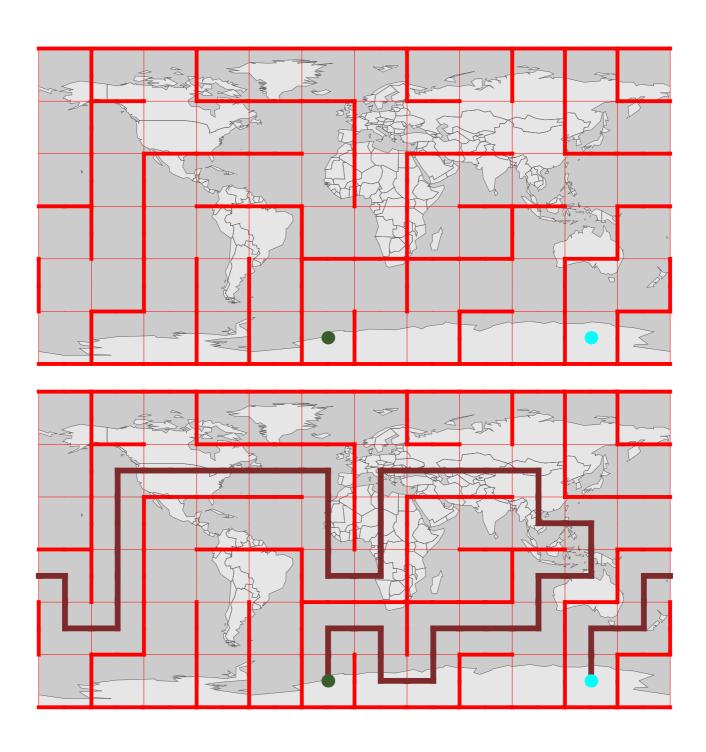
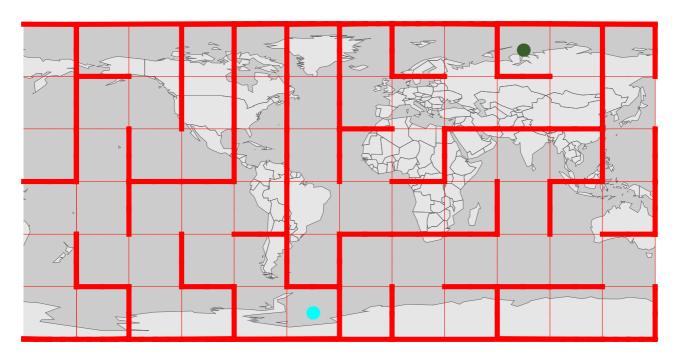
Izidor Hafner

