

FR RÈGLES DU JEU EN RULES OF THE GAME DE SPIELREGELN ES REGLAS DEL JUEGO
IT REGOLE DEL GIOCO PT REGRAS DO JOGO NL SPELREGELS SE SPELREGLER
DA SPILLEREGLER RU ПРАВИЛА ИГРЫ

ÂNE ROUGE

CLASSIC

DESIGN
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7-99
ANS YEARS
AÑOS JAHRE



SOLOGIC



ÂNE ROUGE

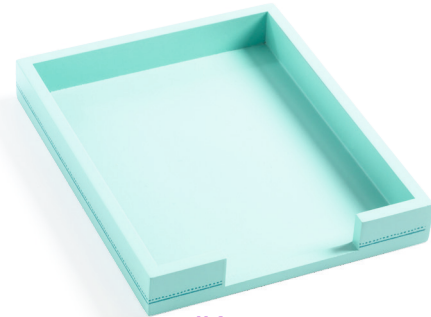
CLASSIC



X 1



X 9



X 1

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EN

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NL

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RU

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BUT DU JEU

Libérer l'âne du plateau.

CONTENU DU JEU



- 1 plateau
- 9 pièces en bois et un âne en bois

DÉROULEMENT DU JEU



- Positionner les pièces comme indiqué.



- Faire glisser les pièces successivement pour les déplacer et ainsi libérer le passage à l'âne.
- L'âne doit sortir par l'unique passage, en bas du plateau.



- Seul l'âne est autorisé à sortir du plateau de jeu.



- Aucune pièce ne peut être déplacée autrement qu'en glissant. Le dessous de chaque pièce reste toujours contre le plateau.

2 solutions se trouvent à la fin de ce livret.

EN TRADITIONAL LOGIC GAME



AIM OF THE GAME

Help the donkey get out of the board.

CONTENTS OF THE GAME



- 1 board
- 9 wooden pieces and one wooden donkey

HOW TO PLAY



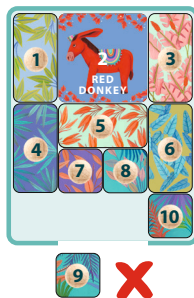
- Position the pieces as indicated.



- Slide the pieces successively around the board to clear a path for the donkey.
- The only way the donkey can get out is through the opening at the bottom of the board.



- Only the donkey is allowed to leave the board.



- You can only move a piece by sliding it - this applies to all pieces. The underside of each piece must always remain in contact with the board.

2 solutions can be found at the end of this booklet.

DE KLASSISCHES LOGIKSPIEL



ZIEL DES SPIELS

Den Esel zum Ausgang am Spielbrettrand bringen.

INHALT



- 1 Spielbrett
- 9 Spielsteine aus Holz und ein Esel aus Holz

SPIELABLAUF



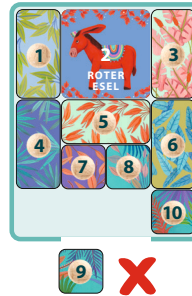
- Die Spielsteine wie auf dem Bild anordnen.



- Die Spielsteine nacheinander verschieben, um dem Esel den Weg freizumachen.
- Der Esel darf das Spielbrett nur durch den einzigen Ausgang unten am Spielbrettrand verlassen.



- Nur der Esel darf das Spielbrett verlassen.



- Die einzelnen Spielsteine dürfen nur verschoben werden. Mit ihrer Unterseite müssen die Spielsteine immer das Spielbrett berühren.

2 Lösungen finden sich am Ende dieser Anleitung.



OBJETIVO DEL JUEGO

Sacar al burro del tablero.

CONTENIDO DEL JUEGO



- 1 tablero
- 9 piezas de madera
- y un burro de madera

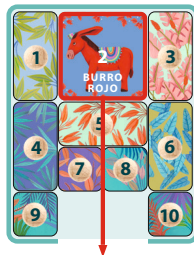
DESARROLLO DEL JUEGO



- Colocar las piezas como se indica a continuación.



- Deslizar las piezas sucesivamente para moverlas de sitio y despejar así el camino al burro.
- El burro debe salir por la única salida que hay, en la parte inferior del tablero.



- El burro es el único que puede salir del tablero de juego.



- Las piezas solo se pueden mover deslizándolas. La cara inferior de cada pieza debe permanecer siempre pegada al tablero.

Hay 2 soluciones al final de este folleto.

IT GIOCO DI LOGICA TRADIZIONALE



SCOPO DEL GIOCO

Far uscire l'asino dal tabellone.

CONTENUTO DEL GIOCO



- 1 tabellone
- 9 pedine di legno e un asino di legno

SVOLGIMENTO DEL GIOCO



- Posizionare le pedine come indicato.



- Poi far scorrere le pedine per spostarle in modo da creare un passaggio per l'asino.
- L'asino deve uscire attraverso l'unico passaggio situato nella parte inferiore del tabellone.



- Soltanto l'asino può uscire dal tabellone di gioco.



- Si possono spostare le pedine solo facendole scorrere. Il lato inferiore delle pedine deve sempre essere appoggiato al tabellone.

2 soluzioni sono in fondo a questo libretto.

PT JOGO DE LÓGICA TRADICIONAL

CONTEÚDO DA EMBALAGEM



OBJETIVO DO JOGO

Libertar o burro do tabuleiro.

- 1 tabuleiro
- 9 peças de madeira e um burro de madeira

COMO JOGAR



- Posicionar as peças conforme indicado.



- Fazer deslizar as peças sucessivamente para as deslocar e desta forma, libertar a passagem para o burro.
- O burro tem de sair pela passagem única, na parte de baixo do tabuleiro.



- Só o burro pode sair do tabuleiro de jogo.



- Nenhuma peça pode ser deslocada de outra forma que não seja a deslizar.
A parte de baixo de cada peça permanece sempre contra o tabuleiro.

2 soluções estão no fim deste folheto.

NL TRADITIONEEL LOGICASPEL



DOEL VAN HET SPEL

De ezel uit het bakje bevrijden.

INHOUD VAN HET SPEL



- 1 bakje
- 9 houten stukken en een houten ezel

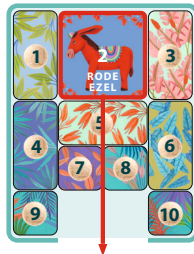
SPELVERLOOP



- Plaats de stukken zoals afgebeeld.



- Verschuif de stukken een voor een om de weg vrij te maken voor de ezel.
- De ezel moet het bakje via de enige uitgang aan de onderkant verlaten.



- Alleen de ezel mag het bakje verlaten.



