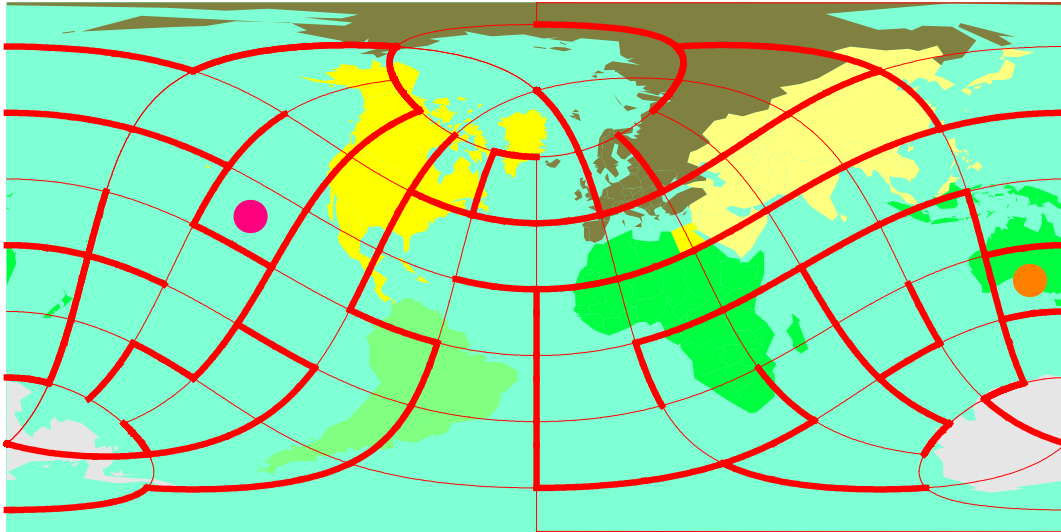


Izidor Hafner

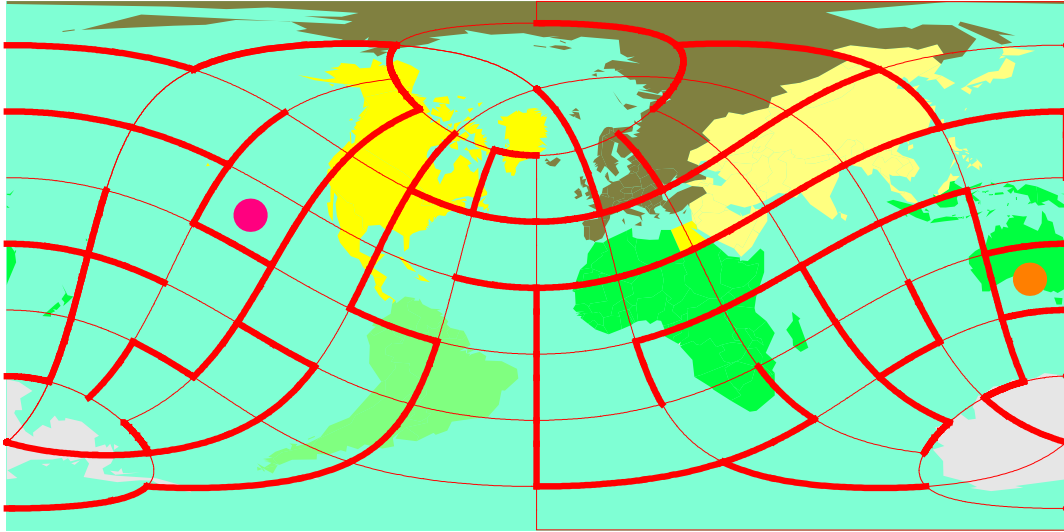
# Maps as Mazes

Oblique Projections

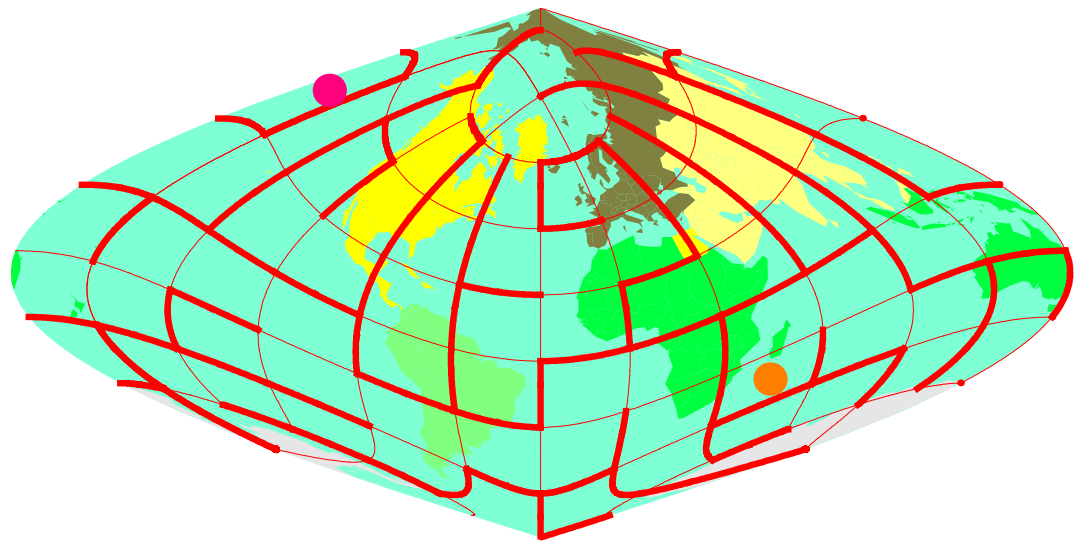


# Problems

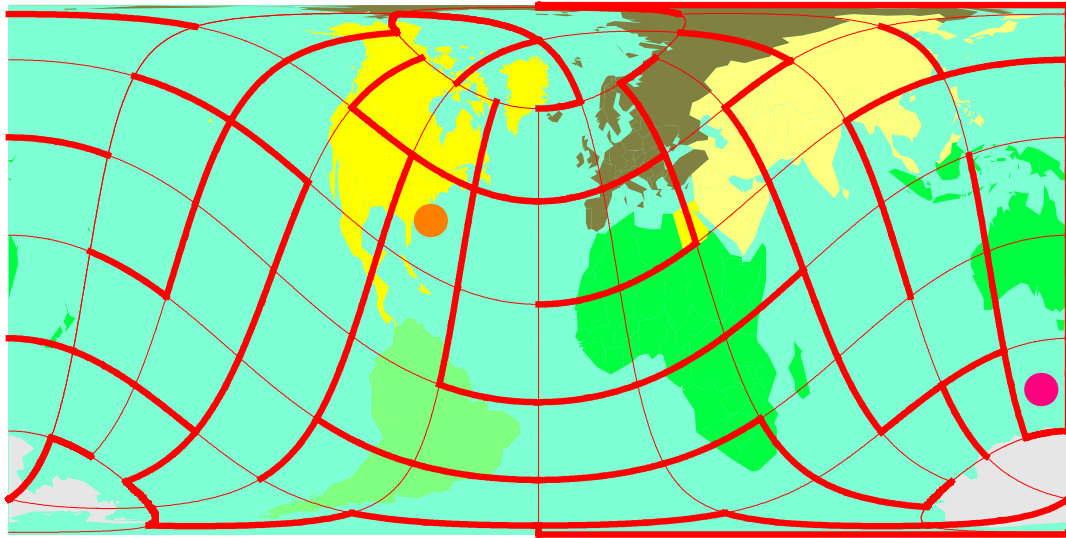
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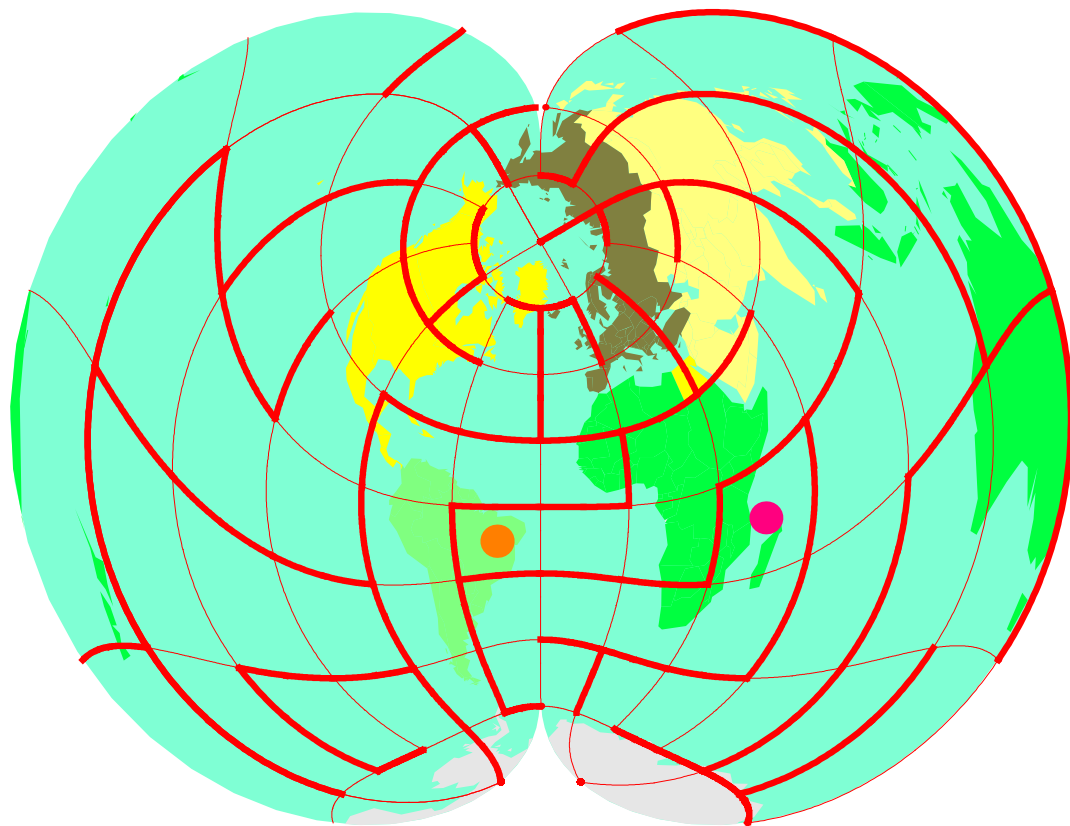
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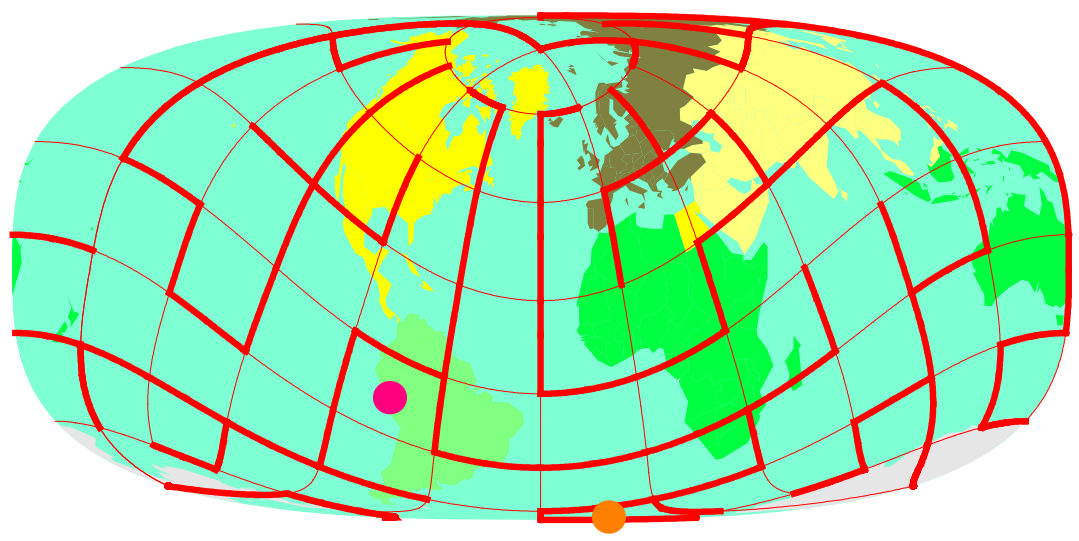
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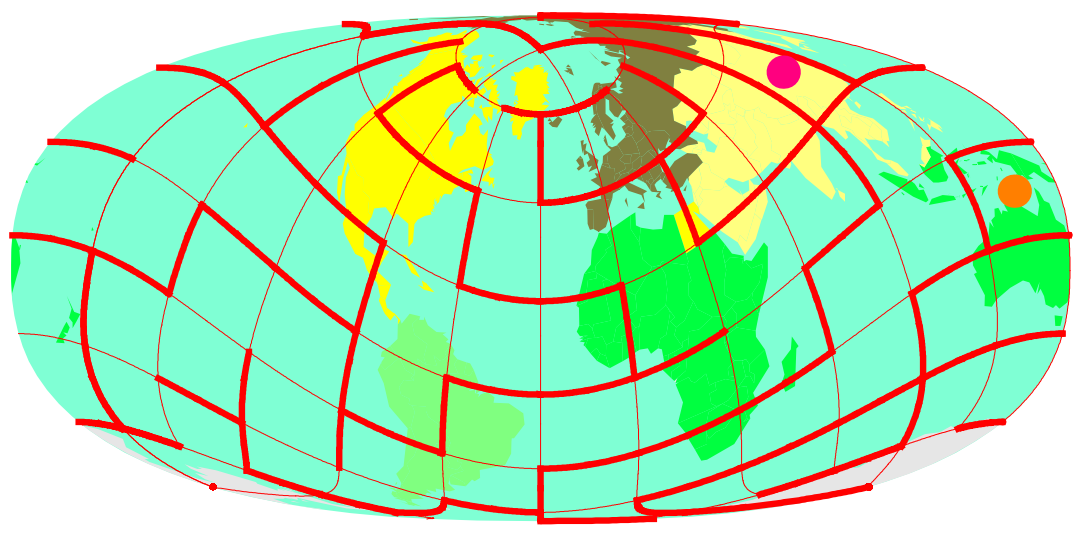
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5.

