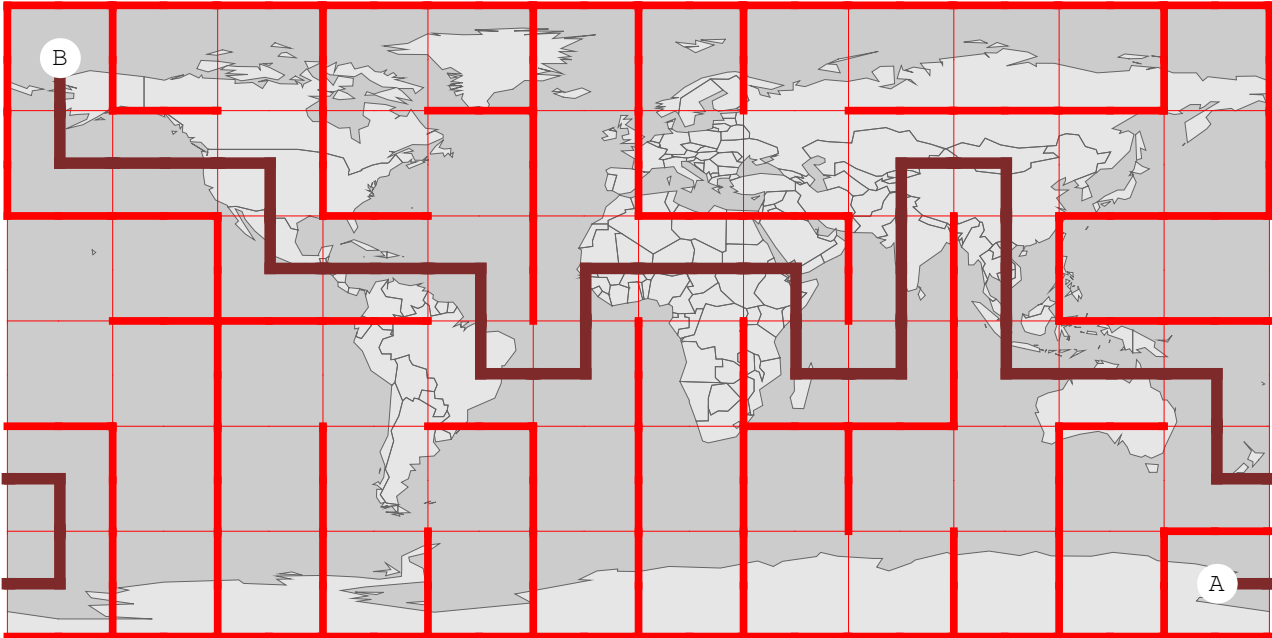
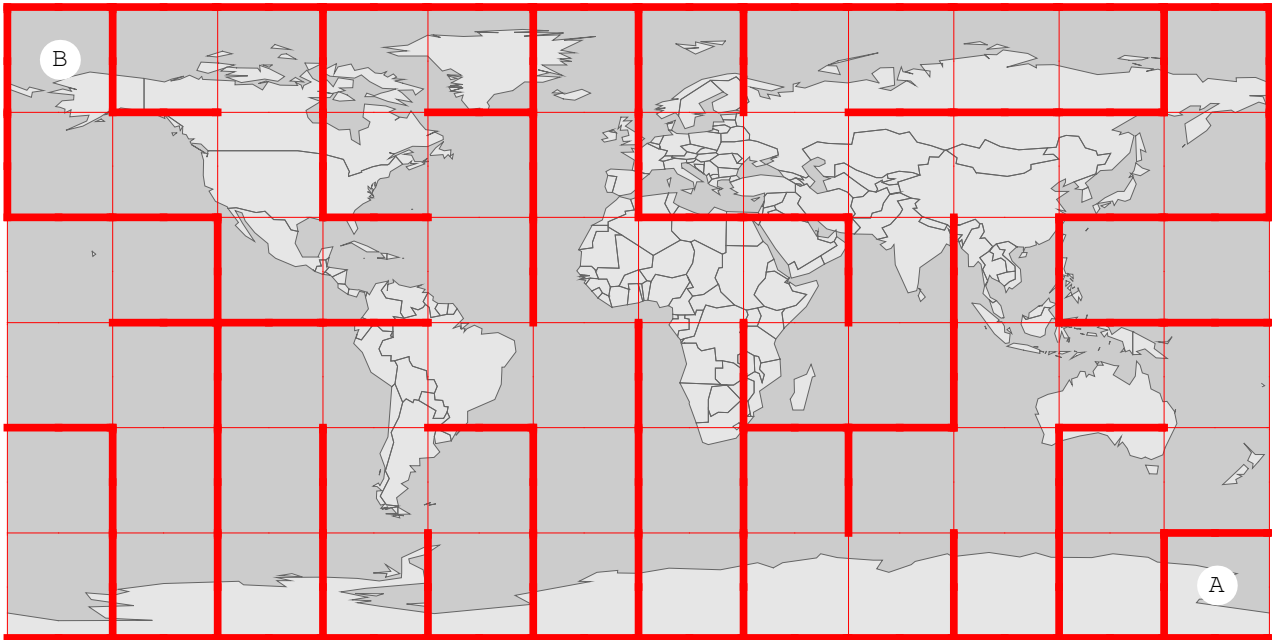


Izidor Hafner

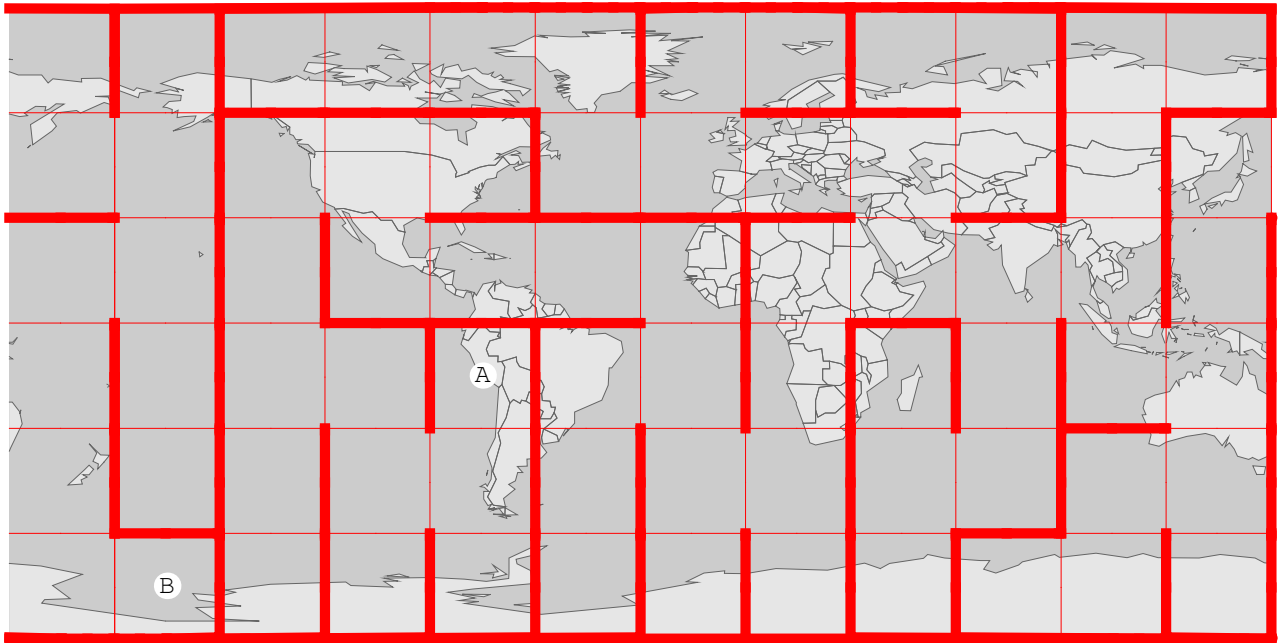
# Maps as Mazes



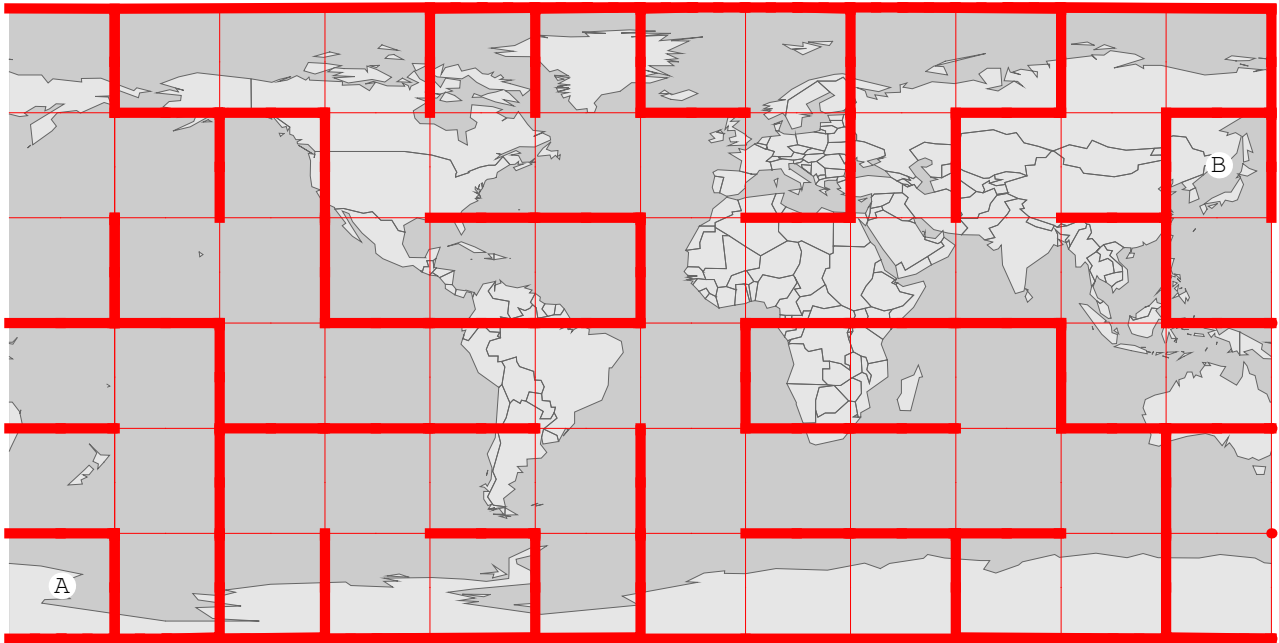
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# Problems

