

# TRAFFIC LOGIC

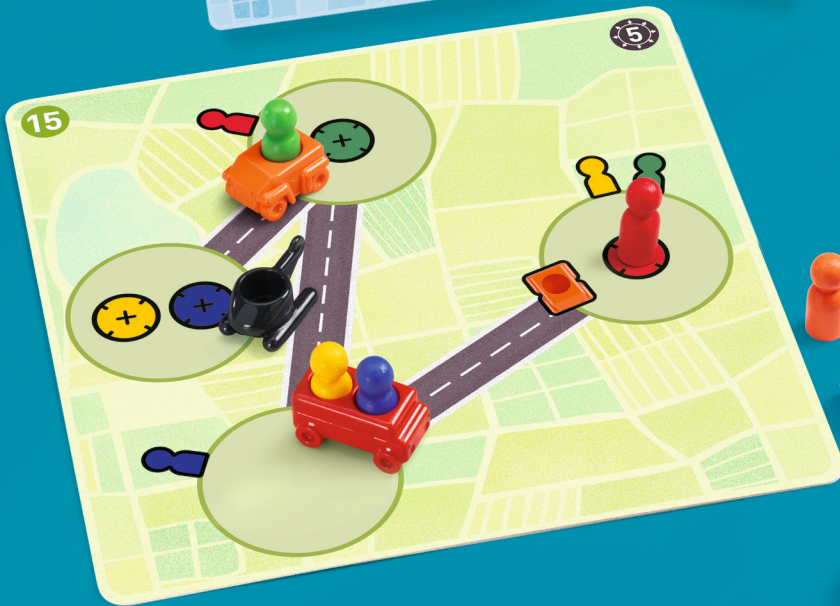
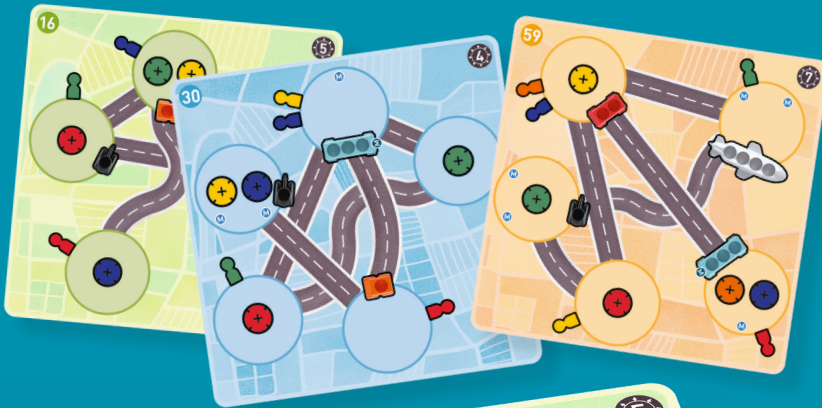
60 CHALLENGES

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DESIGN  
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8-99

ANS YEARS  
AÑOS JAHRE



F GB D E I P NL S DK RUS

# SOLOGIC



**CONTENU DU JEU :**

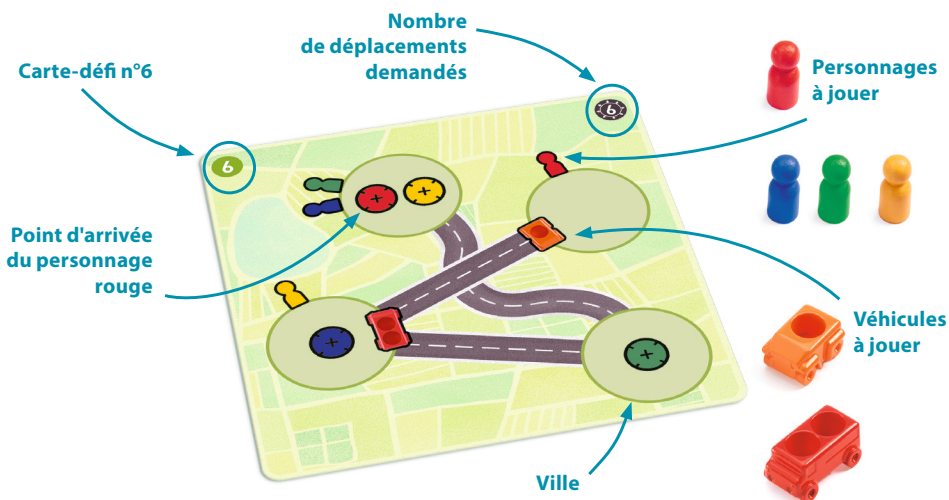
30 cartes-défi (3 niveaux de difficulté), 5 pions-personnage en bois et 5 véhicules.

**BUT DU JEU :**

Amener chaque personnage à sa destination en utilisant les moyens de transport disponibles, et en respectant le nombre de déplacements indiqué.

**DÉROULEMENT DU JEU :**

- Choisir une carte-défi.
- Placer les pions-personnage et les véhicules comme indiqué.

**Position de départ de la Carte-défi :**

## CONSIGNES À RESPECTER :

- Un véhicule peut se déplacer uniquement s'il est complet.  
Il est interdit de déplacer un véhicule partiellement rempli ou vide.



- Chaque déplacement de véhicule coûte **1 déplacement**.  
Placer 1 pion dans 1 véhicule ne coûte pas de déplacement.  
Déplacer 1 véhicule complet d'un endroit à un autre coûte 1 déplacement.
- Le nombre de déplacements doit être strictement respecté.



## DÉPLACEMENTS DES VÉHICULES :

- La couleur des véhicules utilisés n'a pas d'importance.
- La **voiture** (1 place) et le **van** (2 places) utilisent uniquement les routes.
- Le **métro** (3 places) n'utilise pas les routes. Il peut se déplacer librement d'une station de métro à une autre.



- L'**avion** (4 places) et l'**hélicoptère** (1 place) peuvent se déplacer vers n'importe quelle ville, indépendamment des routes et des stations de métro.



**À chaque défi, une seule solution !  
Les solutions se trouvent à la fin de ce livret.**

**CONTENTS:**

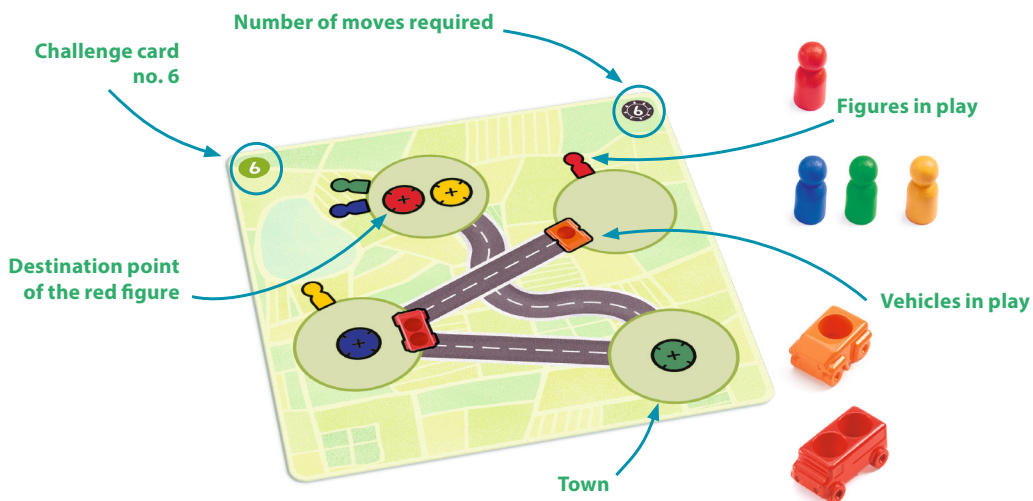
30 challenge cards (3 levels of difficulty), 5 wooden figures and 5 vehicles.

**AIM OF THE GAME:**

Transport each figure to their destination using the means of transport available, while respecting the number of moves indicated.

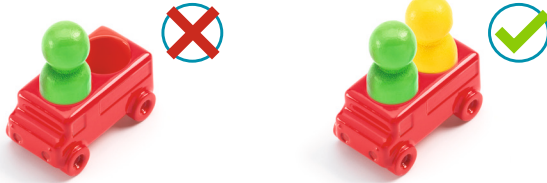
**HOW TO PLAY:**

- Choose a challenge card.
- Position the figures and vehicles as indicated.

**Challenge card starting position**

### RULES TO FOLLOW:

- A vehicle can only travel if it is full.  
A partially filled or empty vehicle cannot be moved.



- Each trip made by a vehicle uses up **1 move**.  
Putting 1 counter in 1 vehicle does not use up any moves.  
Moving 1 full vehicle from one place to another uses up 1 move.
- The number of moves must be strictly adhered to.



### VEHICLE MOVES:

- The colour of the vehicles used does not matter.
- The **car** (1 seat) and the **van** (2 seats) can only travel on the roads.
- The **subway** (3 seats) cannot use the roads. It can travel freely from one subway station to another.



- The **plane** (4 seats) and the **helicopter** (1 seat) can travel to any city, regardless of the roads and subway stations available.

**There is only one solution for each challenge!**  
**Solutions can be found at the end of this booklet.**



**INHALT:**

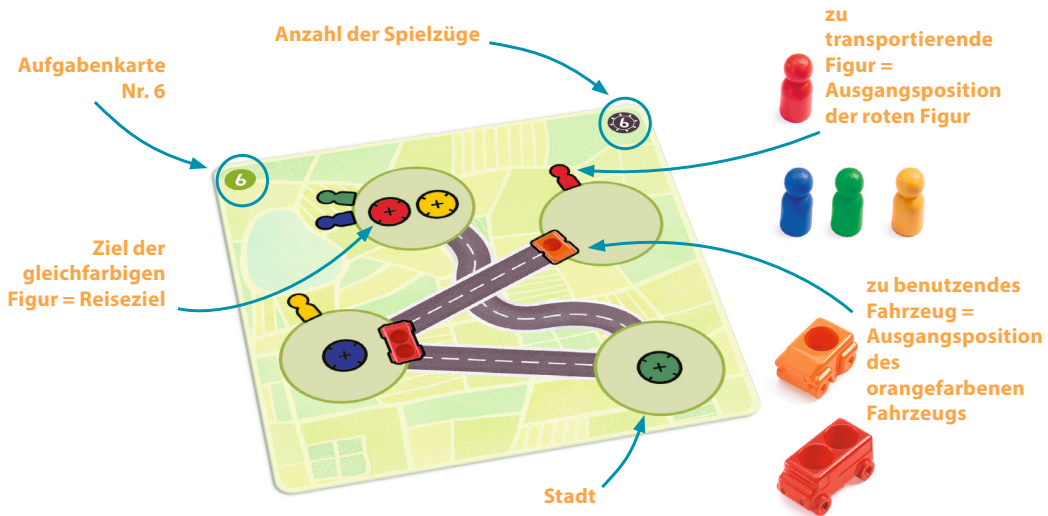
30 Aufgabenkarten (3 Schwierigkeitsgrade), 5 Spielfiguren aus Holz und 5 Fahrzeuge.

