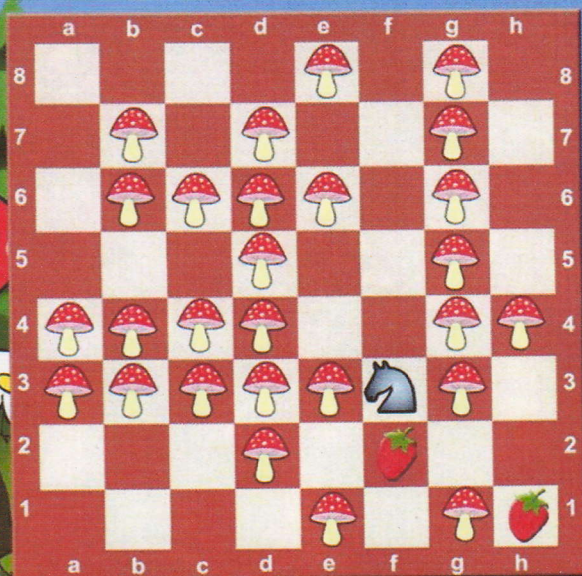
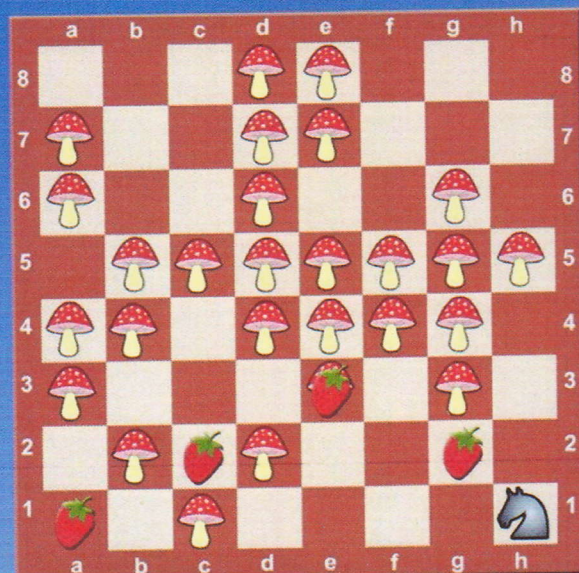
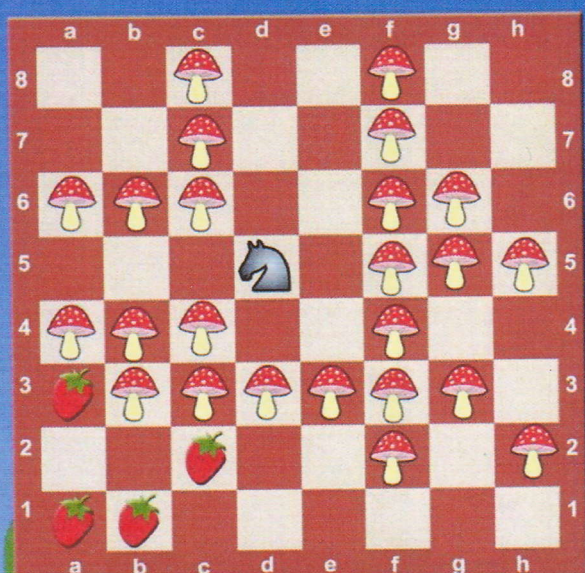
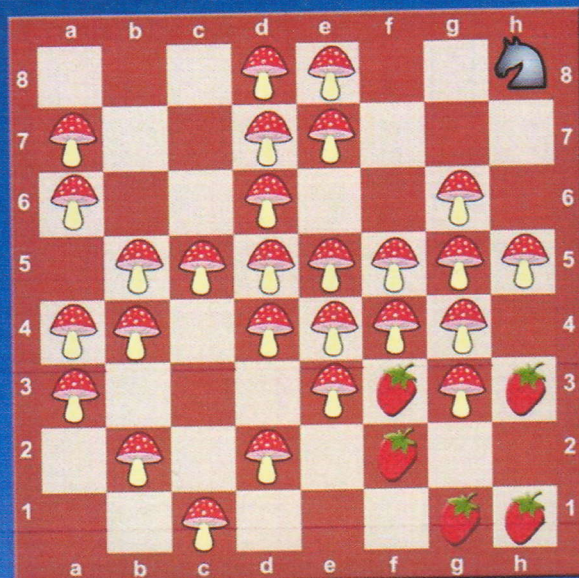
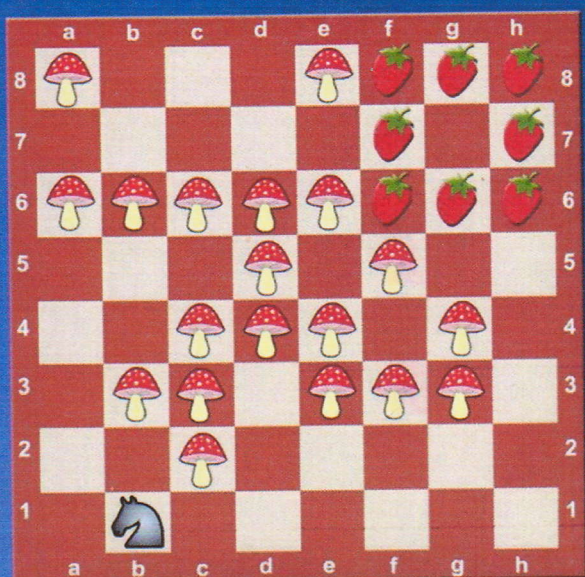
Har yurishda qoralarning donasi yoki piyodasini yutib olib, oxirida qulupnayni yeng.



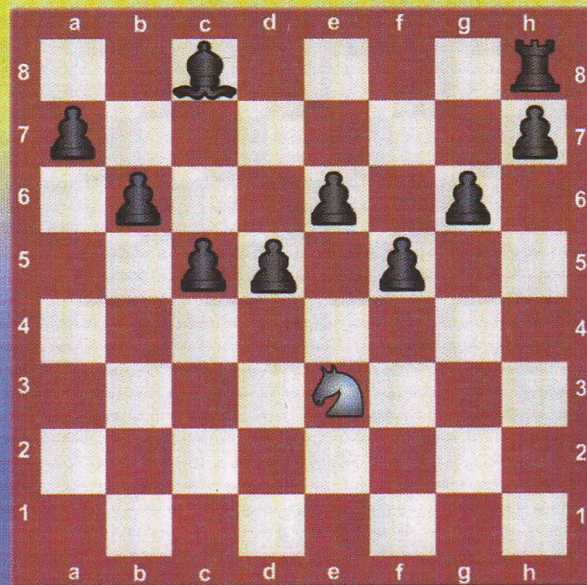
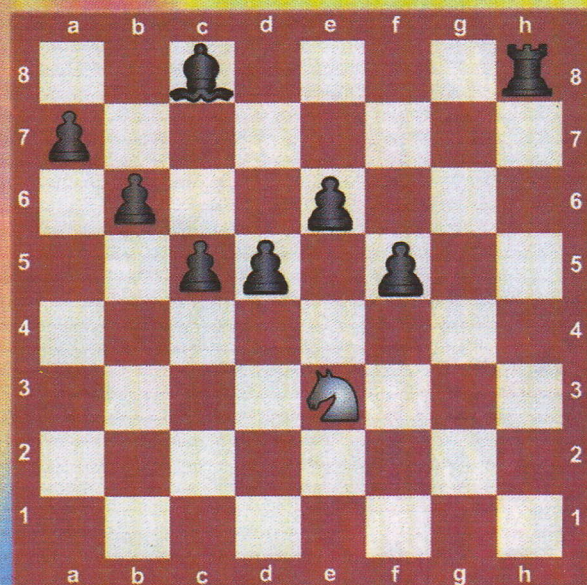
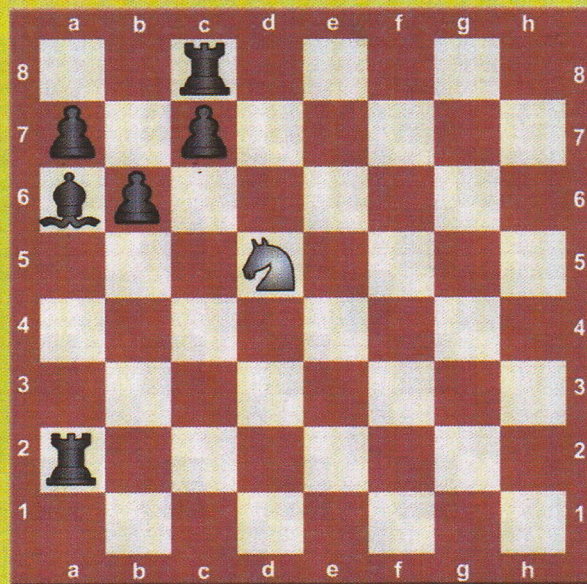
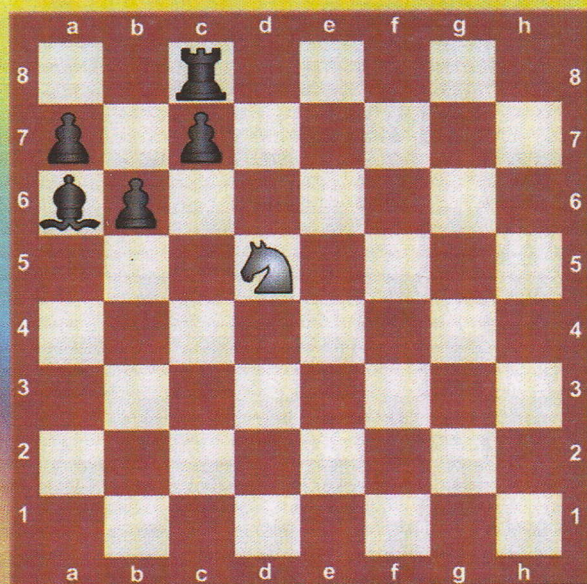
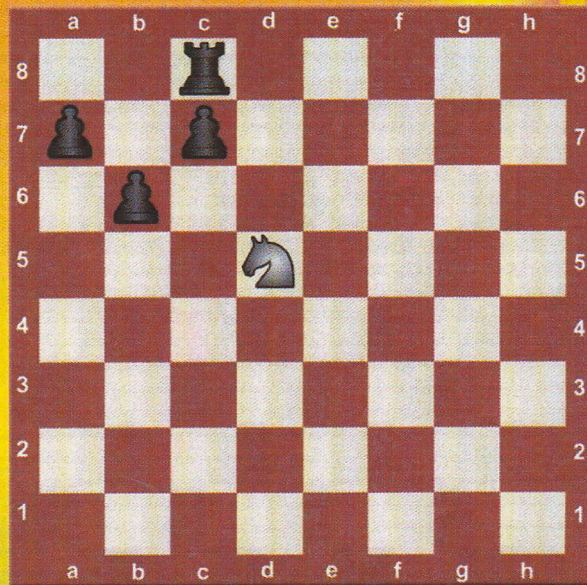
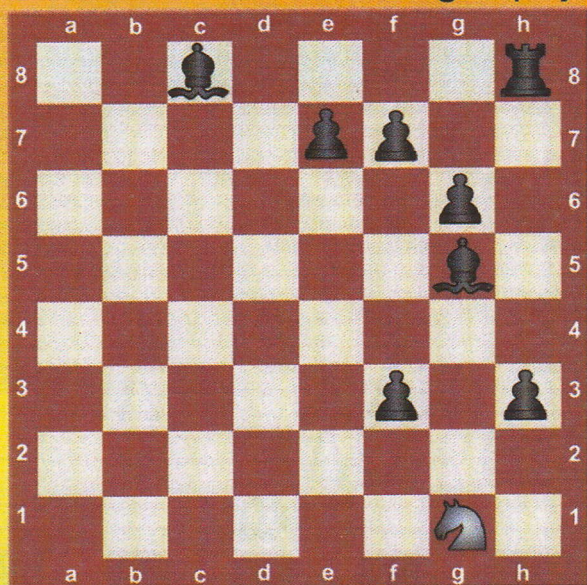
Otimiz adashib qolibdi. Yo'lda qo'ziqorinlarni bosib olmasdan tezroq uyiga olib boring.



Otni qulupnayzorga olib keling,
lekin yo'lda qo'ziqorinlarni bosib olmang.

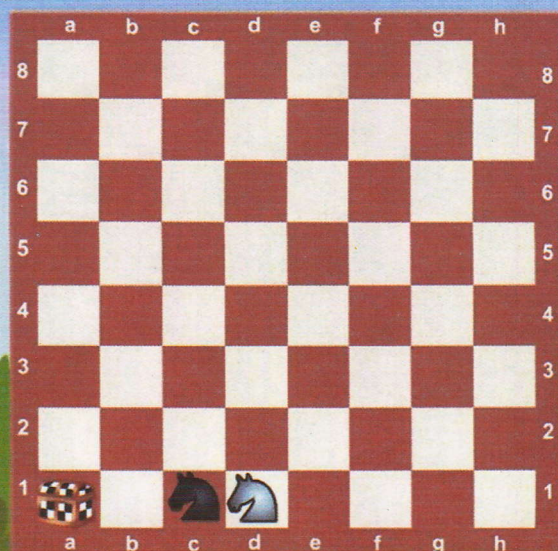
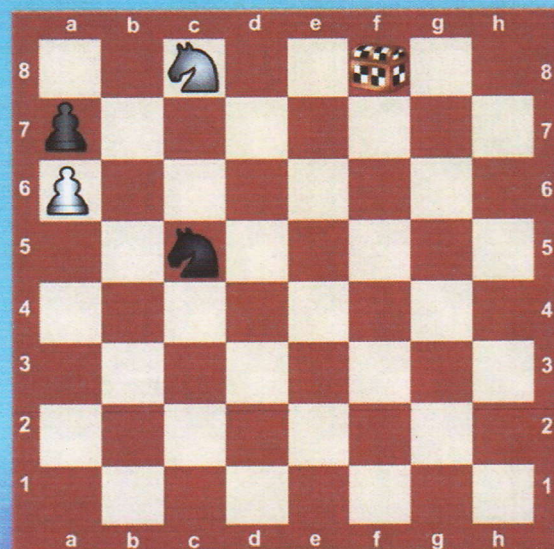
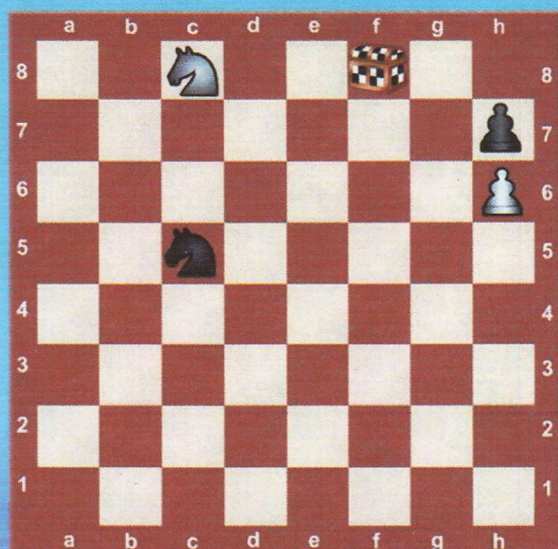
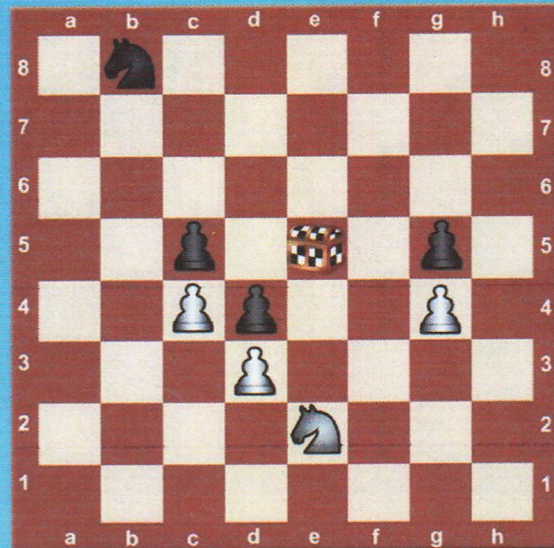
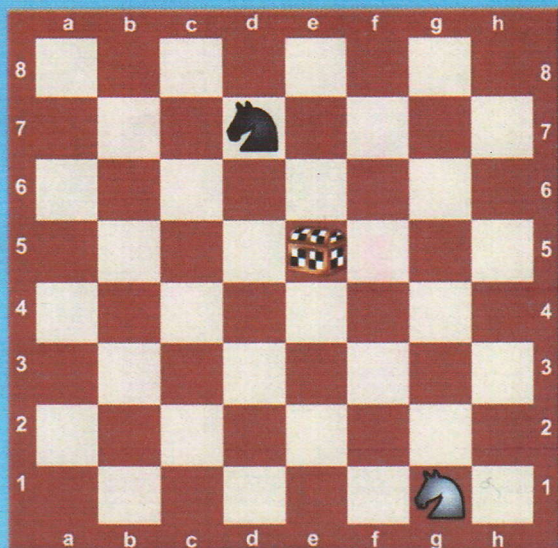


Qoralarning hamma piyoda va donalarini yutib oling. Ular joyidan qimirlamaydi, lekin yutib olishi mumkin. Shuning uchun faqat himoyasiz dona yoki piyodalarnigina yutib olish mumkin. Otni zarba ostiga qo'yish mumkin emas!



Sirli sandiqcha

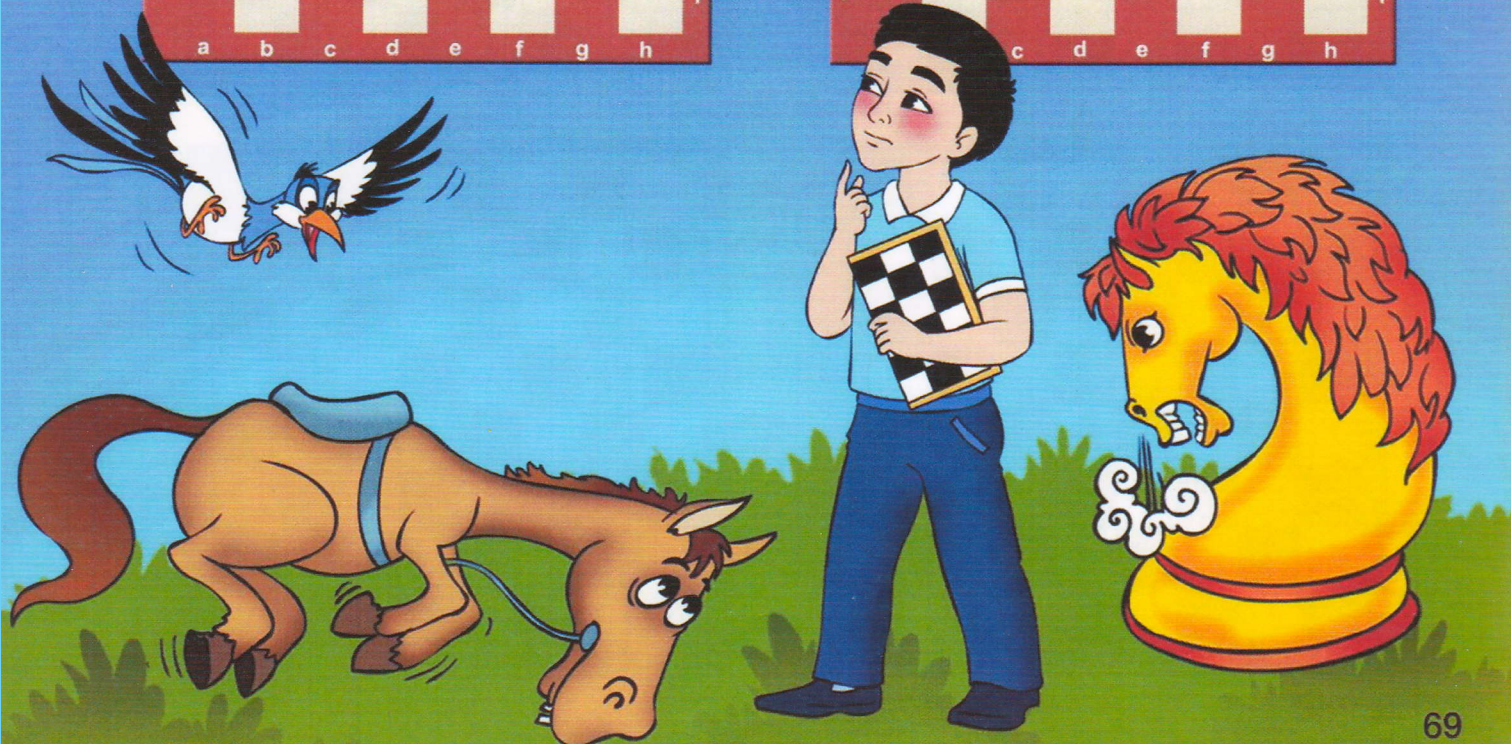
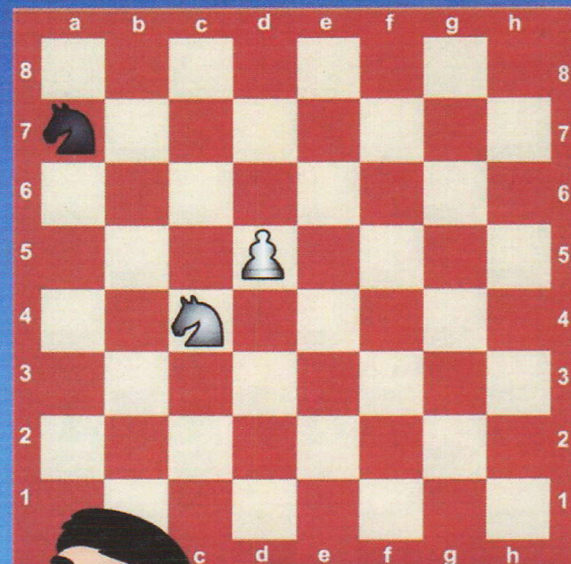
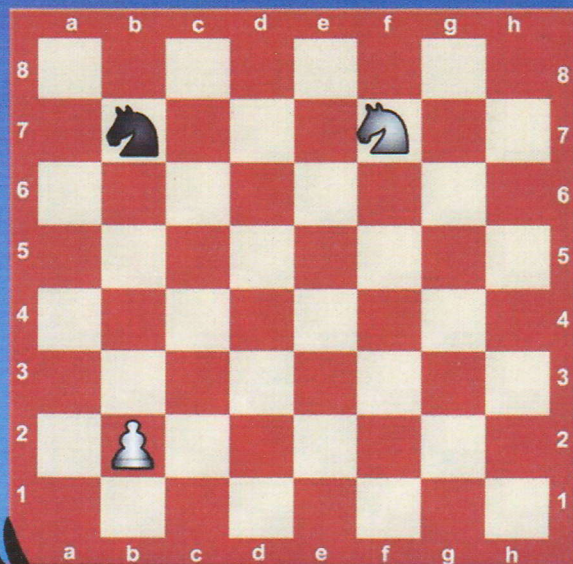
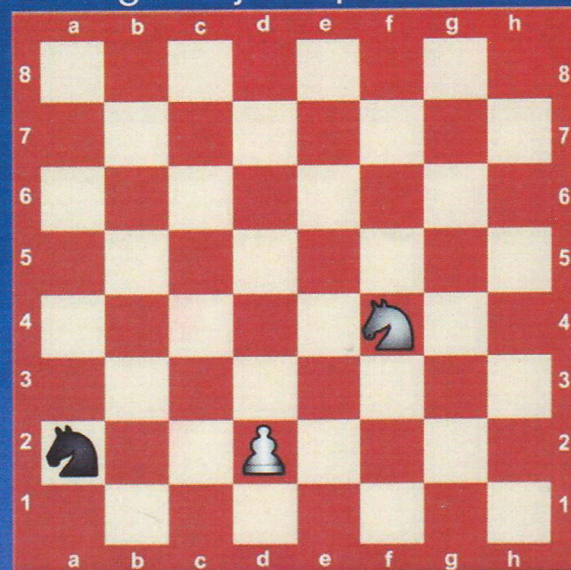
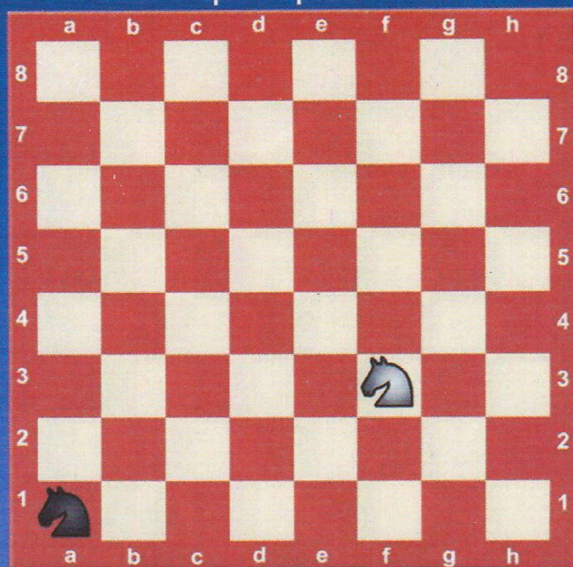
Yurish oqlardan. Oqlar va qoralar navbat bilan yurishadi. Oq otni sirli sandiqcha turgan katakka olib kelsangiz, xazinaga ega bo'lasiz! Lekin esdan chiqarmang, oq otni qora ot yoki qora piyodaning zarbasi ostiga qo'yish mumkin emas.



