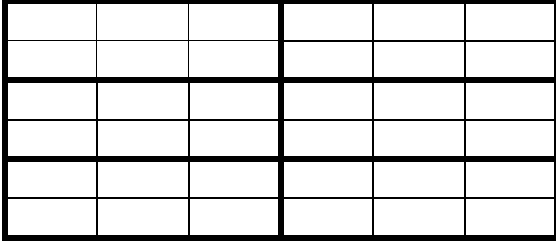


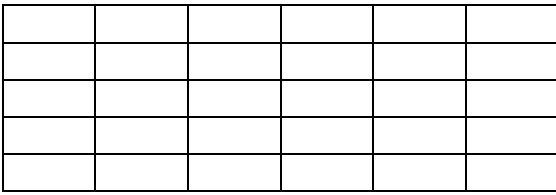
## OYUNCU BEYİNLER TURNUVASI ONLİNE SINAV İÇİN HAZIRLANAN BOŞ OYUN ŞABLONLARI

### SUDOKU



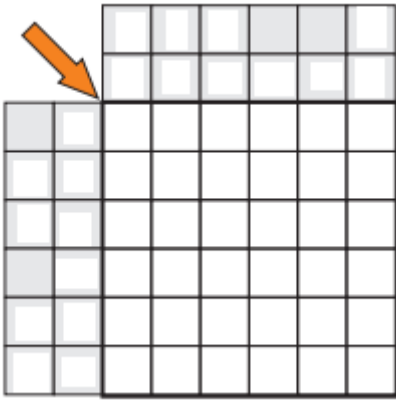
### BÖLGESEL SUDOKU

Standart olarak hazırlanmıştır. Sınavda koyu çizgileri çizilerek hazırlanmalıdır.

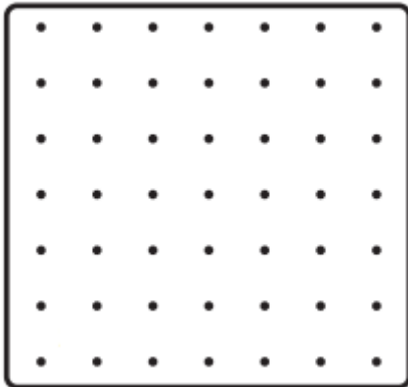


### KARE KARALAMACA

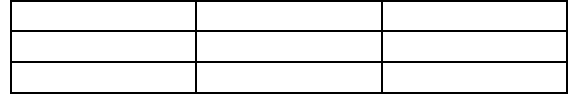
(BASİT ÖNCELİK VEREBİLİRSİNİZ)



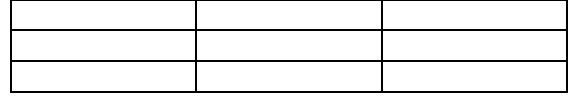
ÇİT DUVAR(ORTA) İLGİLİ YERLERE RAKAMLARI YAZALIM)



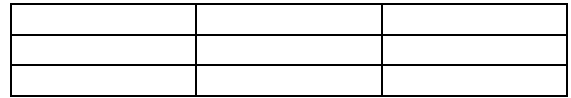
### METAFORMS(BASİT ÖNCELİK VEREBİLİRSİN)



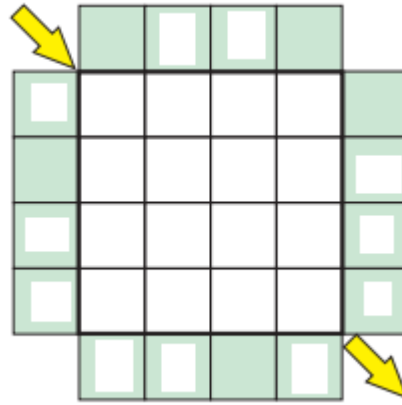
### COLOURS(YUKARIDAKİ İLE AYNI MANTIK)



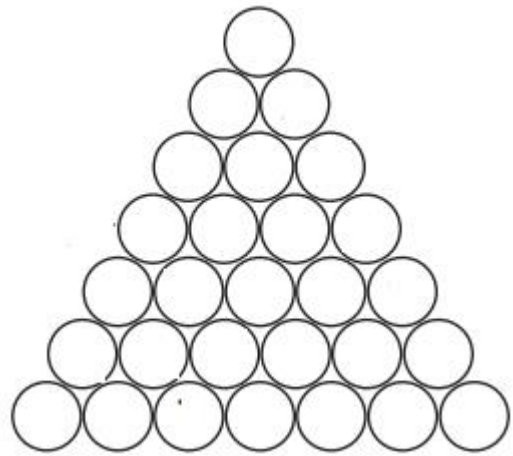
### NUMBERS (YUKARIDAKİLER İLE AYNI MANTIK)



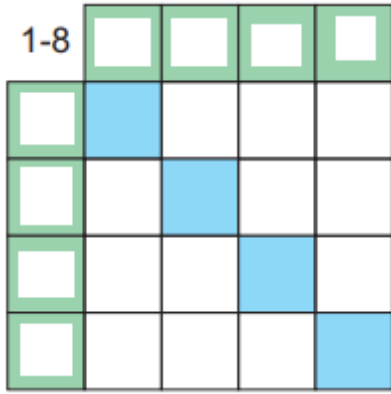
### APRTMANLAR (BASİT YAPABİLİRSİNİZ)



