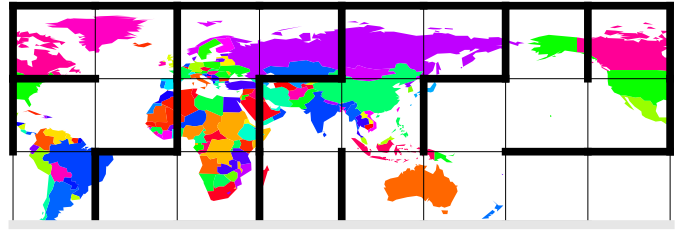
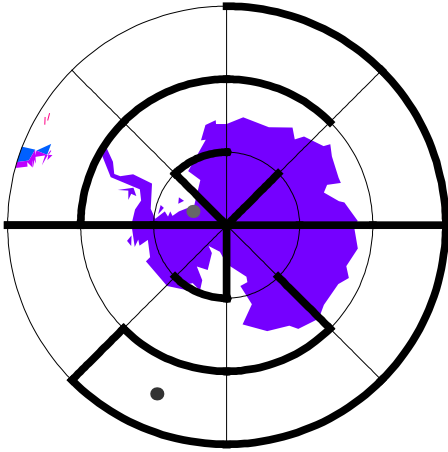


Izidor Hafner

# Maps as Mazes

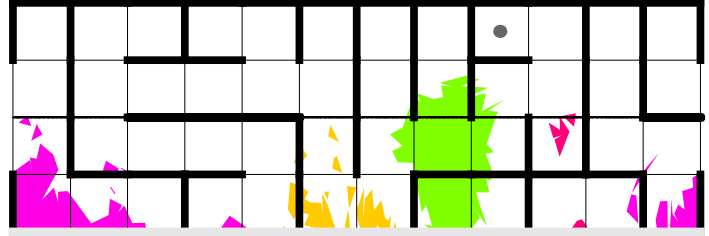
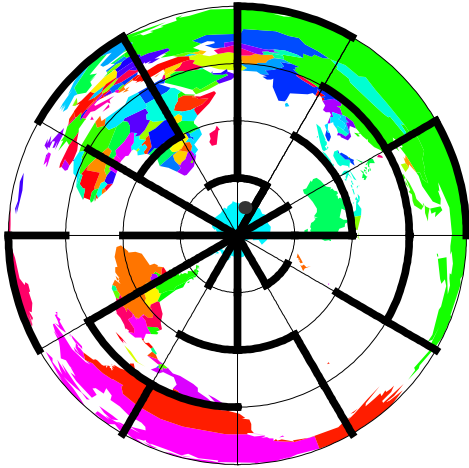
Lagrange Projection



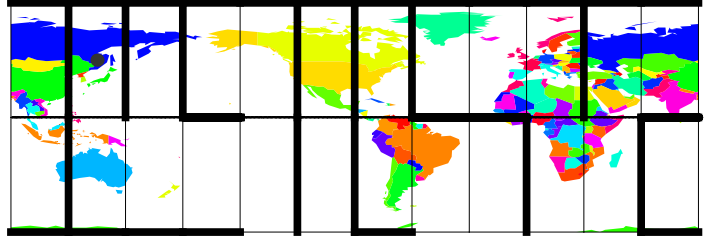
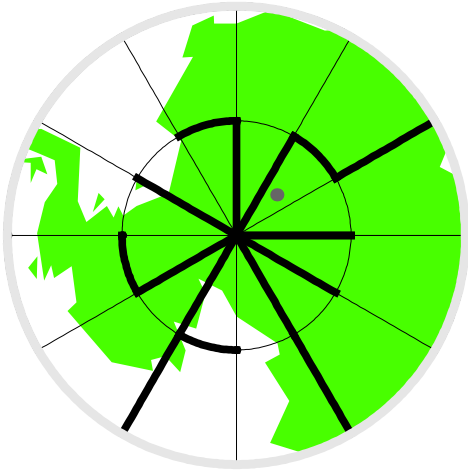
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# Problems