Qora otni tutib oling

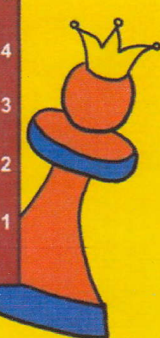
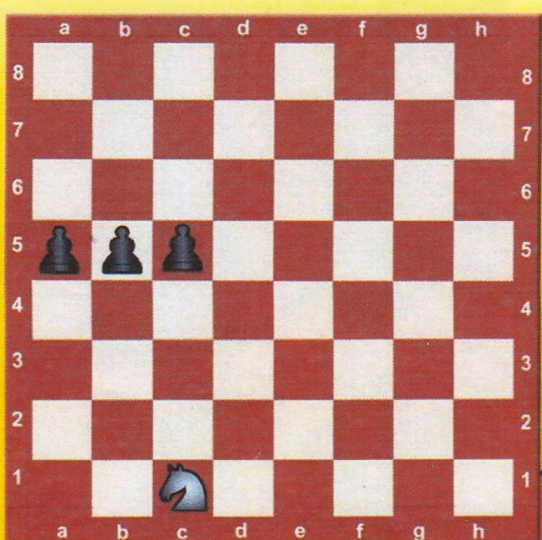
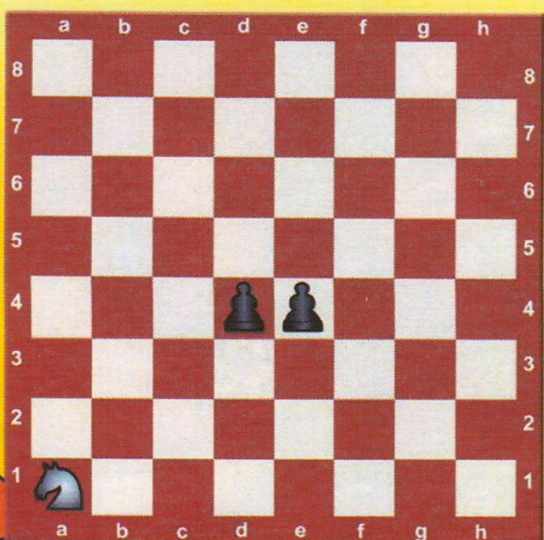
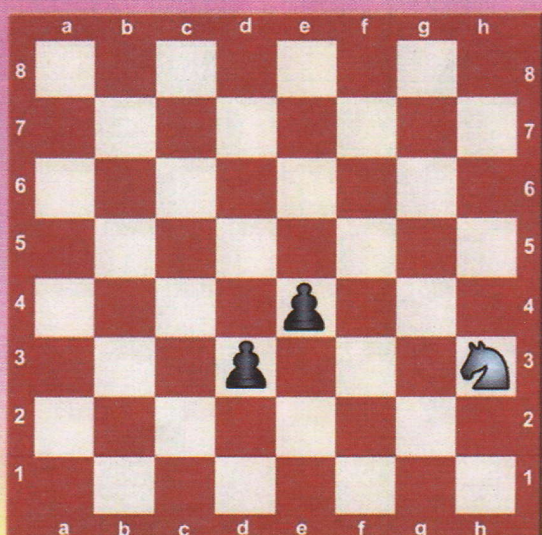
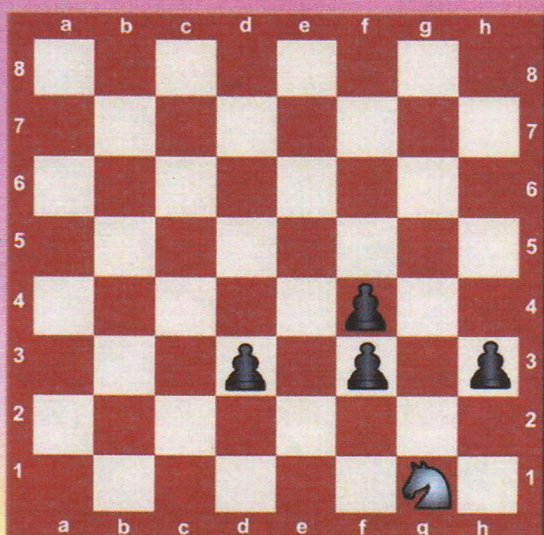
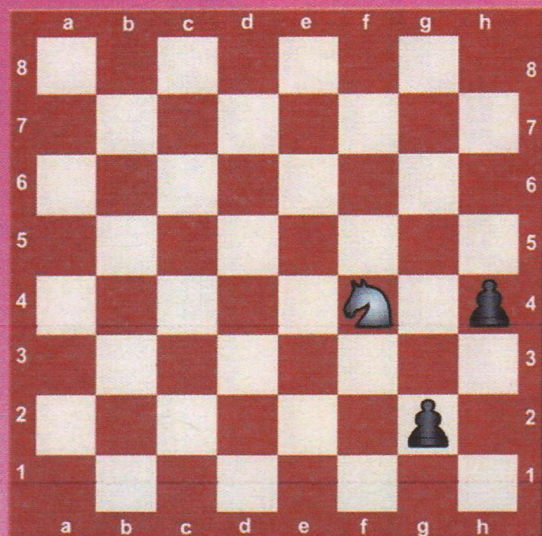
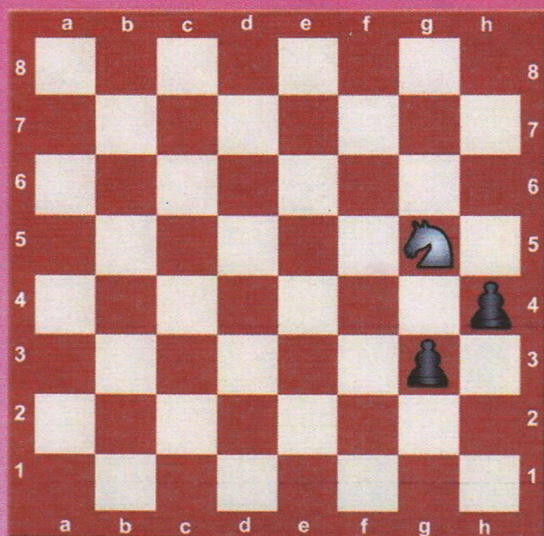
Yurish oqlardan. Oqlar va qoralar navbat bilan yurishadi.

Oqlar qoralarni otdan voz kechishga majbur qiladi



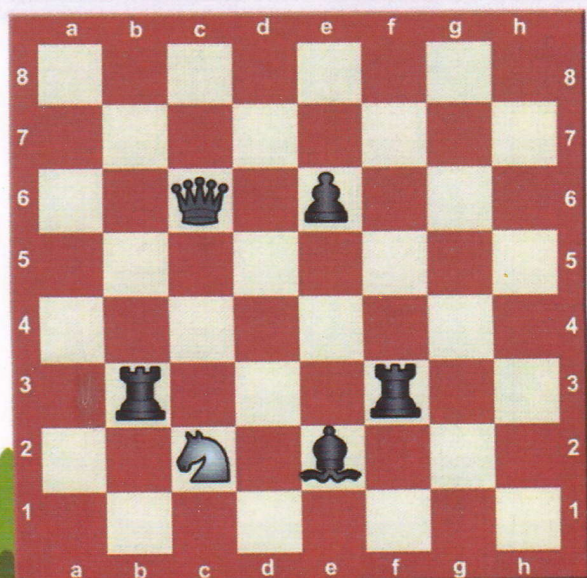
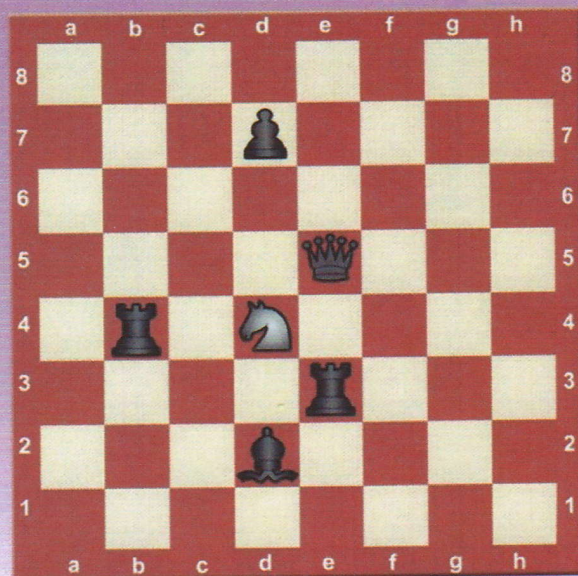
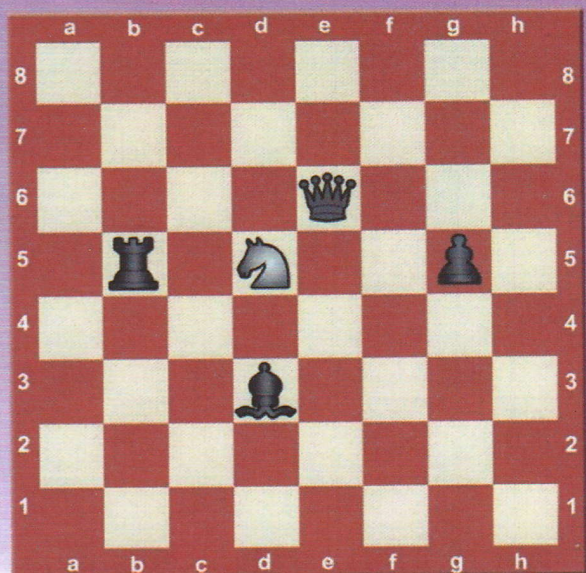
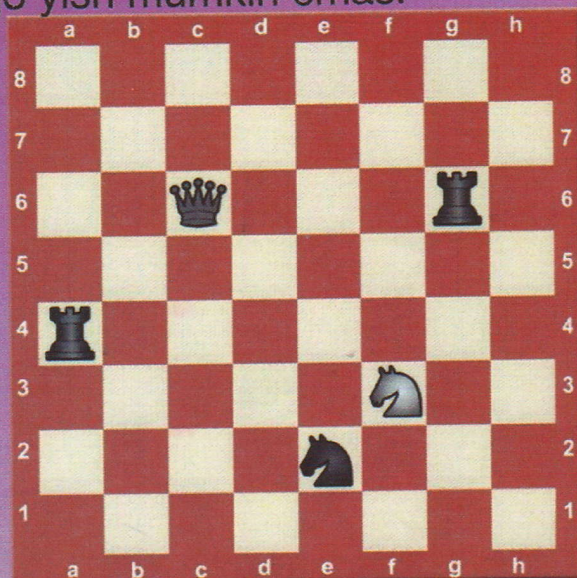
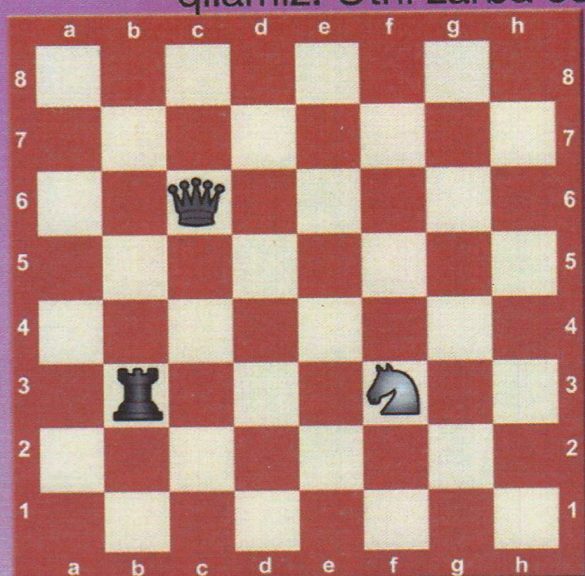
Yo'lni to'sib qo'yning

Yurish oqlardan. Oqlar va qoralar navbat bilan yurishadi.
Qora piyodalarning farzin bo'lib olishiga xalaqit bering.



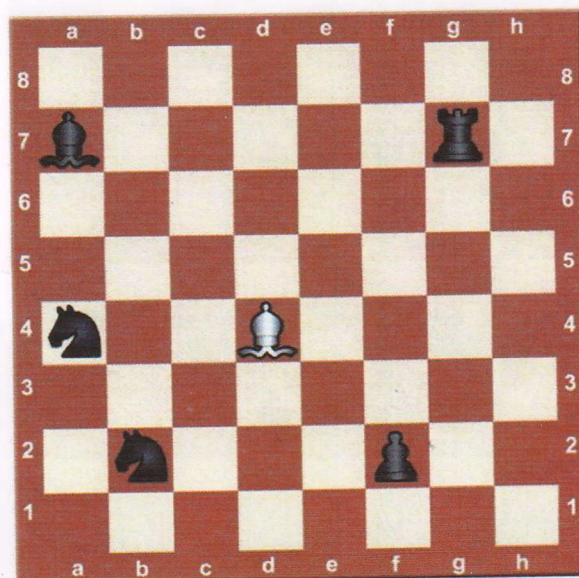
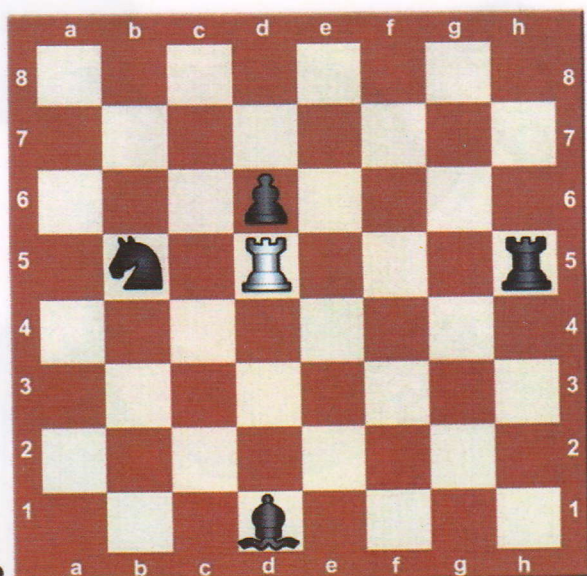
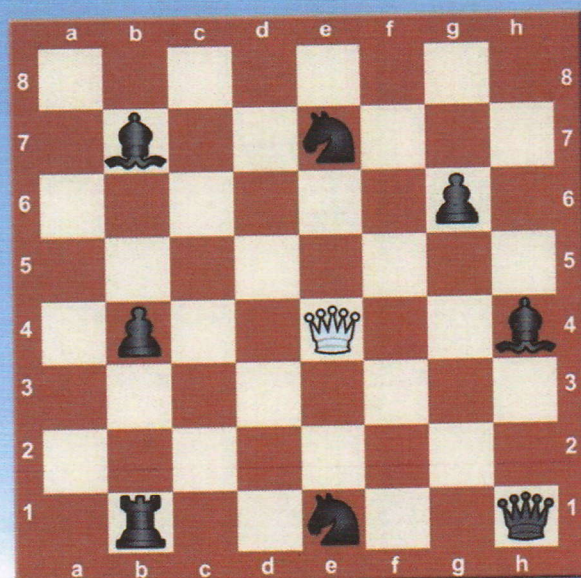
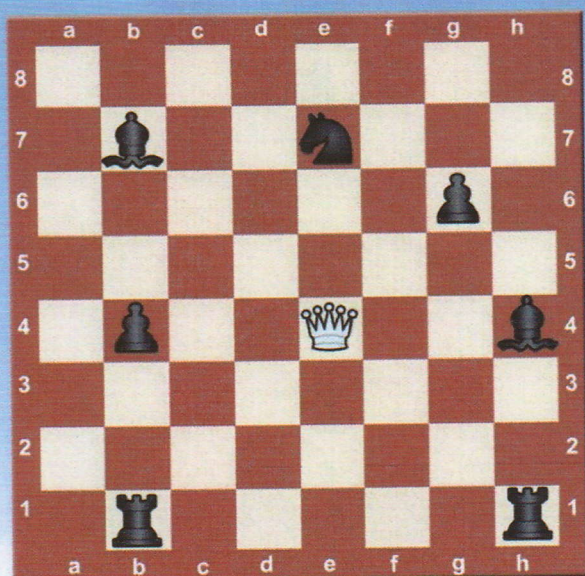
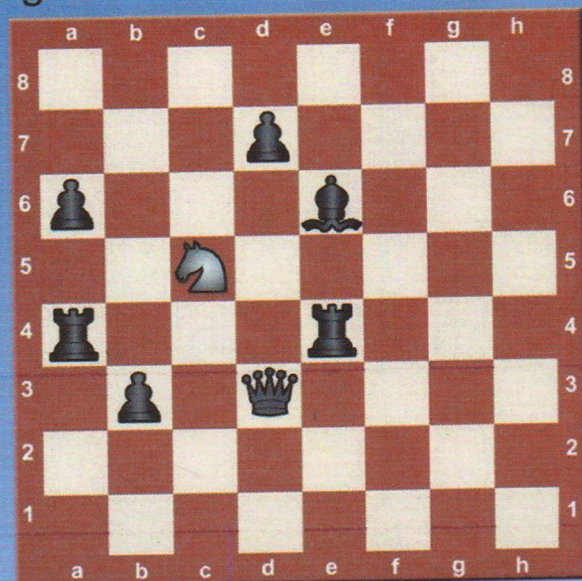
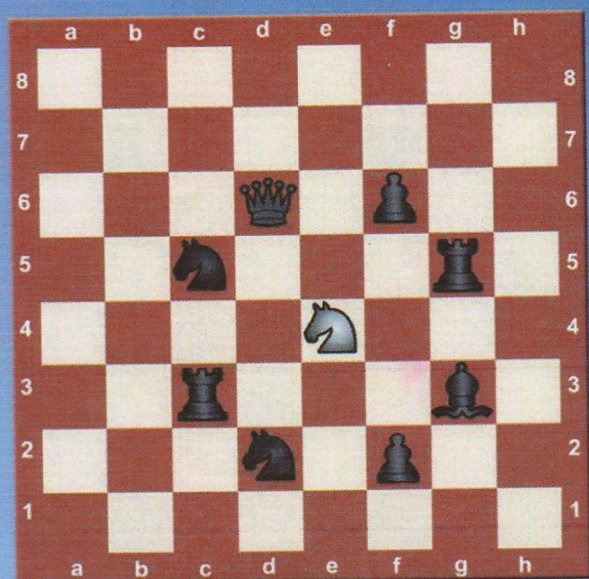
Qo'shaloq zarba

Ot bilan qoralarning ikkita (yoki undan ko'proq) donasiga hujum qilamiz. Otni zarba ostiga qo'yish mumkin emas!



