

Vous venez de trouver une règle mise en ligne par des collectionneurs qui partagent leur passion et leur collection de jeux de société sur Internet depuis 1998.

Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★★ modulable de 2 à 15 personnes et une ludothèque de plus de 10 000 jeux de société. Au total, 320 m² pour jouer, ripailler et dormir.



**ESCALE À
JEUX**

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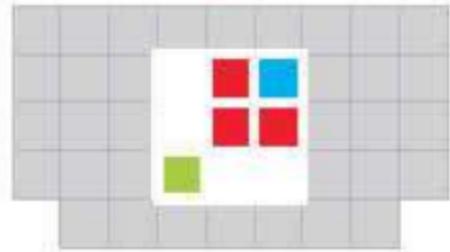




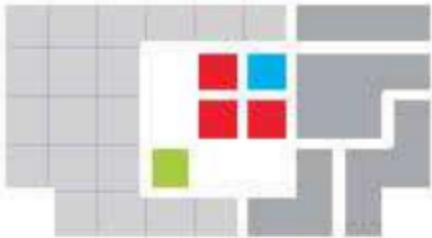
RÈGLES DU JEU

- 1** Sélectionnez un défi. Chaque défi indique la couleur des 9 carrés de la zone centrale du plateau de jeu (la zone 3x3 que vous voyez à travers la fenêtre transparente lorsque vous fermez le couvercle). Concentrez-vous sur cette zone pour résoudre le défi. Les carrés peuvent être rouges, verts, bleus ou blancs.
- 2** Le but du jeu est de placer toutes les pièces sur le plateau de jeu de sorte que les couleurs des 9 carrés centraux correspondent à celles indiquées dans le défi :
 - Les 10 pièces du puzzle doivent être placées sur le plateau de jeu.
 - La couleur des carrés situés en dehors de la zone centrale n'est pas importante (et n'est donc pas indiquée dans les défis ni les solutions).
 - Les pièces peuvent être placées partiellement à l'intérieur et partiellement à l'extérieur de la zone centrale. Seules les couleurs des carrés situés à l'intérieur de la zone centrale seront indiquées dans le défi.
 - Pour vous aider à démarrer, les défis de niveau STARTER, JUNIOR et EXPERT indiquent la position de certaines pièces du puzzle (gris foncé) situées en dehors de la zone centrale.
- 3** Lorsque toutes les pièces du puzzle s'emboîtent sur le plateau de jeu, fermez le couvercle pour vérifier si les placements de couleur dans la zone centrale 3x3 correspondent au défi. Il n'y a qu'une seule solution correcte, que vous trouverez à la fin du livret.

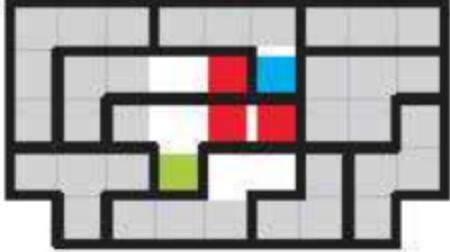
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STARTER

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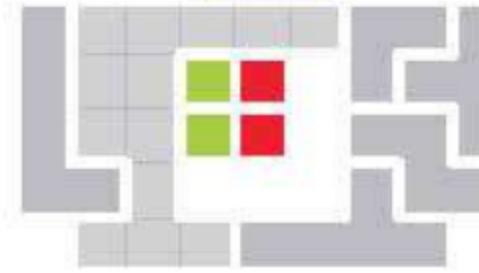
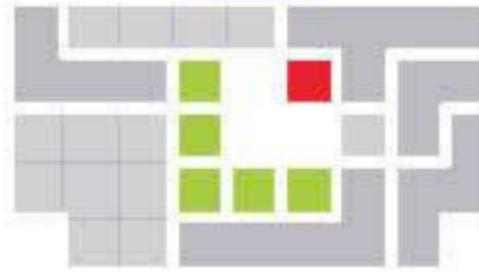
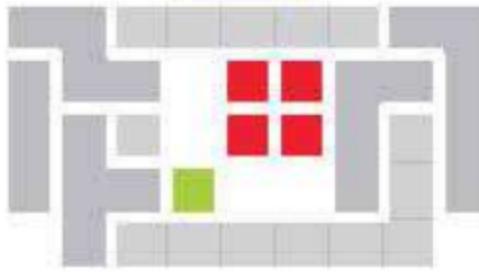
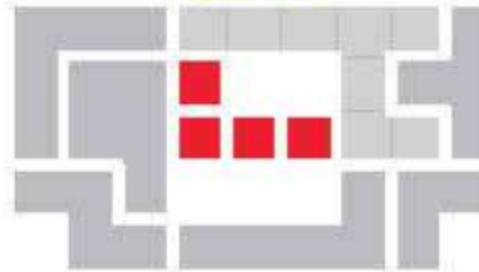
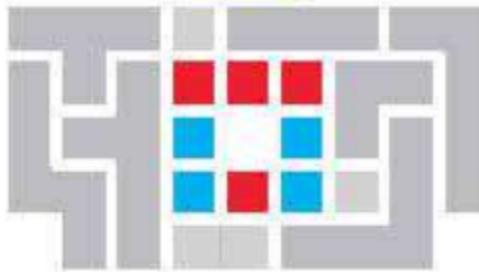
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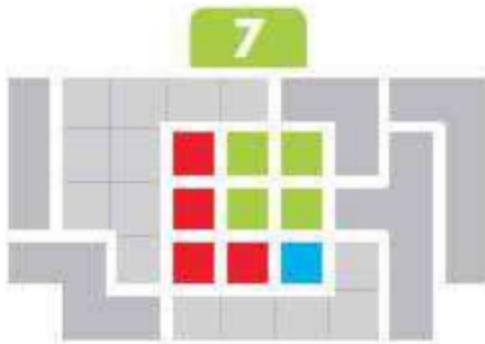
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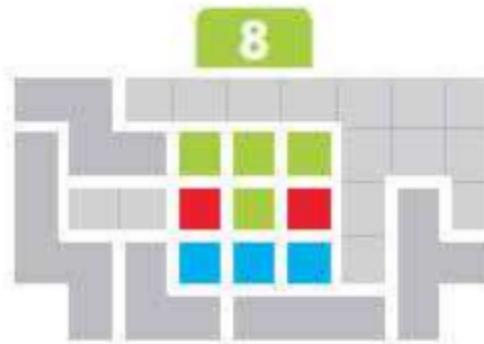


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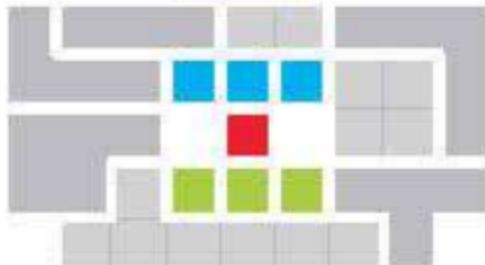
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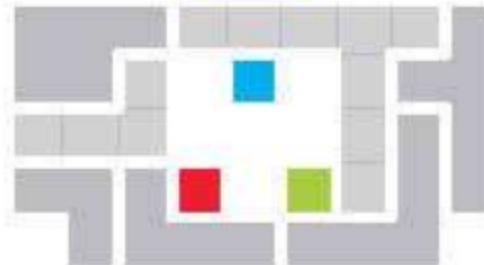
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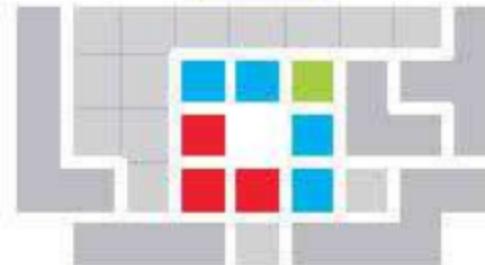
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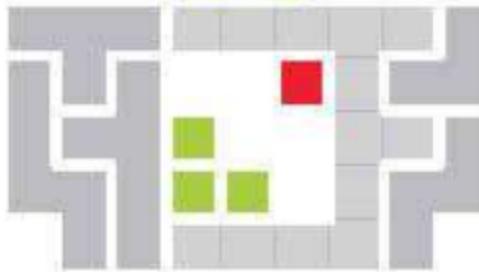


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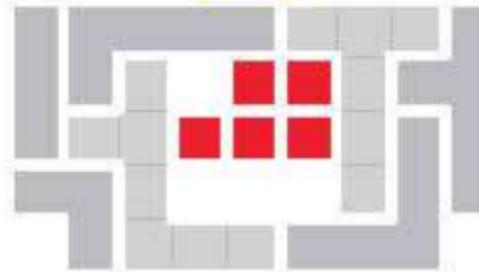


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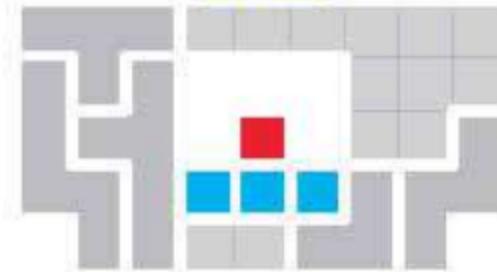
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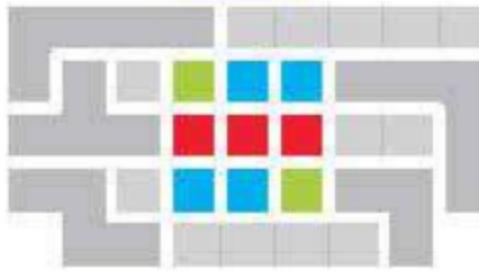
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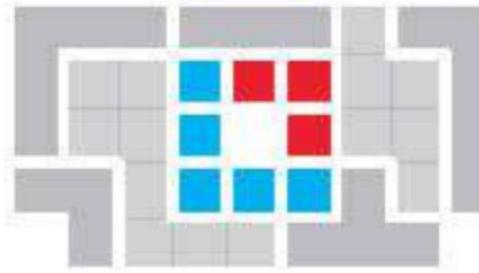
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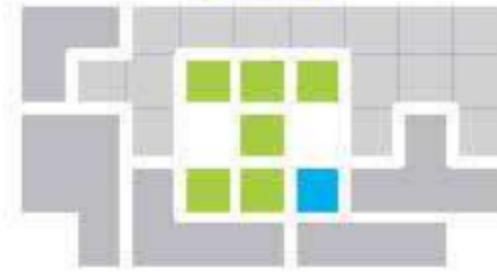
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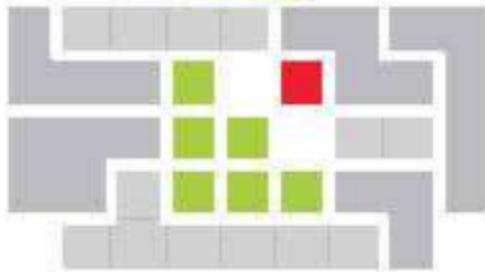


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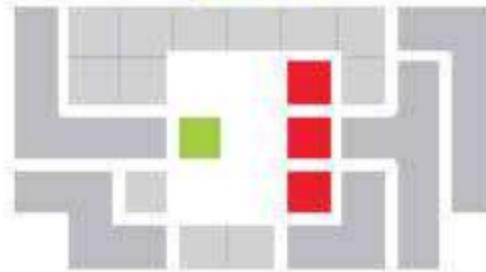


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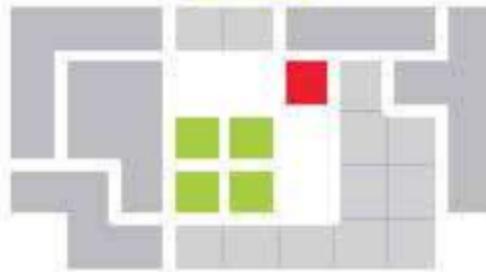
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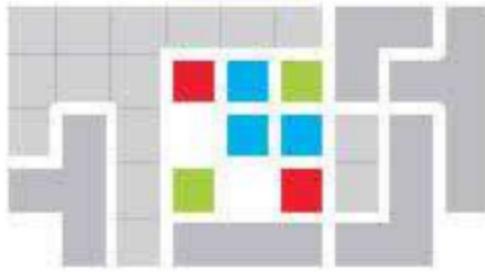
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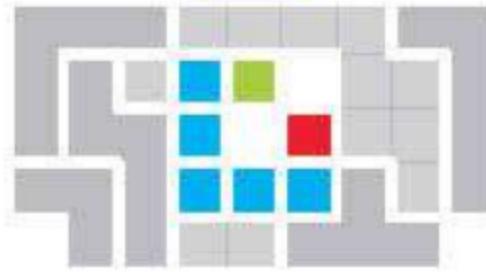
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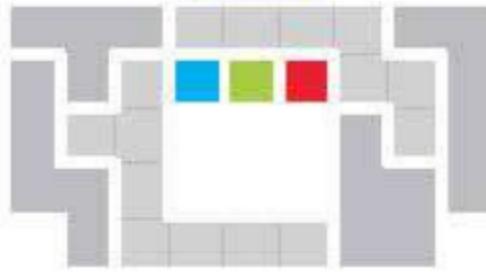
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JUNIOR