**ZIEL DES SPIELS:**

Schaffst du es, die Figuren mit den verfügbaren Fahrzeugen an ihr Ziel zu bringen und dabei die angegebene Anzahl an Spielzügen einzuhalten?

**SPIELABLAUF:**

- Wähle eine Aufgabenkarte.
- Platziere die Figuren und die Fahrzeuge wie auf der Aufgabenkarte angegeben.



**Ausgangssituation auf der Aufgabenkarte**



## WICHTIGE HINWEISE:

- Ein Fahrzeug kann sich **nur bewegen, wenn es voll besetzt ist**. Es ist nicht erlaubt, ein nur teilweise besetztes oder leeres Fahrzeug zu bewegen.



- Jede Bewegung eines Fahrzeugs entspricht **1 Spielzug**. Das Platzieren einer Spielfigur in einem Fahrzeug ist kein Spielzug. Wird ein voll besetztes Fahrzeug von einem Ort zu einem anderen bewegt, entspricht dies 1 Spielzug.
- Die Anzahl der Spielzüge muss strikt eingehalten werden.



## FAHRZEUGBEWEGUNGEN:

- Die Farbe der verwendeten Fahrzeuge spielt keine Rolle.
- **Das Auto** (1 Sitzplatz) und **der Kleinbus** (2 Sitzplätze) nutzen nur die Straßen.
- **Die Metro** (3 Plätze) nutzt keine Straßen. Sie kann sich frei von einer Metro-Station zur nächsten bewegen.



- **Das Flugzeug** (4 Plätze) und **der Hubschrauber** (1 Platz) können unabhängig von Straßen und Metro-Stationen in jede beliebige Stadt fliegen.

**Für jede Aufgabe gibt es nur eine Lösung!**  
**Die Lösungen finden sich am Ende dieser Anleitung.**

**CONTENIDO DEL JUEGO:**

30 tarjetas-reto (3 niveles de dificultad), 5 fichas-personaje de madera y 5 vehículos.

**OBJETIVO DEL JUEGO:**

Llevar a cada personaje hasta su destino utilizando los medios de transporte disponibles y respetando el número de desplazamientos indicado.

**DESARROLLO DEL JUEGO:**

- Elegir una tarjeta-reto.
- Colocar las fichas-personaje y los vehículos tal y como se indica.



**Posición de salida de la tarjeta-reto:**





### INSTRUCCIONES A TENER EN CUENTA:

- Un vehículo solo puede desplazarse si está completo. Está prohibido desplazar un vehículo parcialmente lleno o vacío.



- Cada desplazamiento de vehículo vale por **1 desplazamiento**. Colocar 1 ficha en 1 vehículo no representa ningún desplazamiento. Desplazar 1 vehículo completo de un lugar a otro vale por 1 desplazamiento.
- El número de desplazamientos se debe respetar rigurosamente.



### DESPLAZAMIENTOS DE LOS VEHÍCULOS:

- El color de los vehículos utilizados no importa.
- El **coche** (1 plaza) y la **furgoneta** (2 plazas) solo pueden utilizar las carreteras.
- El **metro** (3 plazas) no utiliza las carreteras. Puede desplazarse libremente de una estación de metro a otra.



- El **avión** (4 plazas) y el **helicóptero** (1 plaza) pueden desplazarse hacia cualquier ciudad, independientemente de las carreteras y de las estaciones de metro.



**¡Para cada reto solo existe una solución!**  
**Las soluciones se encuentran al final de este folleto.**

**CONTENUTO DEL GIOCO:**

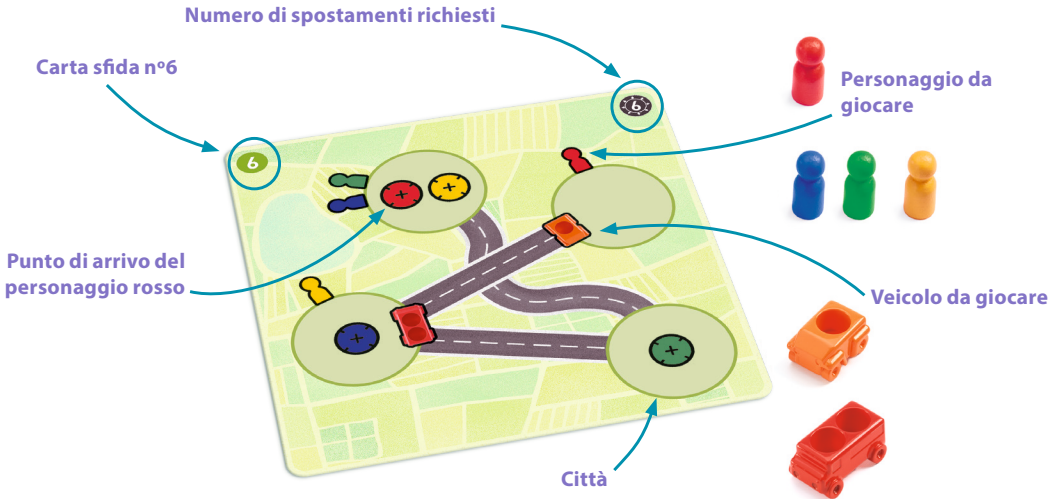
30 carte sfida (con 3 livelli di difficoltà), 5 pedine personaggio in legno e 5 veicoli.

**SCOPO DEL GIOCO:**

portare ogni personaggio a destinazione usando i mezzi di trasporto disponibili e rispettando il numero di spostamenti indicato.

**SVOLGIMENTO DEL GIOCO:**

- scegliere una carta sfida.
- Posizionare le pedine personaggio e i veicoli come indicato.

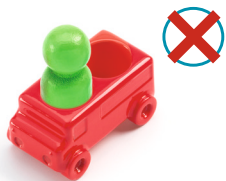


**Posizione di partenza della carta sfida:**



## REGOLE DA RISPETTARE:

- ogni veicolo può essere spostato esclusivamente se è al completo. È vietato spostare un veicolo vuoto o riempito solo parzialmente.



- Ogni spostamento di un veicolo costa **1 spostamento**.  
Posizionare 1 pedina in 1 veicolo non costa nessuno spostamento.  
Spostare 1 veicolo al completo da un luogo all'altro costa 1 spostamento.
- Il numero di spostamenti va rispettato rigorosamente.



### SPOSTAMENTI DEI VEICOLI:

- il colore dei veicoli utilizzati non influisce sul gioco.
- L'**automobile** (1 posto) e il **furgoncino** (2 posti) possono usare solo le strade.
- La **metropolitana** (3 posti) non può usare le strade. Può spostarsi liberamente da una stazione della metropolitana all'altra.



- L'**aereo** (4 posti) e l'**elicottero** (1 posto) possono spostarsi verso qualsiasi città, senza usare strade o stazioni della metropolitana.

**Ogni sfida ha una sola soluzione!**  
**Le soluzioni sono in fondo a questo libretto.**

**CONTEÚDO DA EMBALAGEM:**

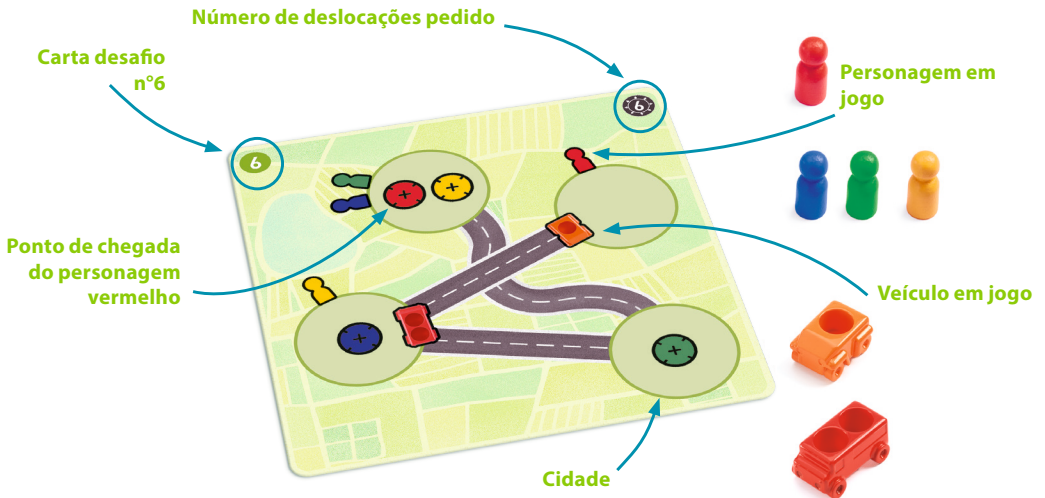
30 cartas-desafio com 3 níveis de dificuldade, 5 personagens de madeira e 5 veículos.

**OBJETIVO DO JOGO:**

Levar cada personagem até ao seu destino utilizando os meios de transporte disponíveis e cumprindo o número de deslocações indicado.

**COMO JOGAR:**

- Escolher uma carta-desafio.
- Posicionar os personagens e os veículos como indicado.



**Posição de partida na carta desafio**



### INSTRUÇÕES A CUMPRIR:

- Um veículo só pode deslocar-se quando estiver cheio. É proibido deslocar um veículo parcialmente cheio ou vazio.



