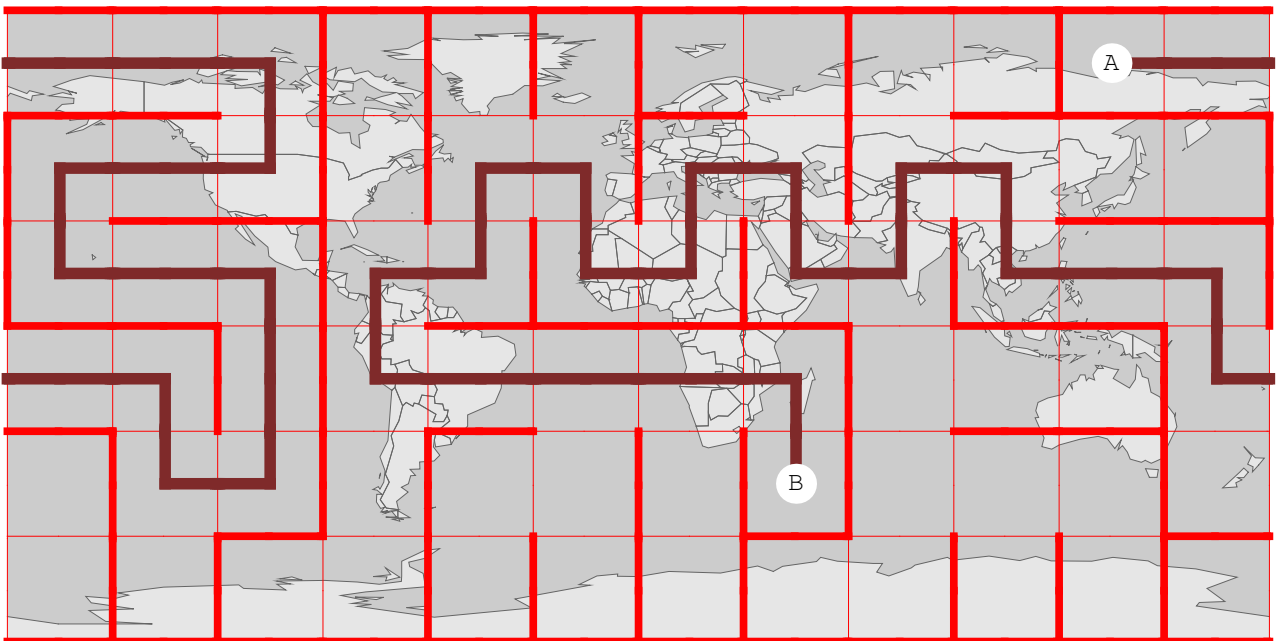
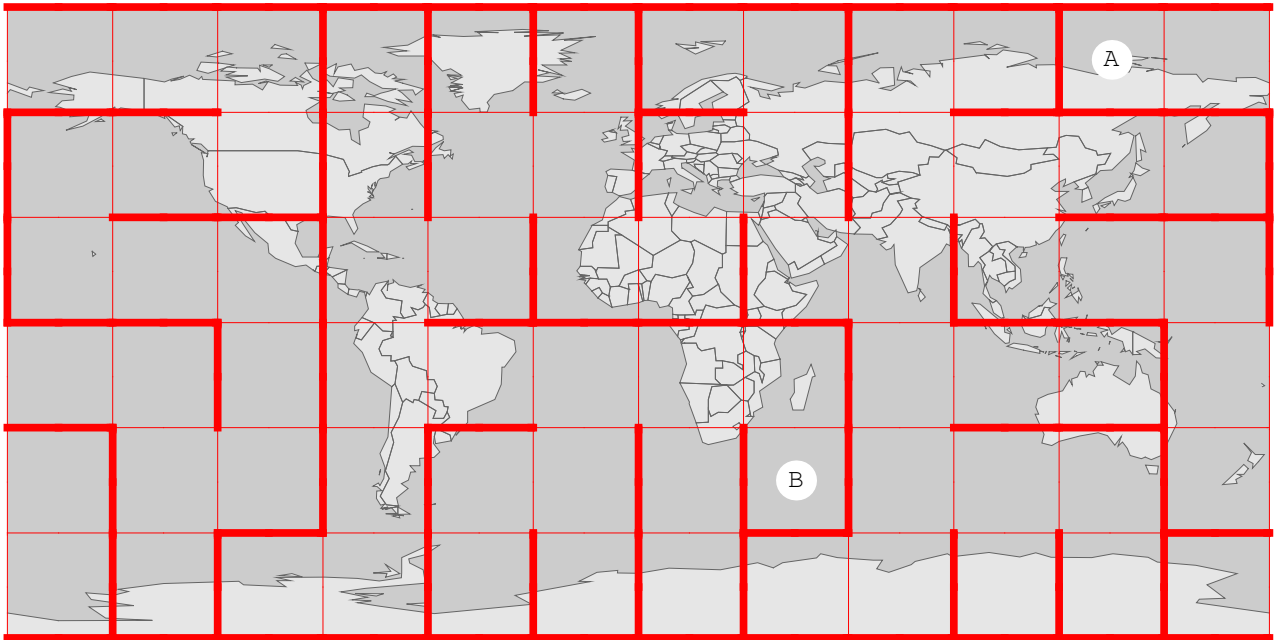


Izidor Hafner

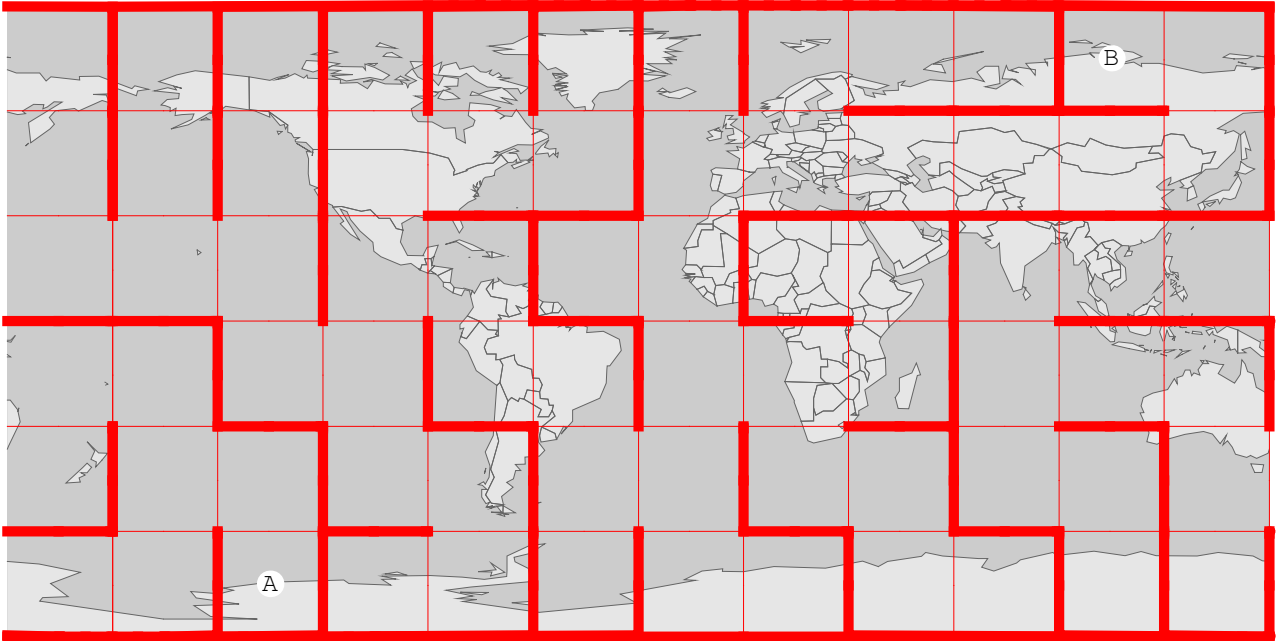
# Maps as Mazes



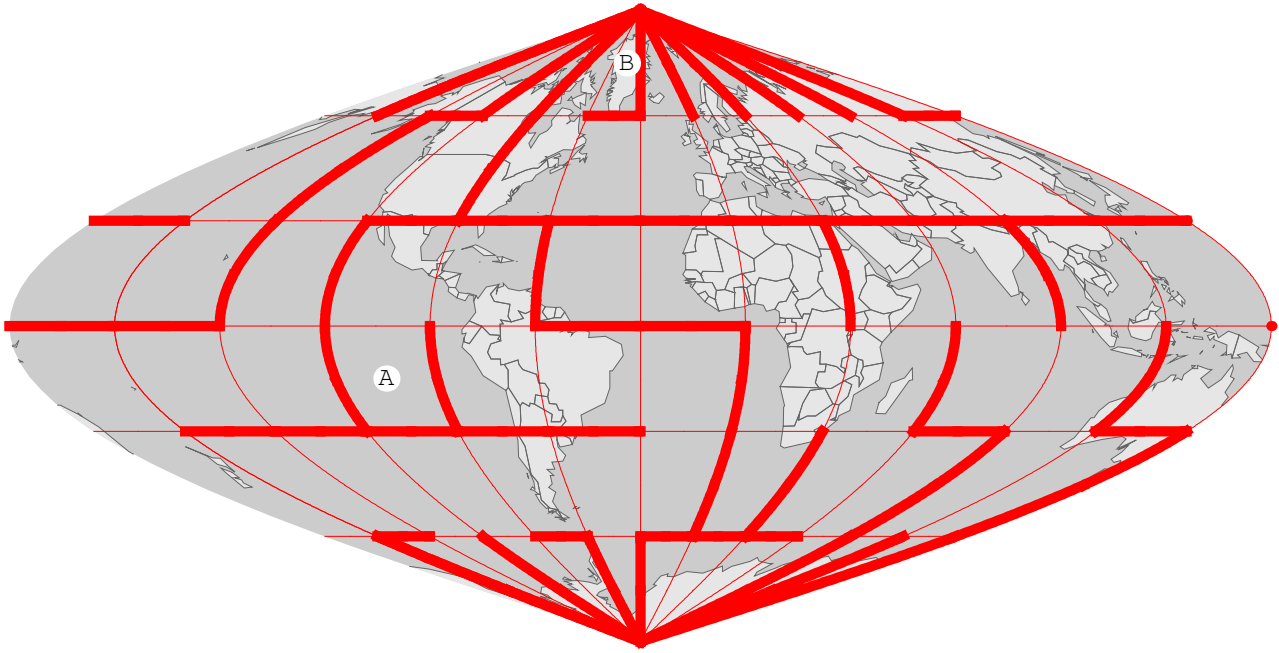
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# Problems

