

1

돌 때내기 게임 1



활로

돌과 연결되어 있는 선을
'활로'라고 합니다.

때내기

활로가 모두 막힌 것을
'때내기'라고 합니다.



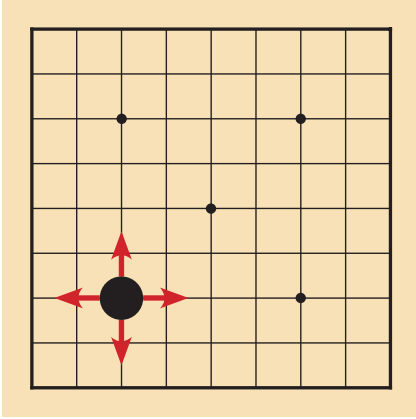
살리기

활로가 늘어나는 것을
'살리기'라고 합니다.

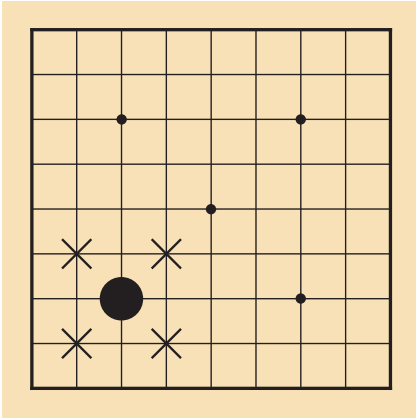


1 돌 따내기 게임 1_ ① 활로 · ② 따내기 · ③ 살리기

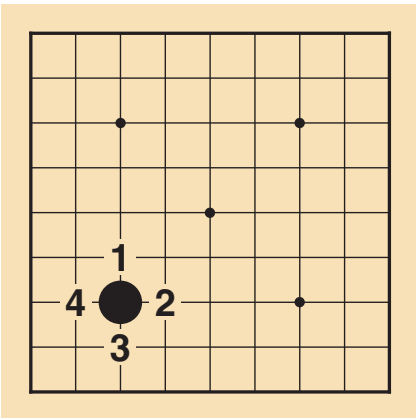
! 활로



01 돌과 연결되어 있는 선을 활로라고 합니다.

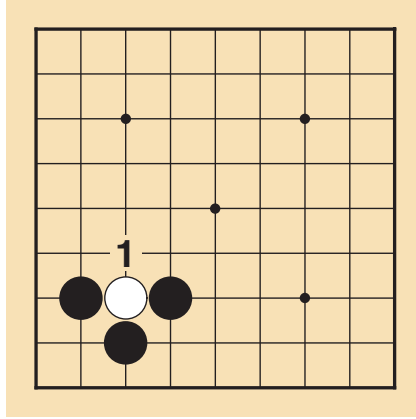


02 돌과 연결되어 있지 않은 곳은 활로가 아닙니다.

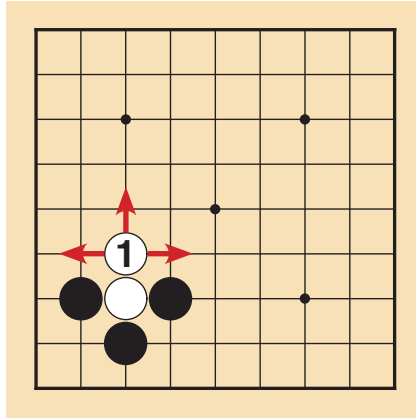


03 활로를 올바르게 세어보아요.

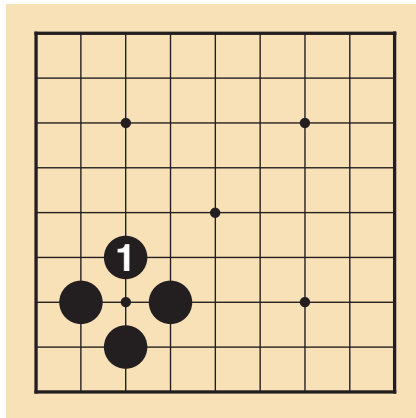
! 따내기



01 백돌의 활로는 1개입니다.