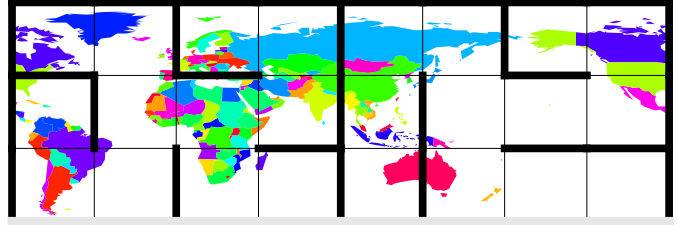
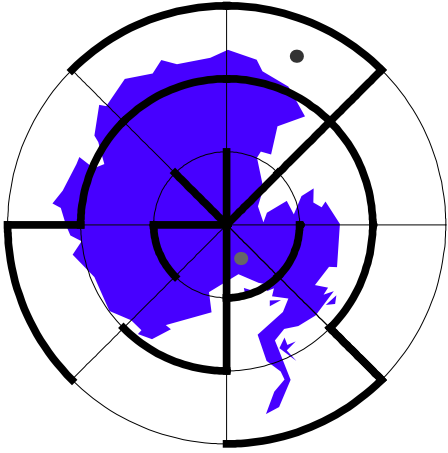
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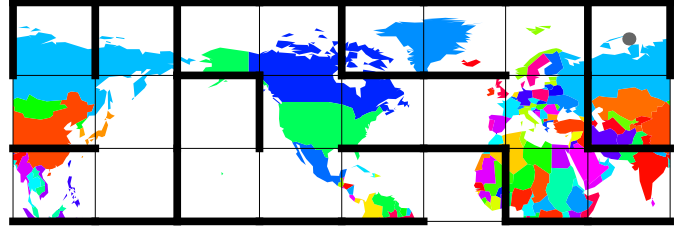
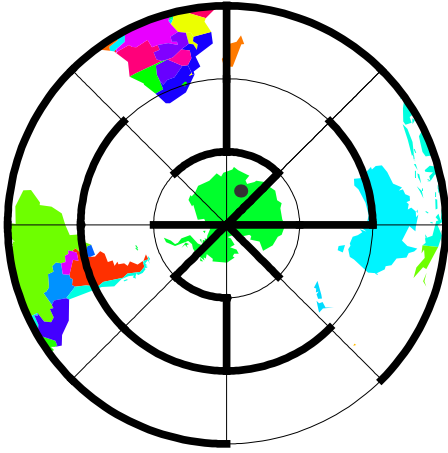
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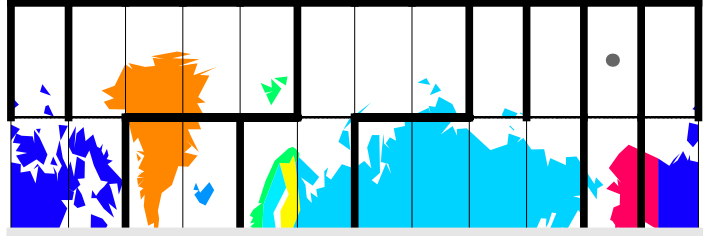
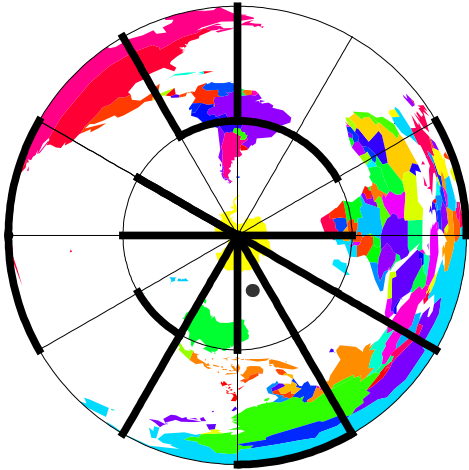
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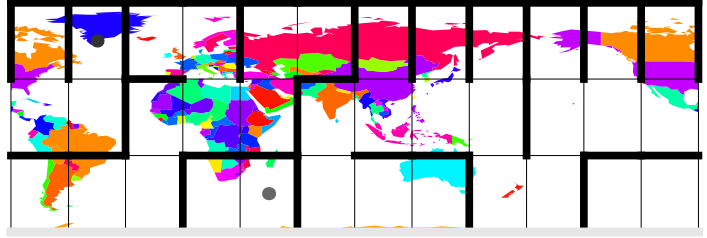
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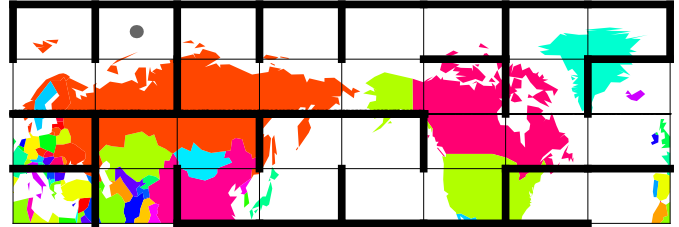
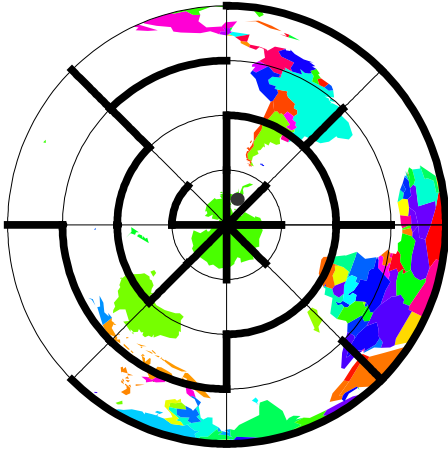