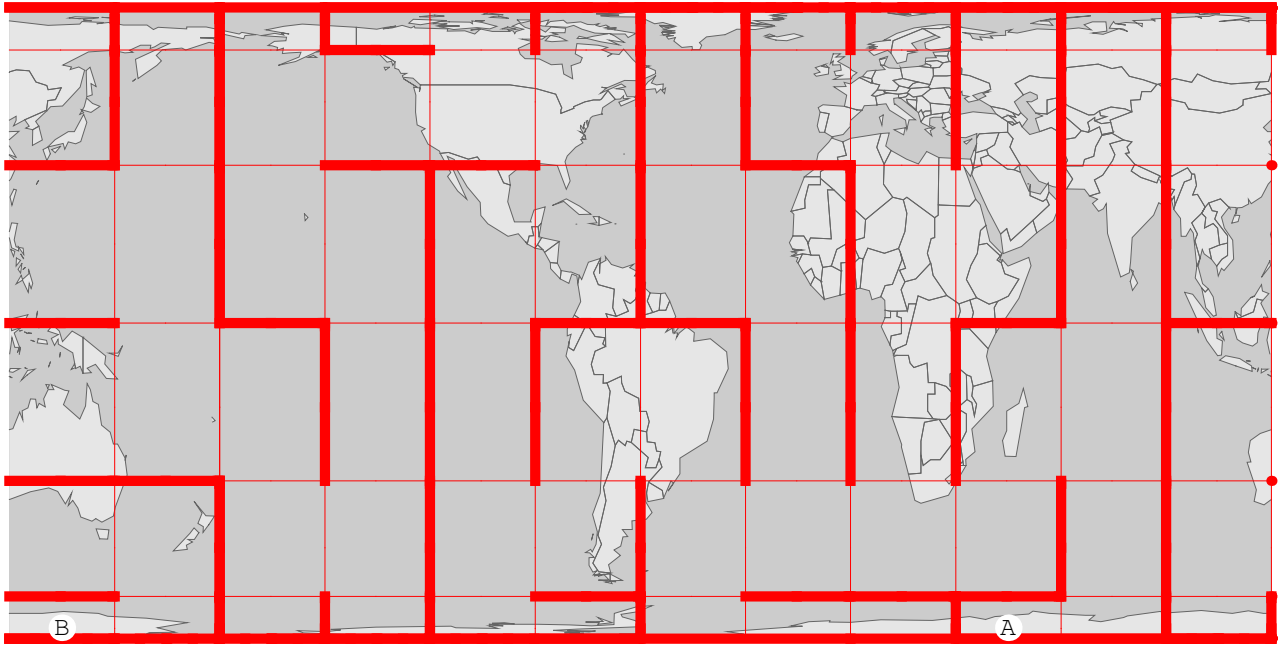
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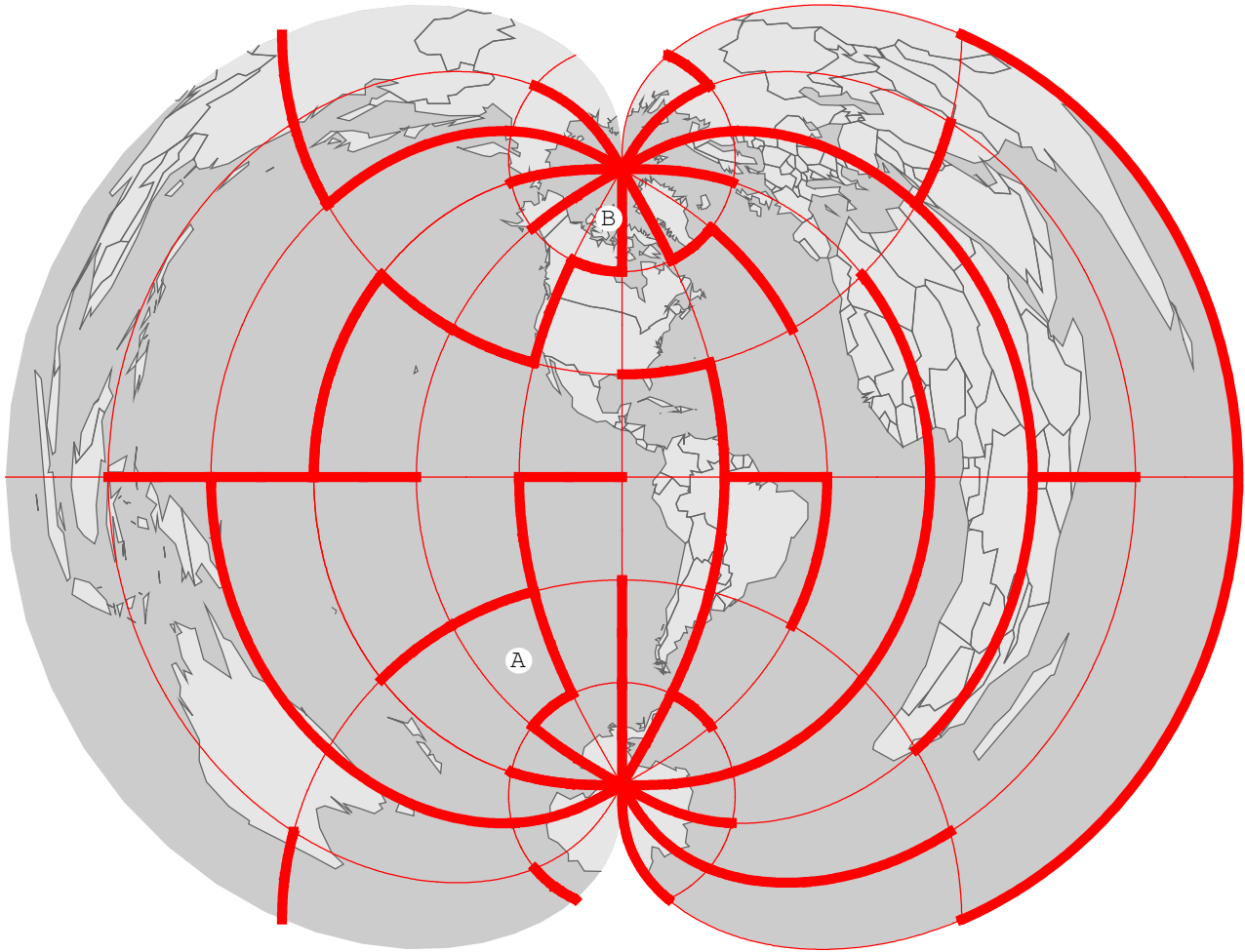
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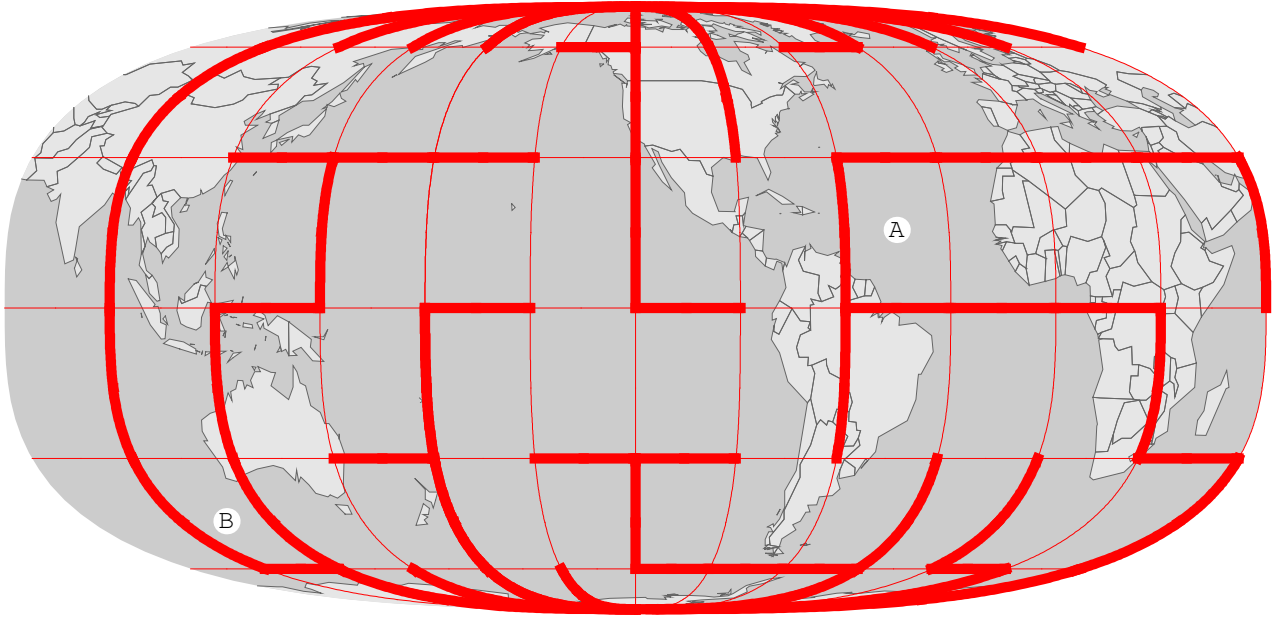
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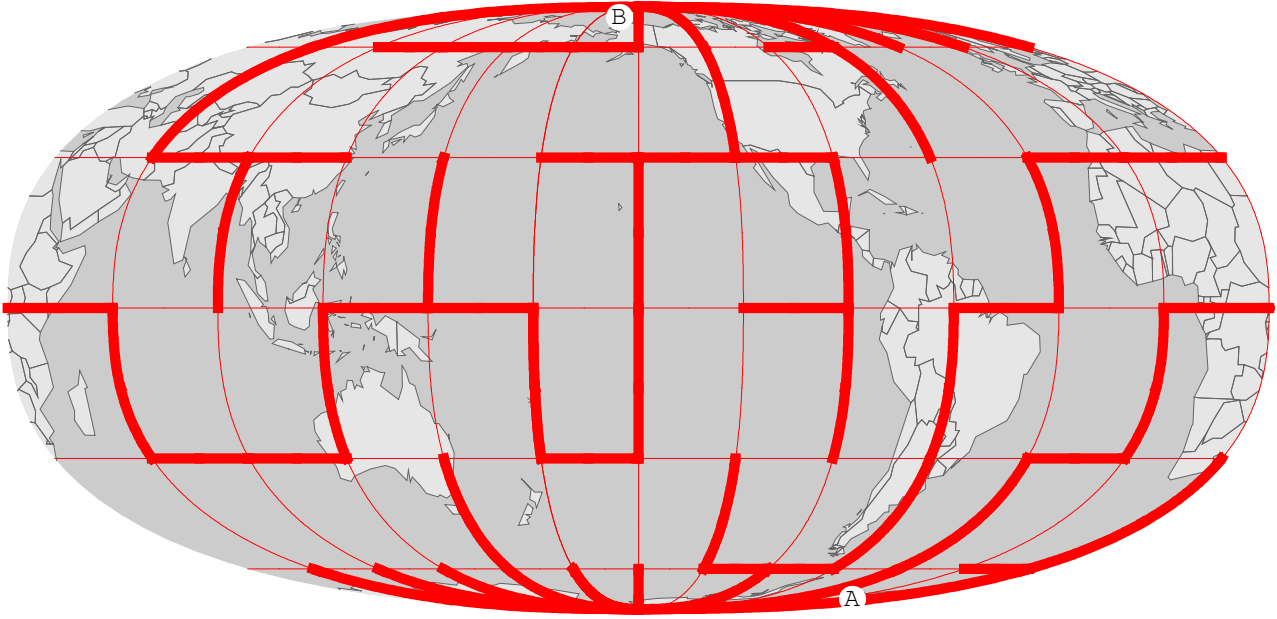
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5.