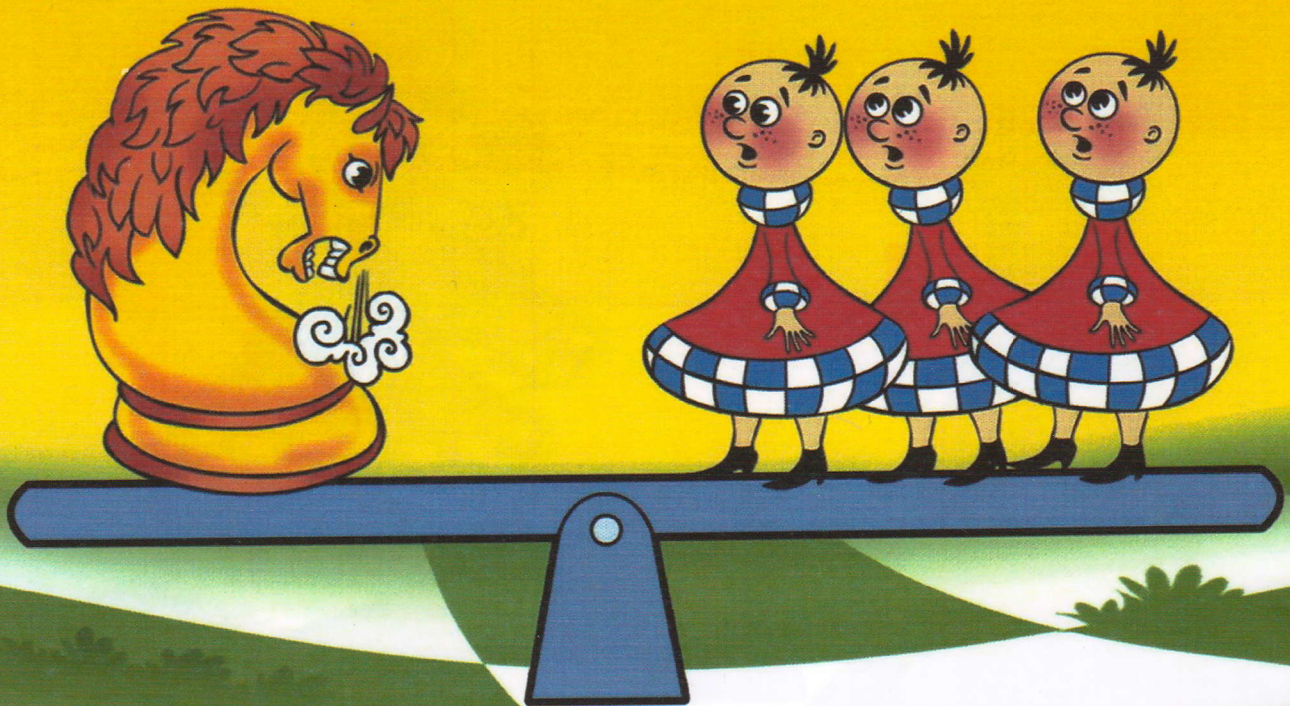
Hujum va himoya

Qoralarning hech kim himoya qilmayotgan donasi yoki piyodasini yutib oling

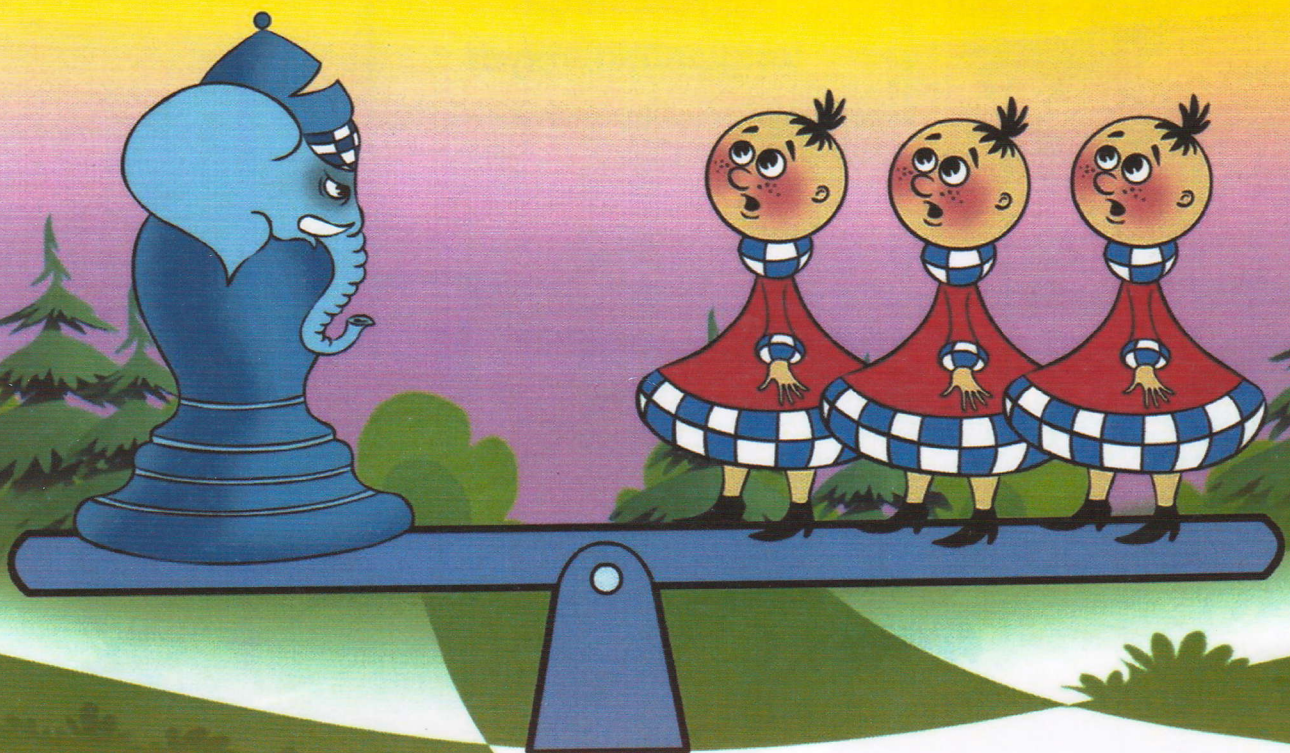


Donalarning qiymati

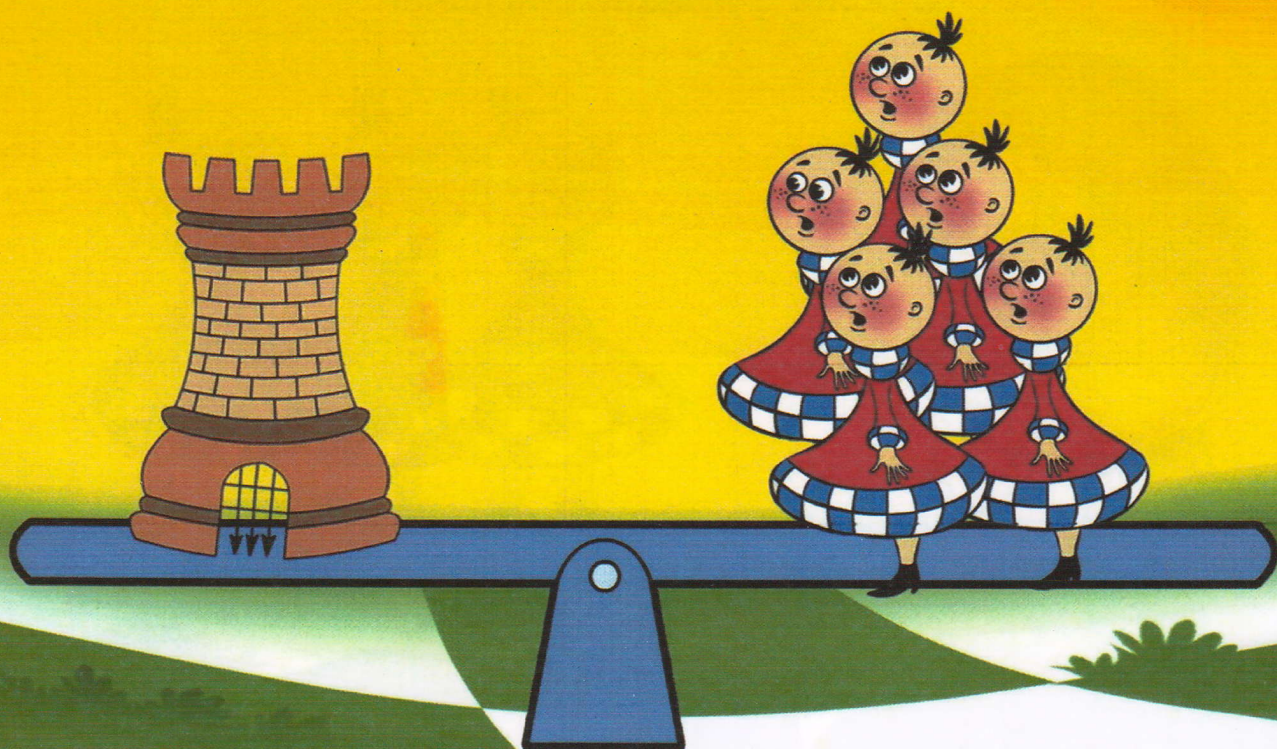
Ot uchta piyodaga teng keladi



Fil ham uchta piyodaga teng keladi



Rux beshta piyodaga teng keladi

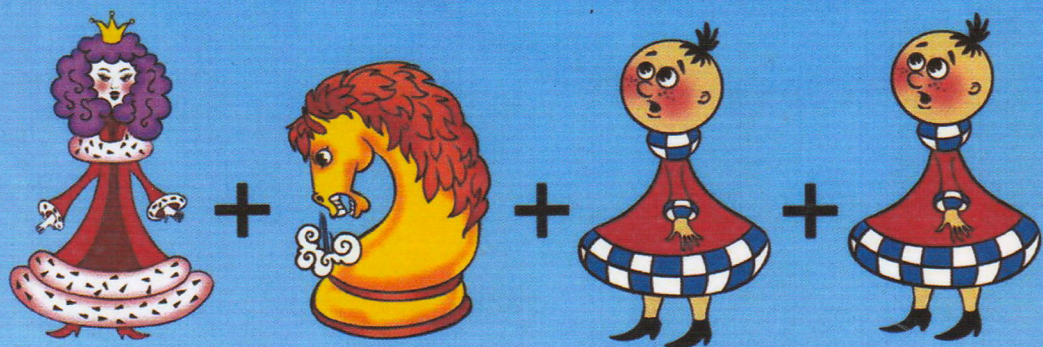


Farzin to'qqizta piyodaga teng keladi

Shohlar esa
piyodalarga
tenglashtirilmaydi

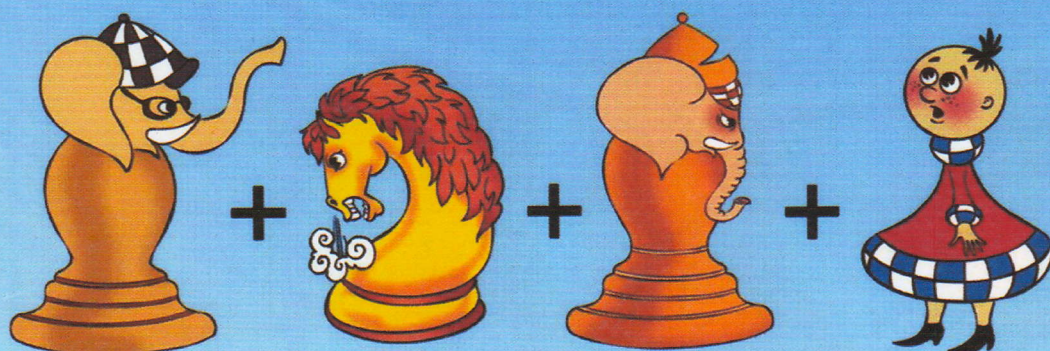


Sanab chiqib, har bir dona nechta piyodaga to'g'ri kelishini ayting

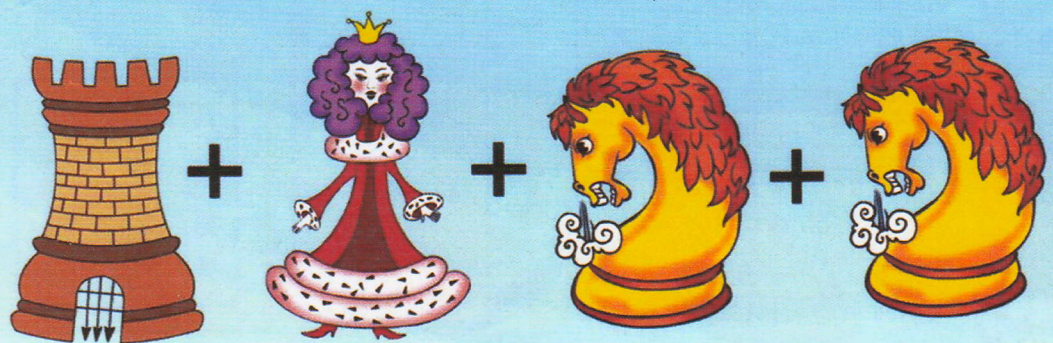


$$+ + + =$$

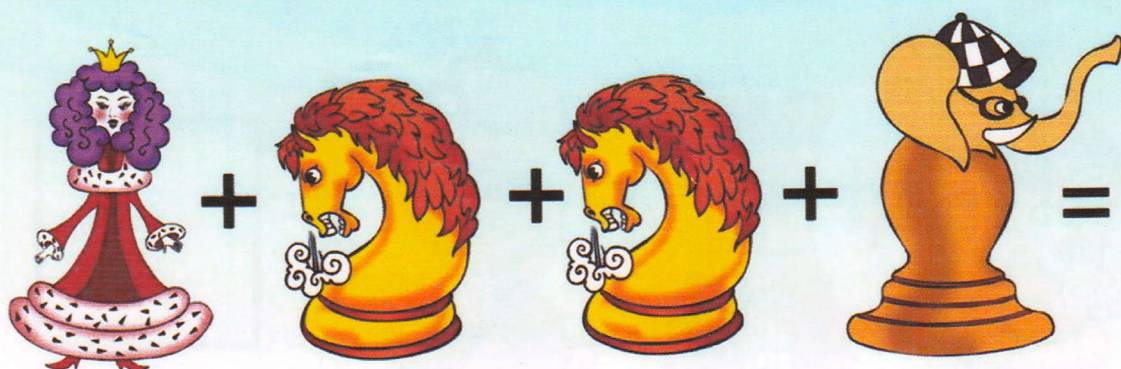
14
piyoda



$$+ + + =$$

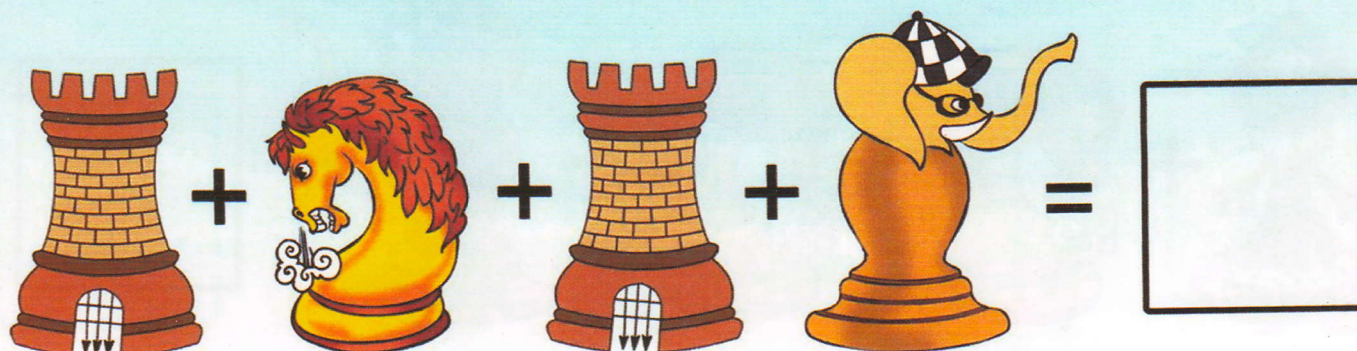
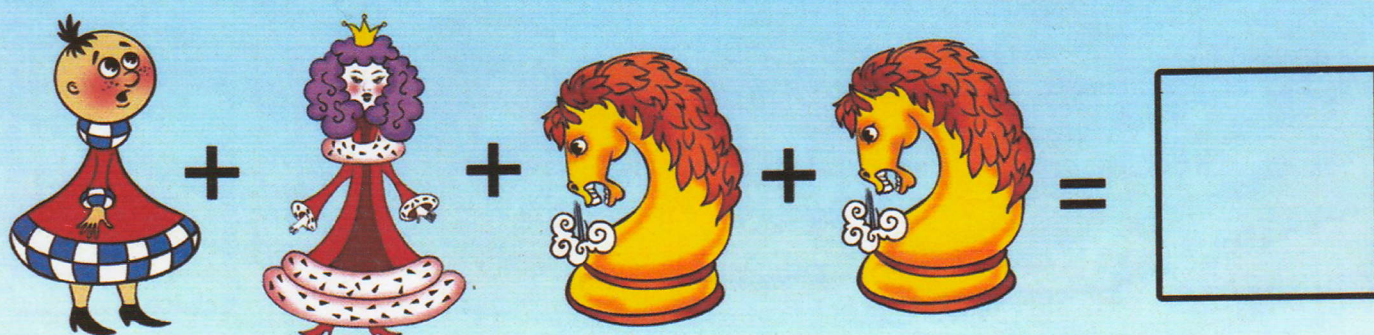
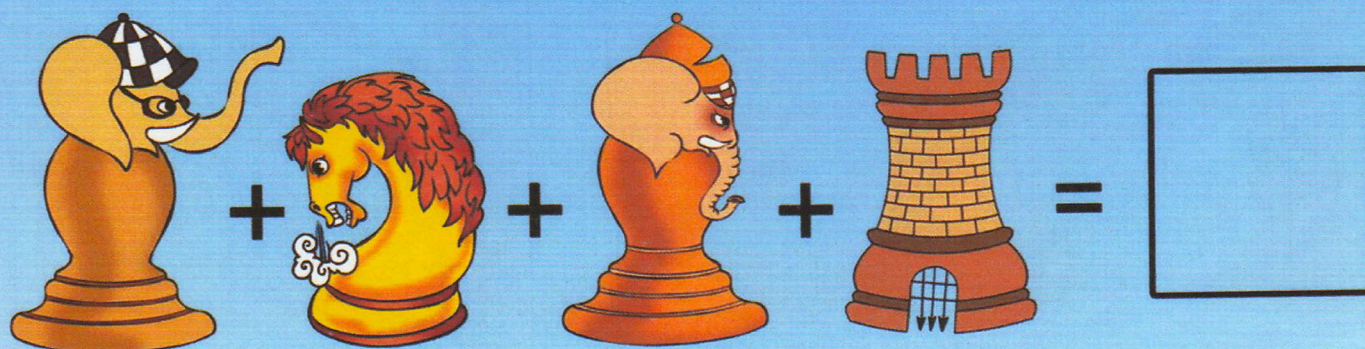
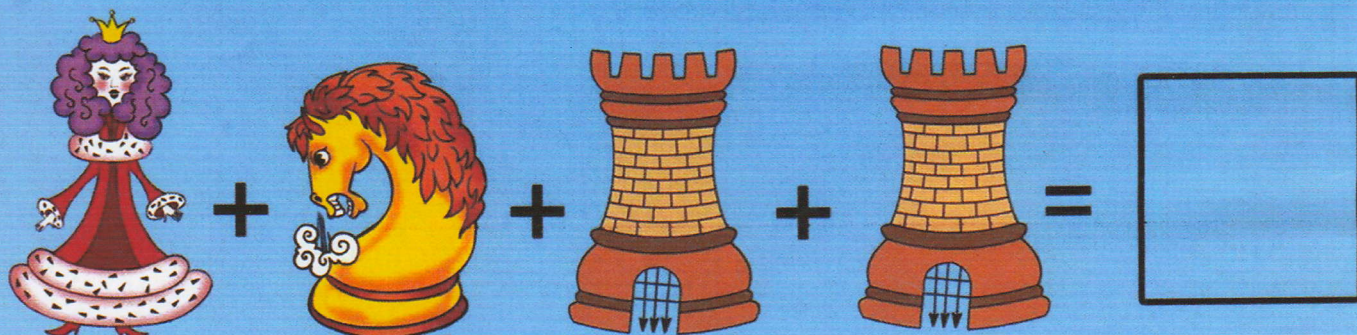