- De stukken mogen alleen schuivend worden verplaatst. De onderkant van elk stuk blijft altijd in contact met het bakje.

Er staan 2 oplossingen achter in dit boekje.



SPELETS MÅL

Att släppa ut åsnan från spelplattan.

SPELETS GÅNG

- Placera ut brickorna såsom anvisat.



SPELINNEHÅLL

- 1 spelplatta
- 9 träbrickor och en åsna i trä

- Dra brickorna successivt för att flytta dem och på så sätt ge åsnan fri passage ut.
- Åsnan kan bara gå ut genom hålet vid spelplattans nederdel.



- Det är bara åsnan som kan lämna spelplattan.



- Brickorna kan endast flyttas genom att man drar dem. Brickornas undersida ska hela tiden ligga an mot spelplattan.

2 lösningar står längst bak i detta häfte.


SPILLETS FORMÅL

At befri æslet fra pladen.

SPILLETS INDHOLD


- 1 plade
- 9 træbrikker og et æsel i træ

SÅDAN FOREGÅR SPILLET


- Placer brikkerne som angivet.



- Flyt brikkerne efter hinanden ved at lade dem glide hen over pladen og således give plads til, at æslet kan komme frem.
- Æslet skal igennem den eneste udvej, som befinder sig nederst på pladen.



- Det er kun æslet, som må forlade pladen.



- Brikkerne må kun flyttes ved at lade dem glide hen over pladen. Brikkenes underside skal altid være i kontakt med pladen.

Du finder 2 løsninger bagest i dette hæfte.

RU КЛАССИЧЕСКАЯ
ЛОГИЧЕСКАЯ ИГРА



ЦЕЛЬ ИГРЫ

Вывести ослика с игрового поля.

ИГРОВОЙ КОМПЛЕКТ



- 1 игровое поле
- 9 деревянных деталей и один деревянный ослик

ХОД ИГРЫ



- Разместить детали игры, как указано.



- Скользящими движениями перемещать детали одну за другой по игровому полю, чтобы освободить проход для ослика.
- Ослик может покинуть поле только через один проход, который находится в нижней части игрового поля.



- Только ослик имеет право покинуть игровое поле.



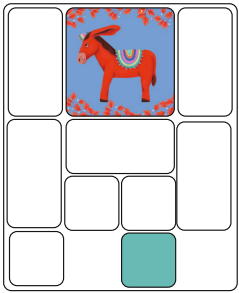
- Детали должны перемещаться по игровому полю только скольжением. Низ перемещаемых деталей должен всегда касаться поля.

2 решения приведены в конце брошюры.