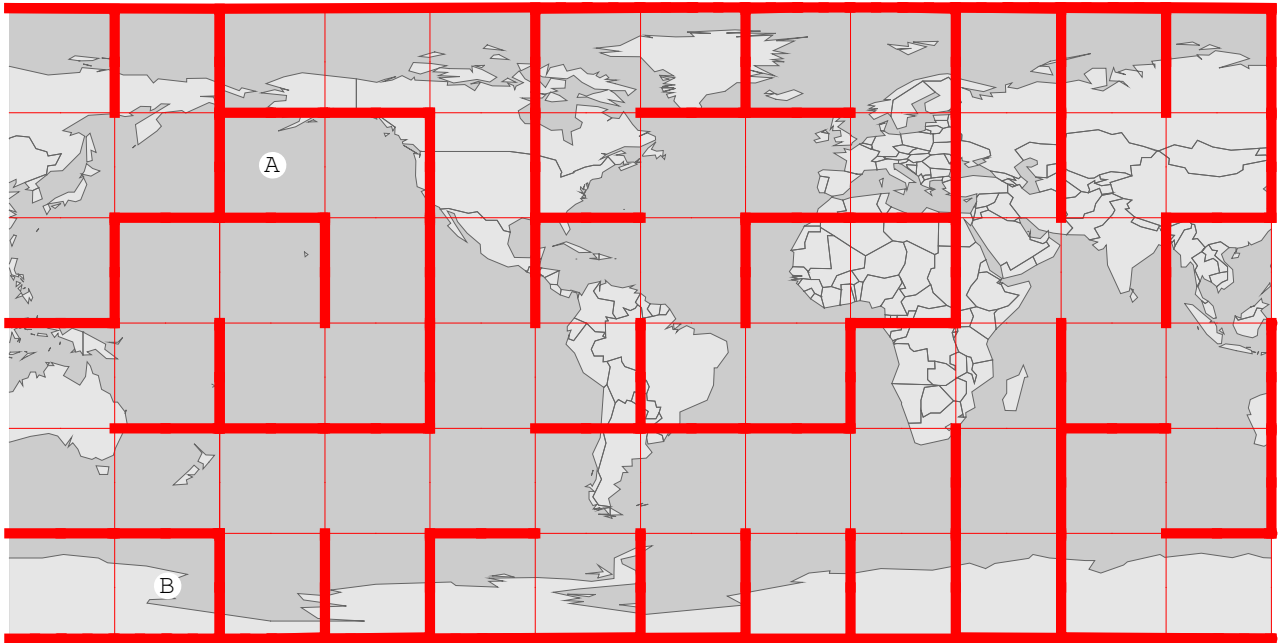
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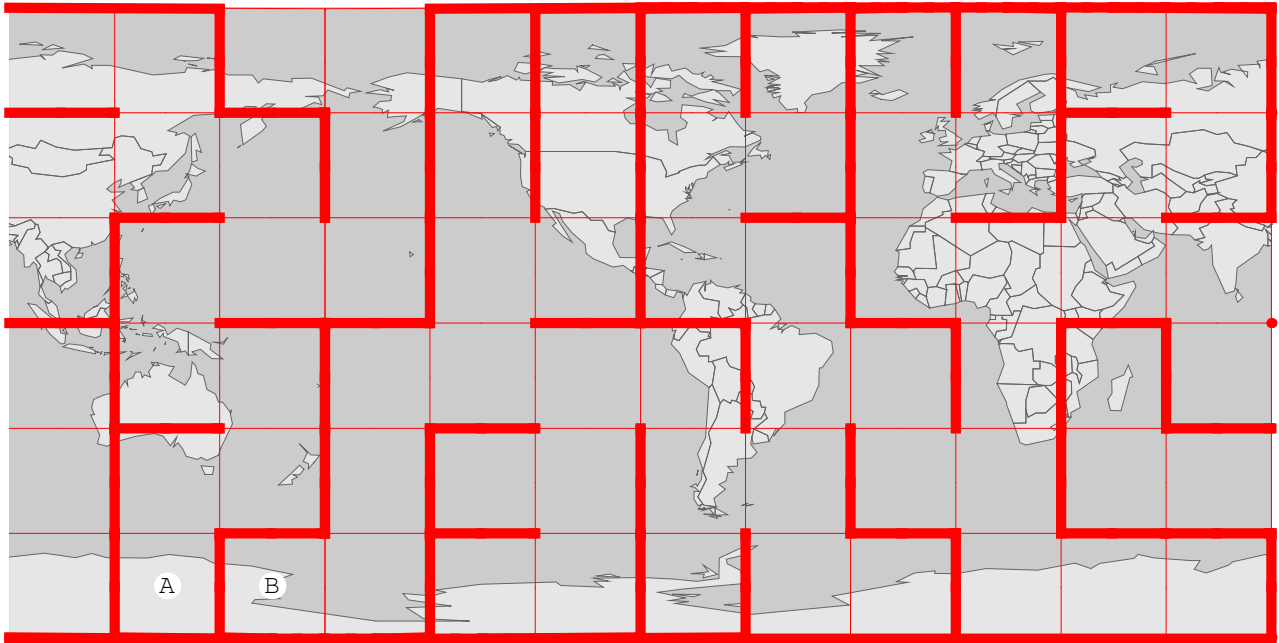
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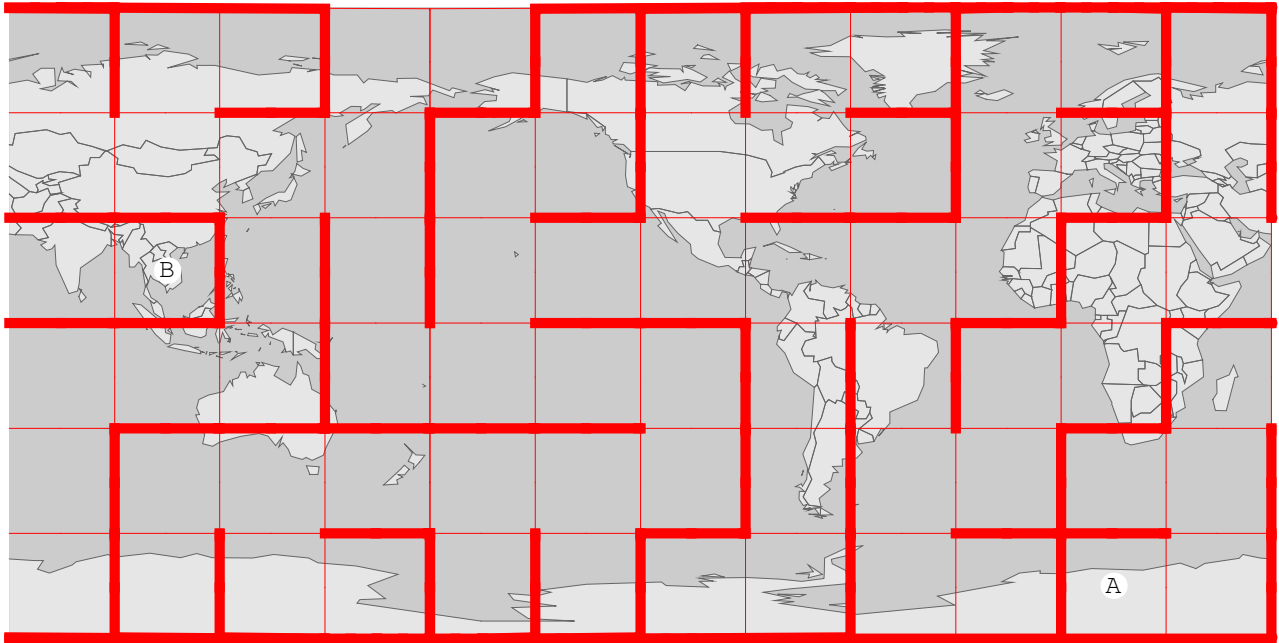
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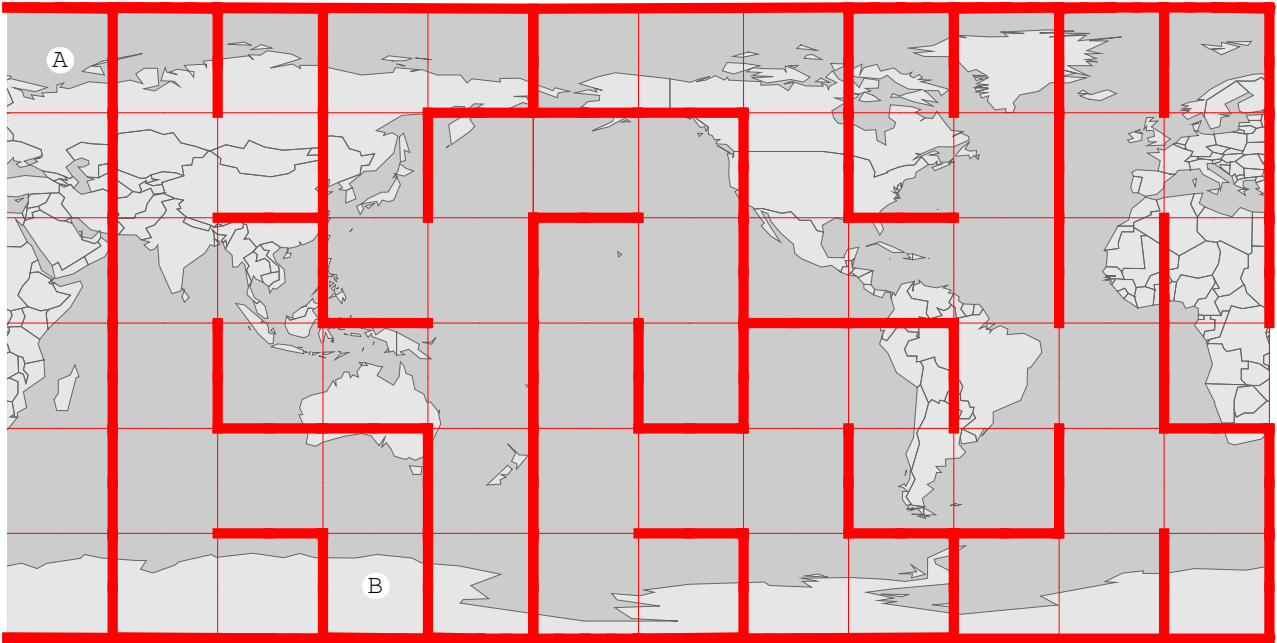
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5.

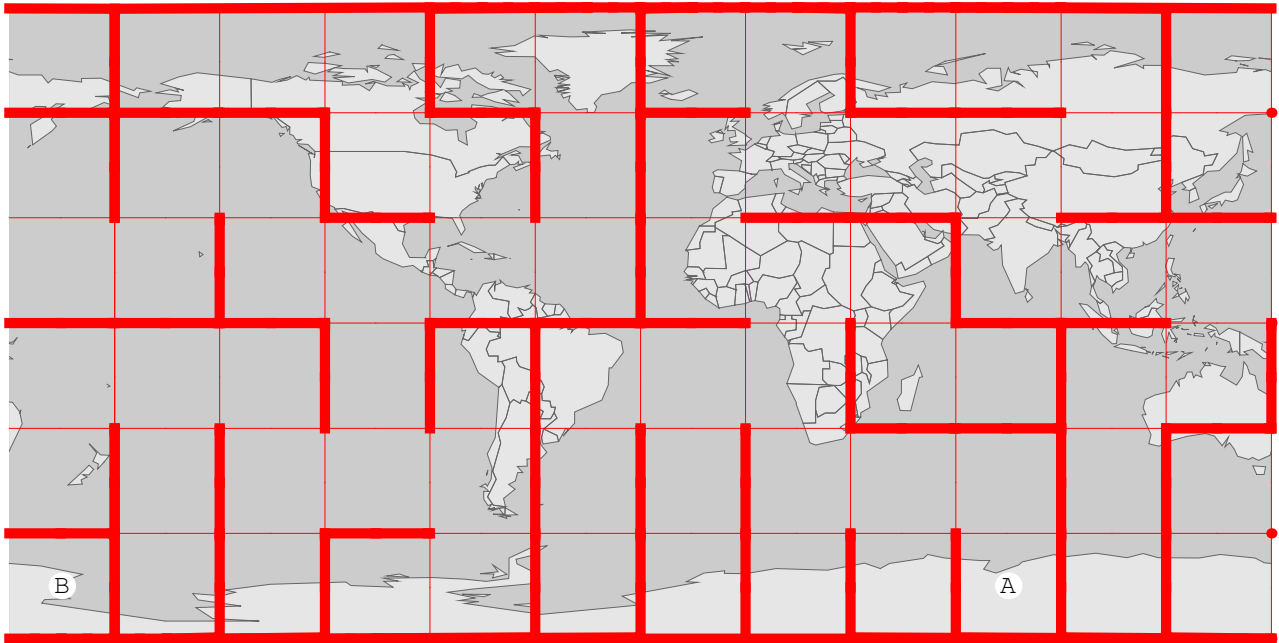


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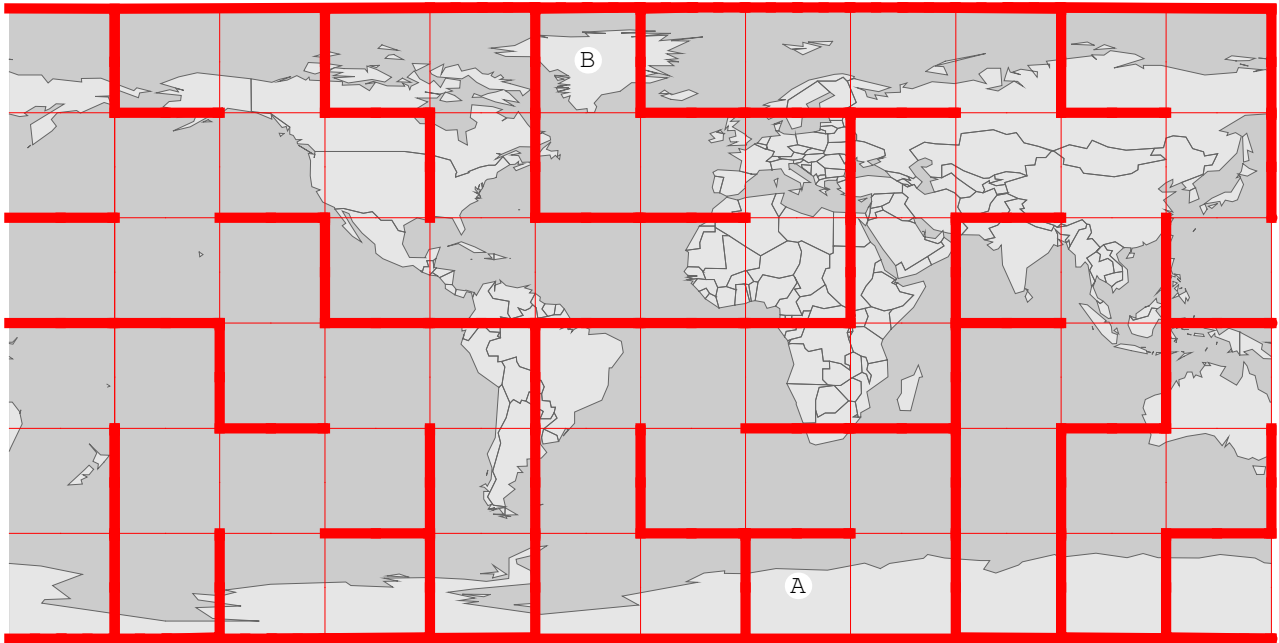