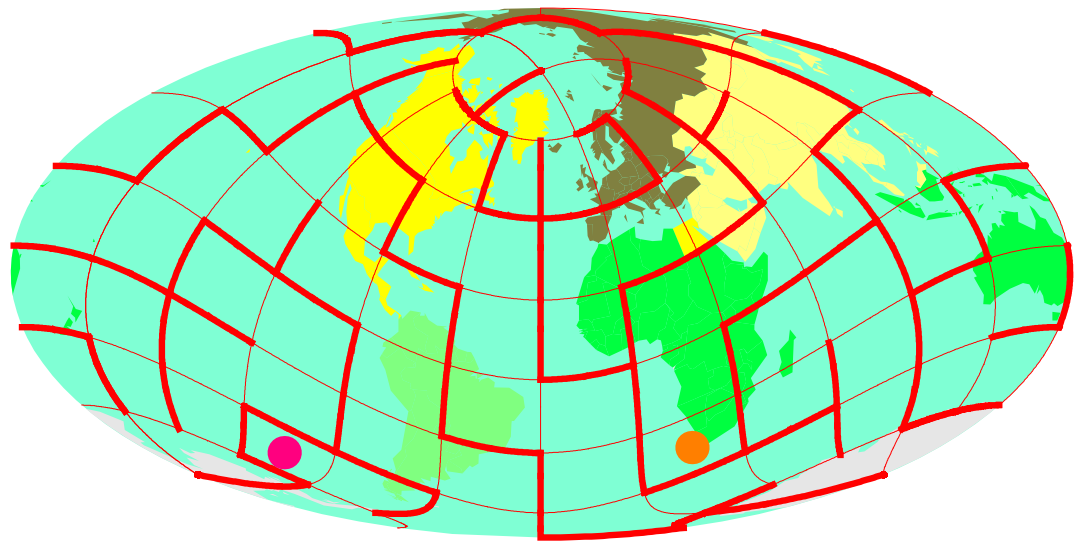


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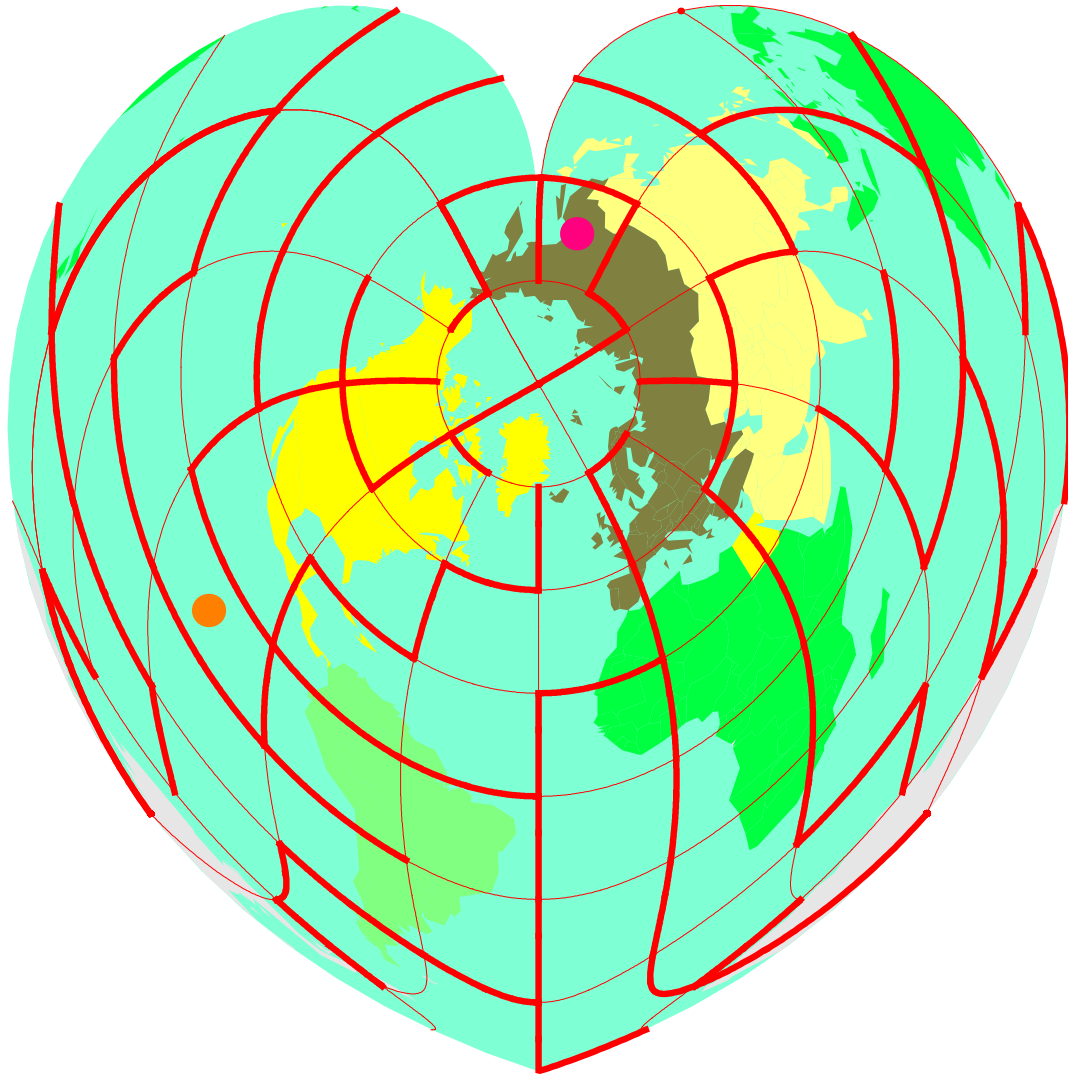




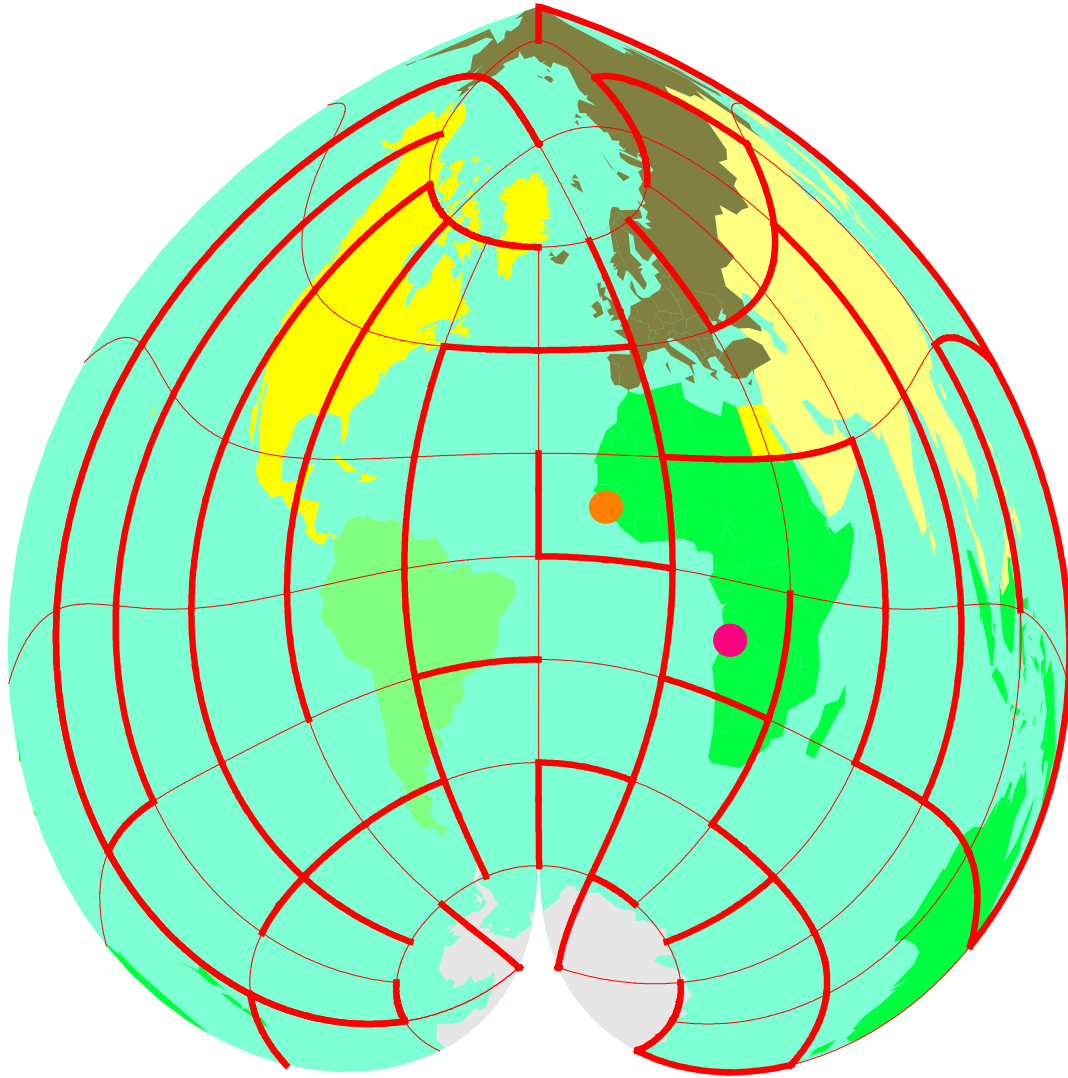
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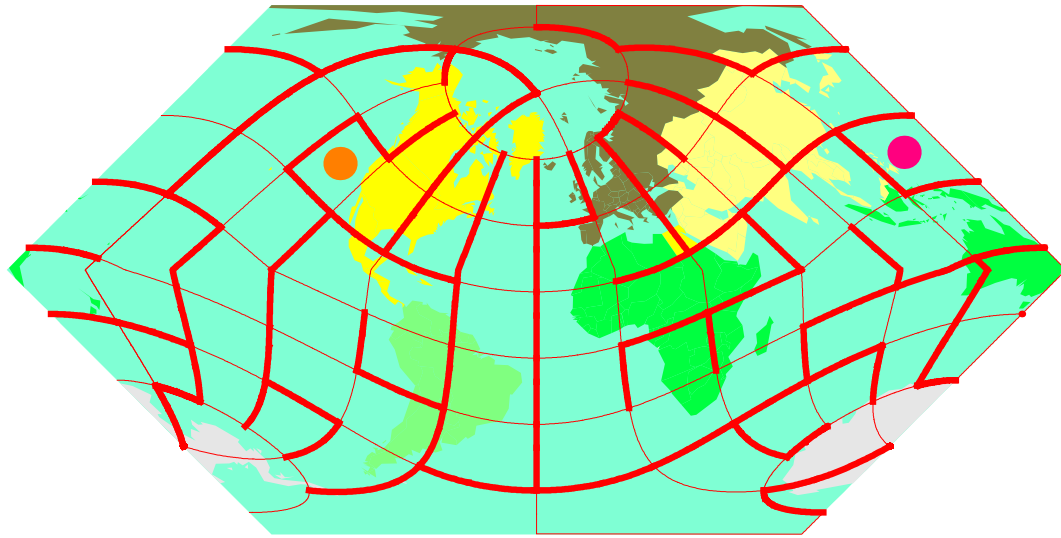
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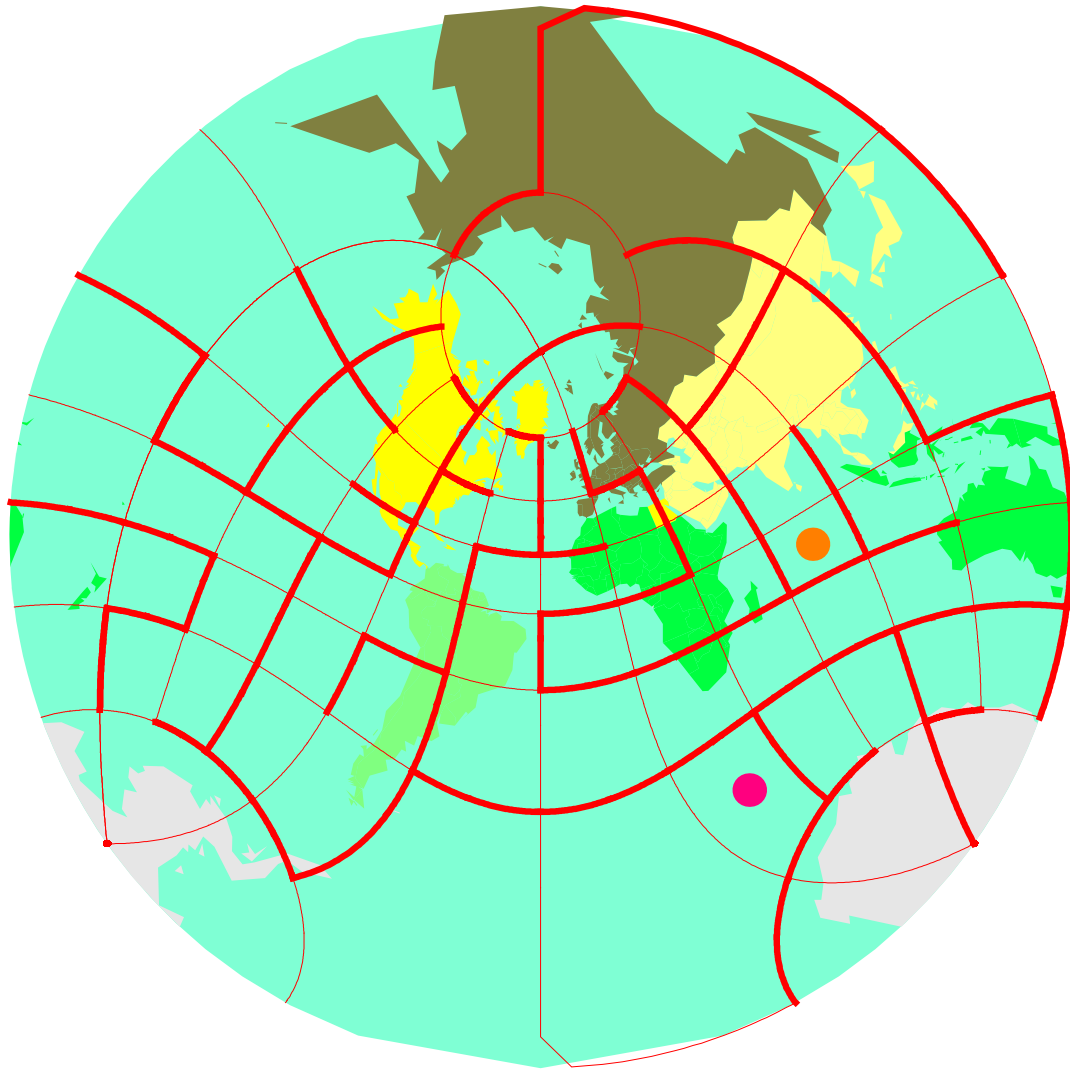
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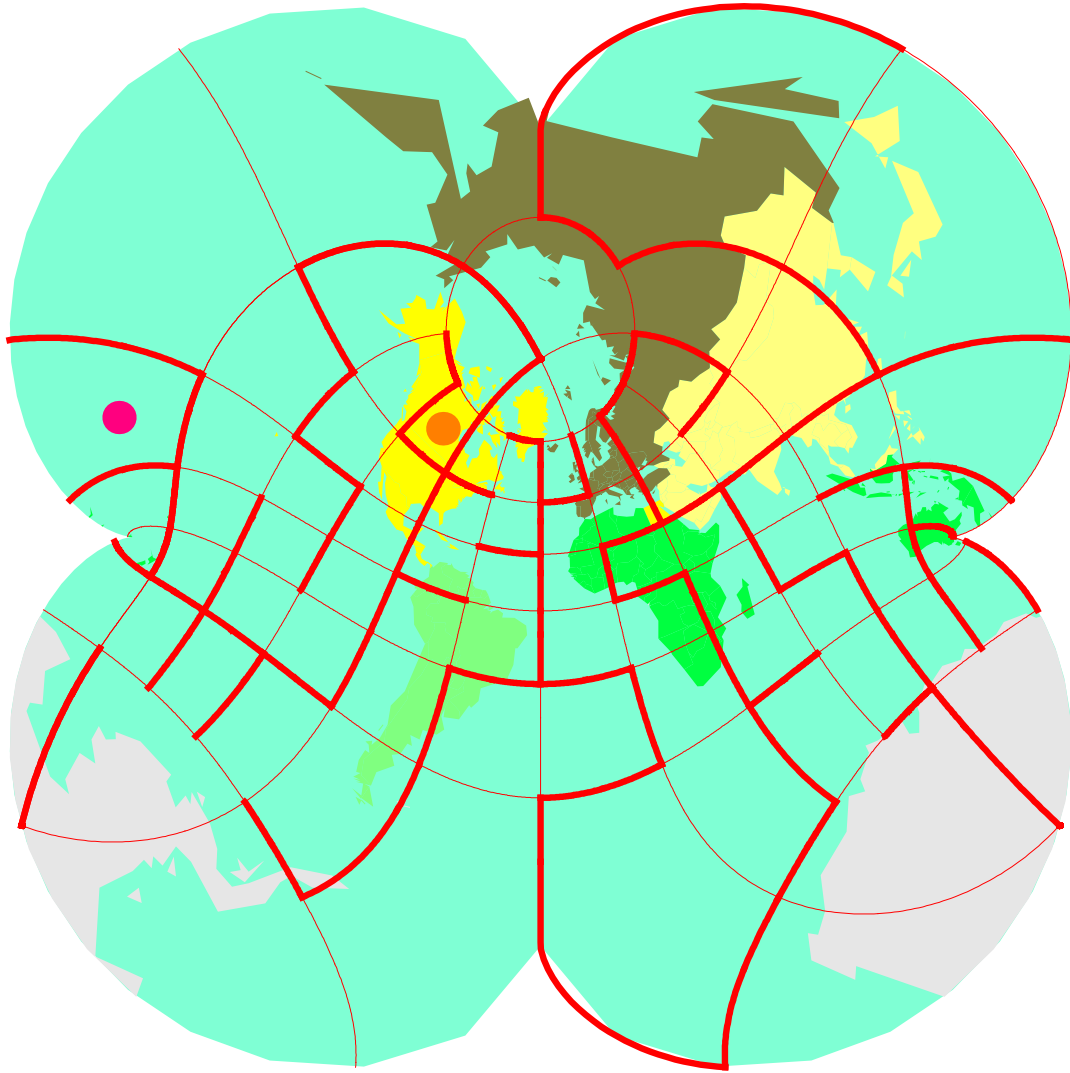
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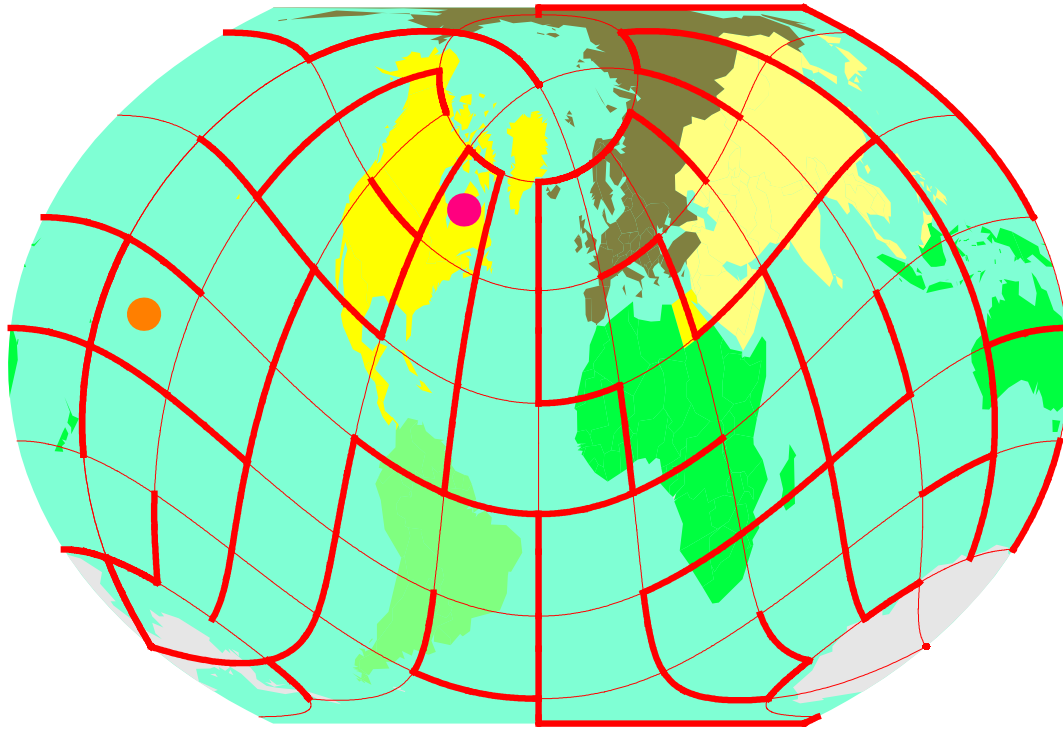
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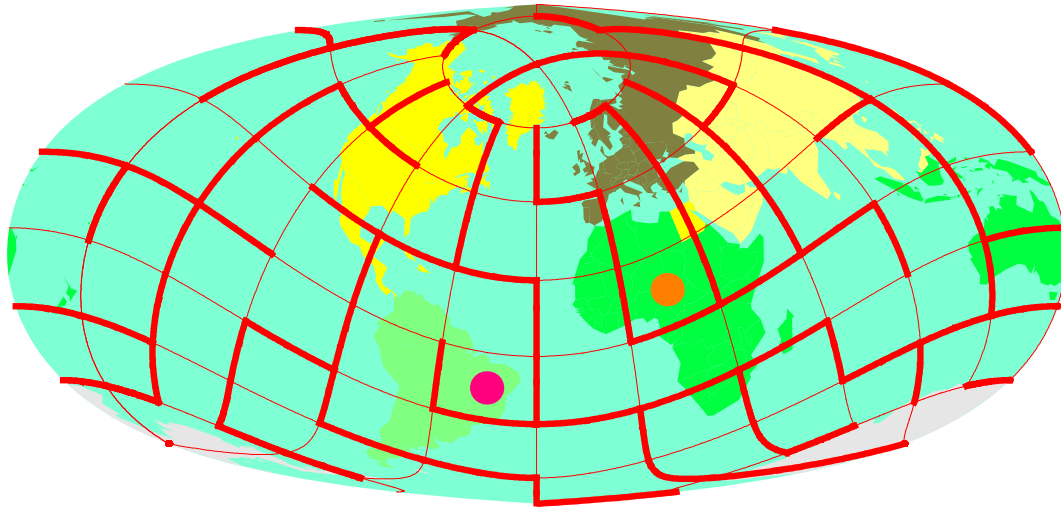
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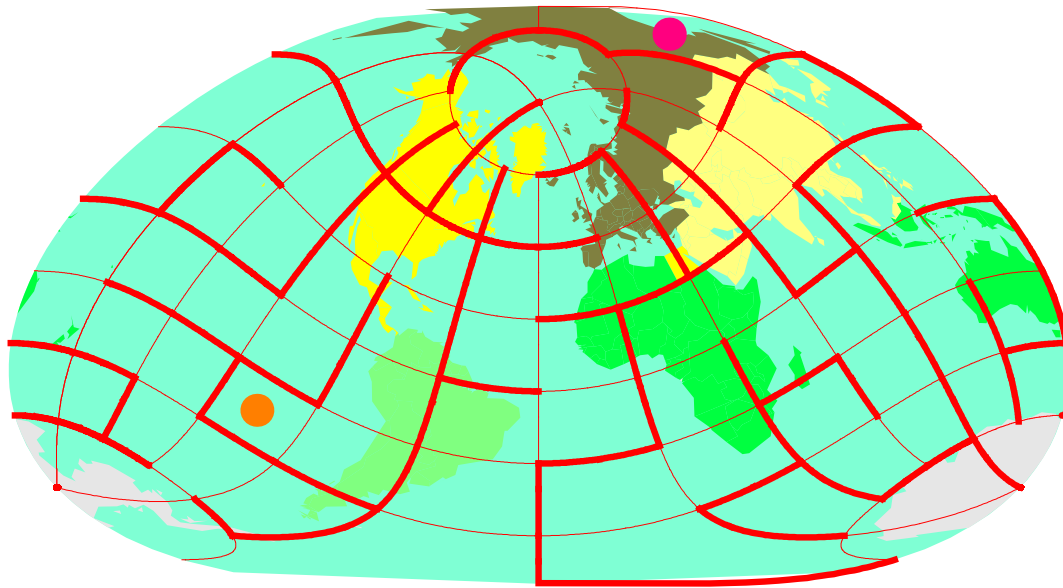