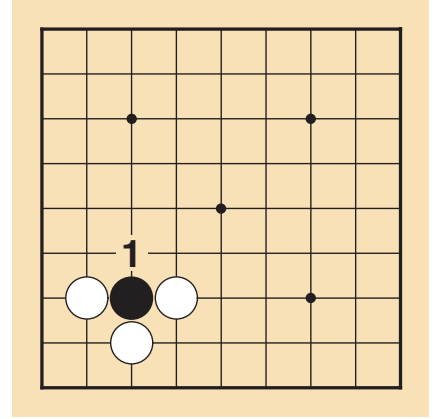


02 백이 먼저 두어서 달아나면 백돌의 활로가 늘어납니다.

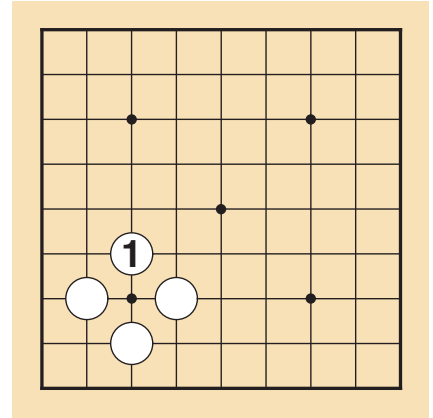


03 흑1로 먼저 두어서 따내는 것이 좋습니다.

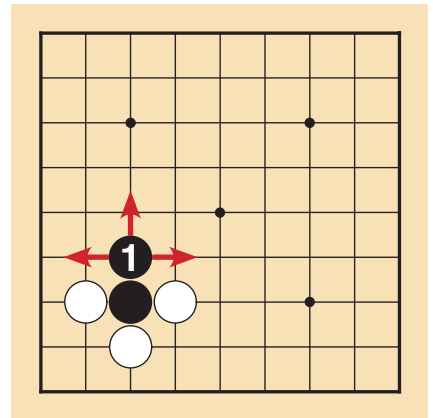
! 살리기



01 흑돌의 활로는 1개입니다.



02 백이 먼저 두어서 흑돌의 활로를 막으면 따먹히게 됩니다.

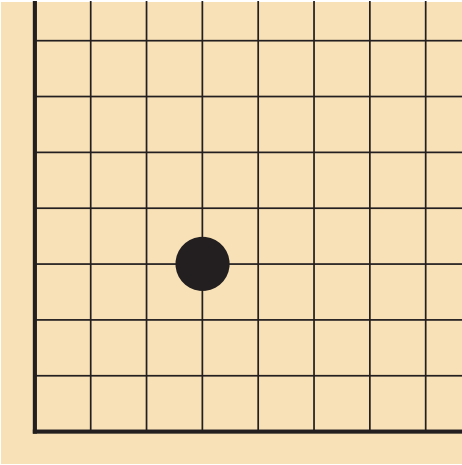


03 흑1로 먼저 두어서 살리는 것이 좋습니다.

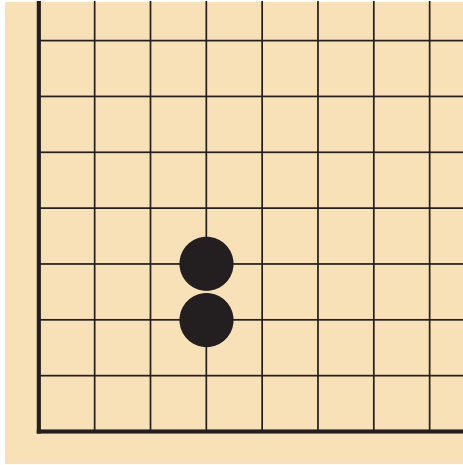
1 돌 때내기 게임 1_ ① 활로

? 흑들의 활로를 찾아 바둑판 위에 숫자를 써보세요.