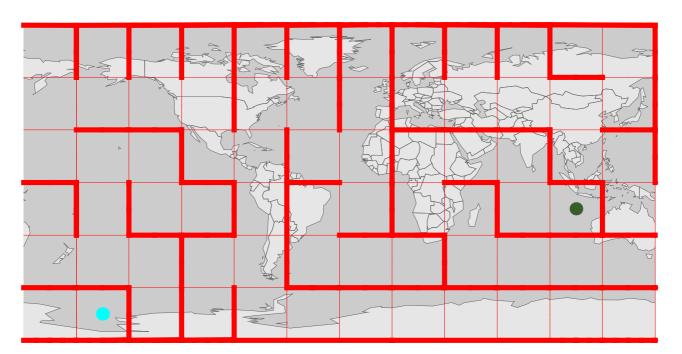
Maps as Mazes



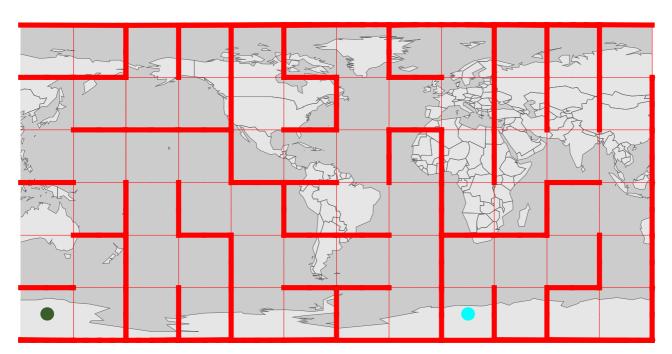
Problems

3

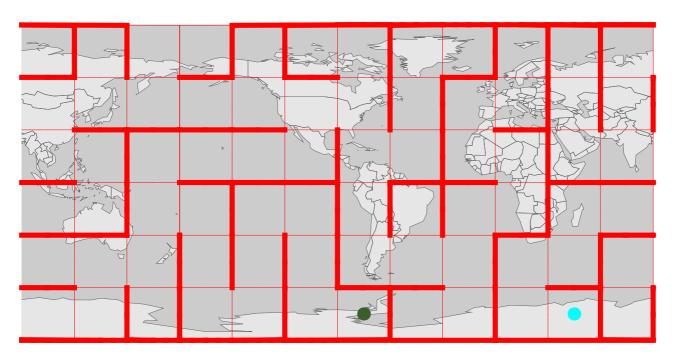




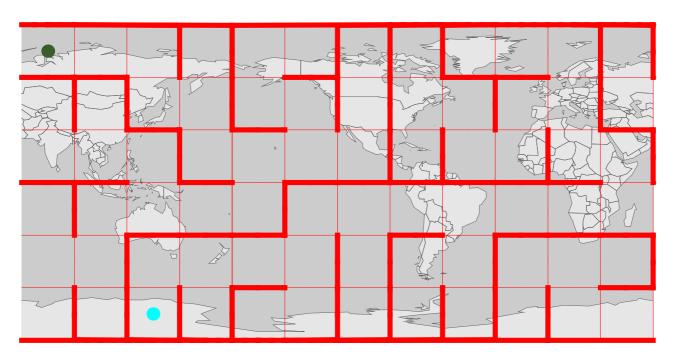
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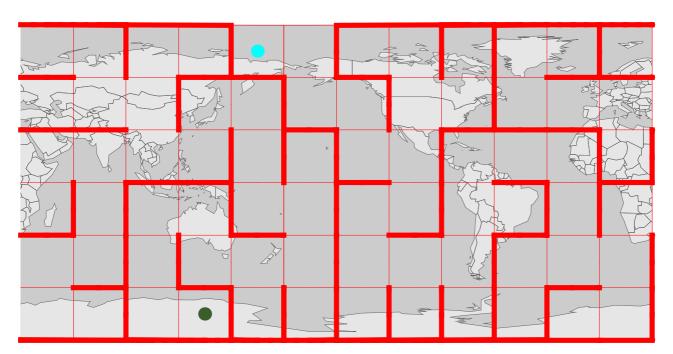
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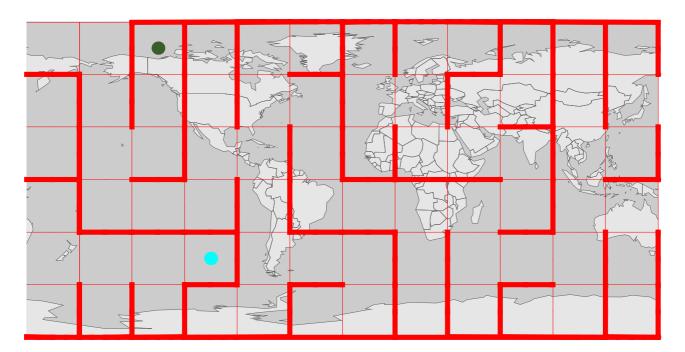
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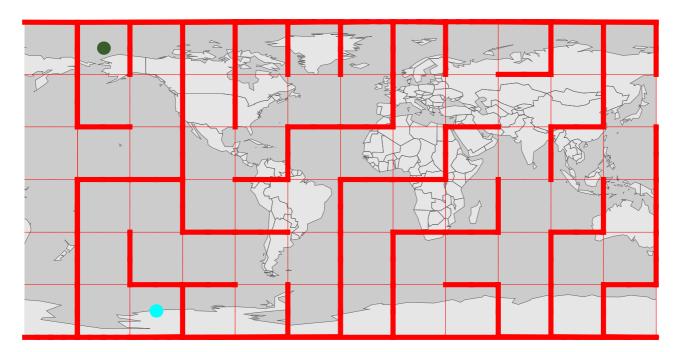


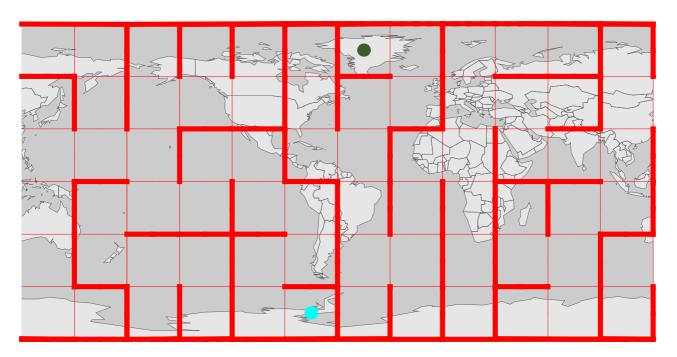
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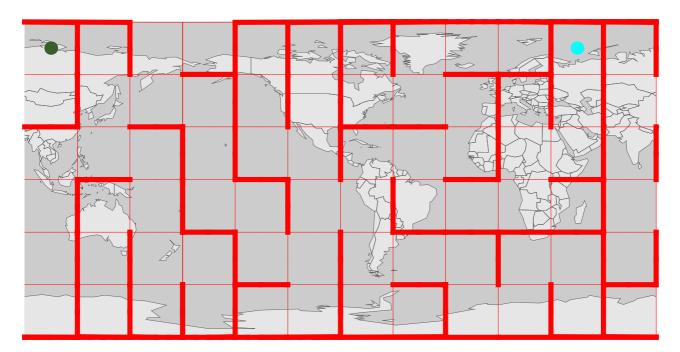