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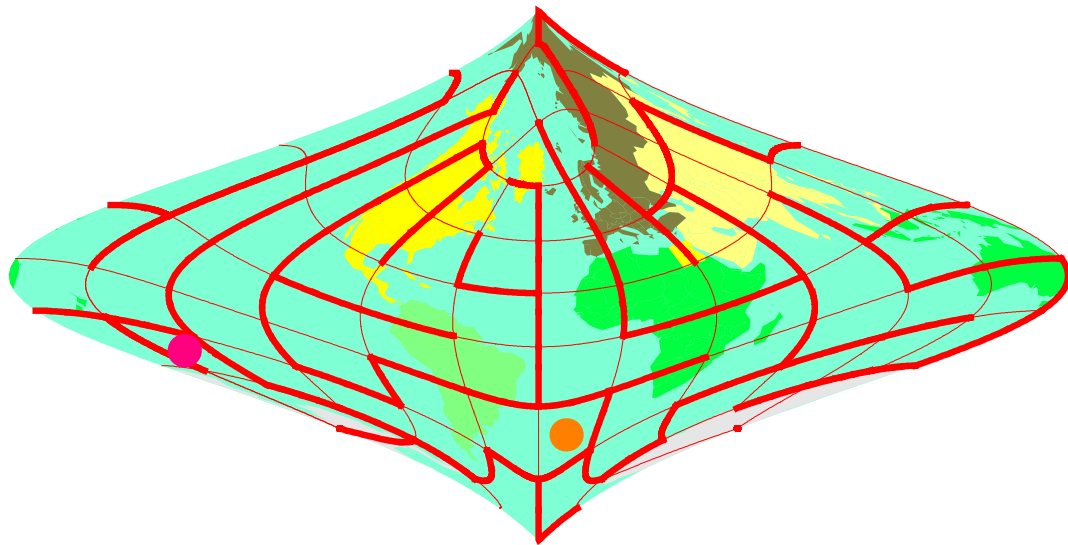




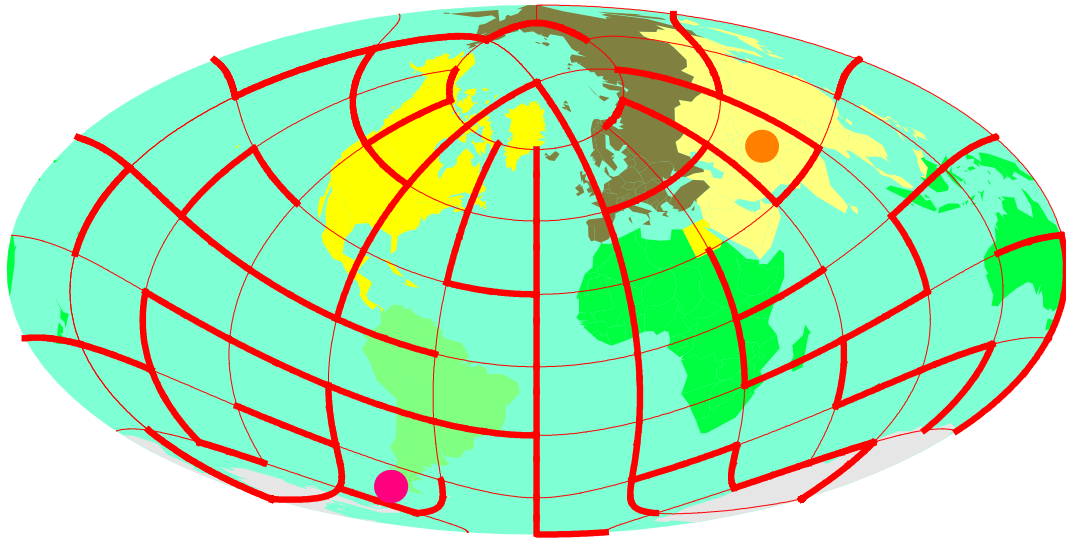
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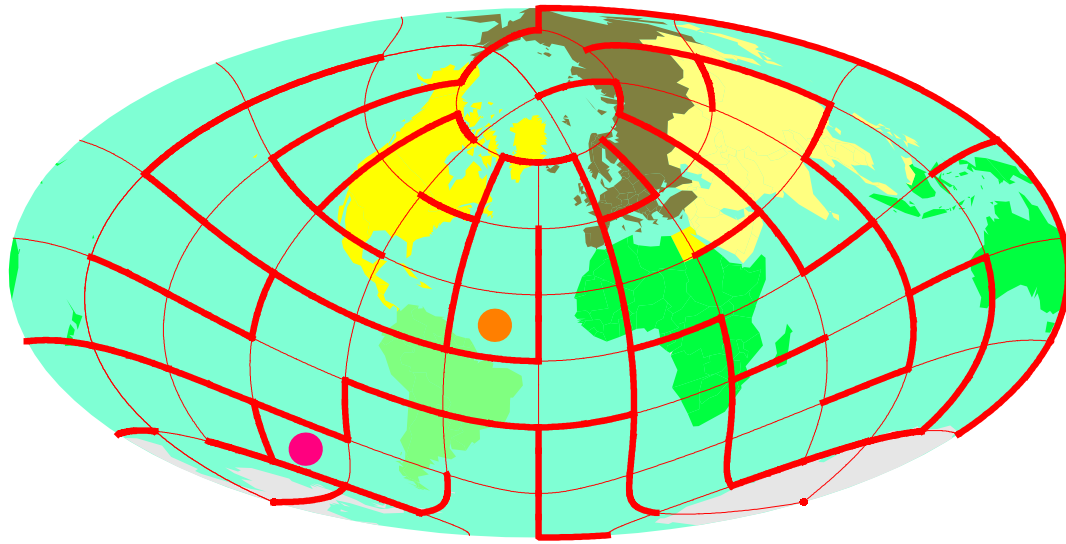
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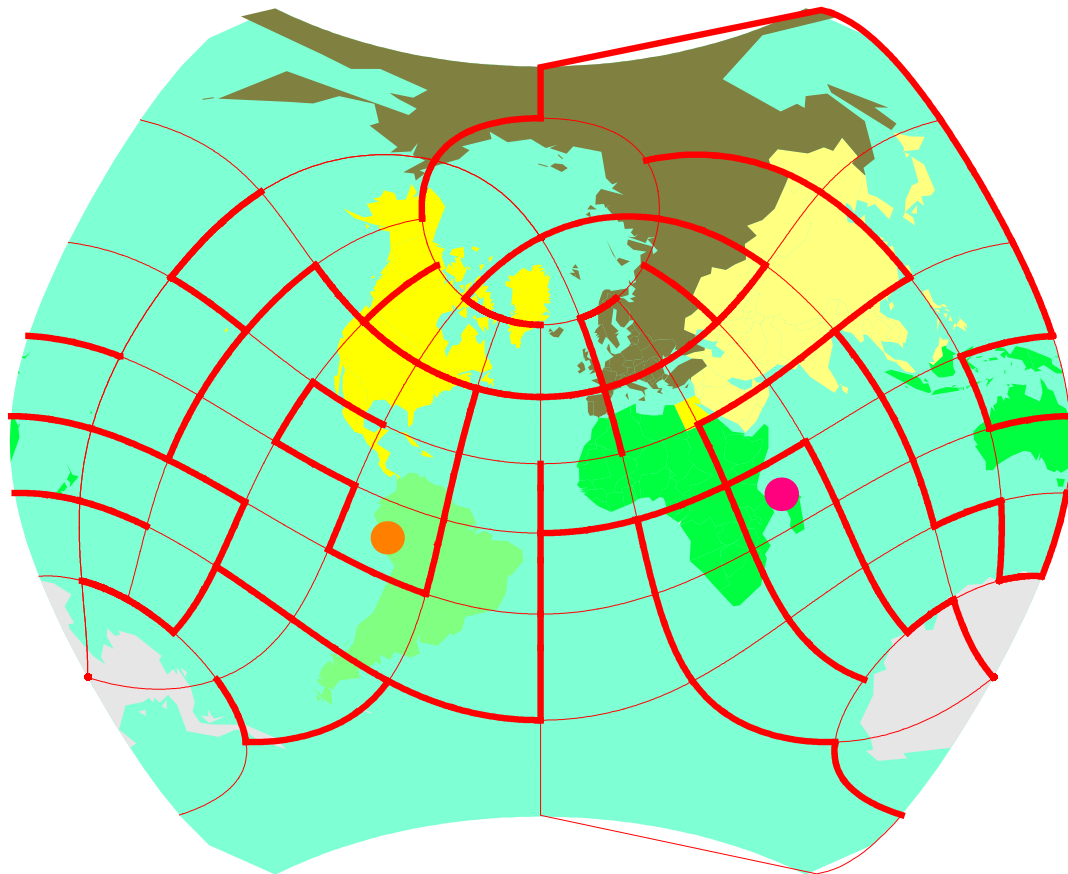
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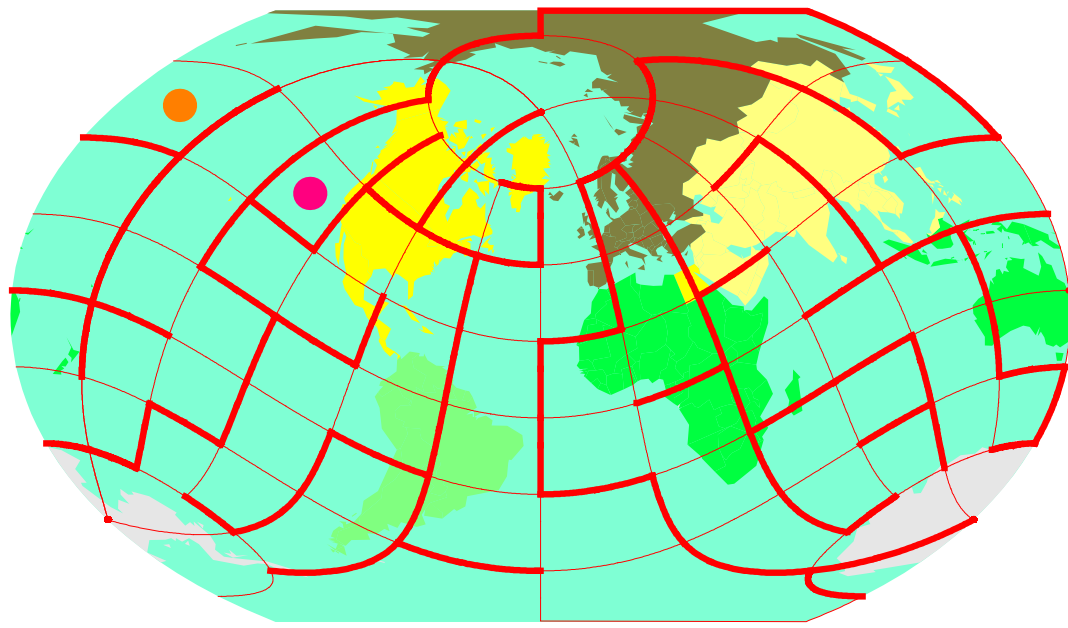
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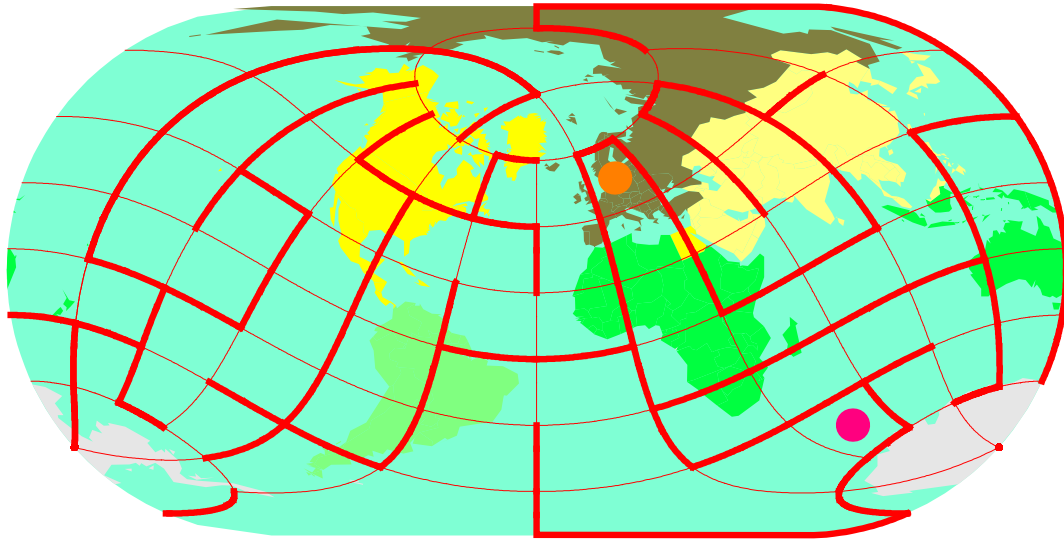
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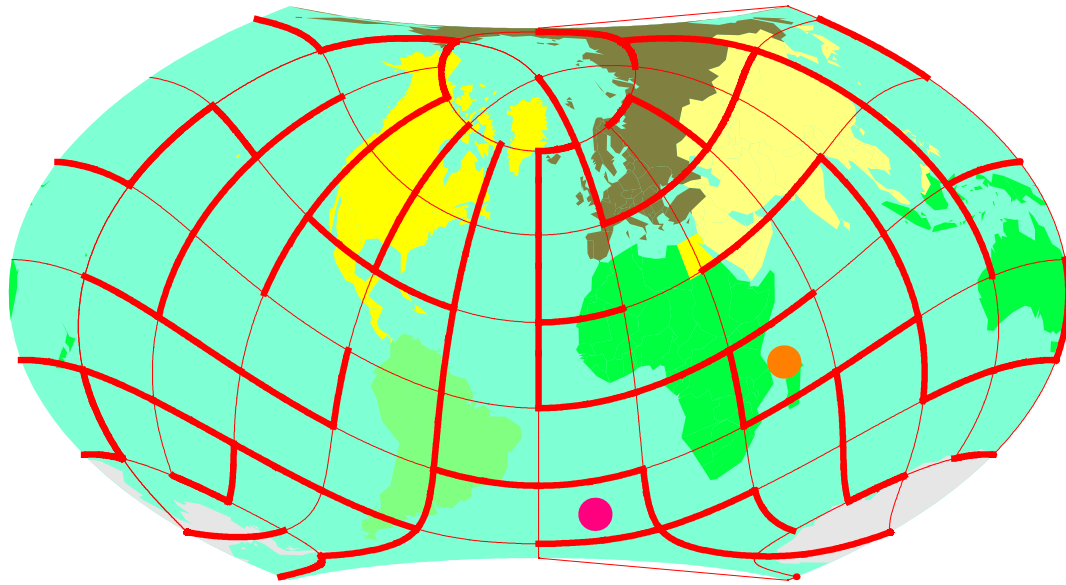
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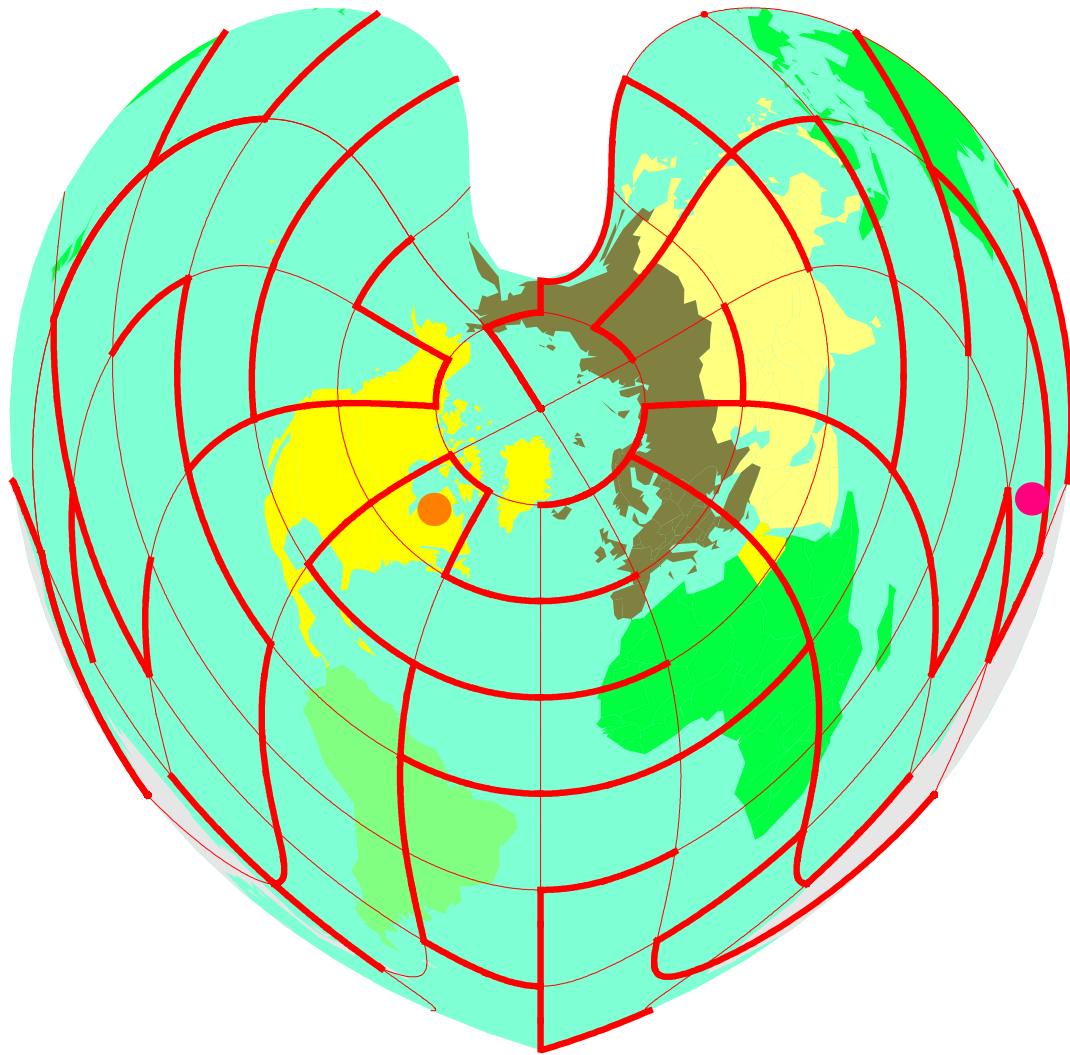