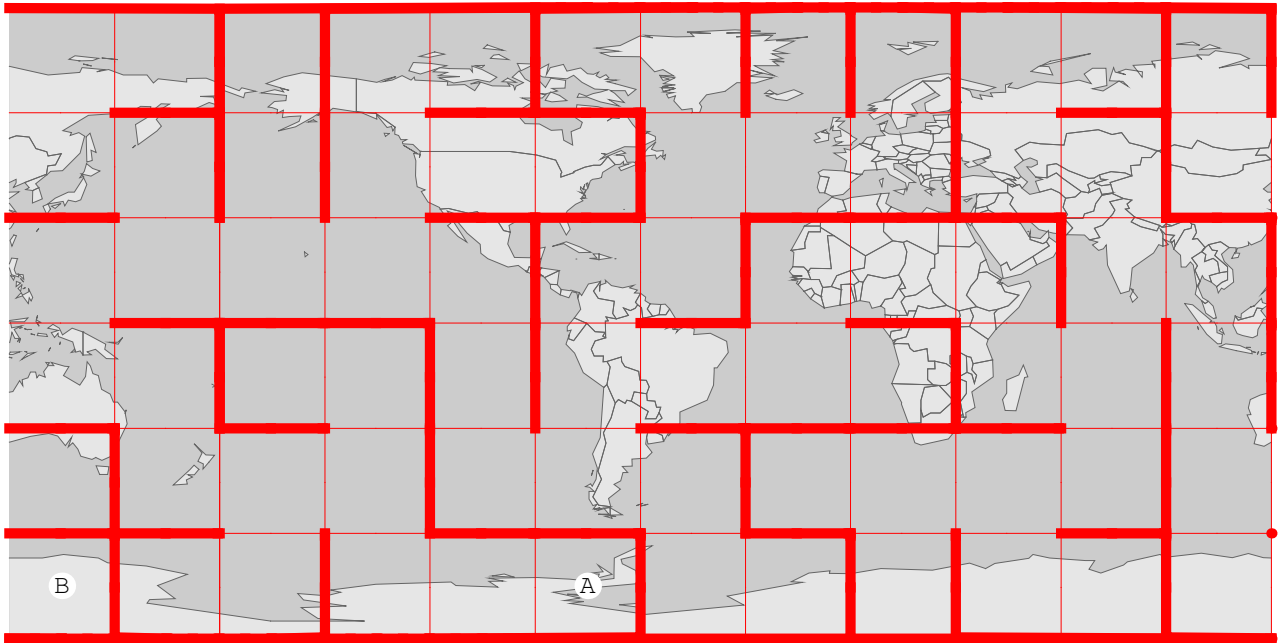
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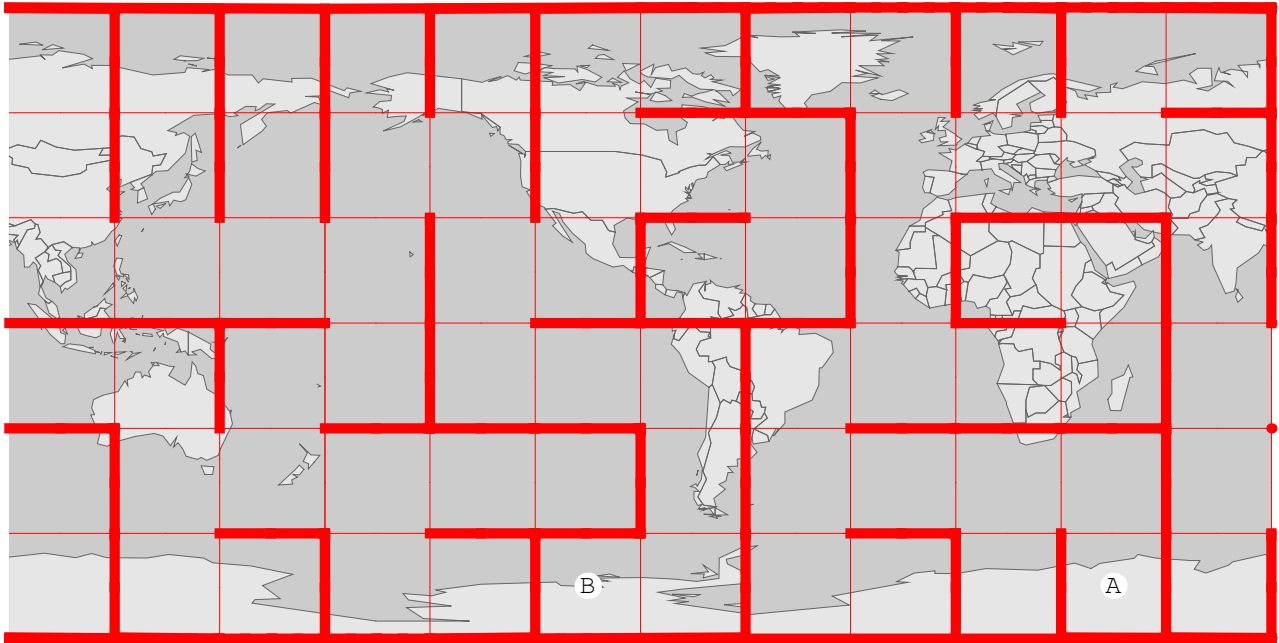
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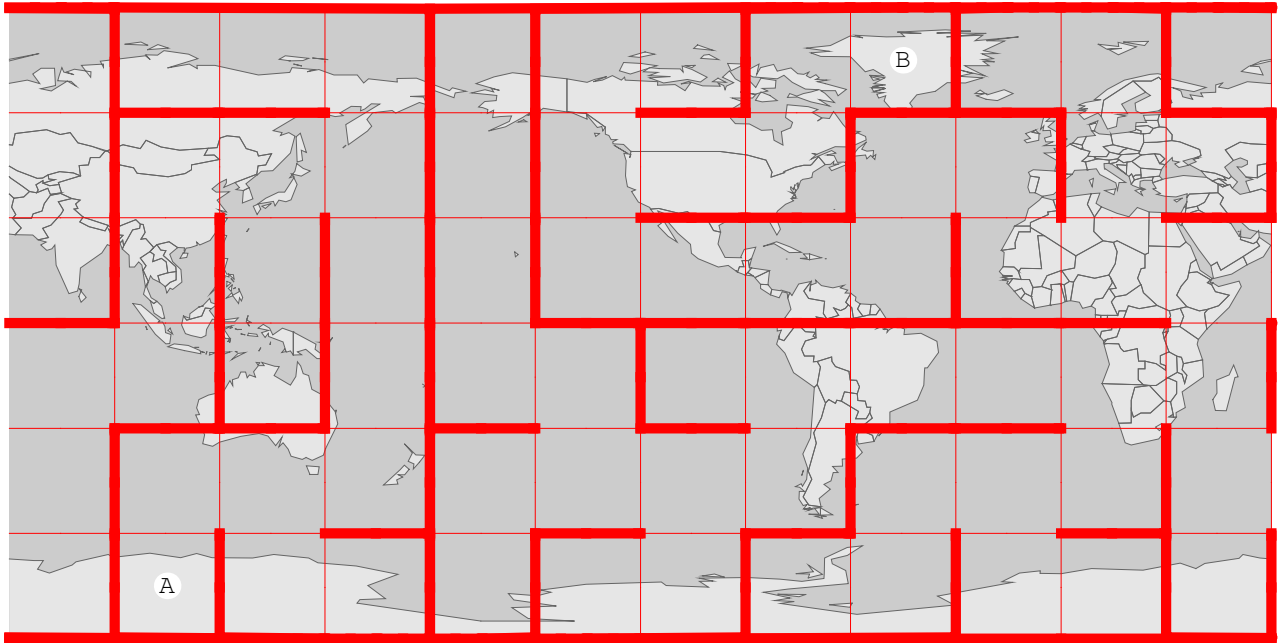
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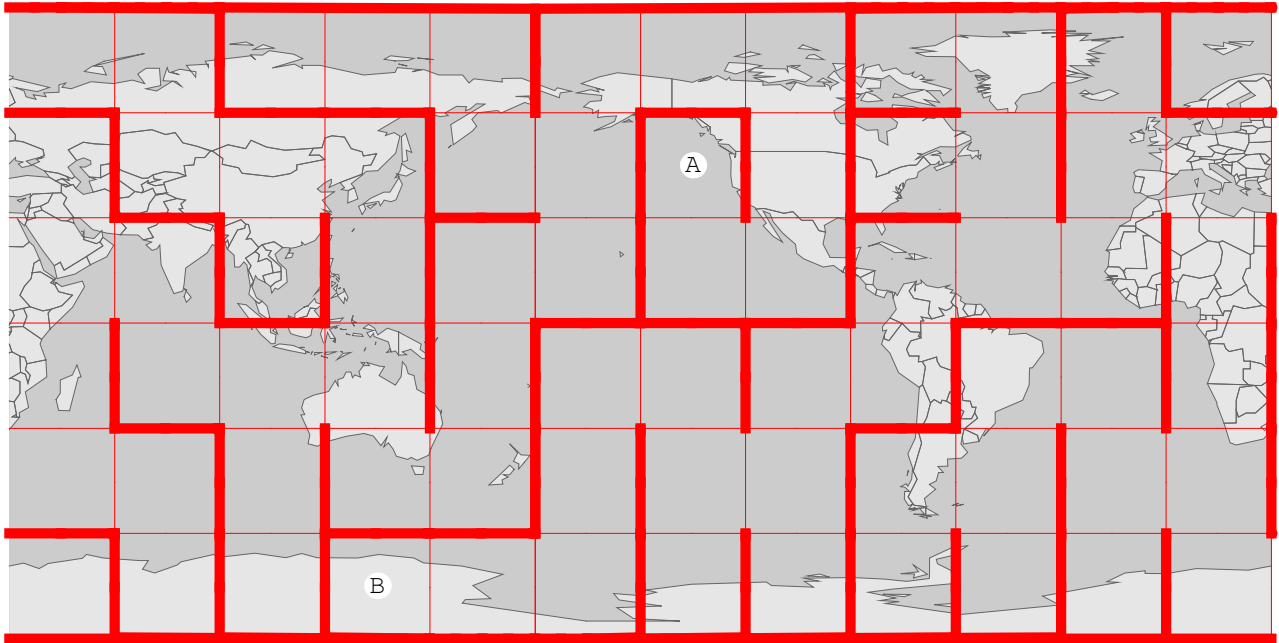
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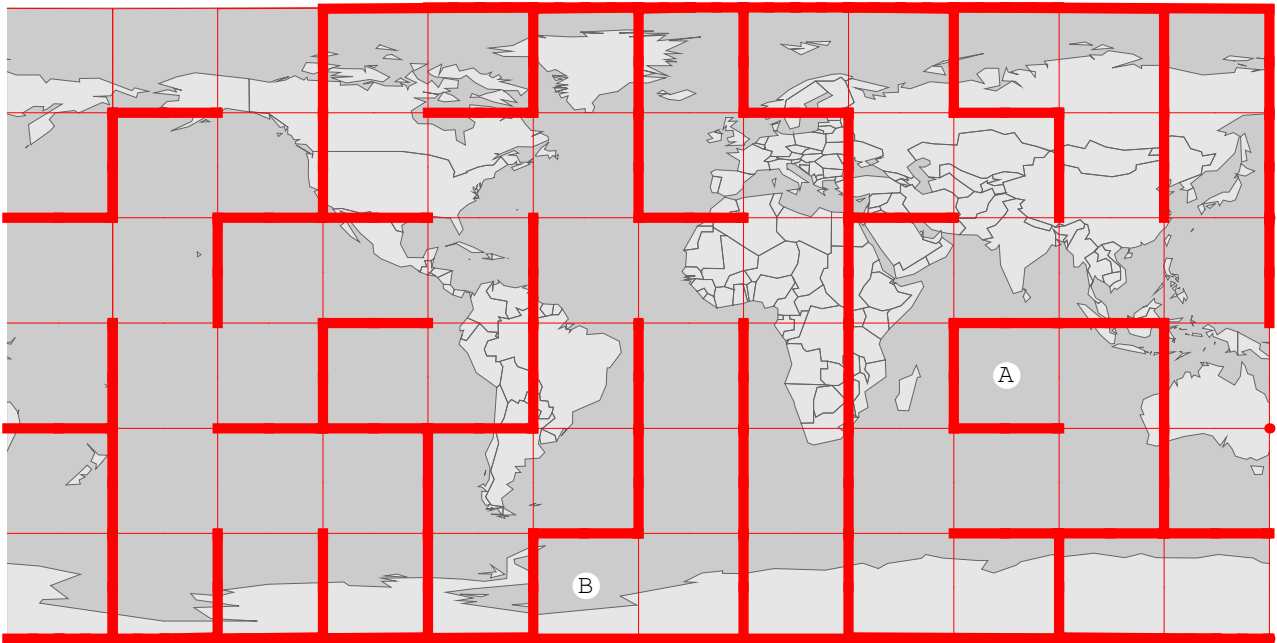
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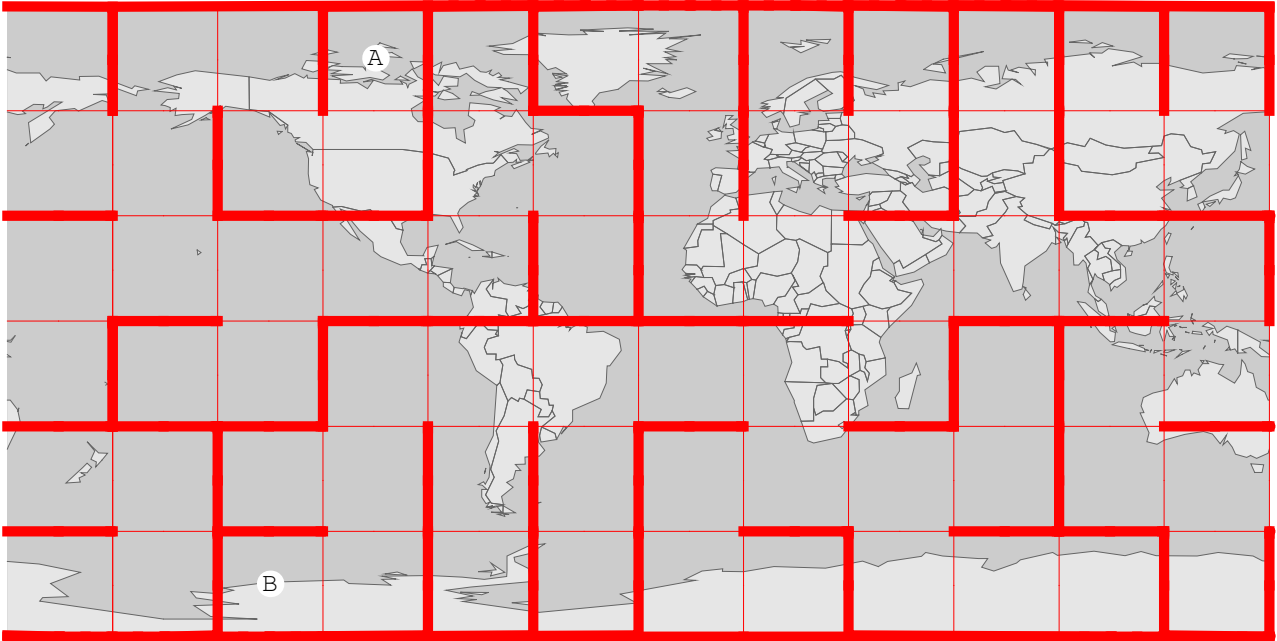
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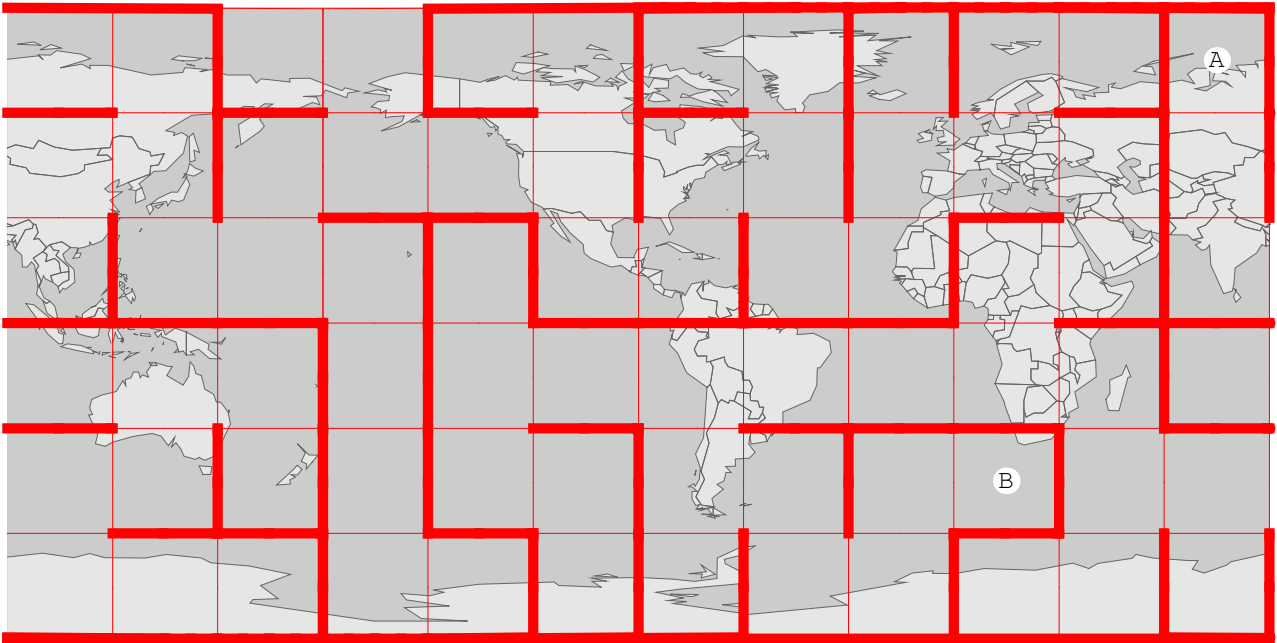
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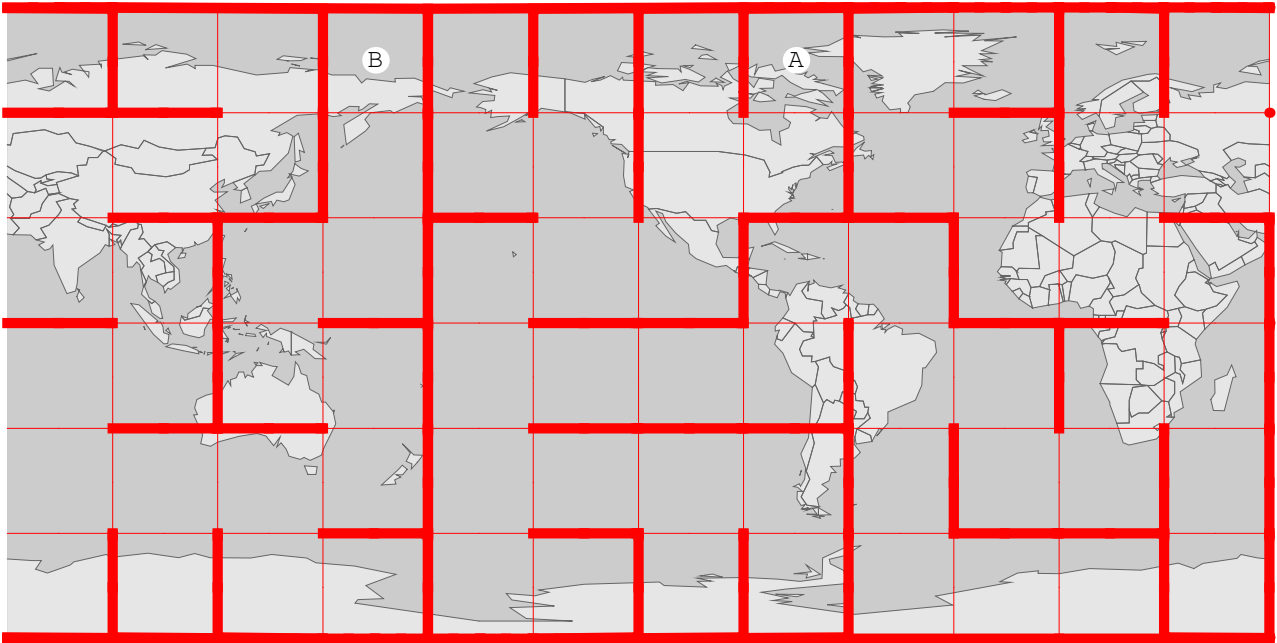




