

**POWER
YOUR FUN**

3+

JUMBO MAZE BUILDERS TRACK SET



**PROBLEM
SOLVING SKILLS**



**SPATIAL
INTELLIGENCE**



CONCENTRATION



STEM

1

STARTER

2

JUNIOR

3

EXPERT

4

MASTER

200+
**CHALLENGE
STAGES**

4
**DIFFICULTY
LEVELS**

**SINGLE PLAYER
MODE**

**TWO BULLDOZERS
RELAY MODE**

**TWO PLAYERS
COMPETITIVE MODE**

Each game mode has four difficulty levels, which can activate brain thinking, develop association ability, explore cognition, increase parent-child interaction and team cooperation.

PARTS LIST



BASE x4



STARTING BLOCK x 2



ENDING BLOCK x 2



DOUBLE TURNING BLOCK x 10



CROSS BLOCK x 10



WHITE BULLDOZER x 1



RED BULLDOZER x 1



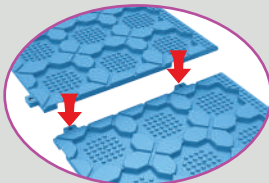
ARC x 10



BALL x 6

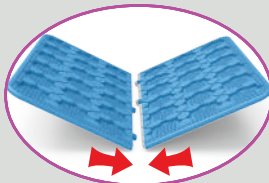
THE WAY TO BUILD UP THE BOTTOM:

STEP 1:



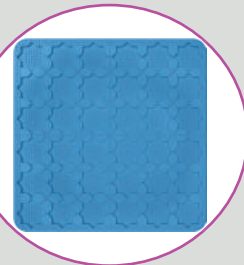
Build two square base pieces together to form two rectangular bottom plates that will make your maze board.

STEP 2:



Build the two rectangular bottom plates together, holding them at a V-shaped angle and snapping them together. Now you have your maze board and you're ready to start your first maze!

STEP 3:



Complete Building

CULTIVATE YOUR KID LOGICAL THINKING ABILITY AND PROGRAMMING THINKING ABILITY

Kids can use their imagination to link the starting point and the ending point with the components to make different tracks and mazes, inspiring creativity while playing!

GAME MODE INTRODUCTION

This game has three game modes, respectively single player mode, two cars relay mode, and two players competitive mode. Each game mode has four difficulty levels: primary, easy, hard, and master. These four difficulty levels are distinguished by four colors to make the game more interesting and train the child's logical thinking.

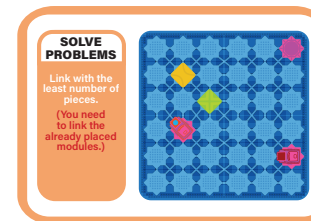
GAME MODE:

SINGLE PLAYER MODE

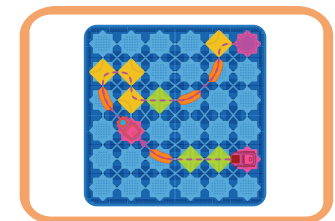
First, place the starting and ending blocks according to the instructions and picture. Then build a route that allows the bulldozer to take the ball to the ending block according to the number of modules given by the question card.

TWO CARS RELAY MODE

Place the modules correctly according to the level's instruction picture. The bulldozer needs to be wound up before being placed at the beginning point, then place the ball. According to the number of modules given by the question card, the ball can be relayed to the ending point by the two bulldozers. (Sometimes it has more than one answer.)



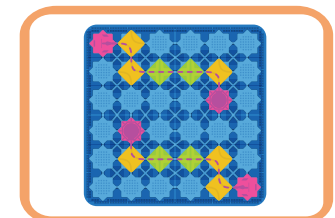
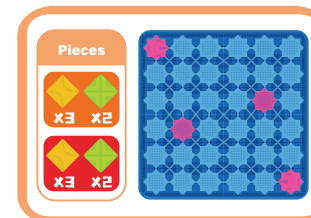
QUESTION CARD



ANSWERS

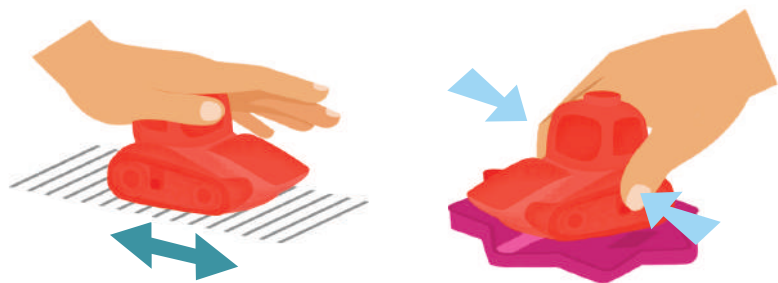
TWO PLAYERS COMPETITIVE MODE

1. Two players choose their own color bulldozer, starting point, and ending point.
2. Place the starting block and ending block point according to the level's instruction picture.
3. Solve the maze by connecting the starting and ending points using the given pieces. Allow the two bulldozers to take the ball to the ending point successfully. The player who uses the least number of parts or solves in the shortest time wins.



HOW TO PLAY

- 1 Build the four base pieces together completely. Place the bulldozer on a flat surface and pull it back to wind.
- 2 When you hear the click sound from the toy bulldozer, the spring is fully wound up.
- 3 After winding up, press the brake buttons on both sides of the bulldozer and place the bulldozer at your starting point. Release the brakes and put a ball in the bucket.
- 4 Gently push the toy bulldozer and when the back wheel passes the dividing point, the bulldozer will travel to the ending point, following your constructed maze!

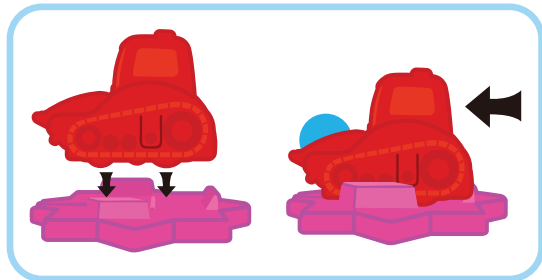
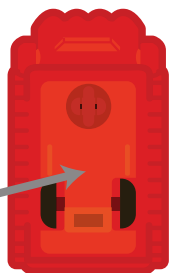


TOY BULLDOZER INSTRUCTION

- 1 Before placing the bulldozer at the starting point, you need to wind up the spring fully. (Tips: Please watch the bulldozer carefully, don't pull the bulldozer back after the spring is already fully wound, in order to avoid damaging the bulldozer because the spring gets over wound.)
- 2 Pay attention to the position of the bulldozer when you place the wound up bulldozer in the starting point, the dividing slice should be between the bulldozer's back wheel and the bulldozer's dividing slice in the bottom, which allows the bulldozer to rest (as shown in the picture below), then you can put the ball in.
- 3 When you finish building the trail, gently push the bulldozer behind it and let the bulldozer's back wheel pass the dividing slice at the starting point. Then the bulldozer can successfully take the ball through the placed pieces.



The position in which you should place the dividing slice.



COLLECTION OF QUESTIONS

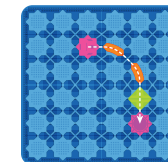
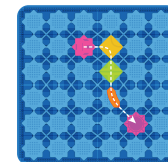
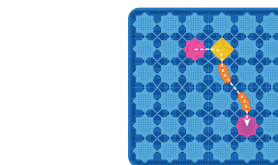
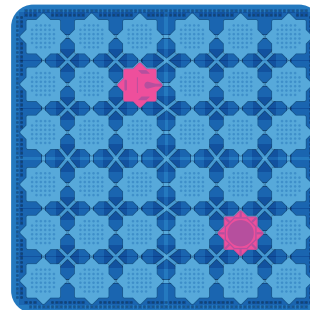
Solve the question according to the question card's requirement ---use the pieces to link the starting point and the ending point, which allows the bulldozer to successfully take the ball to the ending point.



SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)



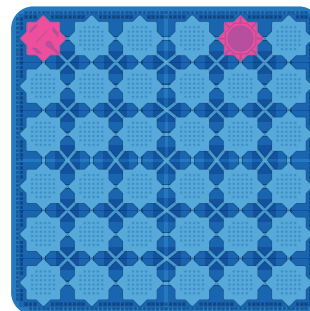
According to the question card's requirements, there are three ways of linking.

1

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

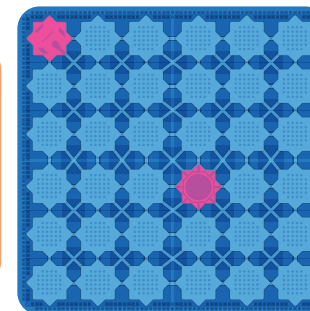


2

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

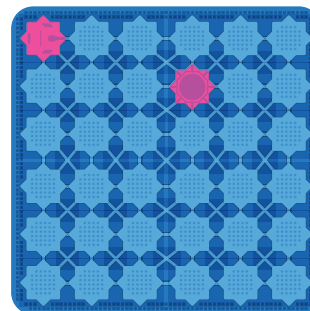


3

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

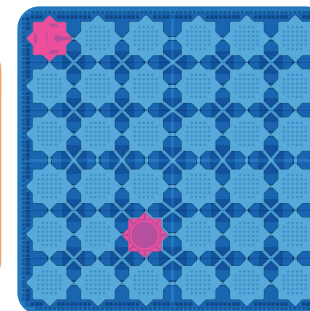


4

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)





At the primary level, you should know how to use the pieces!

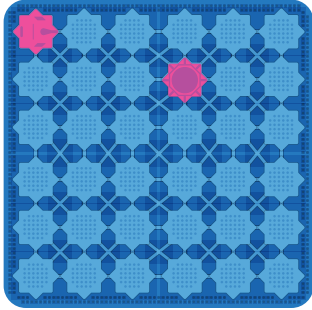


5

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

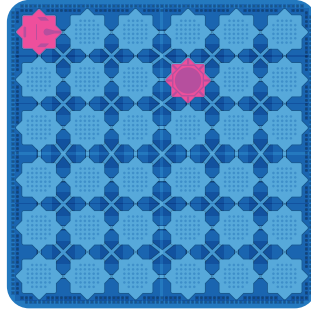


6

SOLVE PROBLEMS

Link with the least number of pieces.

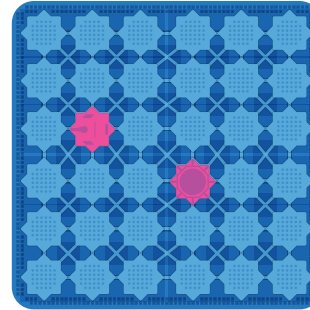
(Tips: Four pieces are needed for linking.)



11

SOLVE PROBLEMS

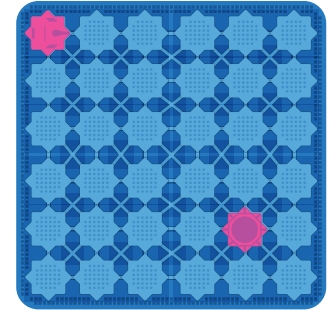
Link with the least number of pieces.



12

SOLVE PROBLEMS

Link with the least number of pieces.

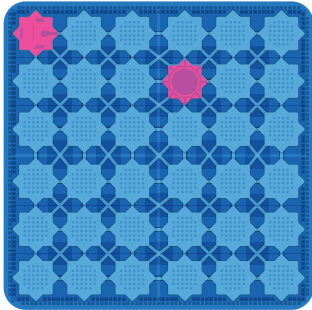


7

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

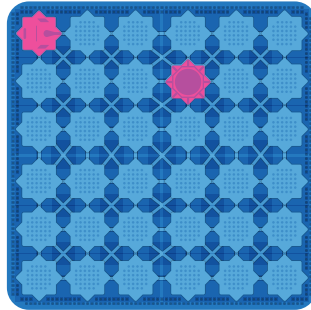


8

SOLVE PROBLEMS

Link with the least number of pieces.

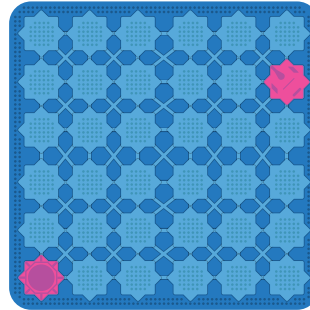
(Tips: Four pieces are needed for linking.)



13

SOLVE PROBLEMS

Link with the least number of pieces.

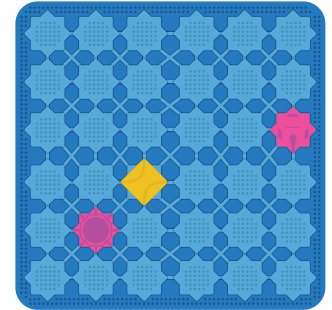


14

SOLVE PROBLEMS

Link with the least number of pieces.

(Connect the placed pieces.)

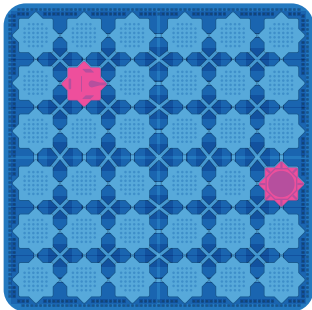


9

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

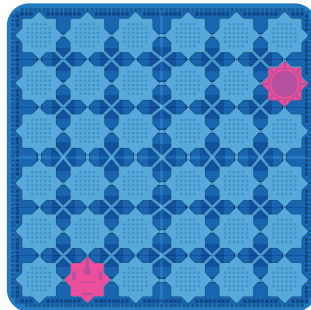


10

SOLVE PROBLEMS

Link with the least number of pieces.

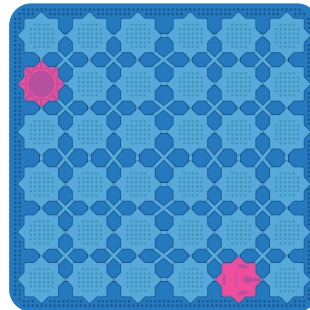
(Tips: Four pieces are needed for linking.)



15

SOLVE PROBLEMS

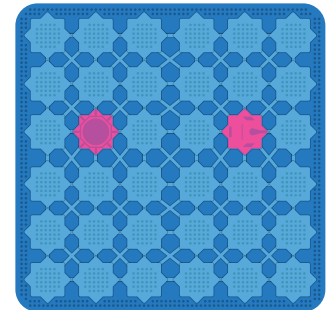
Link with the least number of pieces.



16

SOLVE PROBLEMS

Link with the least number of pieces.





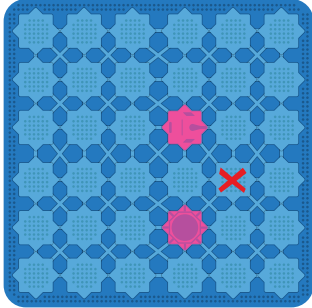
The difficult level has gone up. Give it a try!



17

SOLVE PROBLEMS

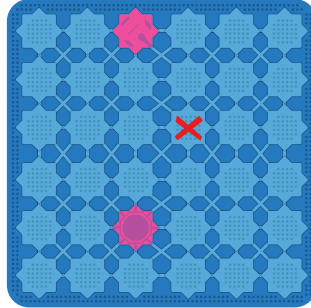
Link with the least number of pieces.
(Avoid hitting the X position.)



18

SOLVE PROBLEMS

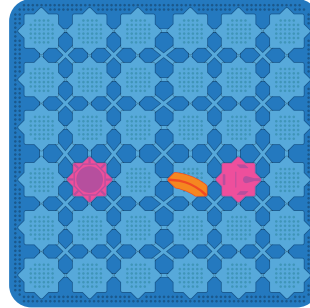
Link with the least number of pieces.
(Avoid hitting the X position.)



23

SOLVE PROBLEMS

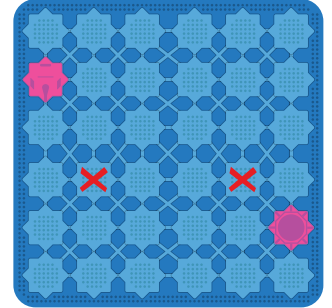
Link with the least number of pieces.
(Connect the placed pieces.)