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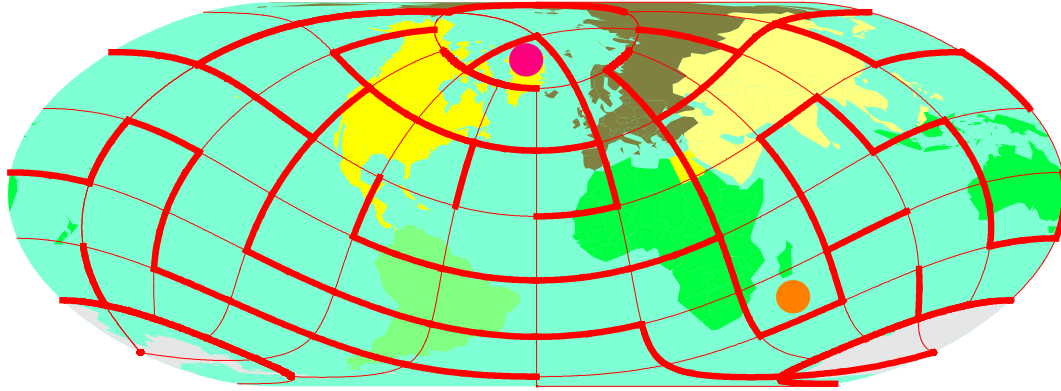




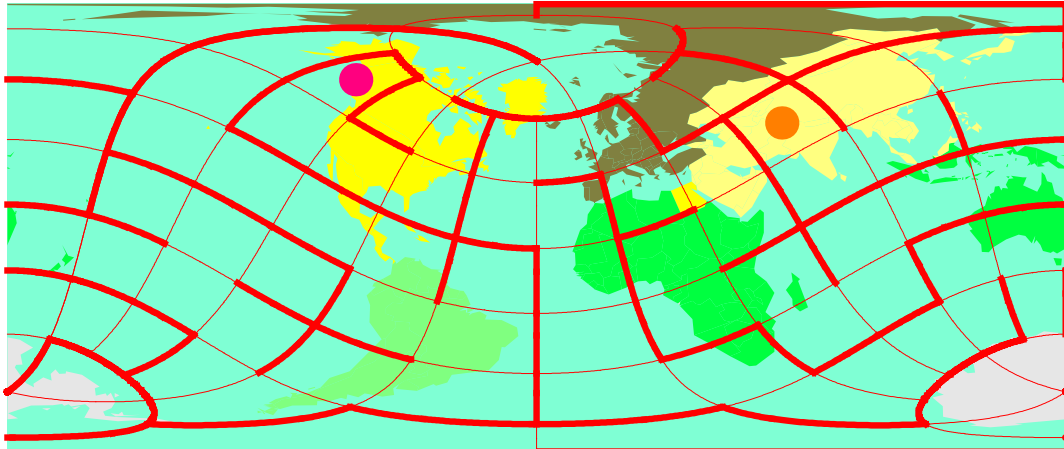
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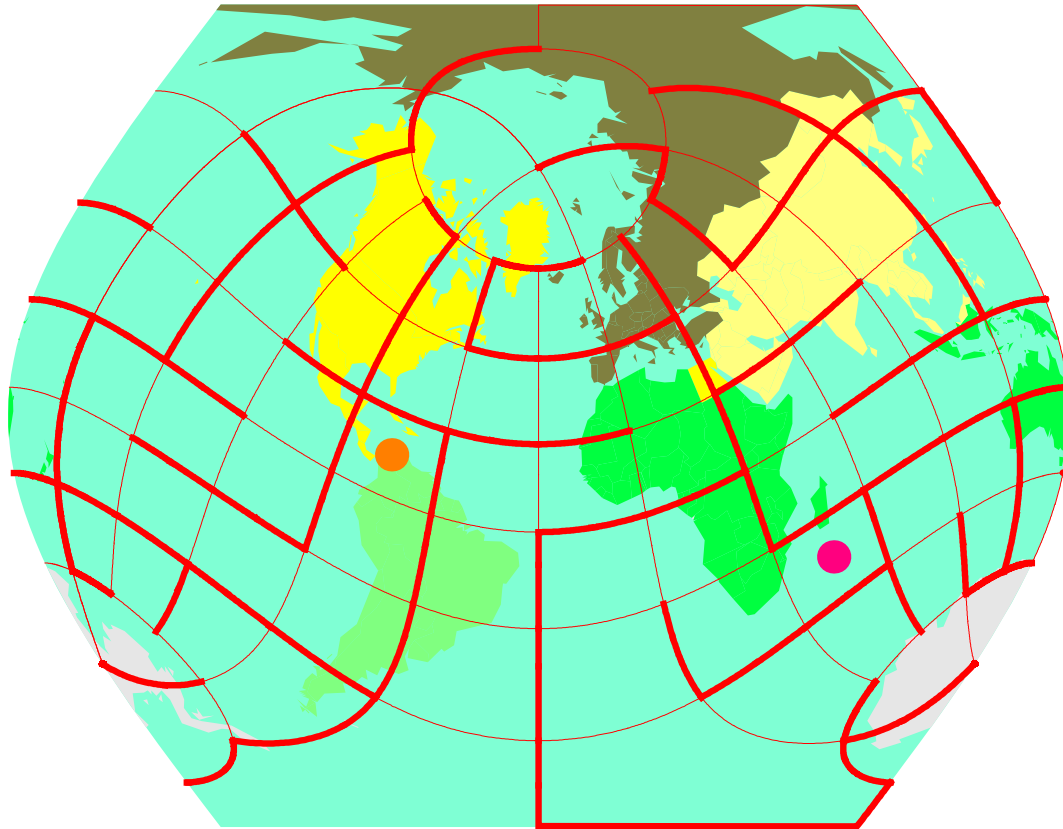
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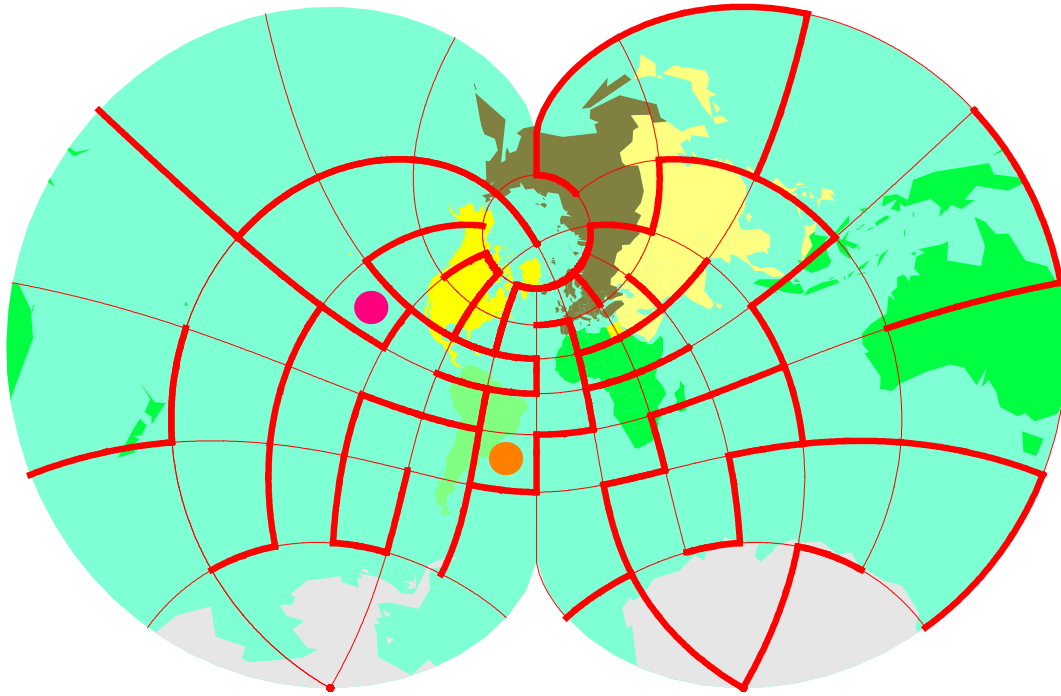
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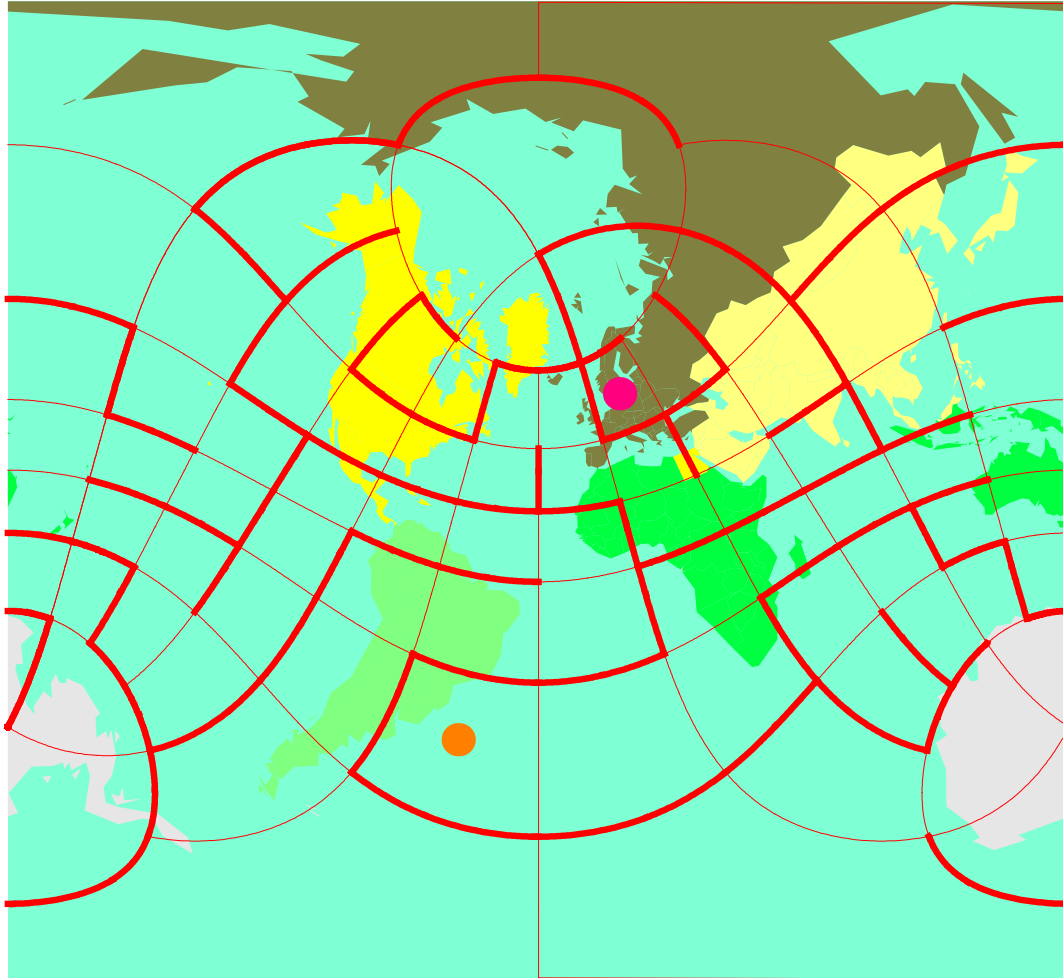
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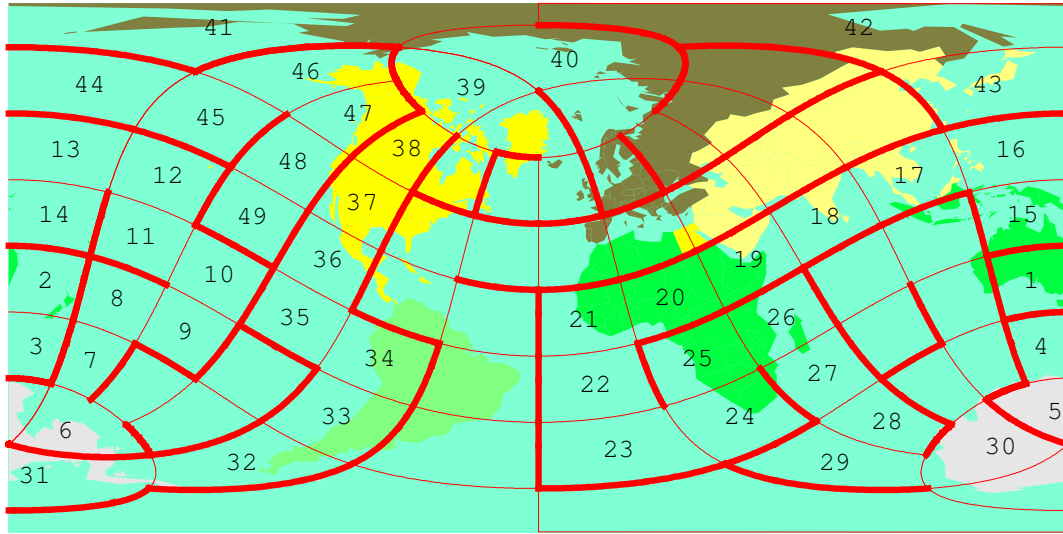