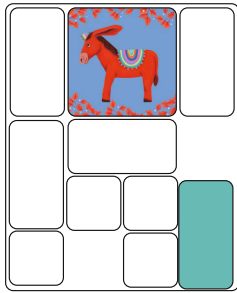
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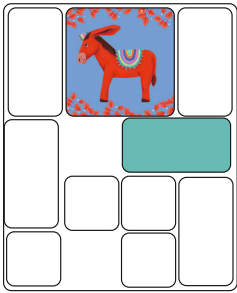
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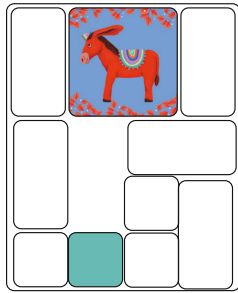
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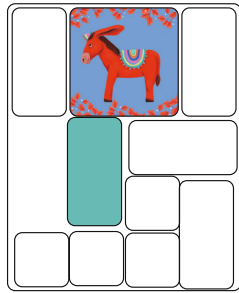
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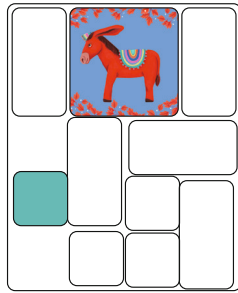
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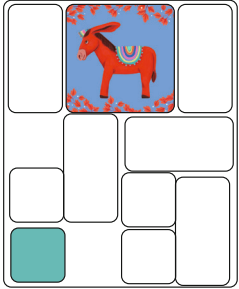
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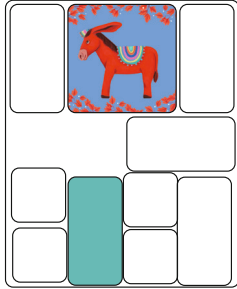
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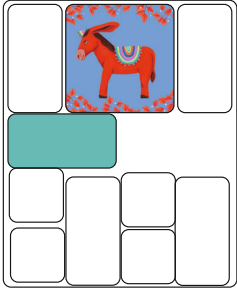
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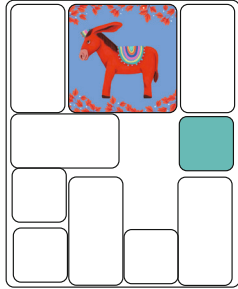
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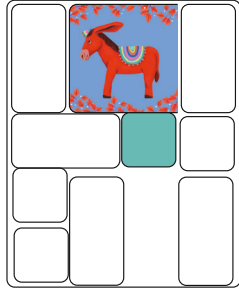
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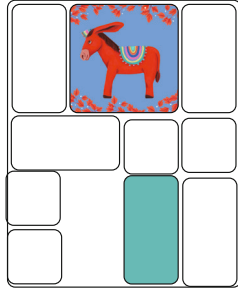
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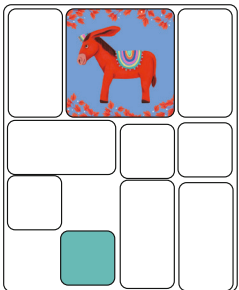
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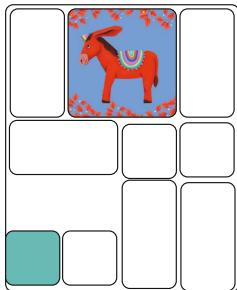
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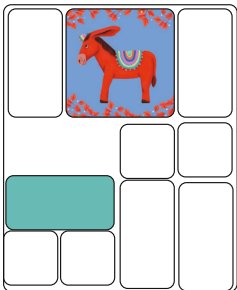
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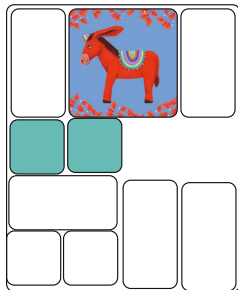
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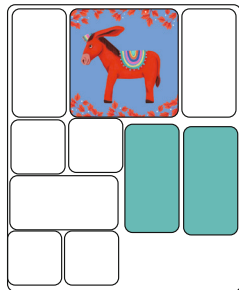
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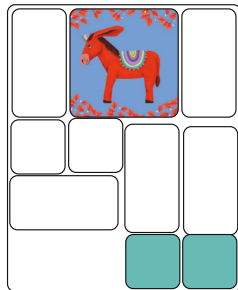
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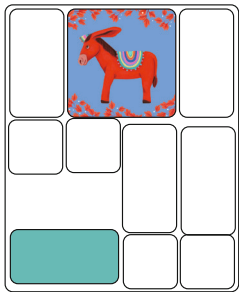
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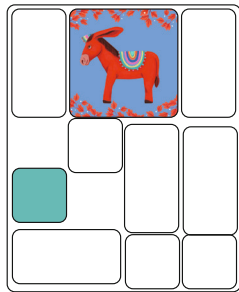
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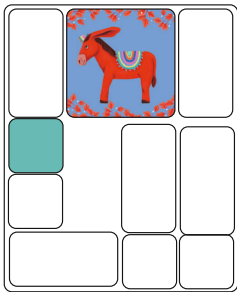
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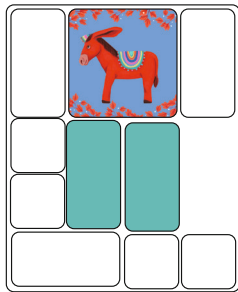
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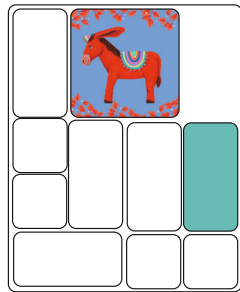
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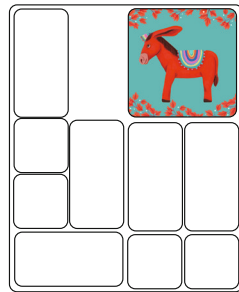
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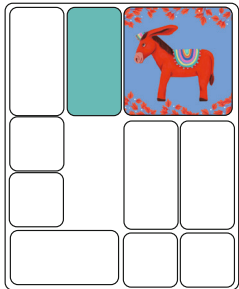
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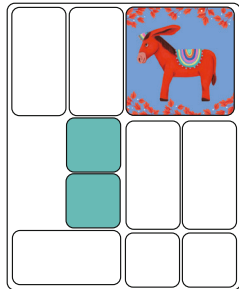
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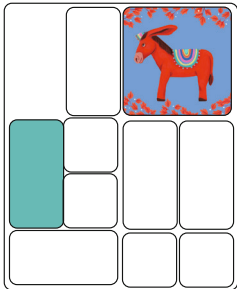
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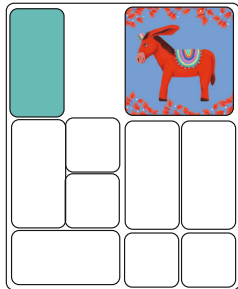
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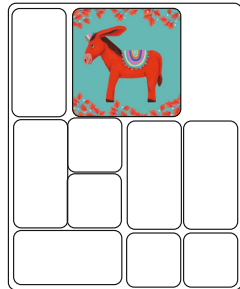
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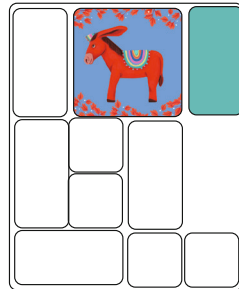