24

SOLVE PROBLEMS

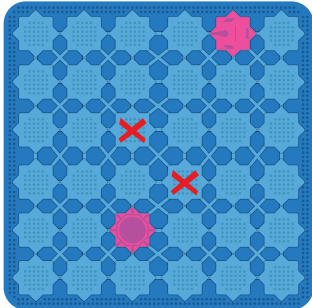
Link with the least number of pieces.
(Avoid hitting the X position.)



19

SOLVE PROBLEMS

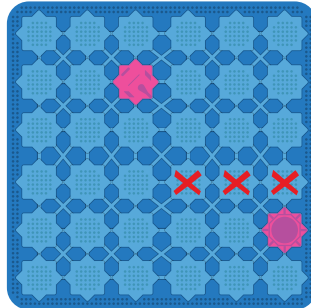
Link with the least number of pieces.
(Avoid hitting the X position.)



20

SOLVE PROBLEMS

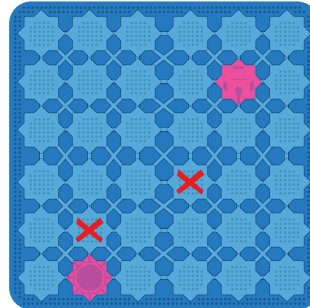
Link with the least number of pieces.
(Avoid hitting the X position.)



25

SOLVE PROBLEMS

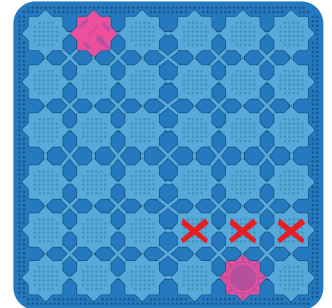
Link with the least number of pieces.
(Avoid hitting the X position.)



26

SOLVE PROBLEMS

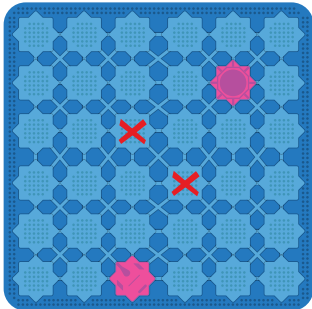
Link with the least number of pieces.
(Avoid hitting the X position.)



21

SOLVE PROBLEMS

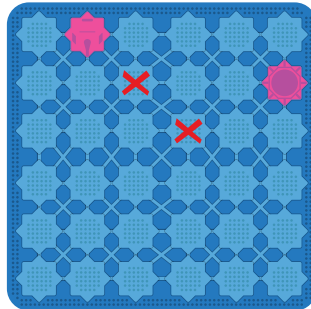
Link with the least number of pieces.
(Avoid hitting the X position.)



22

SOLVE PROBLEMS

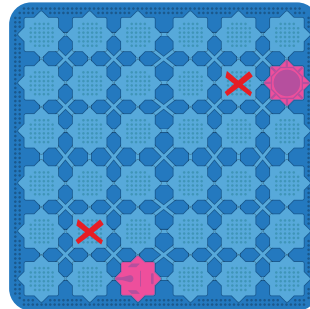
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(Avoid hitting the X position.)



27

SOLVE PROBLEMS

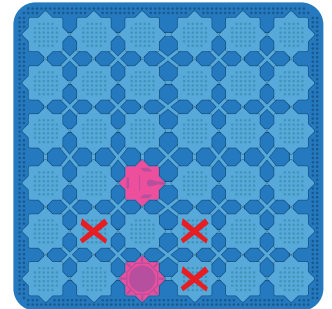
Link with the least number of pieces.
(Avoid hitting the X position.)



28

SOLVE PROBLEMS

Link with the least number of pieces.
(Avoid hitting the X position.)

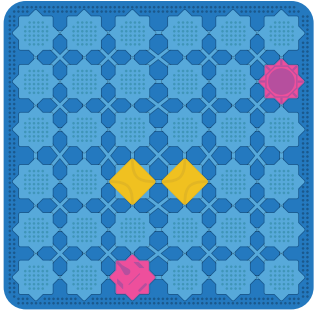




29

SOLVE PROBLEMS

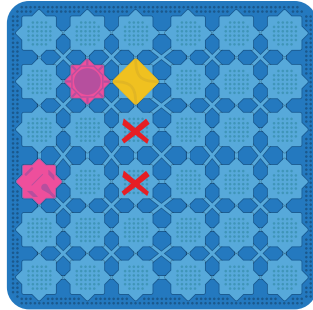
Link with the least number of pieces.
(Connect the placed pieces.)



30

SOLVE PROBLEMS

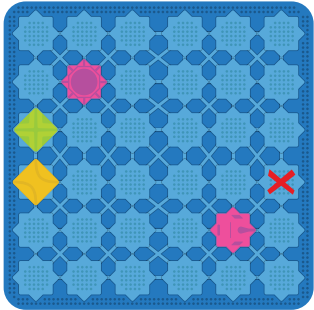
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



31

SOLVE PROBLEMS

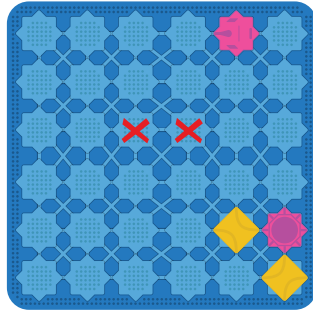
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



32

SOLVE PROBLEMS

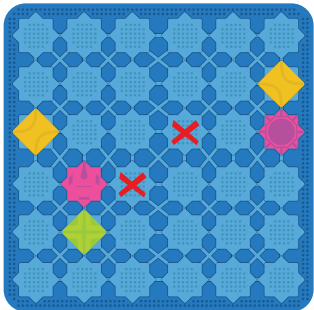
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



33

SOLVE PROBLEMS

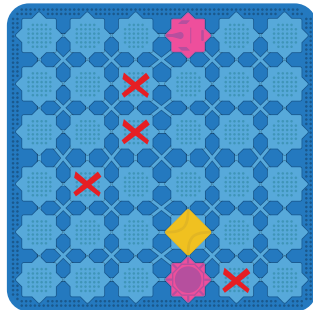
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



34

SOLVE PROBLEMS

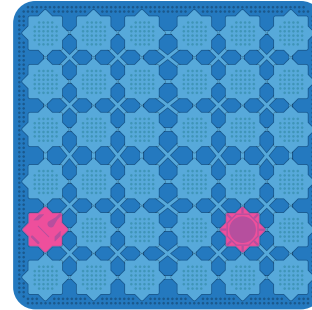
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



The difficulty level is now hard, you should keep going! Use the Pieces provided by the question card to link the trail.

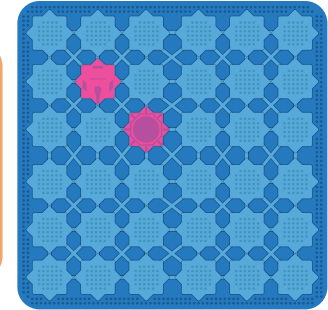
35

Pieces



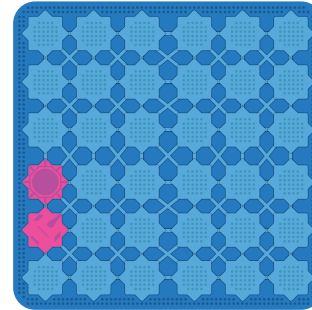
36

Pieces



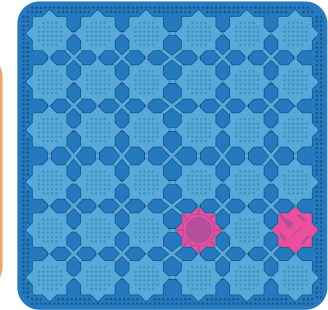
37

Pieces



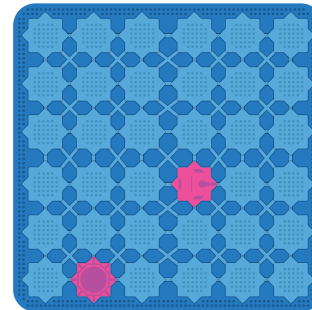
38

Pieces



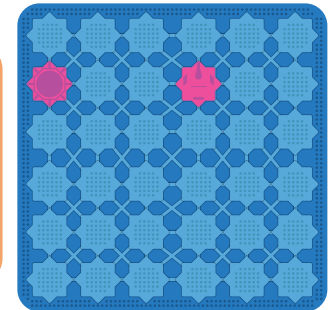
39

Pieces



40

Pieces



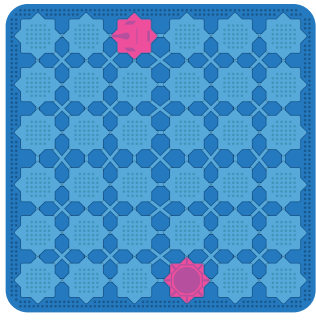


41

Pieces

 
x3 x2

x6

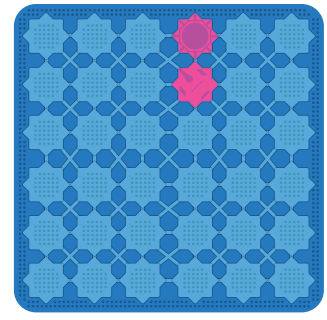


42

Pieces

 
x4 x5

x2

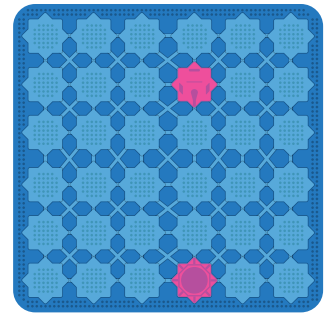


47

Pieces

 
x6 x5

x3

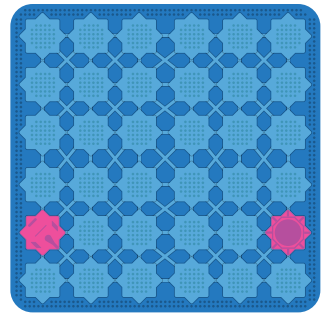


48

Pieces

 
x6 x4

x2

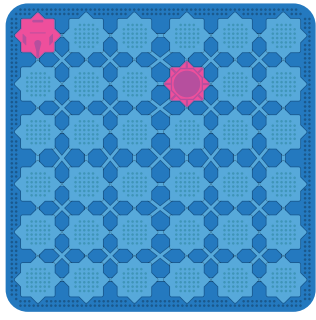


43

Pieces

 
x4 x4

x2

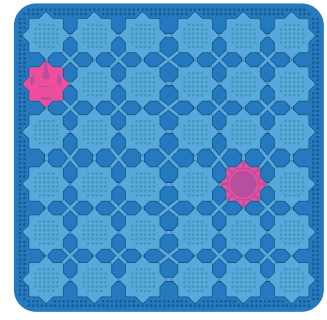


44

Pieces

 
x5 x4

x2

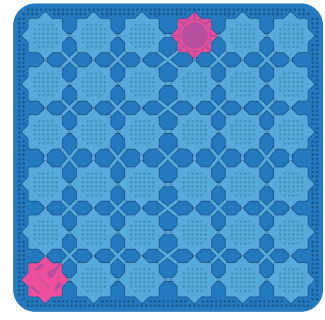


49

Pieces

 
x6 x4

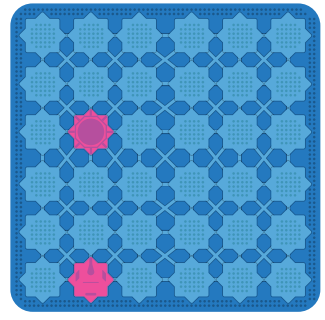
x2



50

Pieces

 
x5 x6

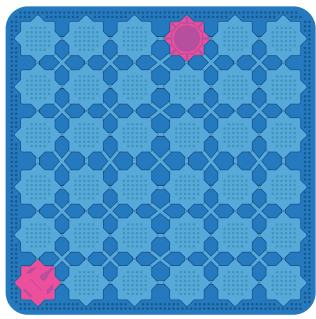


45

Pieces

 
x4 x2

x3

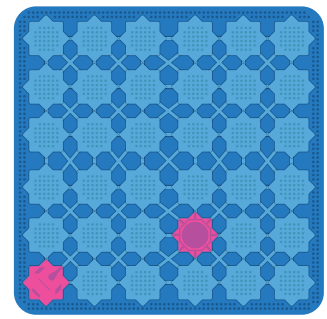


46

Pieces

 
x5 x4

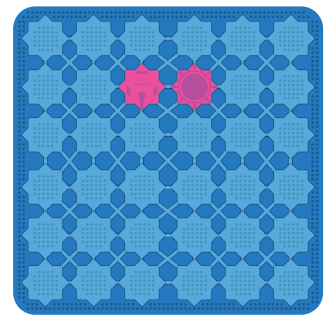
x3



51

Pieces

 
x6 x10

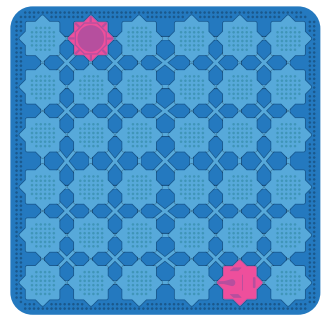


52

Pieces

 
x4 x6

x4





The difficulty level is now master. Give it a try!



53

Pieces

x5
 x6

x4

53
53
53

54

Pieces

x3
 x4

x4

54
54
54

55

Pieces

x5
 x8

x3

55
55
55

56

Pieces

x6
 x8

x2

56
56
56

57

Pieces

x4
 x9

x3

57
57
57

58

Pieces

x9
 x5

x2

58
58
58

59

Pieces

x6
 x5

x6

59
59
59

60

Pieces

x7
 x8

x3

60
60
60

61

Pieces

x8
 x7

x4

61
61
61

62

Pieces

x6
 x6

x4

62
62
62

63

Pieces

x8
 x6

x3

63
63
63

64

Pieces

x8
 x8

x8

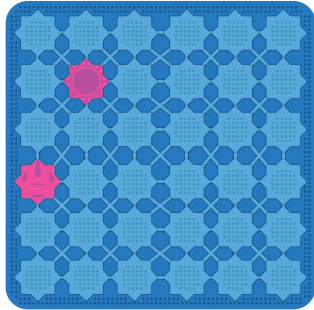
64
64
64

**SINGLE PLAYER
MODE**

**TWO BULLDOZERS
RELAY MODE**

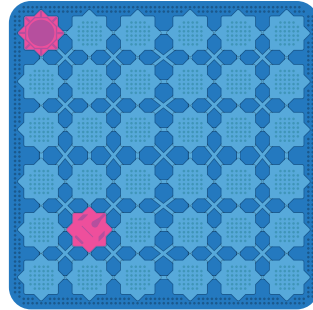
65

Pieces



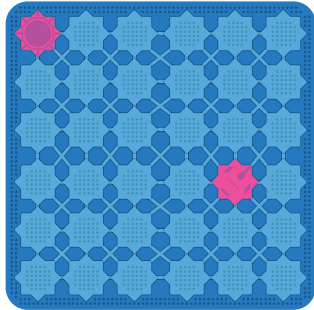
66

Pieces



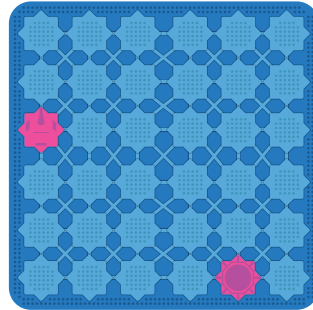
67

Pieces



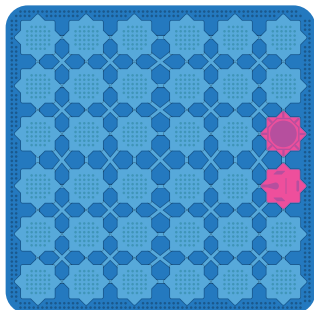
68

Pieces



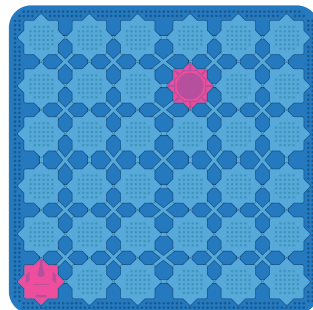
69

Pieces



70

Pieces



Solve the puzzler according to the question card's requirements. First link the train from the first starting point (red bulldozer) to the second starting point (white bulldozer). Then link the trail from the second starting point (white bulldozer) to the final ending point. Let the two bulldozers successfully take the ball to the ending point.