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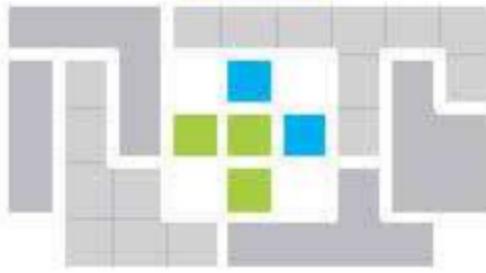
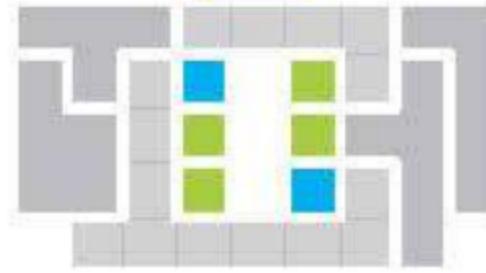
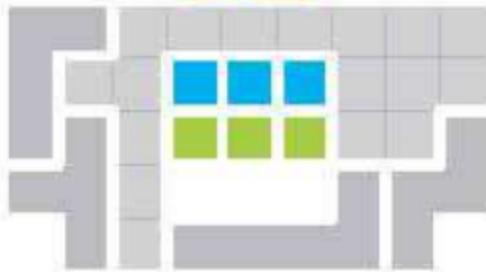
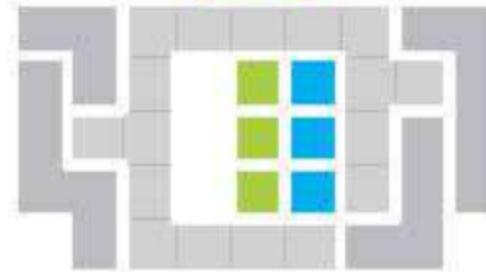
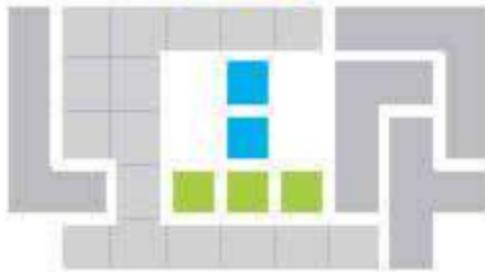
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JUNIOR

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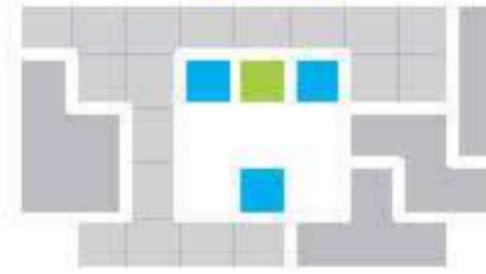
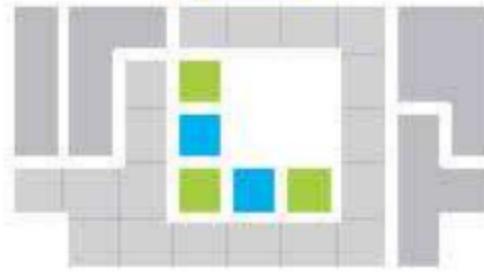
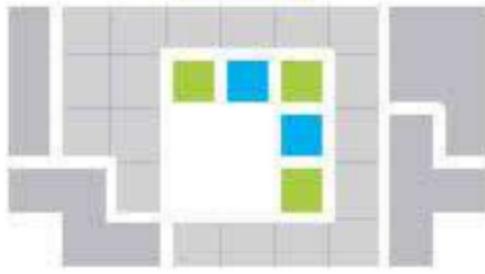
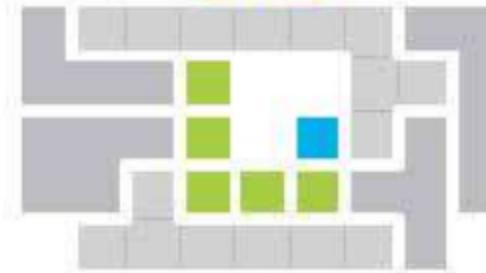
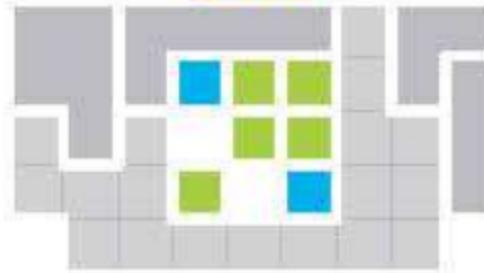
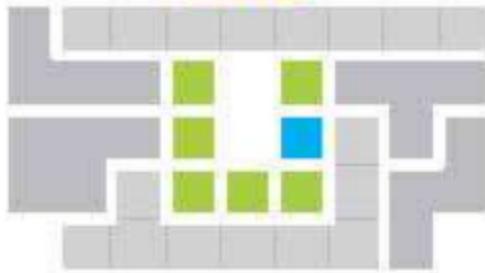
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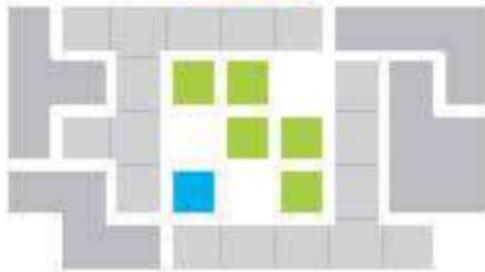
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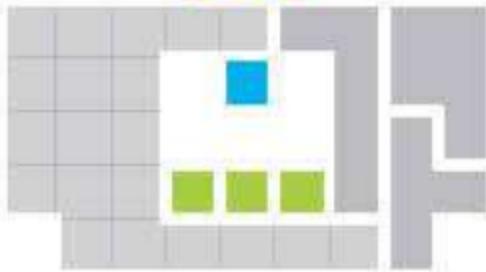


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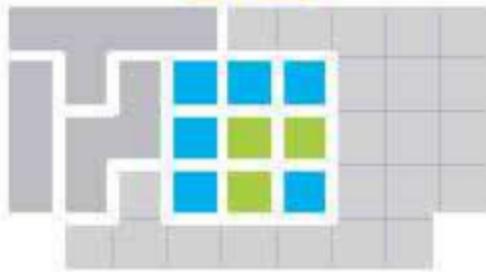
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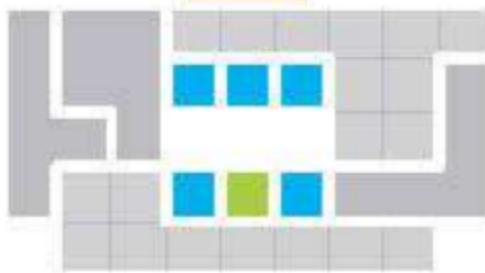
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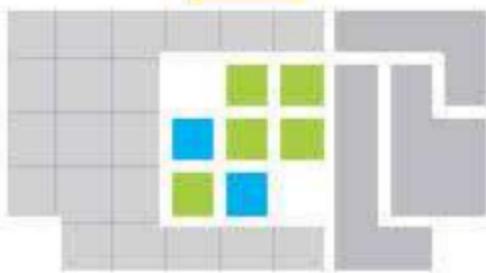
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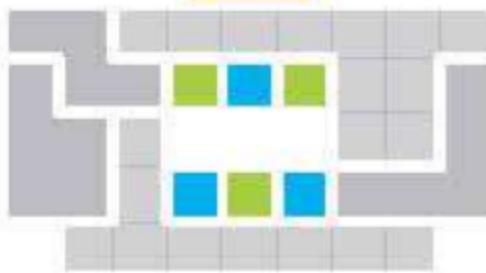
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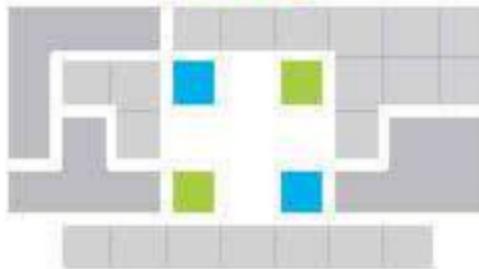


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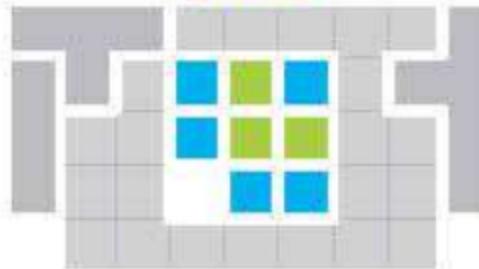


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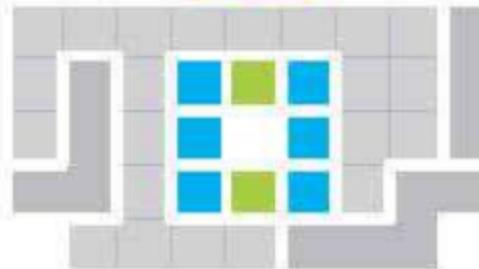
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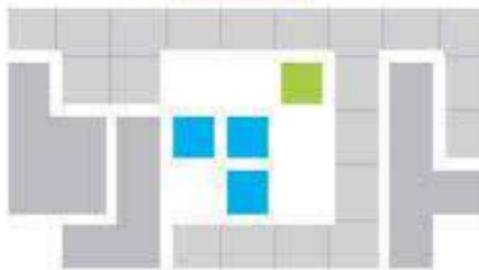
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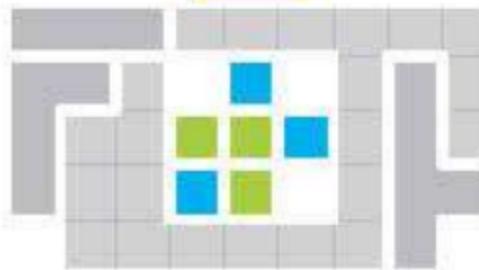
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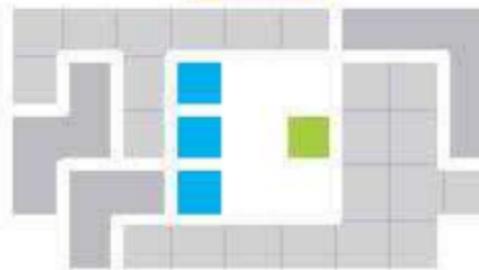
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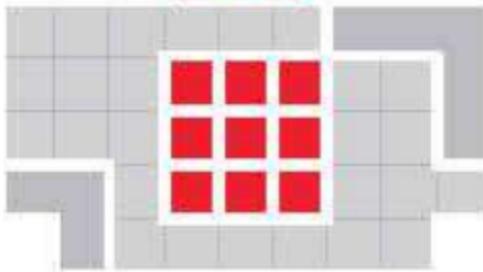


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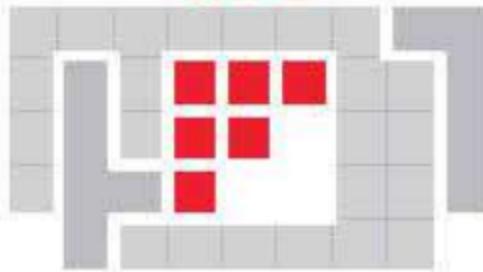


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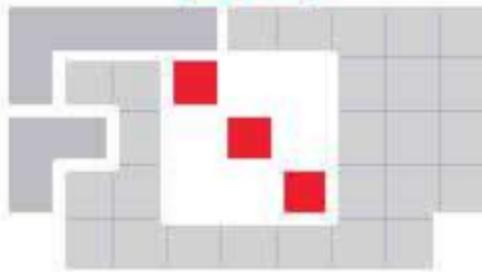
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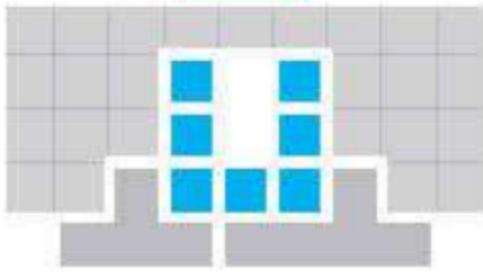
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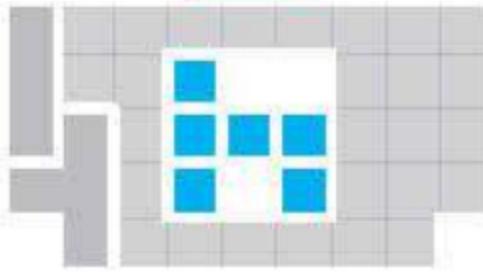
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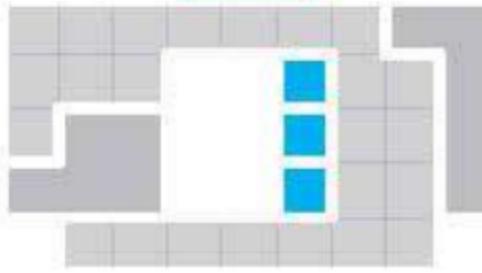
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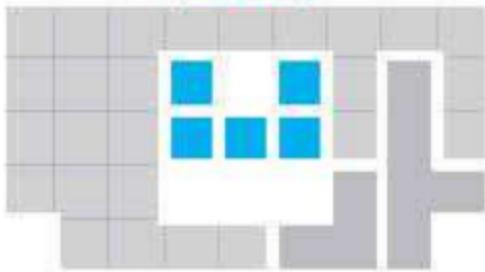