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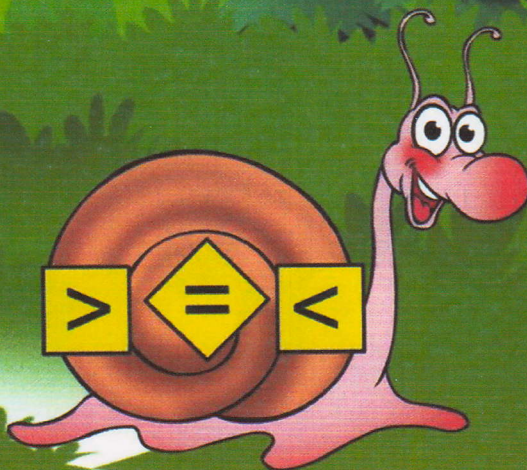
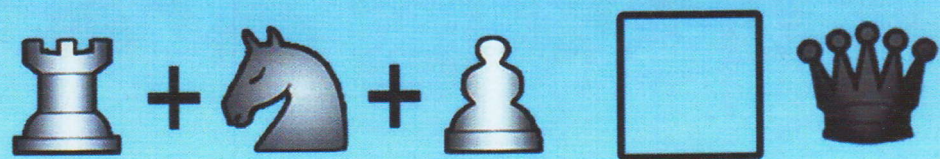
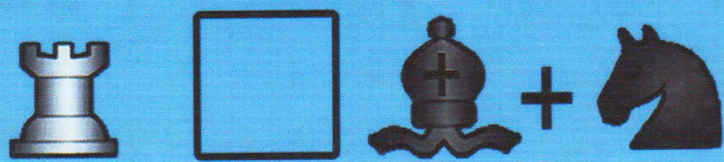
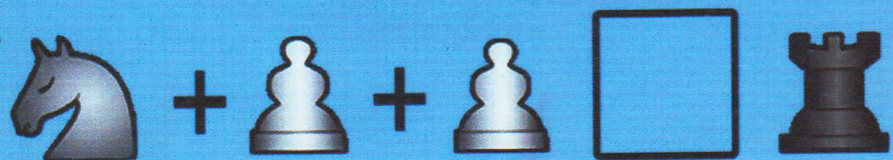
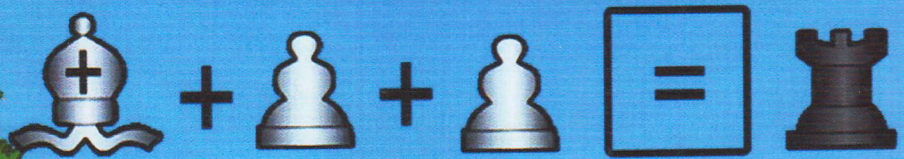


$$+ + + =$$

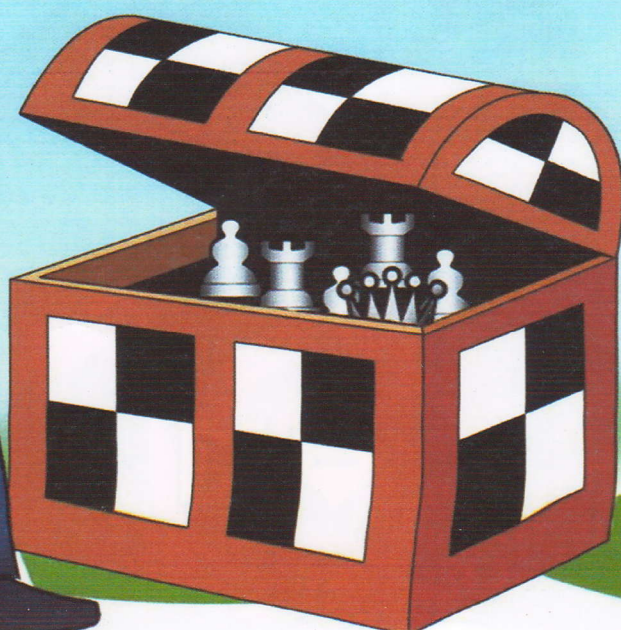
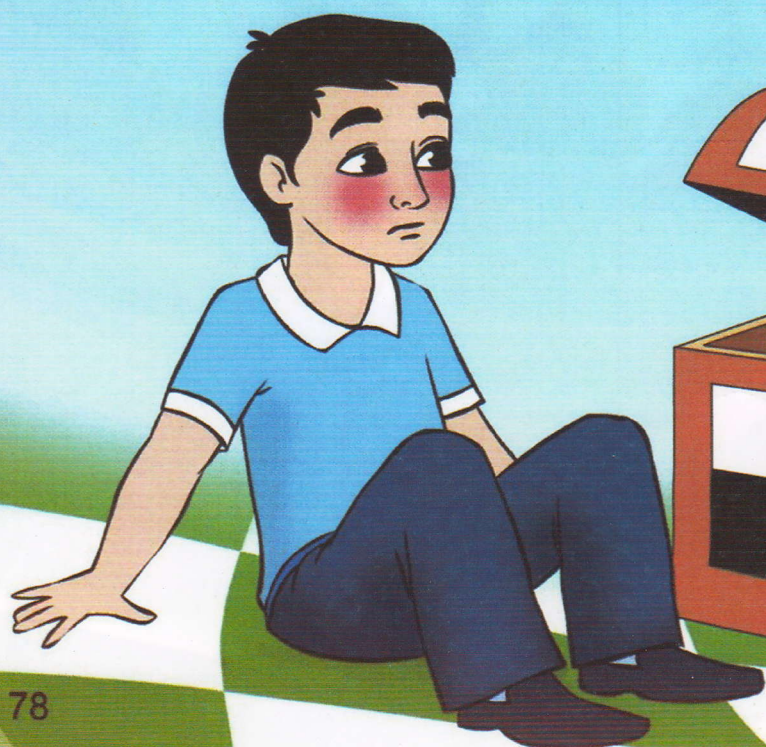
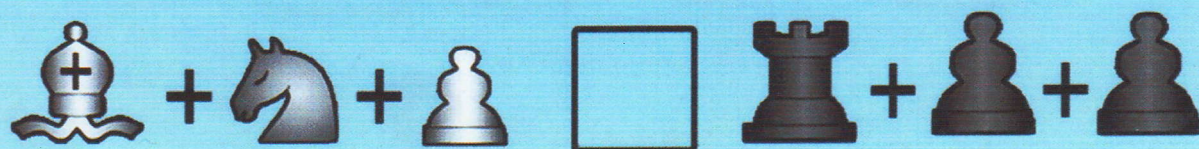
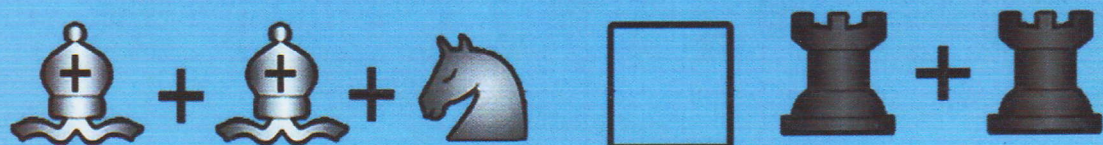
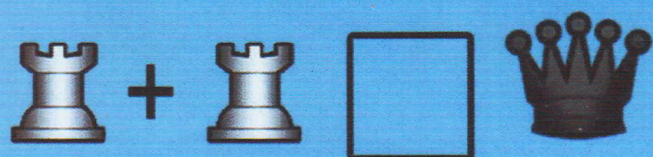
Sanab chiqib, har bir dona nechta piyodaga to'g'ri kelishini ayting



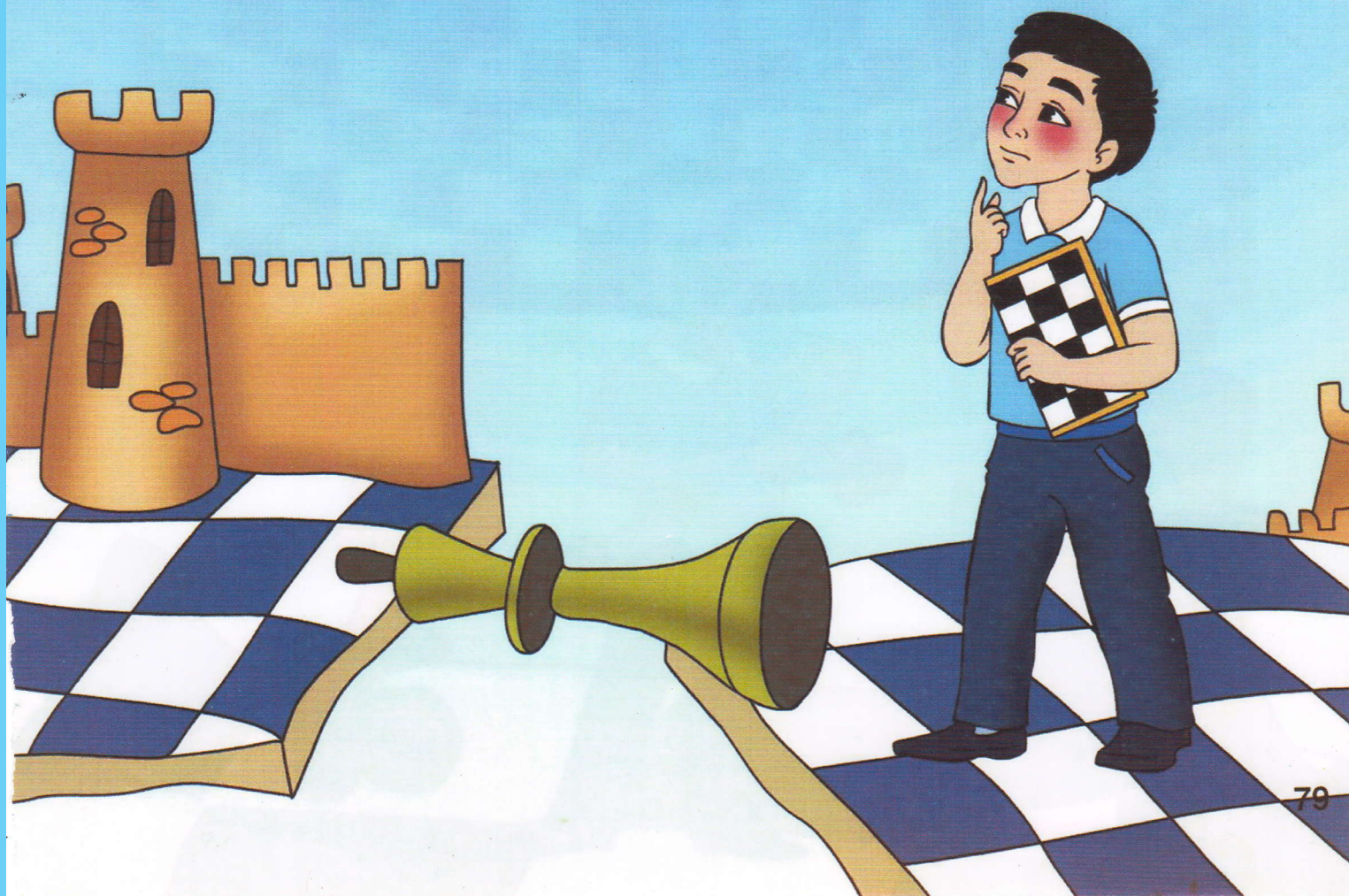
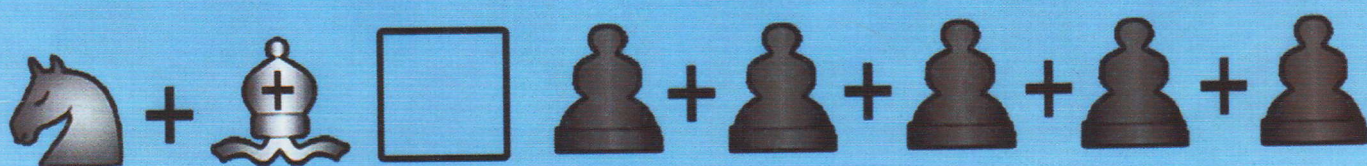
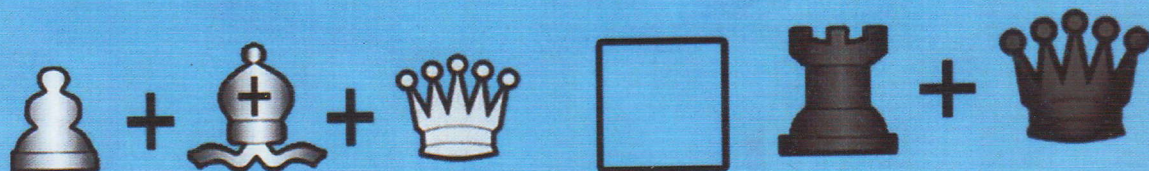
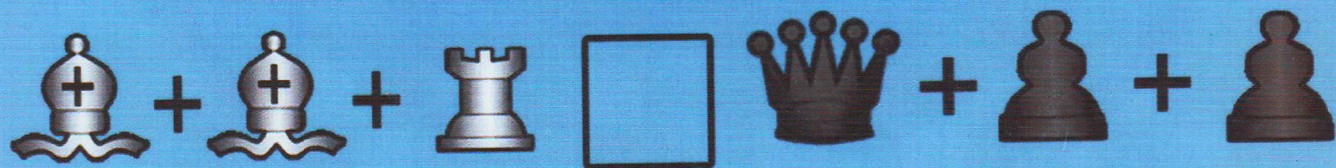
Katta, kichik yoki teng?



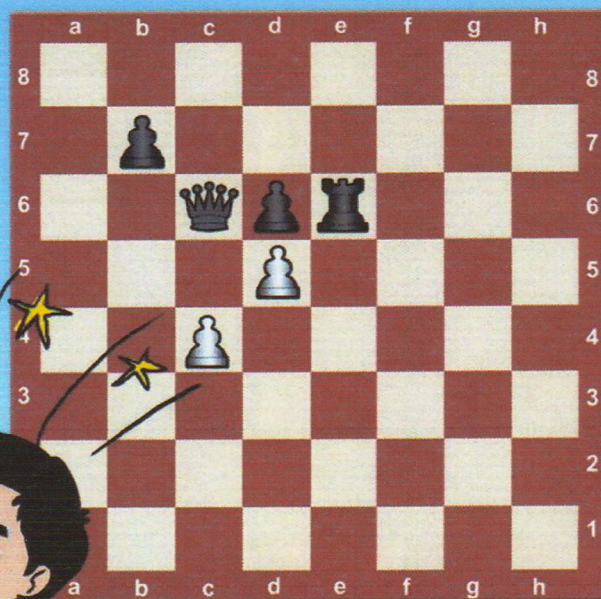
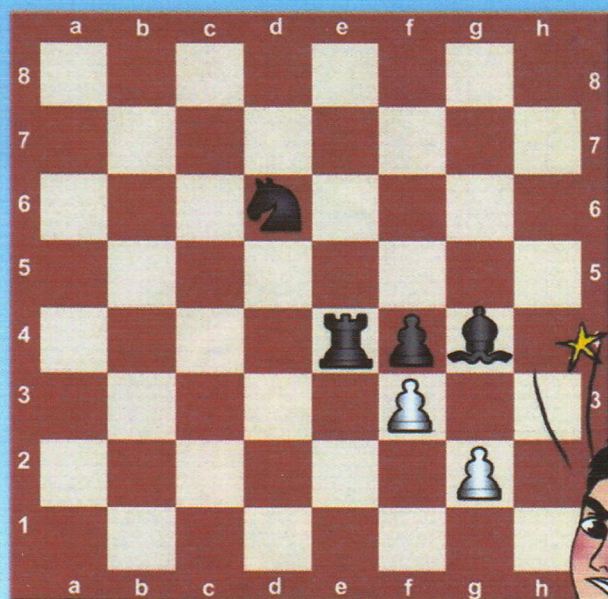
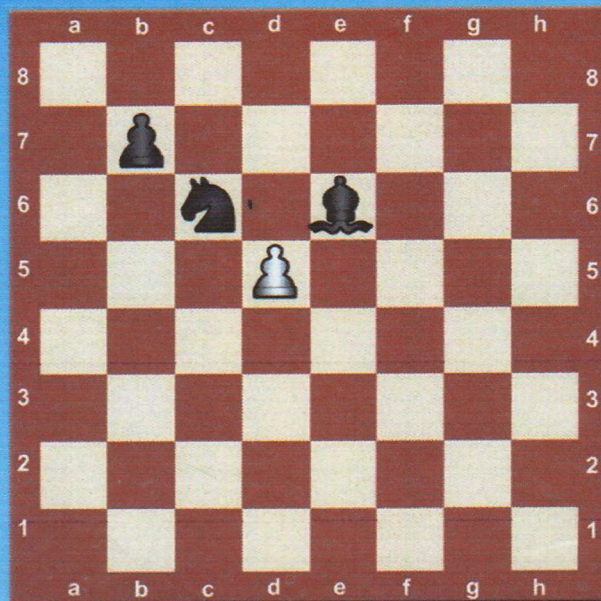
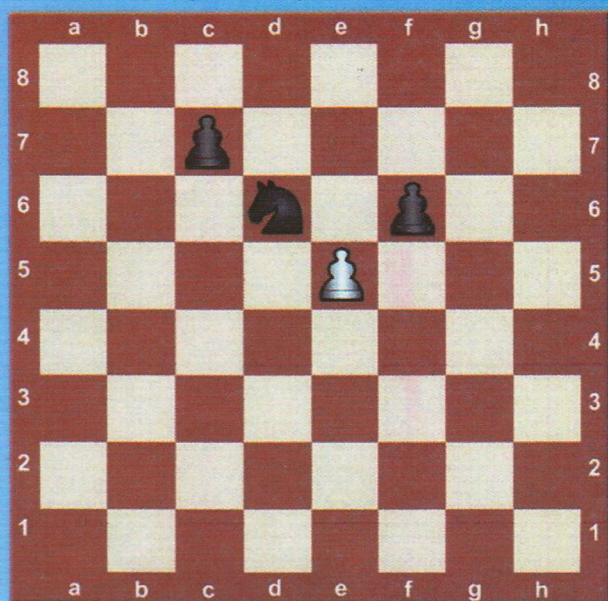
Katta, kichik yoki teng