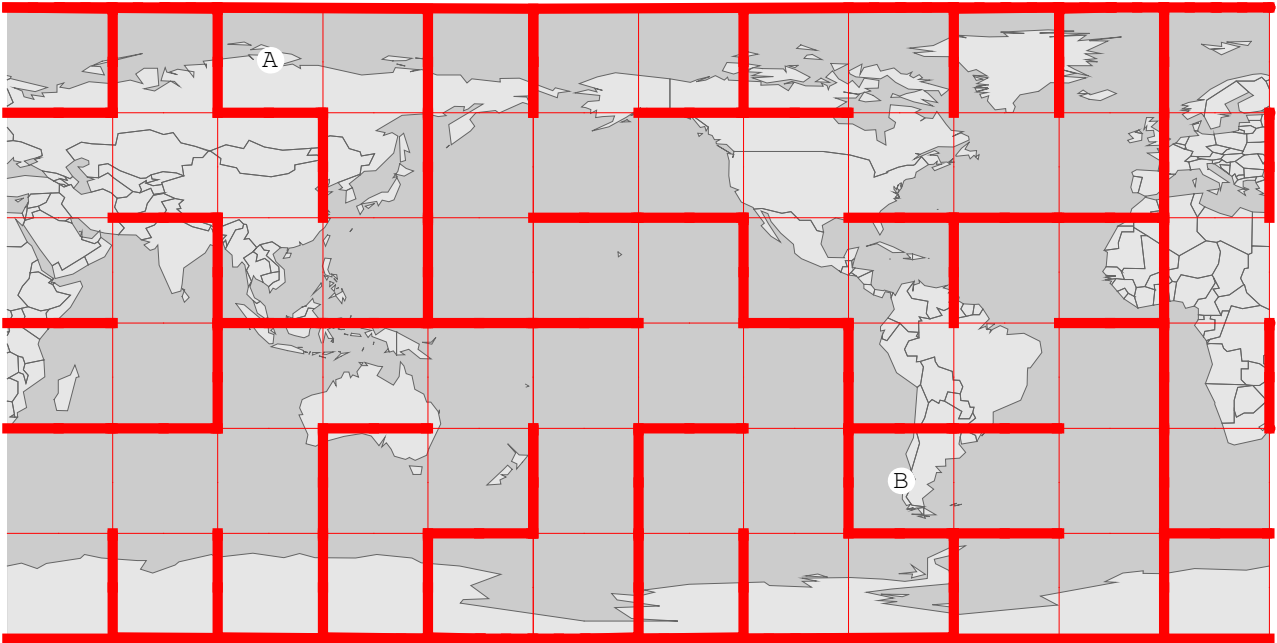
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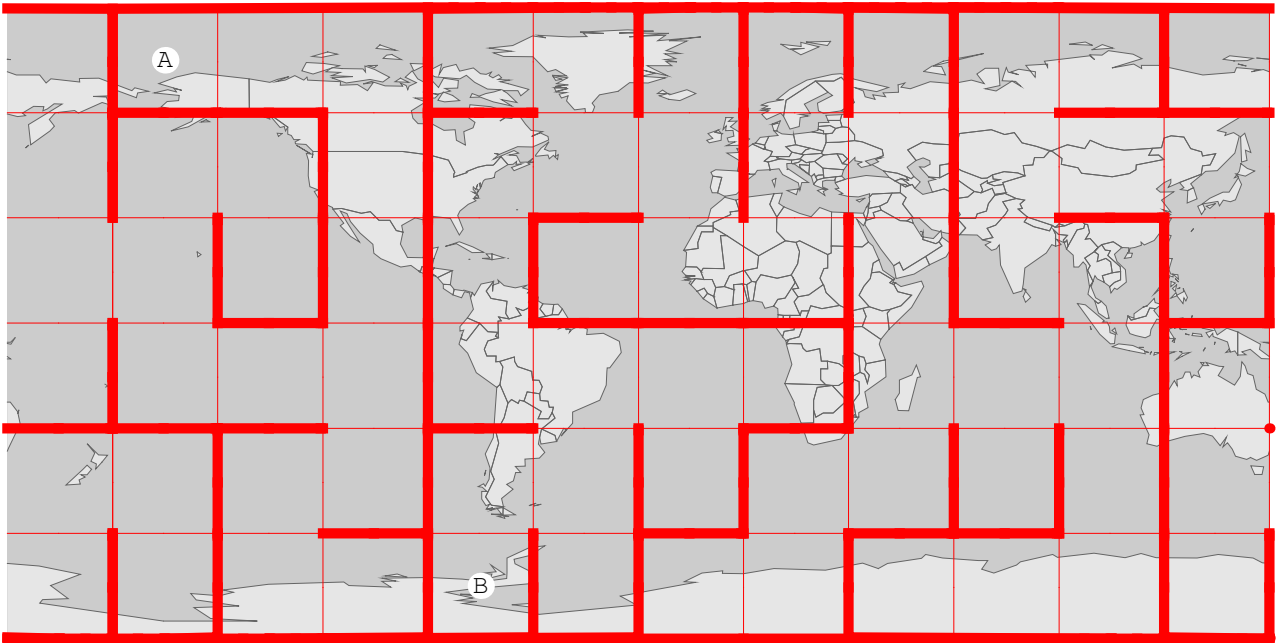
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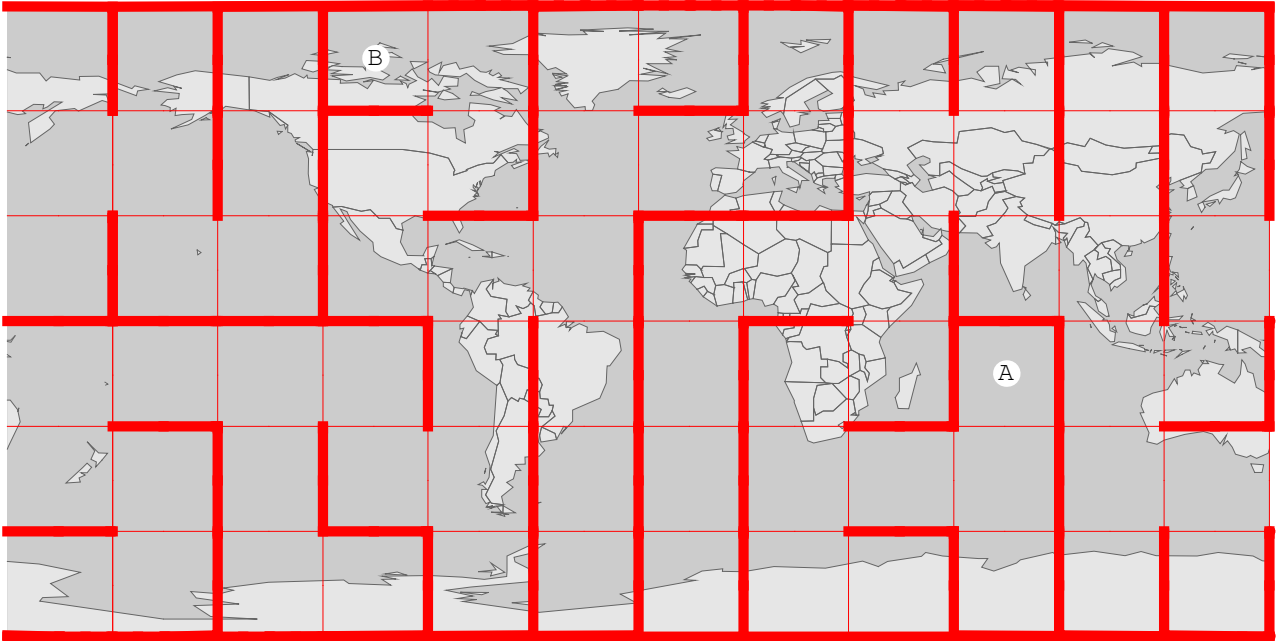
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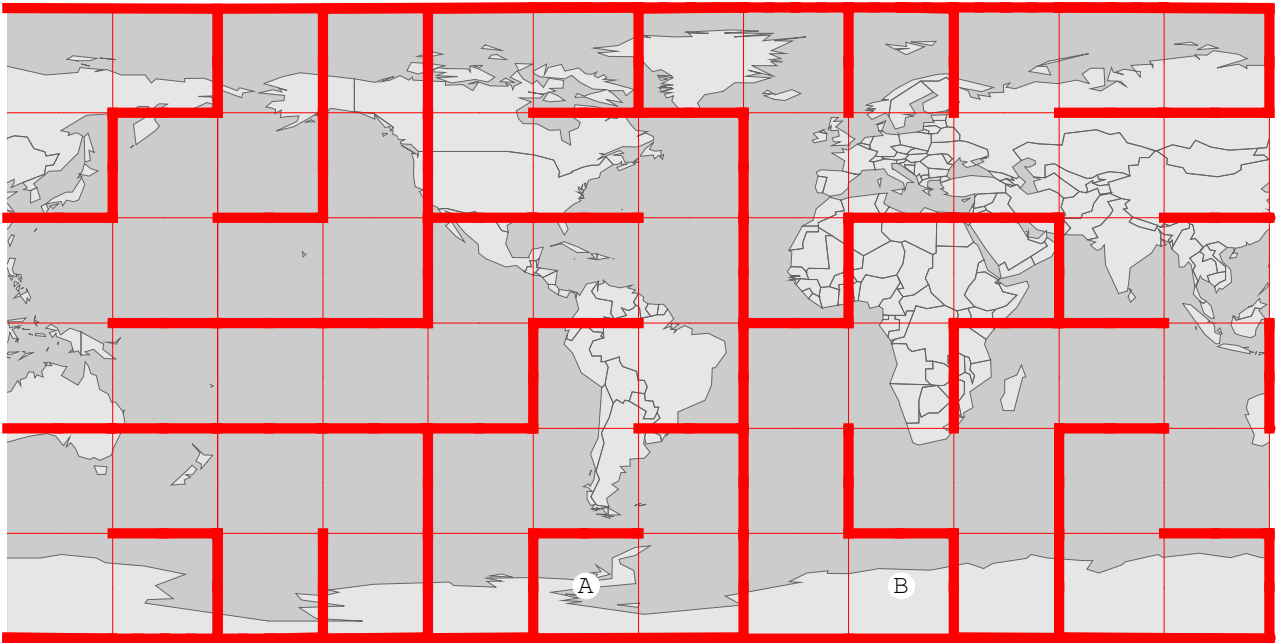
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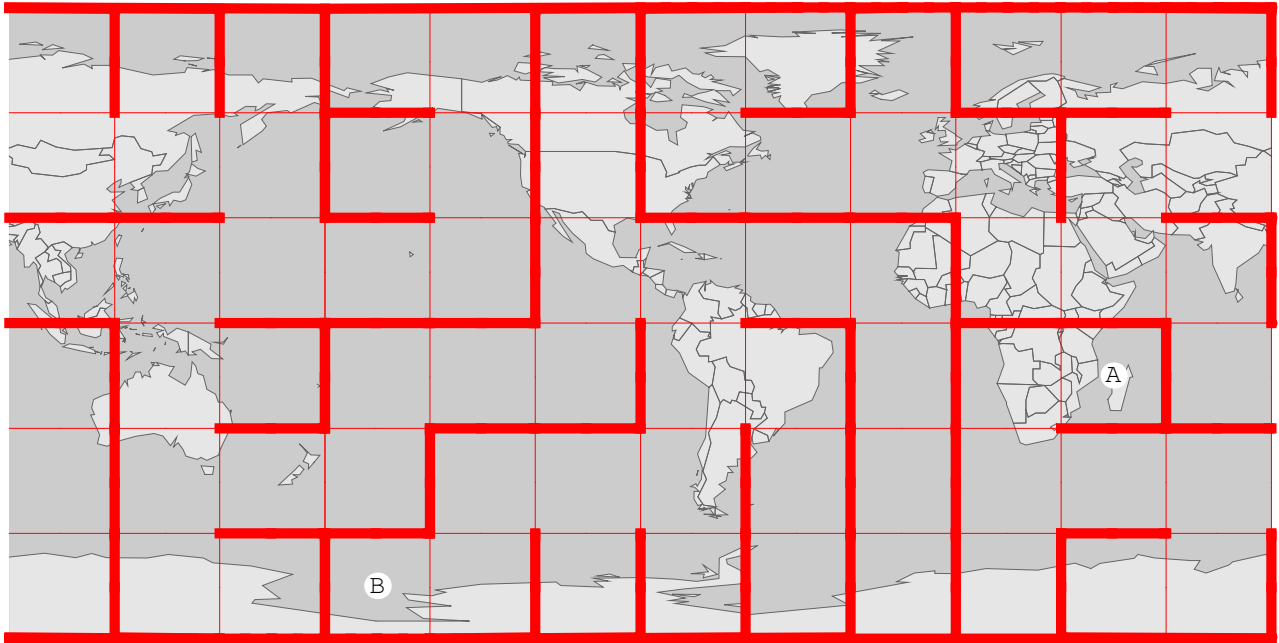
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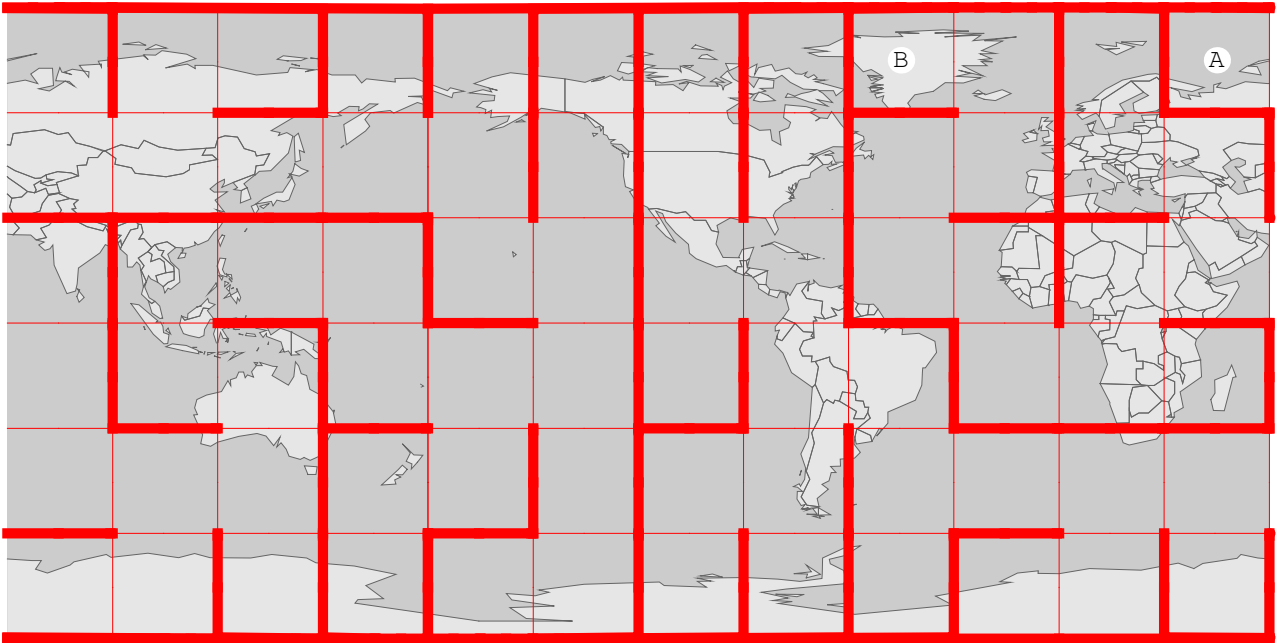