- Cada deslocação de veículo custa **1 deslocação**. Posicionar um peão num veículo não custa nenhuma deslocação. Deslocar 1 veículo cheio de um lugar para outro custa 1 deslocação.
- O número de deslocações deve ser respeitado escrupulosamente.



### REGRAS DE MOVIMENTAÇÃO DOS VEÍCULOS:

- A cor dos veículos utilizados não tem importância.
- A **viatura** (1 lugar) e a **carrinha** (2 lugares) só circulam nas estradas.
- O **metropolitano** (3 lugares) não circula nas estradas. Pode circular livremente de uma estação de metro para outra.



- O **avião** (4 lugares) e o **helicóptero** (1 lugar) podem pousar-se em qualquer cidade, sem passar pelas estradas e pelas estações de metropolitano.



**Para cada desafio, apenas uma solução!**  
**As soluções encontram-se no final deste folheto.**

**INHOUD VAN HET SPEL:**

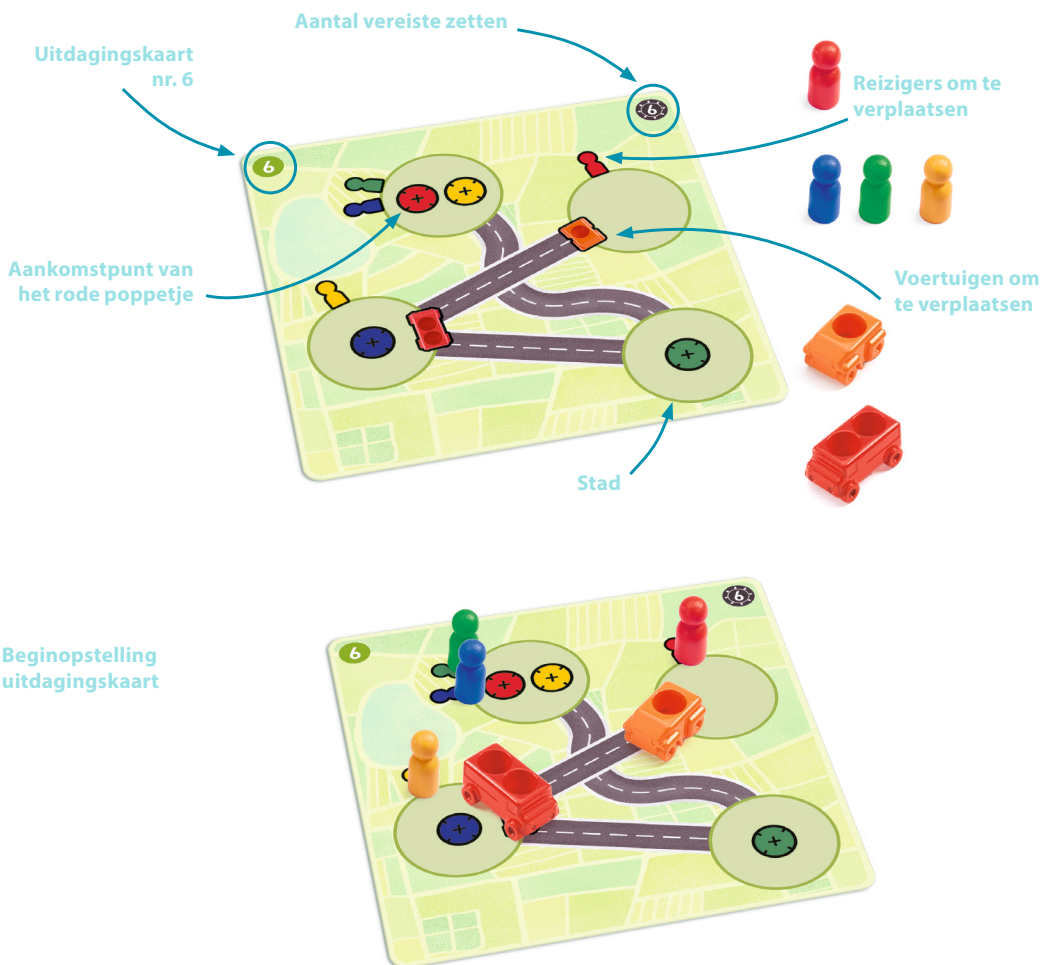
30 uitdagingskaarten (3 moeilijkheidsgraden), 5 houten poppetjes (reizigers) en 5 voertuigen.

**DOEL VAN HET SPEL:**

Elke reiziger naar zijn bestemming brengen met behulp van de beschikbare vervoermiddelen. Volg hierbij het aangegeven aantal zetten.

**SPELVERLOOP:**

- Kies een uitdagingskaart.
- Zet de poppetjes en de voertuigen neer zoals afgebeeld.



## REGELS:

- Een voertuig mag zich alleen verplaatsen als het vol is.  
Het is niet mogelijk om een voertuig dat voor een deel vol of leeg is te verzetten.



- Elke verplaatsing van een voertuig telt als **1 zet**.  
Het plaatsen van 1 poppetje in 1 voertuig telt niet als een verplaatsing.  
Het verzetten van 1 vol voertuig van de ene naar de andere plaats telt als 1 zet.
- Het aantal zetten moet precies worden opgevolgd.



## HET VERPLAATSEN VAN VOERTUIGEN:

- De kleur van de gebruikte voertuigen doet er niet toe.
- De **auto** (1 zitplaats) en het **busje** (2 zitplaatsen) maken alleen gebruik van de wegen.
- De **metro** (3 zitplaatsen) maakt geen gebruik van de wegen.  
Deze kan zich vrij verplaatsen van het ene metrostation naar het andere.



- Het **vliegtuig** (4 zitplaatsen) en de **helikopter** (1 zitplaats) kunnen naar elke stad reizen.  
Ze mogen zich over wegen en langs metrostations verplaatsen.

**Voor elke uitdaging is maar één oplossing!**  
**De oplossingen staan achter in dit boekje.**

**SPELINNEHÅLL:**

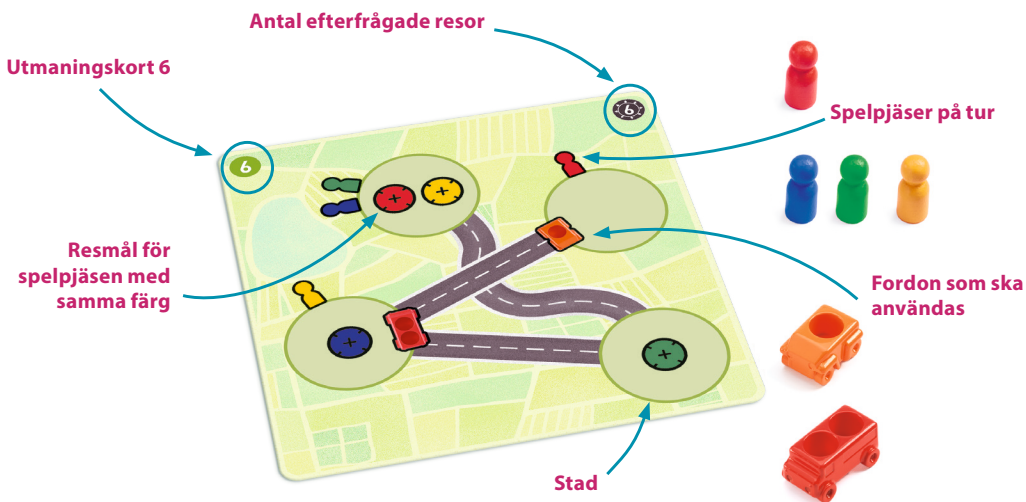
30 utmaningskort (3 svårighetsgrader), 5 spelpjäser i trä och 5 fordon.

**SPELETS MÅL:**

Transportera alla spelpjäser med hjälp av de tillgängliga transportmedlen samtidigt som du respekterar det angivna antalet resor.

**SPELETS GÅNG:**

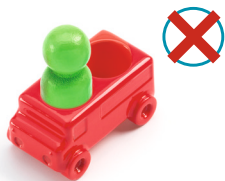
- Välj ett utmaningskort.
- Placera spelpjäserna och fordonen enligt anvisningarna.

**Utmaningskortets utgångsläge**



## INSTRUKTIONER:

- Ett fordon får endast flyttas om det är fullt.  
Det är inte tillåtet att flytta ett fordon som är halvfullt eller tomt.



- Varje förflyttning av ett fordon kostar **1 resa**.  
Att placera 1 spelpjäs i ett fordon kostar ingen resa.  
Att flytta ett fullt fordon från en plats till en annan kostar 1 resa.
- Antalet resor måste respekteras.



## FORDONSRESOR:

- Färgen på fordonen som används spelar ingen roll.
- **Bilen** (1 plats) och **skåpbilen** (2 platser) får endast förflyttas på vägarna.
- **Tunnelbanan** (3 platser) använder inte vägarna. Den kan åka fritt från en tunnelbanestation till en annan.



- **Flygplanet** (4 platser) och **helikoptern** (1 plats) kan förflyttas till vilken stad som helst, oberoende av vägar och tunnelbanestationer.