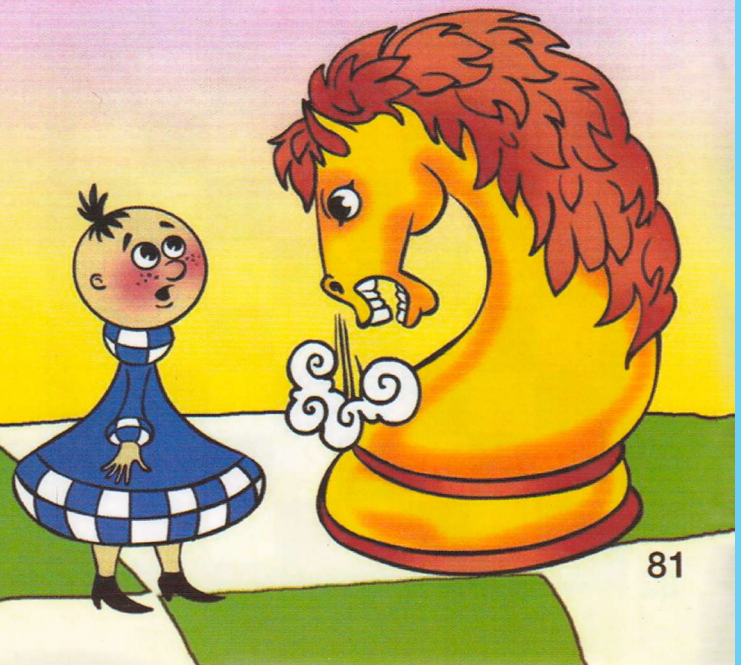
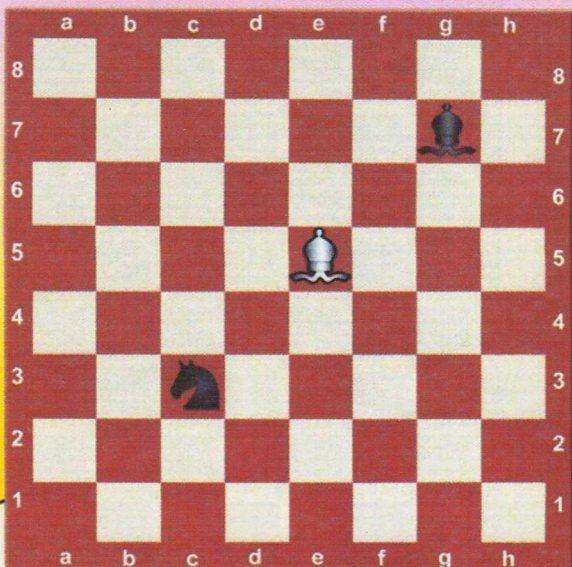
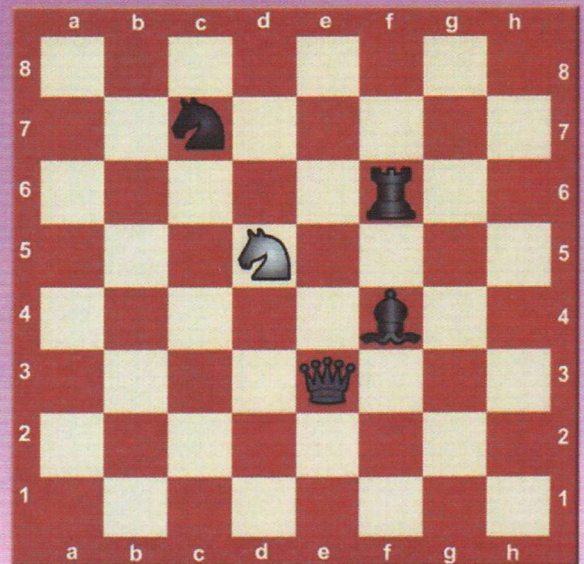
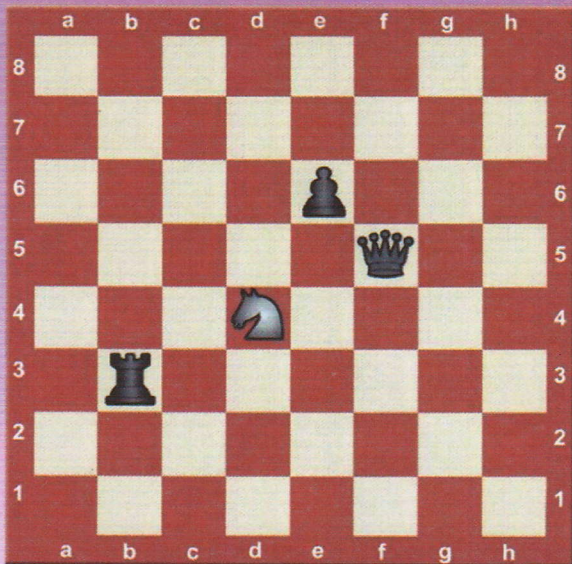
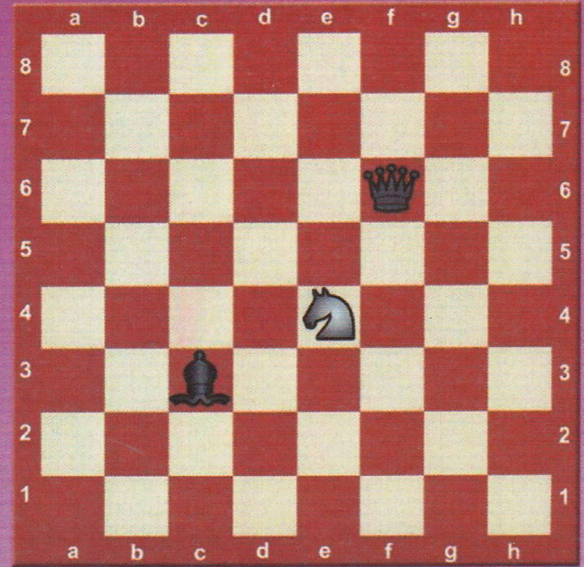
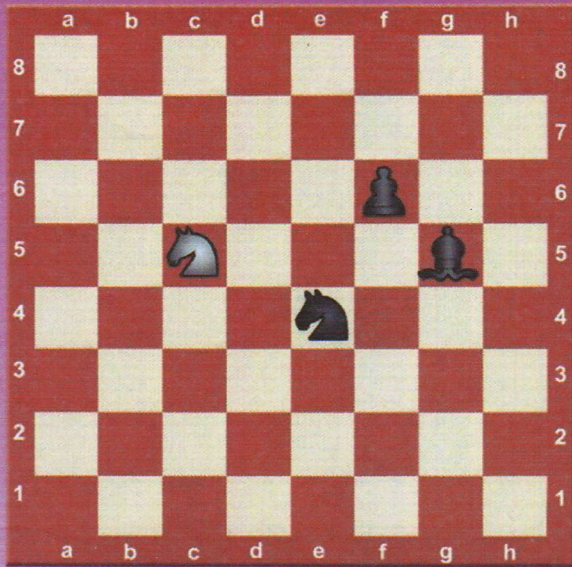
Katta, kichik yoki teng



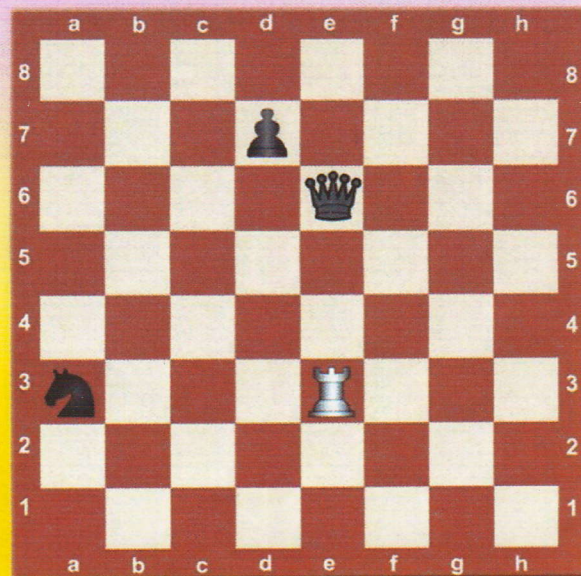
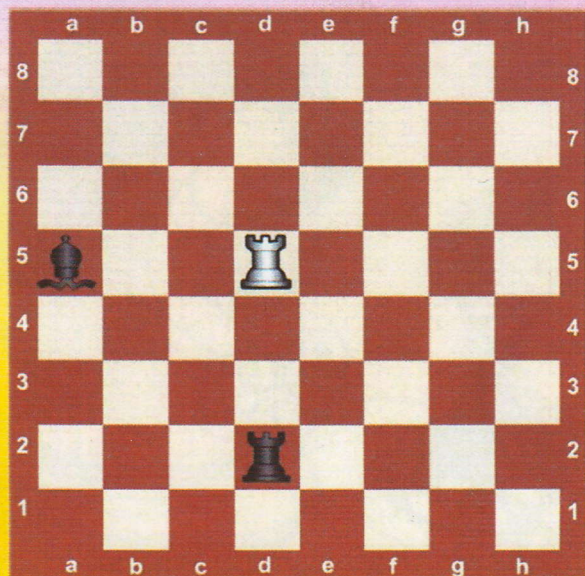
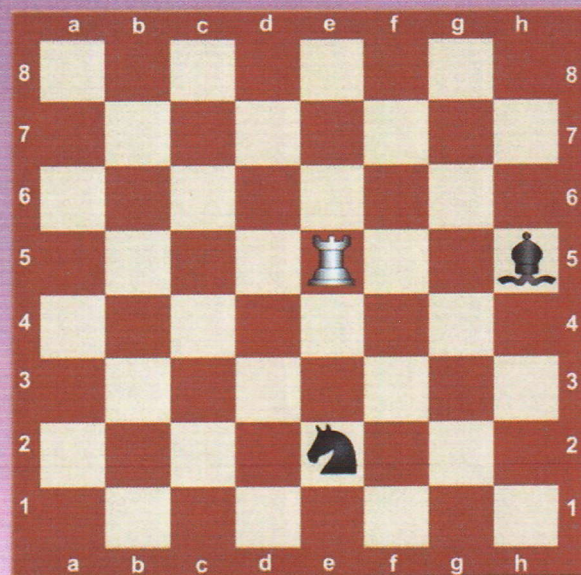
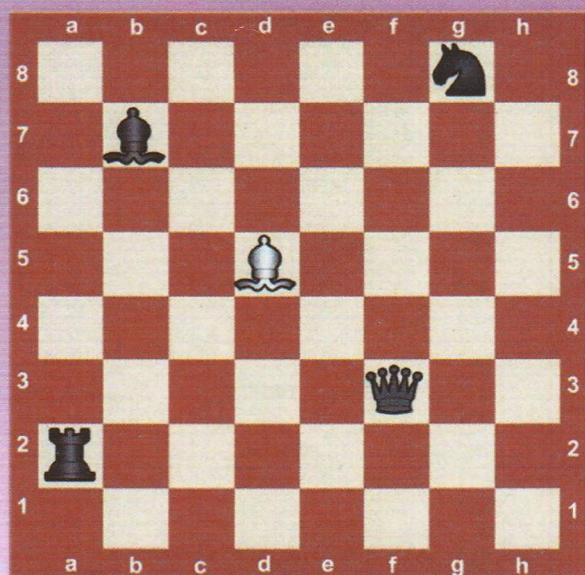
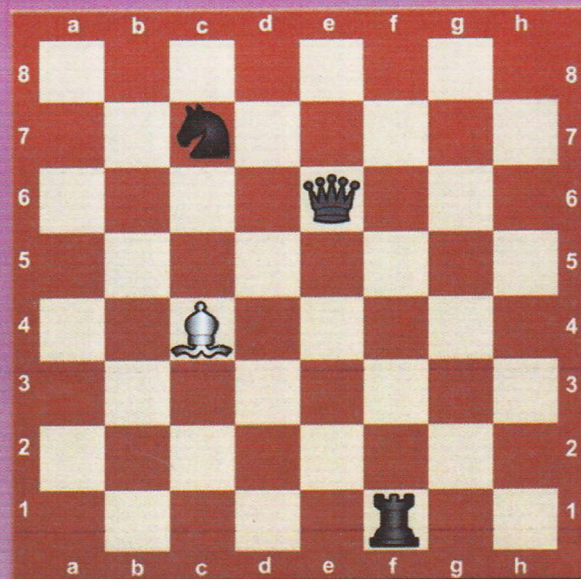
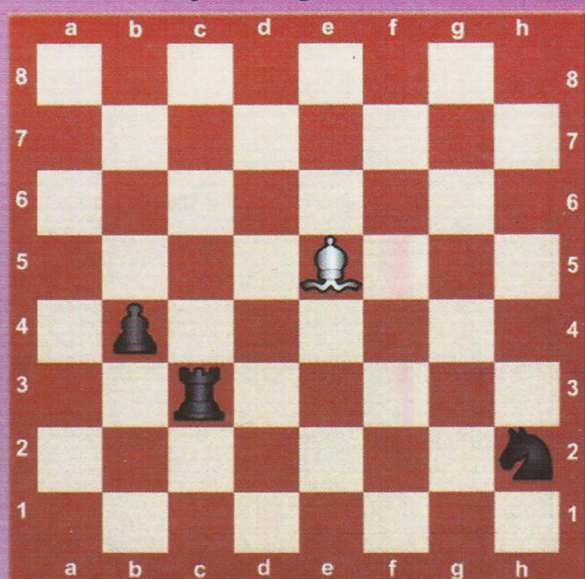
Yurish oqlardan. Oqlar va qoralar navbat bilan yuradi.
Oqlar qaysi donani yoki piyodani yutib olgani yaxshi –
himoyalangan donanimi yoki himoyalanganmagan donanimi?



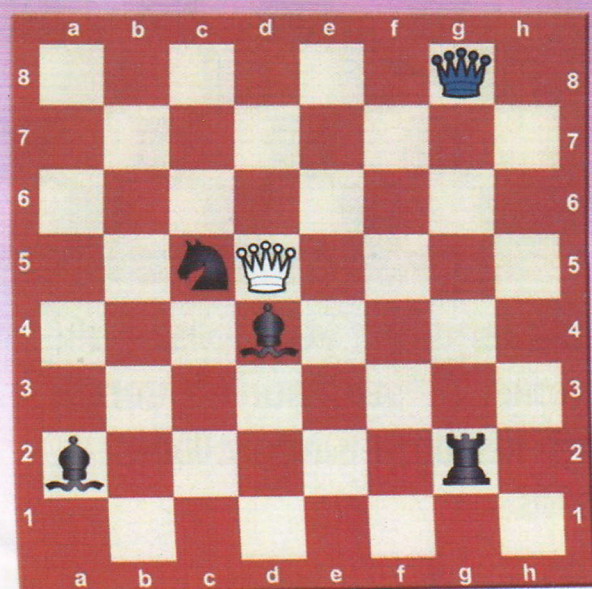
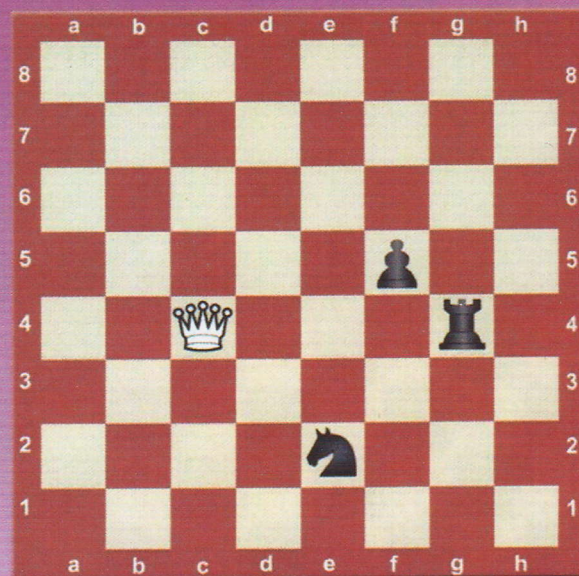
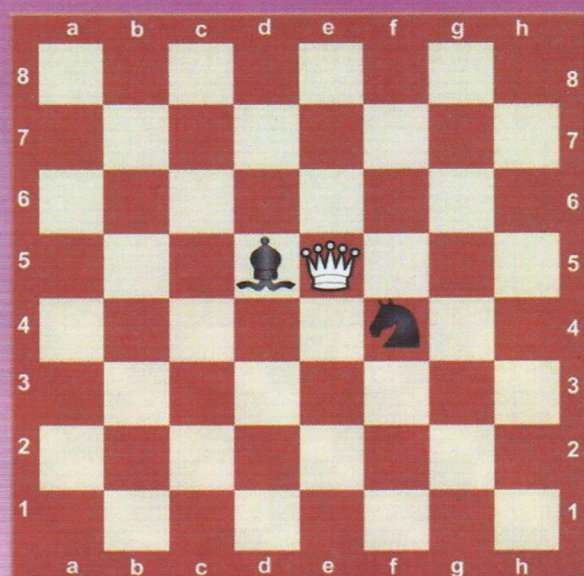
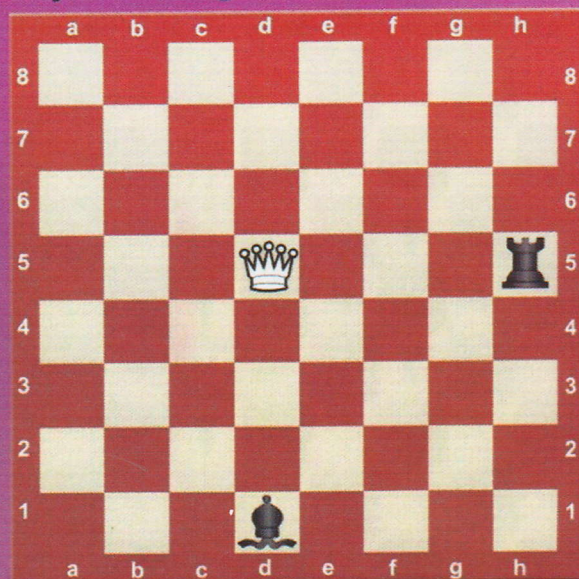
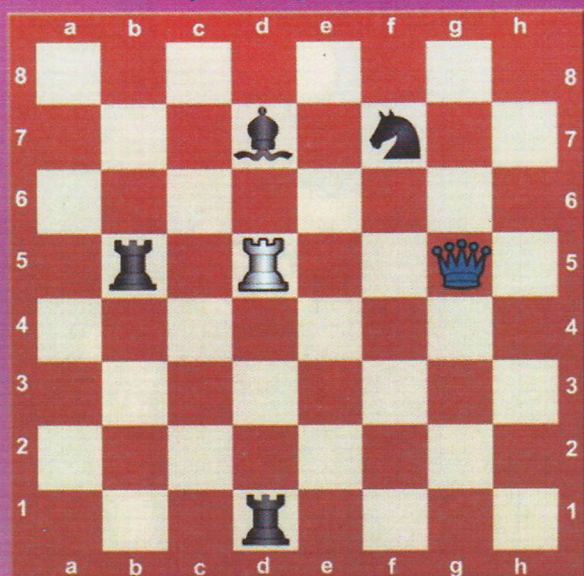
Yurish oqlardan. Oqlar va qoralar navbat bilan yuradi.
Oqlar qaysi donani yoki piyodani yutib olgani yaxshi –
himoyalangan donanimi yoki himoyalanganmagan donanimi?



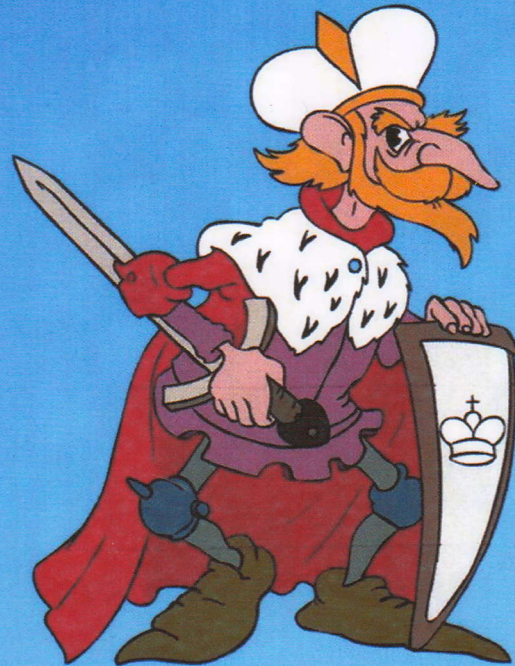
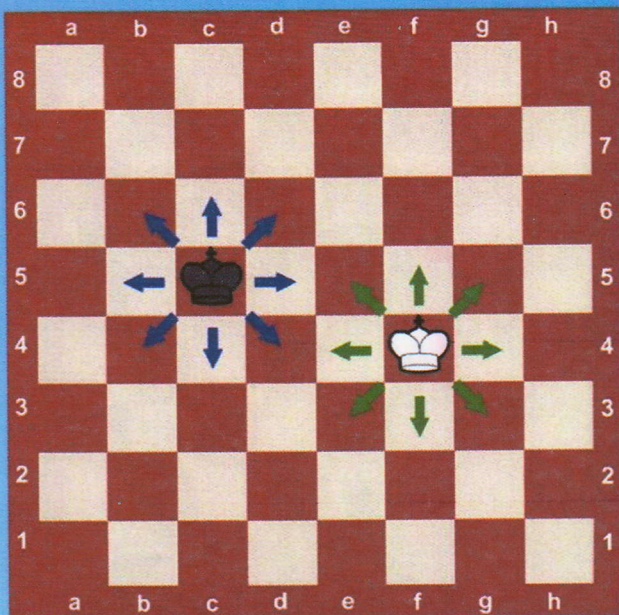
Yurish oqlardan. Oqlar va qoralar navbat bilan yuradi.
Oqlar qaysi donani yoki piyodani yutib olgani yaxshi –
himoyalangan donanimi yoki himoyalanganmagan donanimi?



Yurish oqlardan. Oqlar va qoralar navbat bilan yuradi.
Oqlar qaysi donani yoki piyodani yutib olgani yaxshi –
himoyalangan donanimi yoki himoyalalanmagan donanimi?



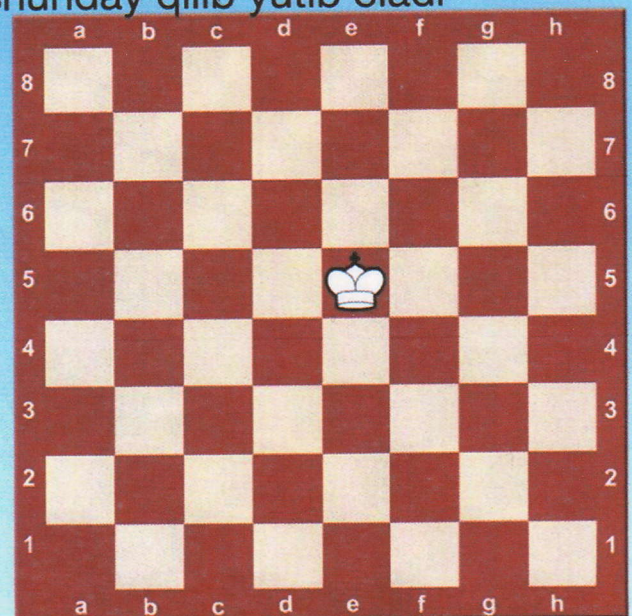
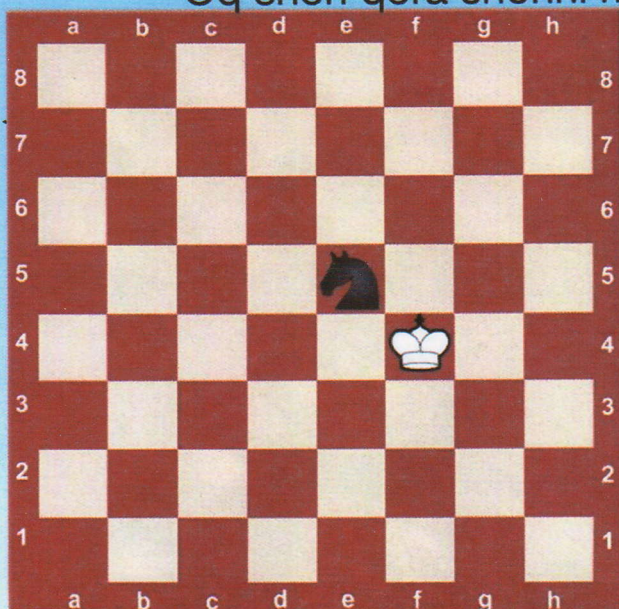
Shoh



Shoh o'zi turgan katakning yonidagi katakka, xohlagan tomoniga – gorizontal, vertikal yoki diagonal bo'ylab yura oladi.