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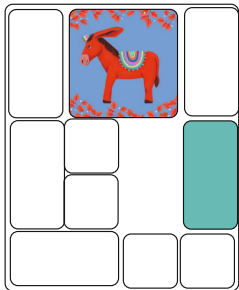
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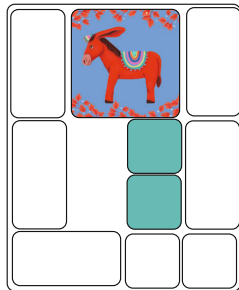
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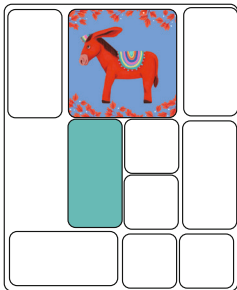
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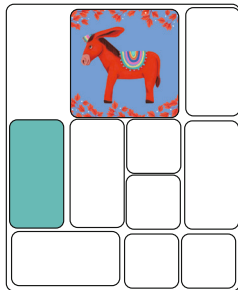
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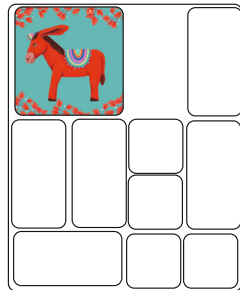
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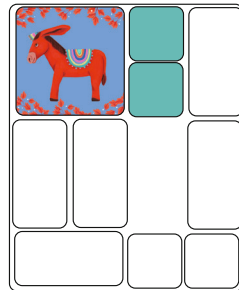
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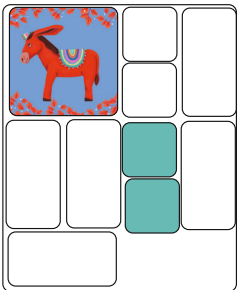
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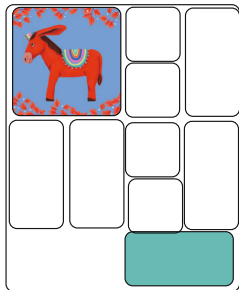
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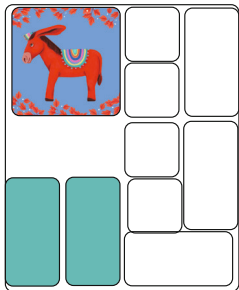
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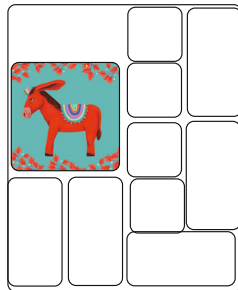
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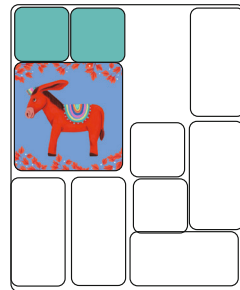
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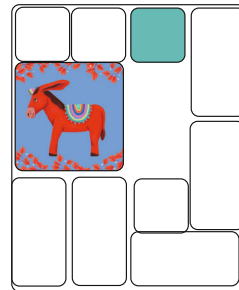
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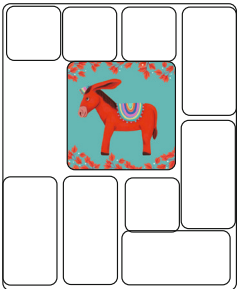
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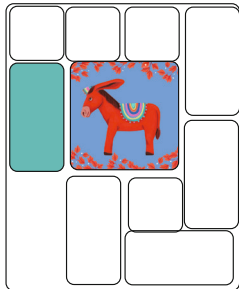
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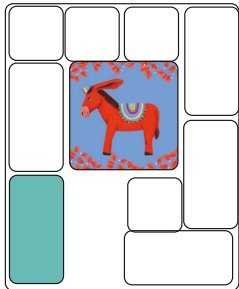
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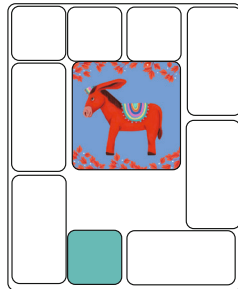
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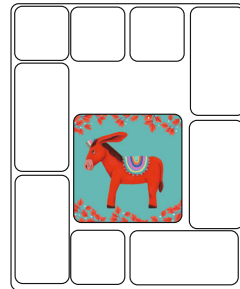
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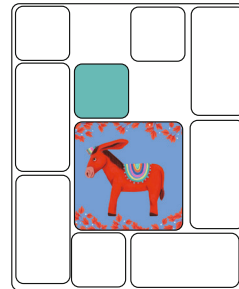
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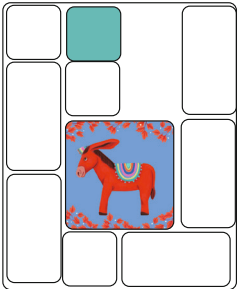
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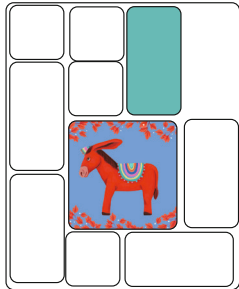
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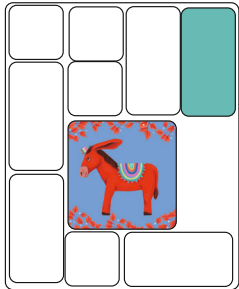
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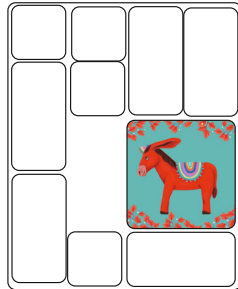
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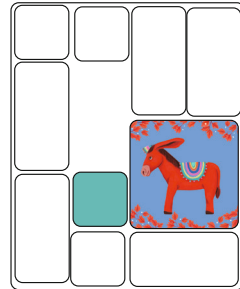
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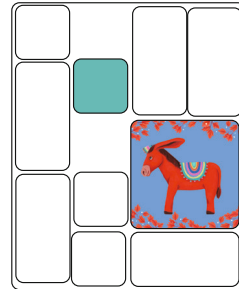
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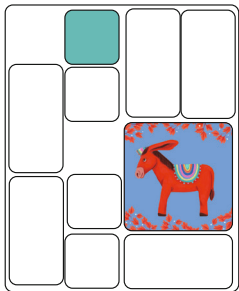
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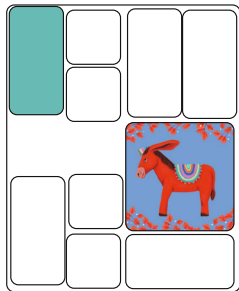
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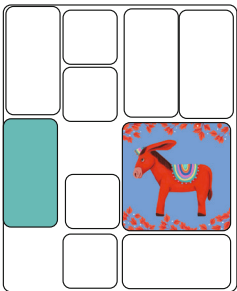
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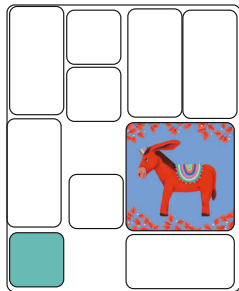