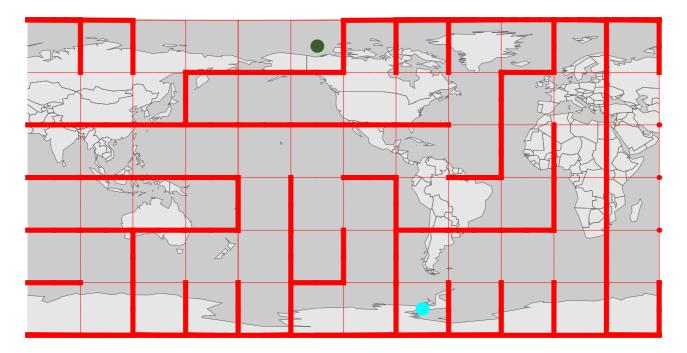
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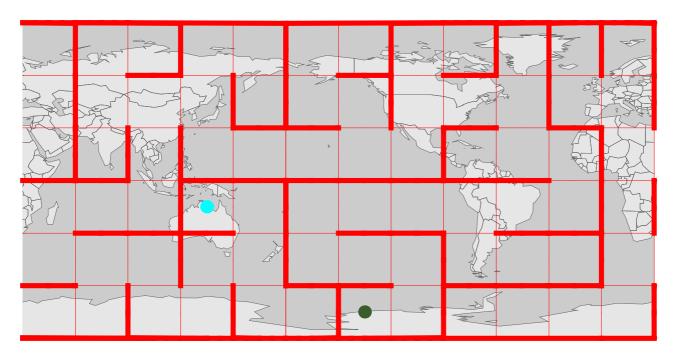