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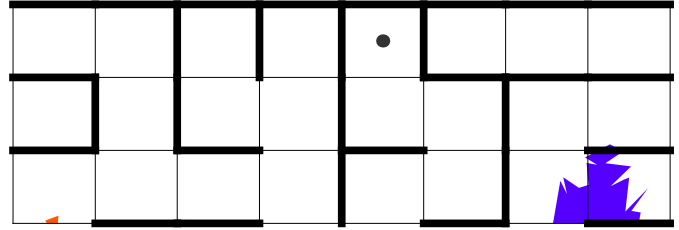
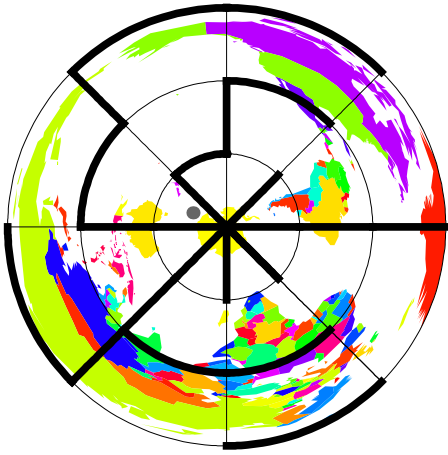




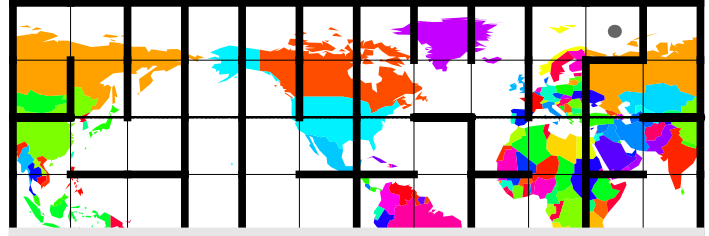
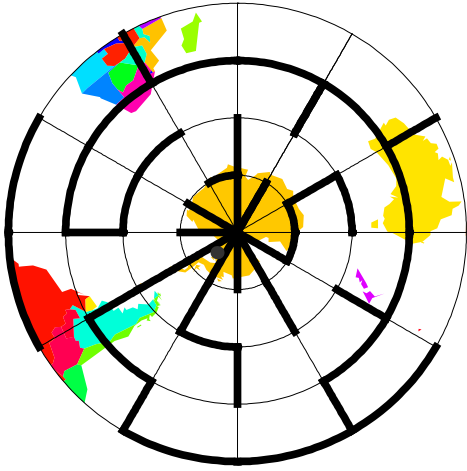
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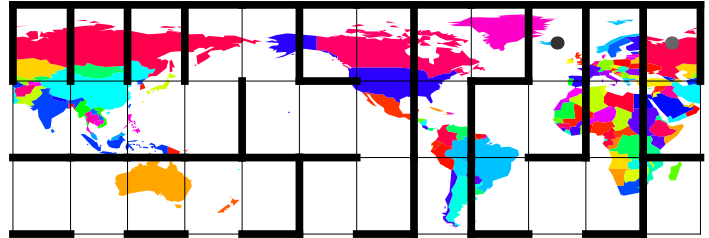