**Varje utmaning har endast en lösning!**  
**Lösningarna står längst bak i detta häfte.**

**SPILLETS INDHOLD:**

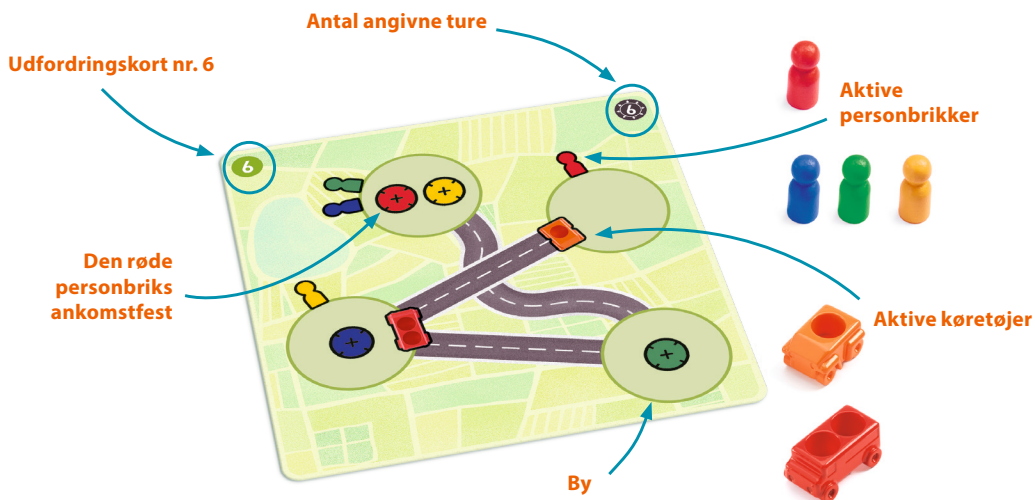
30 udfordringskort (med 3 sværhedsgrader), 5 personbrikker i træ og 5 køretøjer.

**SPILLETS FORMÅL:**

At få hver enkelt rejsende frem til sit feriested ved hjælp af de tilgængelige køretøjer og overholde det tilladte antal ture.

**SÅDAN FOREGÅR SPILLET:**

- Vælg et udfordringskort.
- Placer personbrikkerne og køretøjerne som angivet.



Startposition på udfordringskortet



## REGLER:

- Et køretøj kan kun køre, hvis det er fuldt.  
Det er ikke tilladt at flytte et køretøj, som er halvt fuldt eller tomt.



- Hver gang køretøjet flytter sig, tæller det som **1 tur**.  
Når man placerer en brik i et køretøj, tæller det ikke som en tur.  
Når man flytter et fuldt køretøj fra et sted til et andet, tæller det som 1 tur.
- Antallet af ture må ikke overskrides.



### SÅDAN FLYTER KØRETØJERNE SIG:

- Køretøjernes farve har ingen betydning.
- **Bilen** (1 plads) og **varevognen** (2 plads) kører kun på vejene.
- **Metroen** (3 plads) bruger ikke vejene. Den kan køre frit fra en metrostation til en anden.



- **Flyvemaskinen** (4 plads) og **helikopteren** (1 plads) kan flyve til en hvilken som helst by uafhængigt af veje og metrostationer.

**Kun 1 løsning til hver udfordring!**  
**Løsningerne findes i slutningen dette hæfte.**





**ИГРОВОЙ КОМПЛЕКТ:**

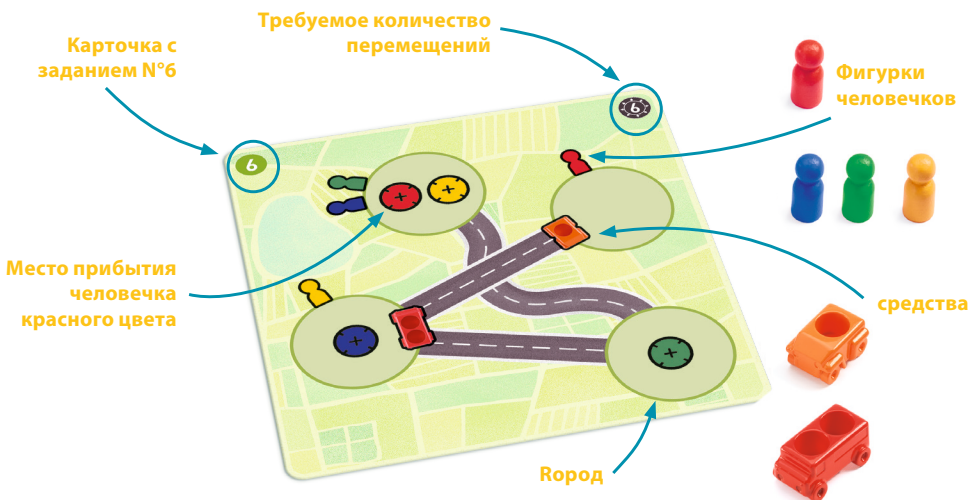
30 карточек с заданиями (3 уровня сложности), 5 деревянных человечков и 5 транспортных средств.

**ЦЕЛЬ ИГРЫ:**

доставить каждого человечка до места назначения, используя доступные транспортные средства и соблюдая указанное количество перемещений.

**ХОД ИГРЫ:**

- Выбрать карточку с заданием.
- Поместить человечков в указанные транспортные средства.

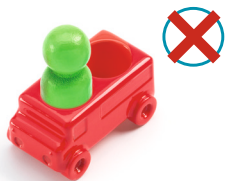


Стартовая позиция карточки с заданием



## ПРАВИЛА ИГРЫ:

- Транспортное средство может перемещаться, только если оно заполнено. Нельзя перемещать пустое или частично заполненное транспортное средство.



- Каждое перемещение транспортного средства равно **1 перемещению**. Посадка 1 человечка в 1 транспортное средство не равна перемещению. Перемещение 1 заполненного транспортного средства из одного места в другое равно 1 перемещению.
- Необходимо соблюдать указанное количество перемещений.



## ПЕРЕМЕЩЕНИЕ ТРАНСПОРТНЫХ СРЕДСТВ:

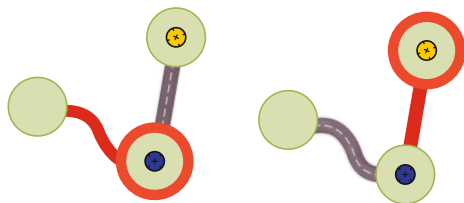
- Цвет используемых транспортных средств не имеет значения.
- **Машина** (1 место) и **фургон** (2 места) могут ездить только по дорогам.
- **Метро** (3 места) не может ездить по дорогам. Оно может свободно перемещаться от одной станции к другой.



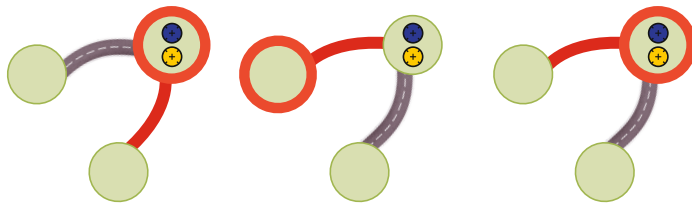
- **Самолет** (4 места) и **вертолет** (1 место) могут перемещаться между любыми городами вне зависимости от дорог и станций метро.

**У каждого задания есть только одно решение!**  
**Решения приведены в конце брошюры.**

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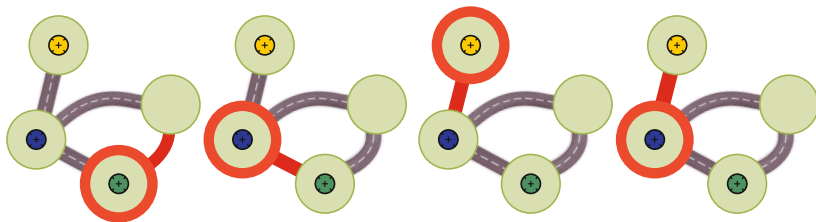


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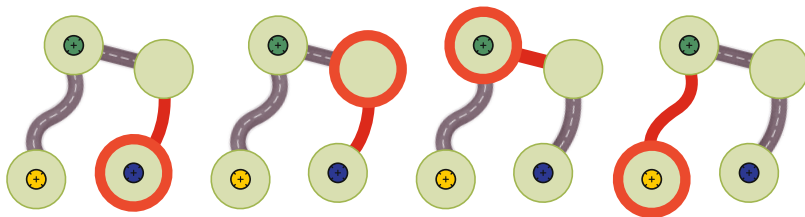
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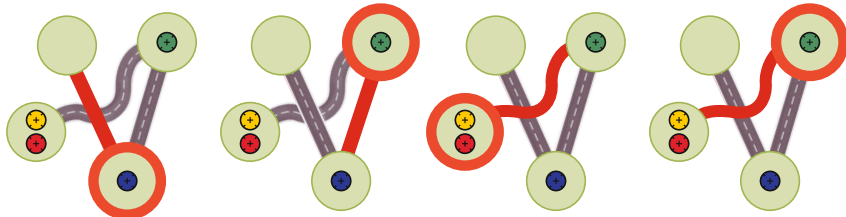
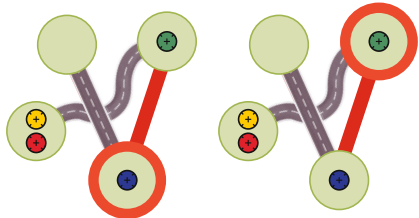
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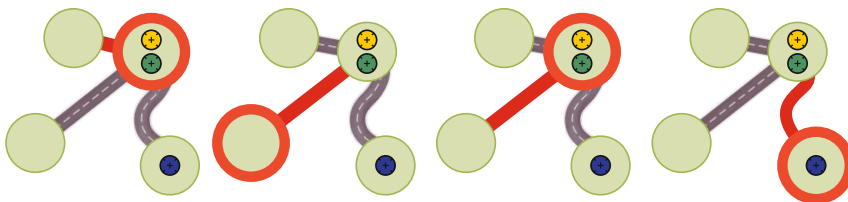
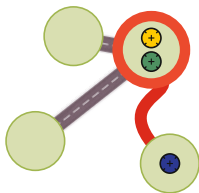
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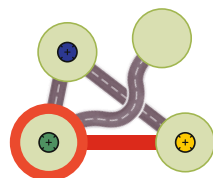
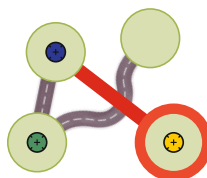
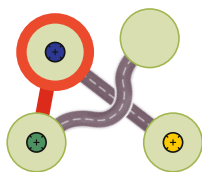
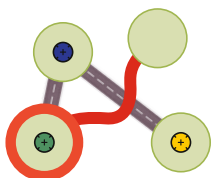
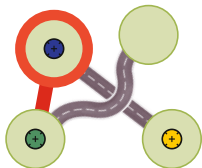
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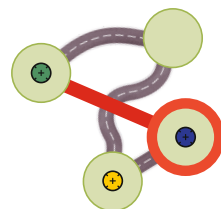
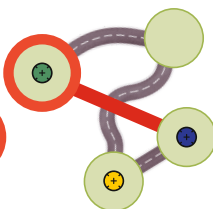
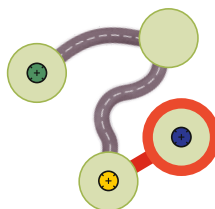
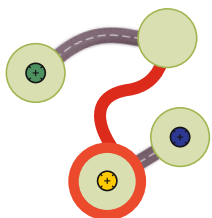