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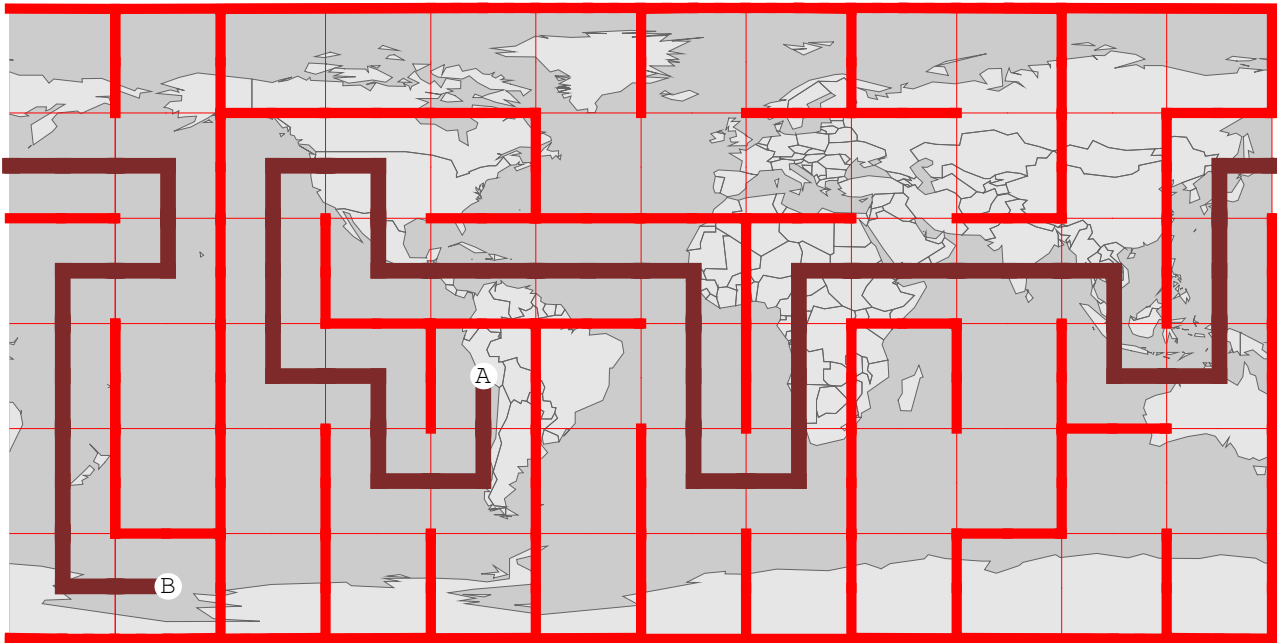