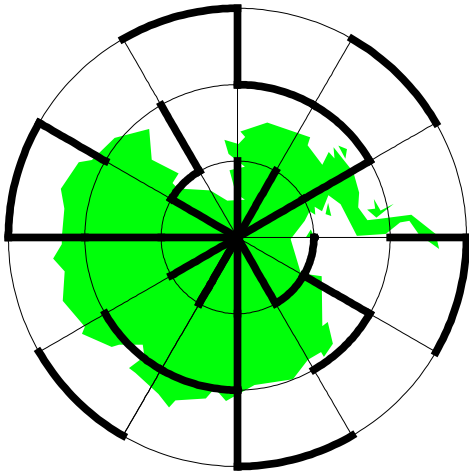
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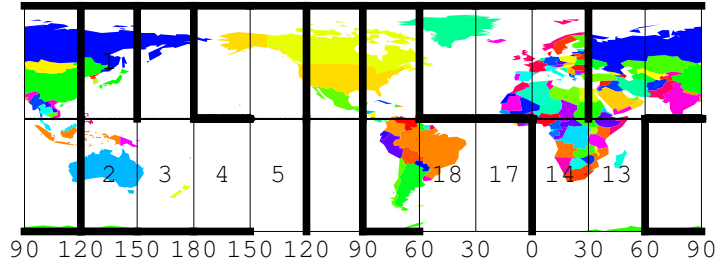
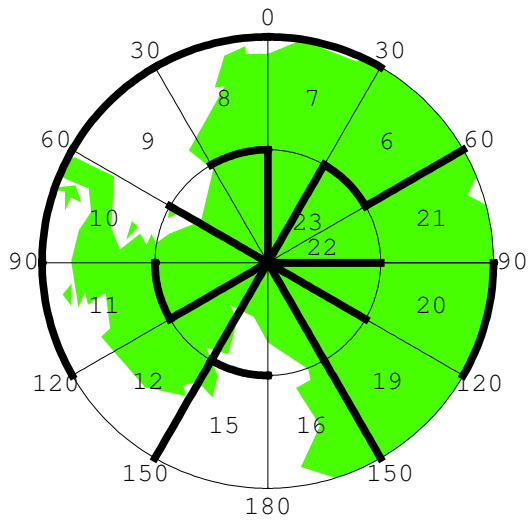
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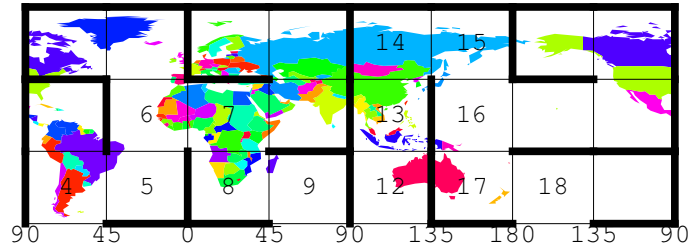
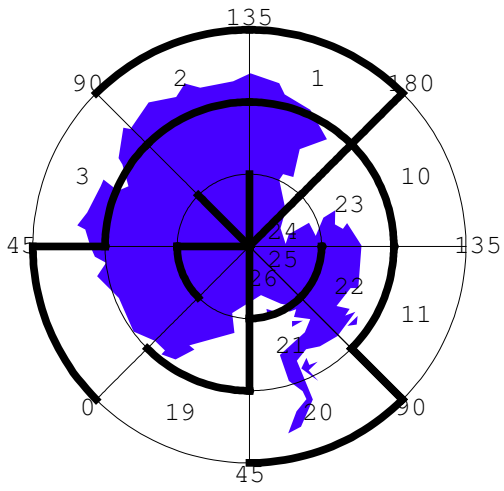
# Solutions