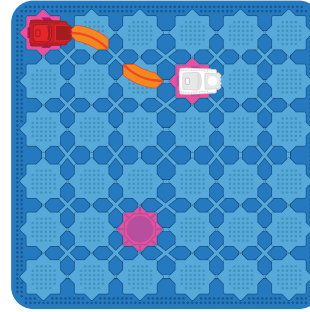
Oops, if the bulldozer gets stuck in the pit, use the other bulldozer to help it out!

71

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

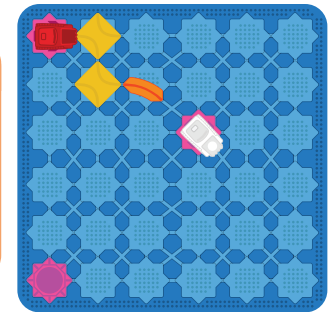


72

SOLVE PROBLEMS

Link with the least number of pieces.

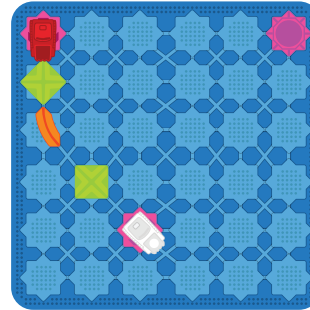
(Tips: Four pieces are needed for linking.)



73

SOLVE PROBLEMS

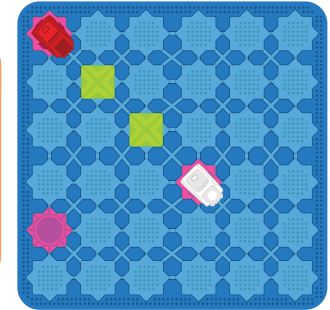
Link with the least number of pieces.



74

SOLVE PROBLEMS

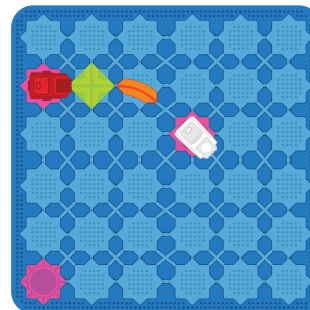
Link with the least number of pieces.



75

SOLVE PROBLEMS

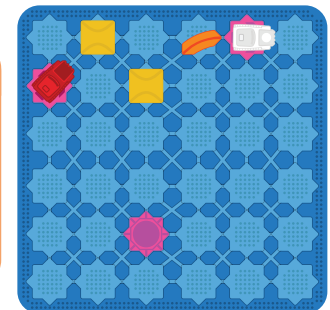
Link with the least number of pieces.



76

SOLVE PROBLEMS

Link with the least number of pieces.



COLLECTION OF QUESTIONS

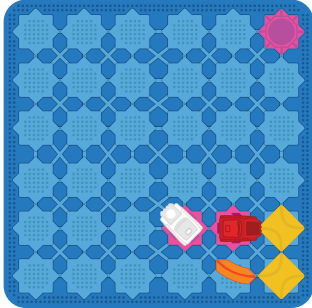
Primary difficulty level, the route of the red bulldozer to the white bulldozer has already been properly linked. Fill in the rest of the pieces to link from the second starting point (white bulldozer) to the ending point. Can you get the bulldozers to smoothly transport the ball to the ending point?

77

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

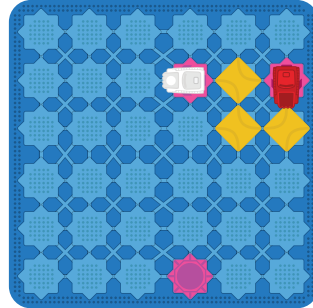


78

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

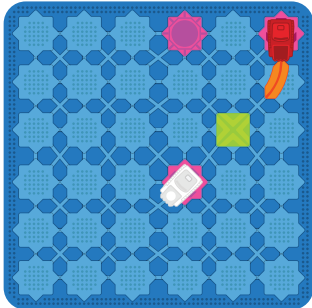


79

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

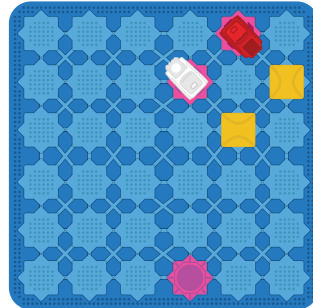


80

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Five pieces are needed for linking.)

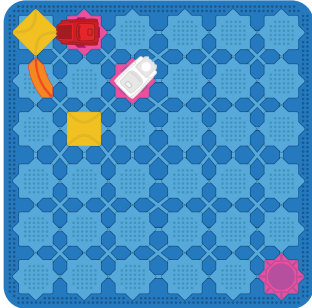


81

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Five pieces are needed for linking.)

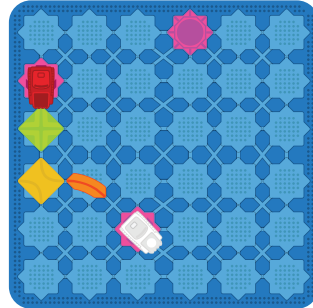


82

SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Five pieces are needed for linking.)

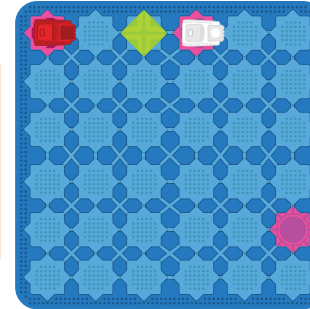


COLLECTION OF QUESTIONS

Build the route according to the given pieces on the question card. Can you get the ball to reach the ending point successfully?

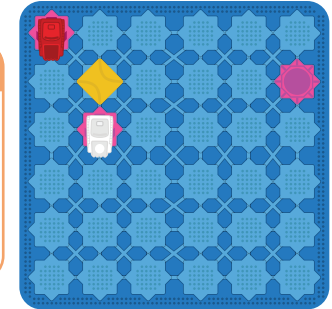
83

Pieces



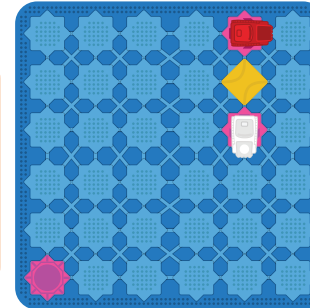
84

Pieces



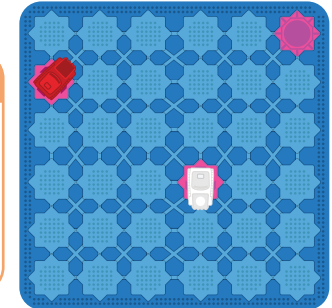
85

Pieces



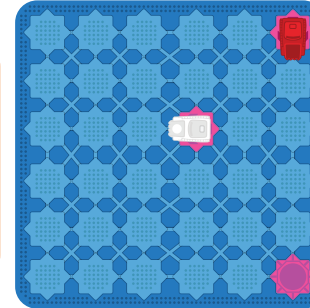
86

Pieces



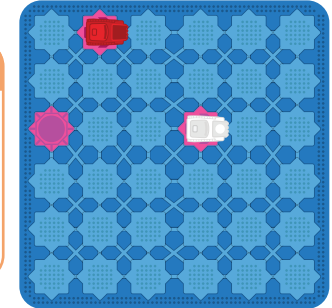
87

Pieces



88

Pieces



TWO BULLDOZERS
RELAY MODE

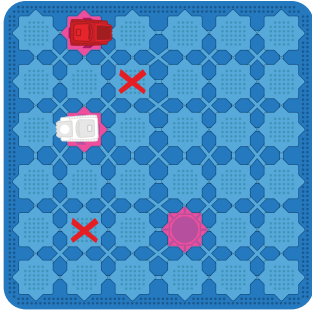
The difficulty level has gone up. Give it a try!

TWO BULLDOZERS
RELAY MODE

89

SOLVE PROBLEMS

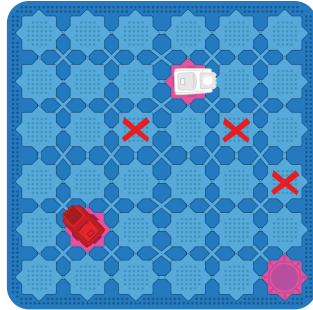
Link with the least number of pieces.
Avoid hitting the X position.



90

SOLVE PROBLEMS

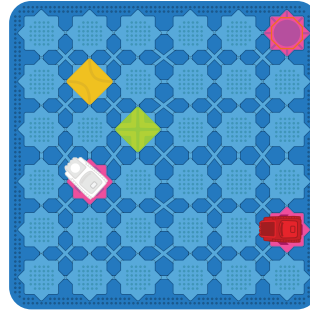
Link with the least number of pieces.
Avoid hitting the X position.



95

SOLVE PROBLEMS

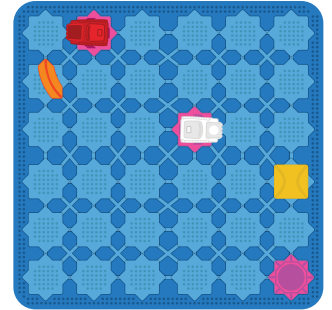
Link with the least number of pieces.
(Connect the placed pieces.)



96

SOLVE PROBLEMS

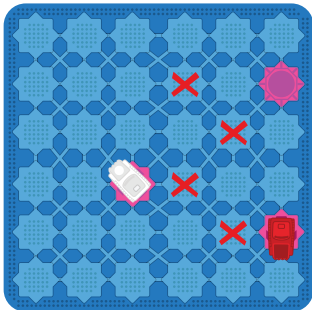
Link with the least number of pieces.
(Connect the placed pieces.)



91

SOLVE PROBLEMS

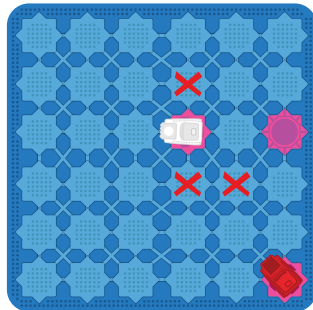
Link with the least number of pieces.
Avoid hitting the X position.



92

SOLVE PROBLEMS

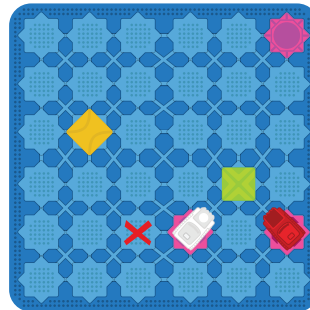
Link with the least number of pieces.
Avoid hitting the X position.



97

SOLVE PROBLEMS

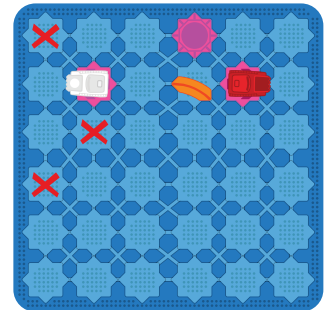
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



98

SOLVE PROBLEMS

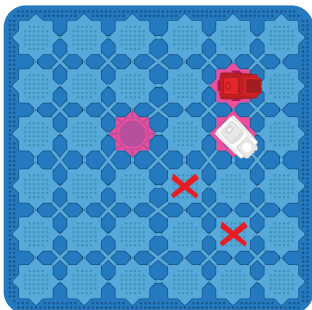
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



93

SOLVE PROBLEMS

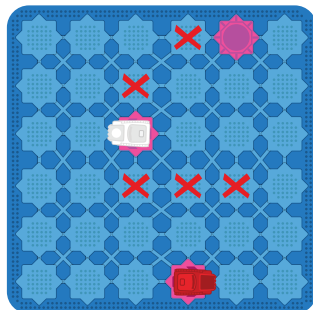
Link with the least number of pieces.
Avoid hitting the X position.



94

SOLVE PROBLEMS

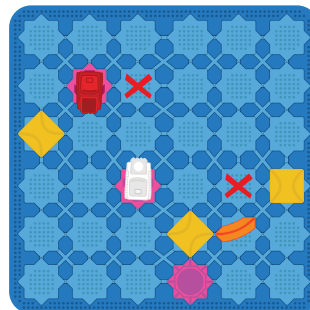
Link with the least number of pieces.
Avoid hitting the X position.



99

SOLVE PROBLEMS

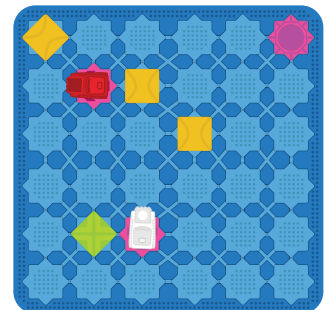
Link with the least number of pieces.
(Connect the placed Pieces.)
Avoid hitting the X position.



100

SOLVE PROBLEMS

Link with the least number of pieces.
(Connect the placed Pieces.)



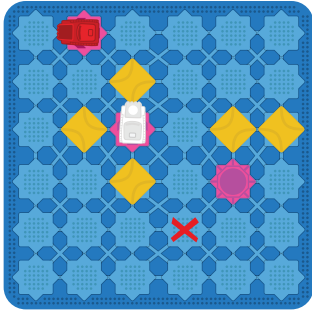
TWO BULLDOZERS
RELAY MODE

TWO BULLDOZERS
RELAY MODE

101

SOLVE PROBLEMS

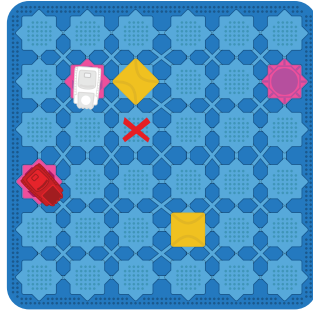
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



102

SOLVE PROBLEMS

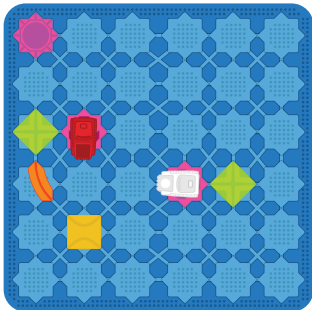
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



103

SOLVE PROBLEMS

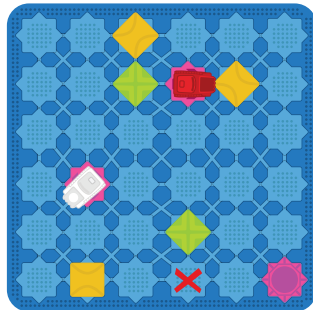
Link with the least number of pieces.
(Connect the placed pieces.)



104

SOLVE PROBLEMS

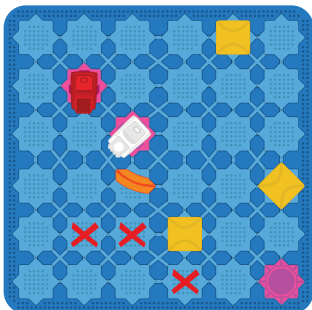
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



105

SOLVE PROBLEMS

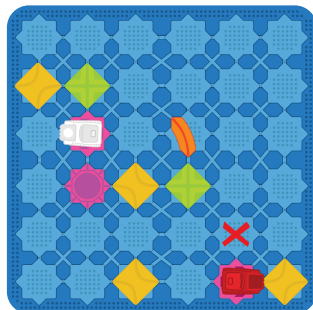
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



106

SOLVE PROBLEMS

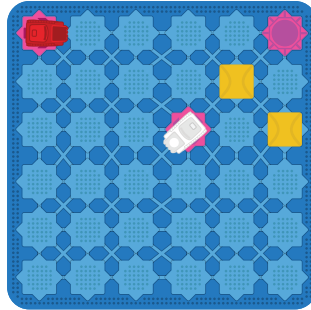
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



The difficulty level is now hard, you should keep going! Build the route by using the pieces provided by the question card, you need to link the already placed modules.