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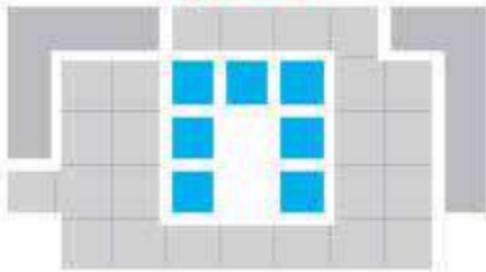


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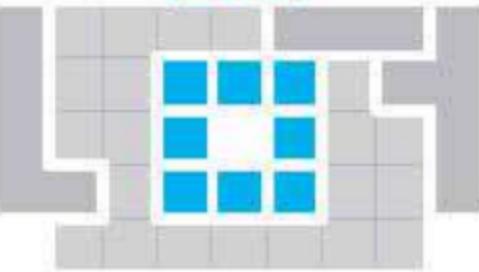
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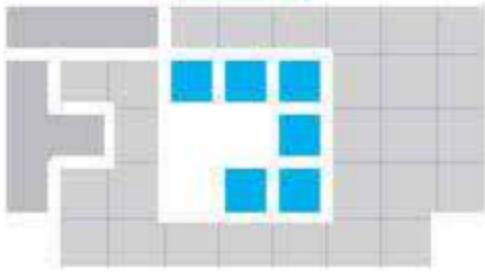
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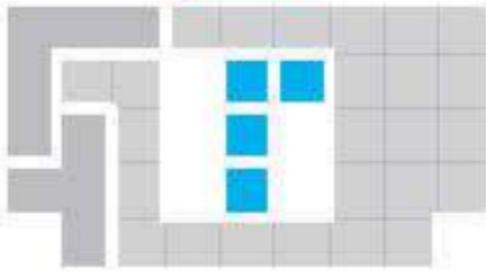
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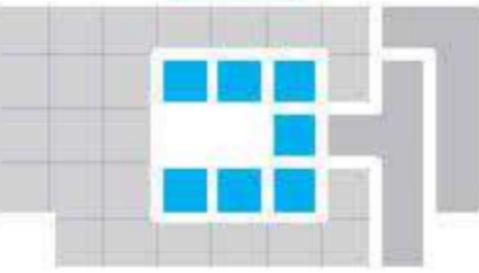
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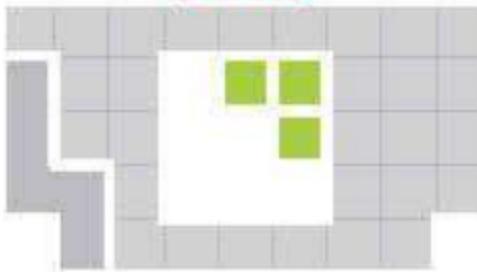


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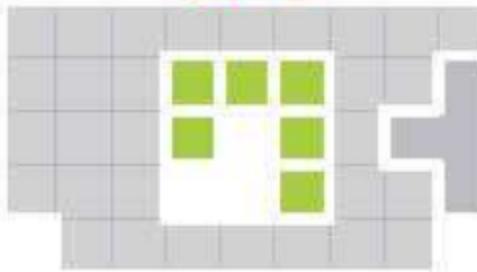


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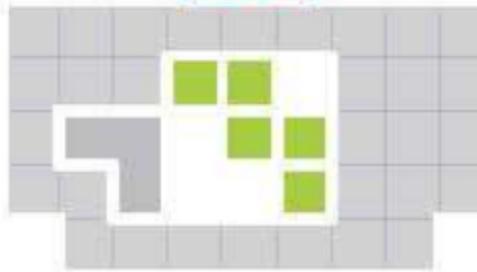
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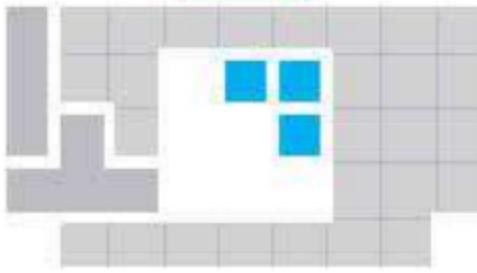
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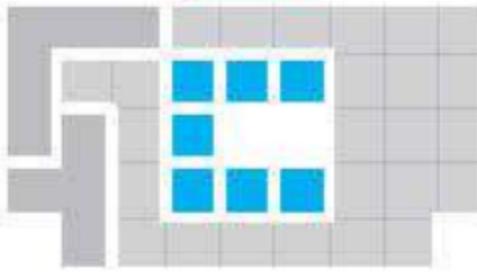
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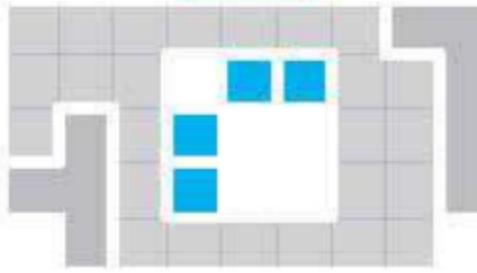
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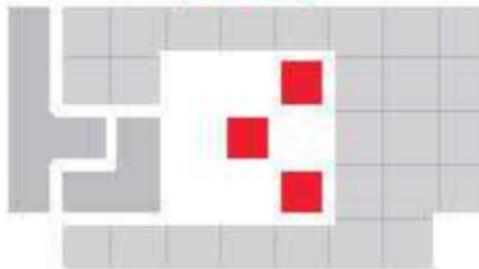


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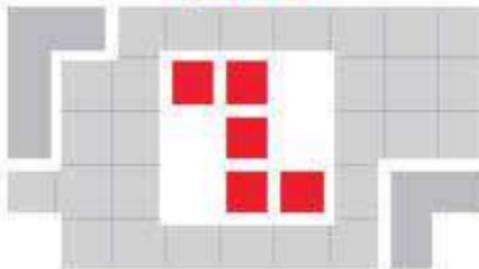


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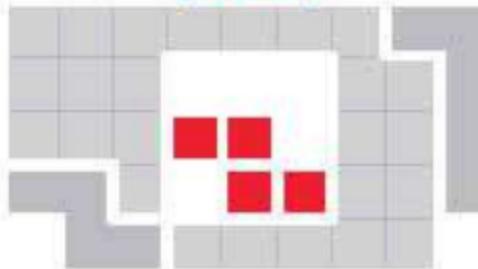
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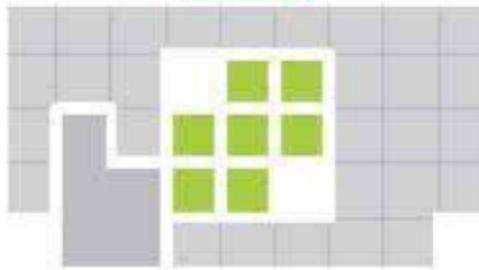
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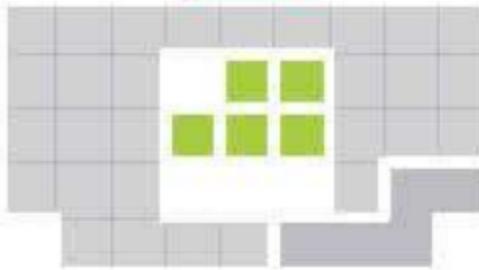
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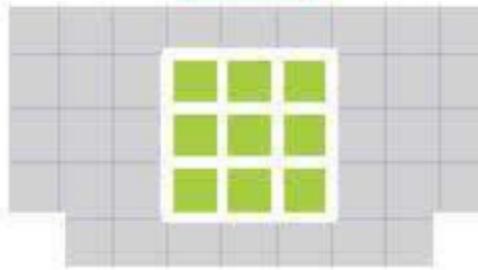
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MASTER

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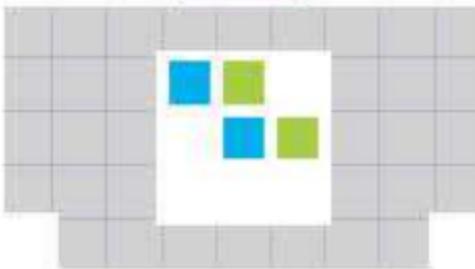


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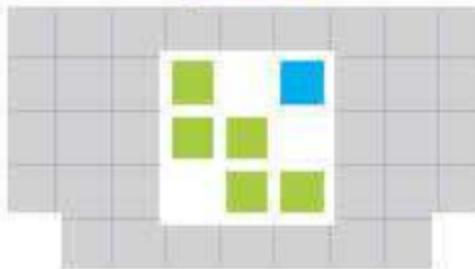


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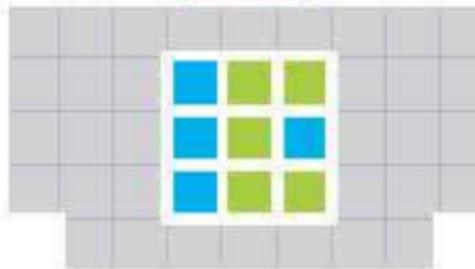
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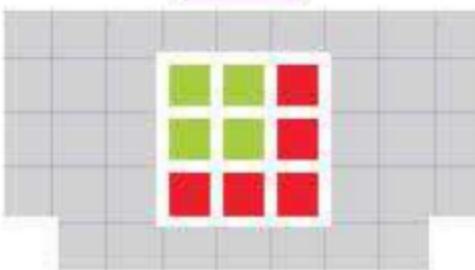
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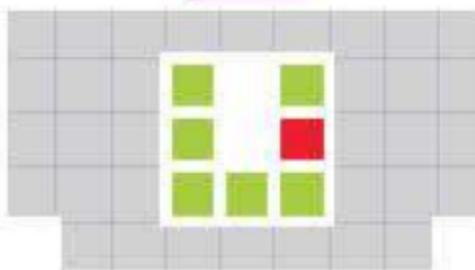
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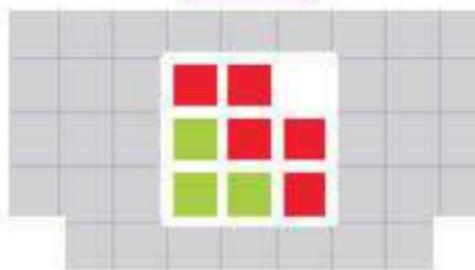
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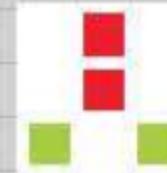


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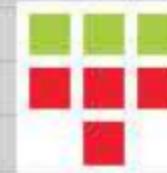
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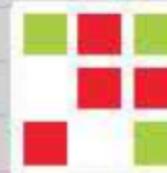
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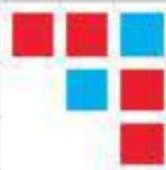