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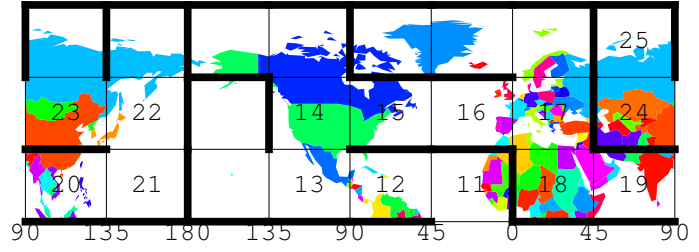
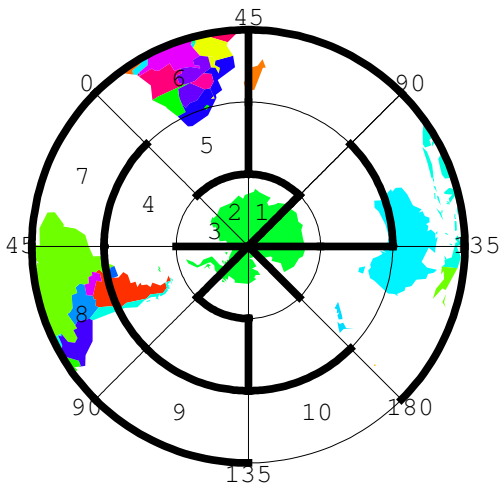


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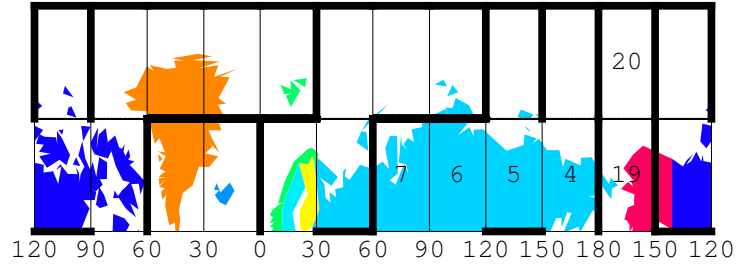
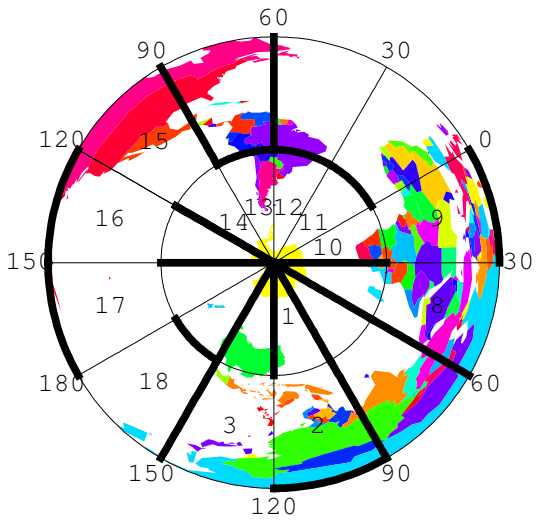