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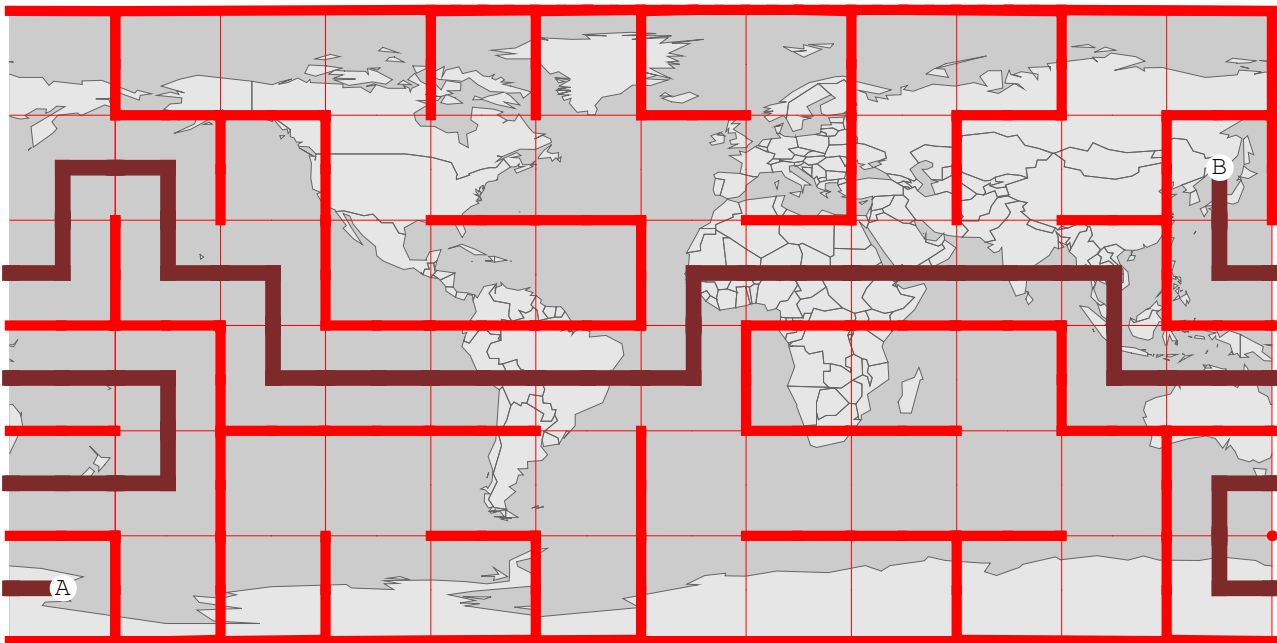


Solutions

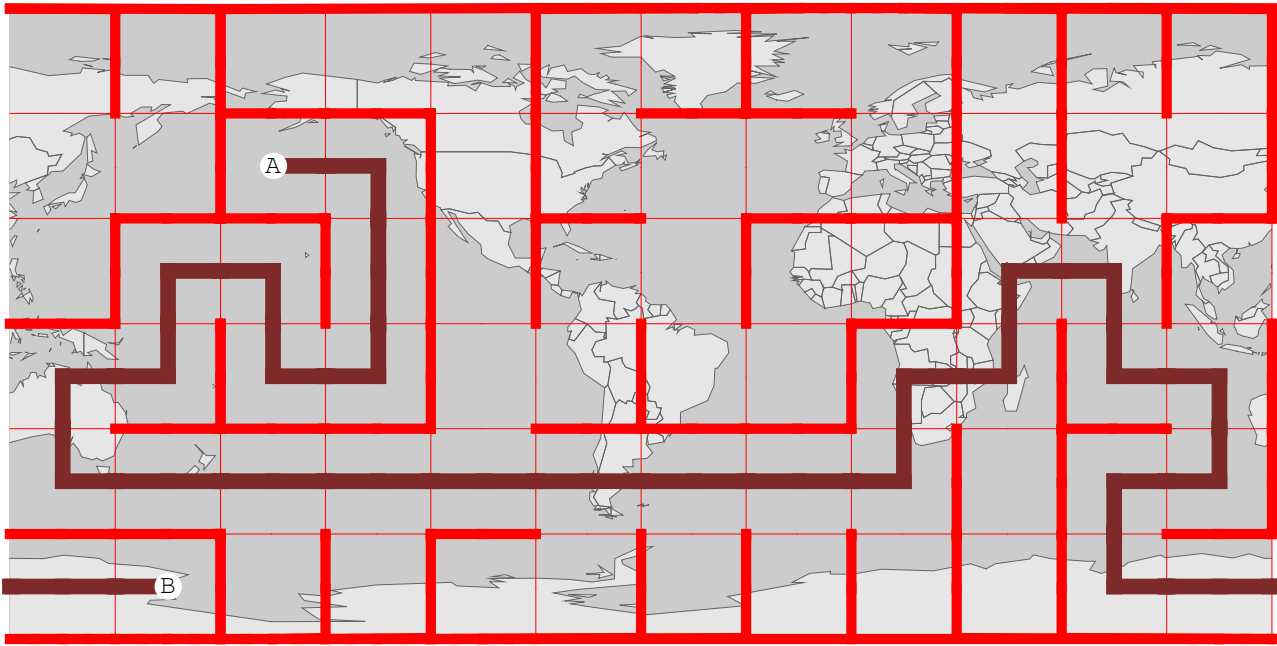
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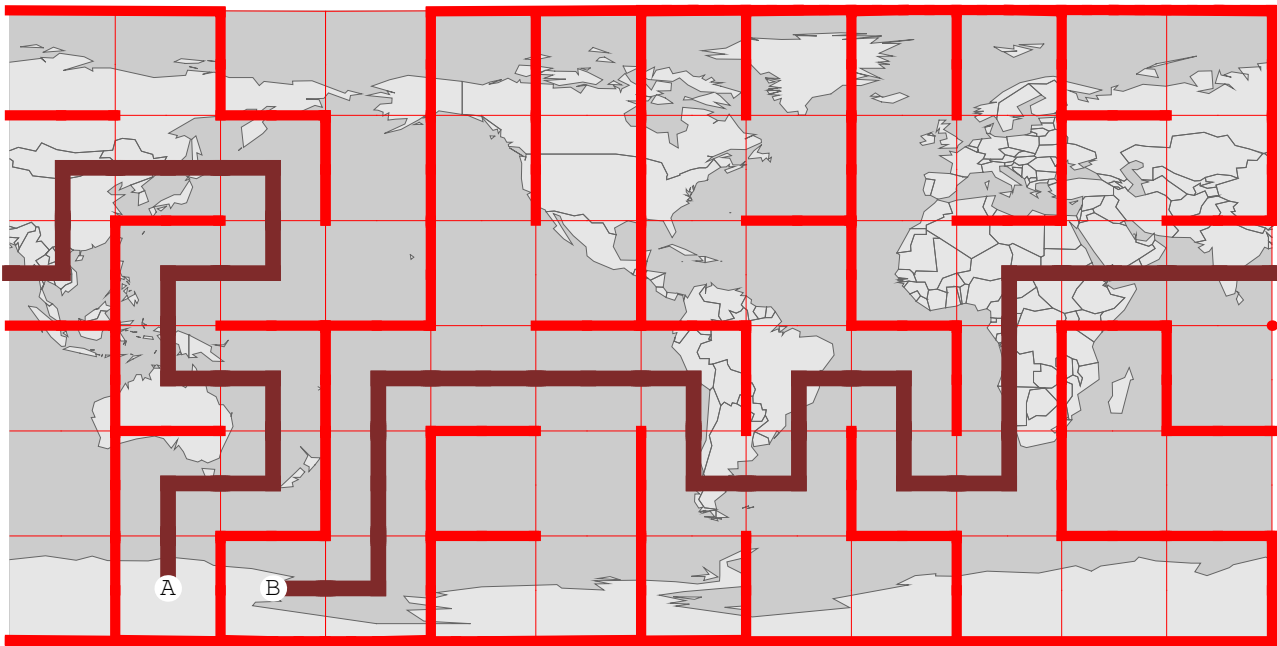
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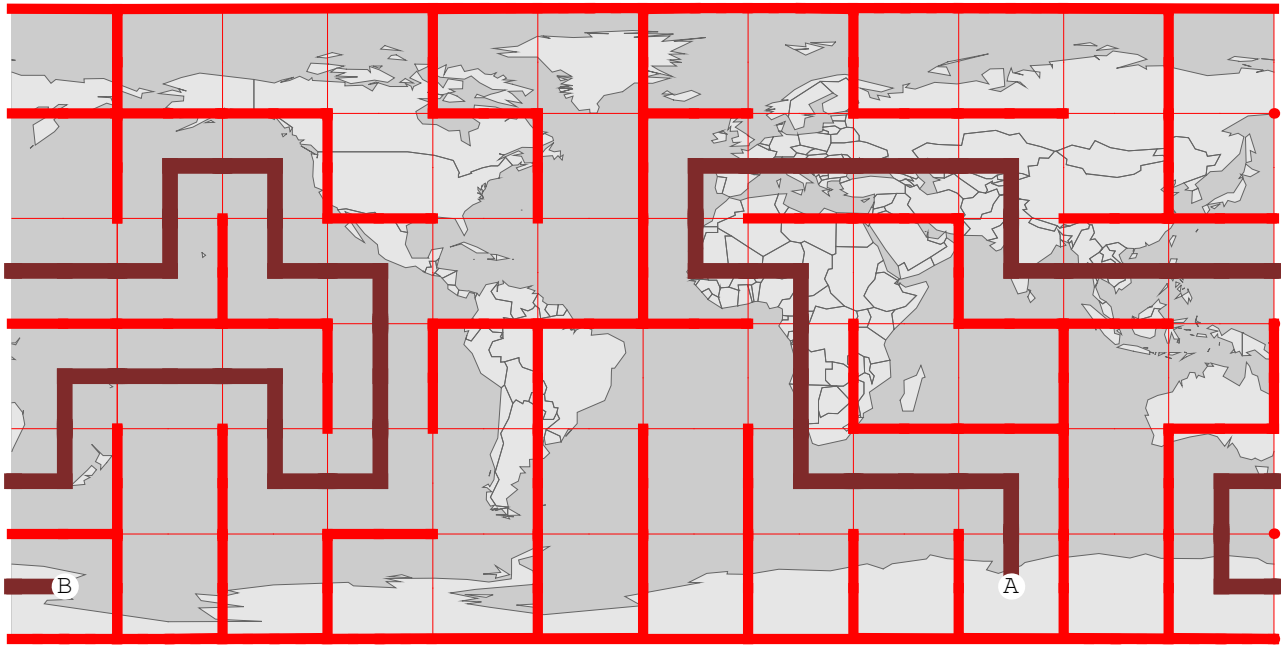