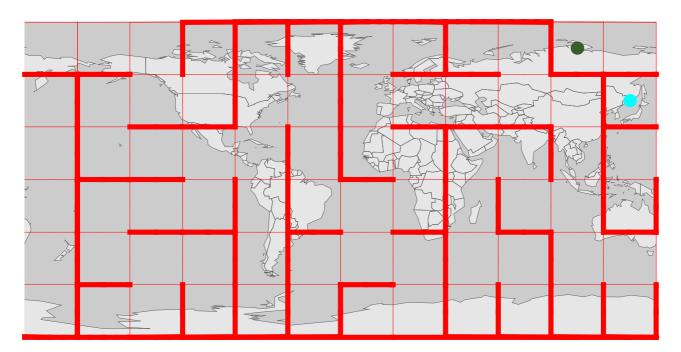


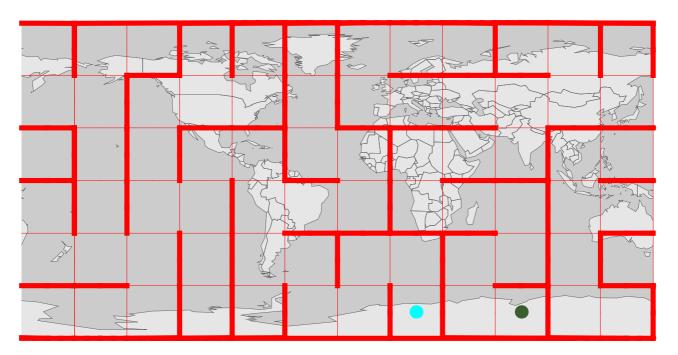


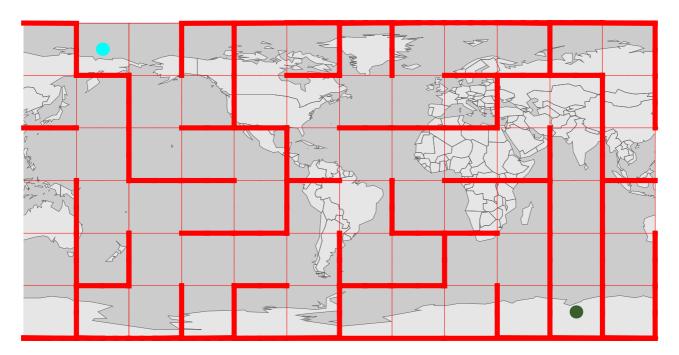


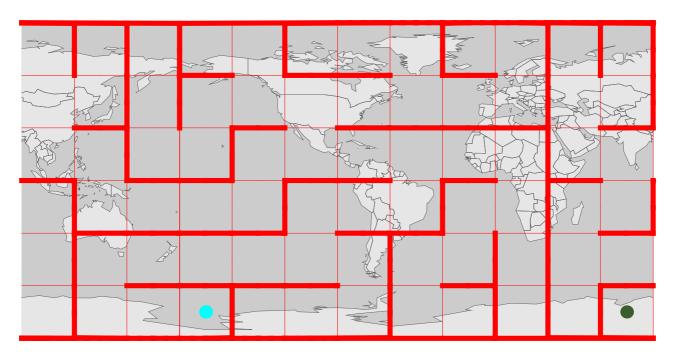


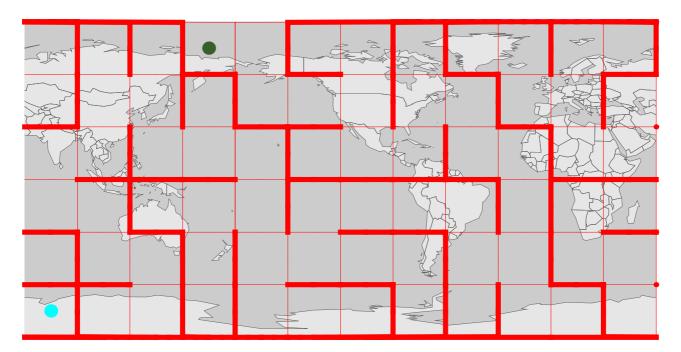


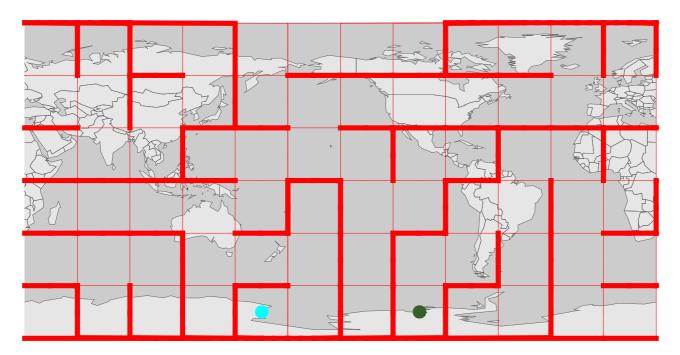


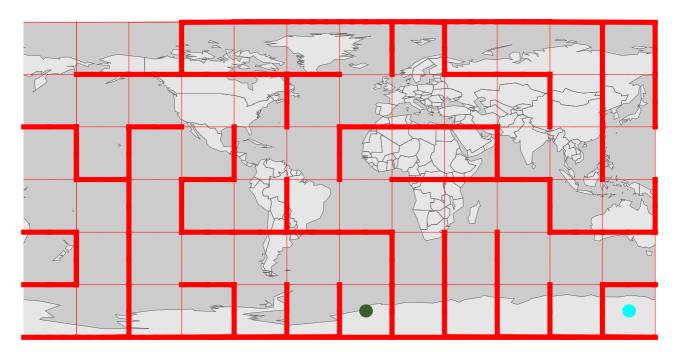


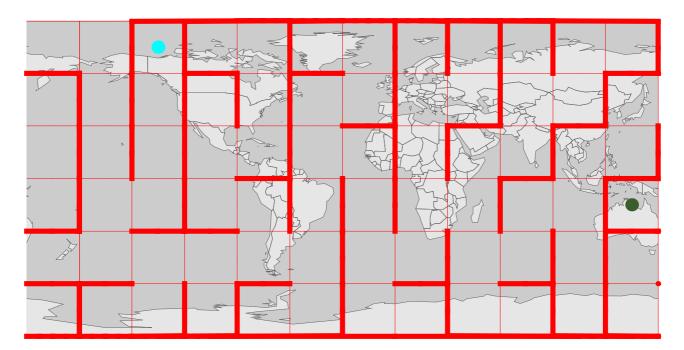