### SIHİRLİ PİRAMİTLER(ÇOK ÇOK BASİT)

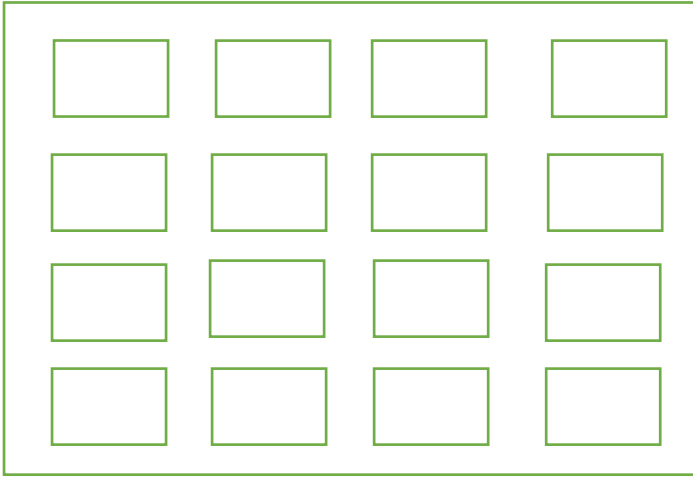


ÇARPMACA(1. SINIFLAR BIRAKSIN 2,3,4LER YAPABİLİR)

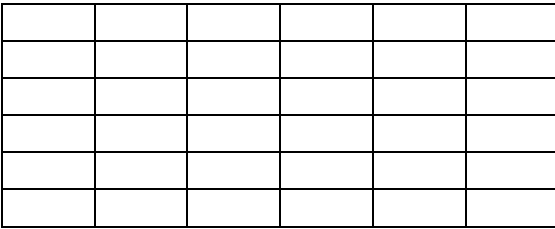


FUTOSHİKİ

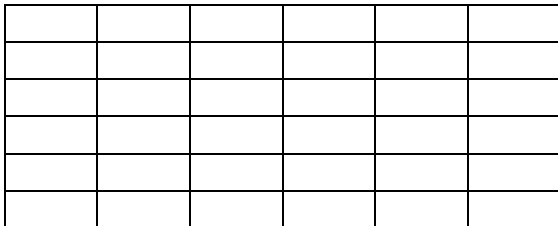
Büyük küçük işaretlerini de koyalım.



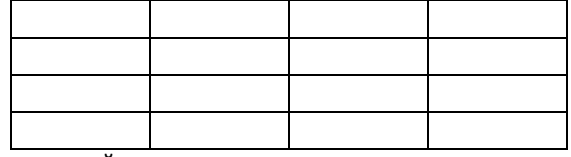
KAKURO (UYGUN YERLERİ YAZALIM)



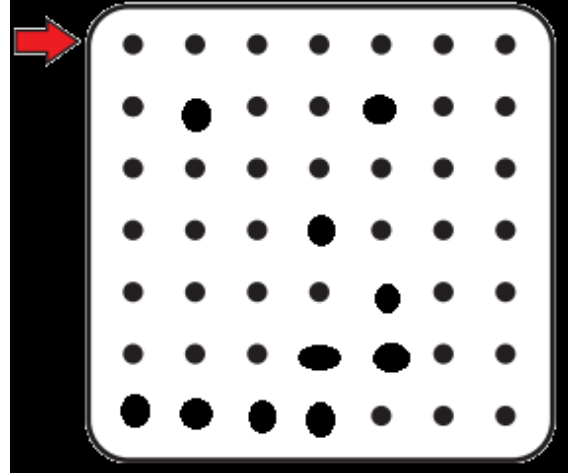
YILDIZ SAVAŞLARI(KOYU OLAN ÇİZGİLERİ ÇİZELİM)  
BASİT BİR OYUN YAPABİLİRLER)



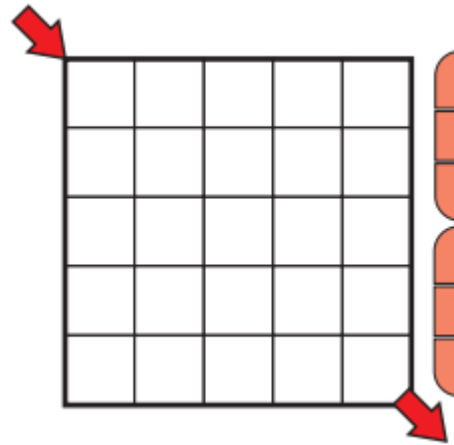
KENDOKU( BASİT OYUN YAPABİLİRLER) KOYU  
ÇİZGİLERİ ÇİZEREK BÖLGELERİ BELİRLEYELİM)



ABC BAĞLAMACA(87GÜN YERLERE A, B, C, D, E  
YAZALIM)

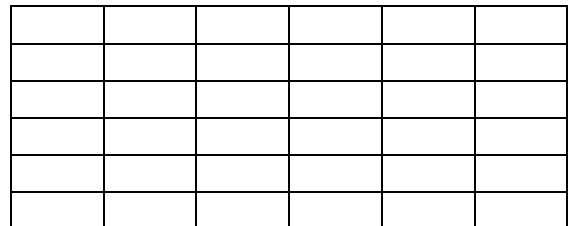


AMİRAL BATTI (BASİT BİR OYUN)



PATİKA(BASİT BİR OYUN DAHA)

SİYAH KARELERİ BOYALIM.



İŞLEM KARESİ (UYGUN YERLERİ DOLDURALIM  
VE SONA BIRAKALIM ZAMAN KALIRSA  
YAPSINLAR)




PENTAMİNO

(ZOR BİR OYUN ZAMAN KALIRSA BAKSINLAR)


VEYA