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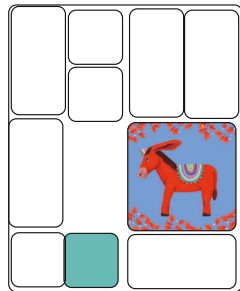
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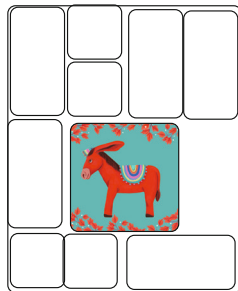
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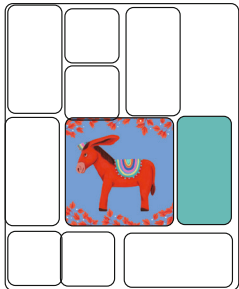
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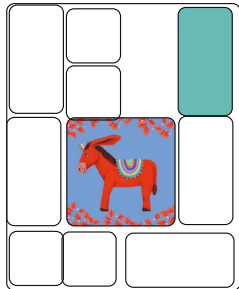
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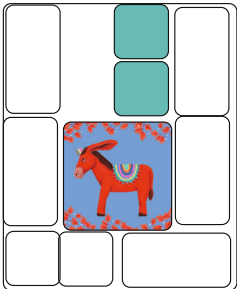
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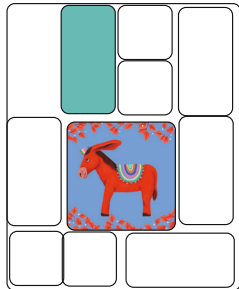
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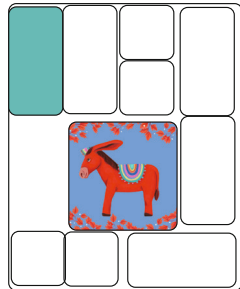
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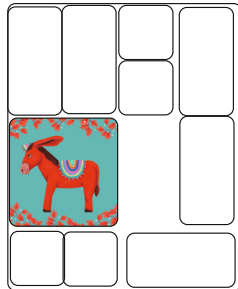
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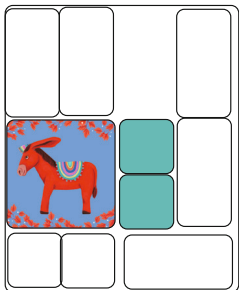
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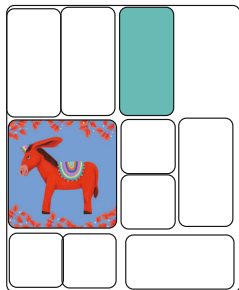
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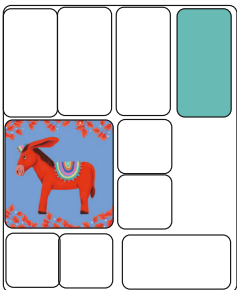
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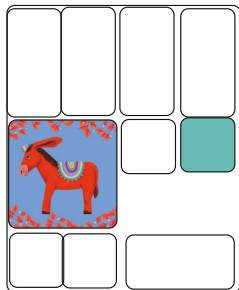
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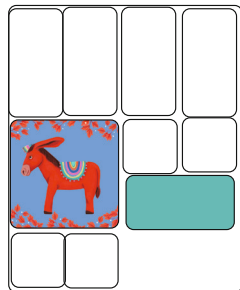
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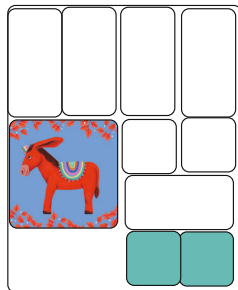
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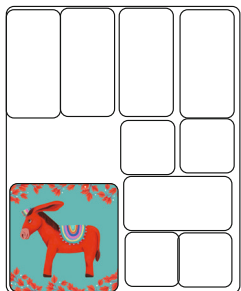
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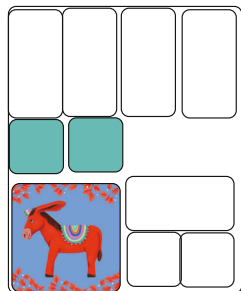
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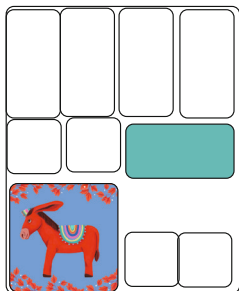
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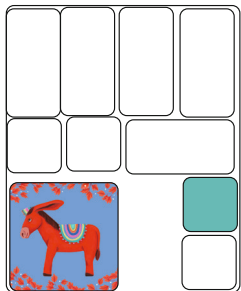
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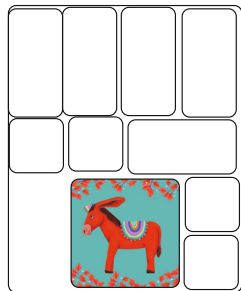
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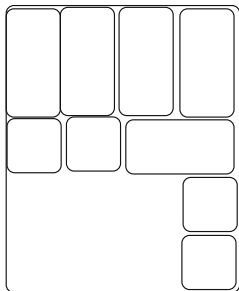
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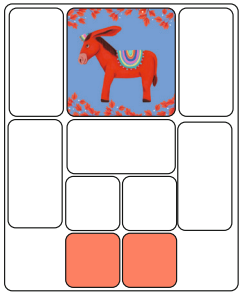
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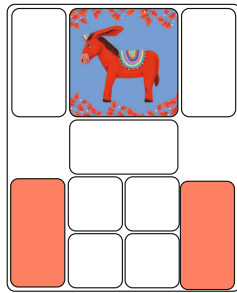
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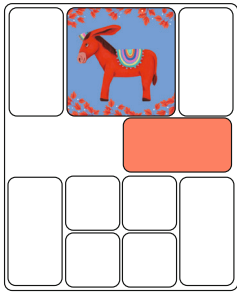
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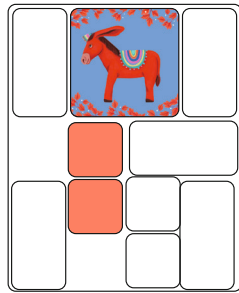
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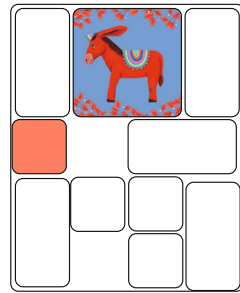
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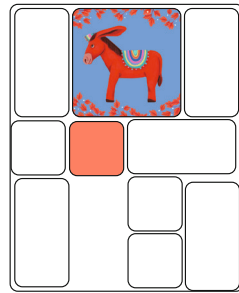
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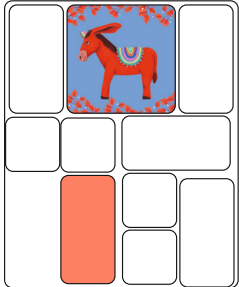
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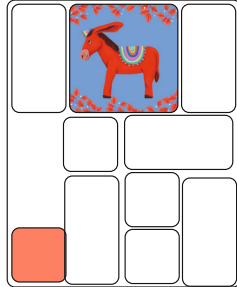
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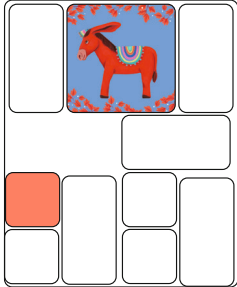