Yutib olish

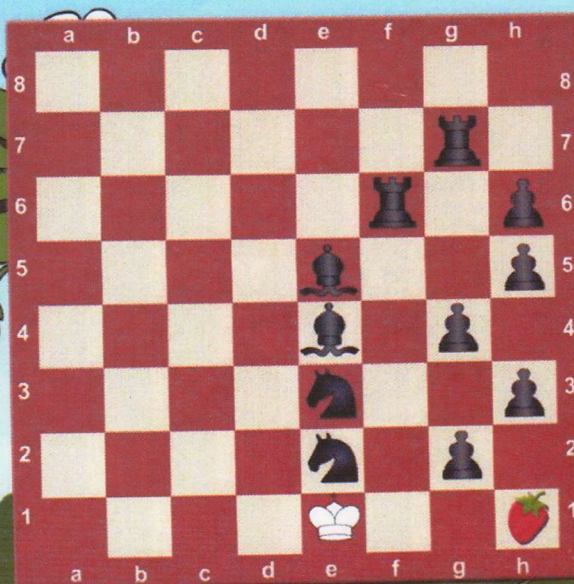
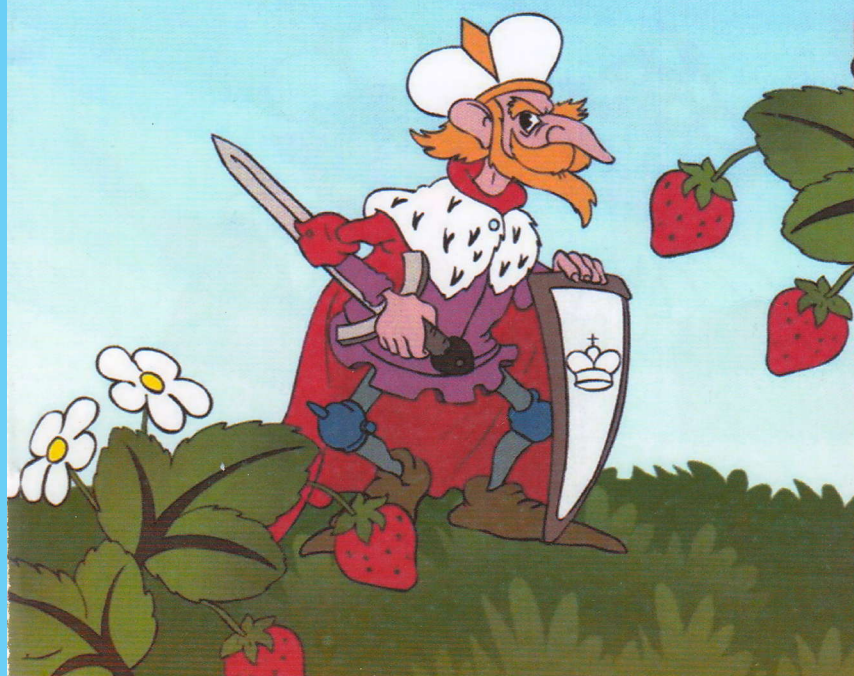
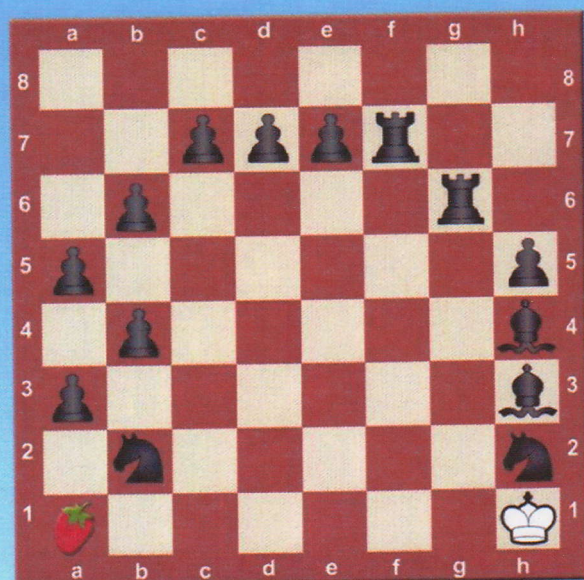
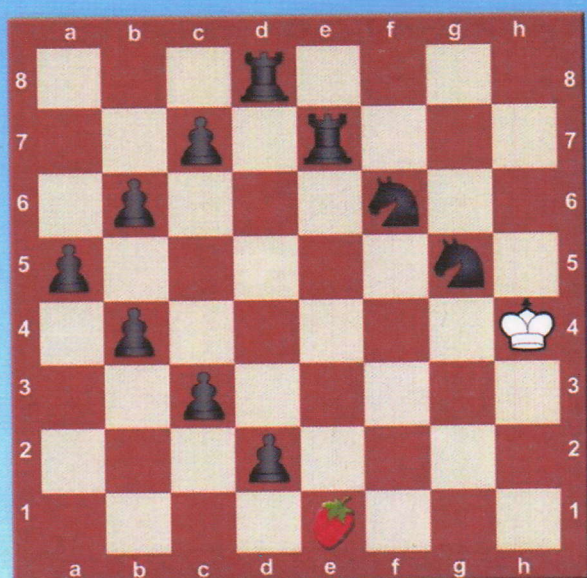
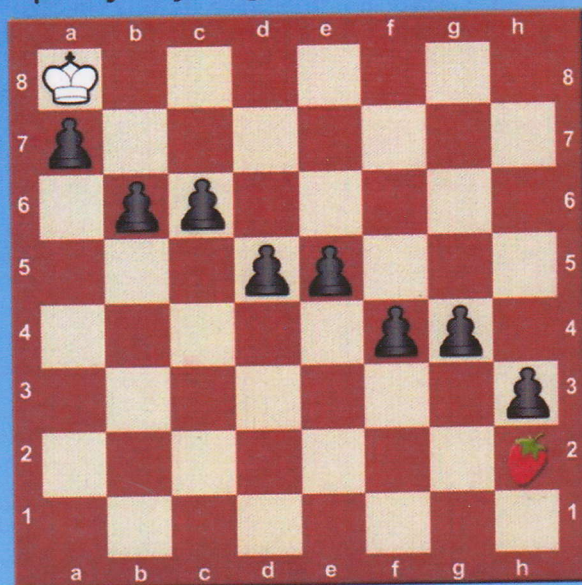
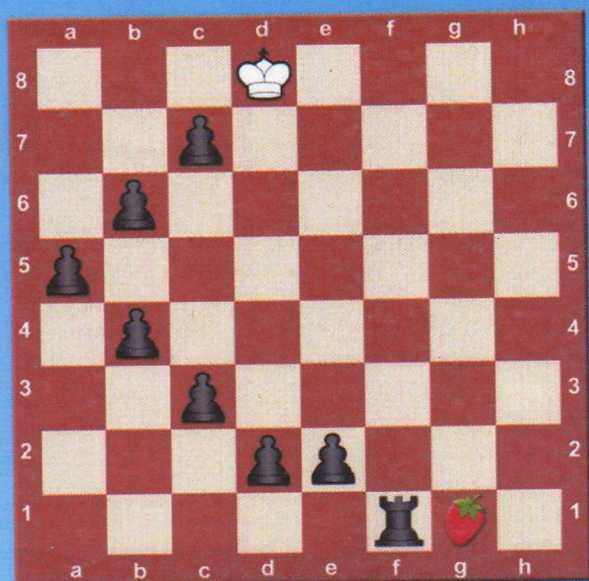
Oq shoh qora shohni mana shunday qilib yutib oladi



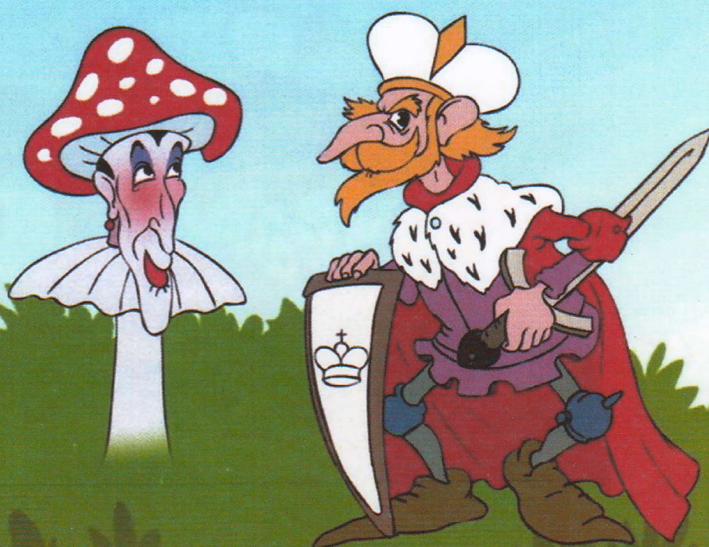
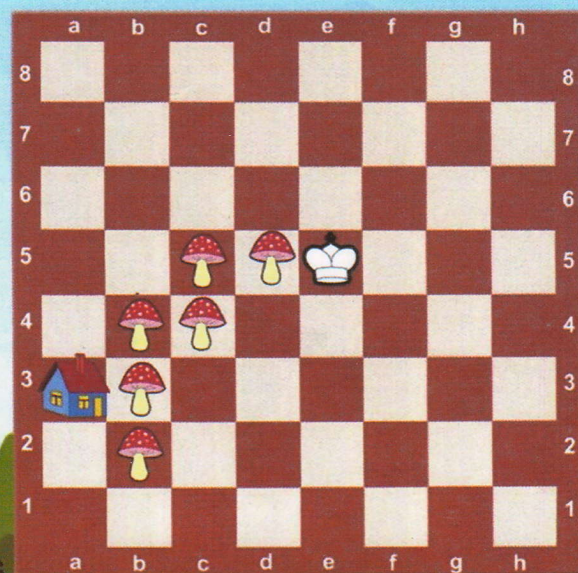
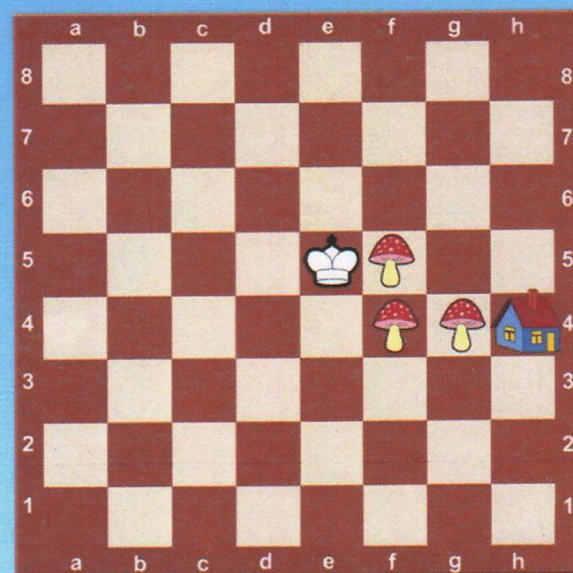
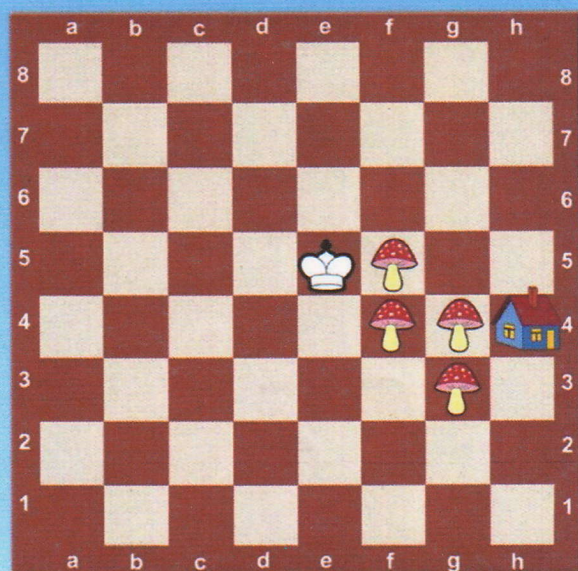
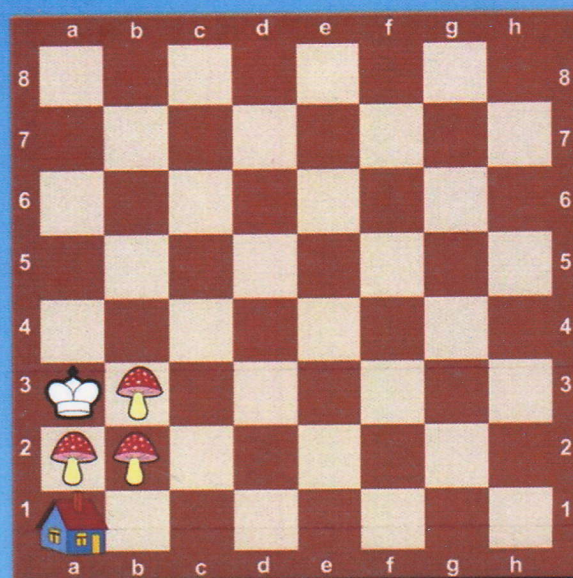
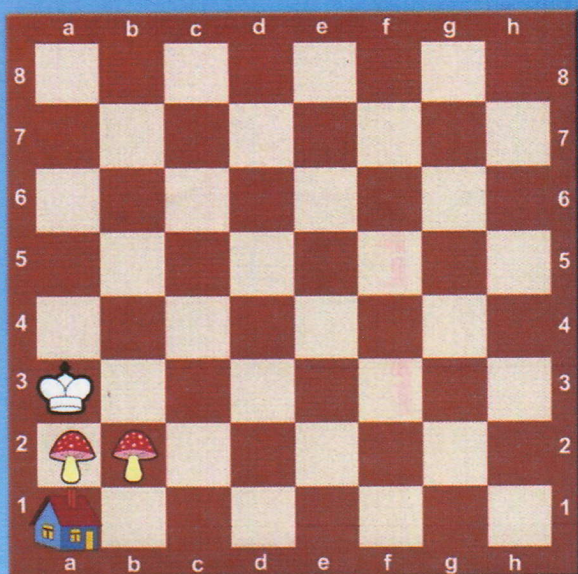
Shoh – oddiy dona emas. Shohni almashtirish, yutib olish yoki yutib olinadigan katakka qo'yish mumkin emas! Shuning uchun, masalan, ikkita shoh yonma-yon katakda turib qolishi mumkin emas.

Qulupnaydan yeng

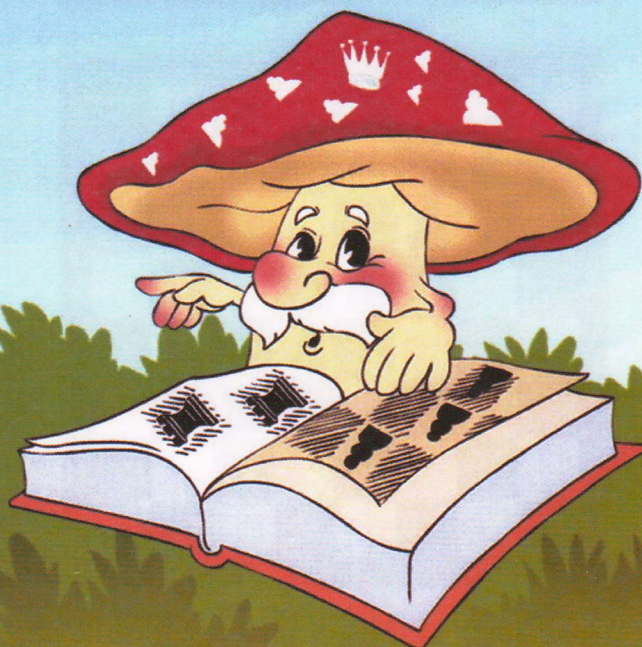
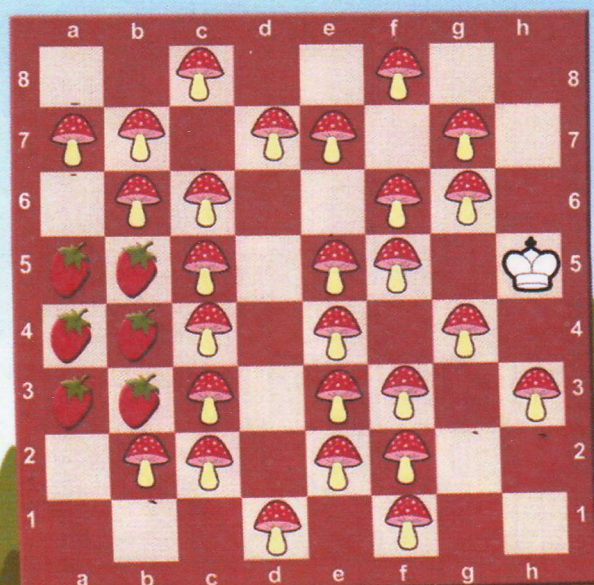
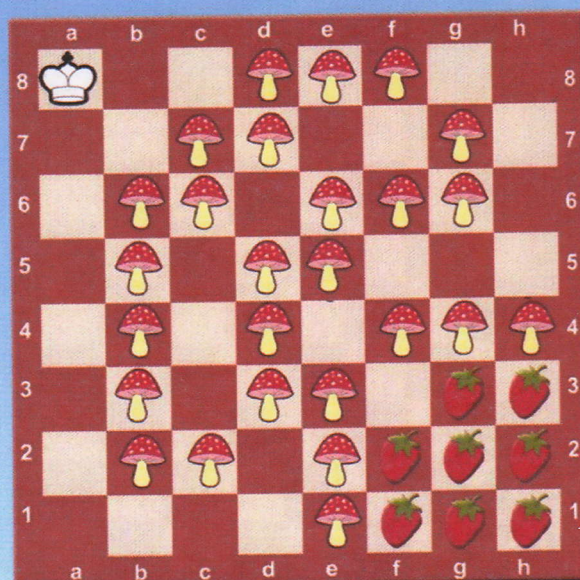
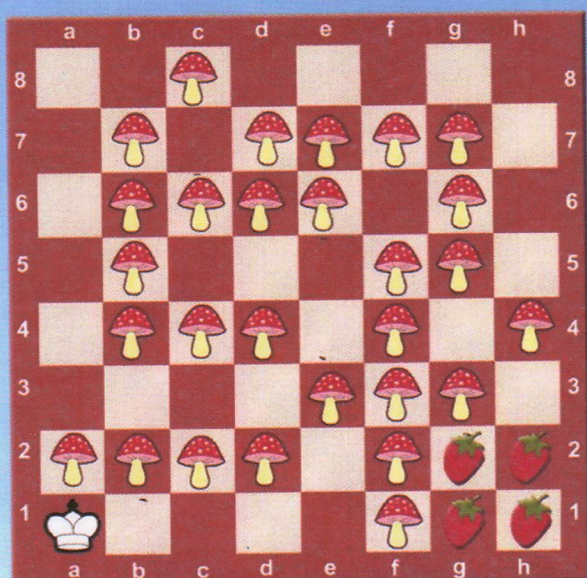
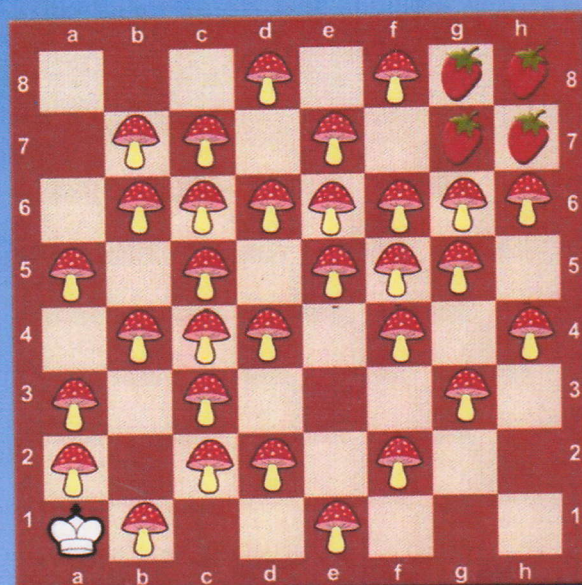
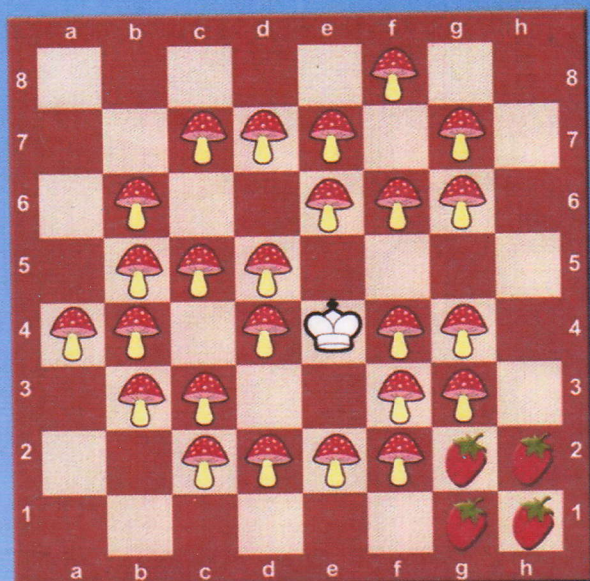
Har yurishda qoralarning bittadan donasini yoki piyodasini yutib oling, oxirida esa qulupnayni yeng.