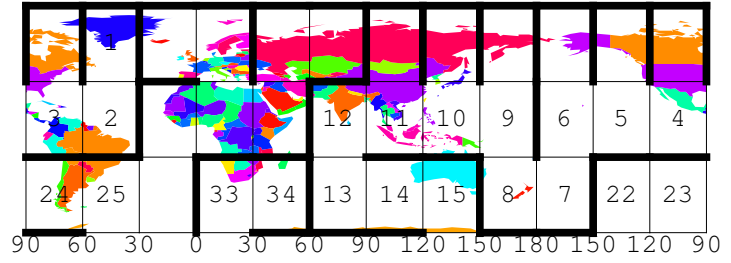
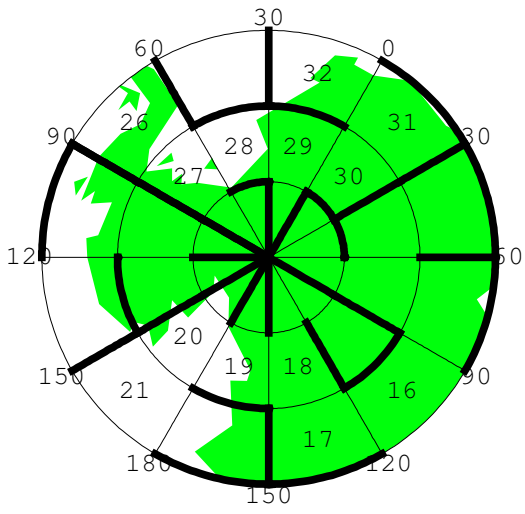
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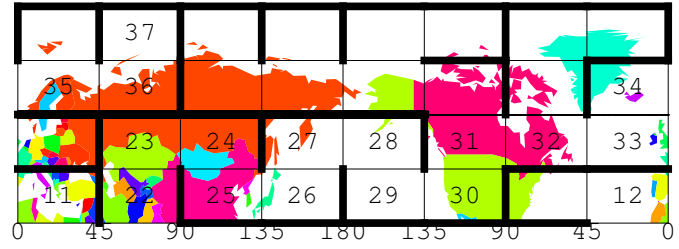
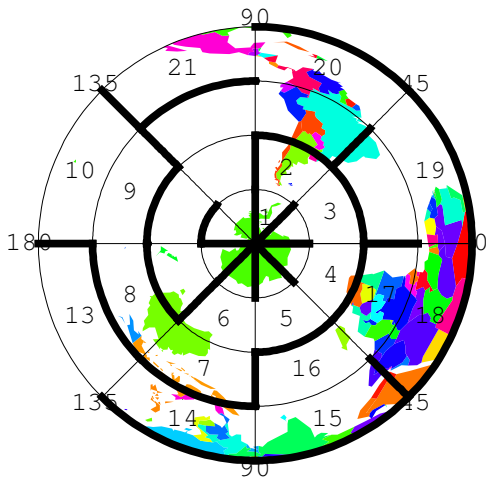
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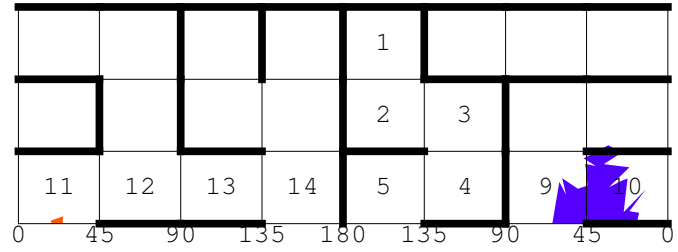
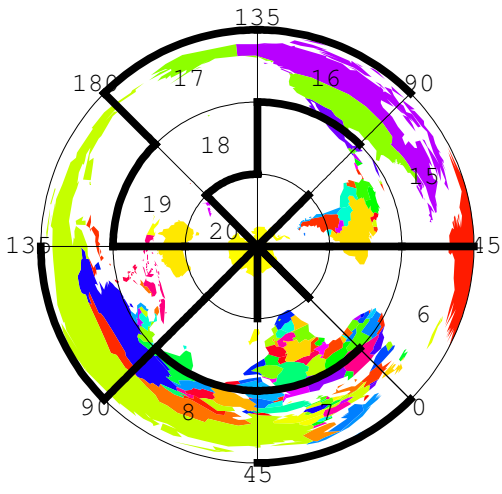
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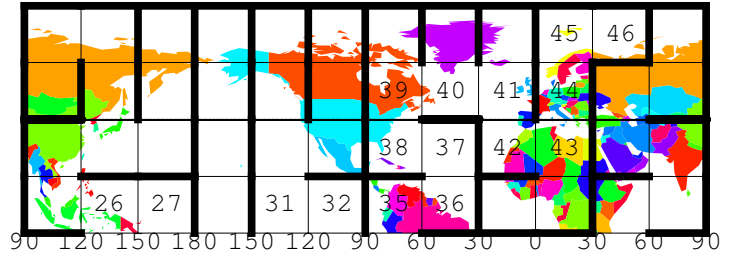
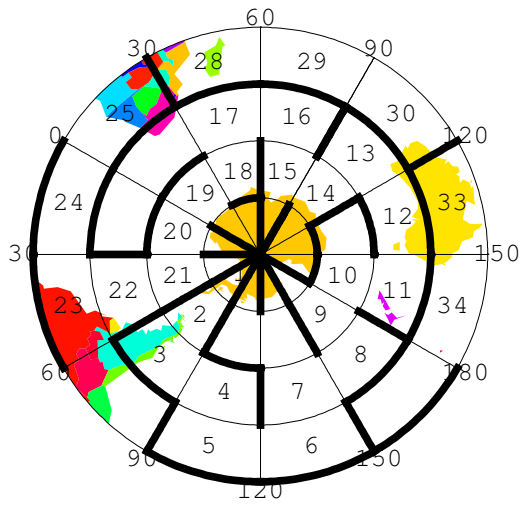
7.



8.



9.



10.