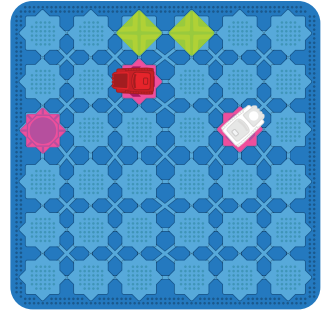
107

Pieces



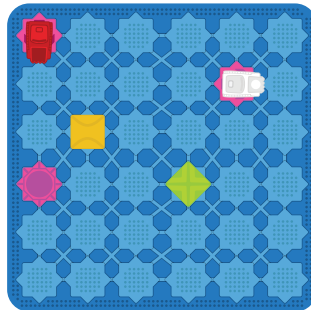
108

Pieces



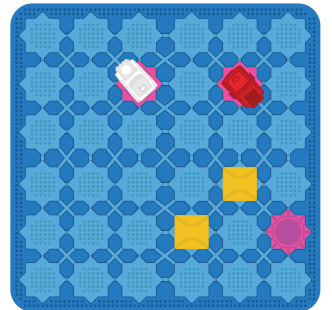
109

Pieces



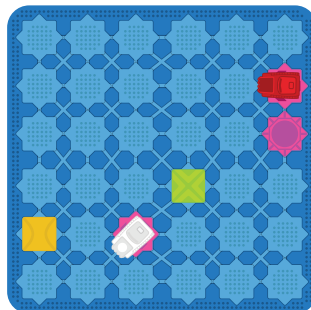
110

Pieces



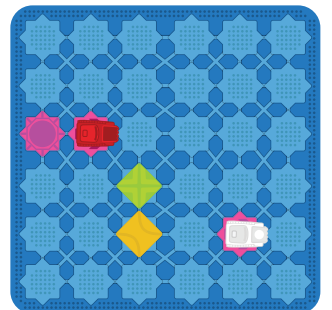
111

Pieces



112

Pieces

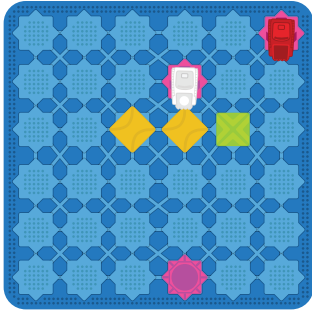




113

Pieces

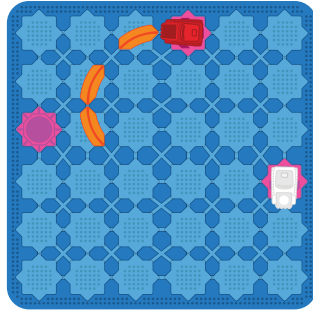
- x2
- x2
- x5



114

Pieces

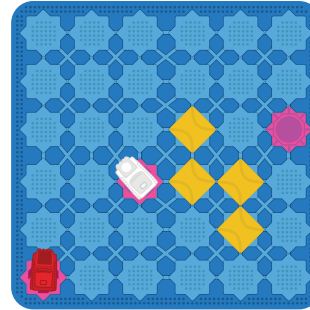
- x4
- x3
- x3



119

Pieces

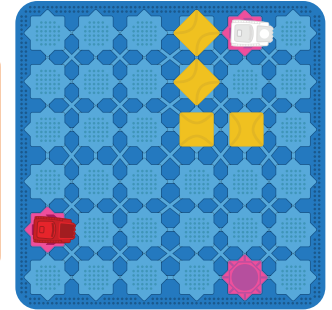
- x4
- x3
- x6



120

Pieces

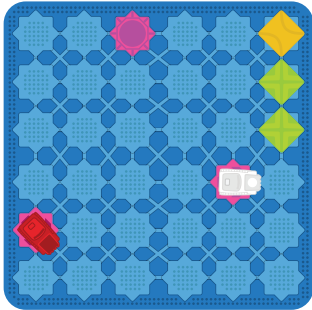
- x5
- x4
- x6



115

Pieces

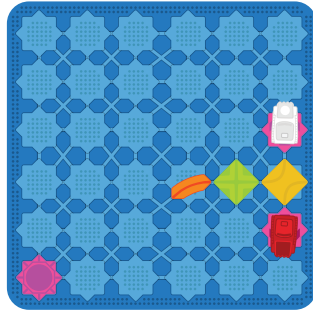
- x6
- x4
- x3



116

Pieces

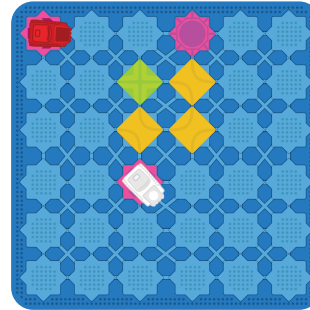
- x5
- x4
- x5



121

Pieces

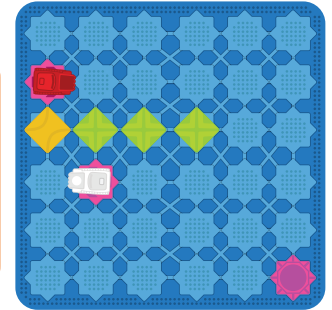
- x4
- x2
- x2



122

Pieces

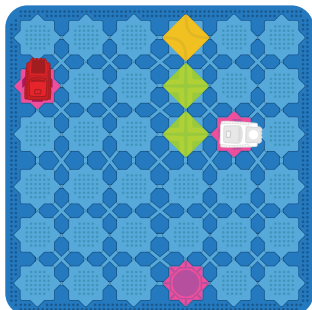
- x6
- x3
- x4



117

Pieces

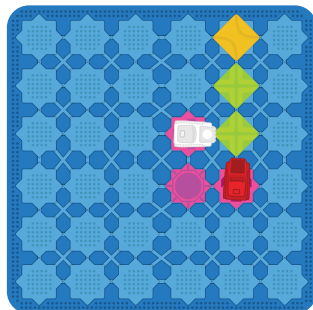
- x4
- x3
- x5



118

Pieces

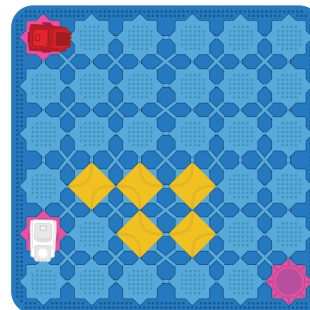
- x5
- x4
- x4



123

Pieces

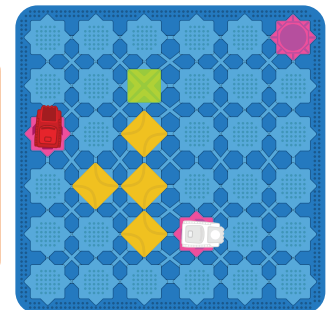
- x5
- x4
- x6



124

Pieces

- x4
- x2
- x6





The difficulty level is now master. Give it a try!



125

Pieces

- Yellow diamond: x6
- Green diamond: x3
- Orange carrot: x3

126

Pieces

- Yellow diamond: x5
- Green diamond: x3
- Orange carrot: x6

127

Pieces

- Yellow diamond: x5
- Green diamond: x2
- Orange carrot: x4

128

Pieces

- Yellow diamond: x7
- Green diamond: x2
- Orange carrot: x4

129

Pieces

- Yellow diamond: x5
- Green diamond: x5
- Orange carrot: x3

130

Pieces

- Yellow diamond: x6
- Green diamond: x3
- Orange carrot: x3

131

Pieces

- Yellow diamond: x7
- Green diamond: x6
- Orange carrot: x3

132

Pieces

- Yellow diamond: x9
- Green diamond: x2
- Orange carrot: x6

133

Pieces

- Yellow diamond: x7
- Green diamond: x6
- Orange carrot: x8

134

Pieces

- Yellow diamond: x7
- Green diamond: x3
- Orange carrot: x7

135

Pieces

- Yellow diamond: x8
- Green diamond: x4
- Orange carrot: x8

136

Pieces

- Yellow diamond: x6
- Green diamond: x8
- Orange carrot: x6

TWO PLAYERS
COMPETITIVE
MODE

TWO PLAYERS
COMPETITIVE
MODE

The base boards are divided into white and red sides. Each player places a starting and ending point in their area according to the game level. Build the route according to the question card's requirements and let the ball reach the ending point successfully. The player who meets the question card's requirements and uses the shortest time wins. (Tip: some question cards have more than one route.)

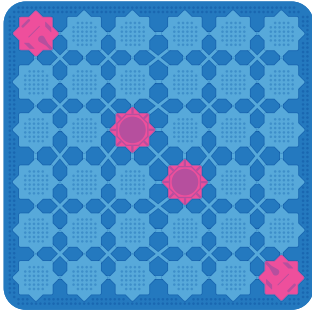
WHITE
SIDE
GAME AREA

RED
SIDE
GAME AREA

137

SOLVE PROBLEMS

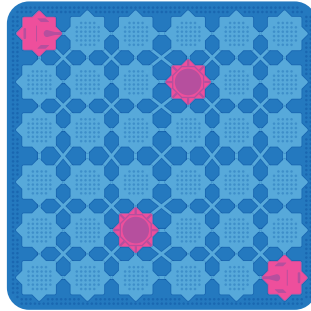
Link with the least number of pieces.



138

SOLVE PROBLEMS

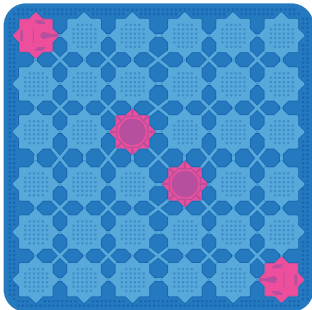
Link with the least number of pieces.



139

SOLVE PROBLEMS

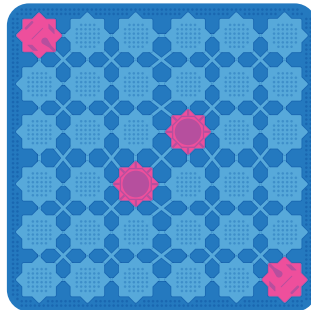
Link with the least number of pieces.



140

SOLVE PROBLEMS

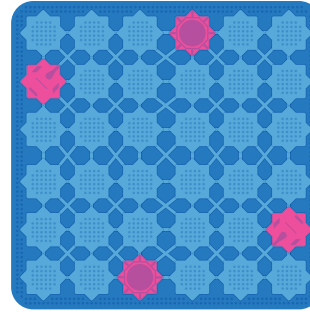
Link with the least number of pieces.



141

SOLVE PROBLEMS

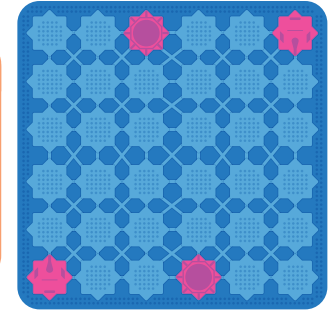
Link with the least number of pieces.



142

SOLVE PROBLEMS

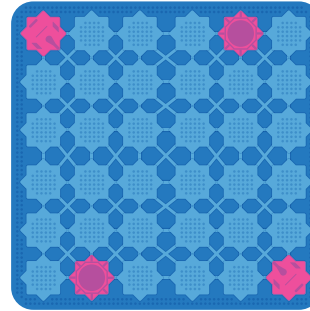
Link with the least number of pieces.



143

SOLVE PROBLEMS

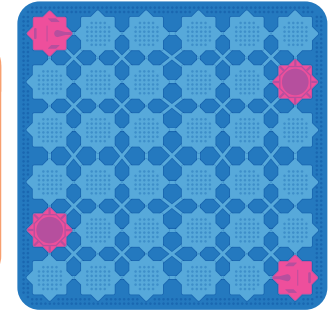
Link with the least number of pieces.



144

SOLVE PROBLEMS

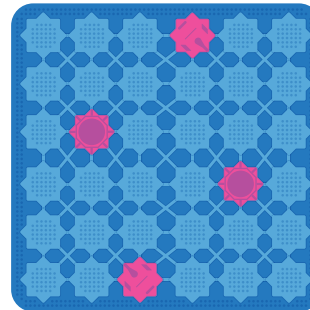
Link with the least number of pieces.



145

SOLVE PROBLEMS

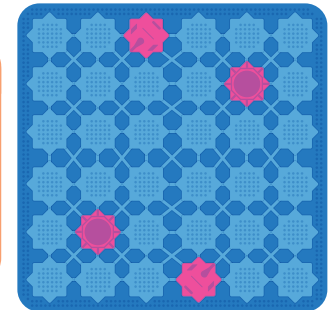
Link with the least number of pieces.



146

SOLVE PROBLEMS

Link with the least number of pieces.



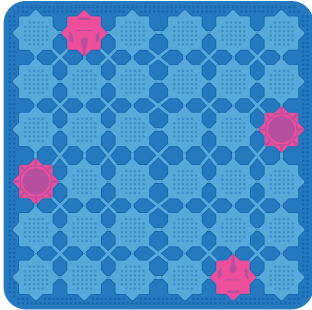
TWO PLAYERS
COMPETITIVE
MODE

TWO PLAYERS
COMPETITIVE
MODE

147

SOLVE PROBLEMS

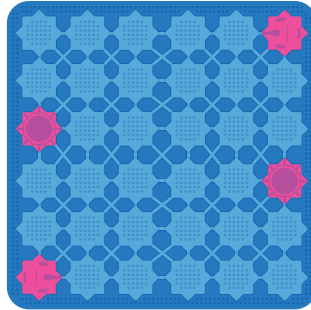
Link with the least number of pieces.



148

SOLVE PROBLEMS

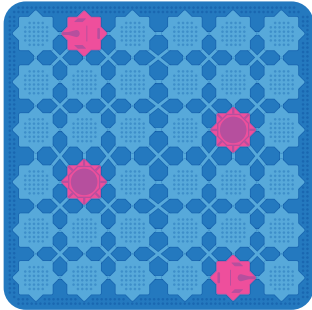
Link with the least number of pieces.



149

SOLVE PROBLEMS

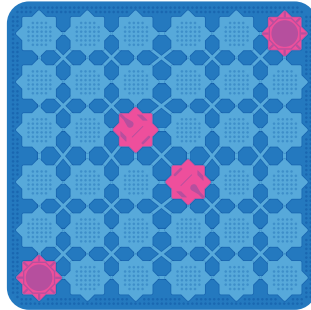
Link with the least number of pieces.



150

SOLVE PROBLEMS

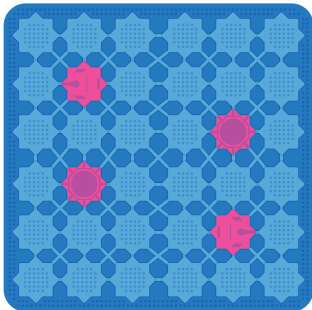
Link with the least number of pieces.



151

SOLVE PROBLEMS

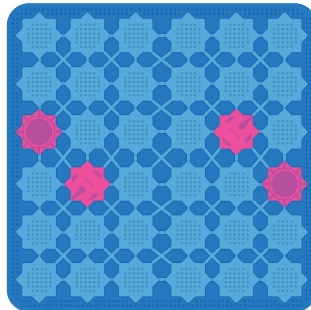
Link with the least number of pieces.



152

SOLVE PROBLEMS

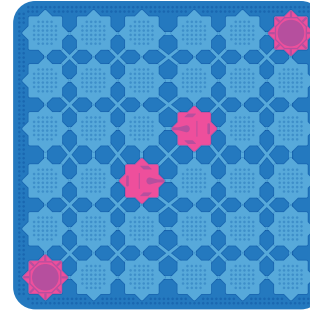
Link with the least number of pieces.