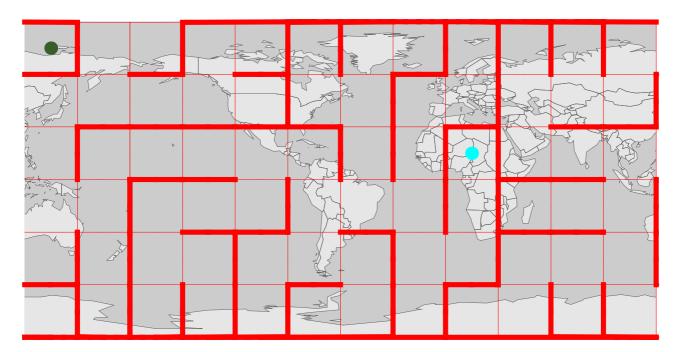


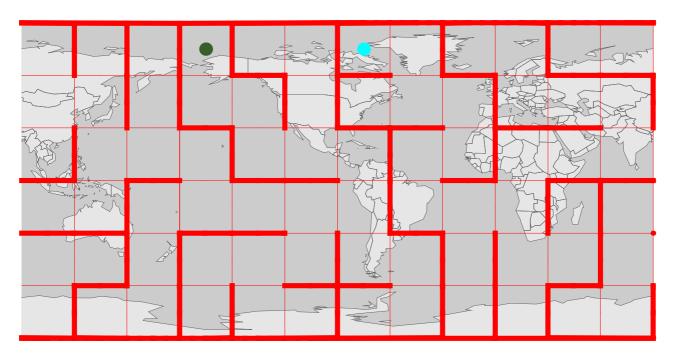


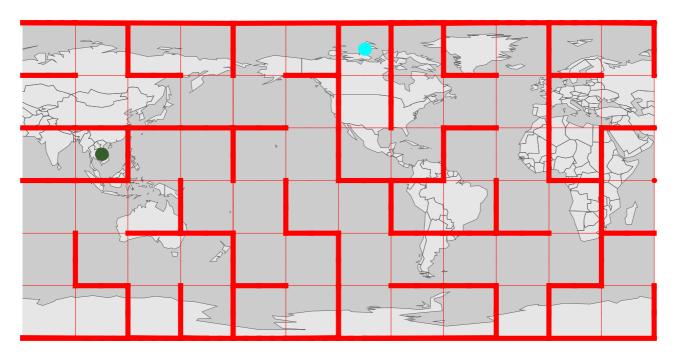


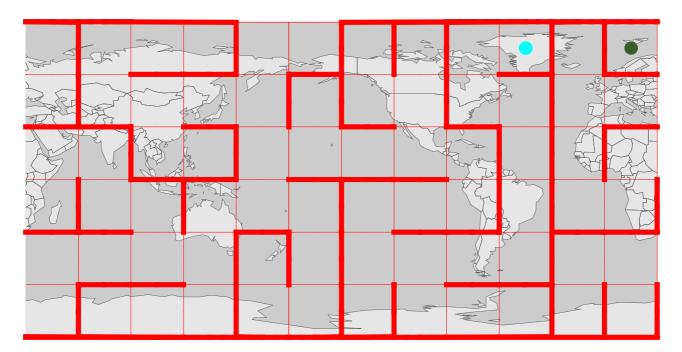


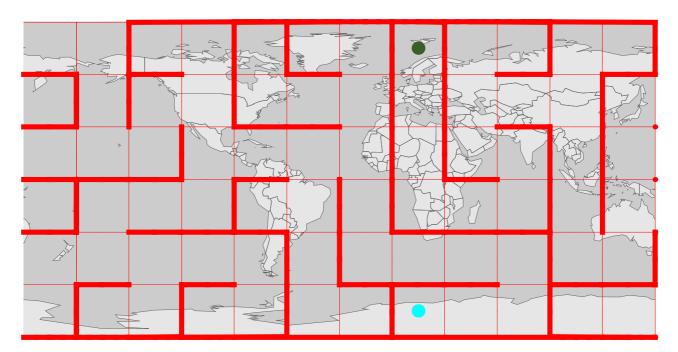


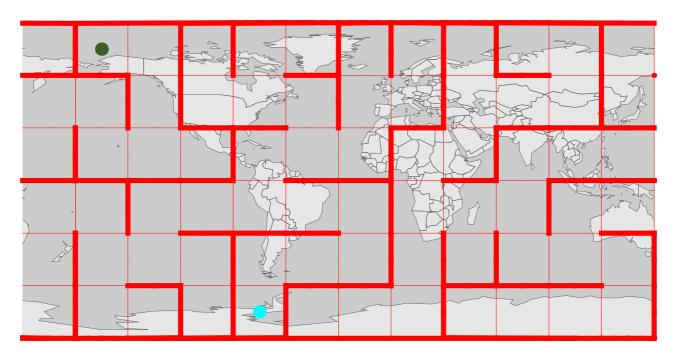


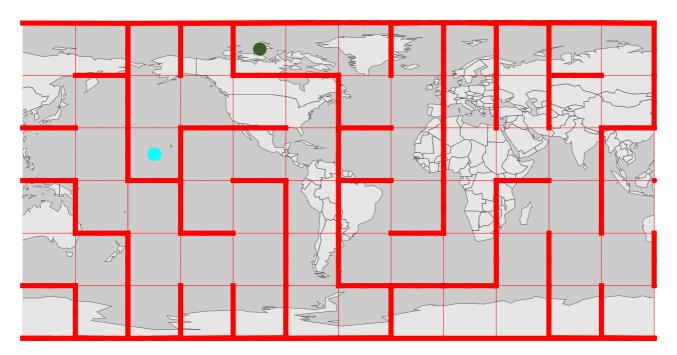