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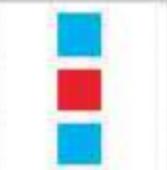
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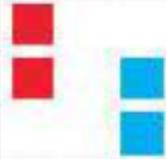
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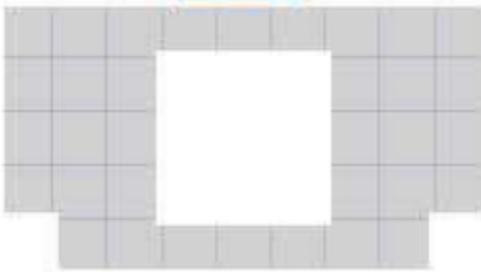
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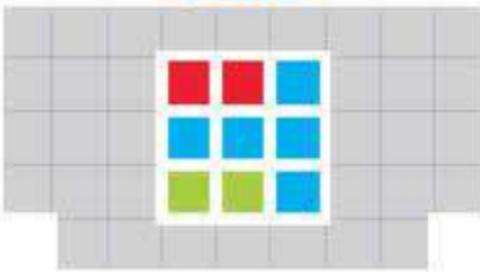
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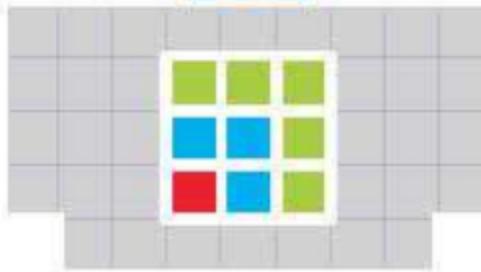
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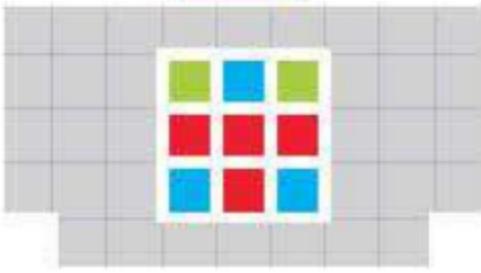
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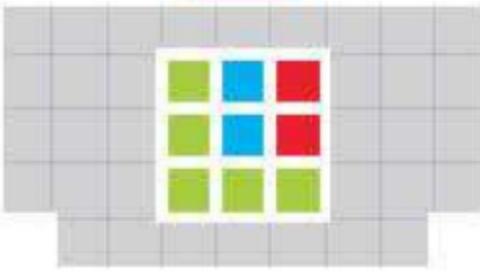
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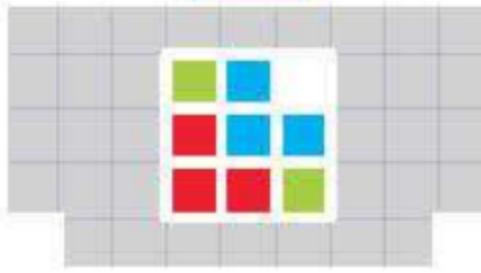
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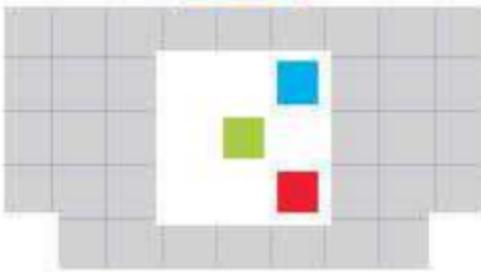


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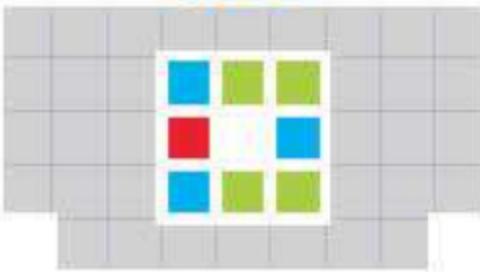


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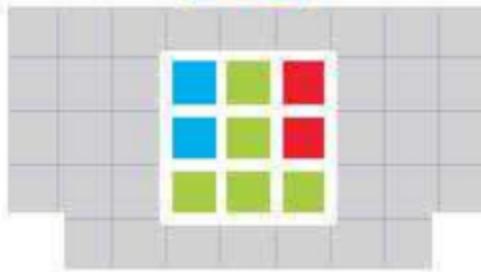
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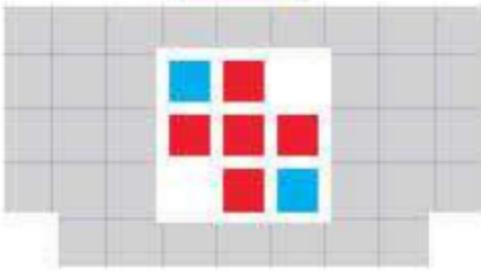
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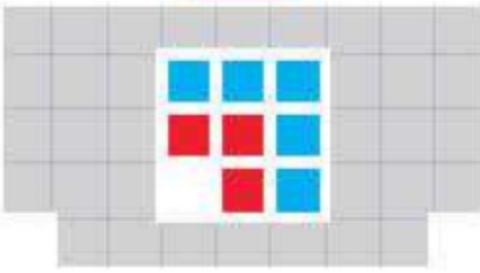
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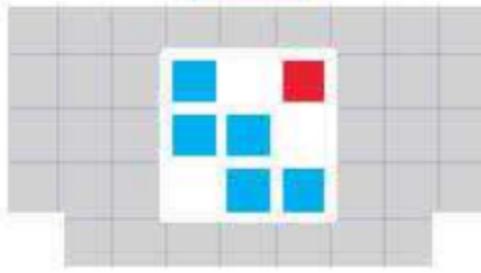
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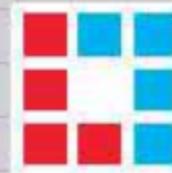
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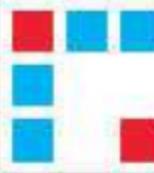
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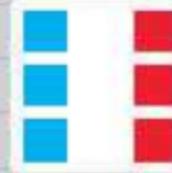
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WIZARD

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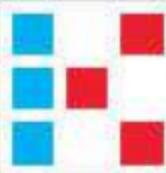
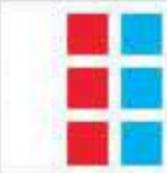
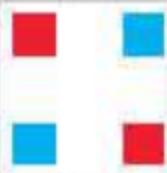
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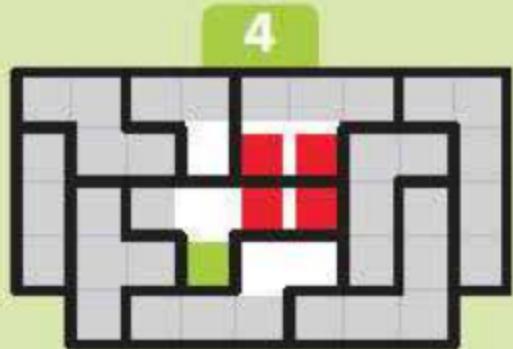
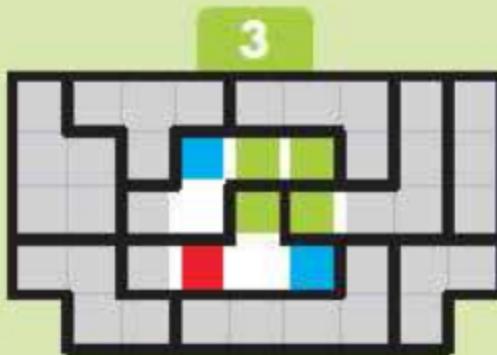
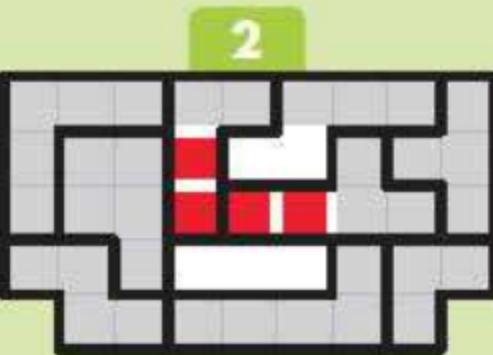
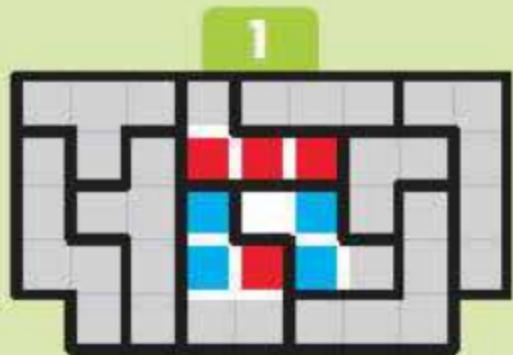
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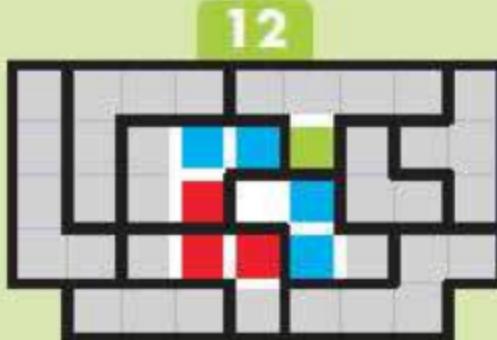
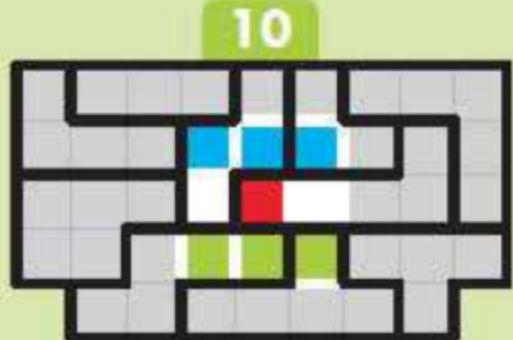
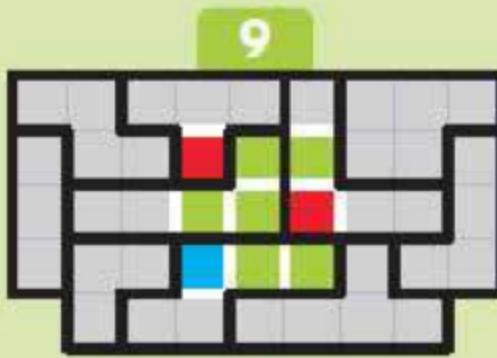
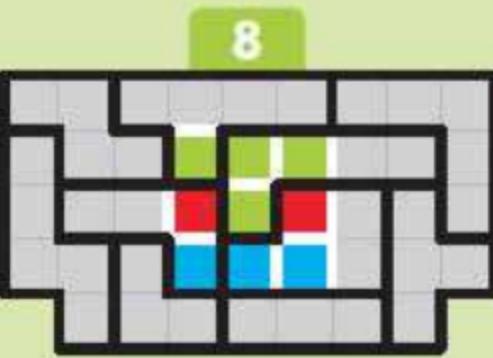
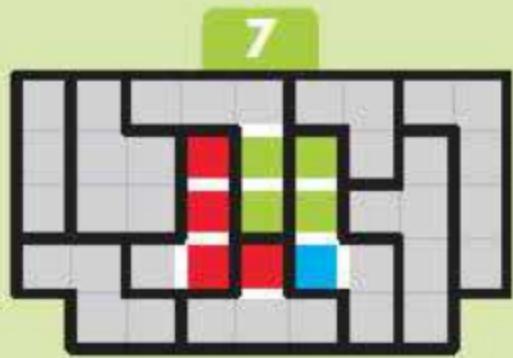
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SOLUTIONS

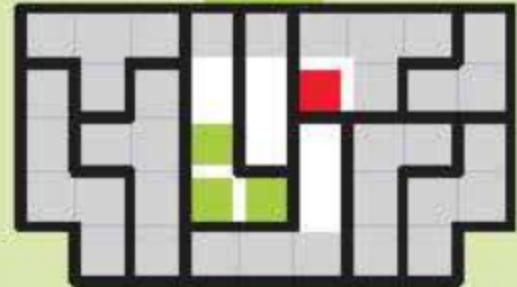


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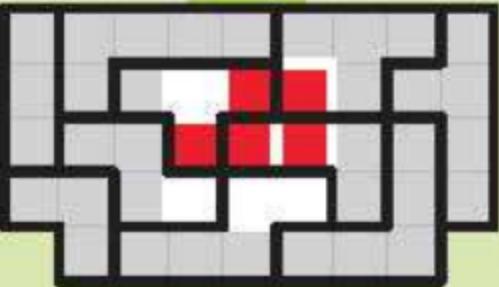