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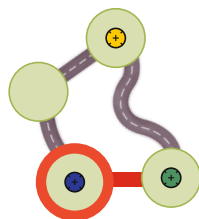
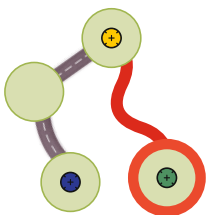
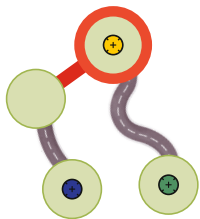
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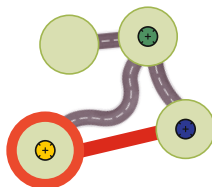
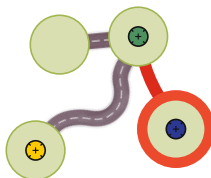
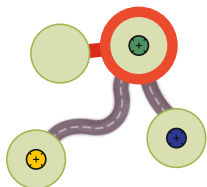
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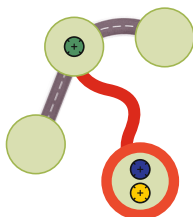
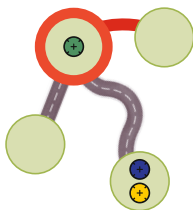
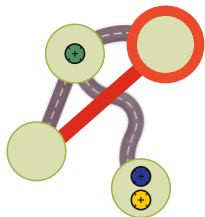
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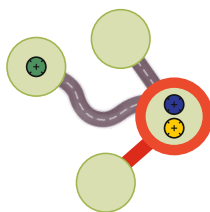
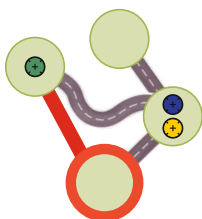
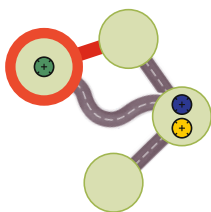
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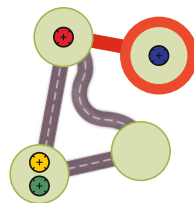
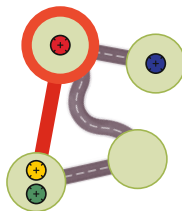
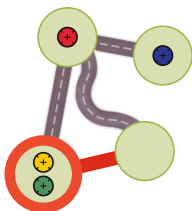
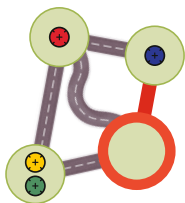
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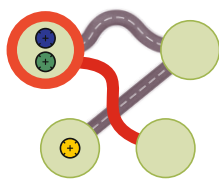
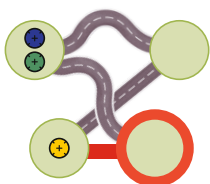
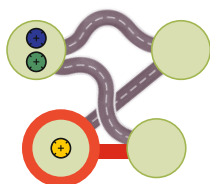
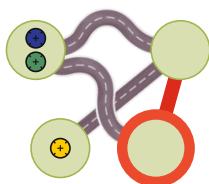
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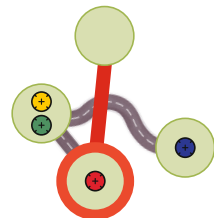
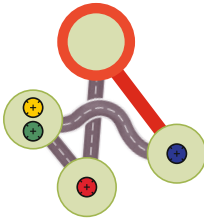
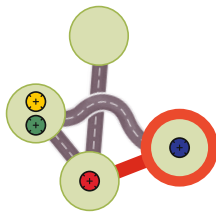
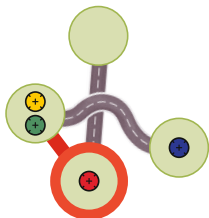
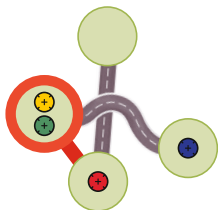
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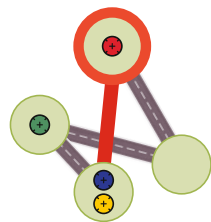
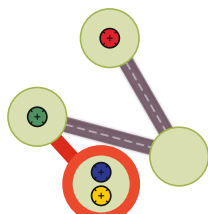
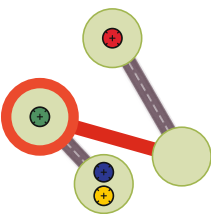
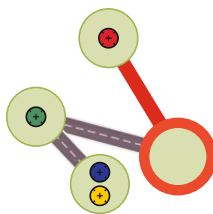
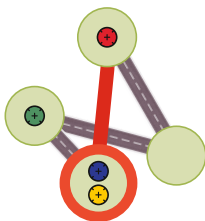
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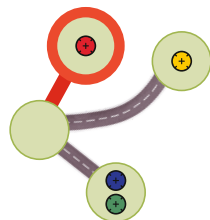
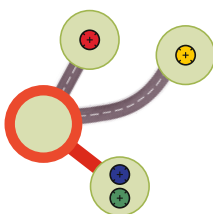
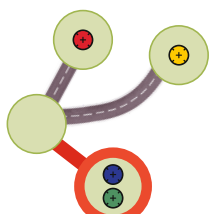
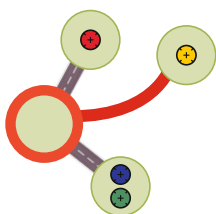
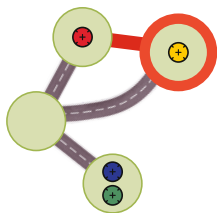
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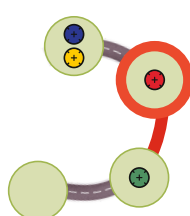
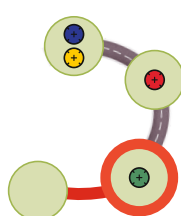
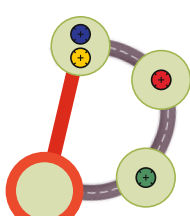
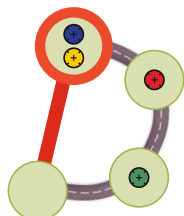
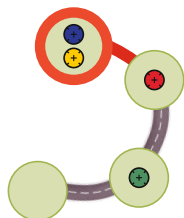
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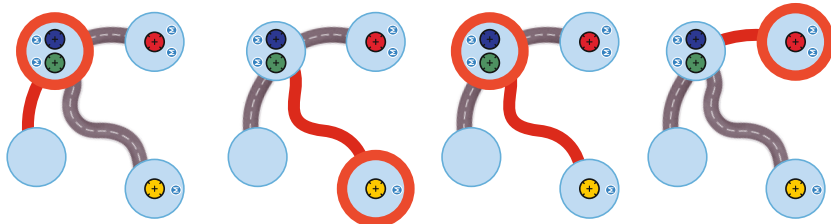
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17



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1



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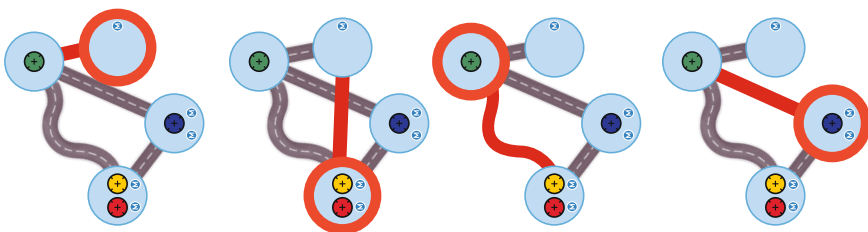