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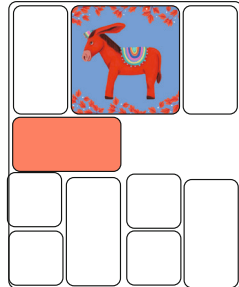
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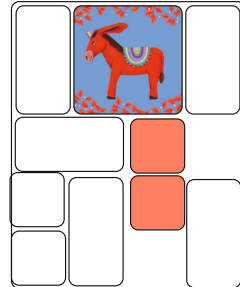
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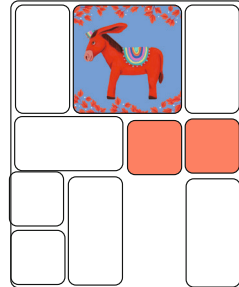
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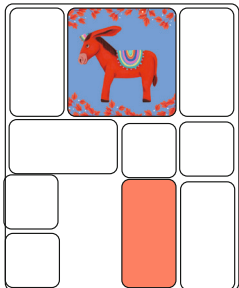
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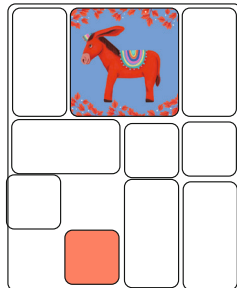
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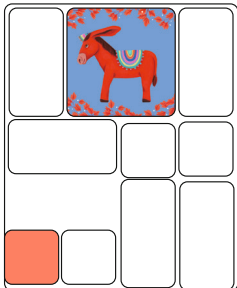
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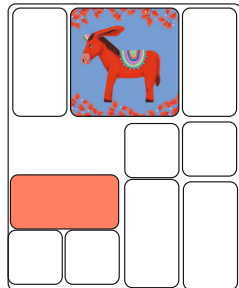
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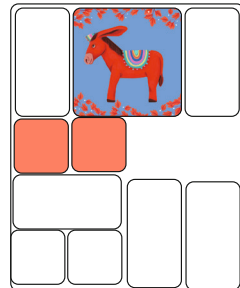
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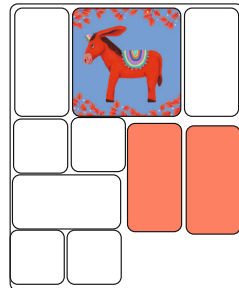
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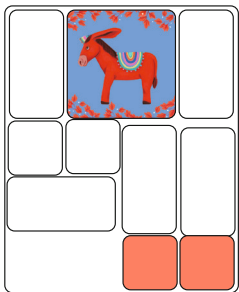
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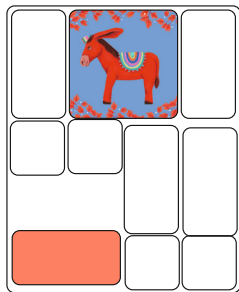
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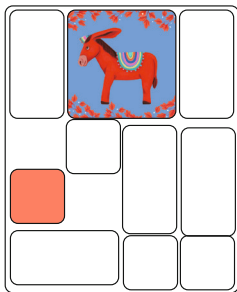
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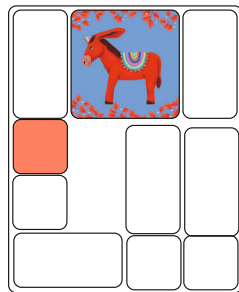
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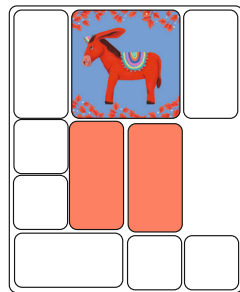
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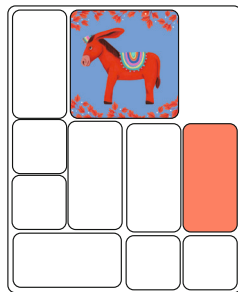
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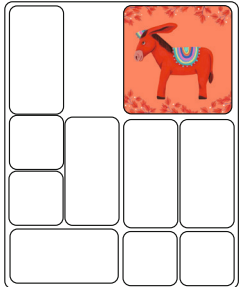
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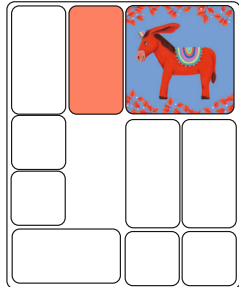
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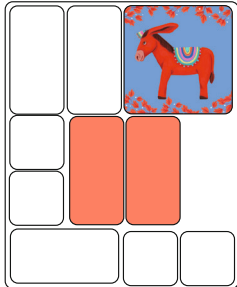
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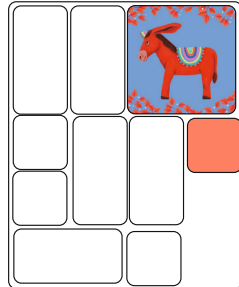
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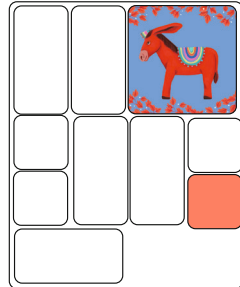
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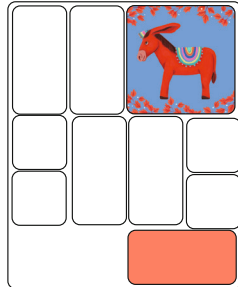
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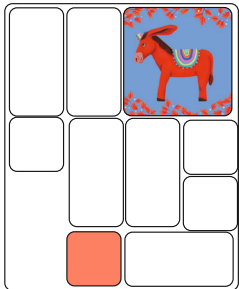
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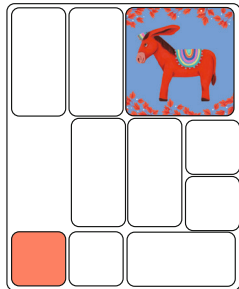
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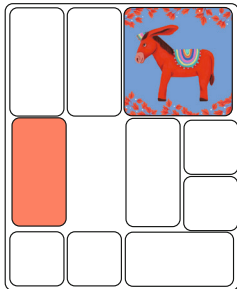
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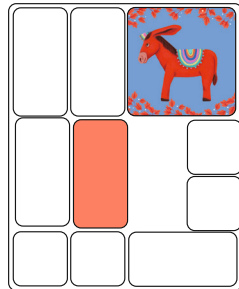
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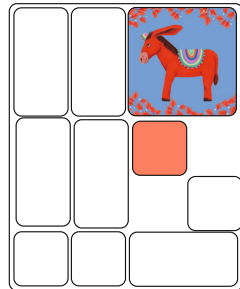
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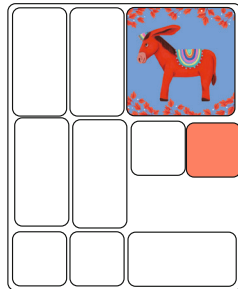
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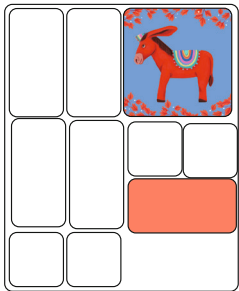