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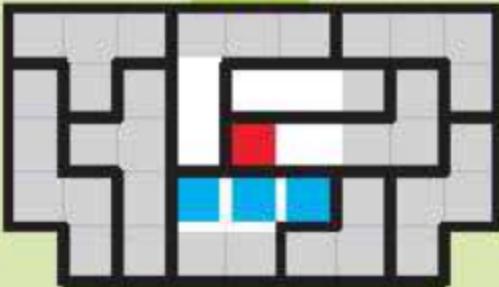
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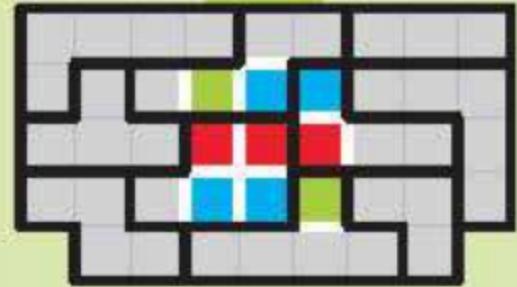
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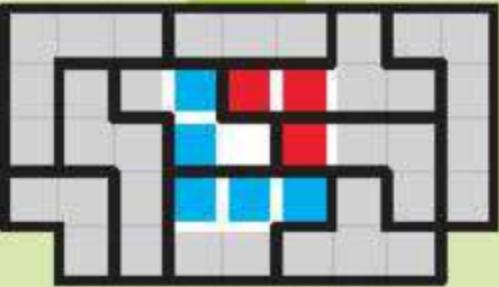
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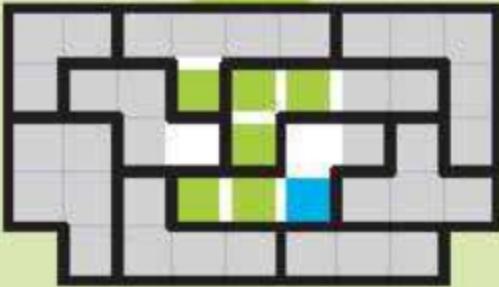
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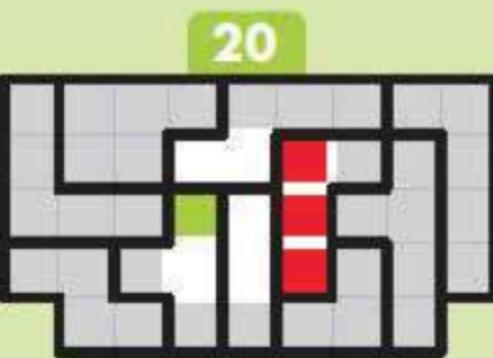
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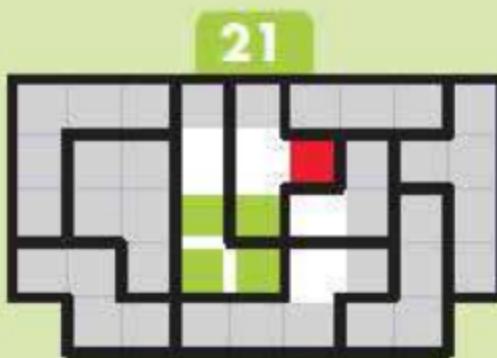
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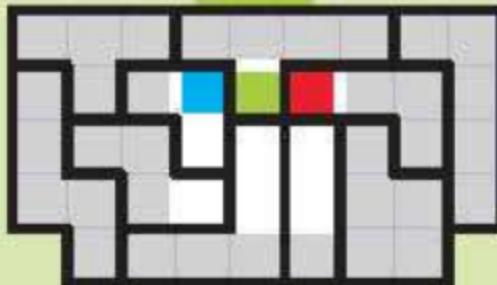
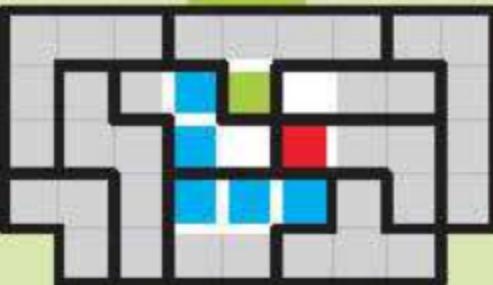
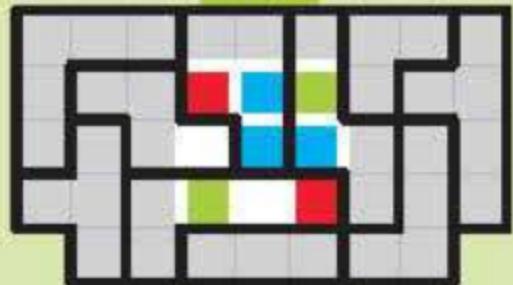
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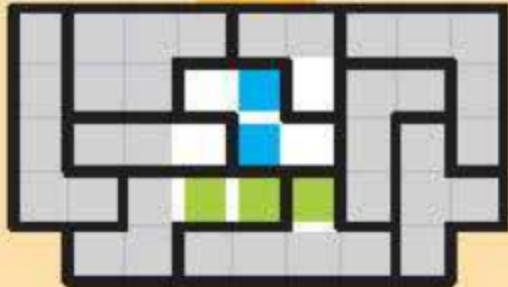


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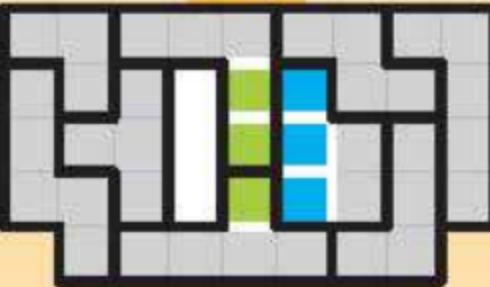


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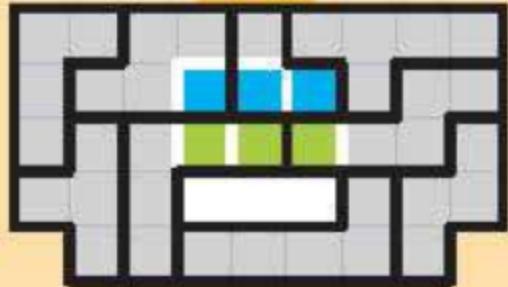
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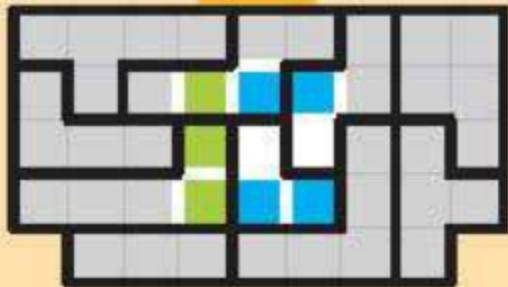
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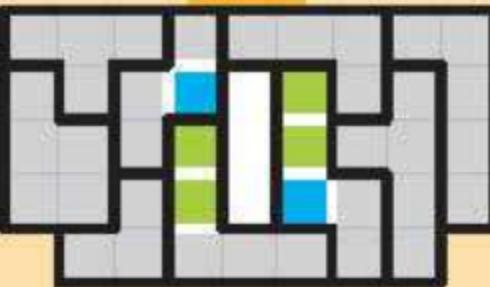
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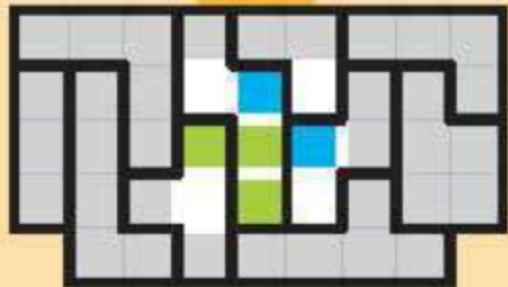
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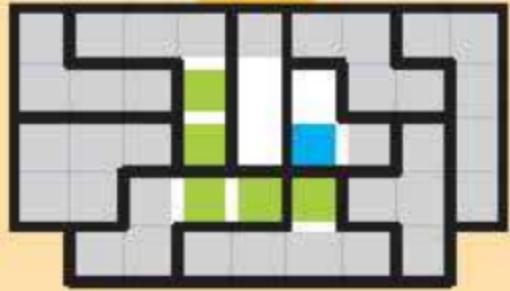
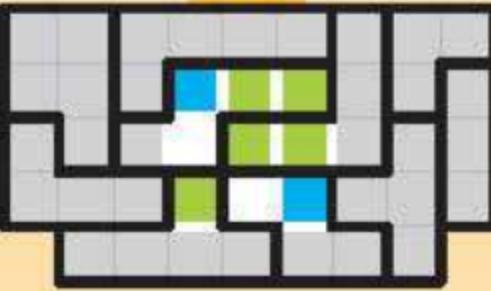
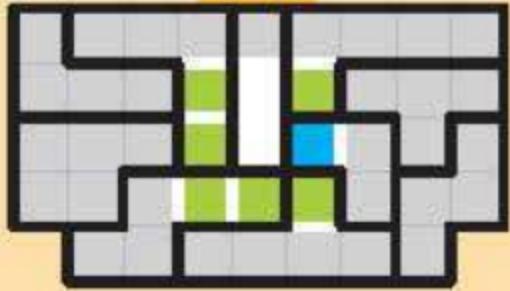


SOLUTIONS

31

32

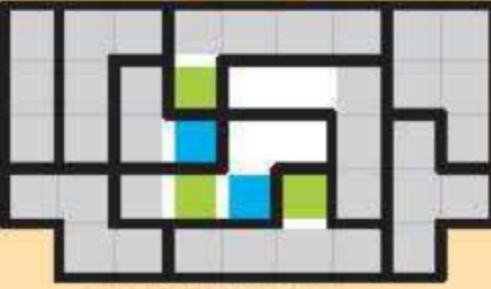
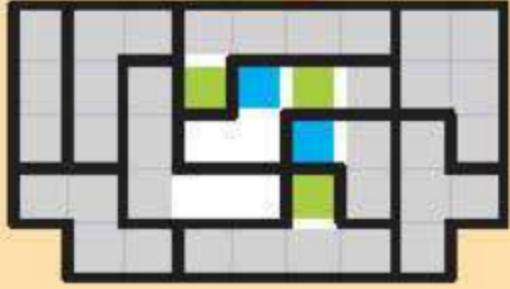
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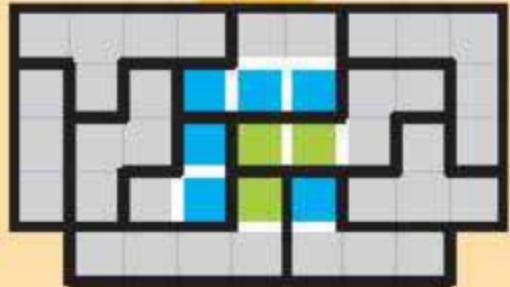
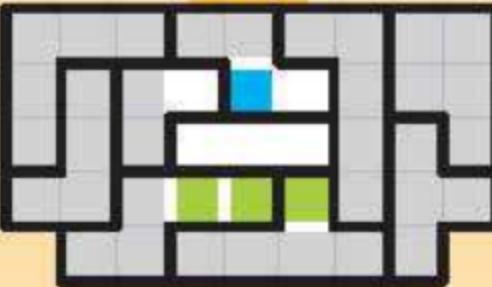
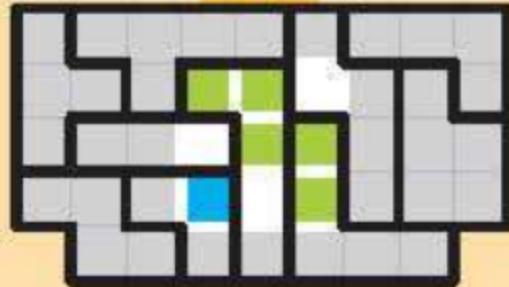


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37

38

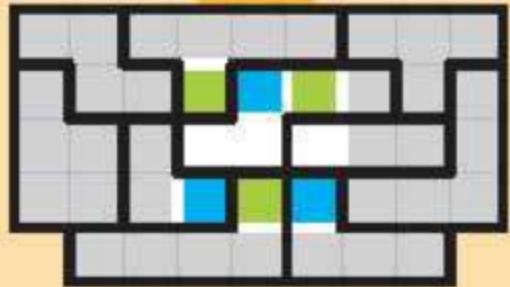
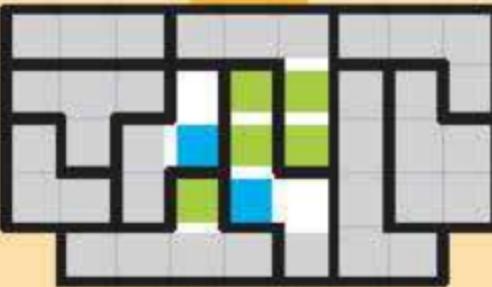
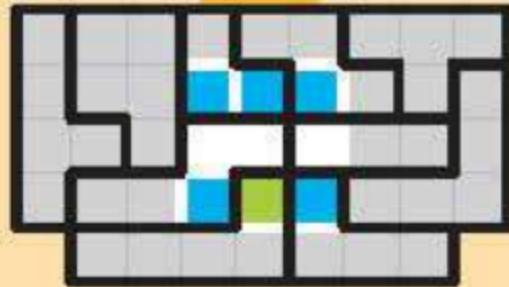
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40

41

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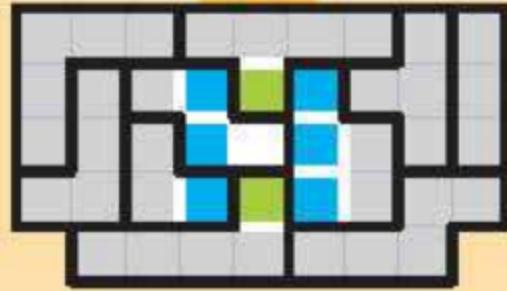
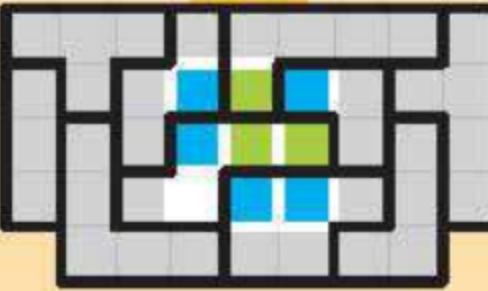
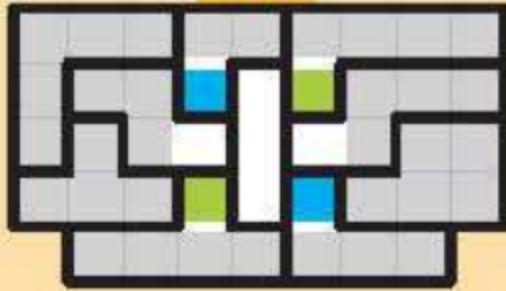