153

SOLVE PROBLEMS

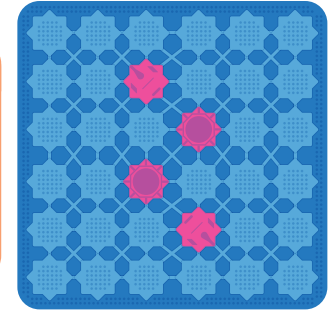
Link with the least number of pieces.



154

SOLVE PROBLEMS

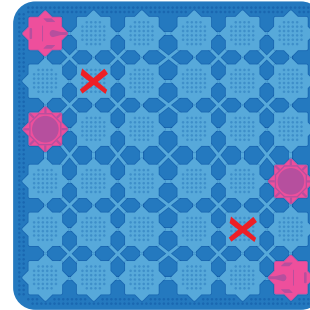
Link with the least number of pieces.



155

SOLVE PROBLEMS

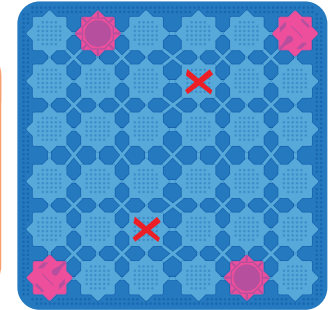
Link with the least number of pieces.
Avoid hitting the X position.



156

SOLVE PROBLEMS

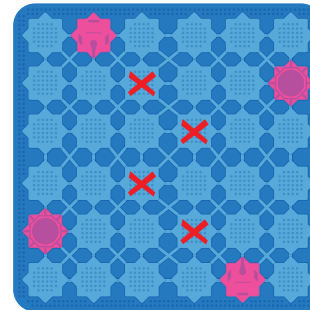
Link with the least number of pieces.
Avoid hitting the X position.



157

SOLVE PROBLEMS

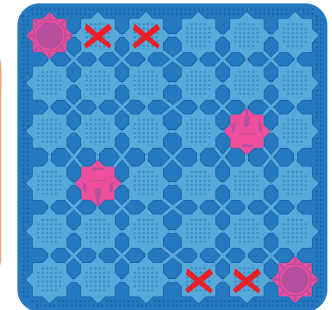
Link with the least number of pieces.
Avoid hitting the X position.



158

SOLVE PROBLEMS

Link with the least number of pieces.
Avoid hitting the X position.



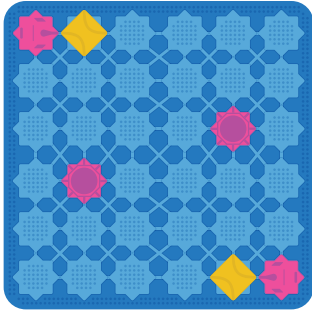
TWO PLAYERS
COMPETITIVE
MODE

TWO PLAYERS
COMPETITIVE
MODE

159

SOLVE PROBLEMS

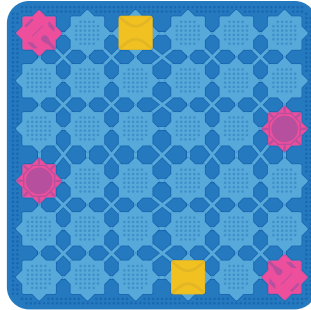
Link with the least number of pieces.
(Connect the placed pieces.)



160

SOLVE PROBLEMS

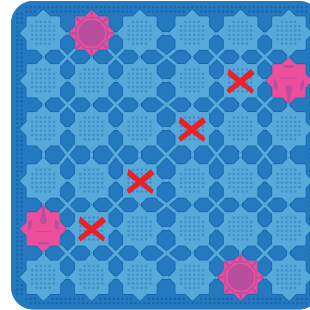
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



165

SOLVE PROBLEMS

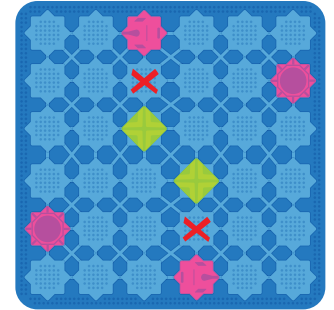
Link with the least number of pieces.
Avoid hitting the X position.



166

SOLVE PROBLEMS

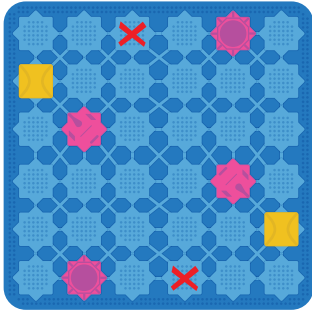
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



161

SOLVE PROBLEMS

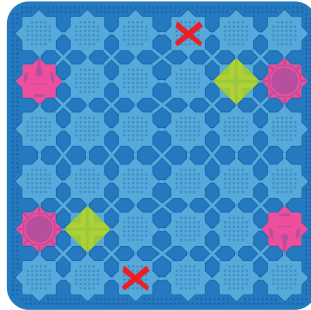
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



162

SOLVE PROBLEMS

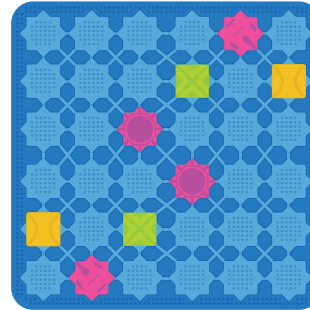
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



167

SOLVE PROBLEMS

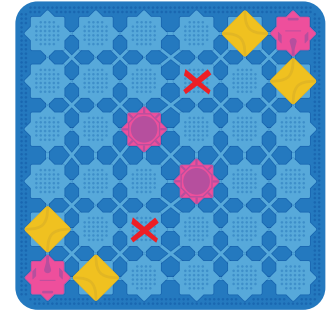
Link with the least number of pieces.
(Connect the placed pieces.)



168

SOLVE PROBLEMS

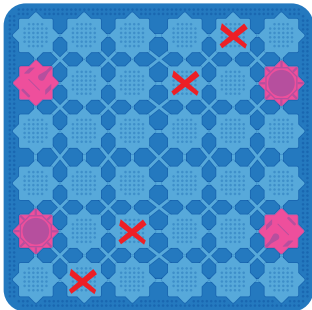
Link with the least number of pieces.
(Connect the placed pieces.)
Avoid hitting the X position.



163

SOLVE PROBLEMS

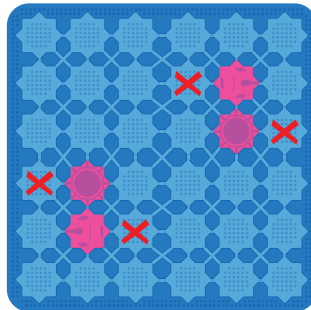
Link with the least number of pieces.
Avoid hitting the X position.



164

SOLVE PROBLEMS

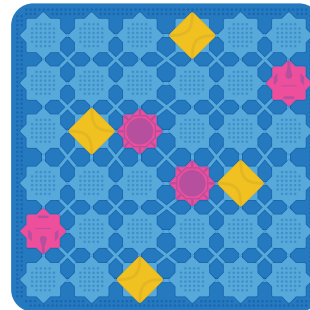
Link with the least number of pieces.
Avoid hitting the X position.



169

SOLVE PROBLEMS

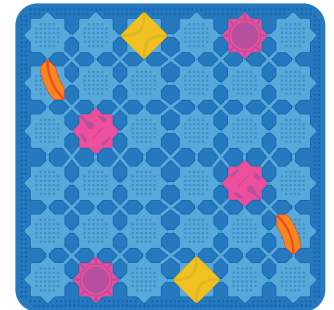
Link with the least number of pieces.
(Connect the placed pieces.)



170

SOLVE PROBLEMS

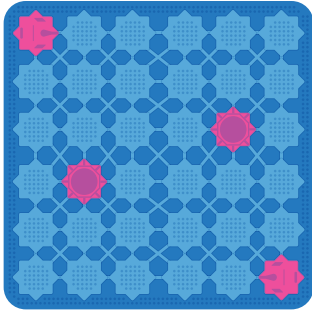
Link with the least number of pieces.
(Connect the placed pieces.)



The difficulty level is now hard. You can do it! The white side should use the pieces provided in the white frame and the red side should use the pieces provided in the red frame to build the route!

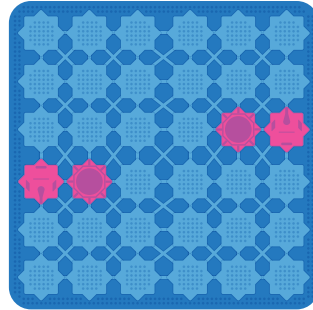
171

Pieces



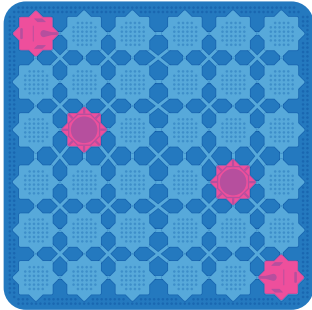
172

Pieces



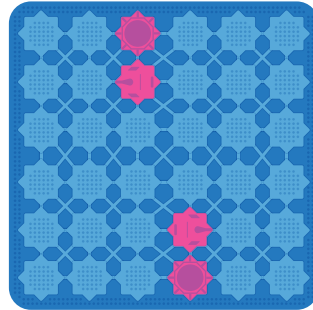
173

Pieces



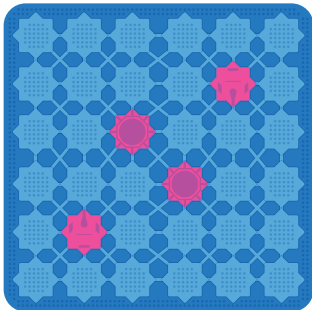
174

Pieces



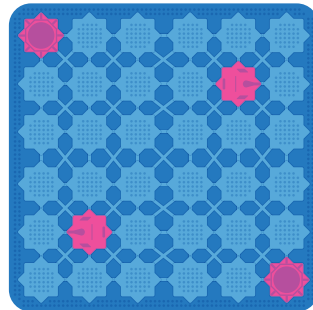
175

Pieces



176

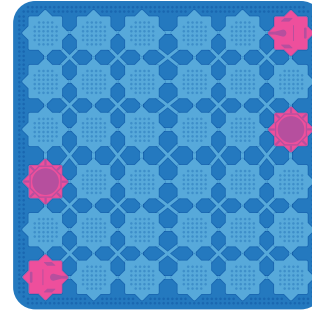
Pieces



Build the route according to the pieces provided by the question card, let the ball reach the ending point successfully.

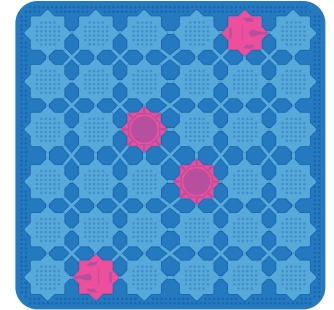
177

Pieces



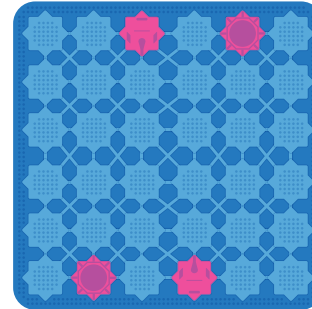
178

Pieces



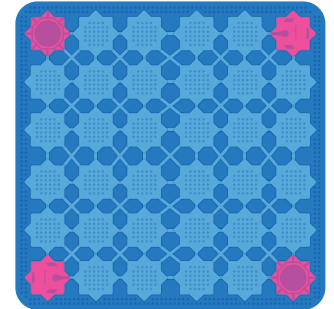
179

Pieces



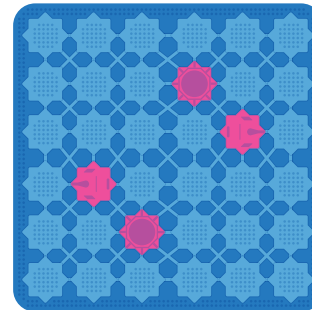
180

Pieces



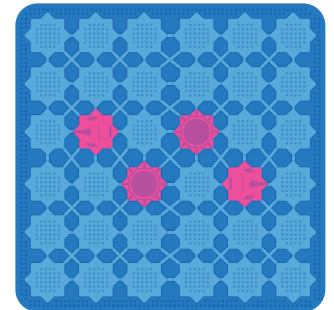
181

Pieces



182

Pieces



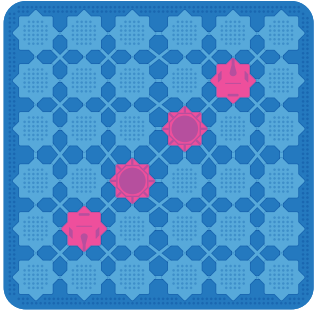
TWO PLAYERS
COMPETITIVE
MODE

TWO PLAYERS
COMPETITIVE
MODE

The difficulty level is now master. Give it a try!

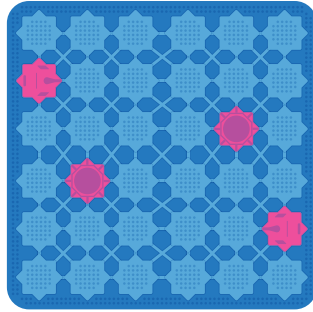
183

Pieces



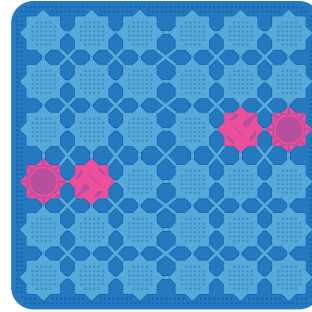
184

Pieces



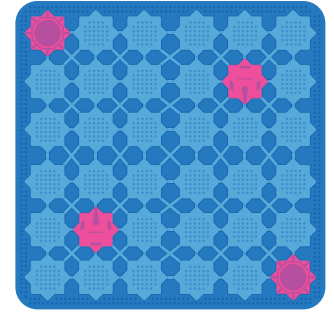
189

Pieces



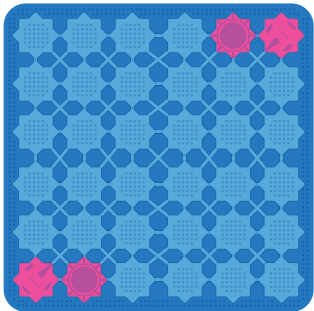
190

Pieces



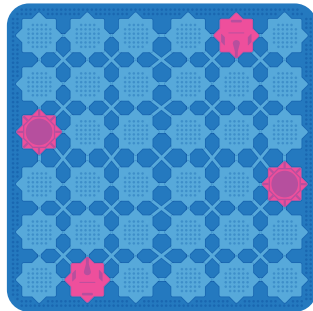
185

Pieces



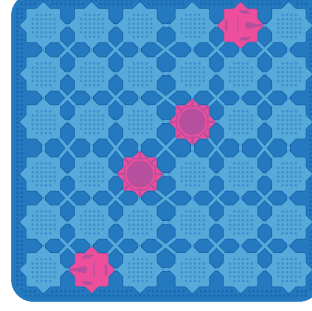
186

Pieces



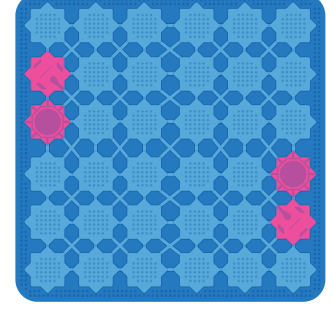
191

Pieces



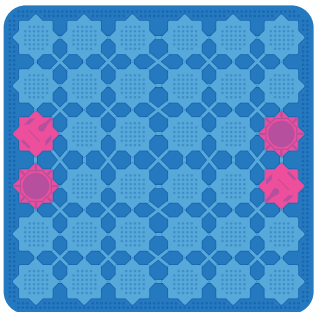
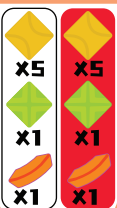
192