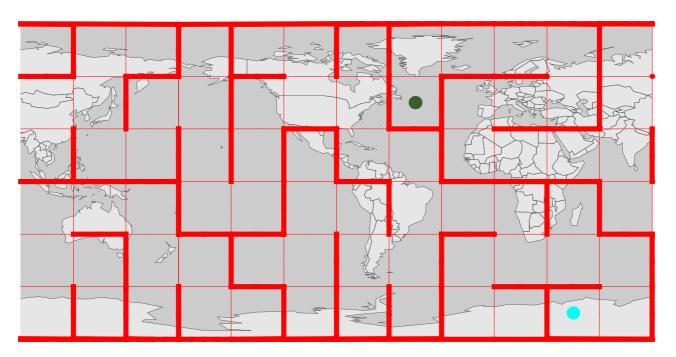


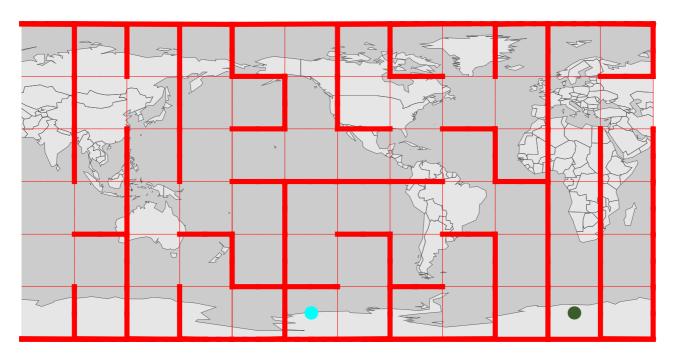


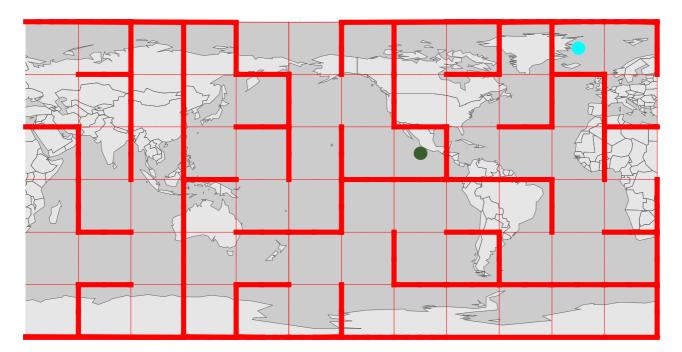


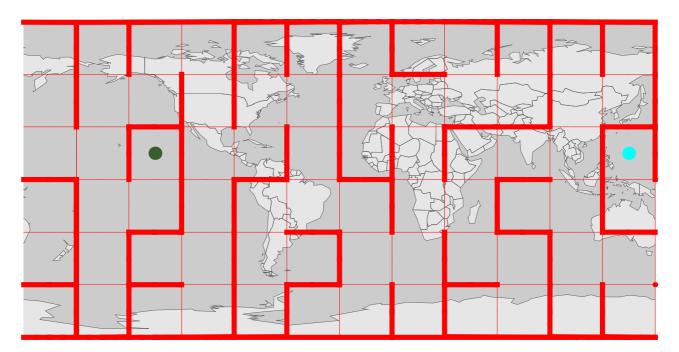


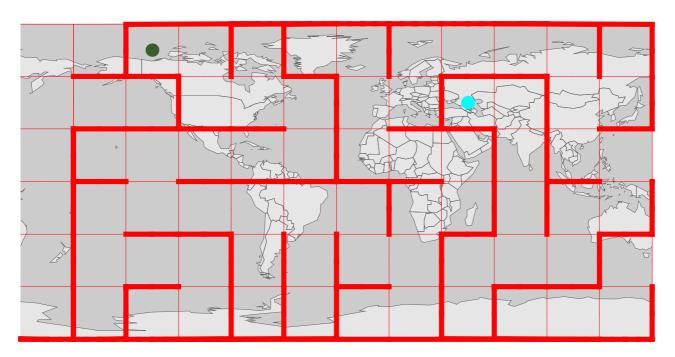


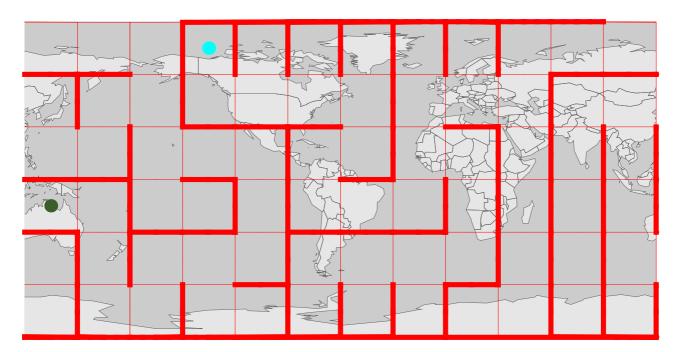


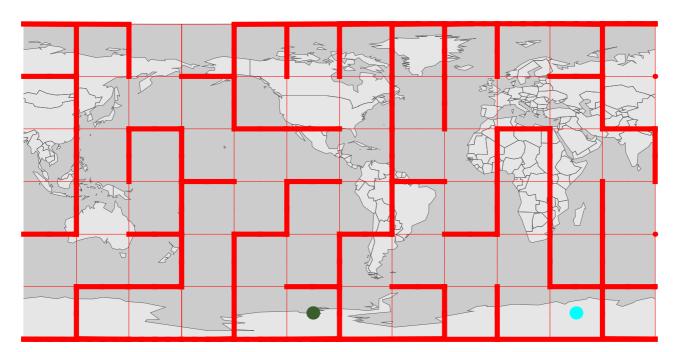


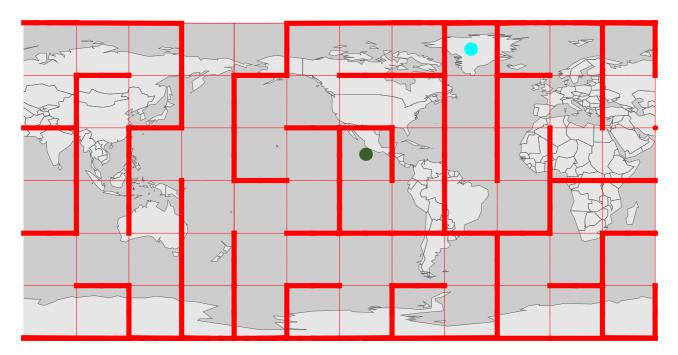