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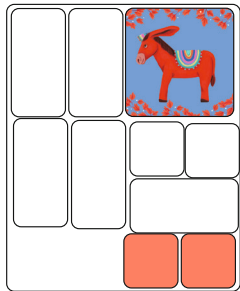
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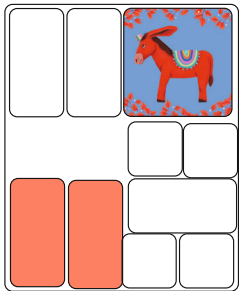
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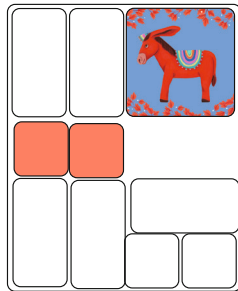
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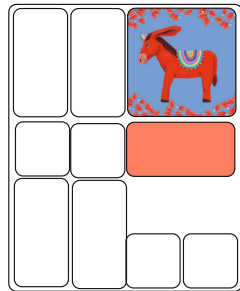
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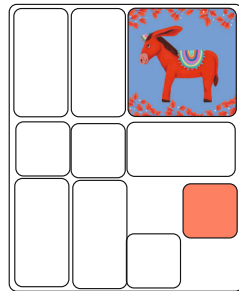
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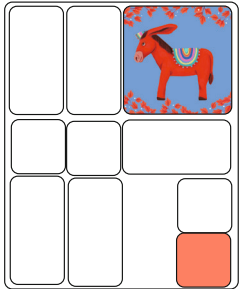
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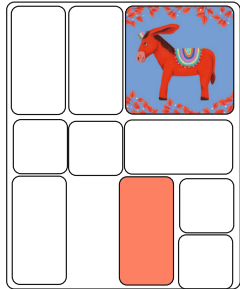
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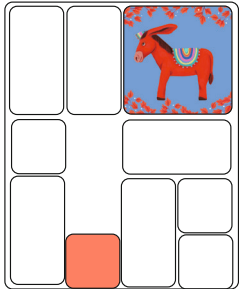
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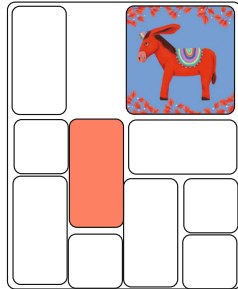
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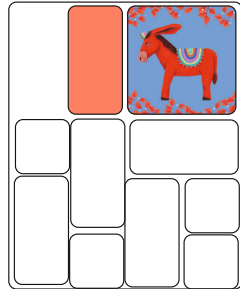
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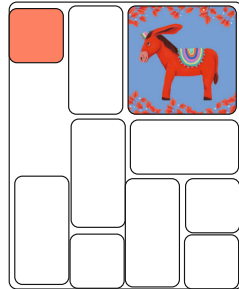
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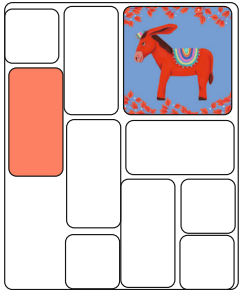
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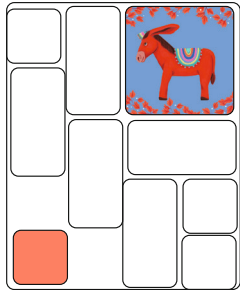
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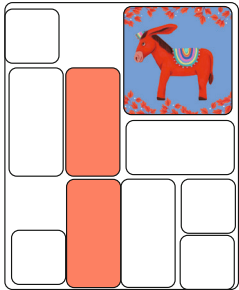
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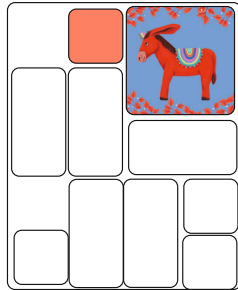
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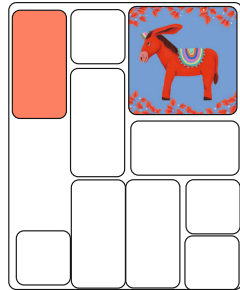
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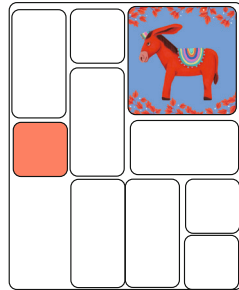
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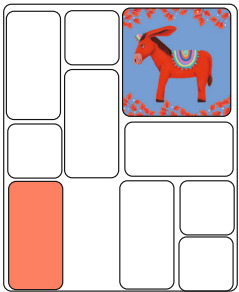
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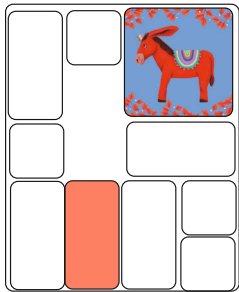
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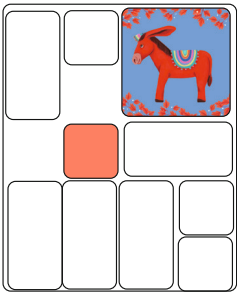
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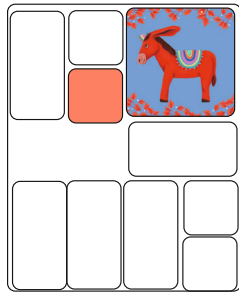
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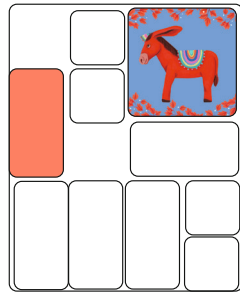
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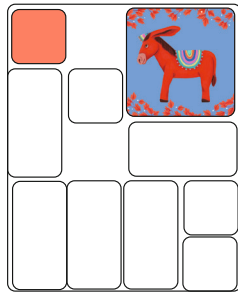
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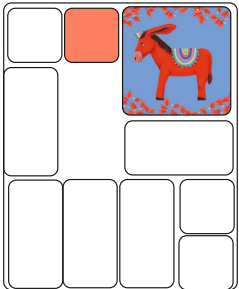
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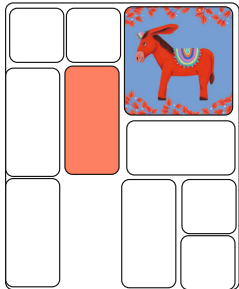
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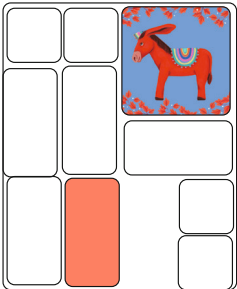
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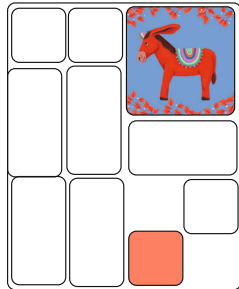
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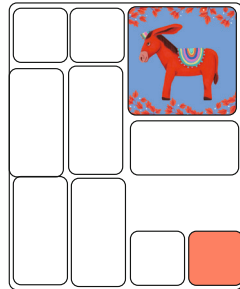