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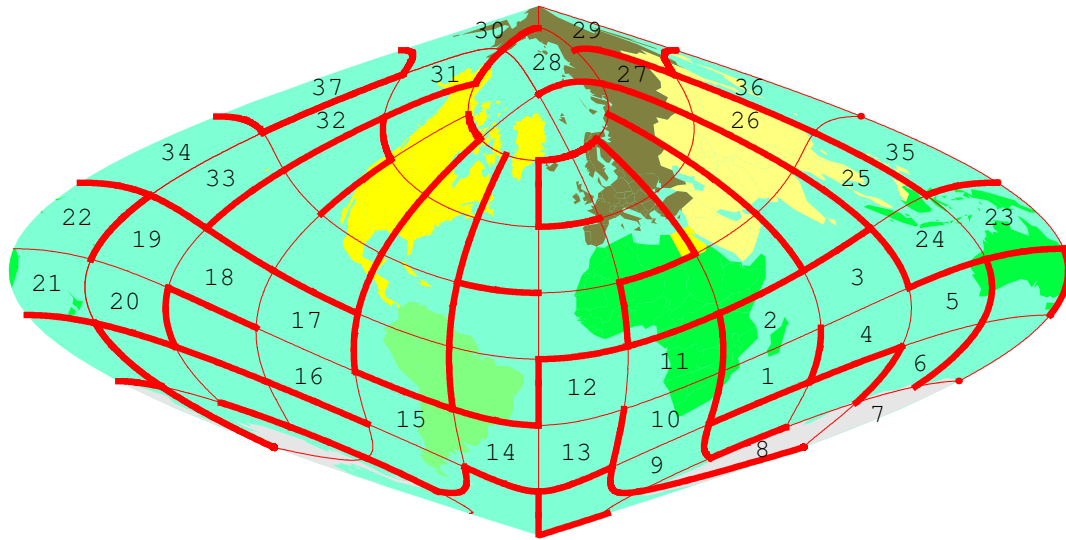
# Solutions

1.