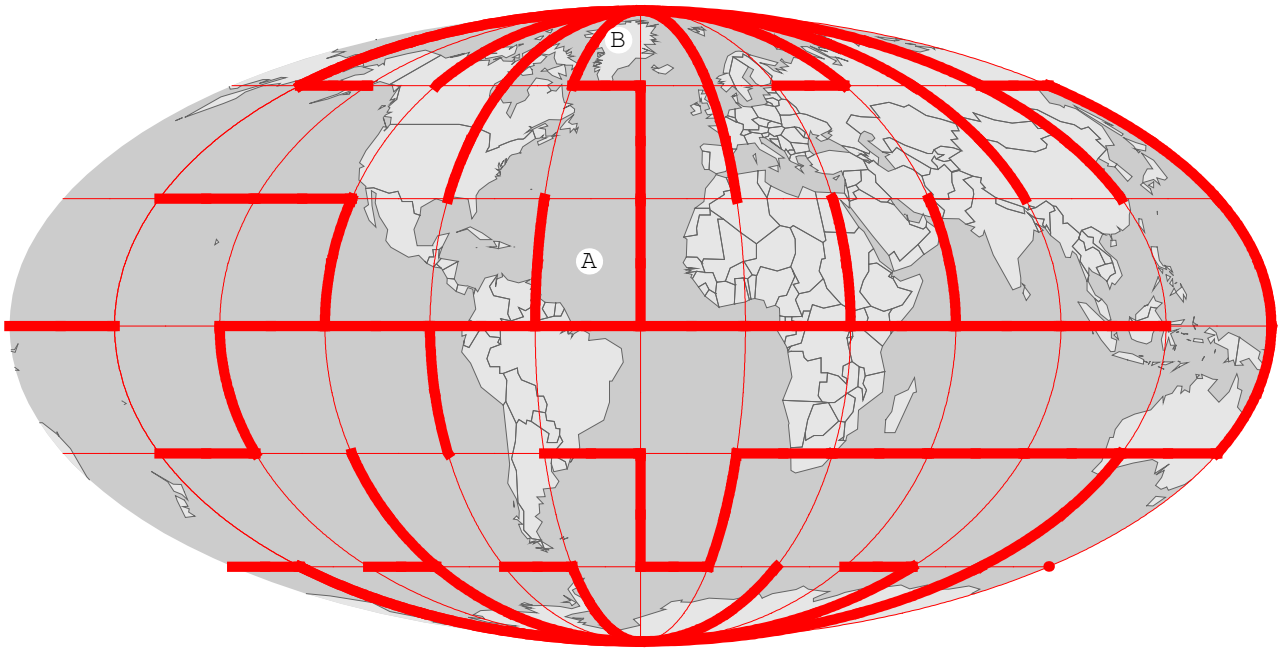


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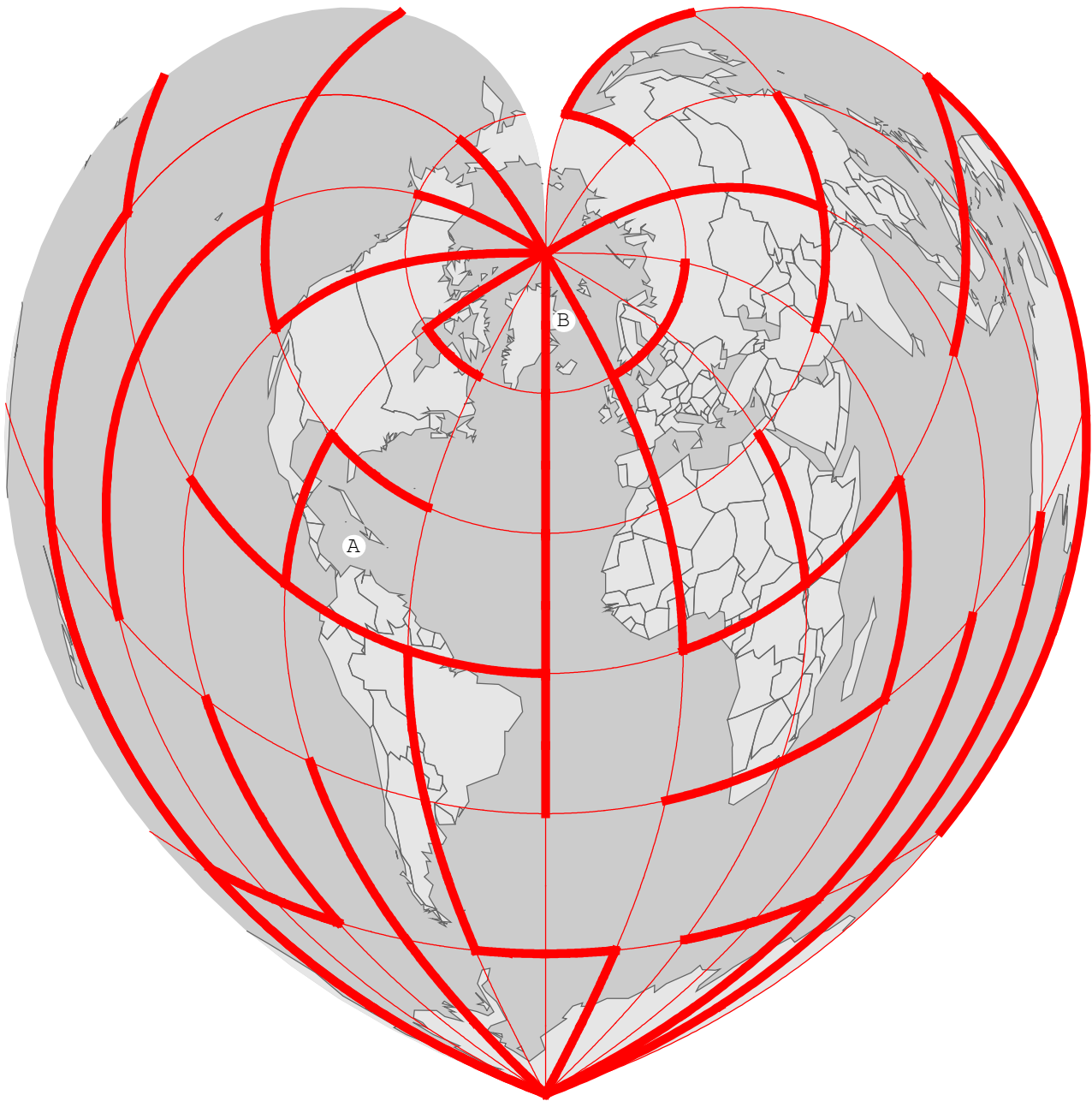




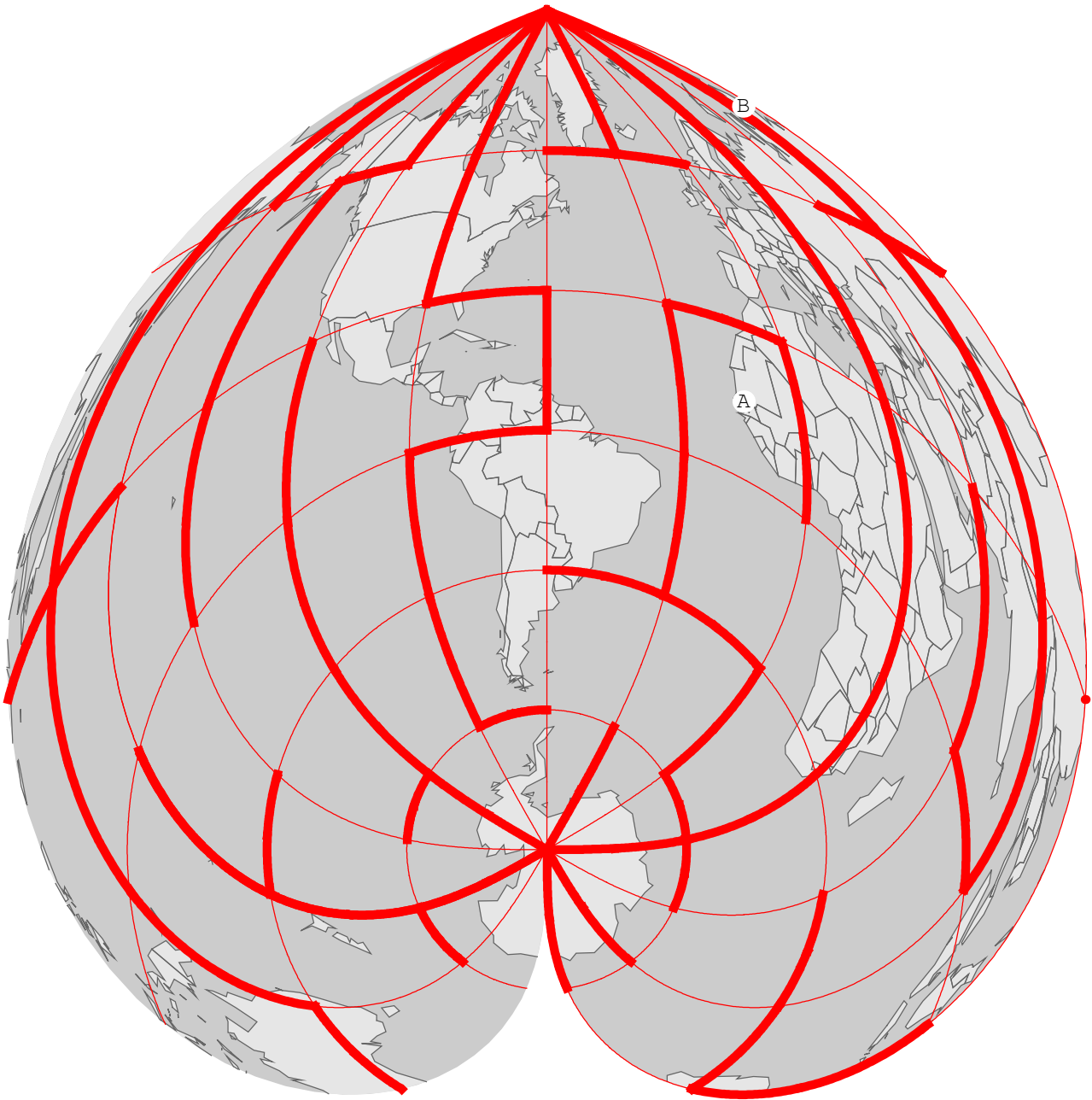
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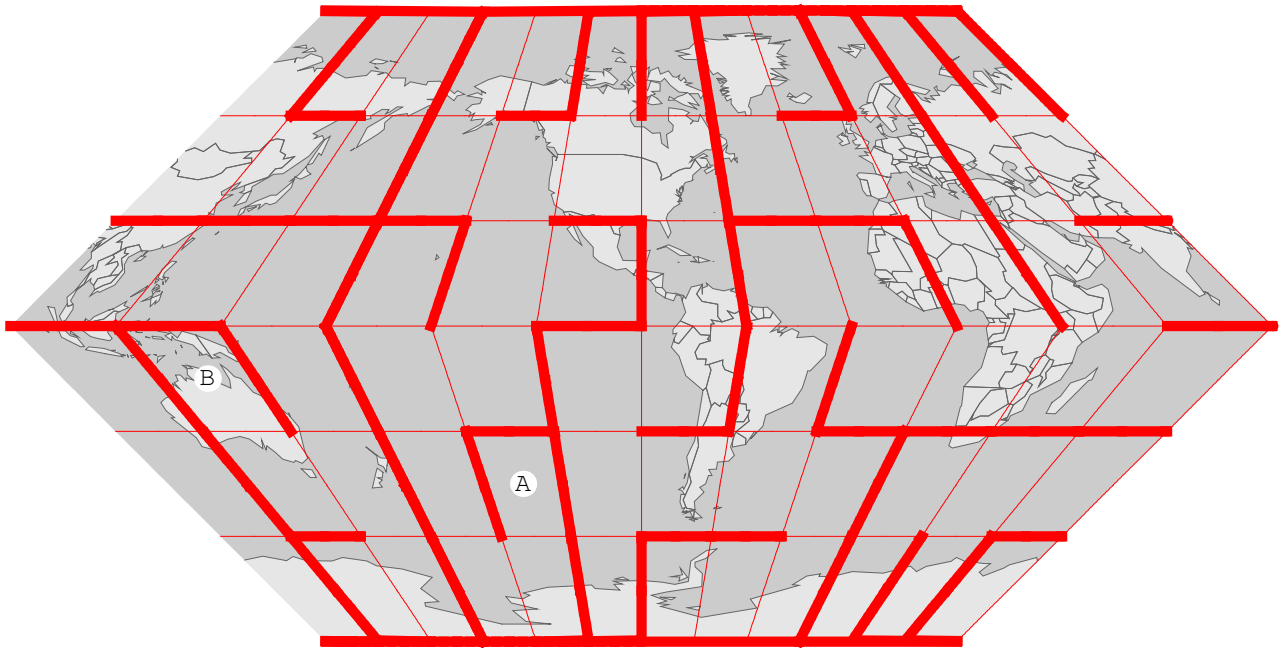
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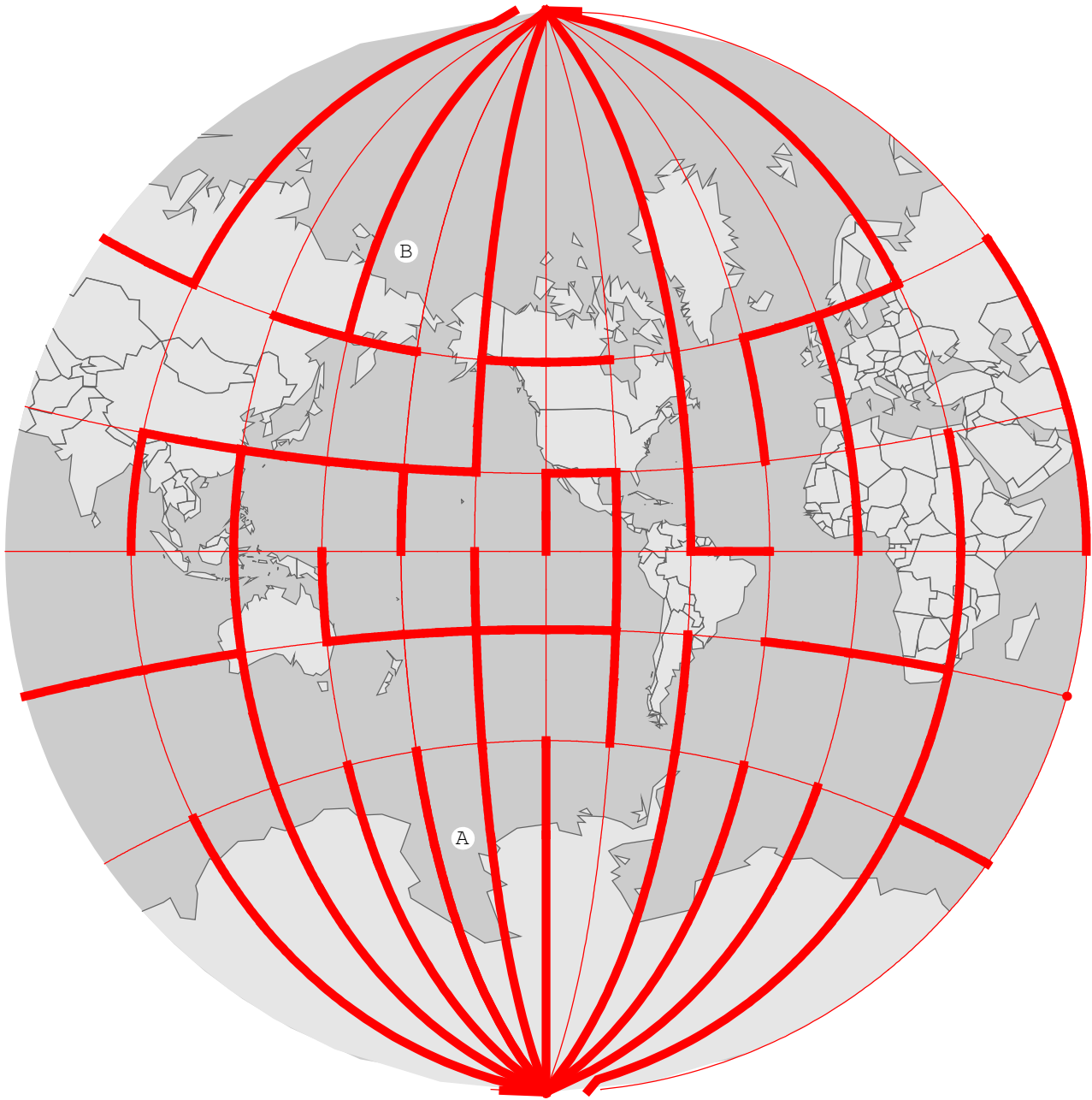