SOLUTIONS

43

44

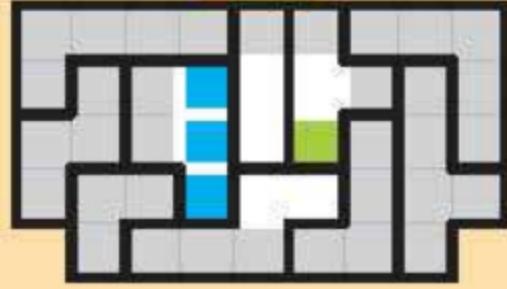
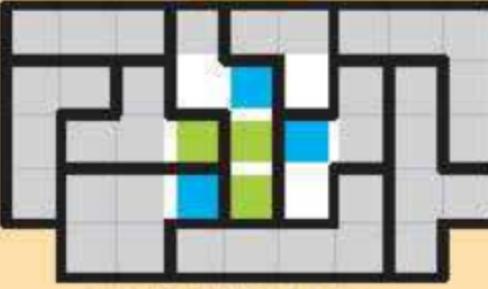
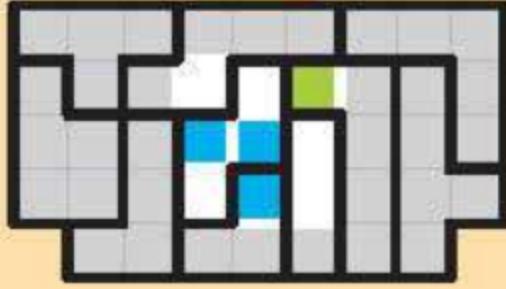
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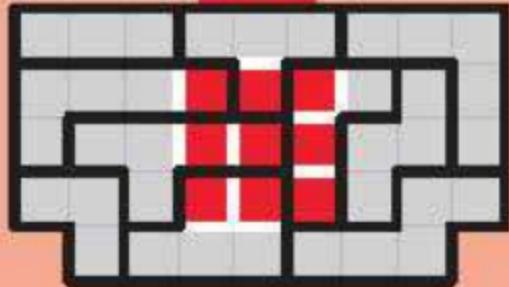
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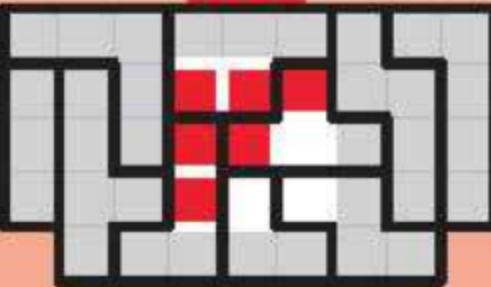


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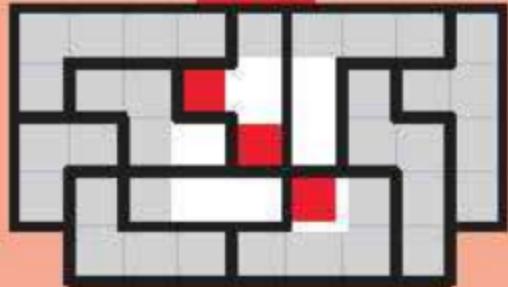
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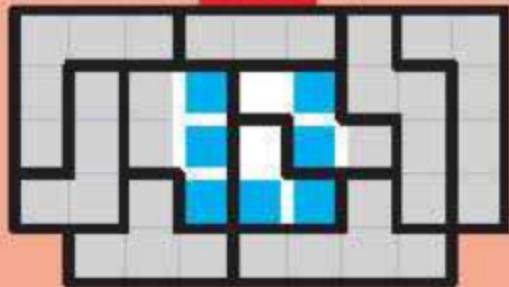
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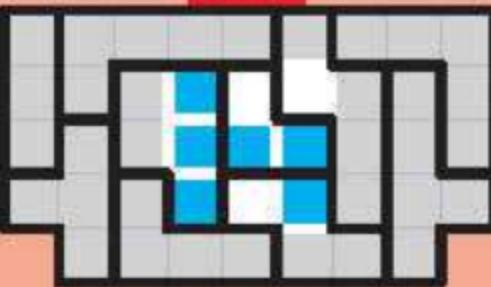
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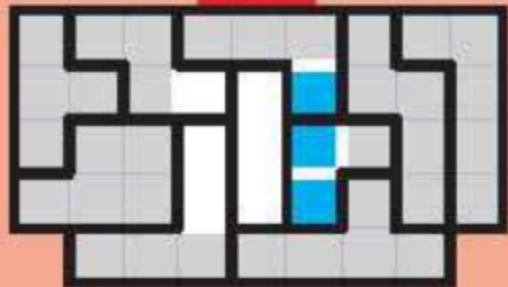
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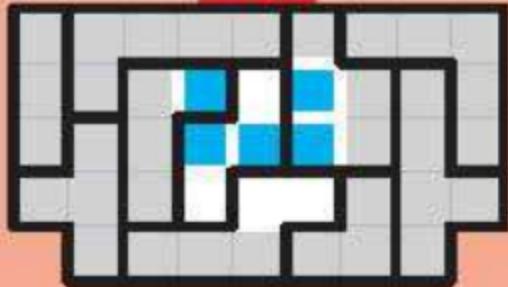


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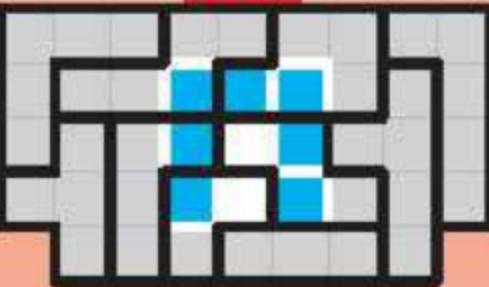


SOLUTIONS

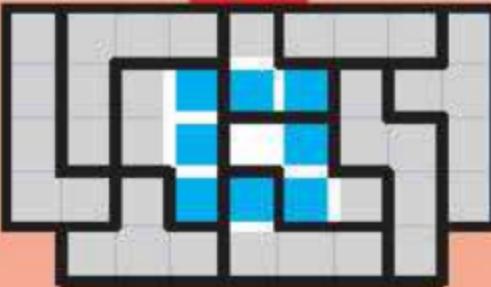
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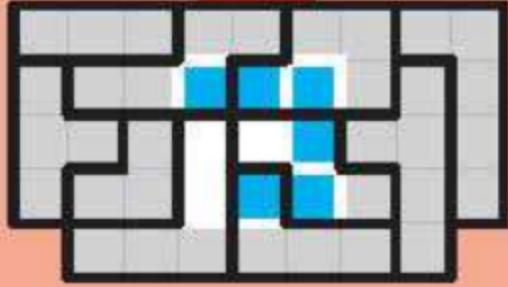
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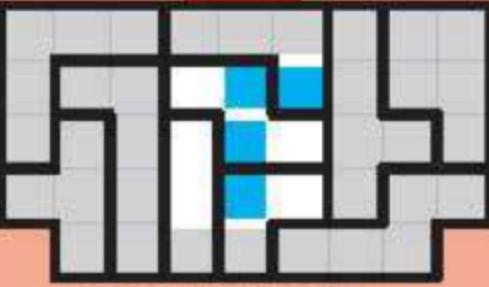
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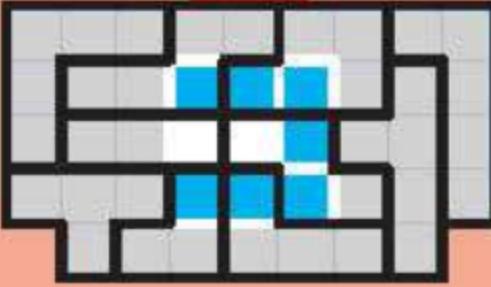
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59



60

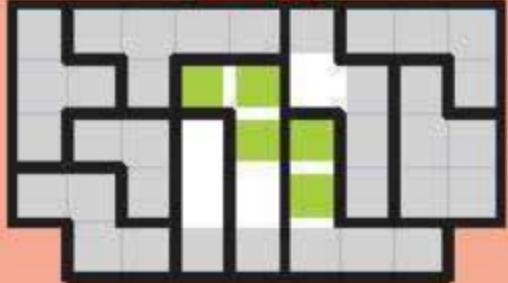
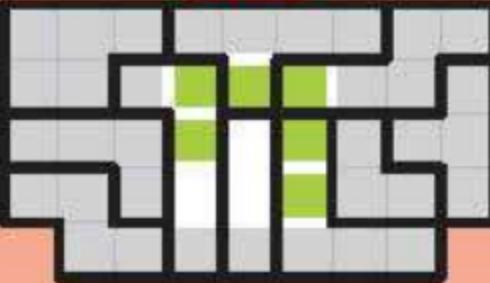
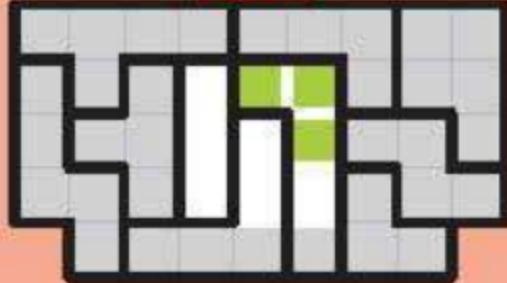


SOLUTIONS

61

62

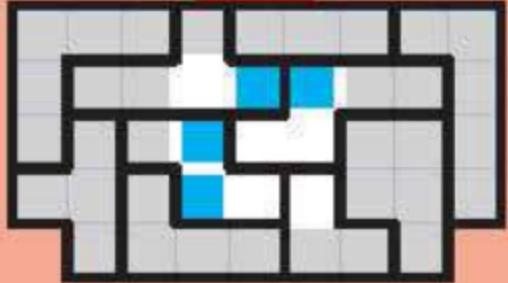
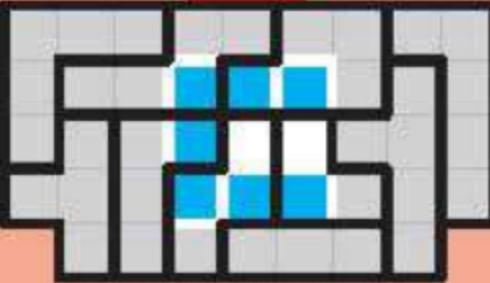
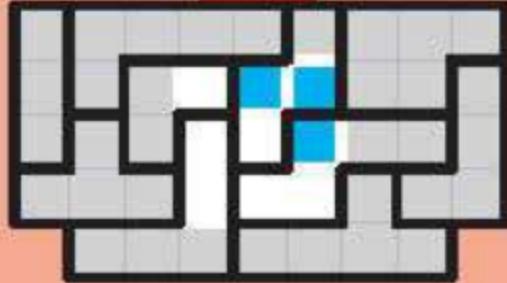
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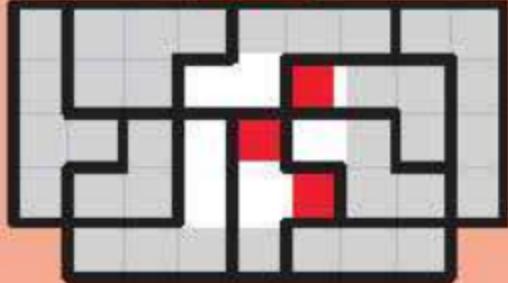
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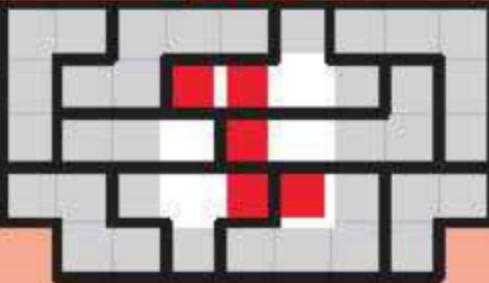