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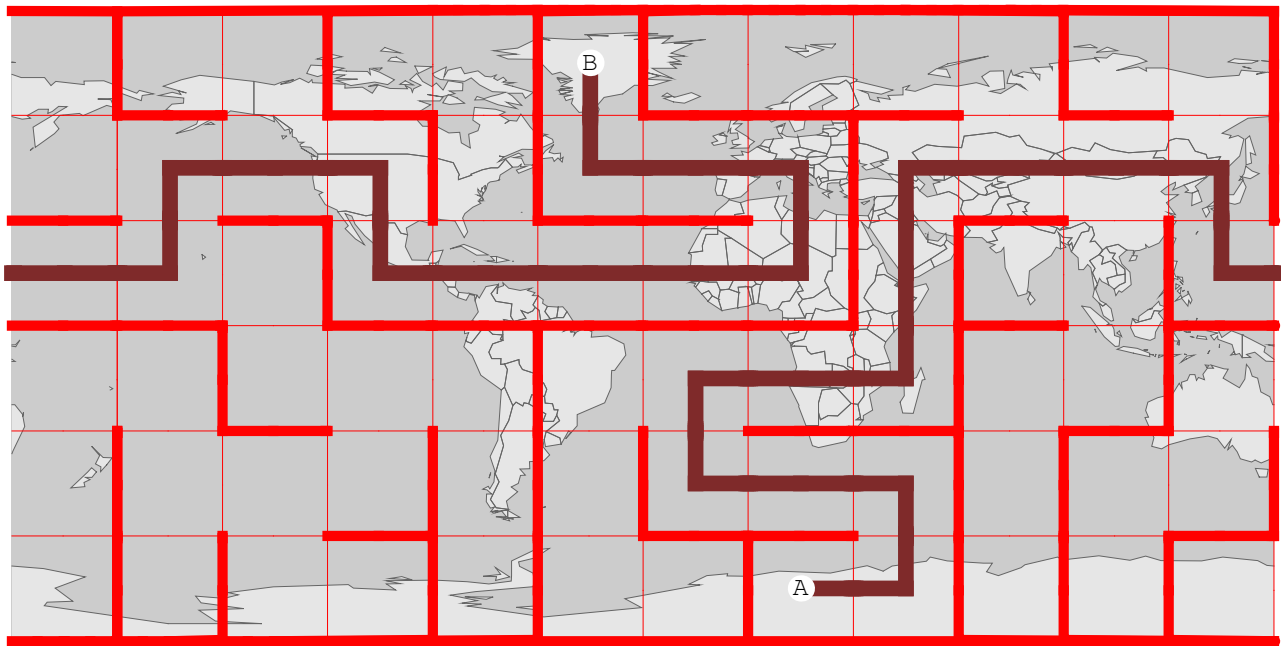


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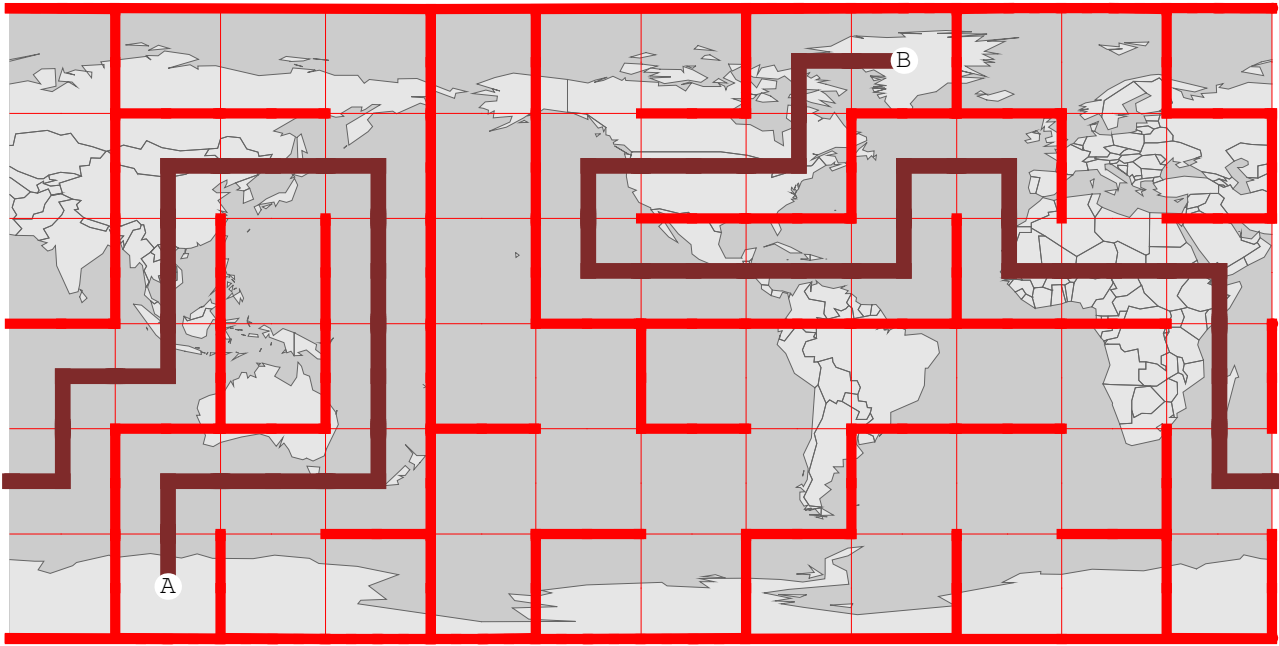


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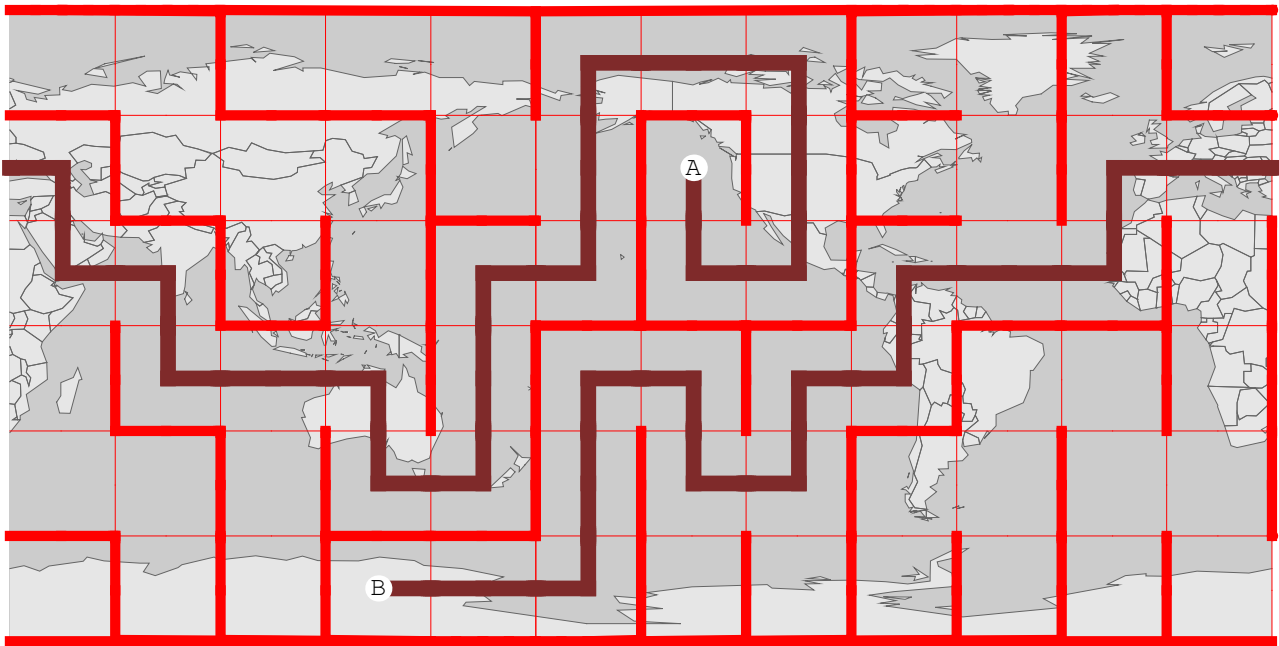


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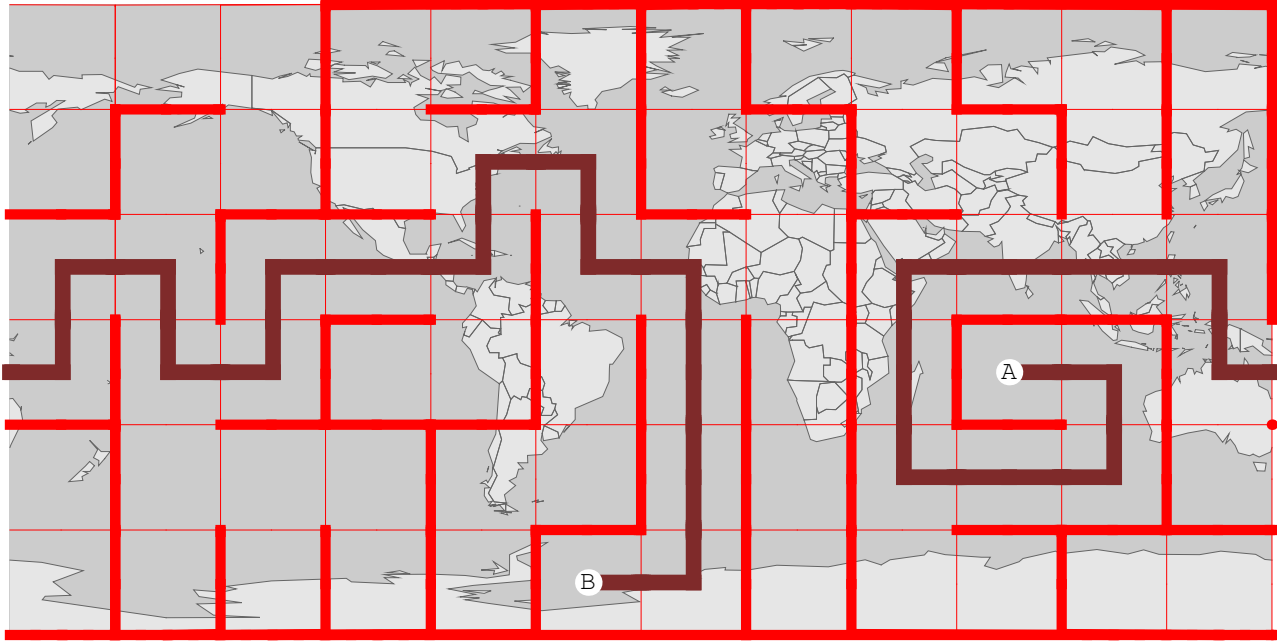