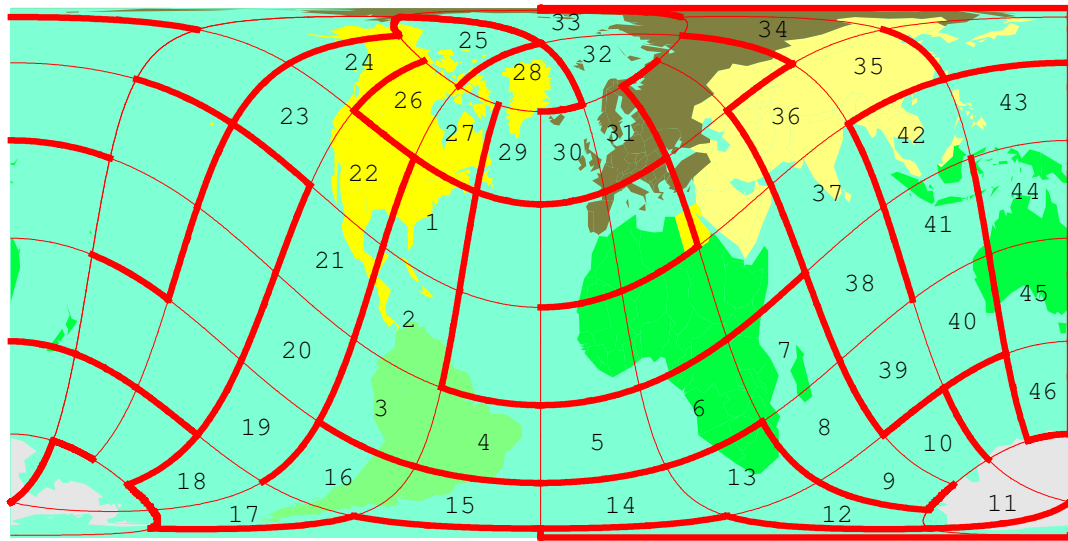




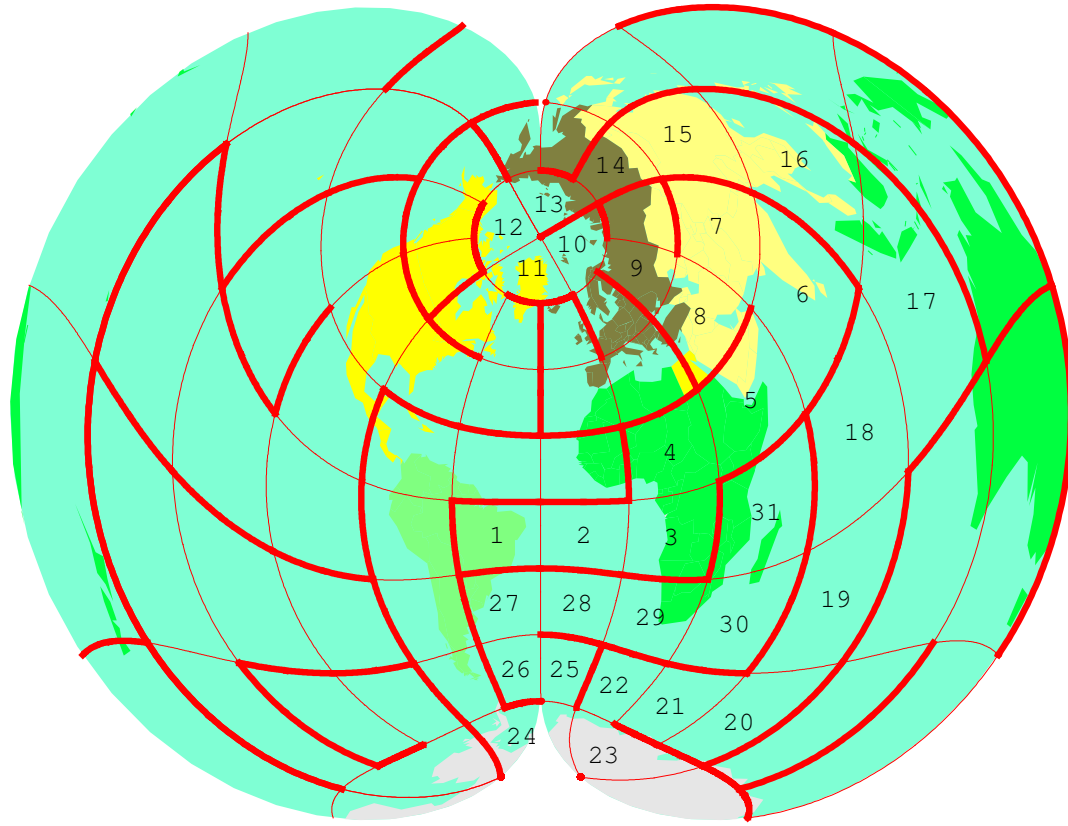
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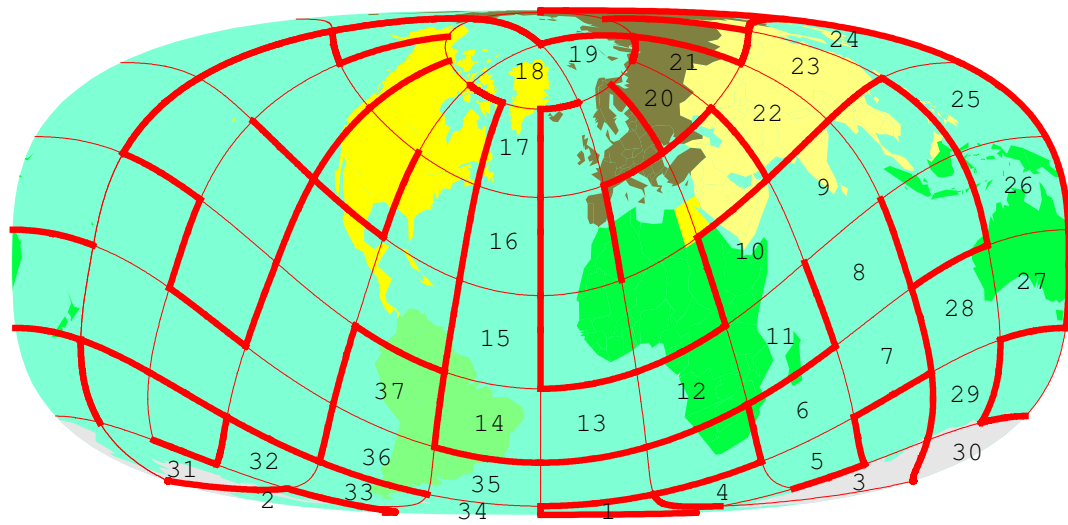
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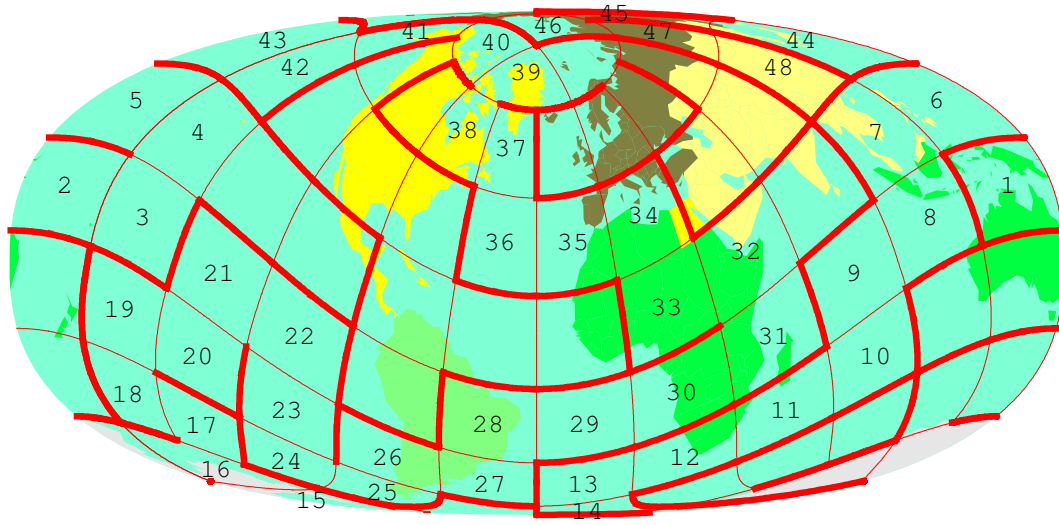
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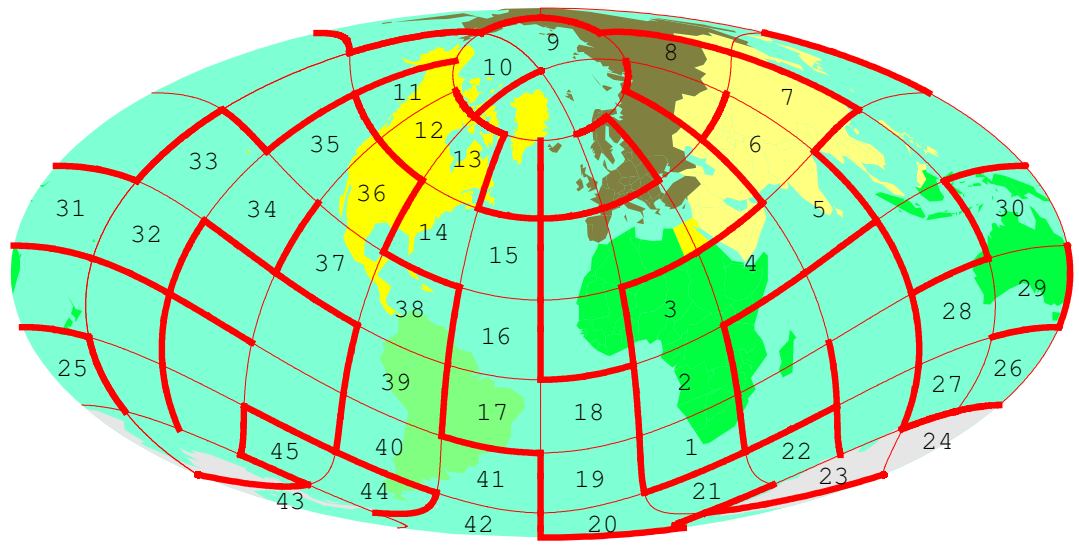
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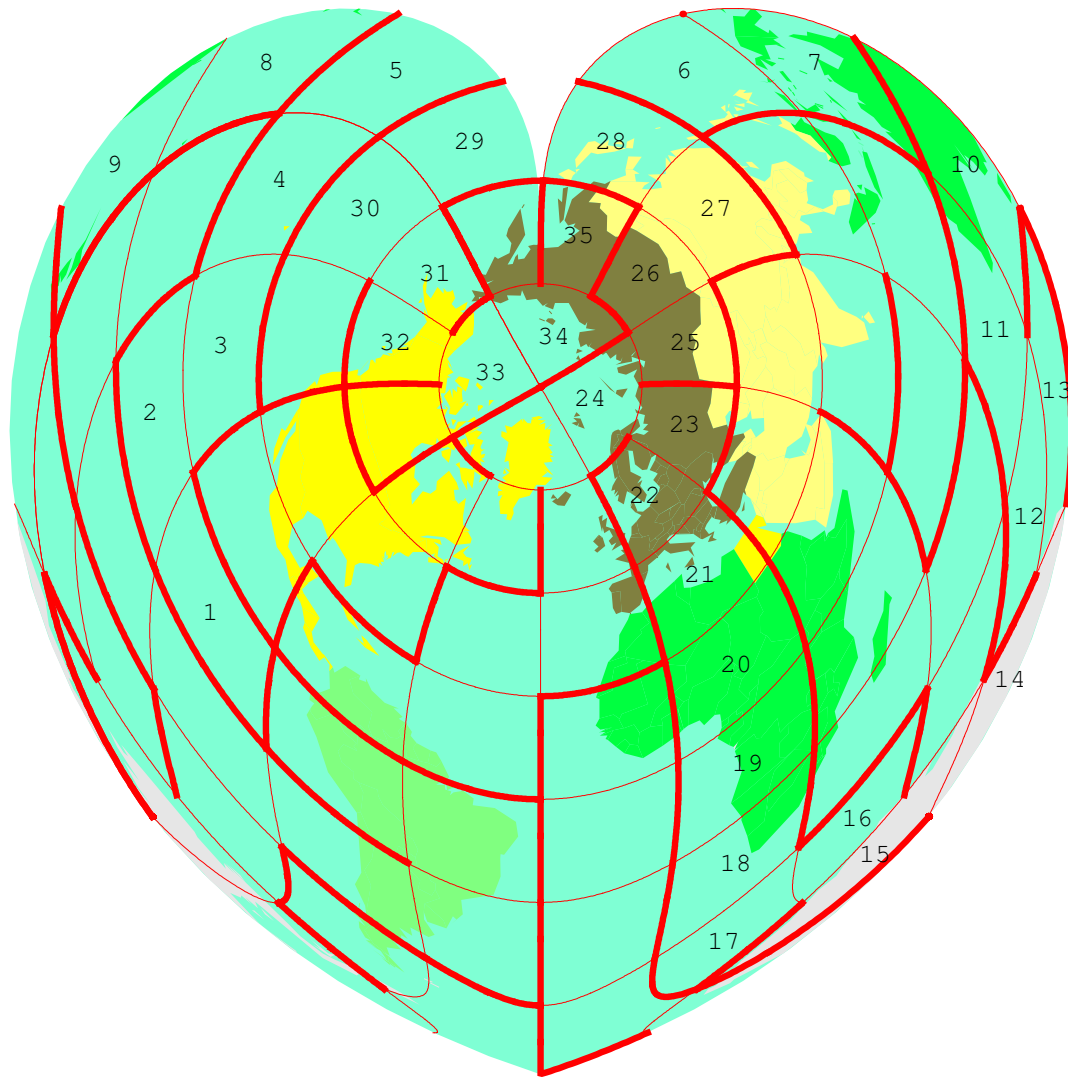
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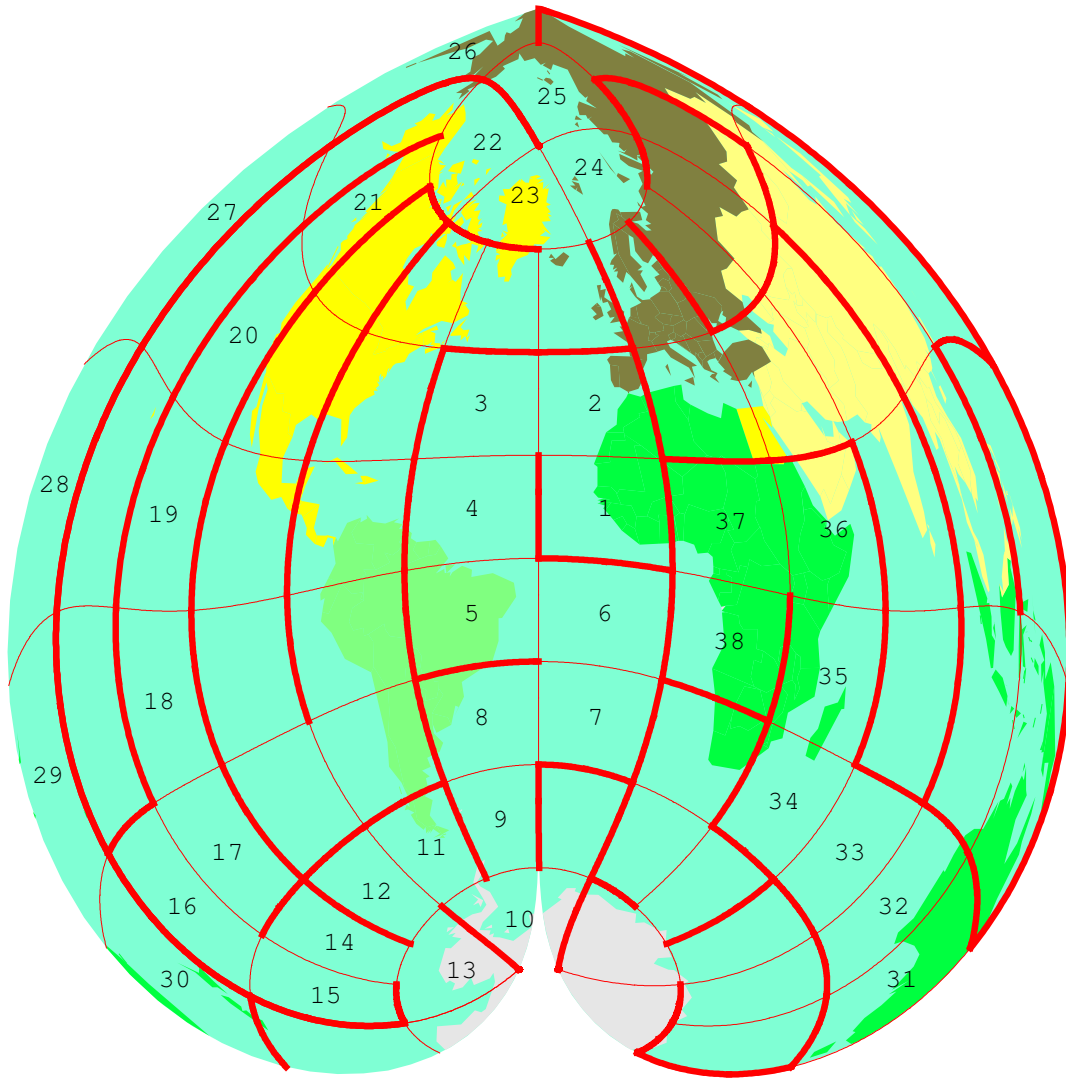
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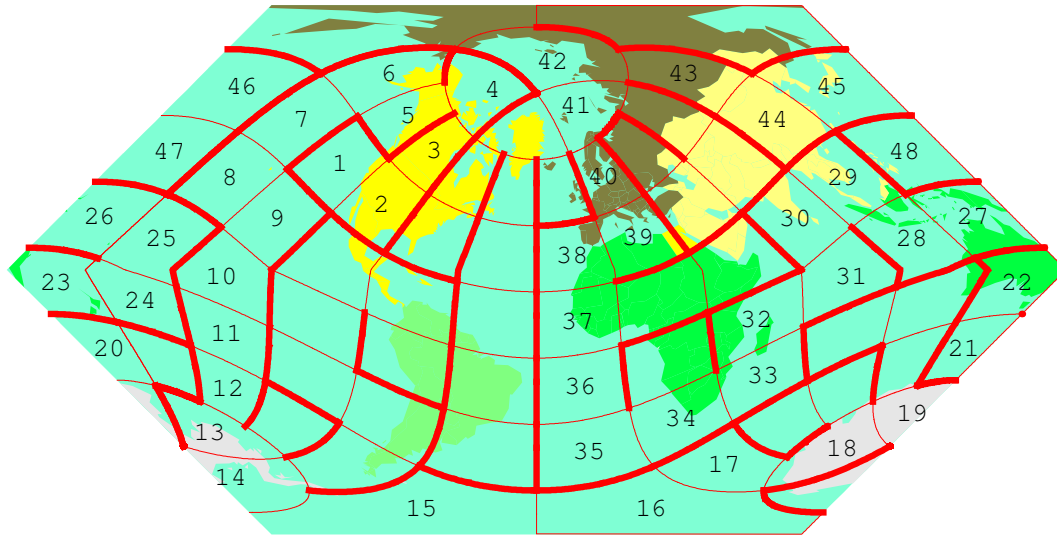


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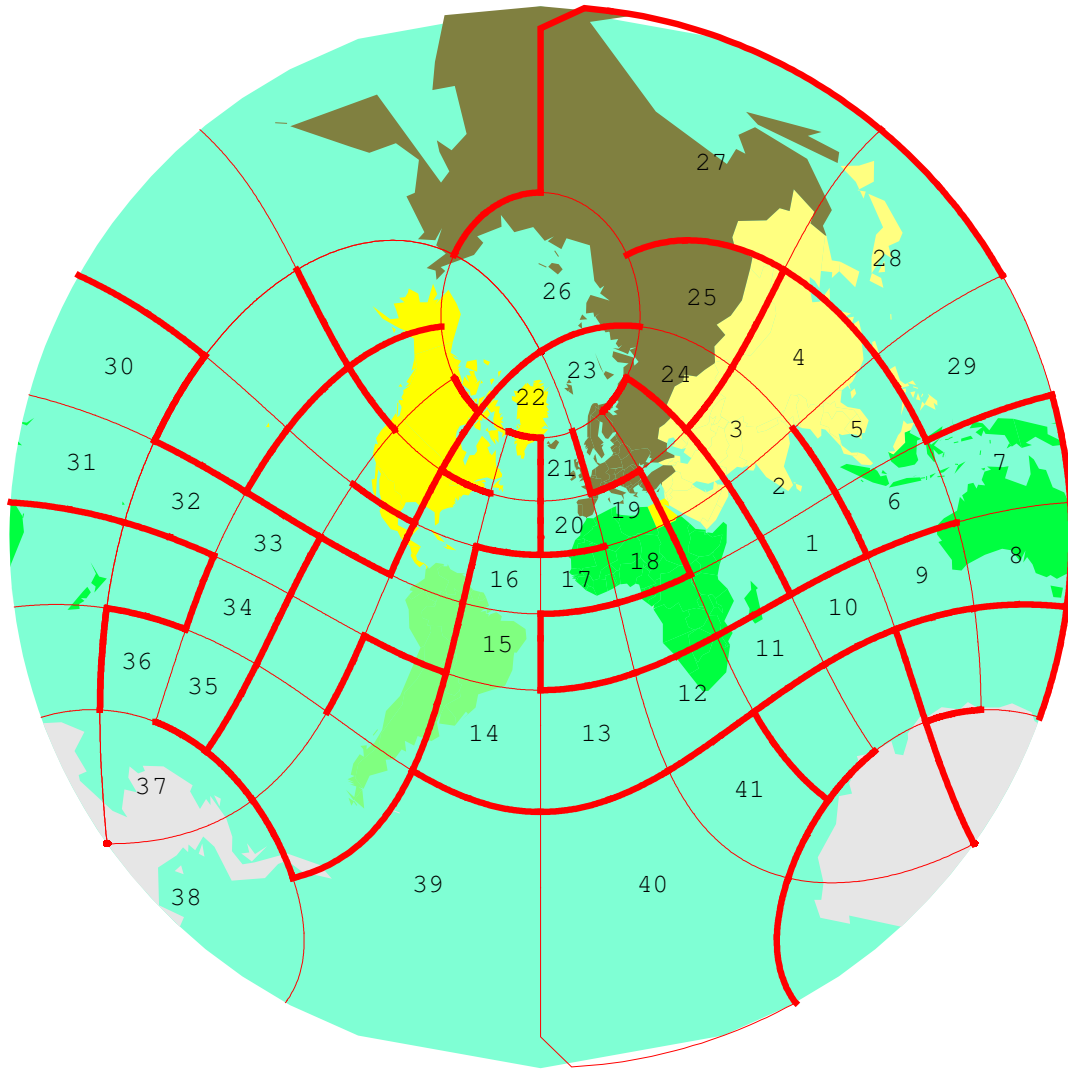