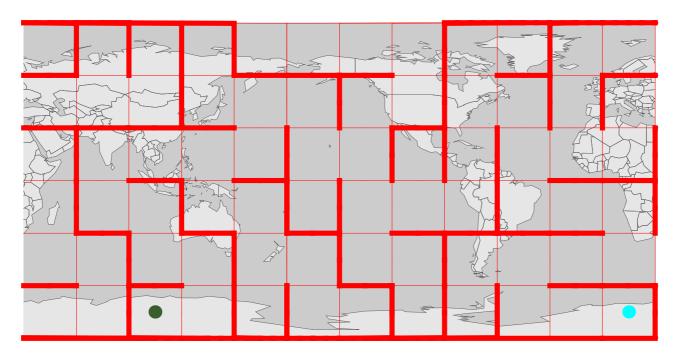


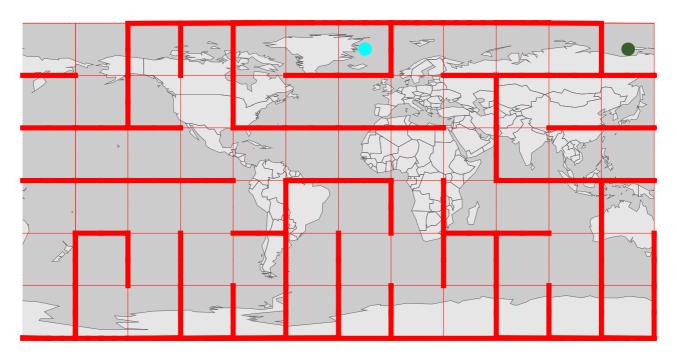


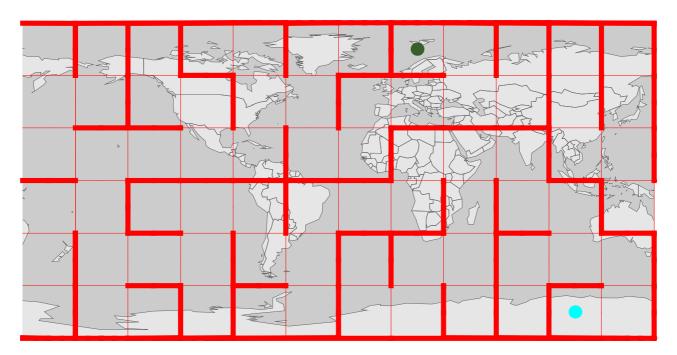


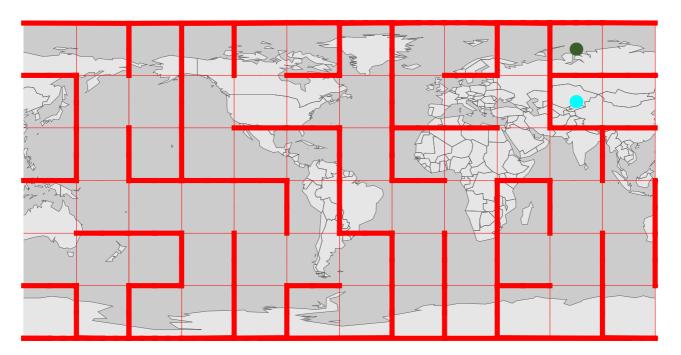


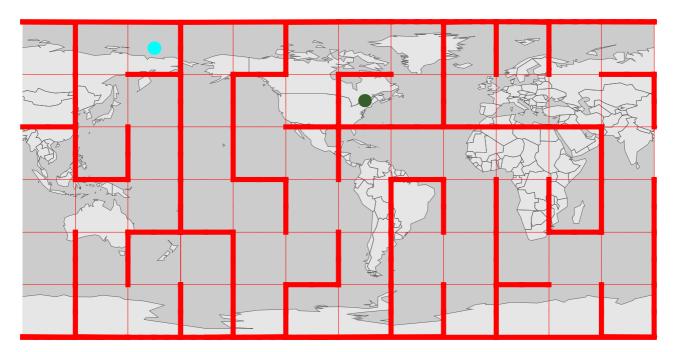


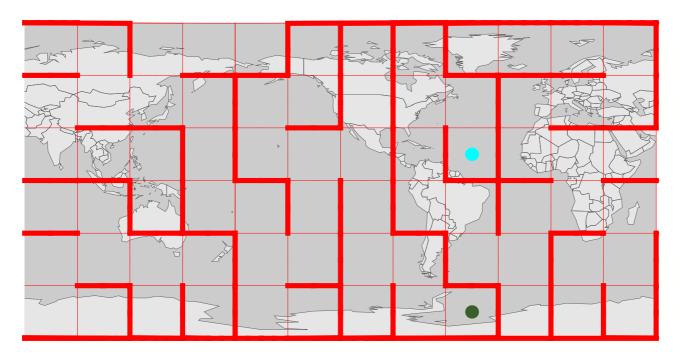


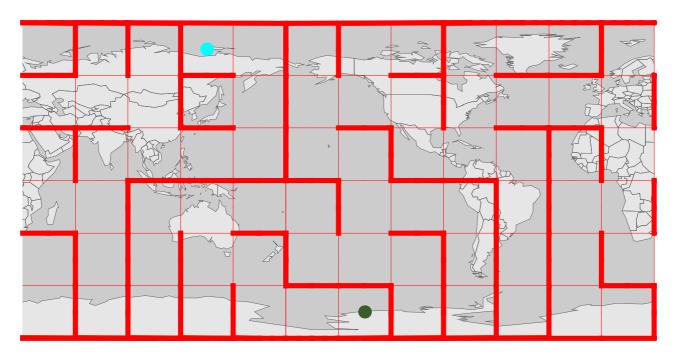


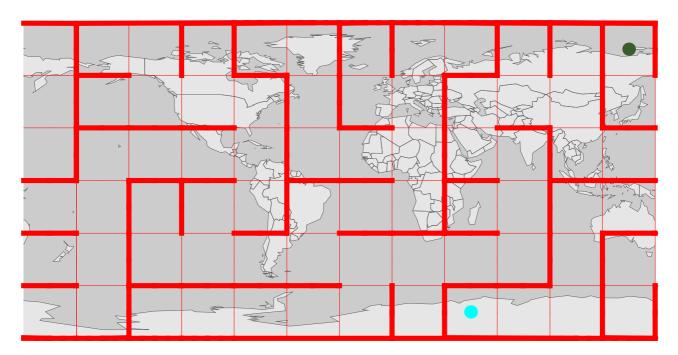