Pieces



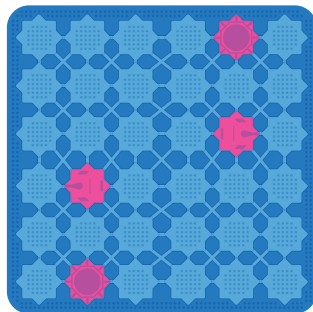
187

Pieces



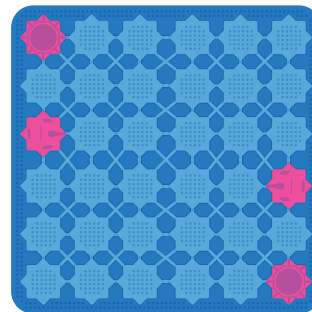
188

Pieces



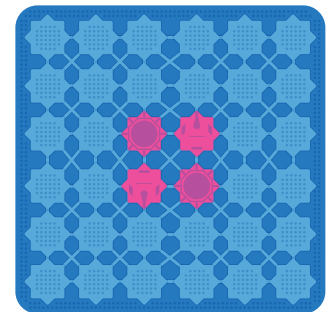
193

Pieces



194

Pieces



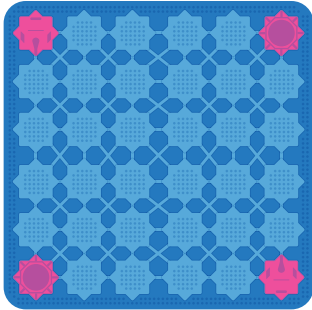
TWO PLAYERS
COMPETITIVE
MODE

TWO PLAYERS
COMPETITIVE
MODE

195

Pieces

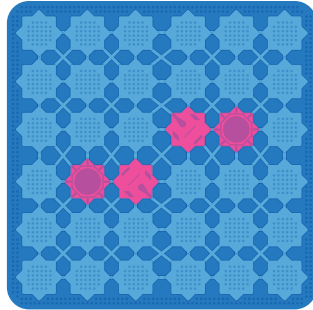
x5	x5
x1	x1
x4	x4



196

Pieces

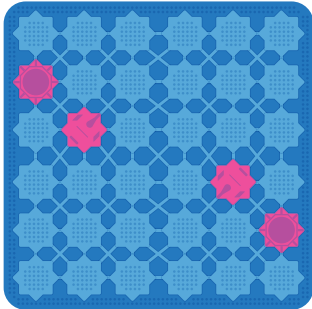
x5	x5
x1	x1
x2	x2



197

Pieces

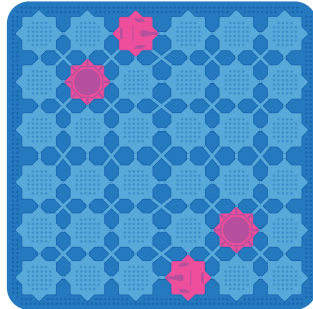
x2	x2
x2	x2
x4	x4



198

Pieces

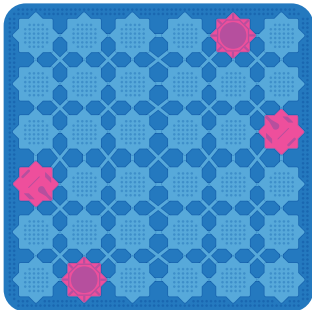
x5	x5
x1	x1
x4	x4



199

Pieces

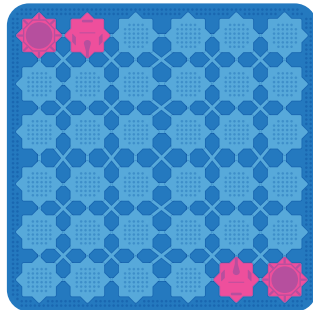
x5	x5
x4	x4
x1	x1



200

Pieces

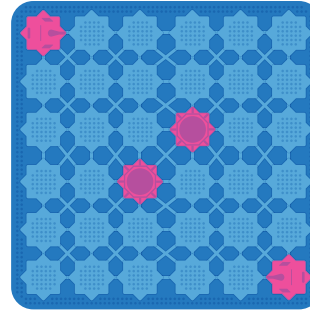
x3	x3
x4	x4
x4	x4



201

Pieces

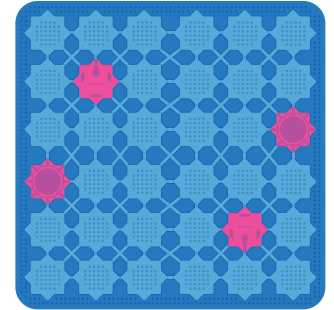
x4	x4
x4	x4
x4	x4



202

Pieces

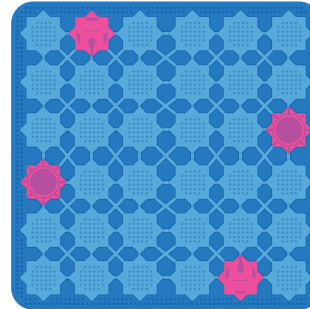
x5	x5
x1	x1
x4	x4



203

Pieces

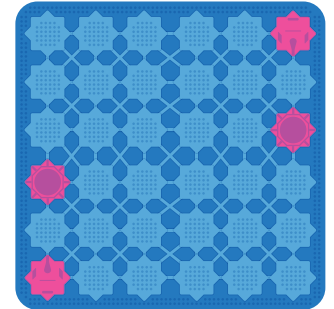
x5	x5
x3	x3
x2	x2



204

Pieces

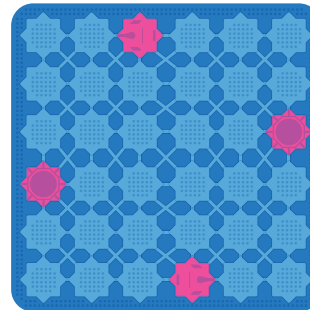
x5	x5
x2	x2
x4	x4



205

Pieces

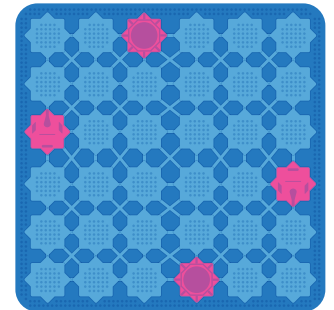
x5	x5
x3	x3
x2	x2



206

Pieces

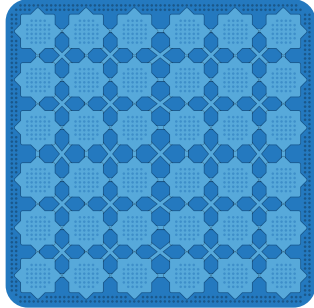
x5	x5
x3	x3
x3	x3



Create your own unique question cards and draw the corresponding route!

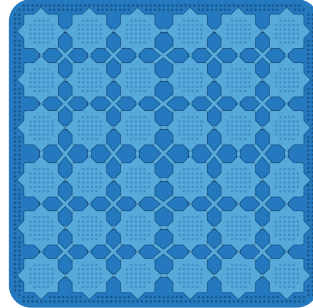
Pieces

x	x
x	x
x	x



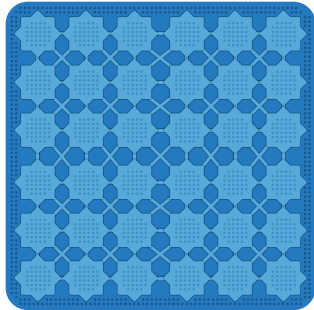
Pieces

x	x
x	x
x	x



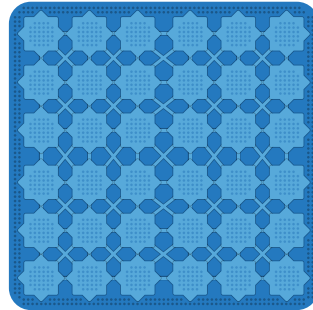
Pieces

x	x
x	x
x	x



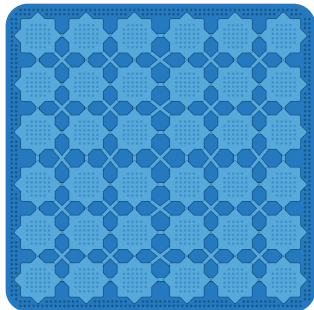
Pieces

x	x
x	x
x	x



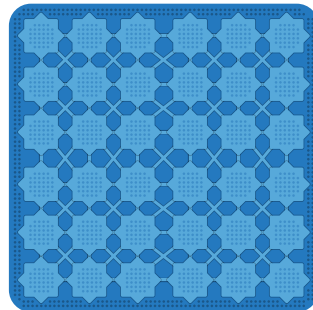
Pieces

x	x
x	x
x	x



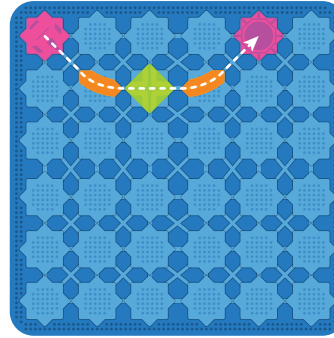
Pieces

x	x
x	x
x	x

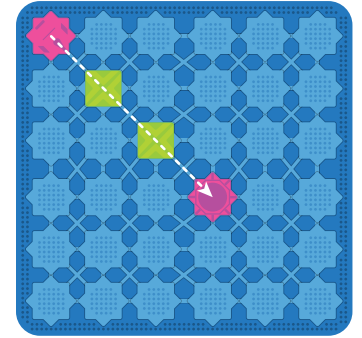


Below are the answers to the questions.
(Some questions have more than one answer, here only one answer is shown.)

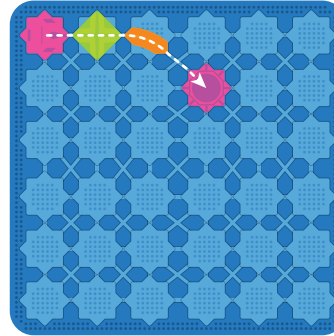
1



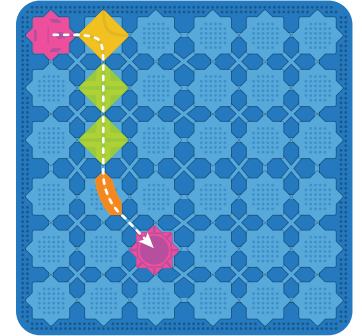
2



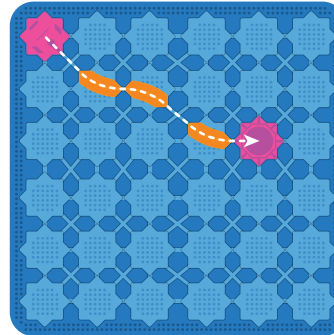
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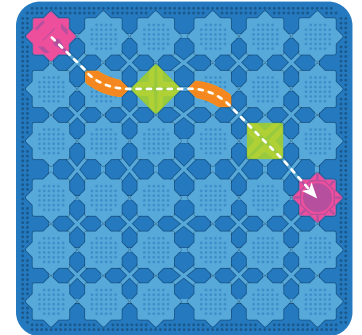
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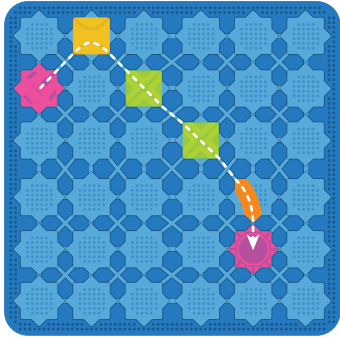
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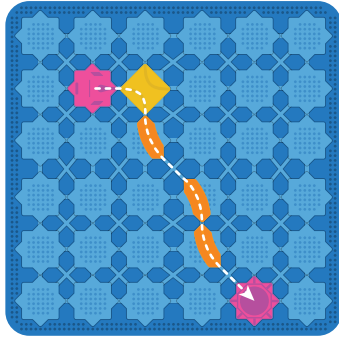
SINGLE PLAYER MODE

SINGLE PLAYER MODE

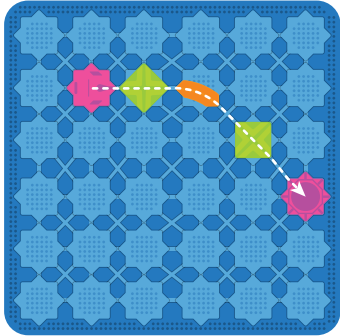
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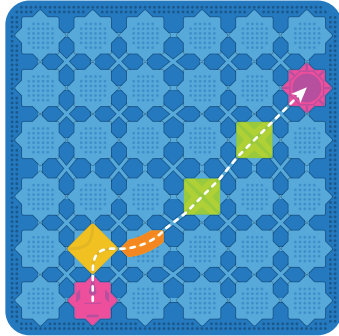
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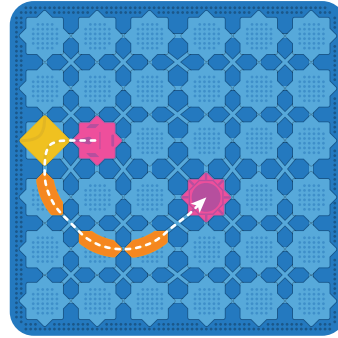
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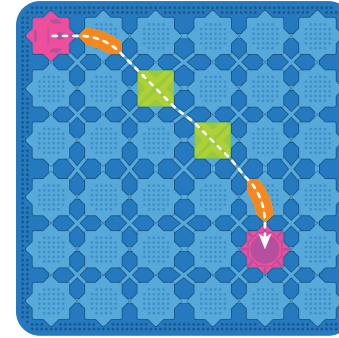
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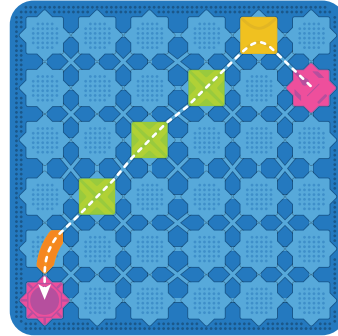
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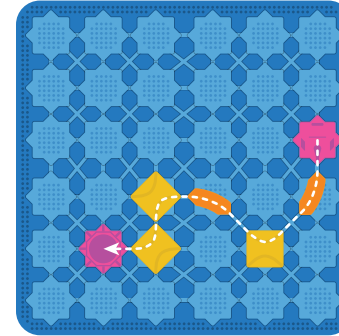
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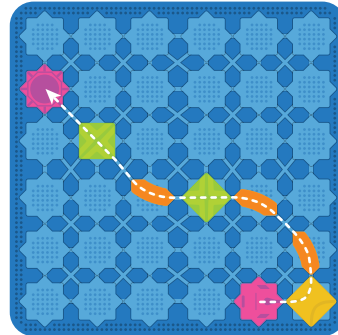
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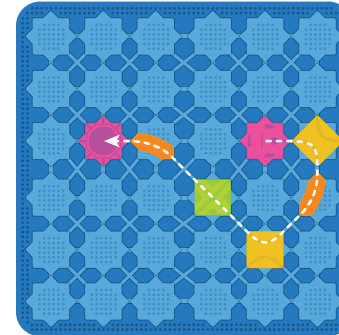
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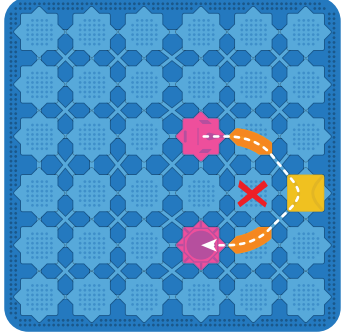


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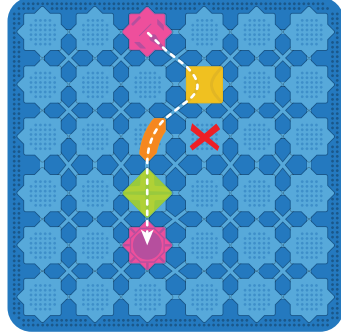