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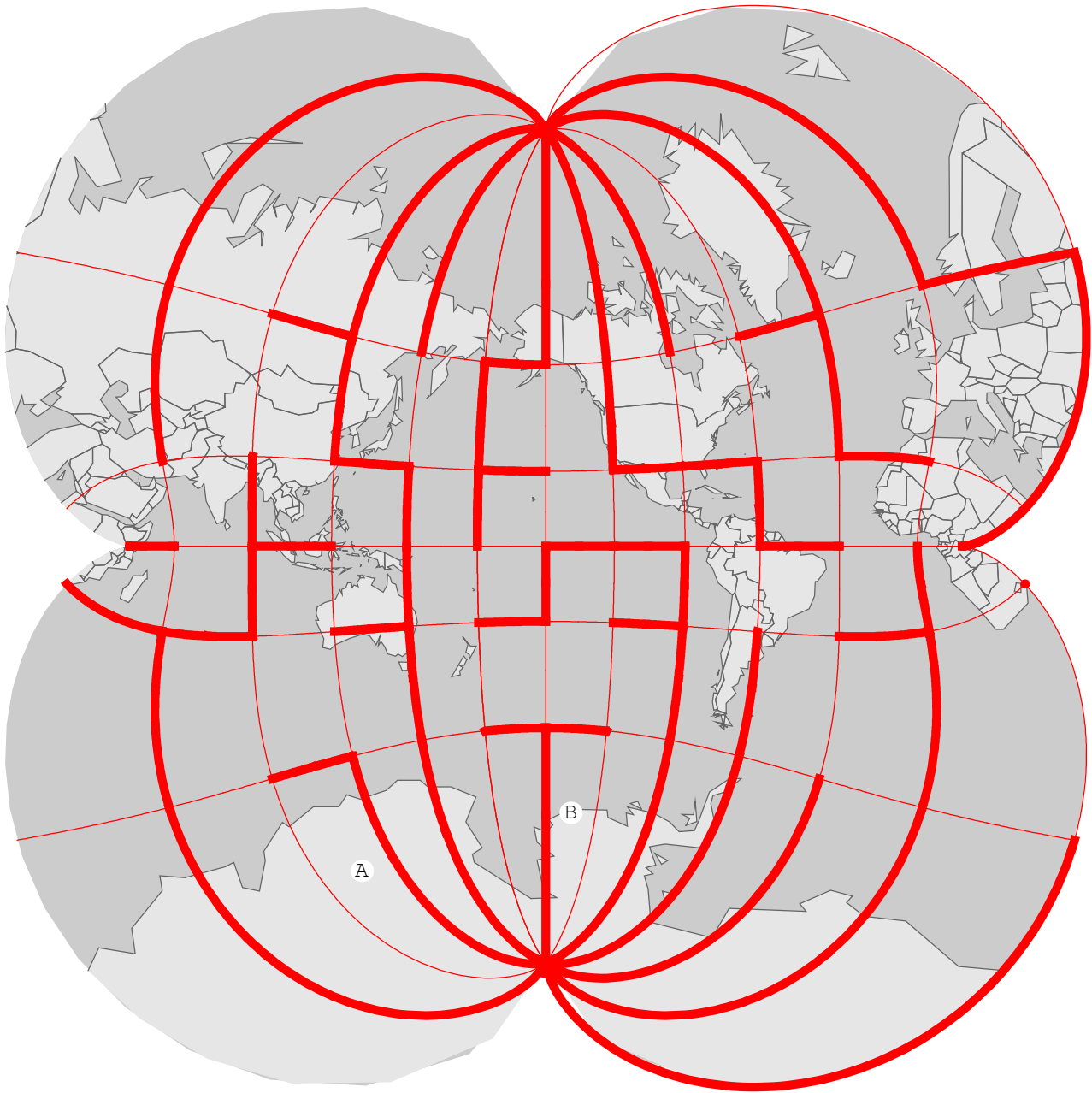
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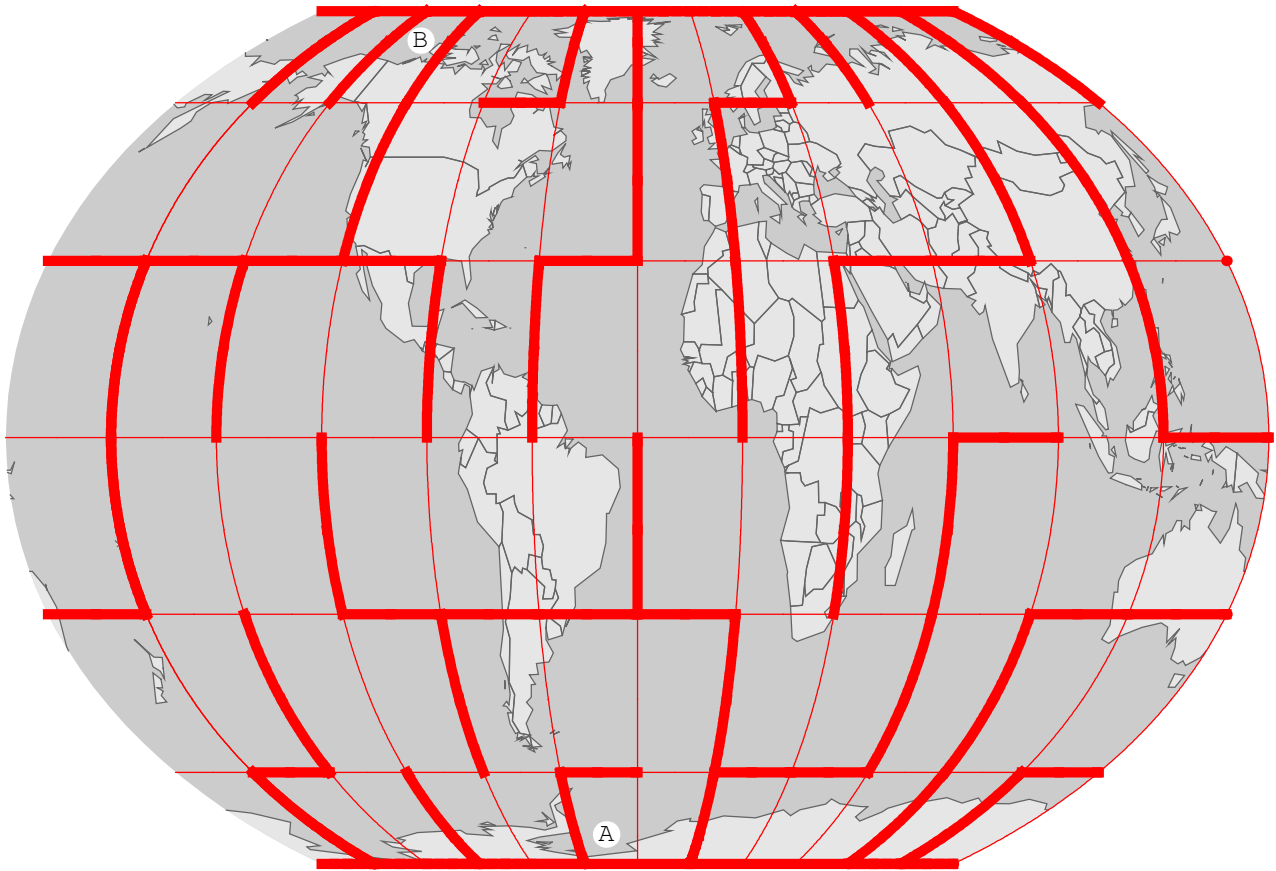
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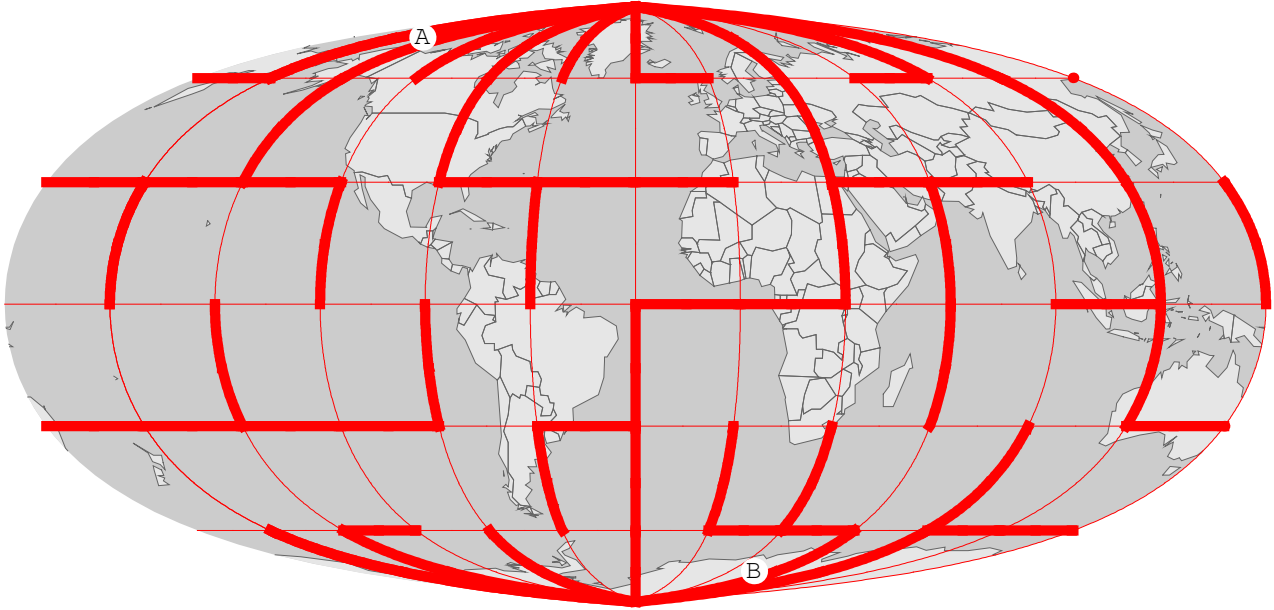
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13.