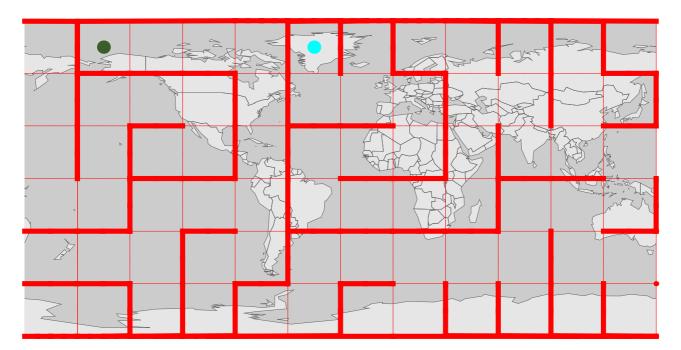


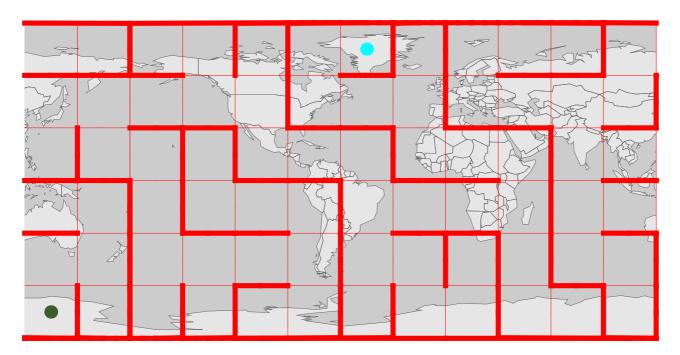


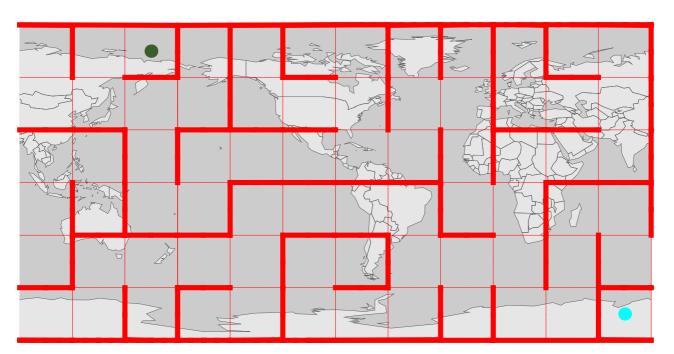


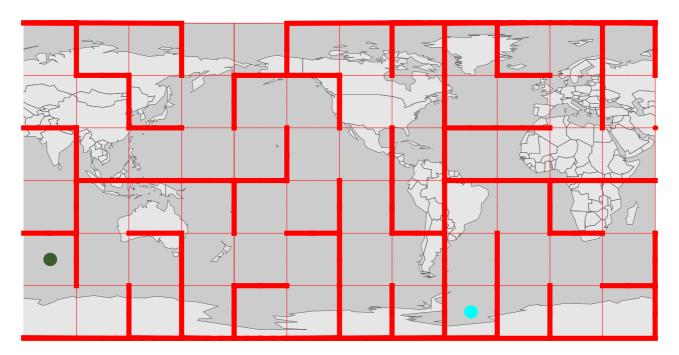


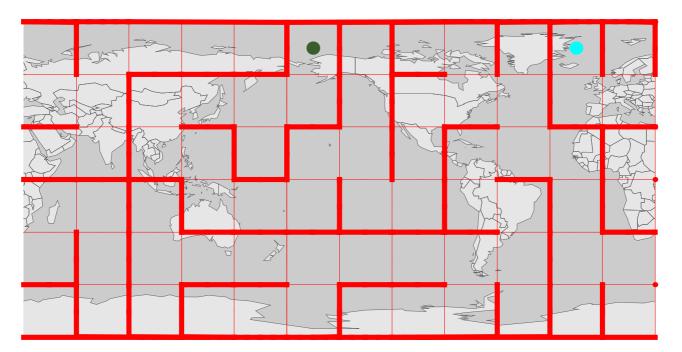


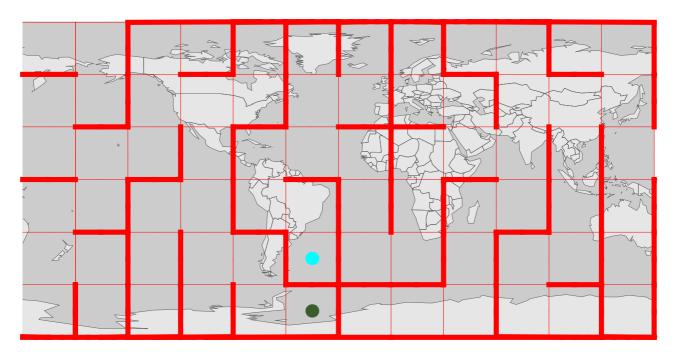


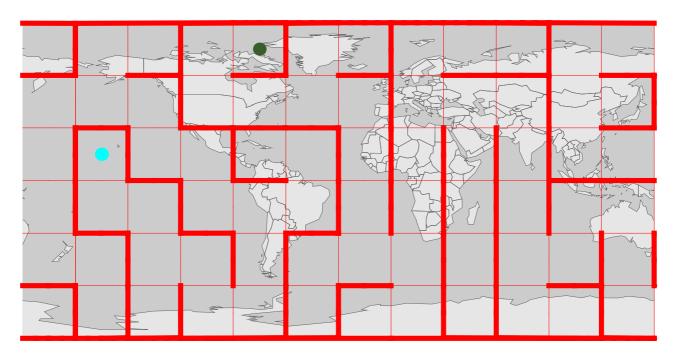












Solutions