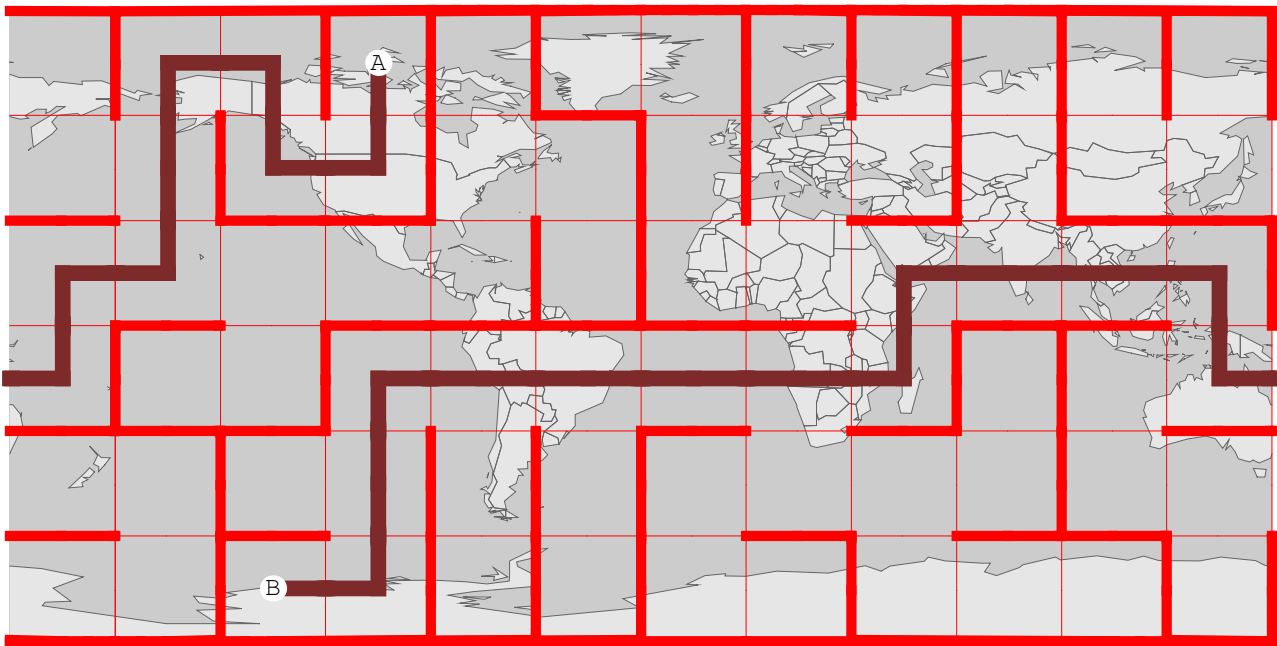
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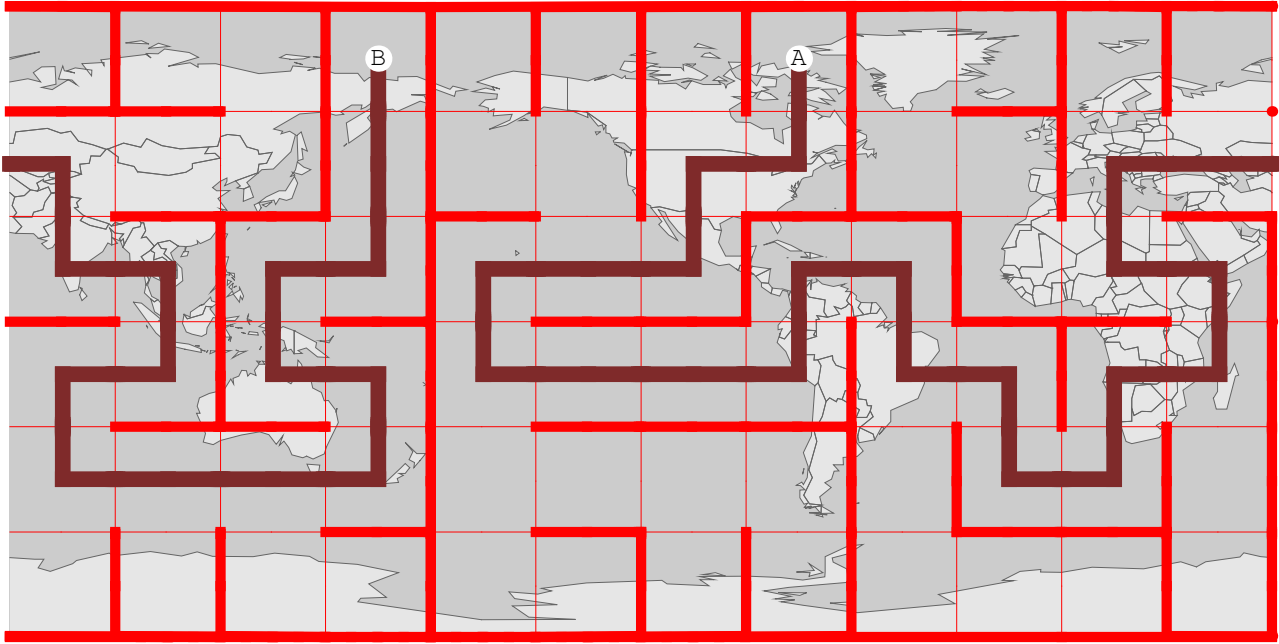
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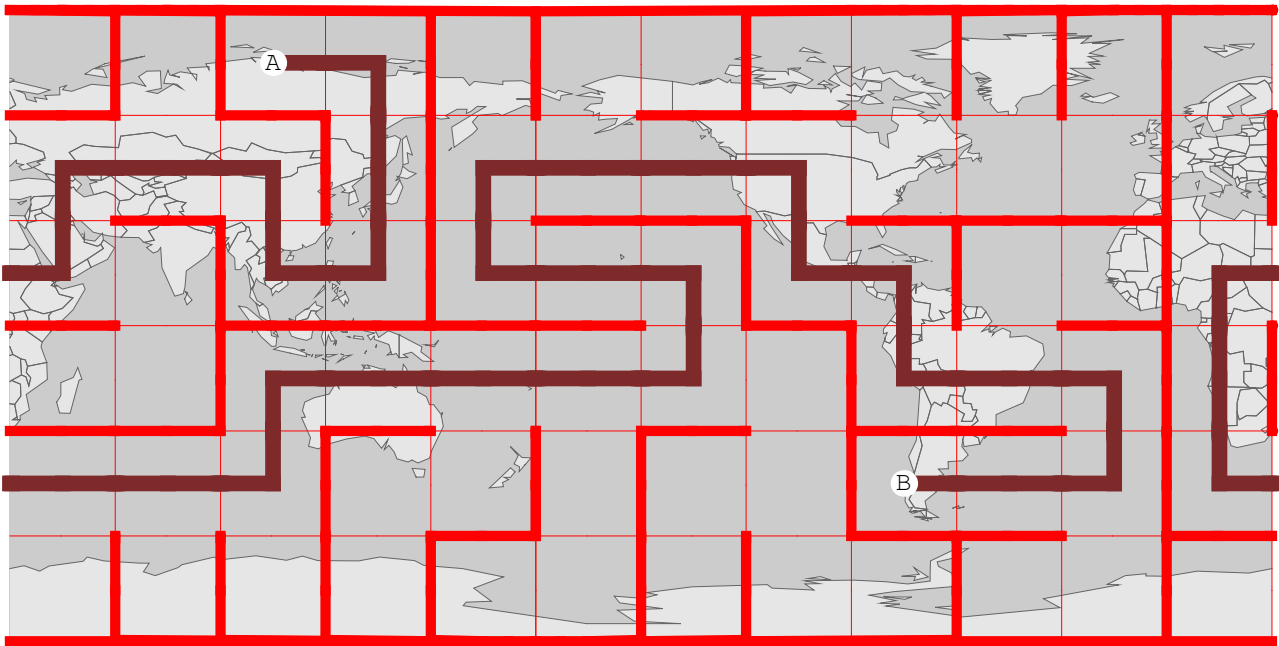
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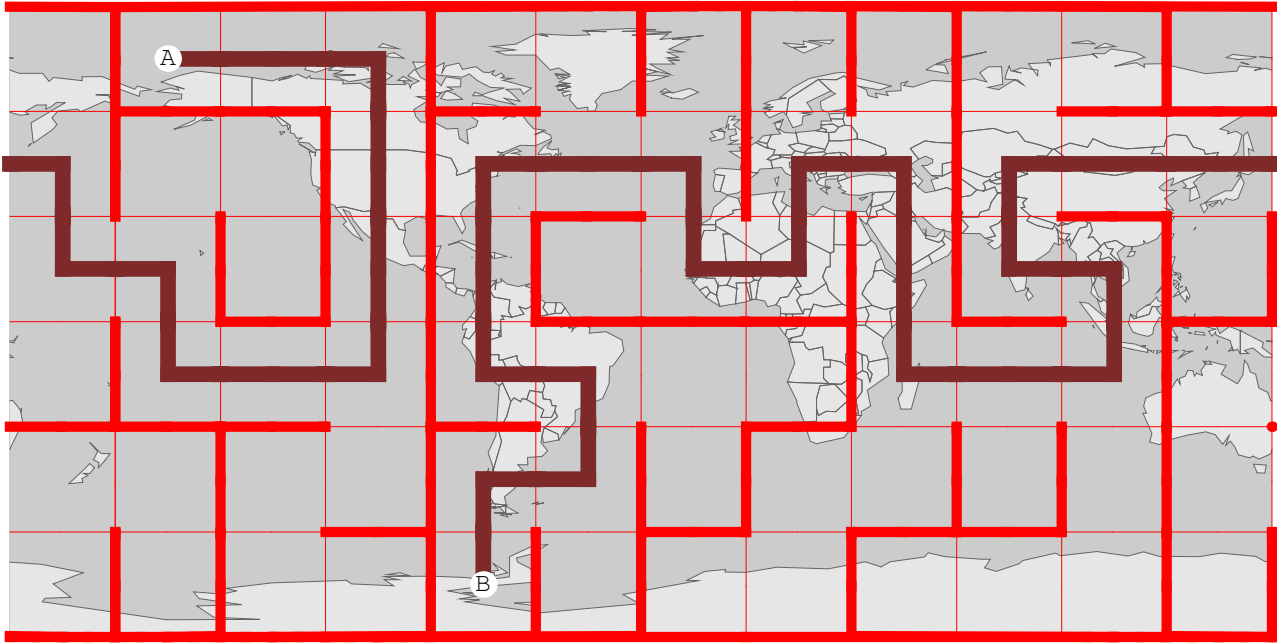




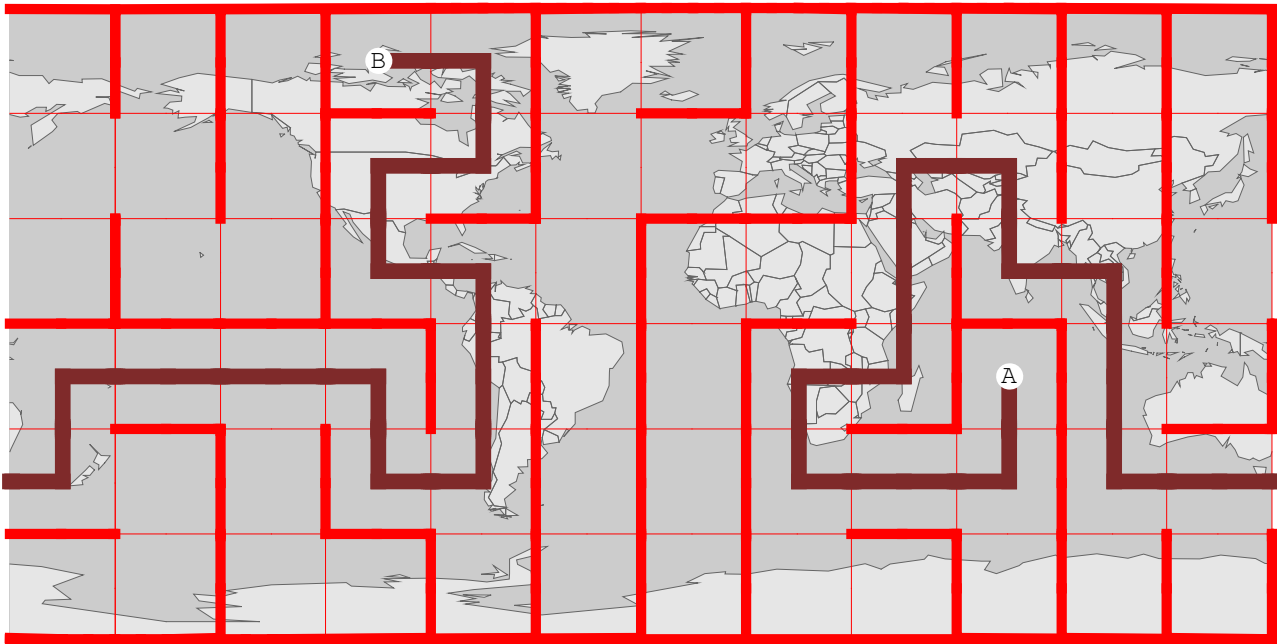
18.



19.



20.



21.