14.

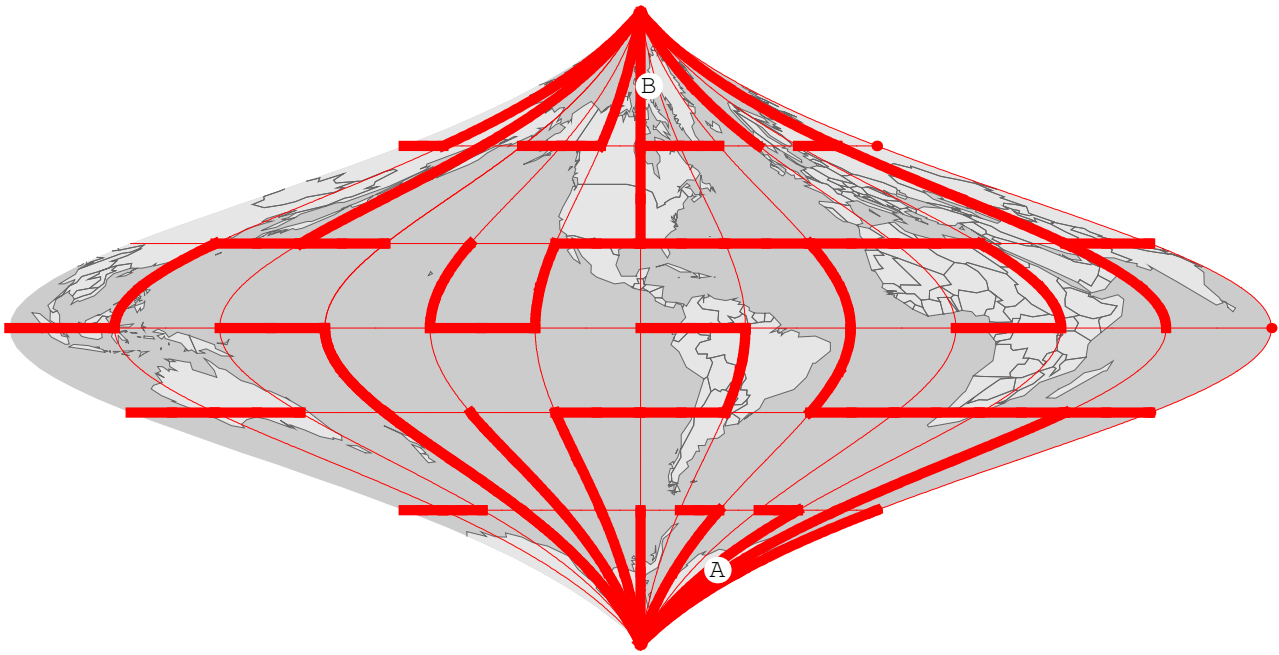




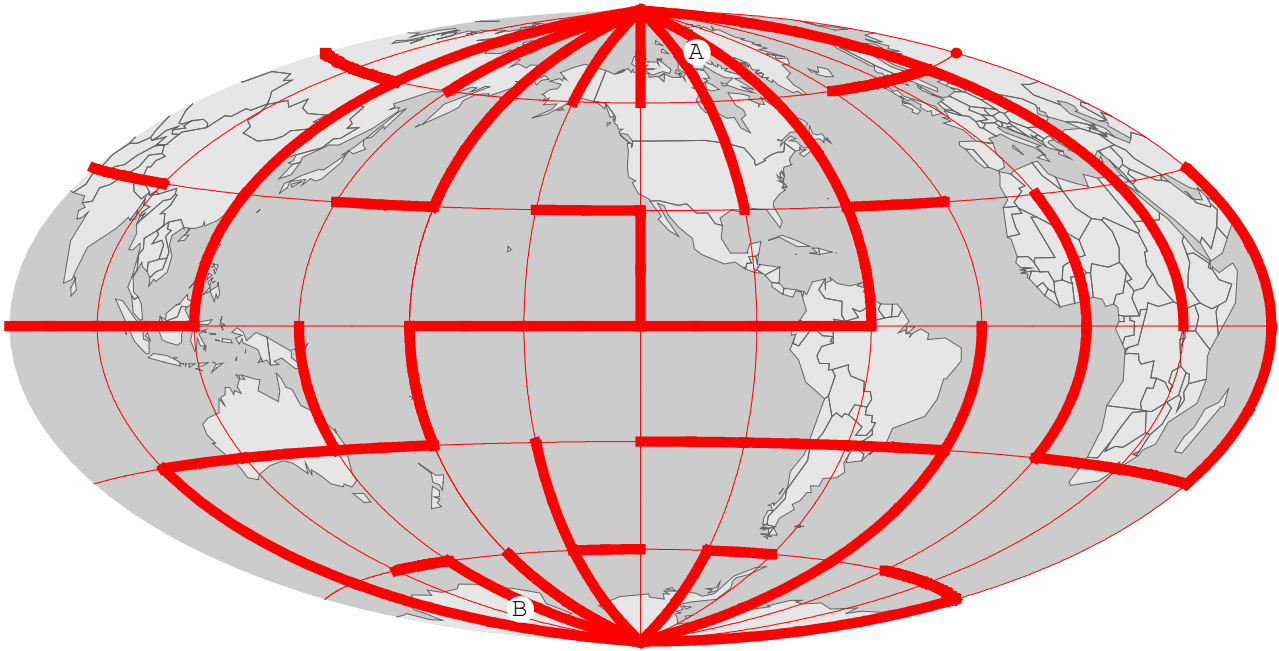
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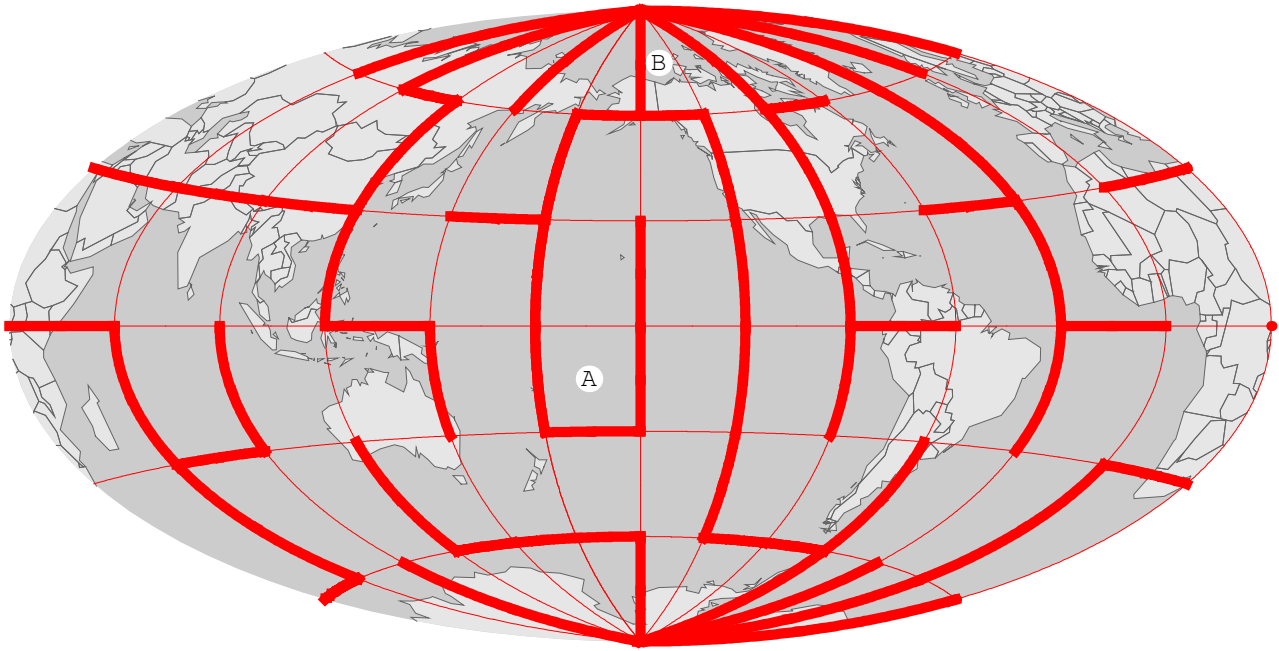
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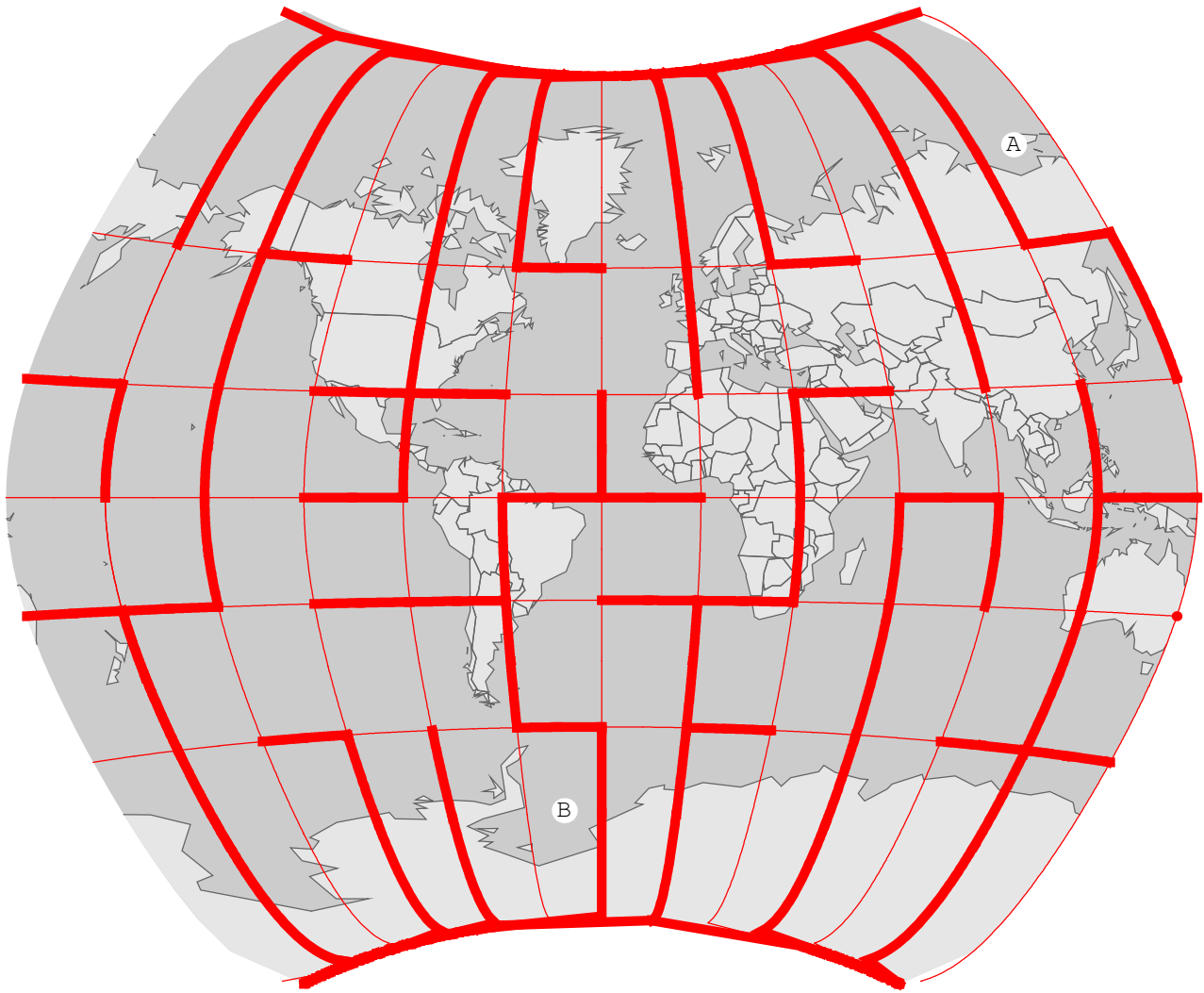
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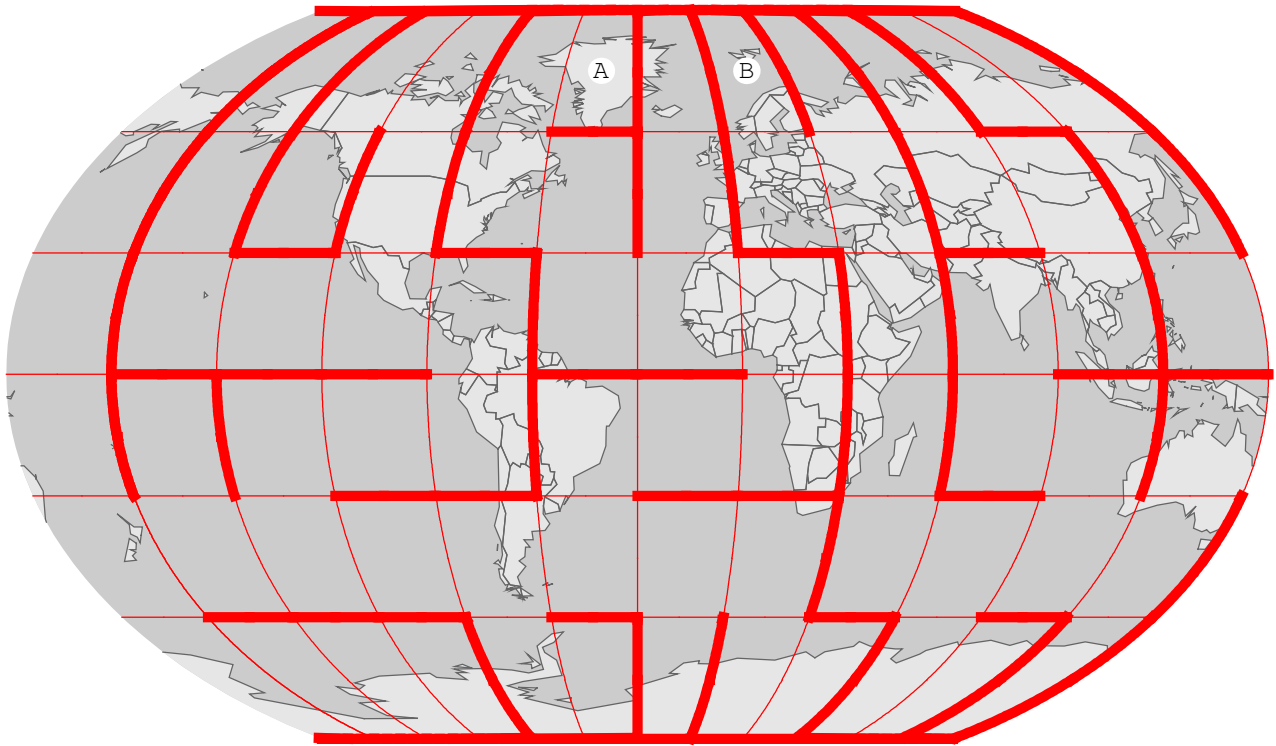
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19.



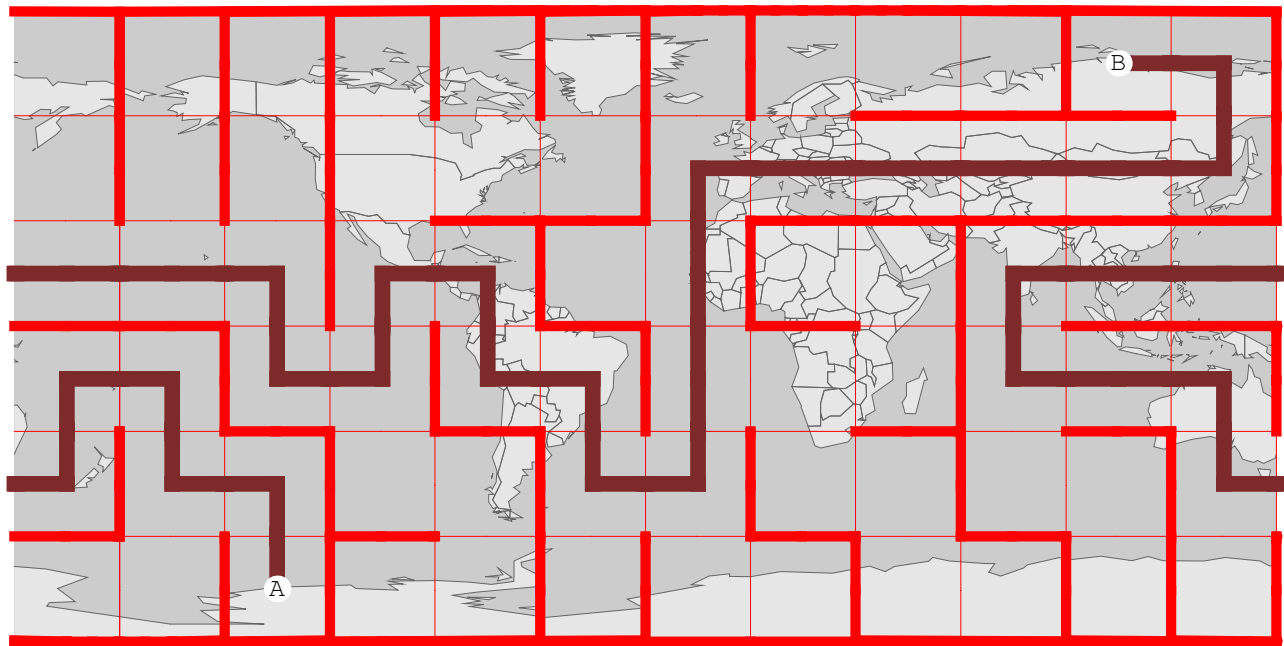
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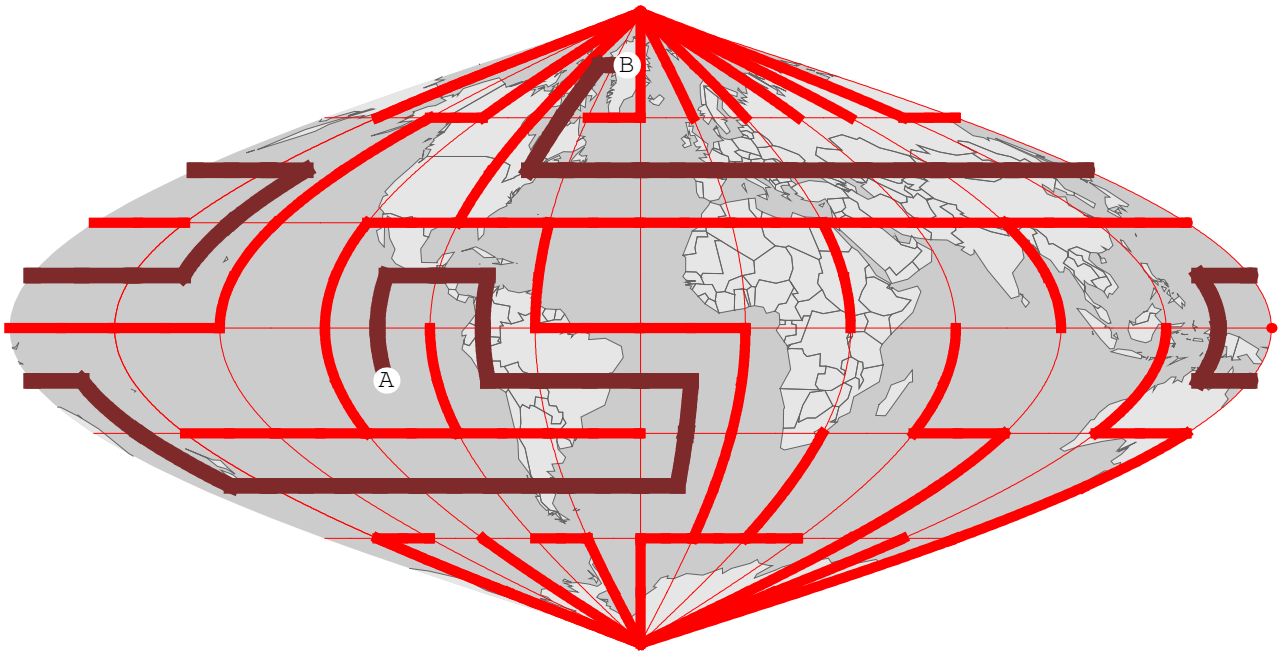
# Solutions