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22

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2



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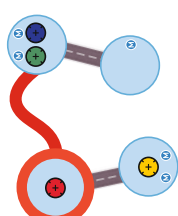
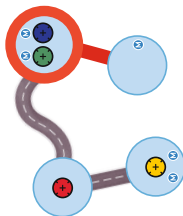
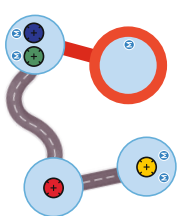
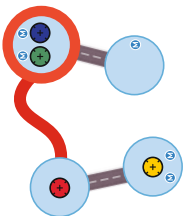
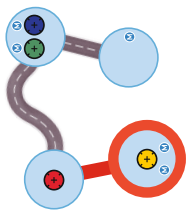
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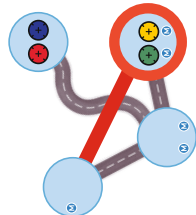
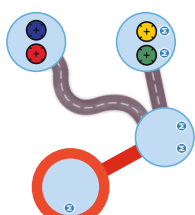
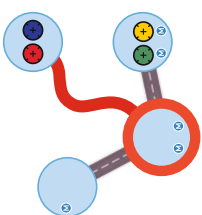
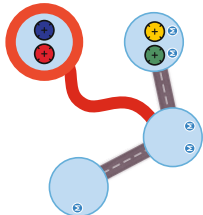
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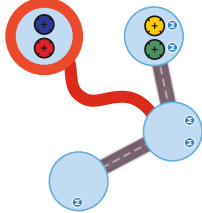
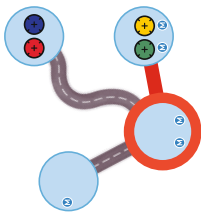
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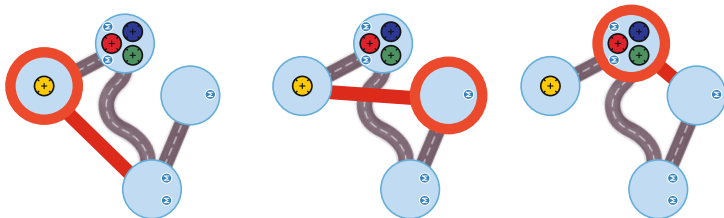
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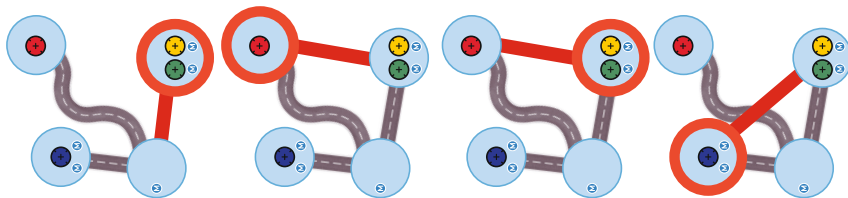
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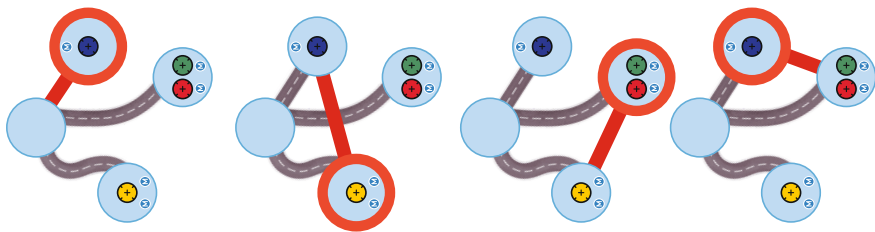
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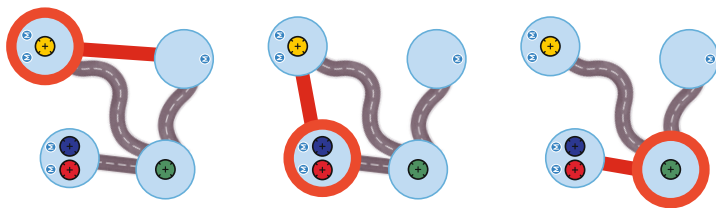
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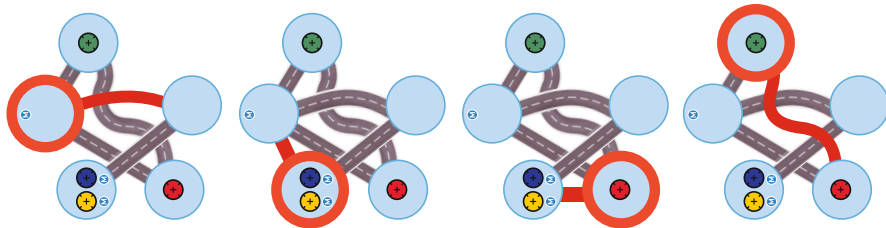
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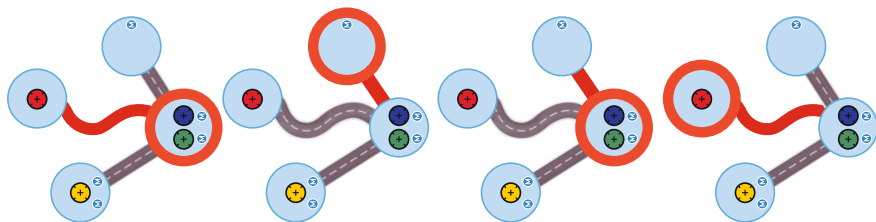
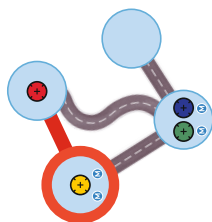
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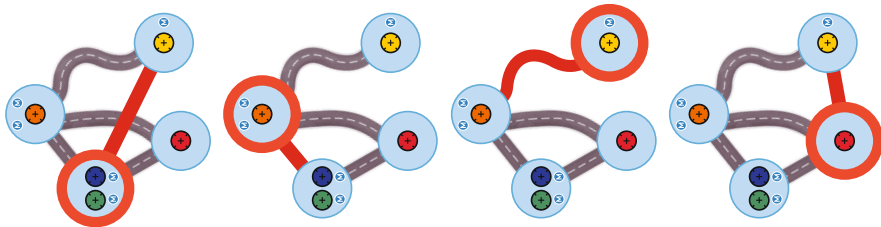
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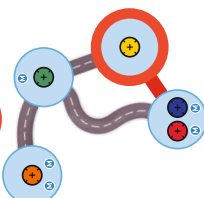
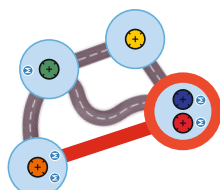
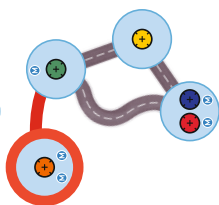
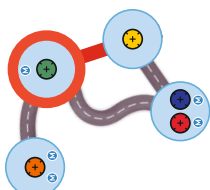
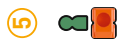
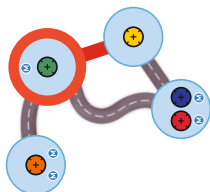
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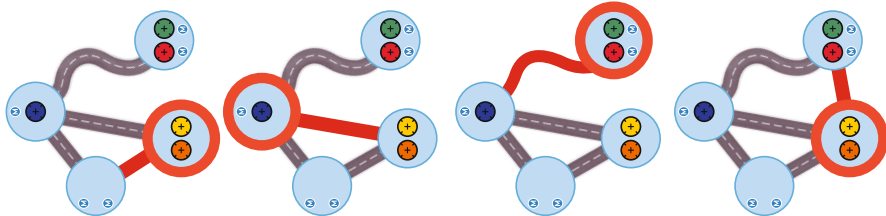
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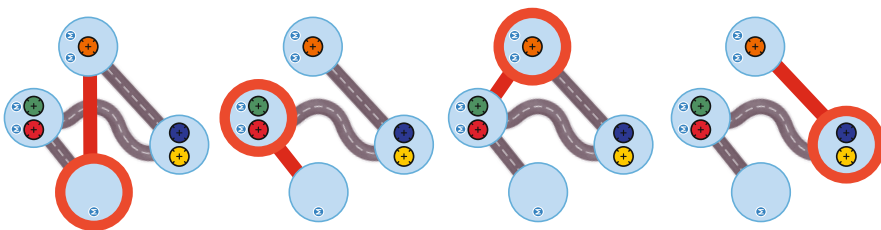
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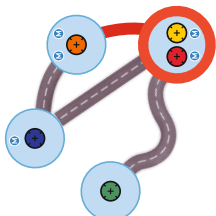
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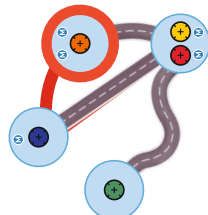
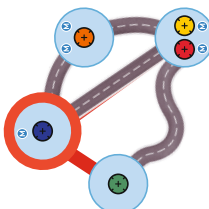
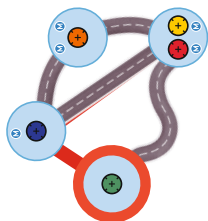
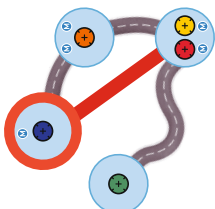


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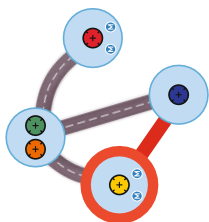
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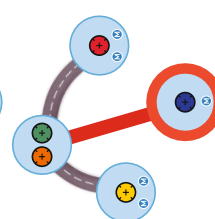
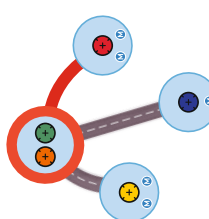
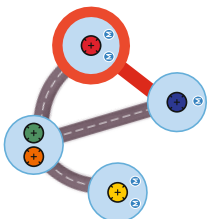
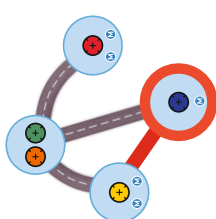
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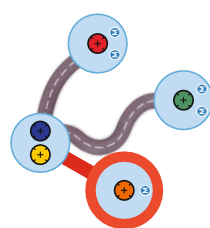
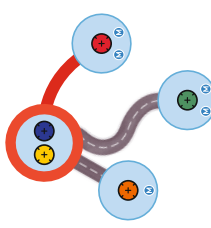
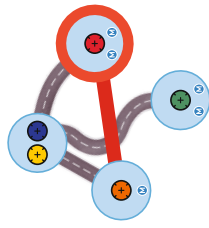
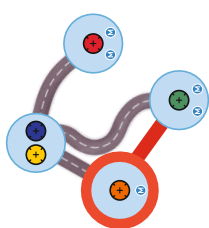
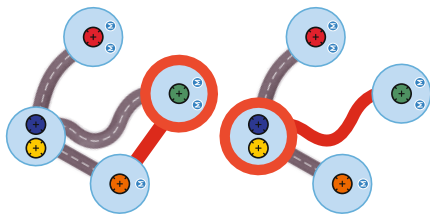
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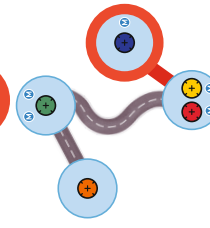
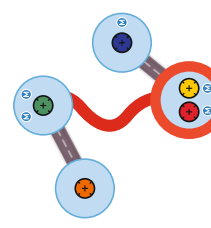
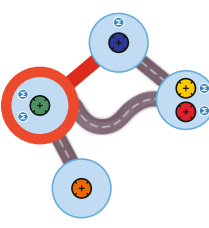
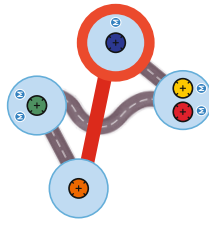
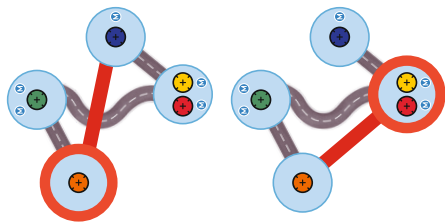