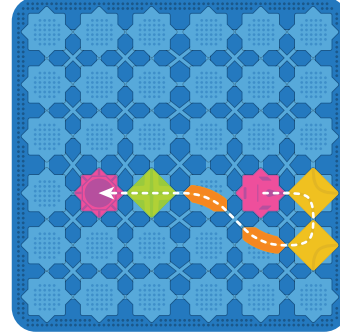
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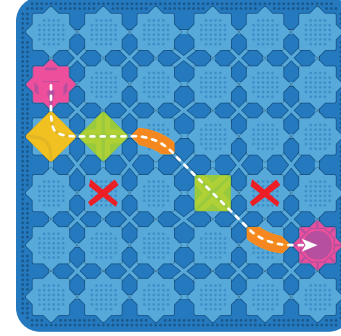
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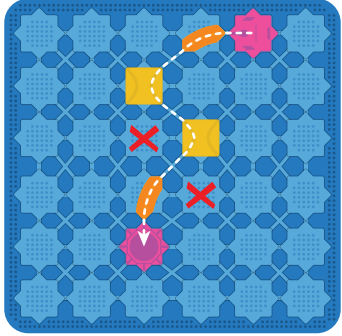
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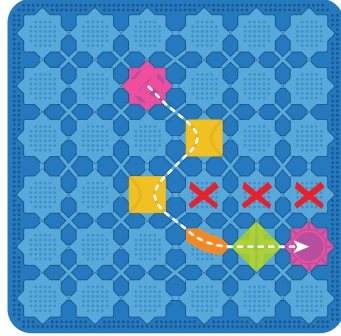
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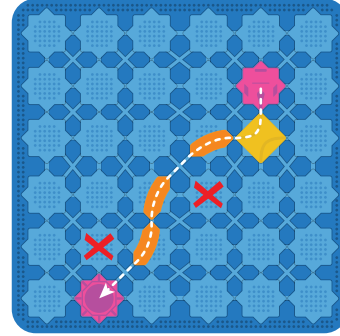
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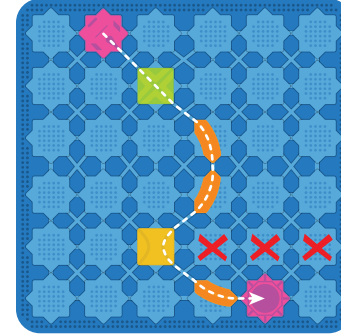
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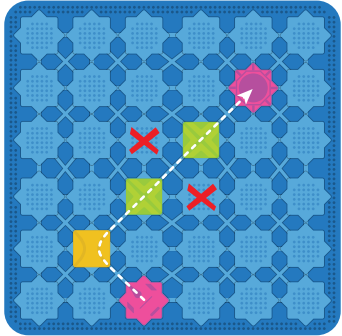
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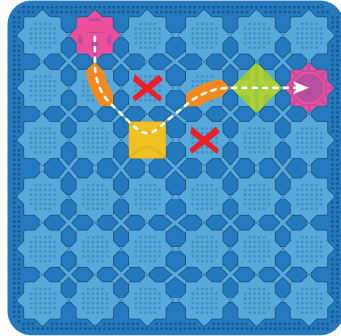
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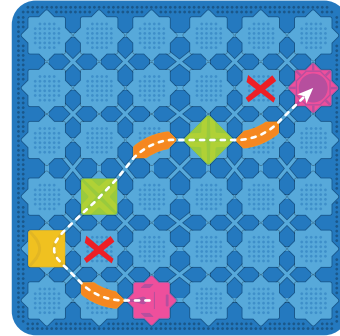
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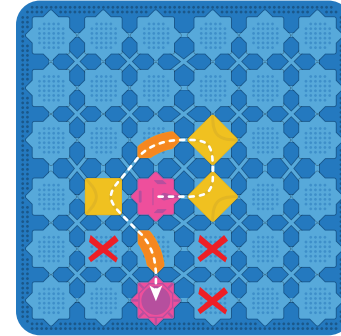
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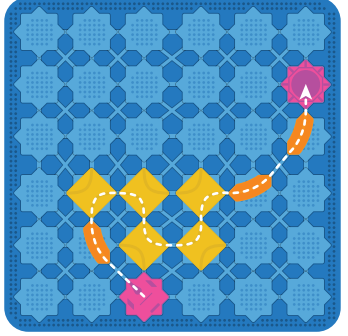


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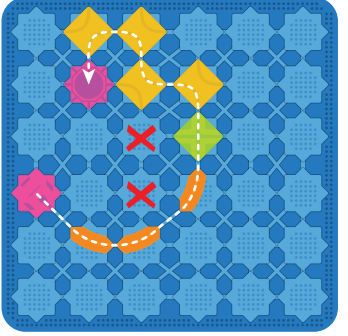




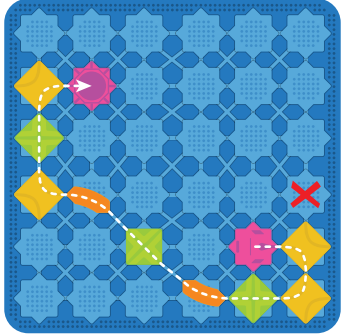
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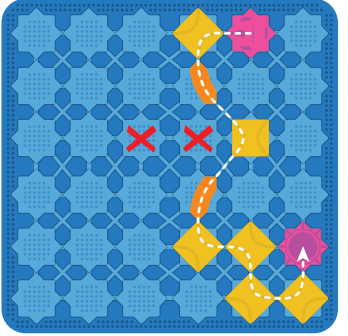
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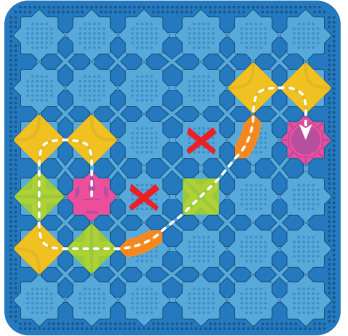
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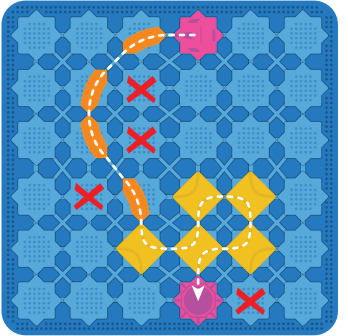
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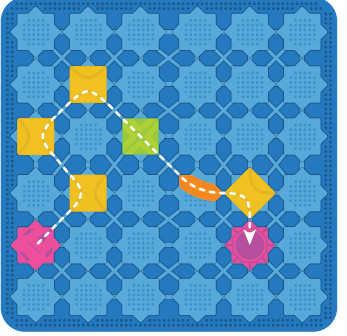
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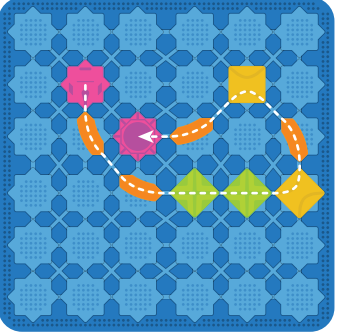
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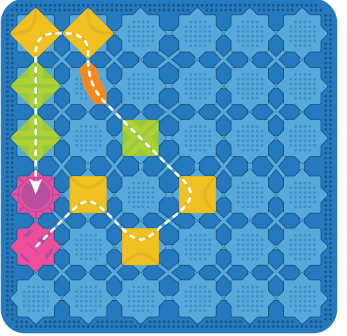
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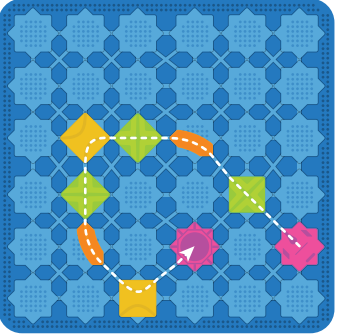
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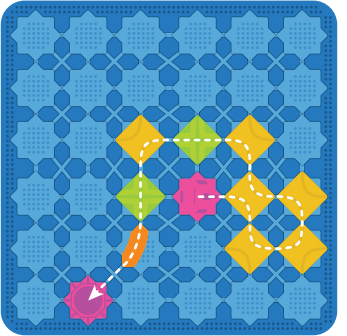
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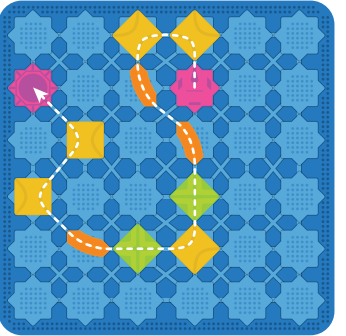
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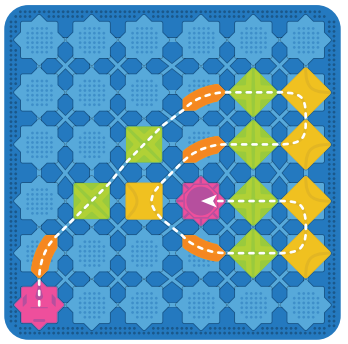


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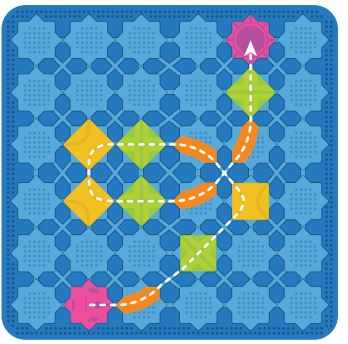




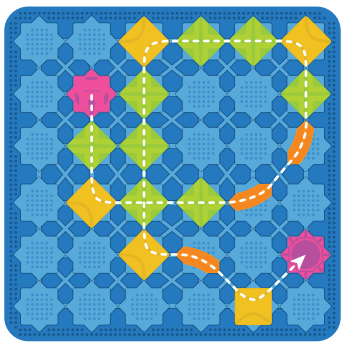
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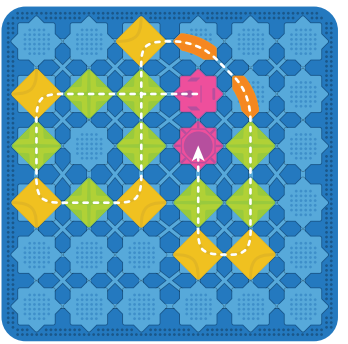
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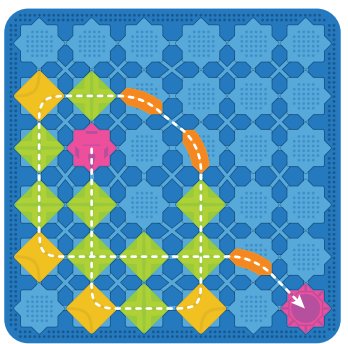
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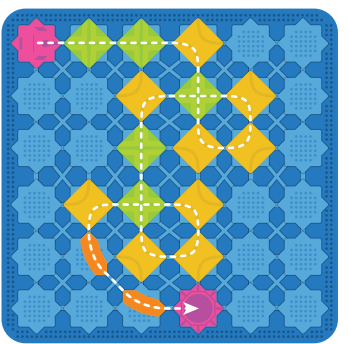
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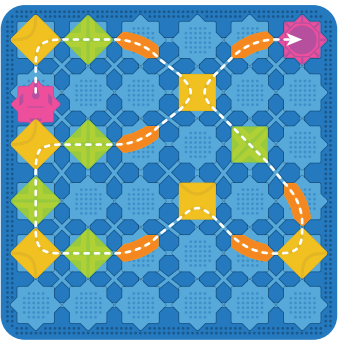
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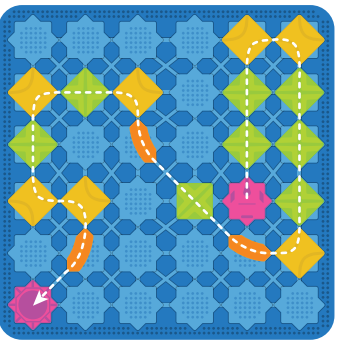
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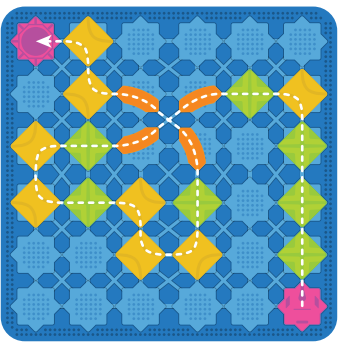
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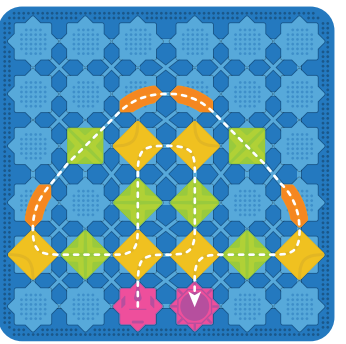
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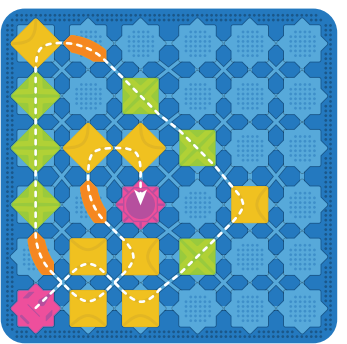
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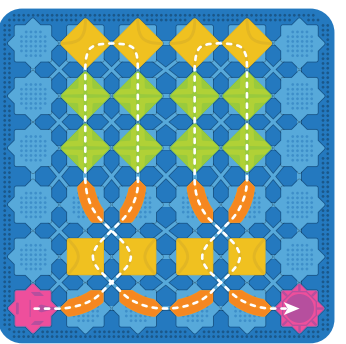
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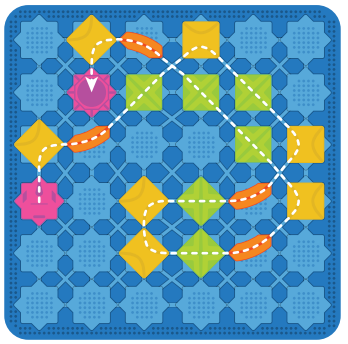


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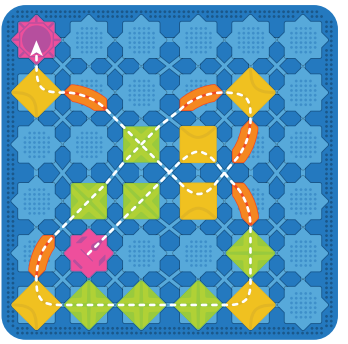




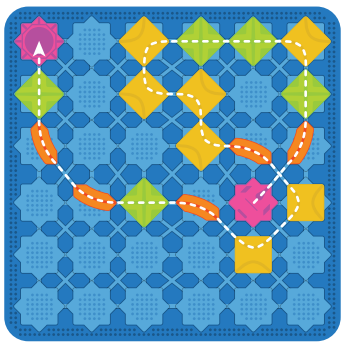
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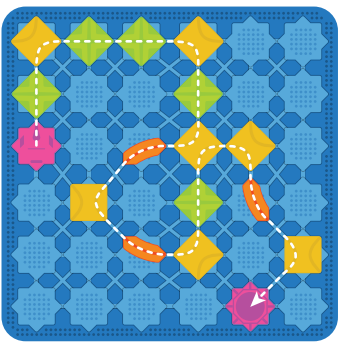
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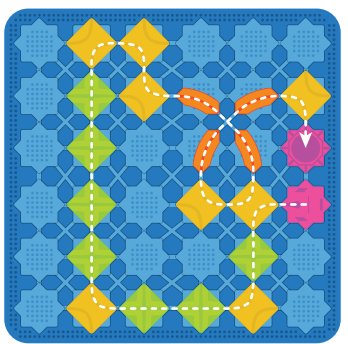
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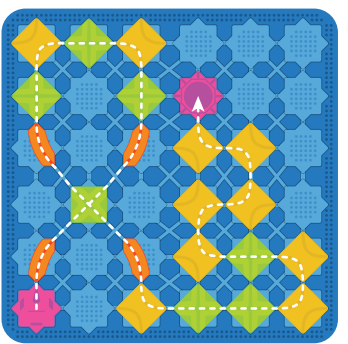
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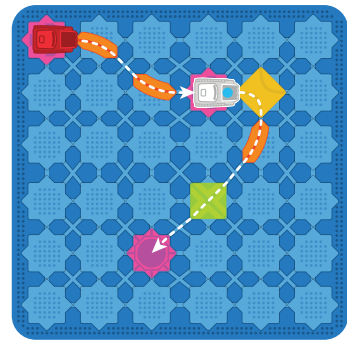
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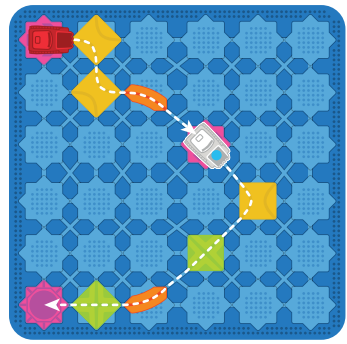
Below are the answers to the questions.
(Some questions have more than one answer, here only one answer is shown.)