1.

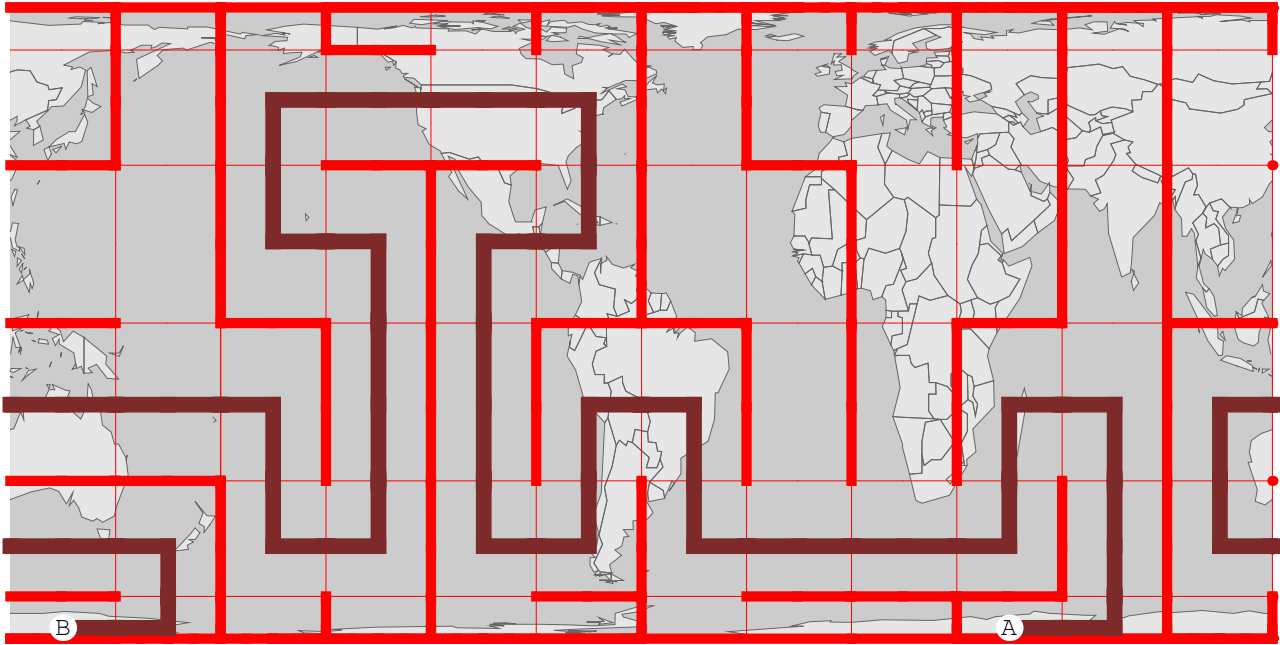




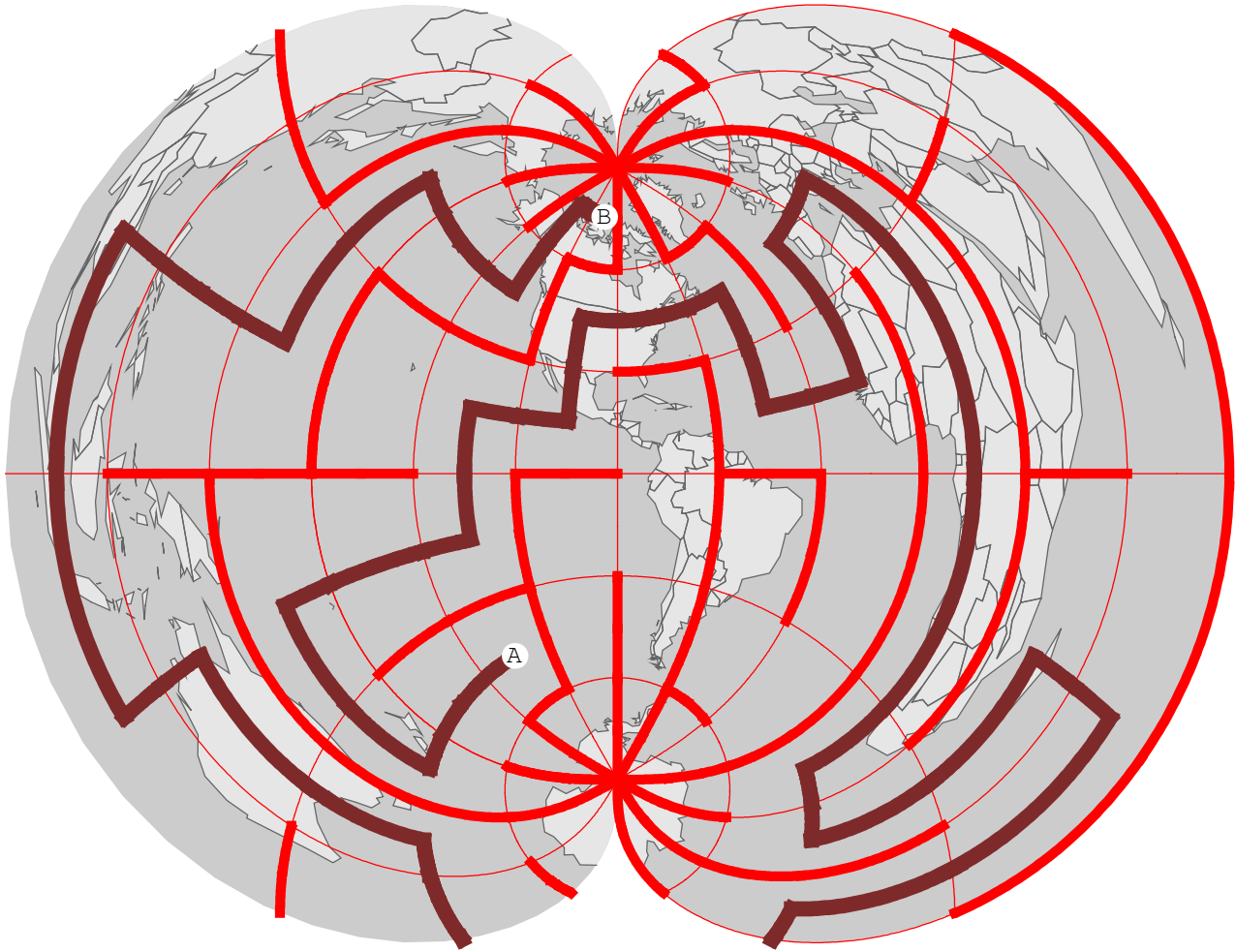
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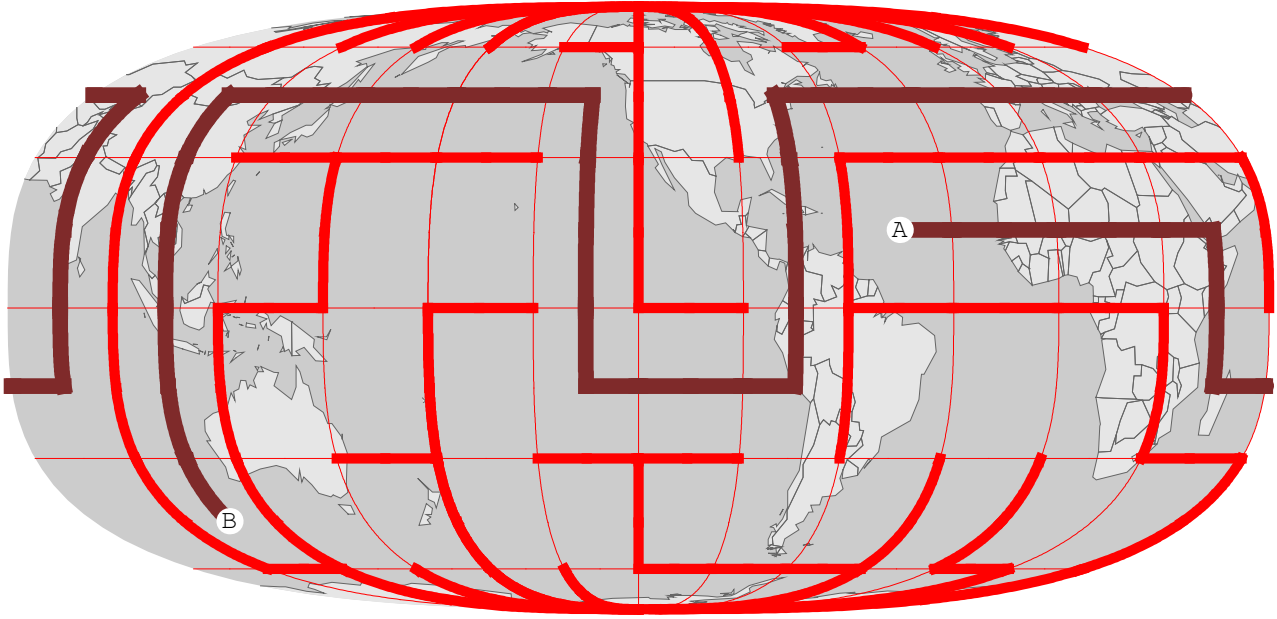
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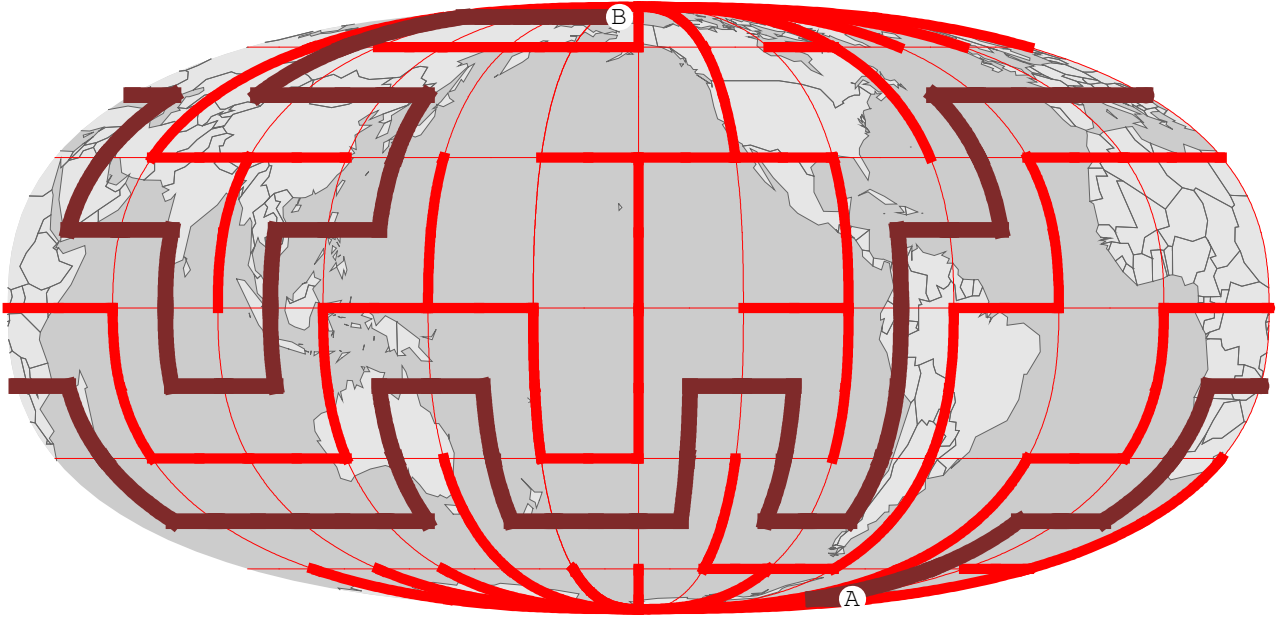
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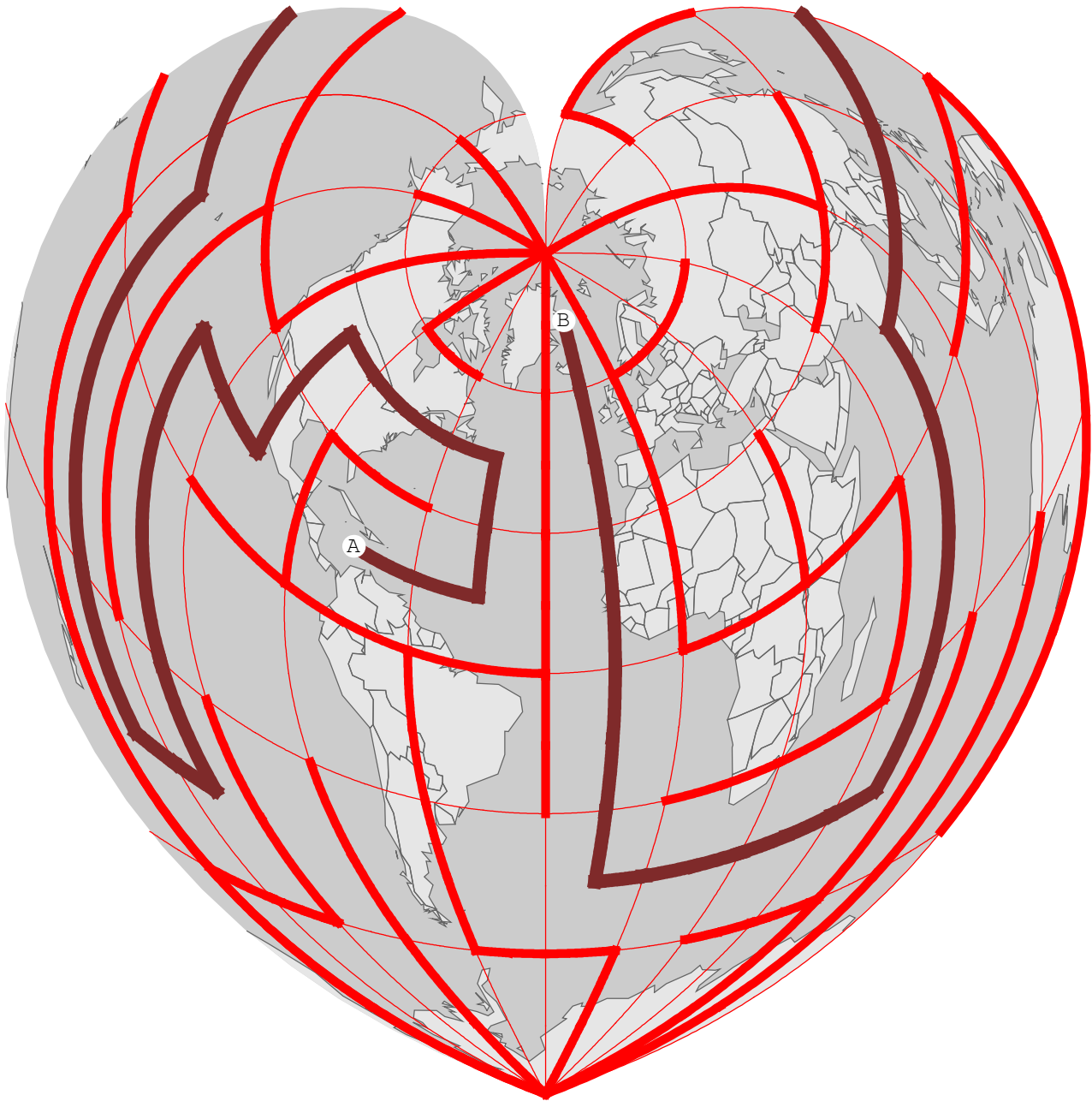
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7.