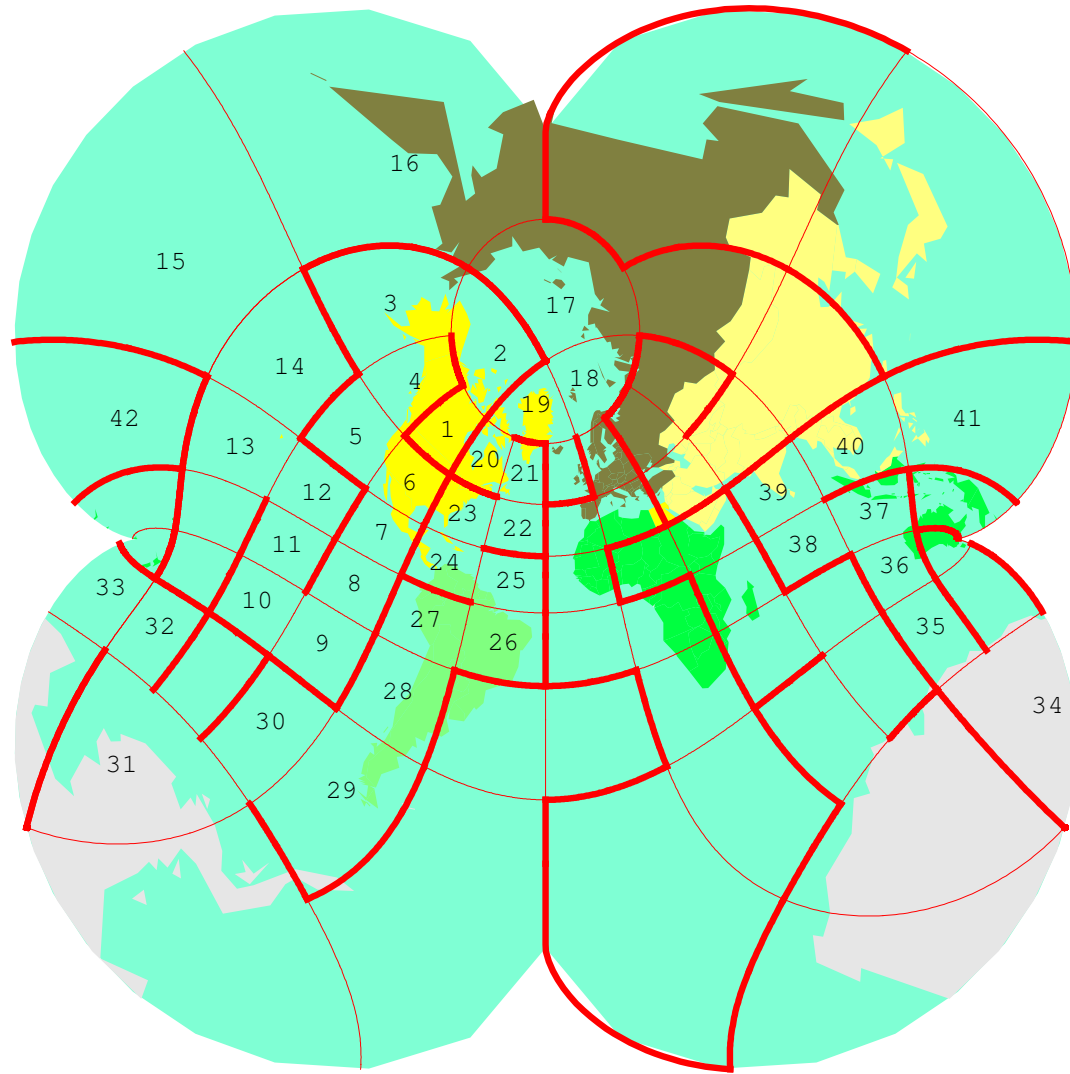
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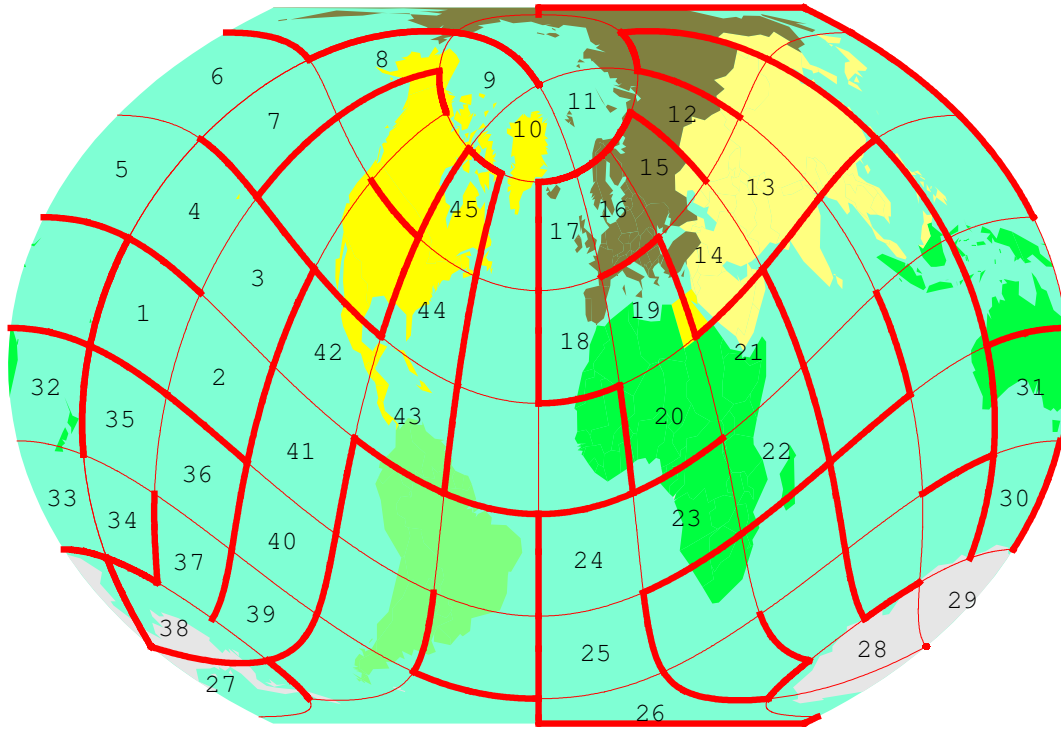
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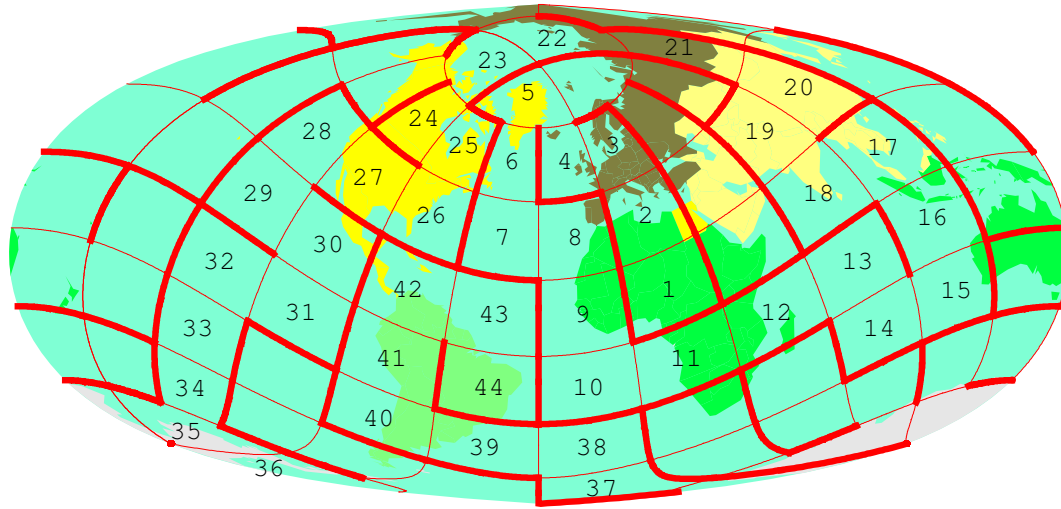
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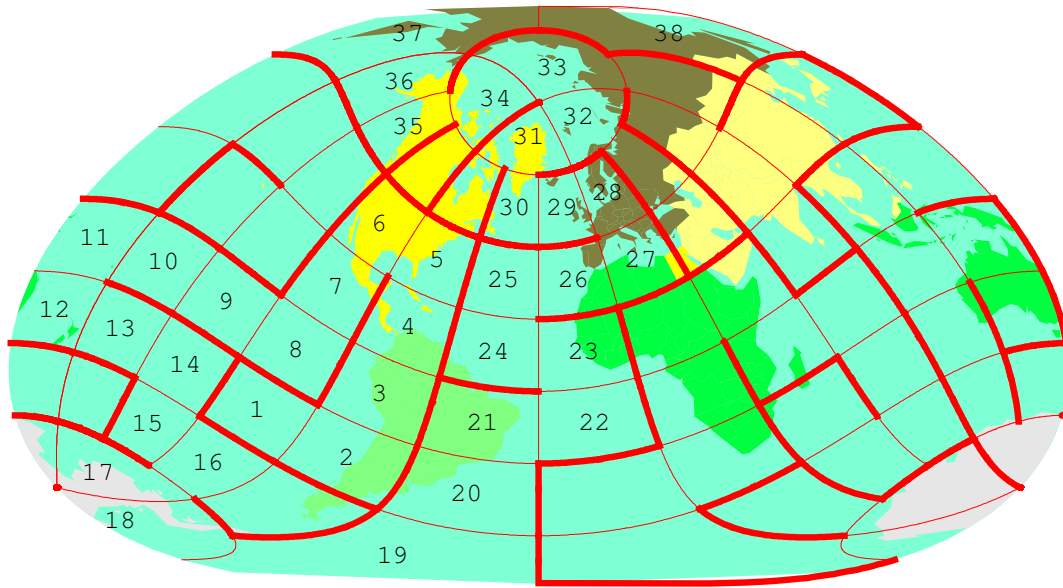
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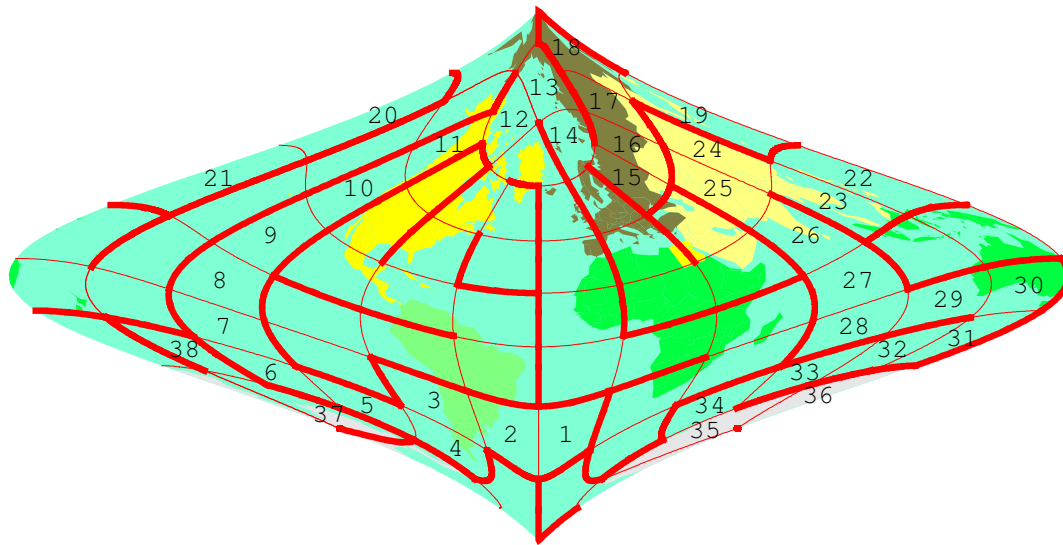
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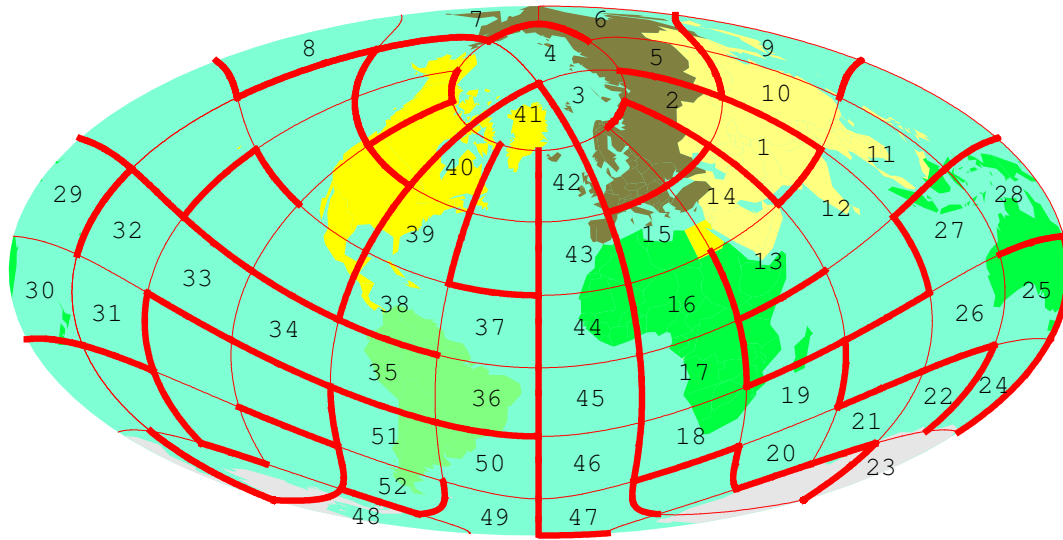
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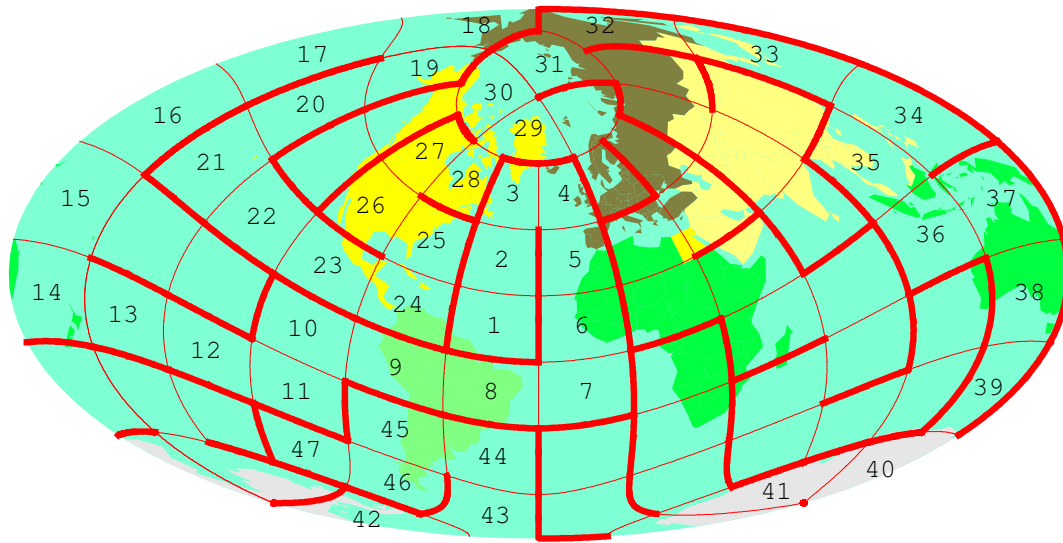


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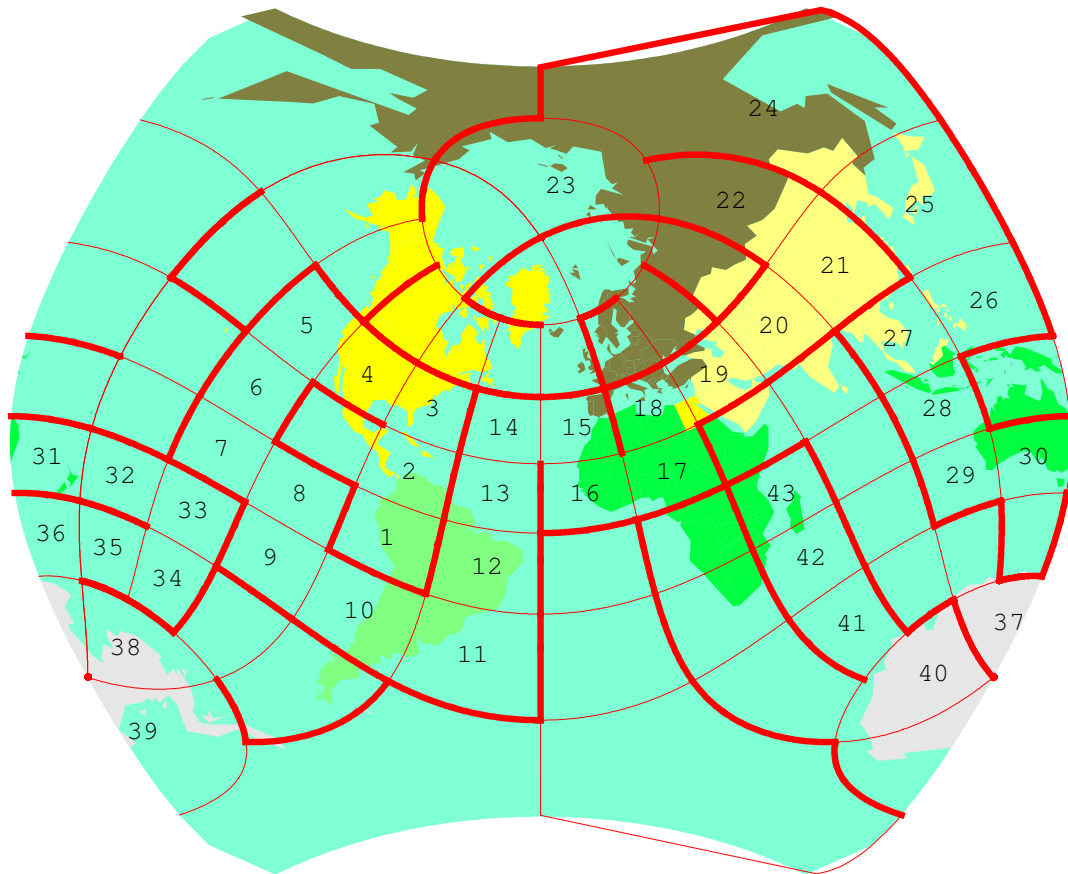