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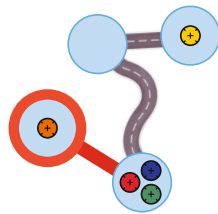
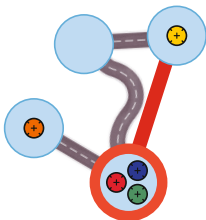
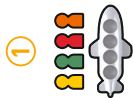
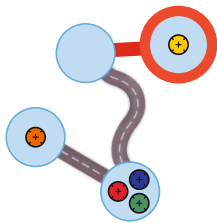
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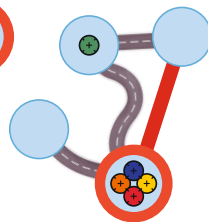
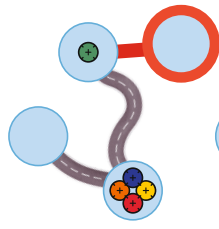
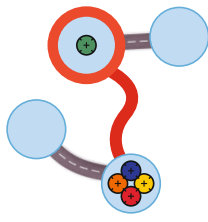
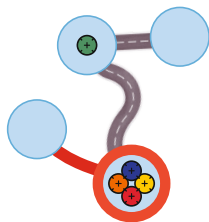


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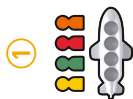
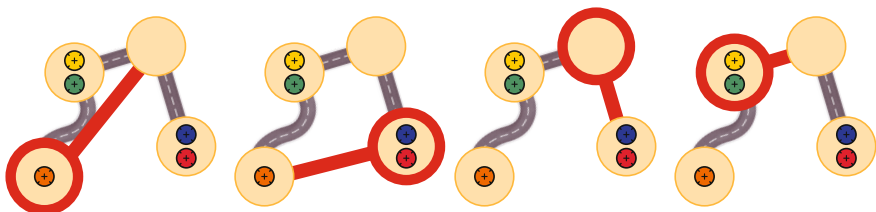
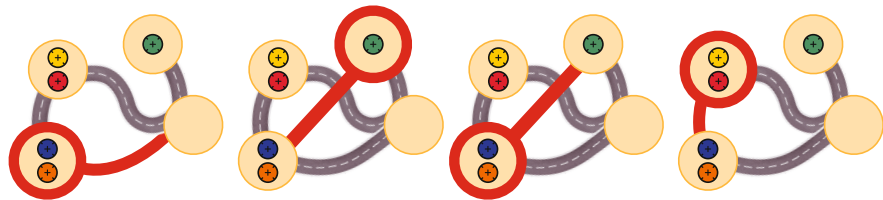


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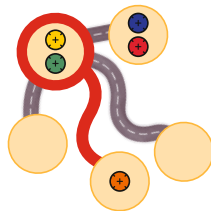
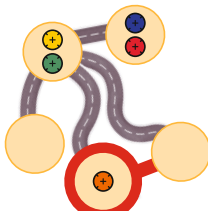
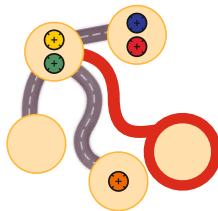
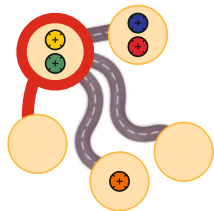
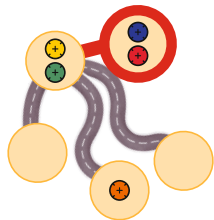
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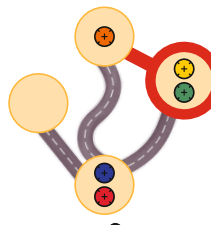
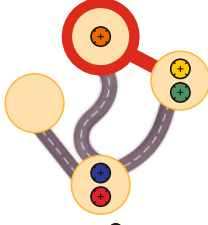
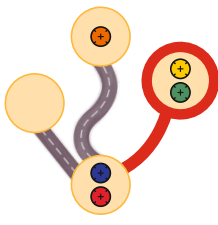
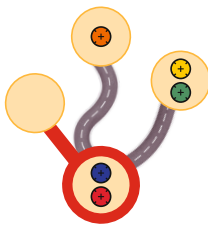
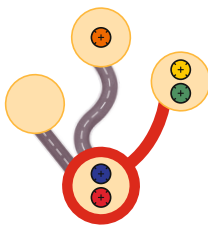


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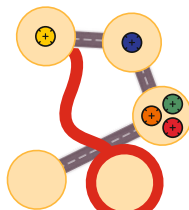
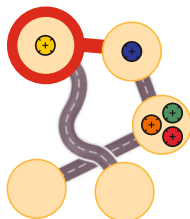
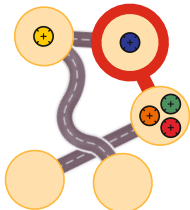
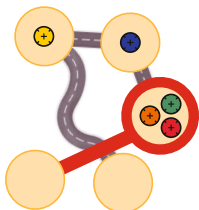
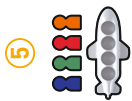
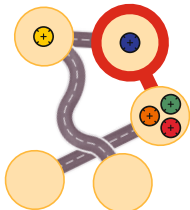
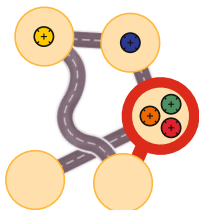
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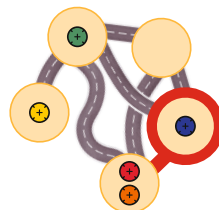
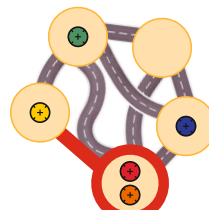
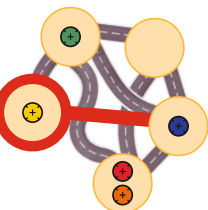
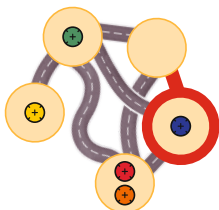
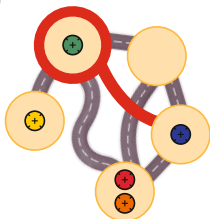
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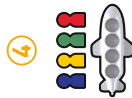
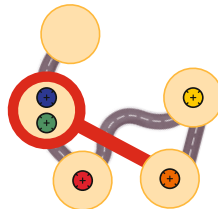
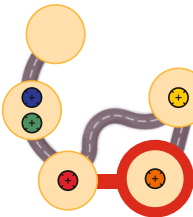
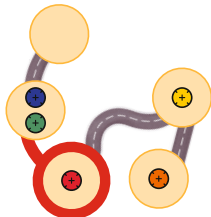
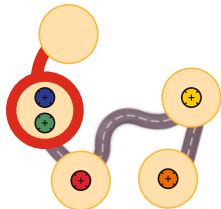
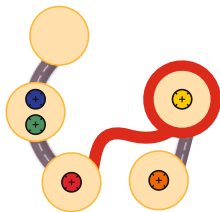
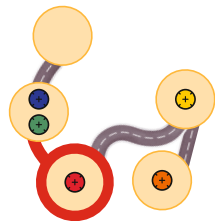
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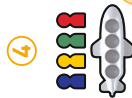
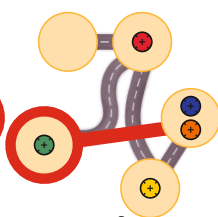
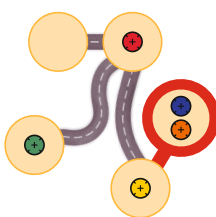
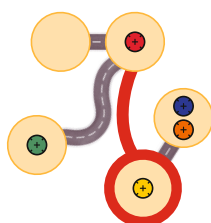
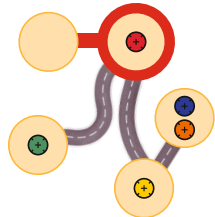
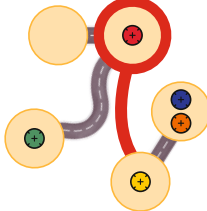
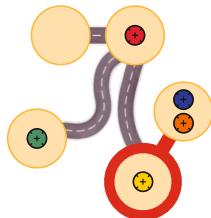
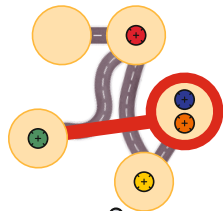


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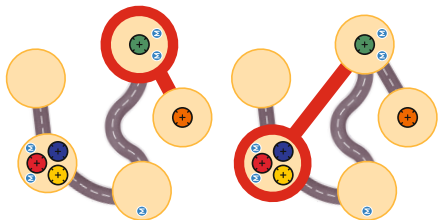
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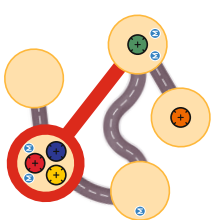