Shoh tezda uyiga qaytishi kerak, lekin yo'lda qo'ziqorinlarni bosib olmasligi kerak

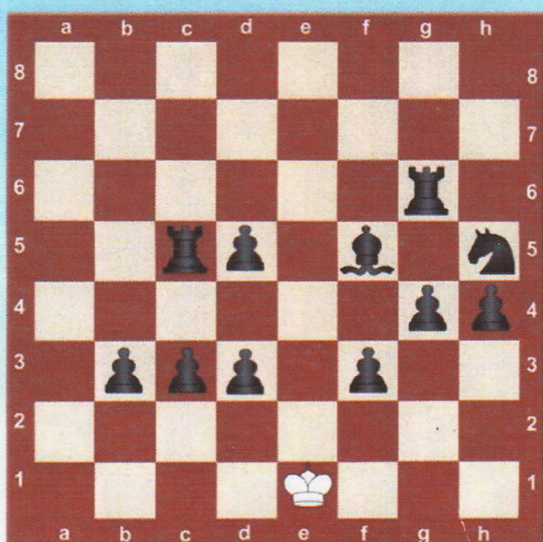
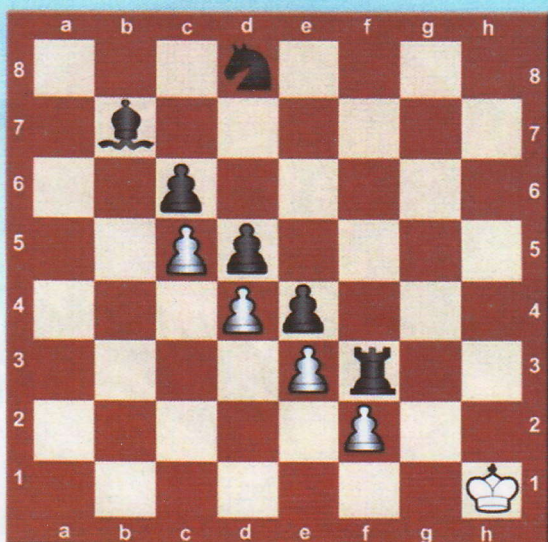
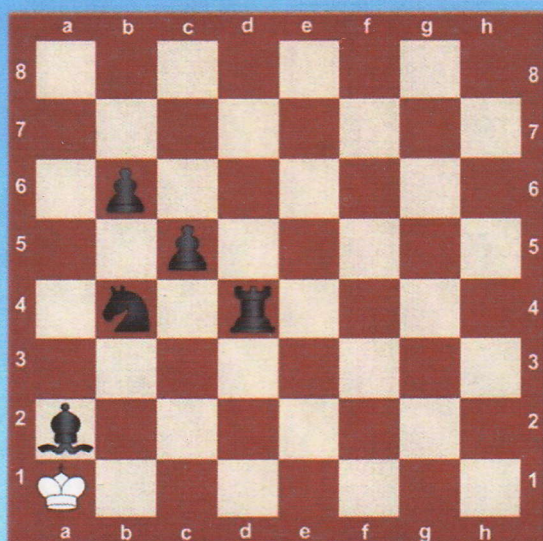
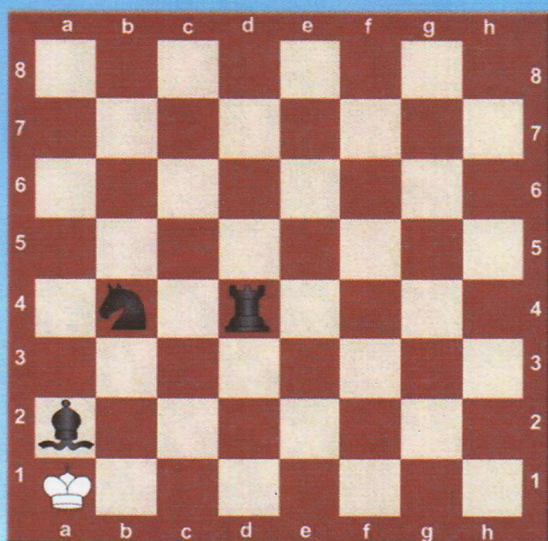
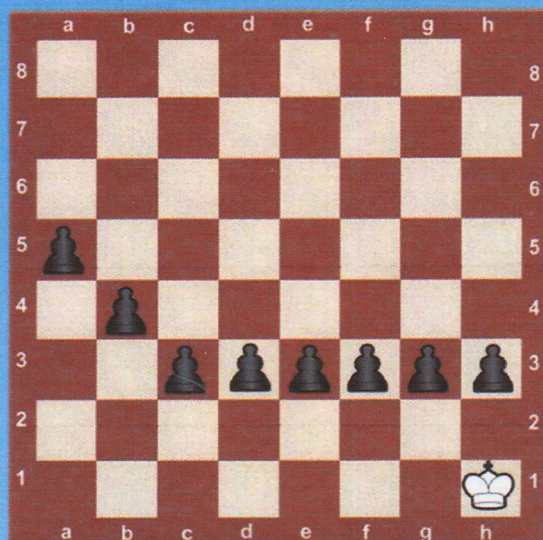
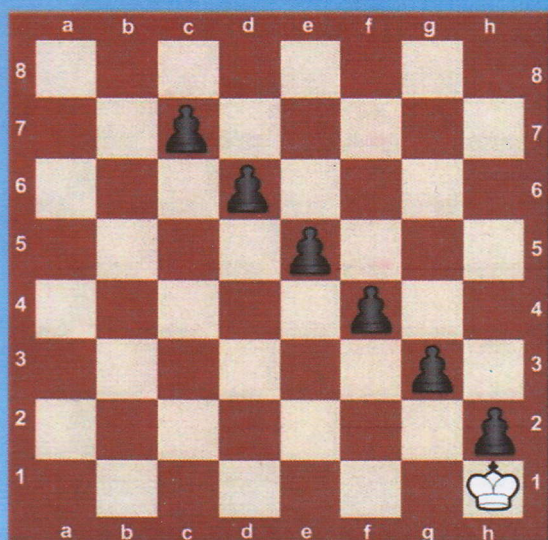


Shohni qulupnayzorga olib keling, lekin yo'lda qo'ziqorinlarni bosib olmang.



Qoralarning hamma piyodalarini, hamma donalarini yutib oling.
 Ular hech qayoqqa yura olmaydi, lekin turgan joyida donalaringizni
 yutib olishi mumkin, shuning uchun faqat himoyalanmagan
 donalarni yutib oling.

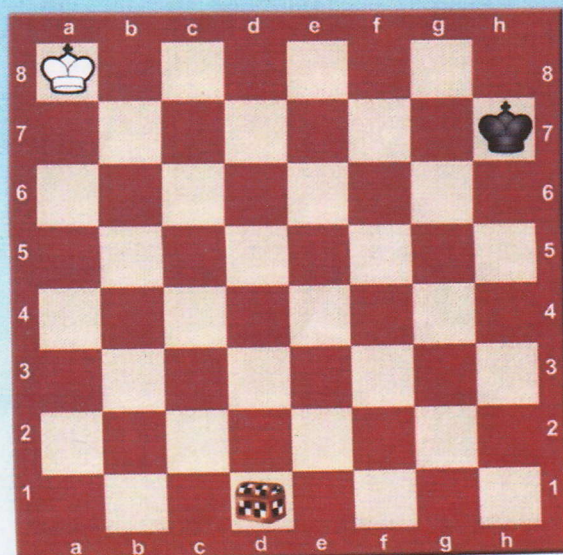
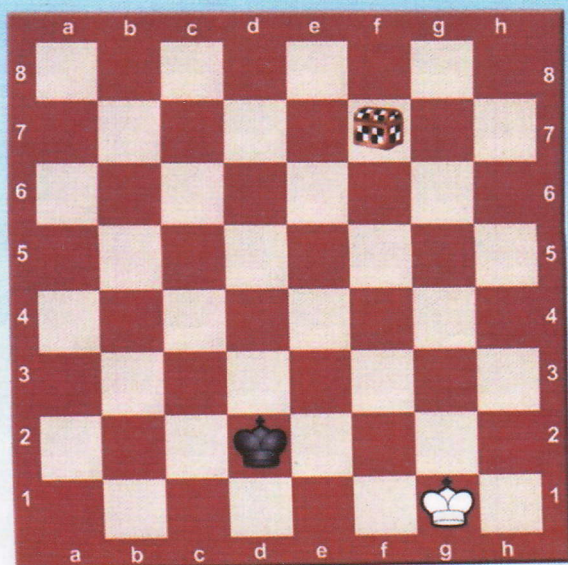
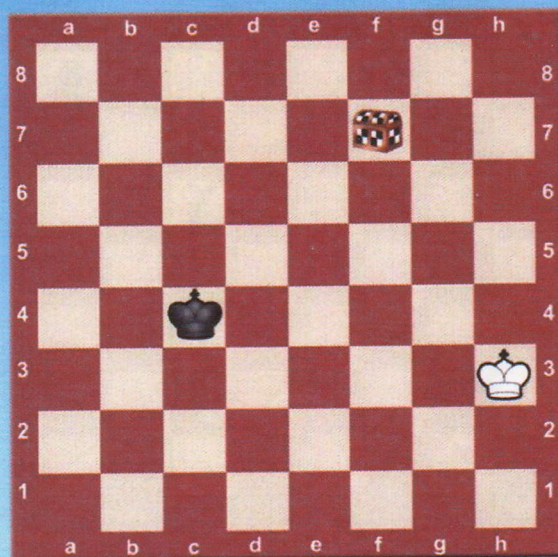
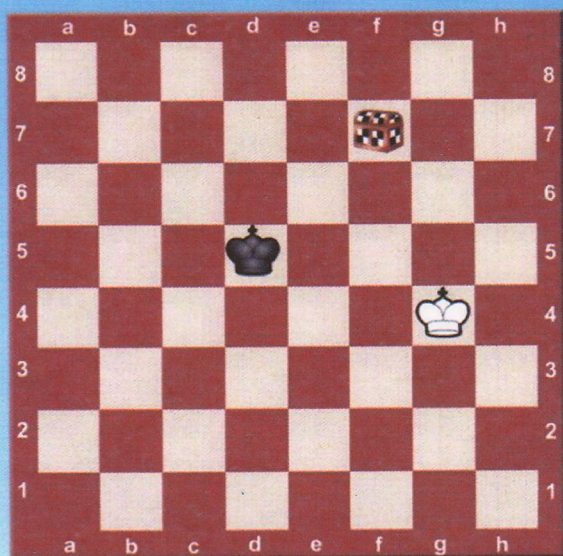
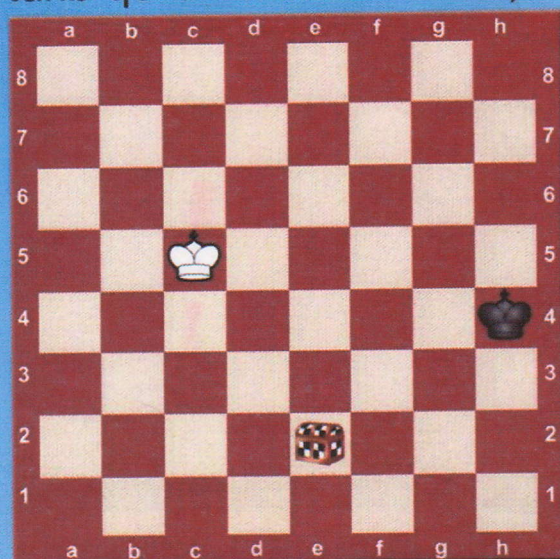
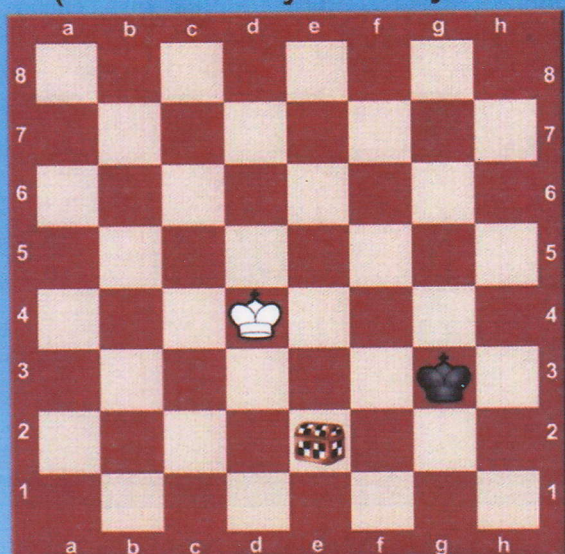
Shohni zarba ostiga qo'yish mumkin emas!



Sirli sandiqcha

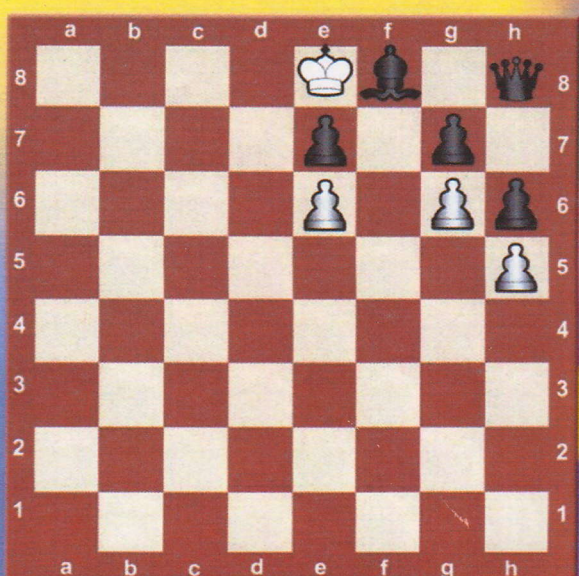
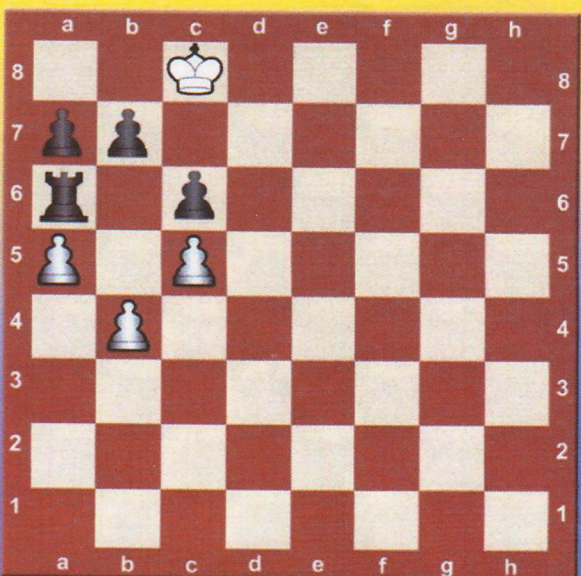
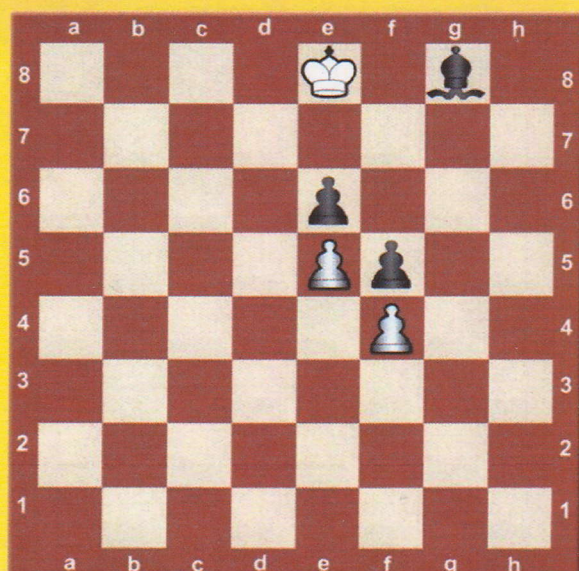
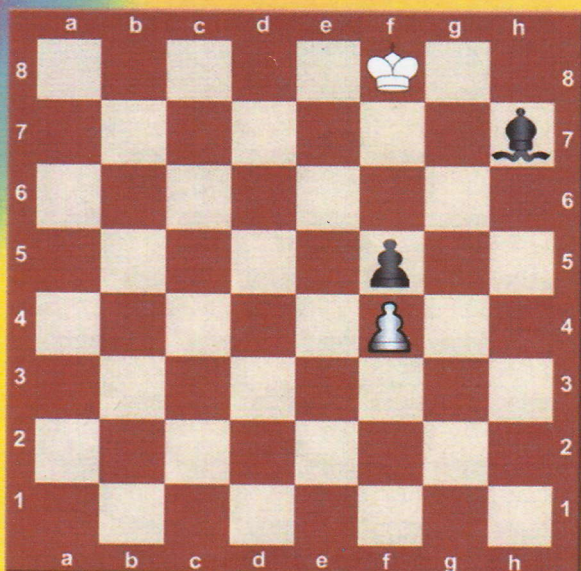
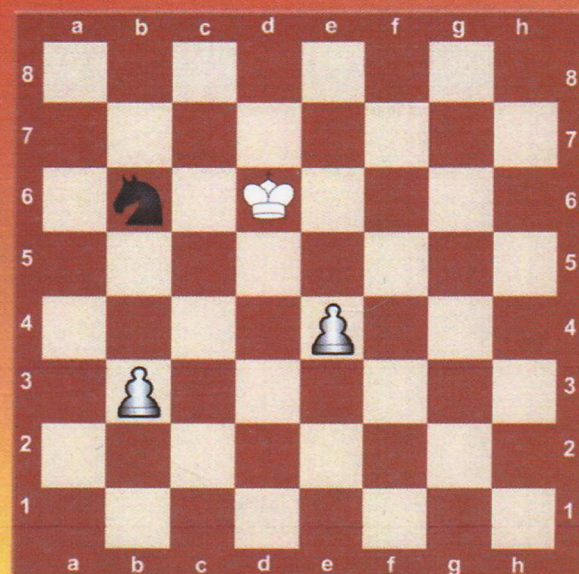
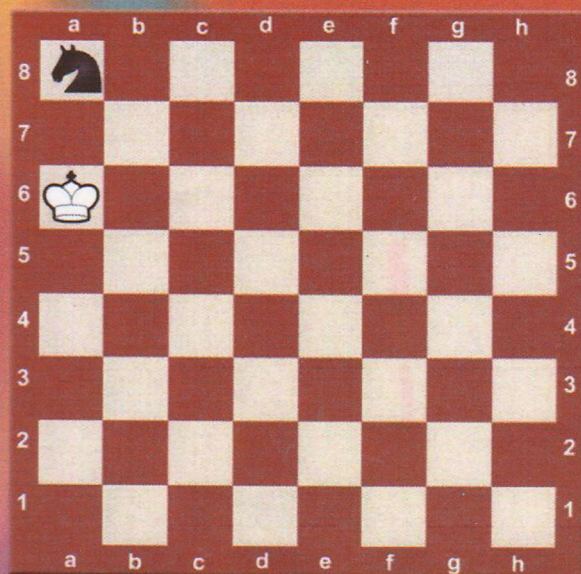
Yurish oqlardan, oq va qoralar navbat bilan yuradi.