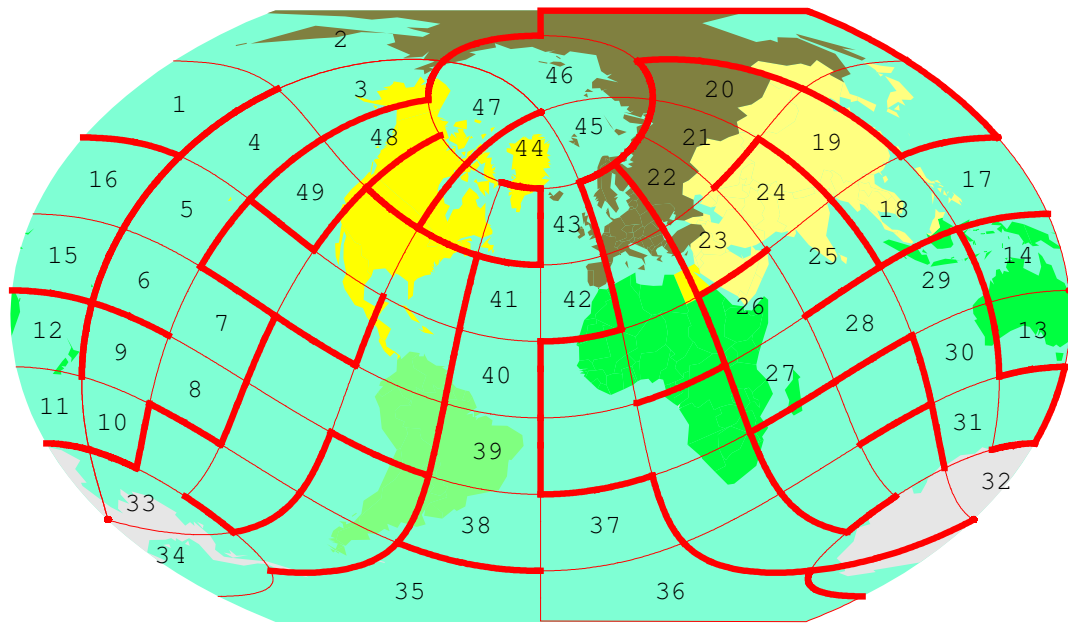
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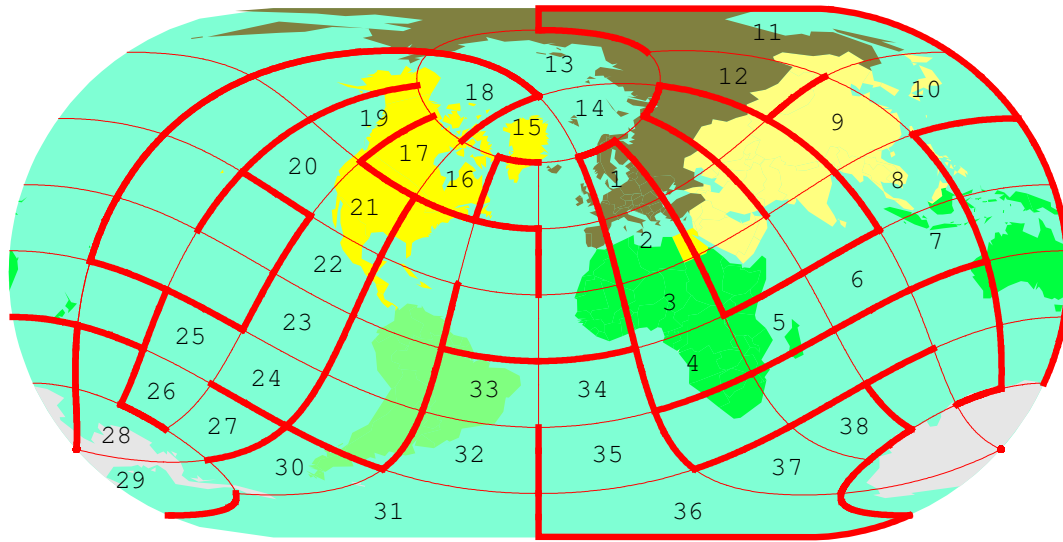
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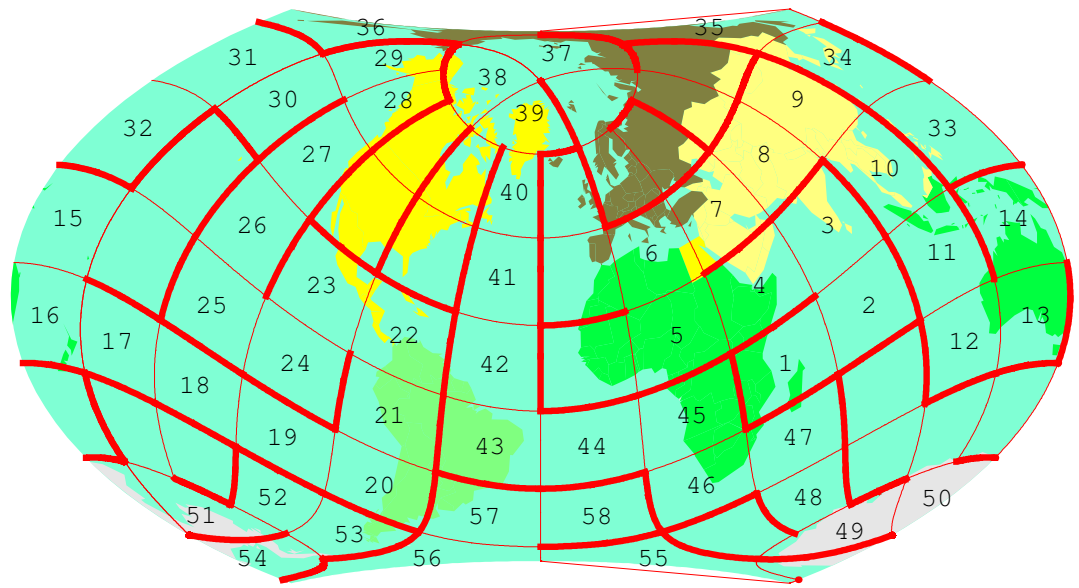
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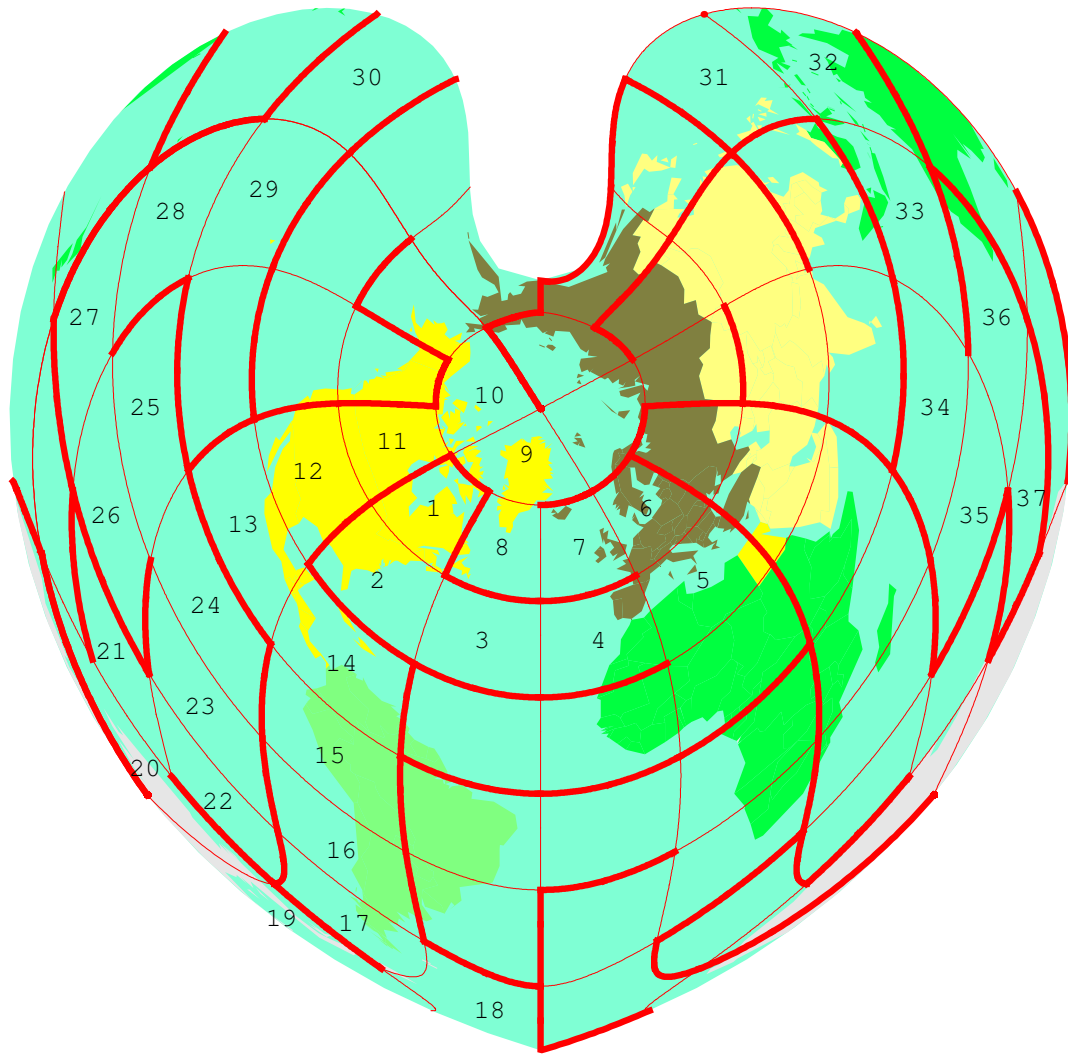
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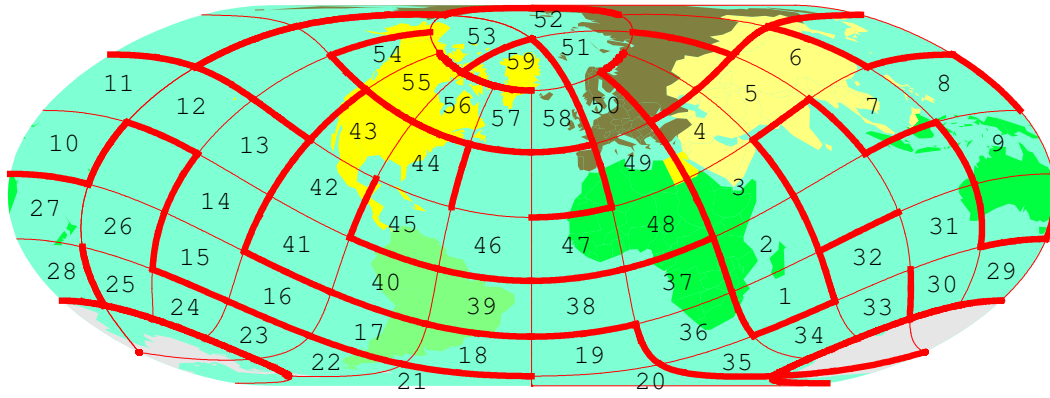
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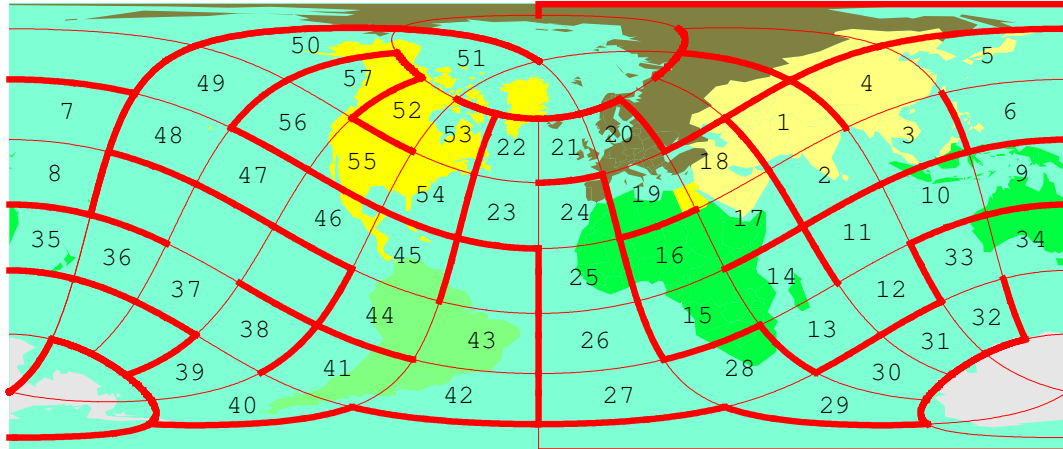
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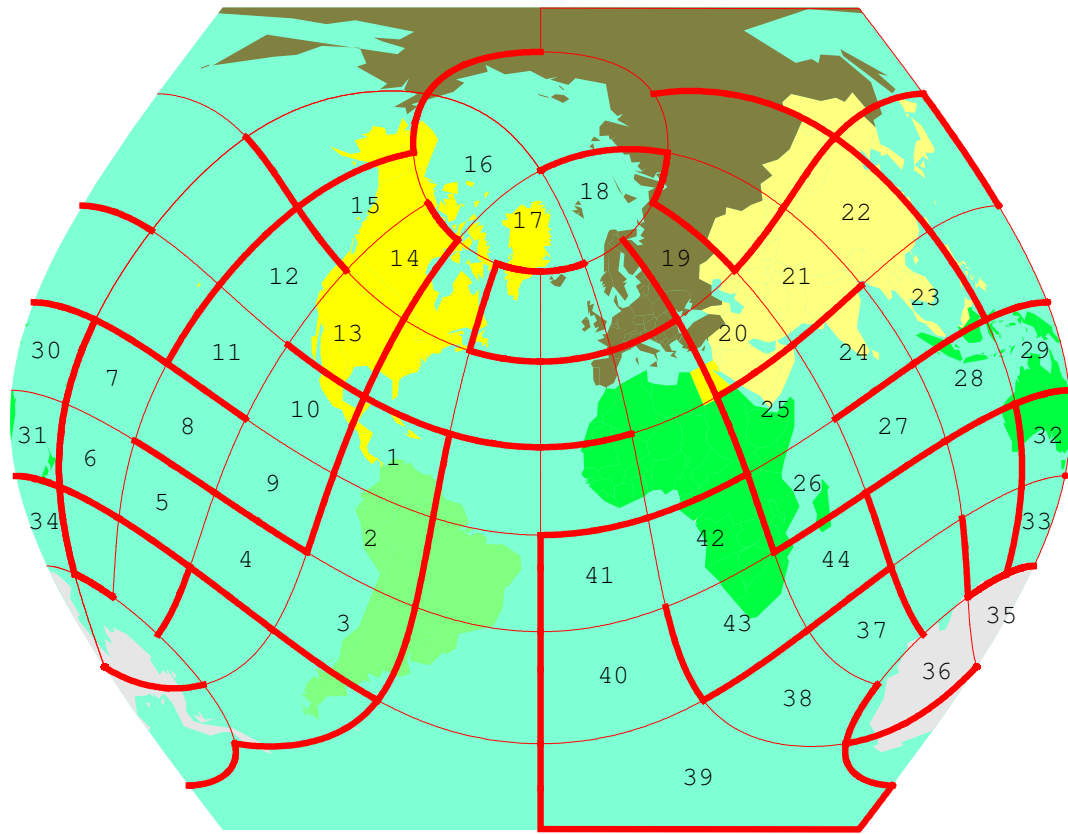


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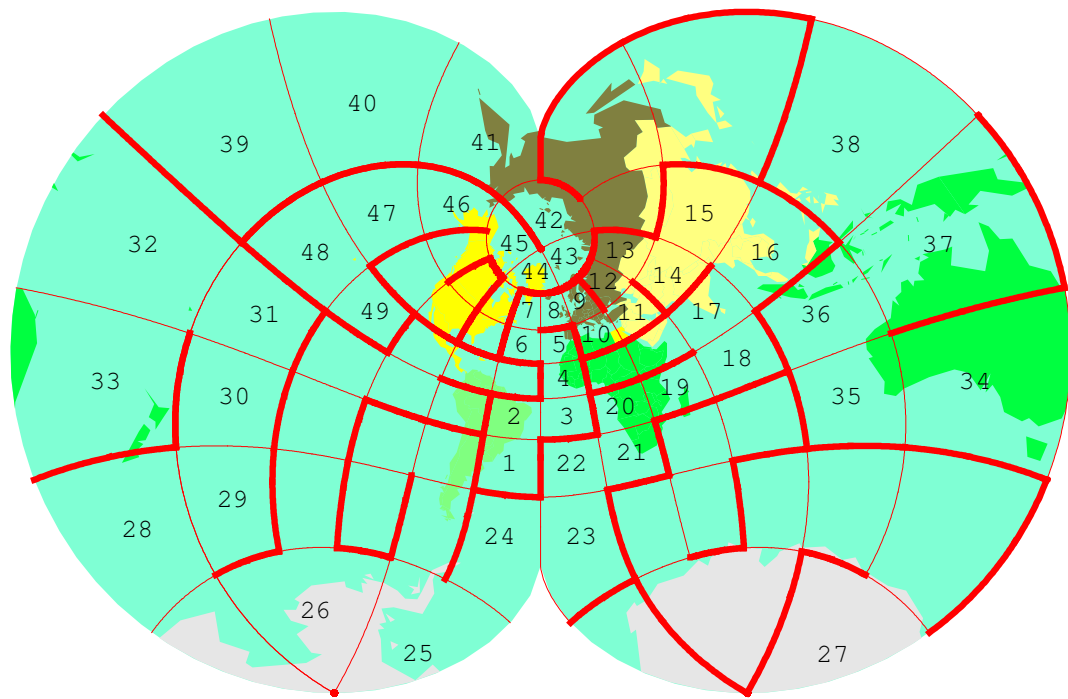




26.



27.



28.