8.



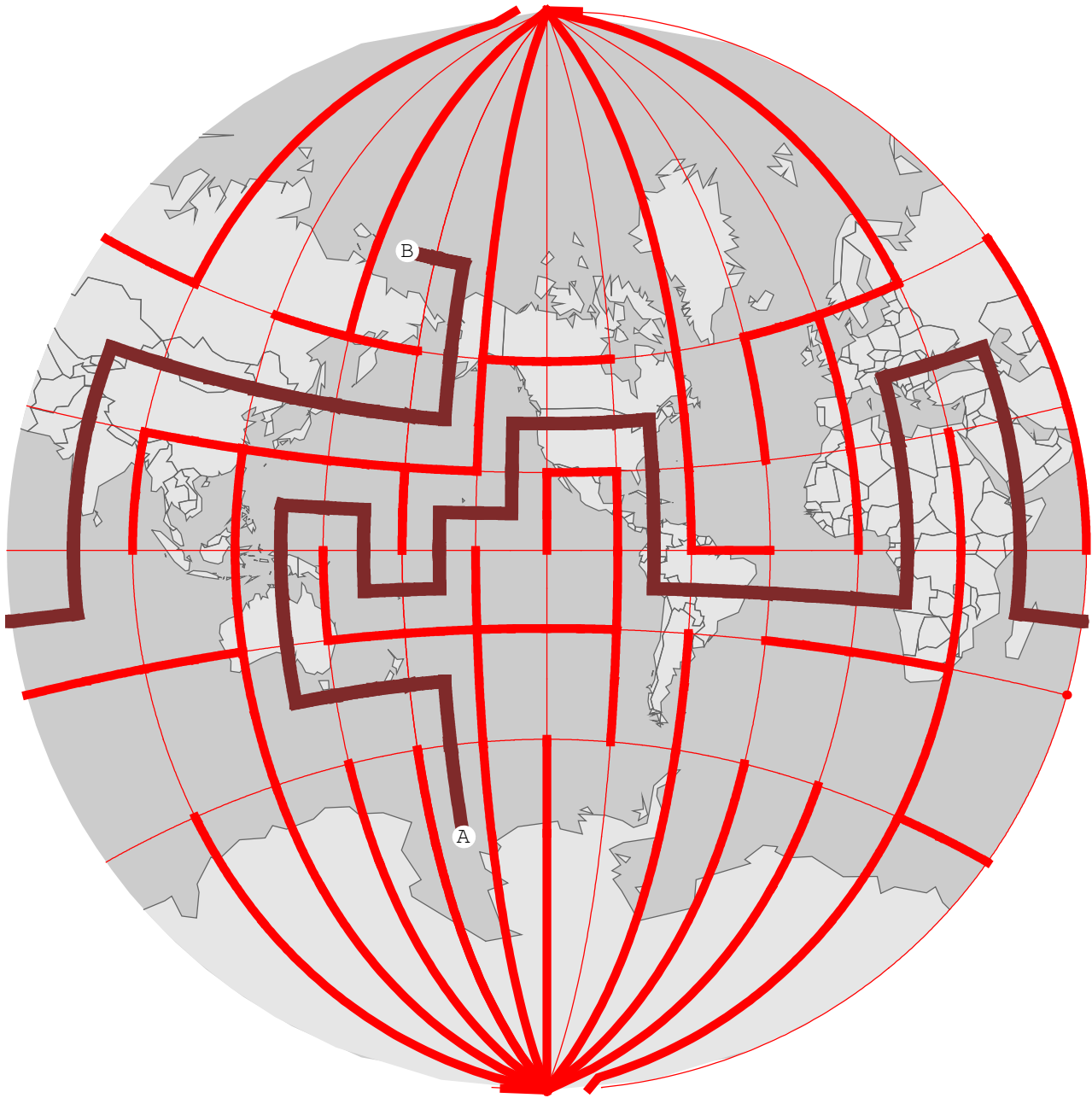
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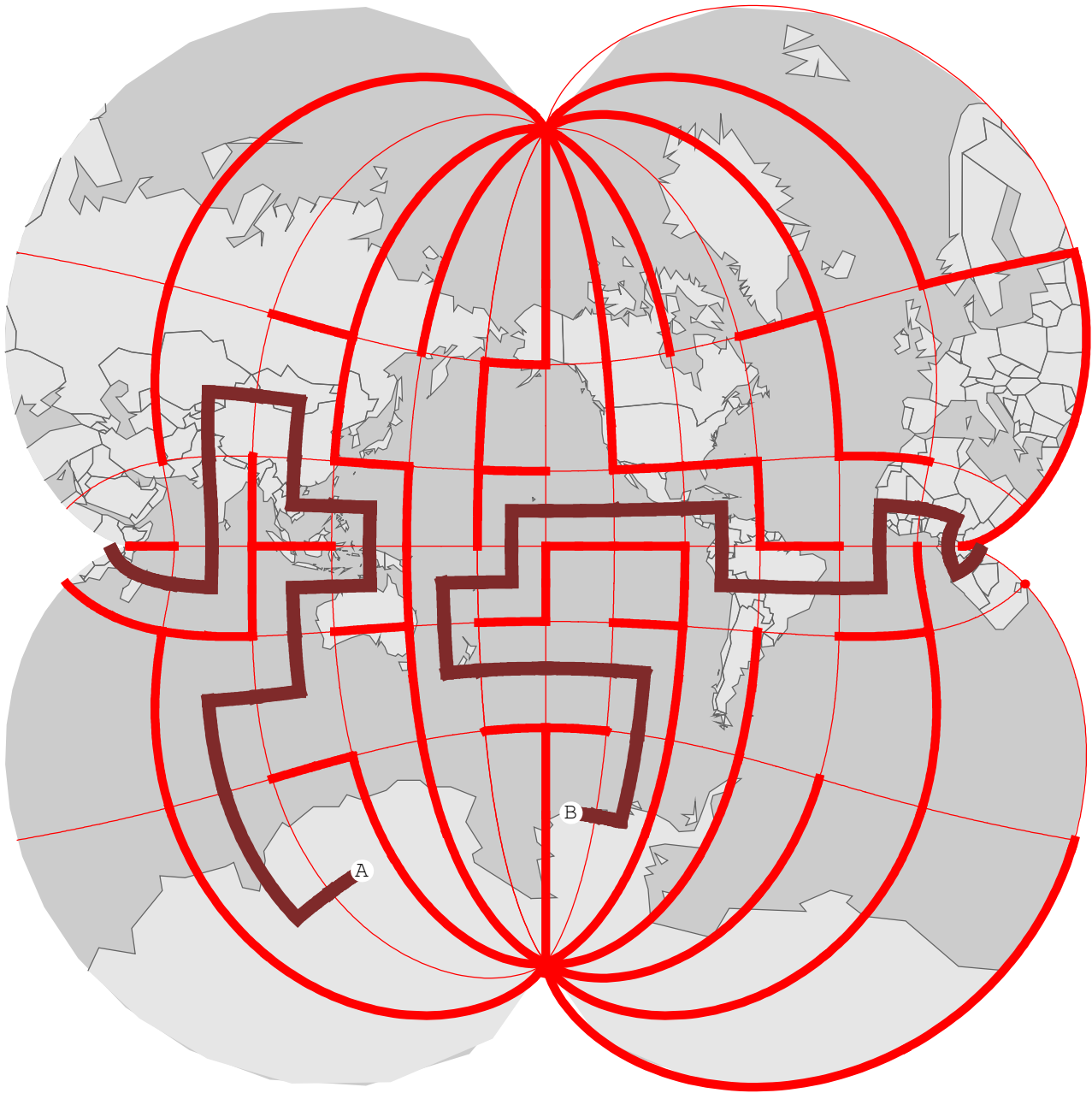