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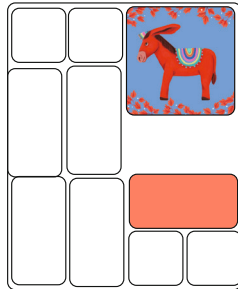
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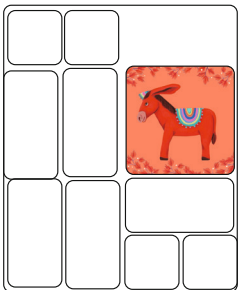
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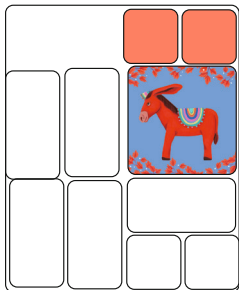
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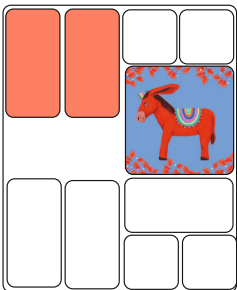
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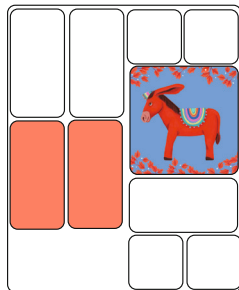
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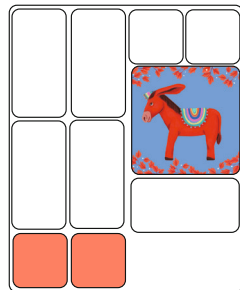
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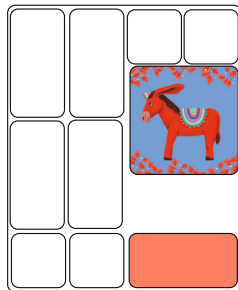
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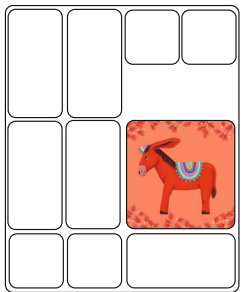
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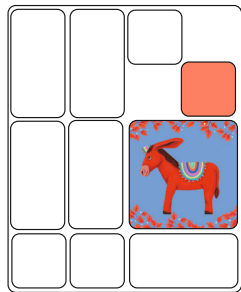
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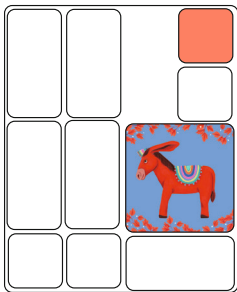
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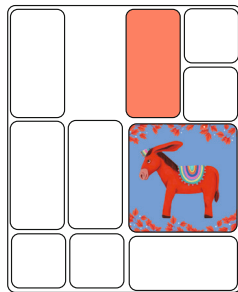
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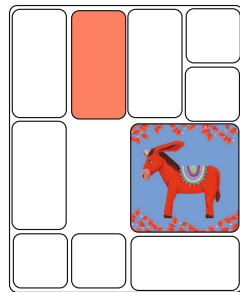
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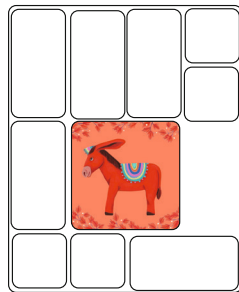
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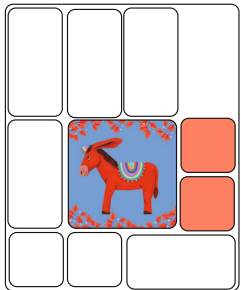
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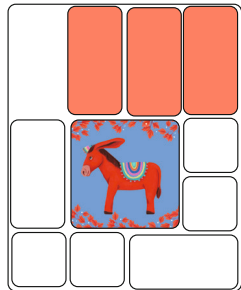
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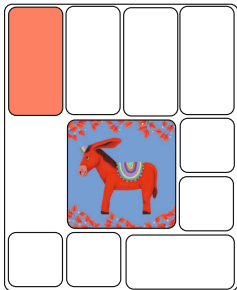
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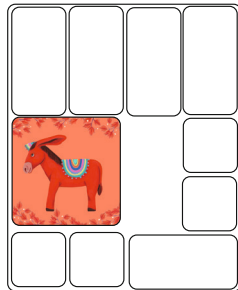
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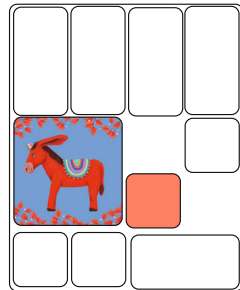
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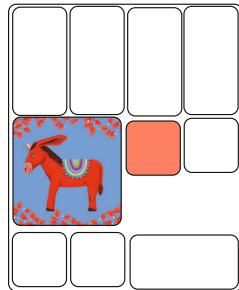
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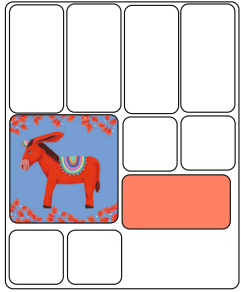
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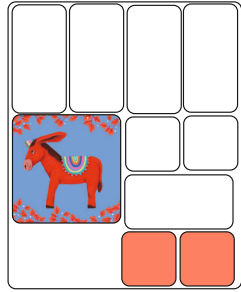
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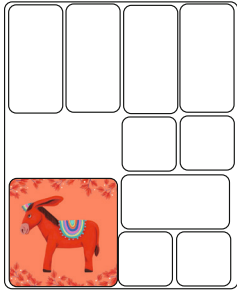
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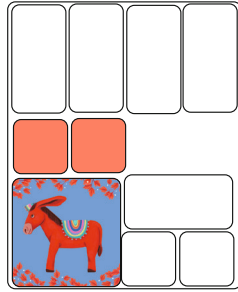
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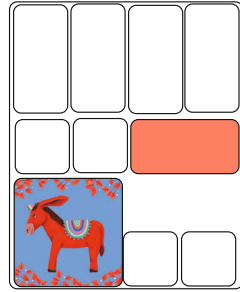
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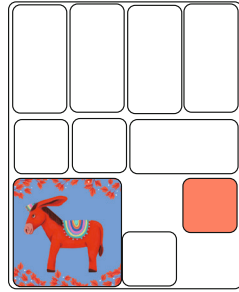
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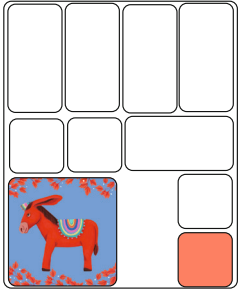
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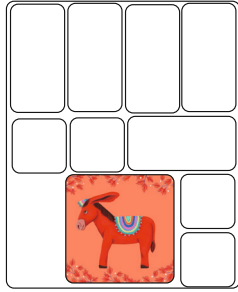
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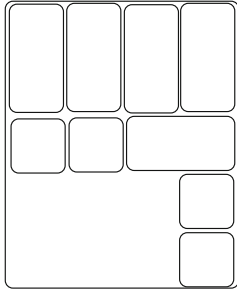
91



92



93



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