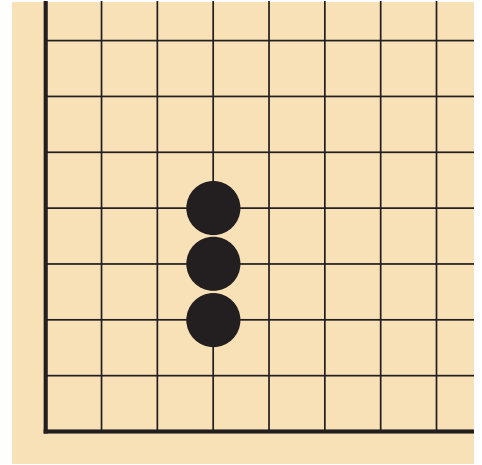
01



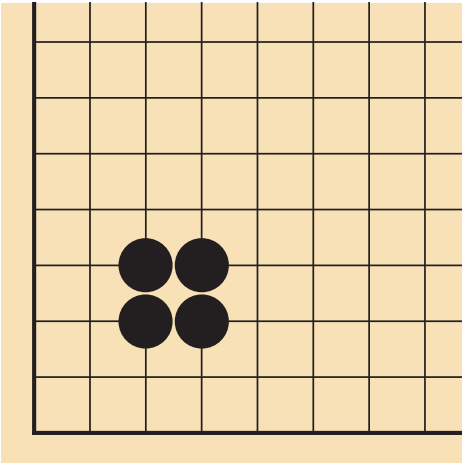
02



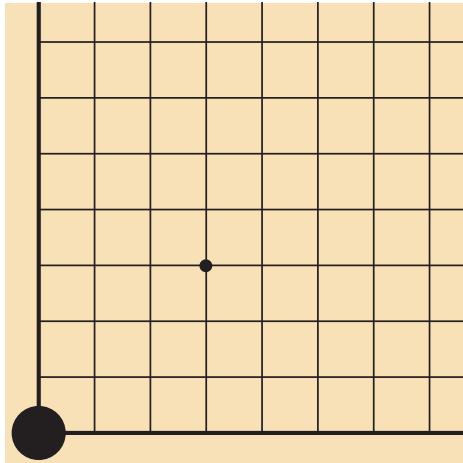
03



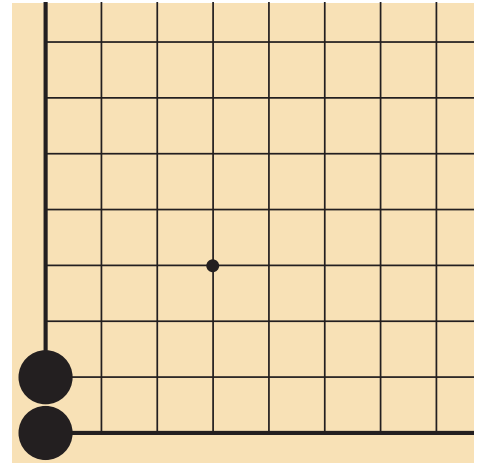
04



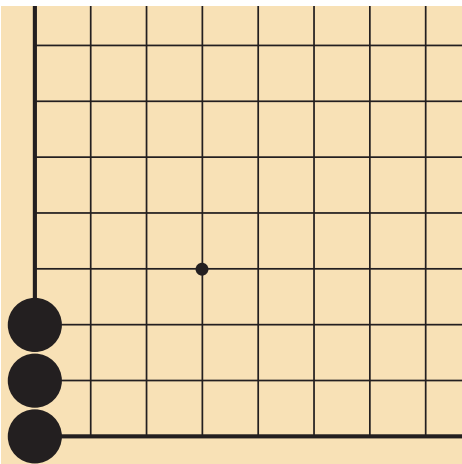
05



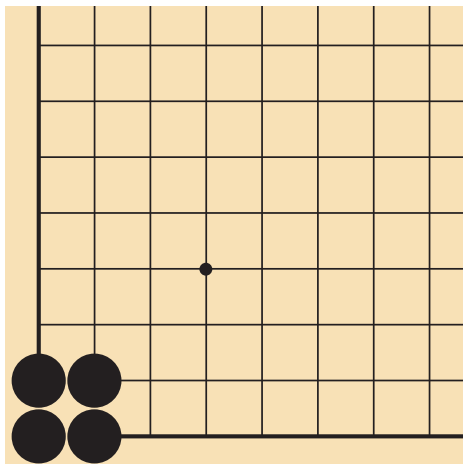
06



07



08



09