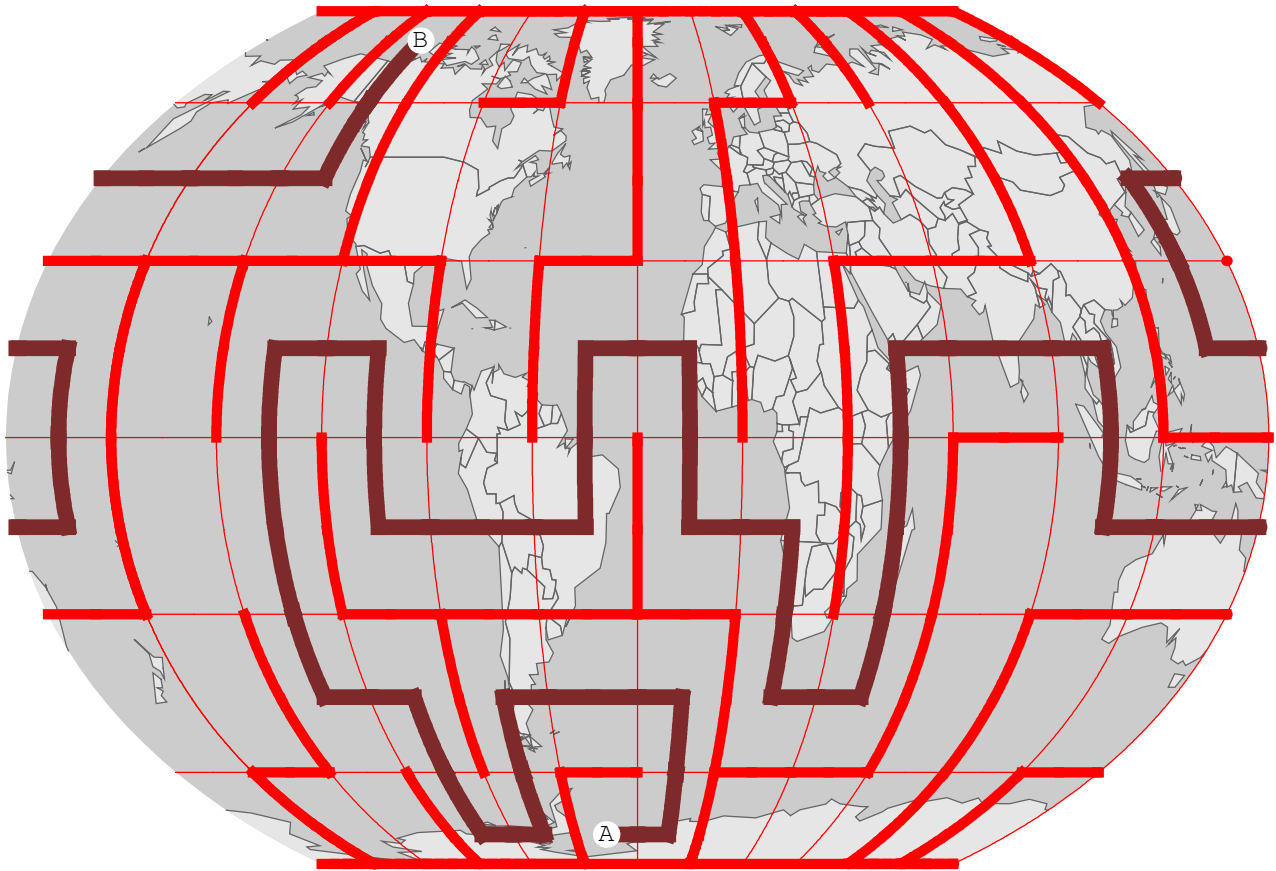
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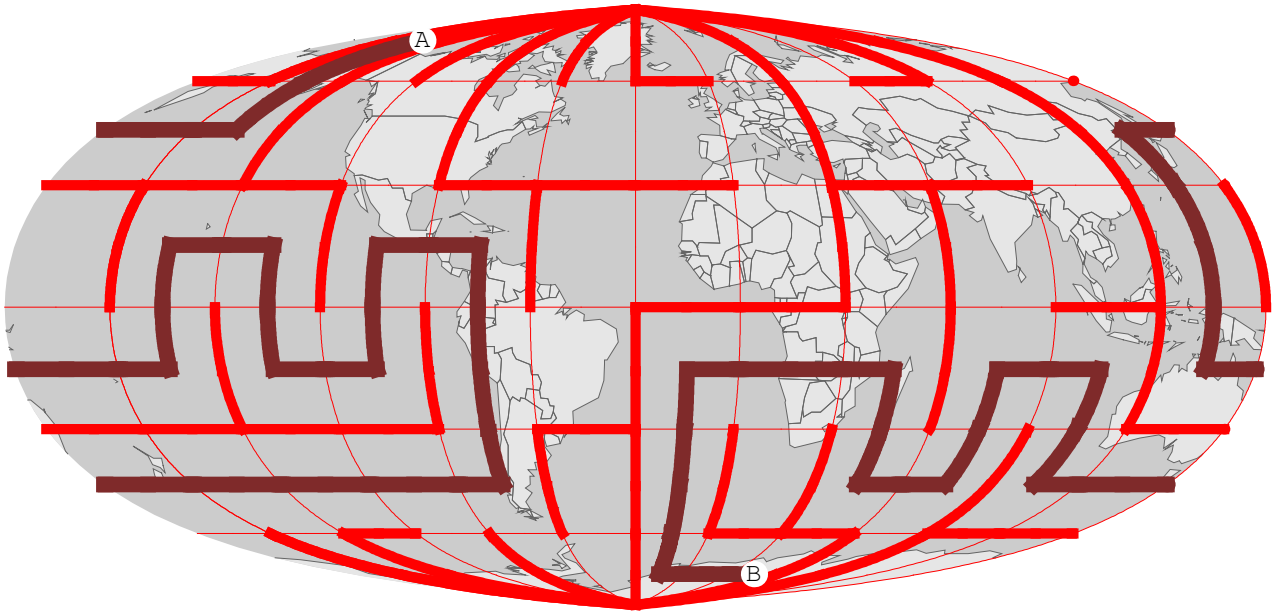
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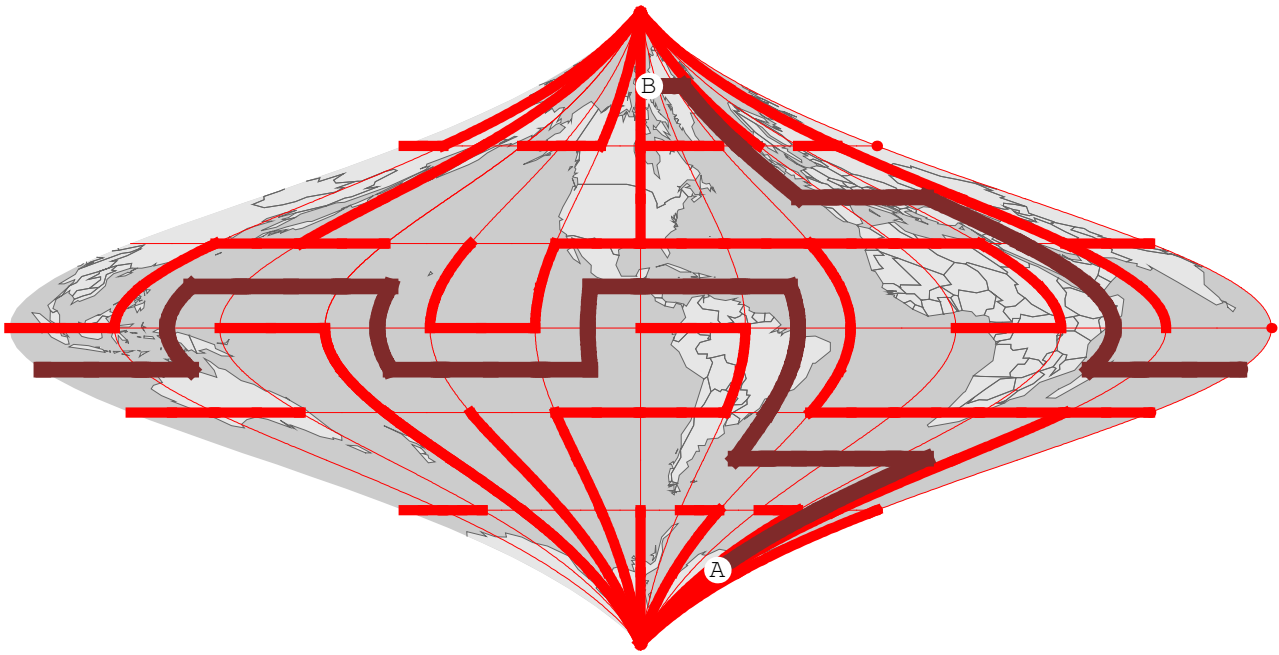
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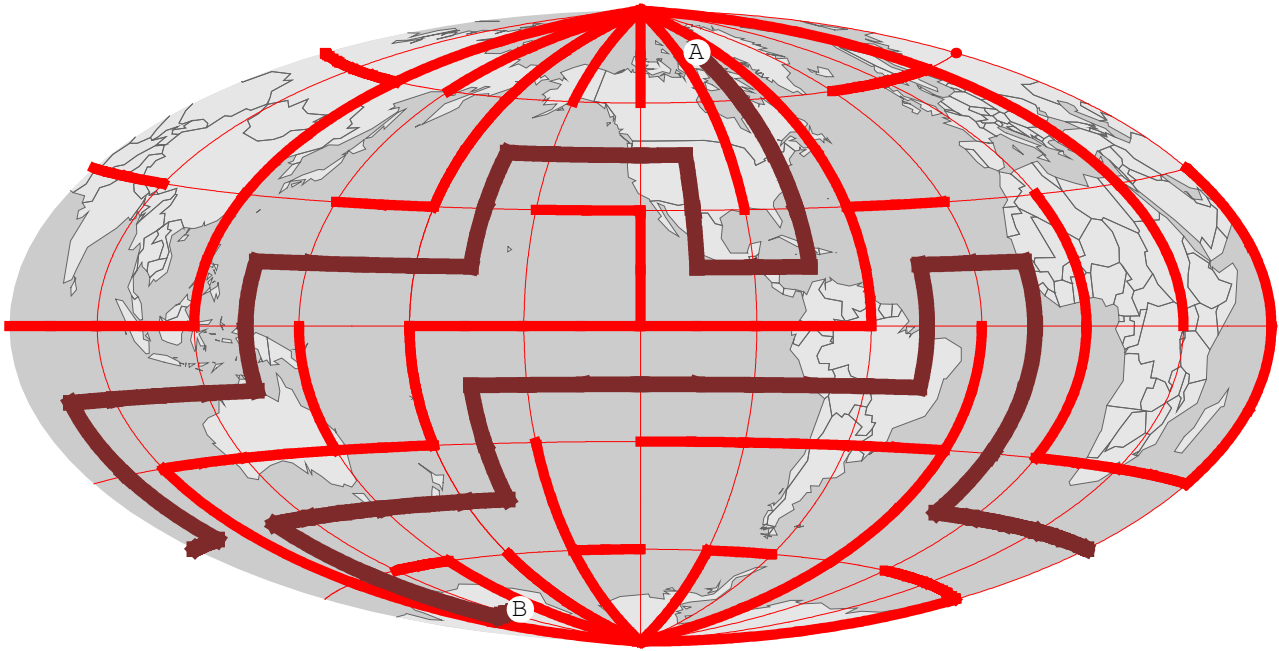
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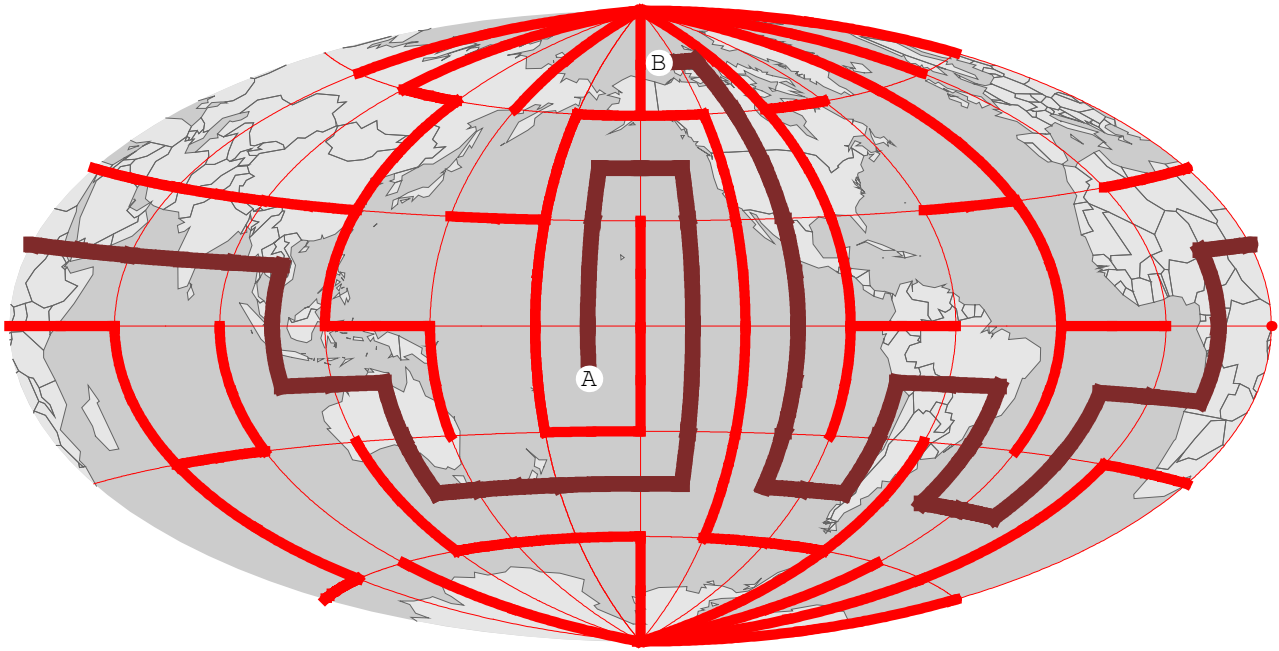


17.





18.



19.