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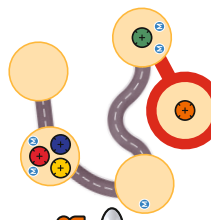
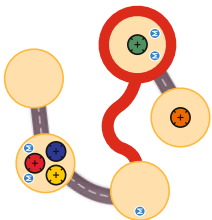
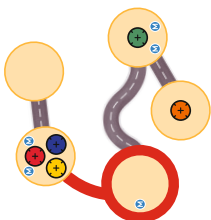
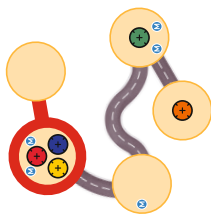
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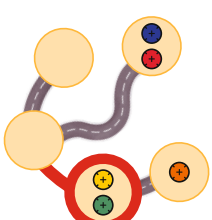
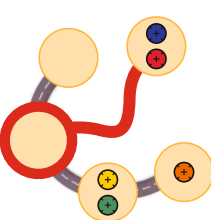
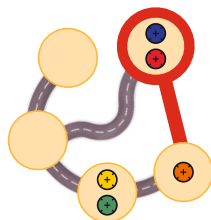
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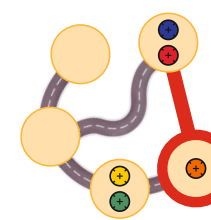
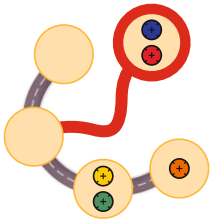
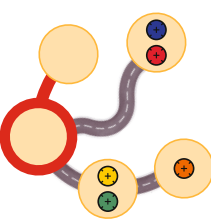
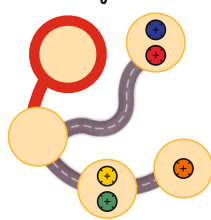
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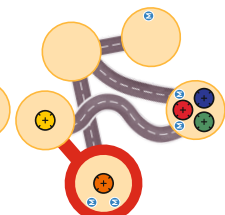
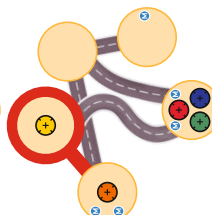
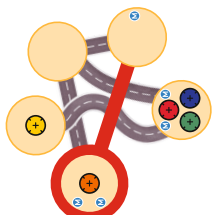
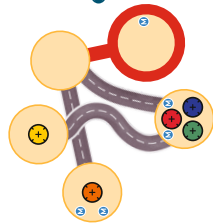
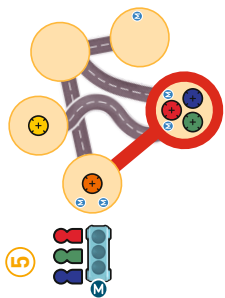
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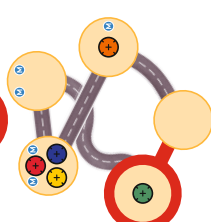
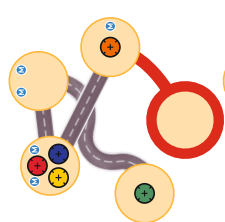
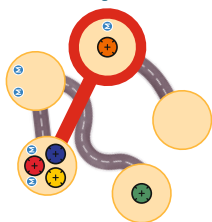
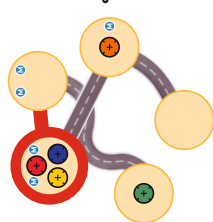
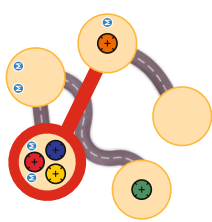
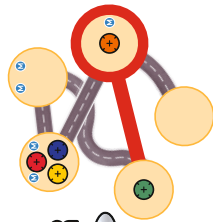
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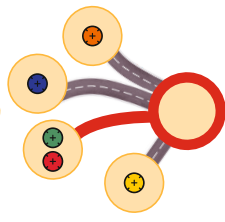
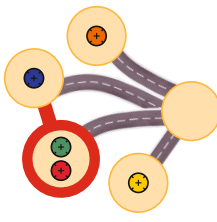
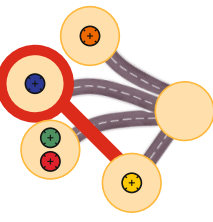
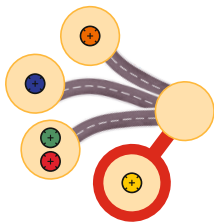
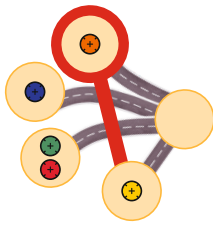
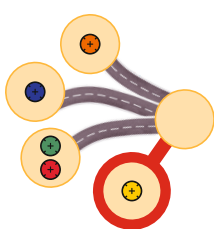
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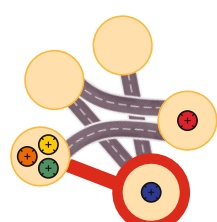
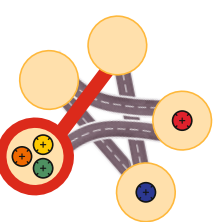
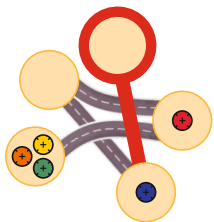
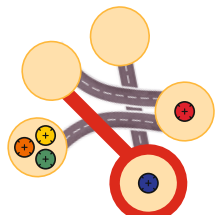
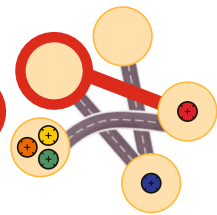
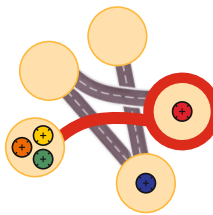
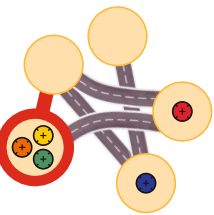


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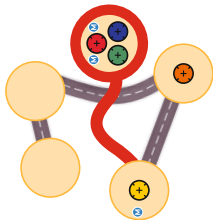
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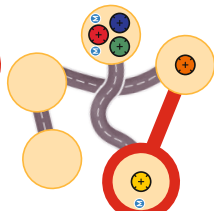
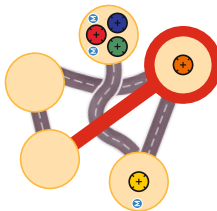
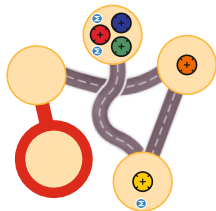
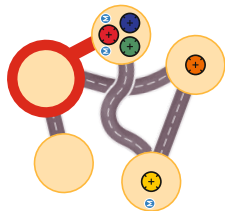




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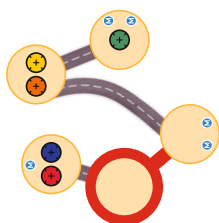
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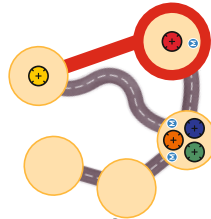
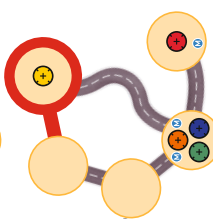
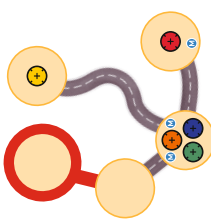
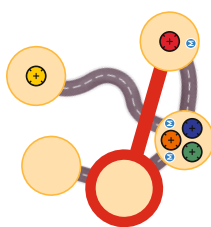
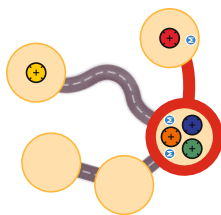


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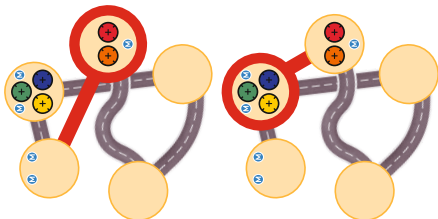
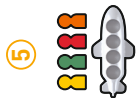
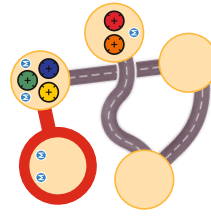
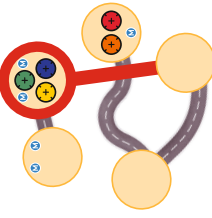
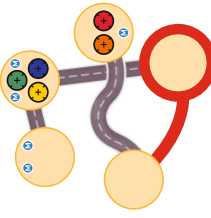
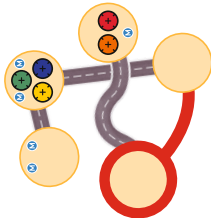
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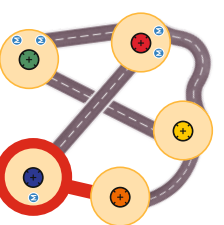
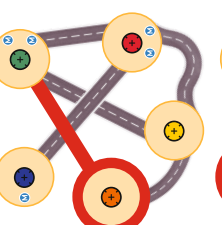
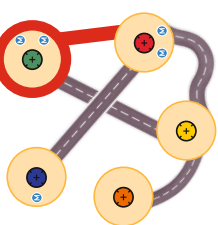
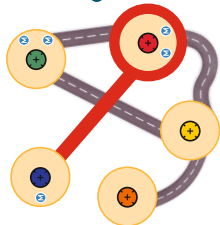
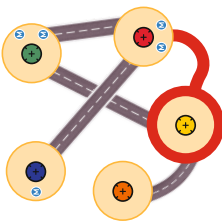
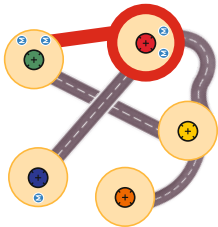
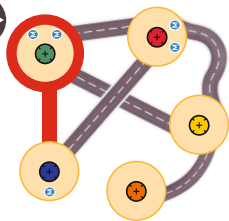


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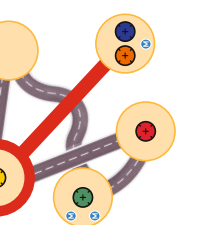
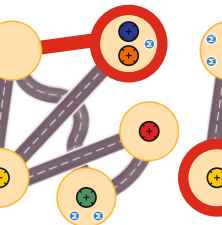
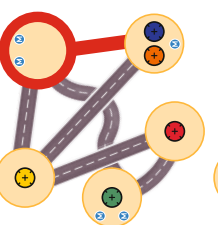
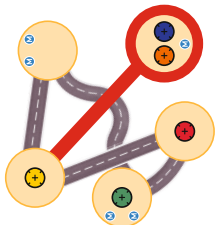
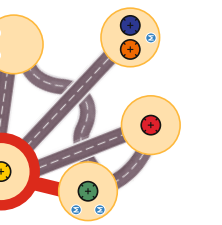
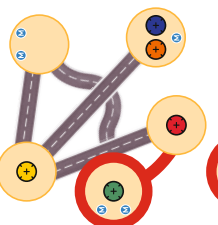
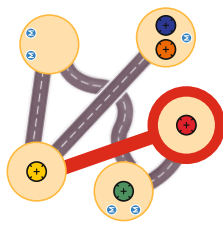


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