Oq shohni sirli sandiqcha ko'milgan katakka olib keling. Lekin esingizdan chiqmasin: shohni zarba ostiga qo'yish mumkin emas (ikkita shoh yonma-yon katakda turib qolishi mumkin emas)



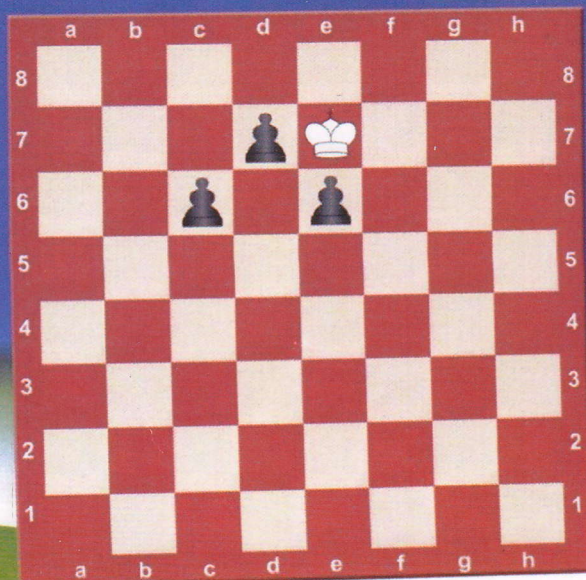
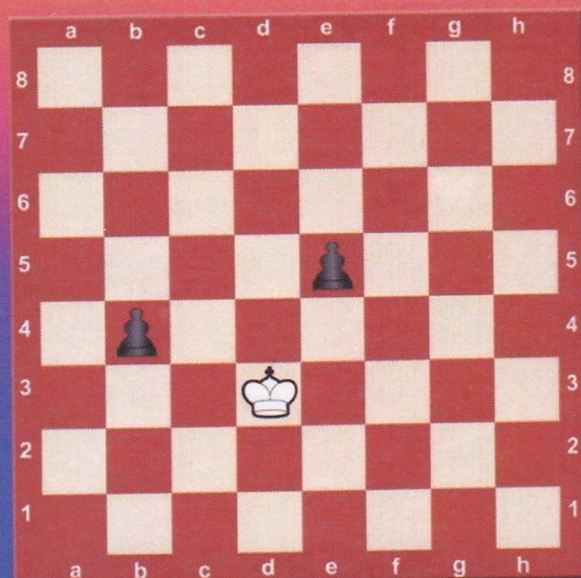
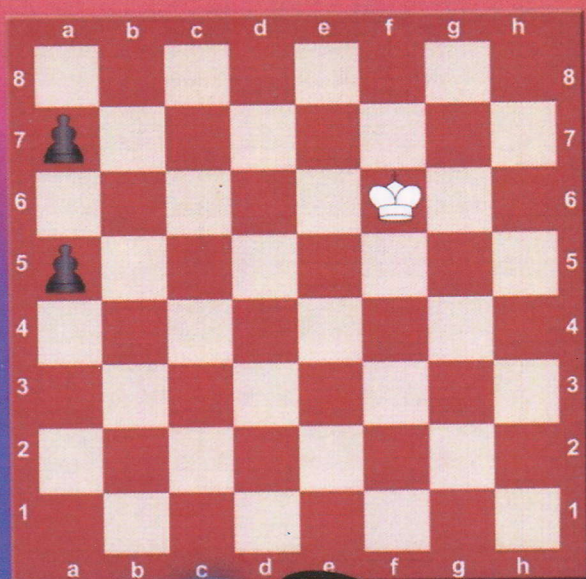
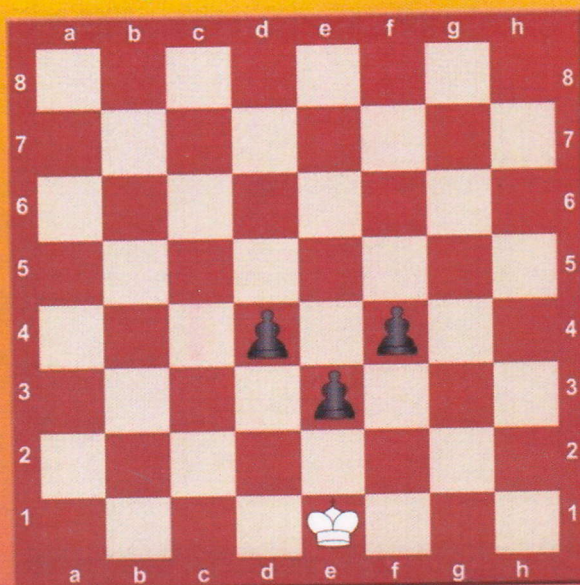
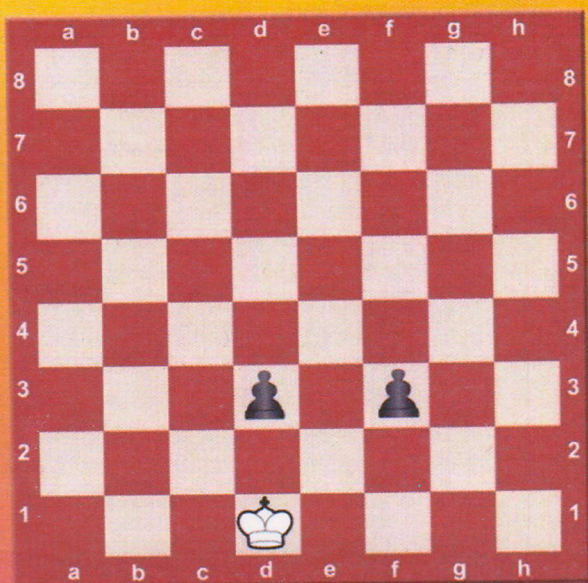
Qora donani tutib oling

Qqlar o'yinni boshlab, qoralarni bitta donadan voz kechishga majbur qiladi



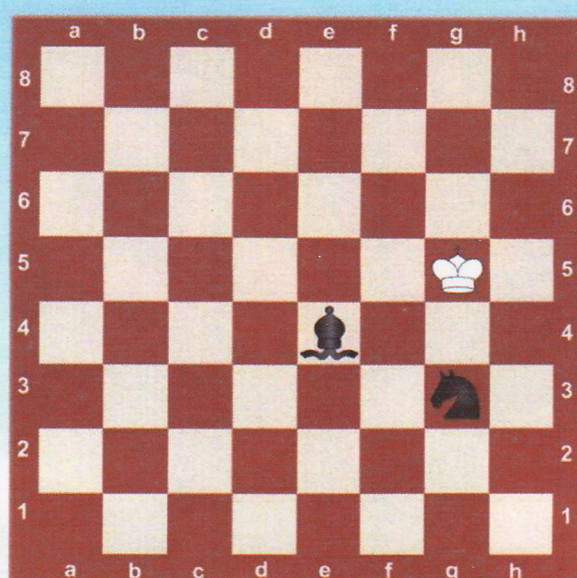
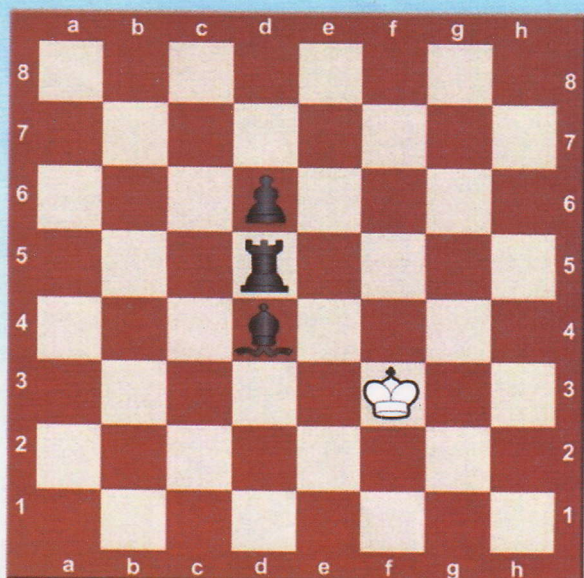
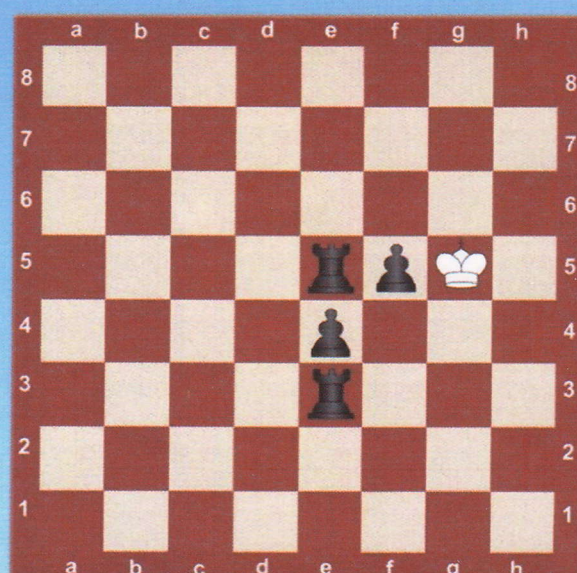
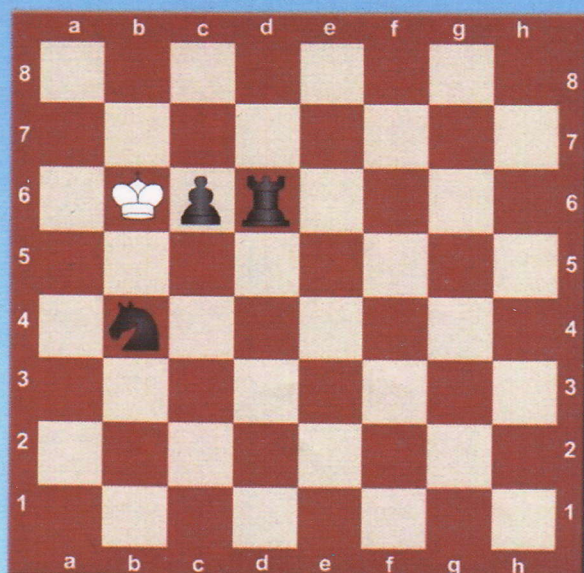
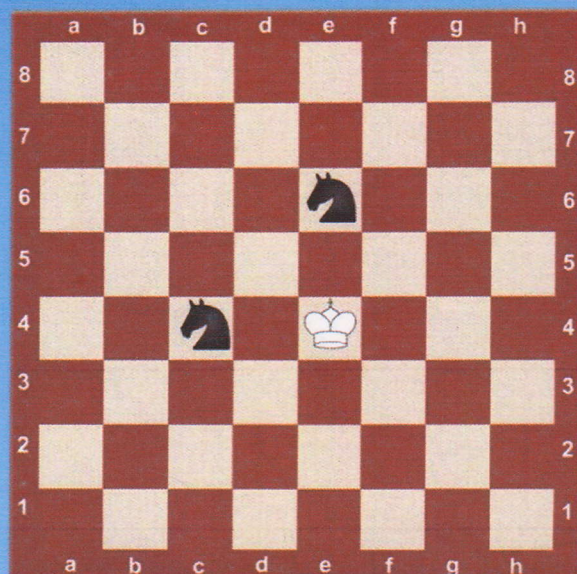
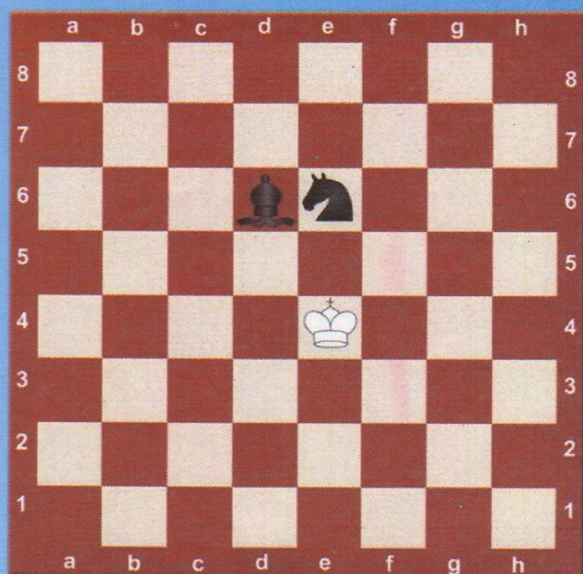
Yo'llarni to'sing

Yurish oqlardan. Oqlar va qoralar navbat bilan yurishadi.
Qora piyodalarning farzin bo'lib olishiga xalaqit bering.



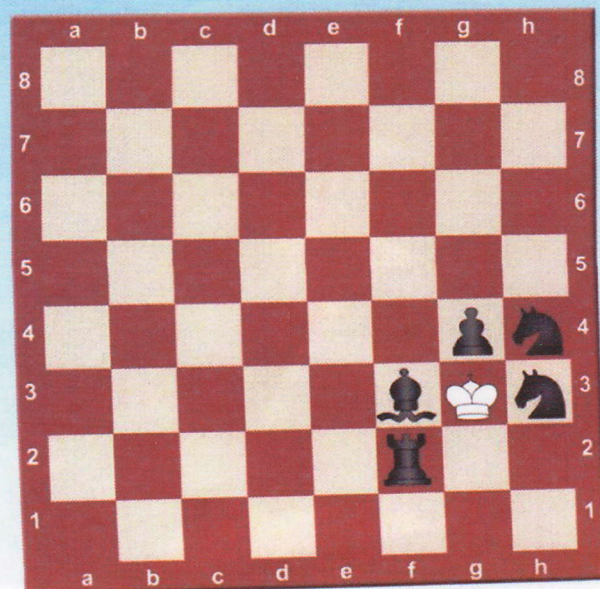
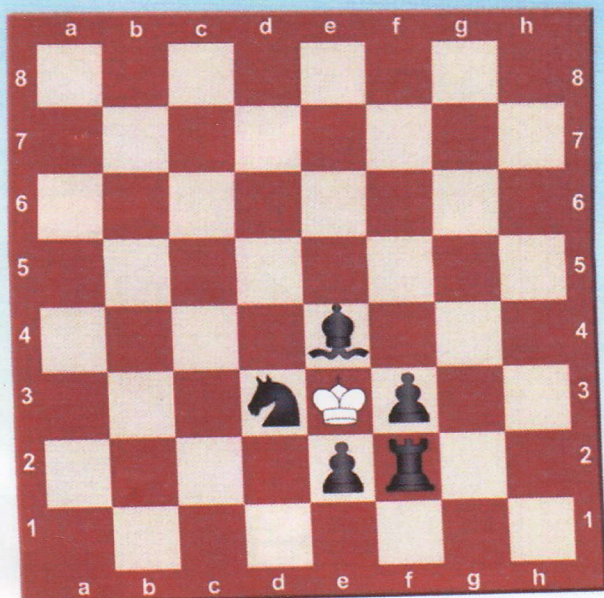
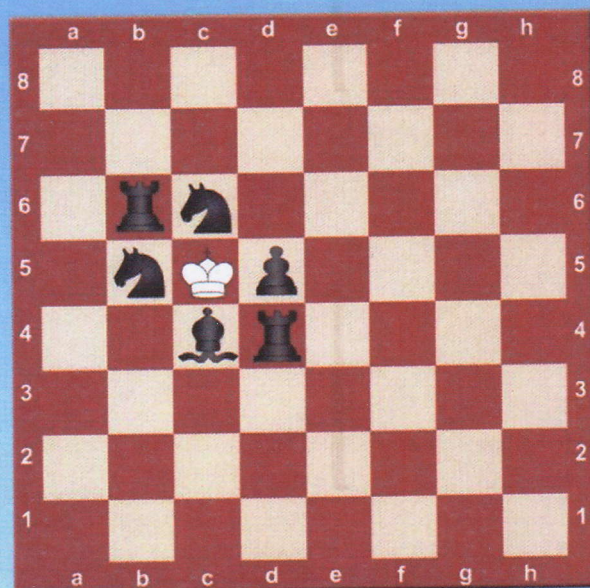
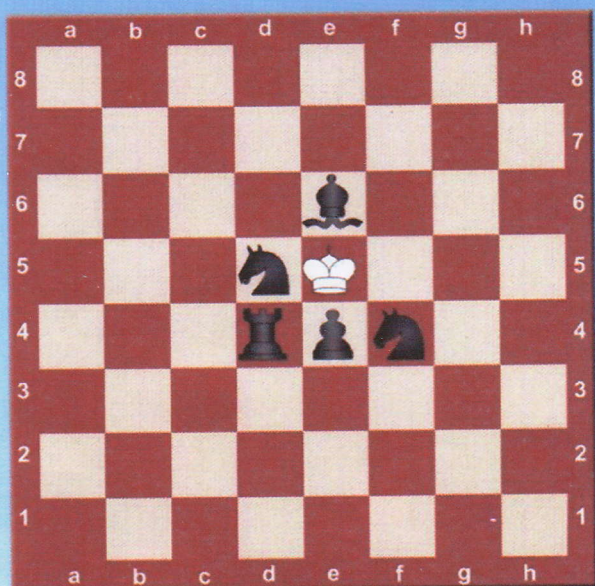
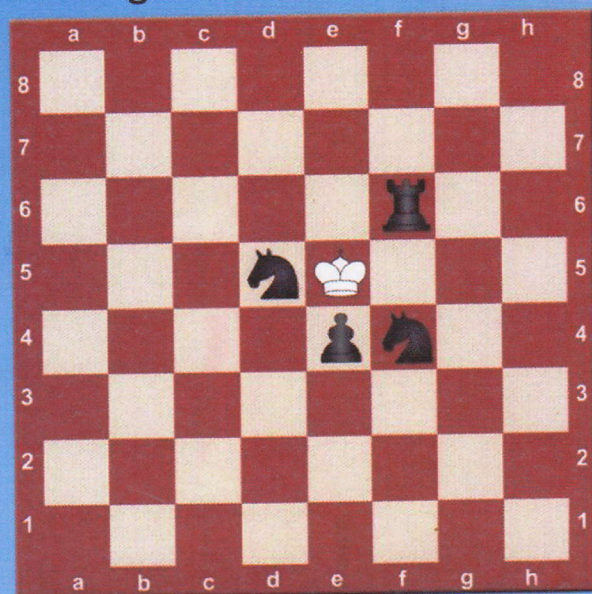
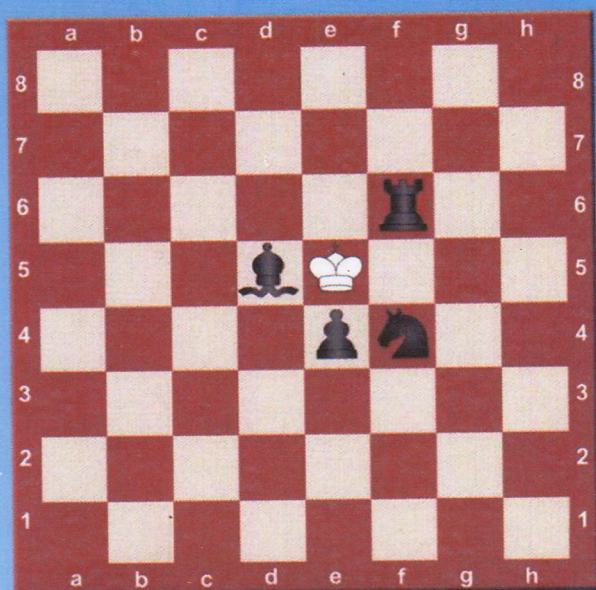
Qo'shaloq zarba

Shoh bilan qoralarning ikkita donasiga hujum qiling.
Lekin shohni zarba ostiga qo'yish mumkin emas!



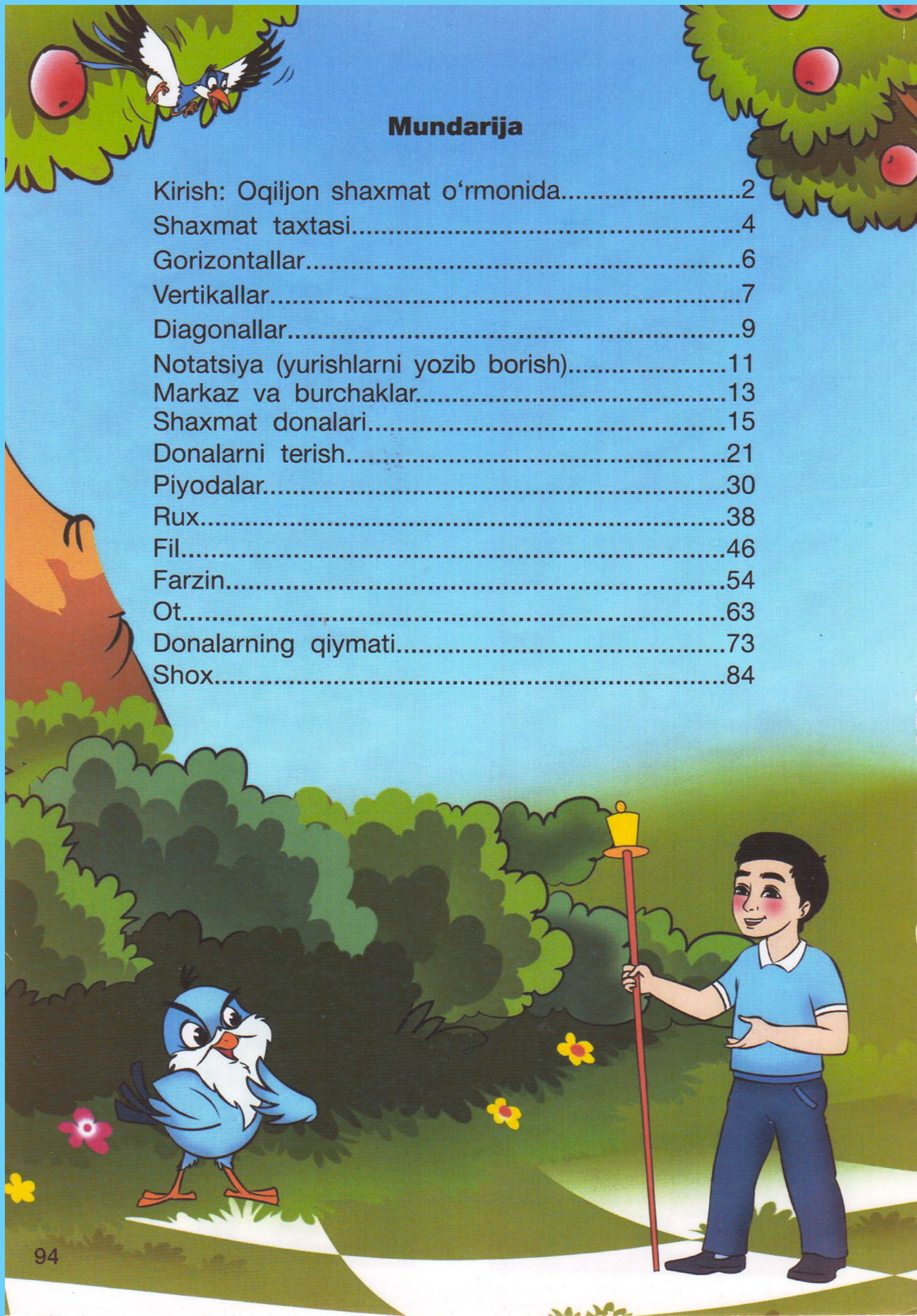
Hujum va himoya

Qoralarning hech kim himoya qilmayotgan donasini yoki
piyodasini yutib oling



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Darslik boshlang'ich umumta'lim maktablarida shaxmat o'ynashni o'rgatish uchun mo'ljallangan. Birinchi jild eng sodda o'quv va didaktik shaxmat materiallaridan iborat bo'lib, dona va piyodalarning yurishlarini bilib olishga, ularning aniq va nisbiy qiymatini tushunib olish, donalarning bir-biri bilan kurashdagi o'ziga xos xususiyatlarini his qilishga imkon beradi. Kitobning tili sodda va ravon bo'lgani uchun bu rang-barang darslikdan bog'chalarning katta guruhlarida ham foydalanish mumkin.



2021

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«UMID DESIGN» nashriyoti,

**BOSHLANG'ICH SINFLAR UCHUN
SHAXMAT DARSLIGI**

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