SOLUTIONS

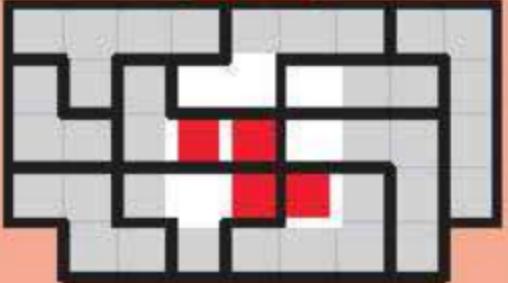
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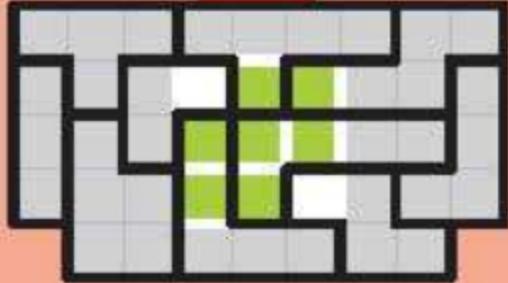
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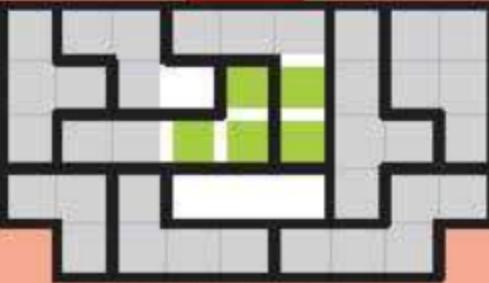
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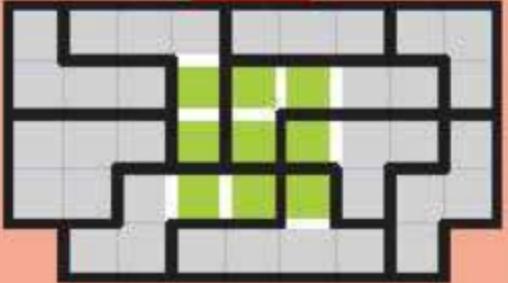
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71



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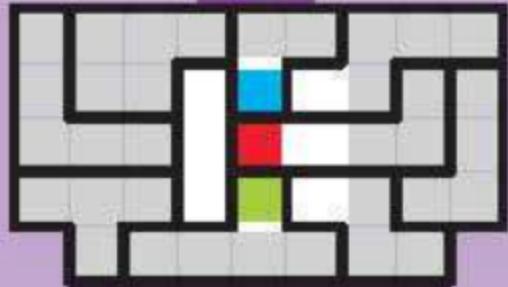
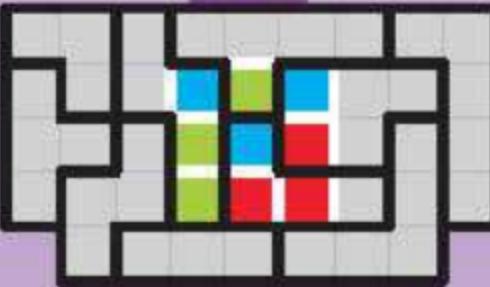
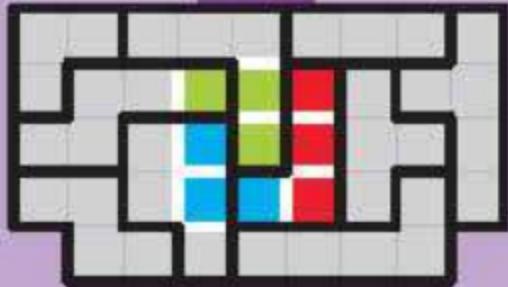


SOLUTIONS

73

74

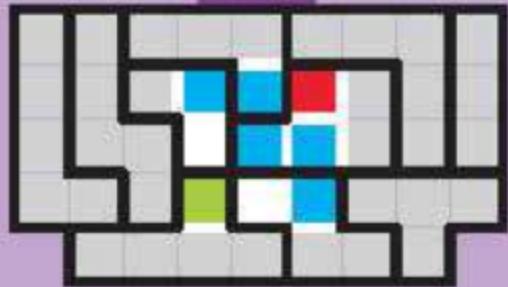
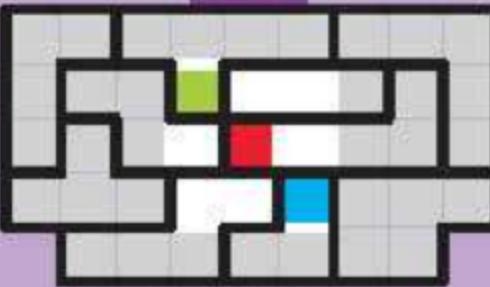
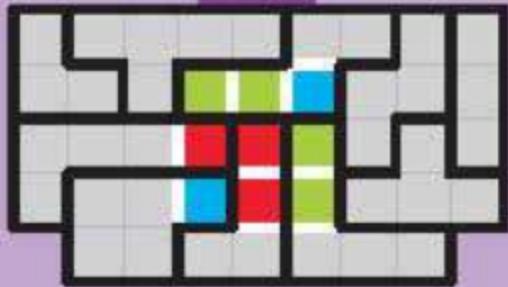
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76

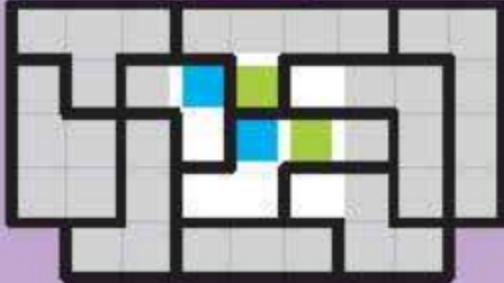
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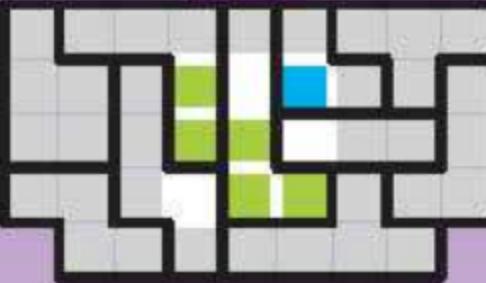


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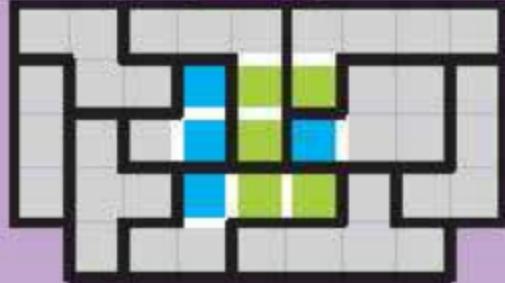
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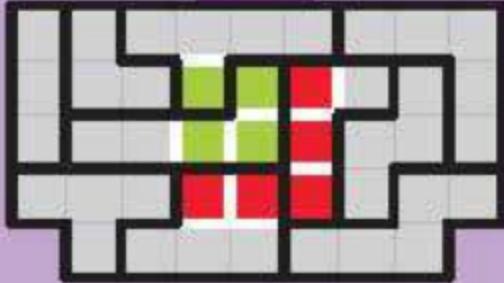
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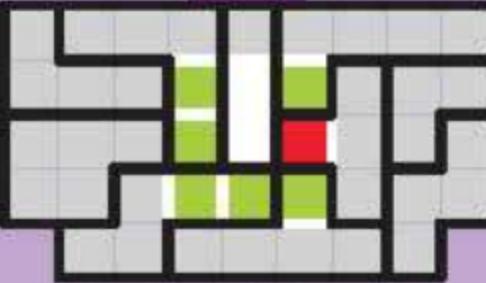
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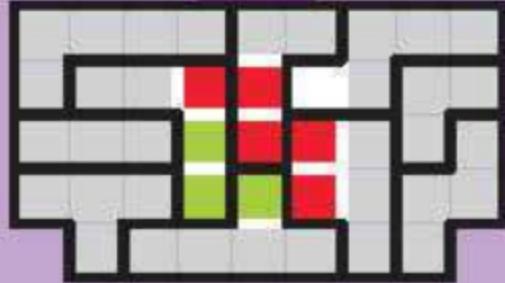
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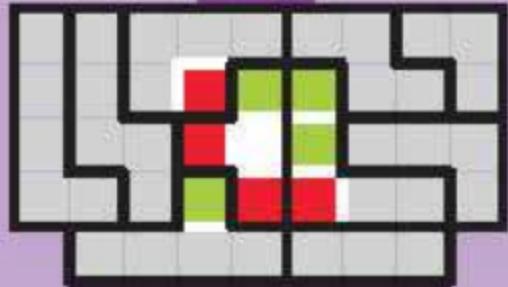
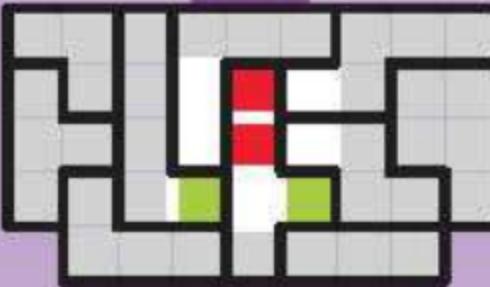
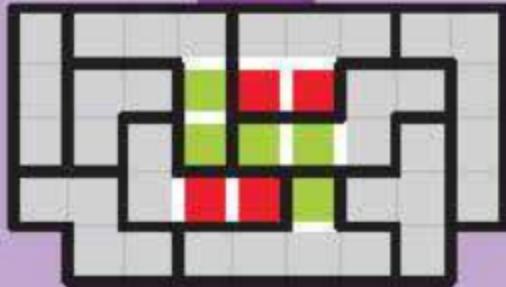


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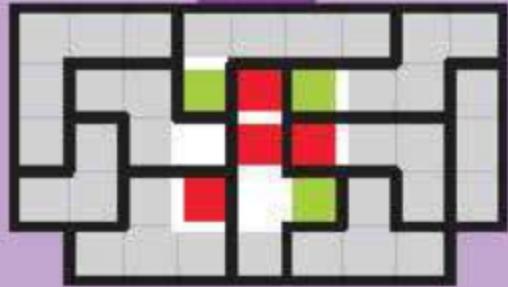
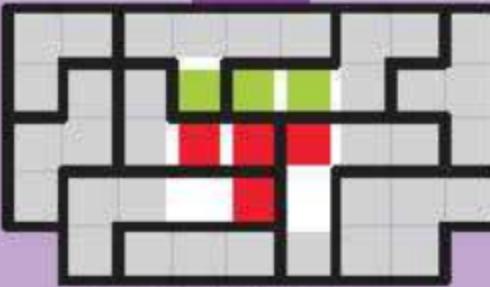
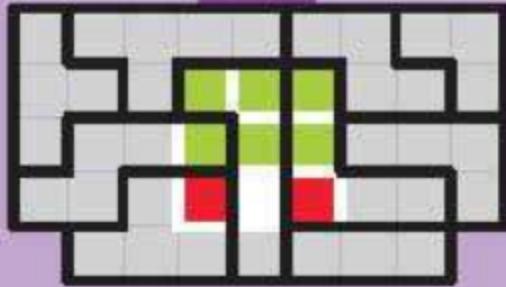
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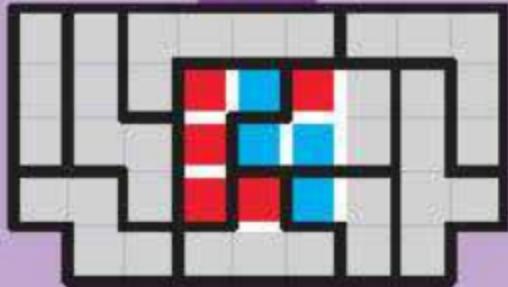
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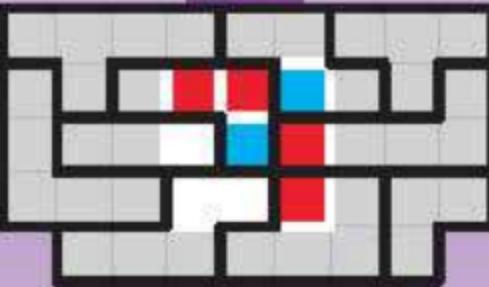


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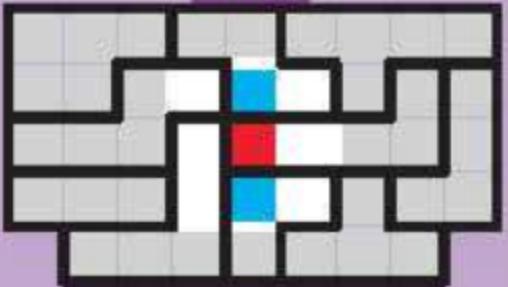
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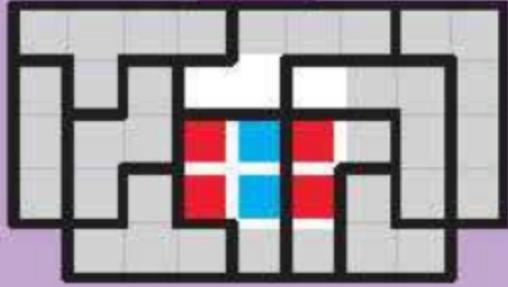
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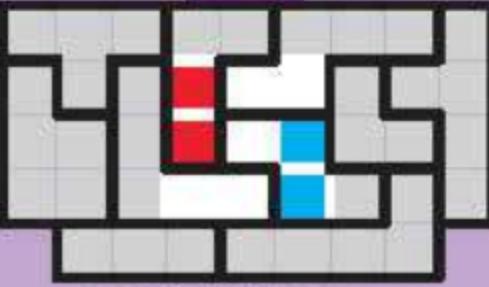
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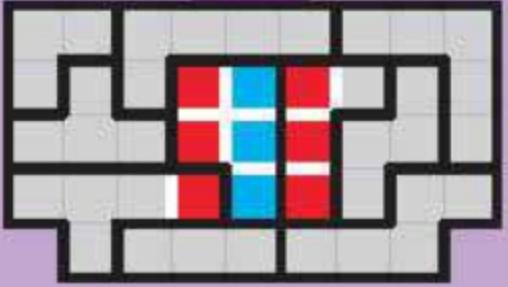
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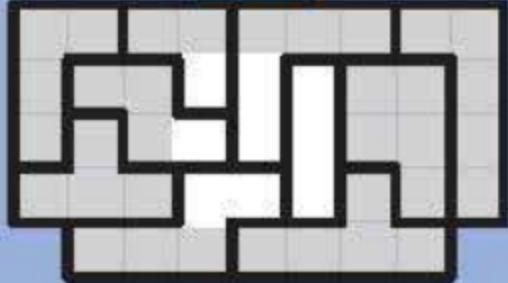


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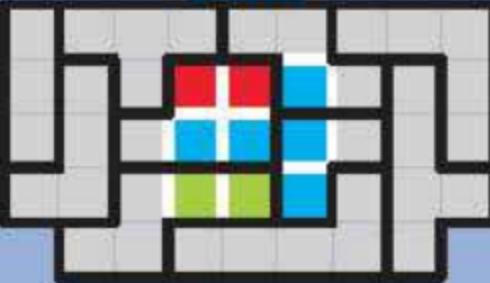


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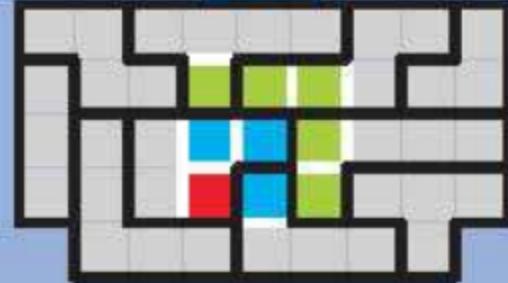
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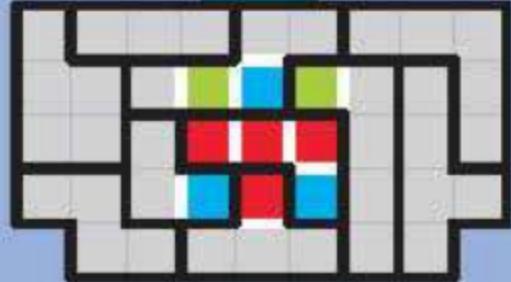
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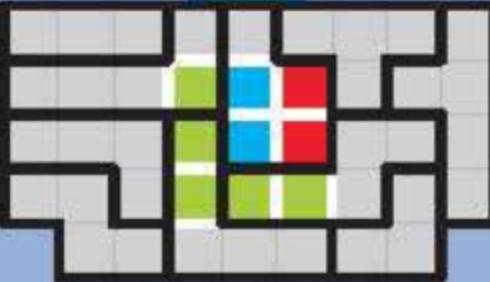
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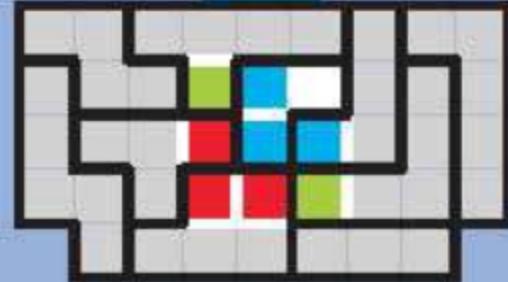
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101



102



SOLUTIONS

103

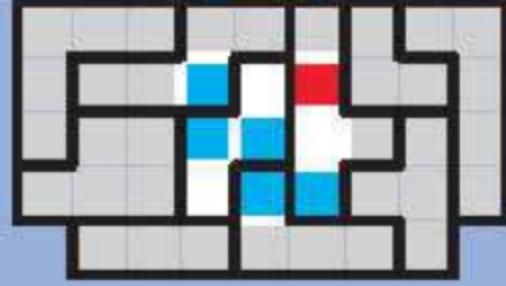
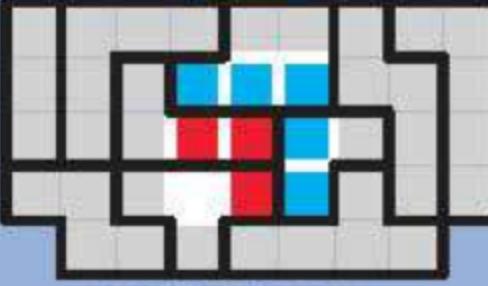
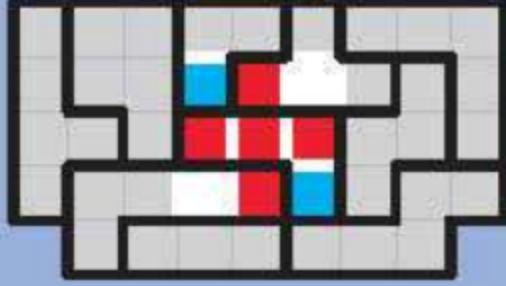
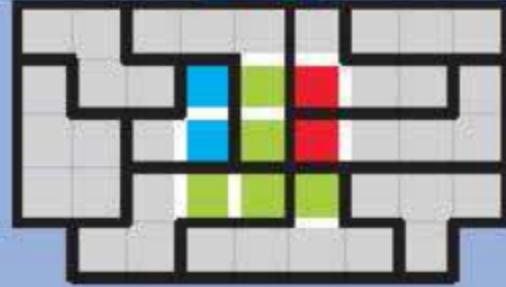
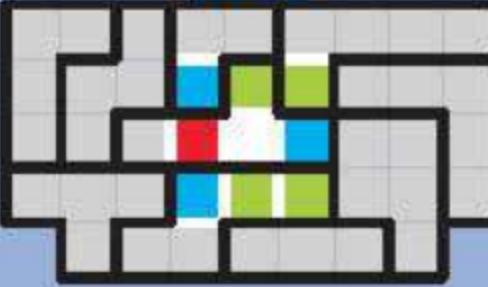
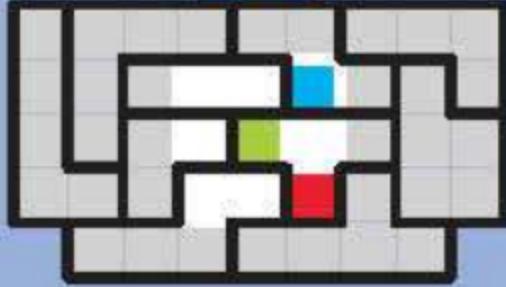
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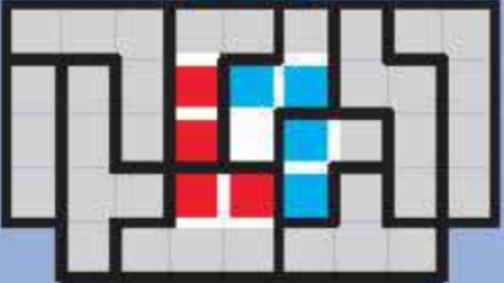
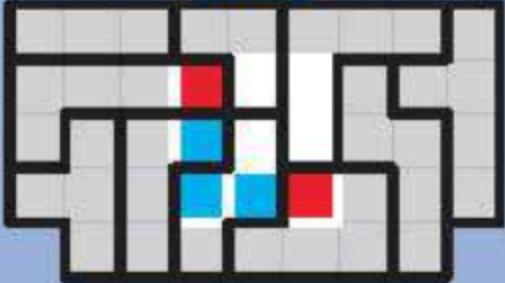
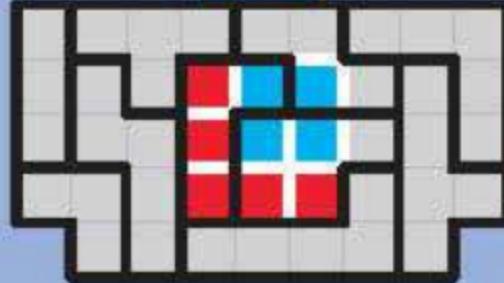


SOLUTIONS

109

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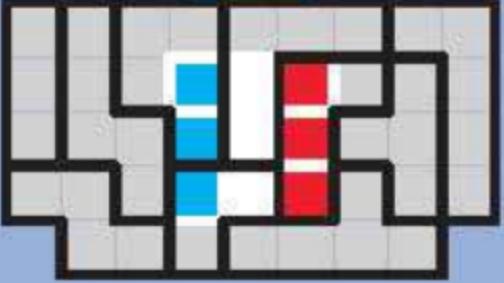
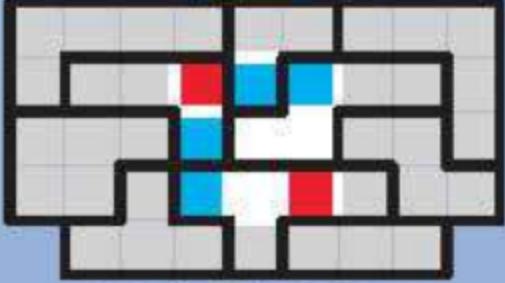
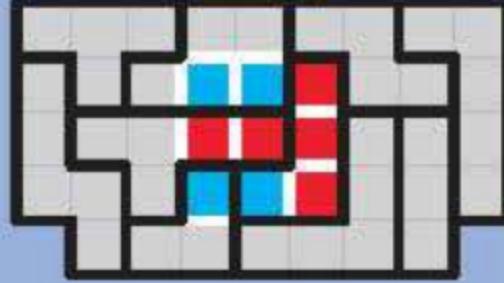
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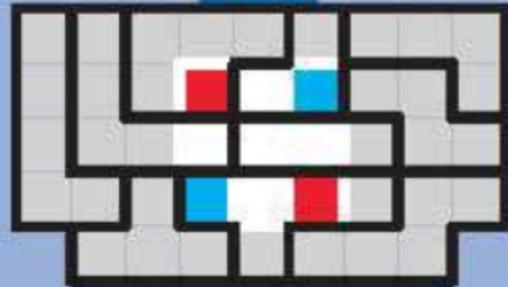
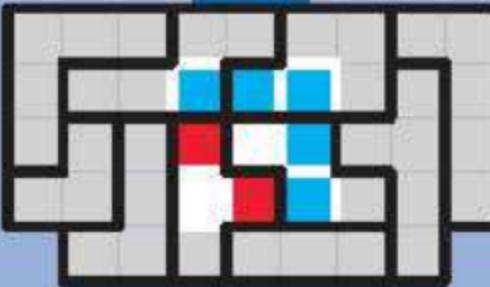
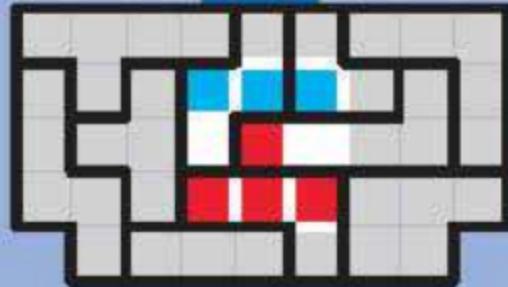


SOLUTIONS

115

116

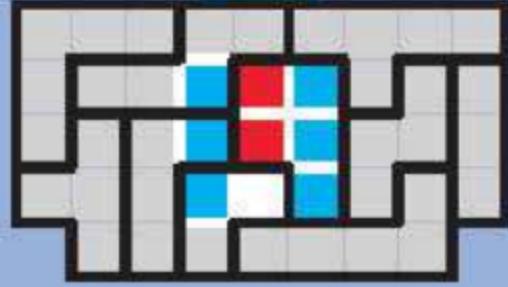
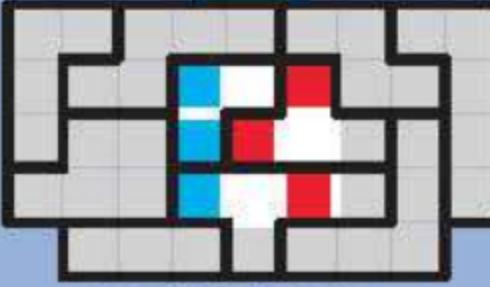
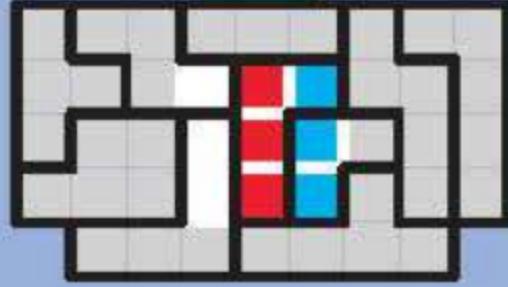
117



118

119

120





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