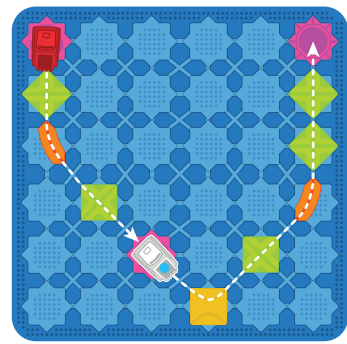
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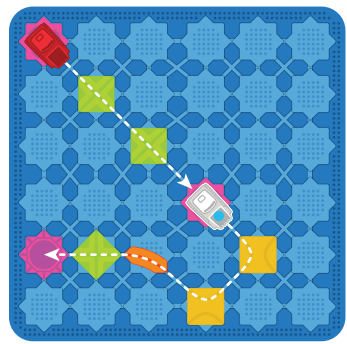
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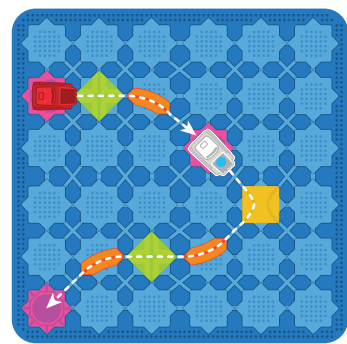
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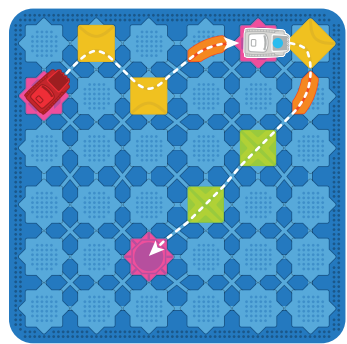
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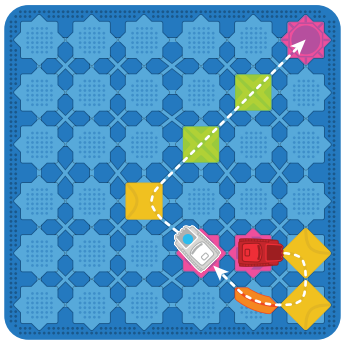


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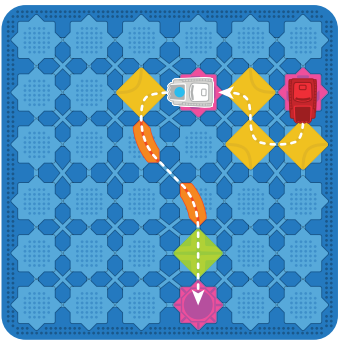




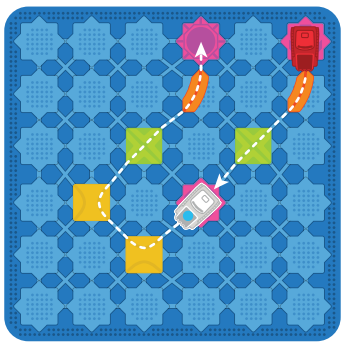
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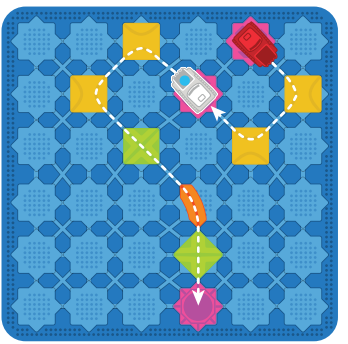
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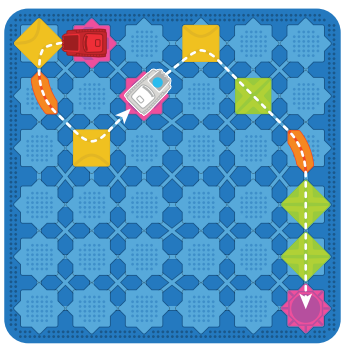
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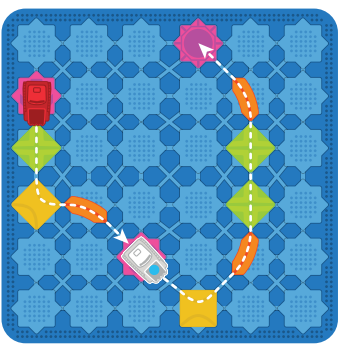
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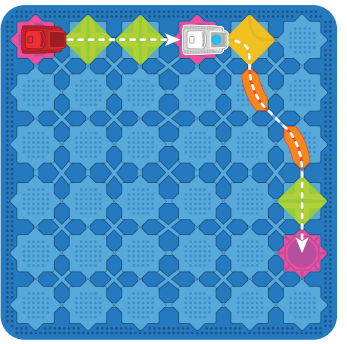
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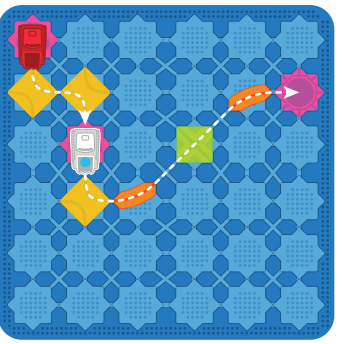
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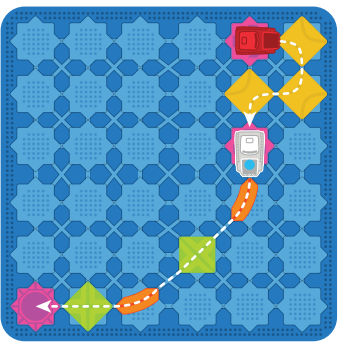
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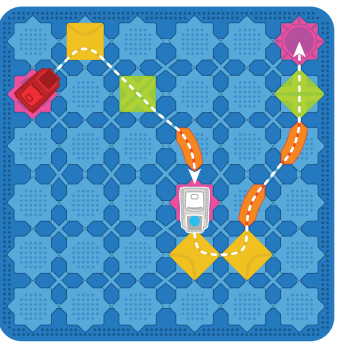
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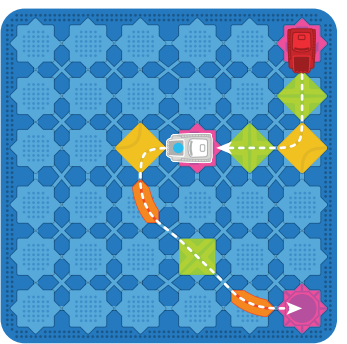
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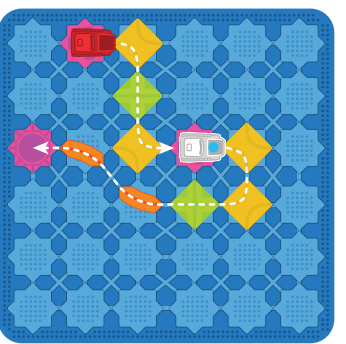
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87

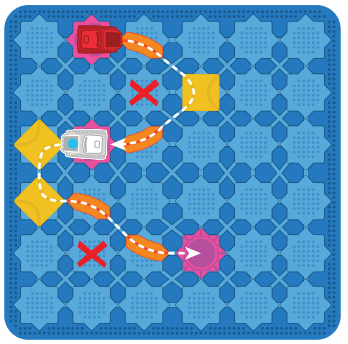


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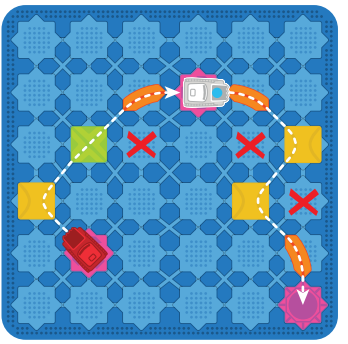




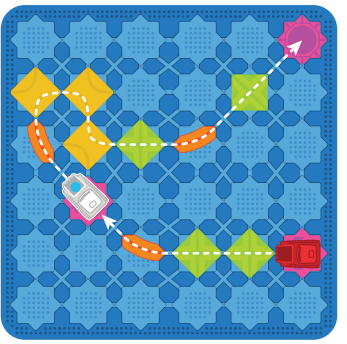
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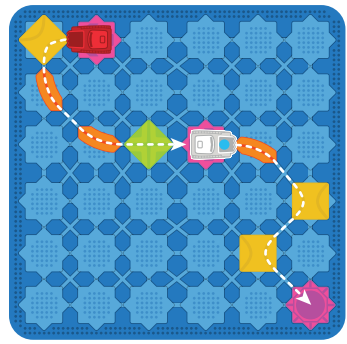
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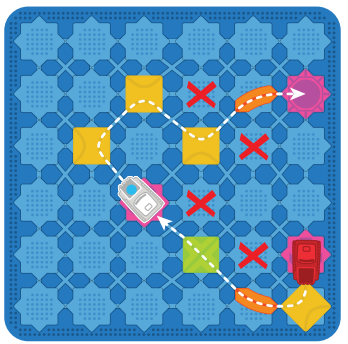
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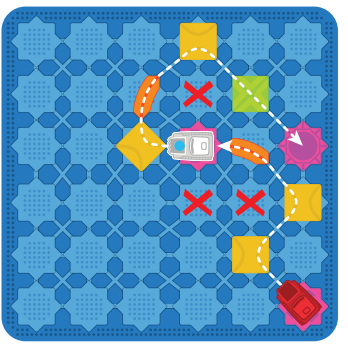
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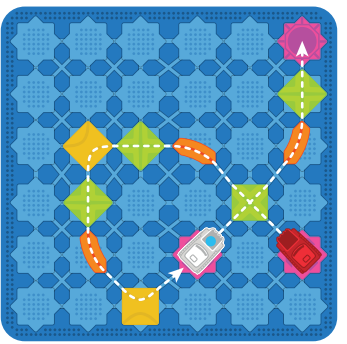
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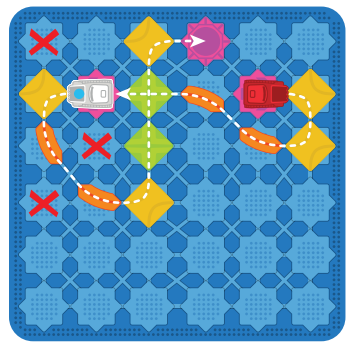
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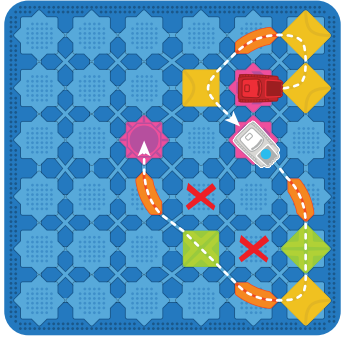
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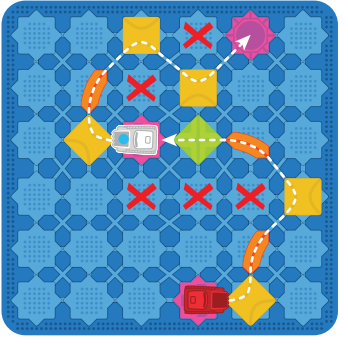
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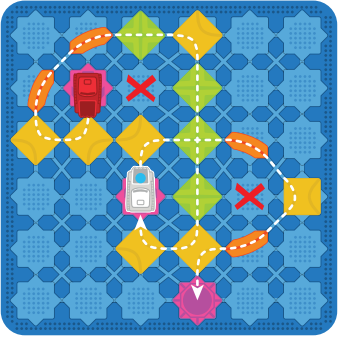
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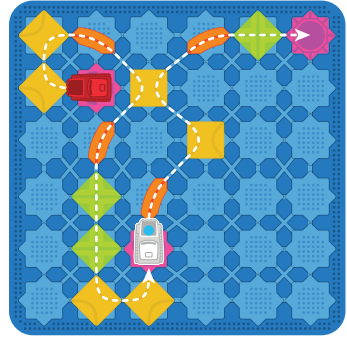
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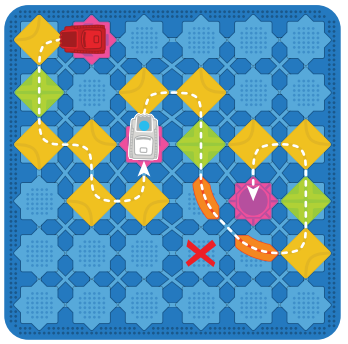


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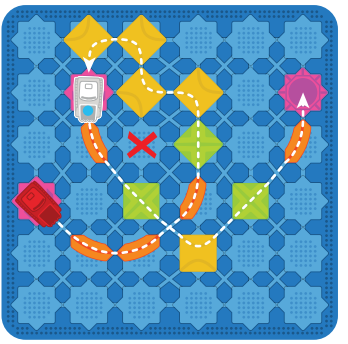




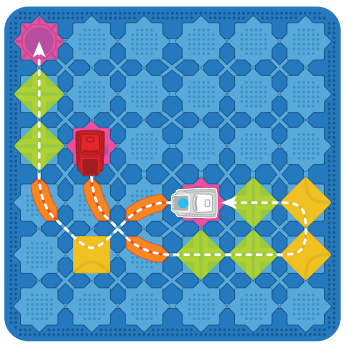
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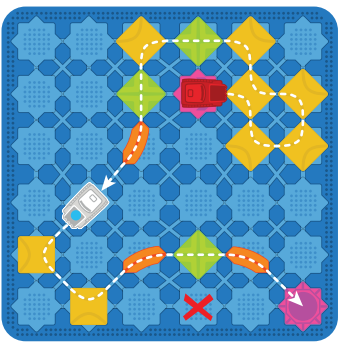
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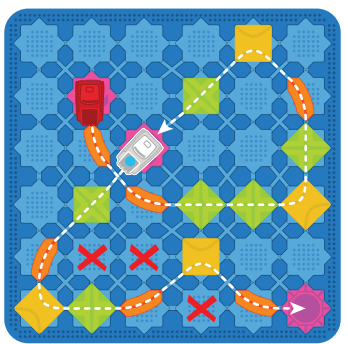
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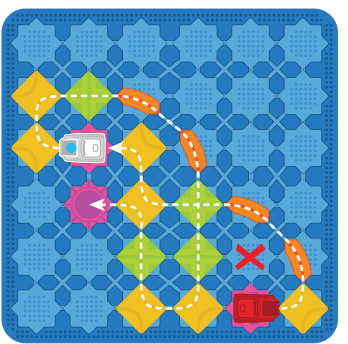
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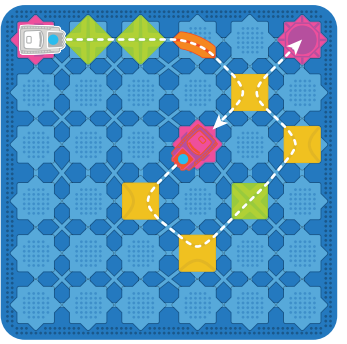
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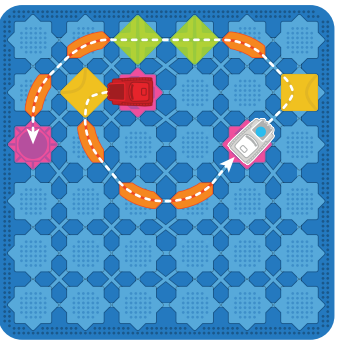
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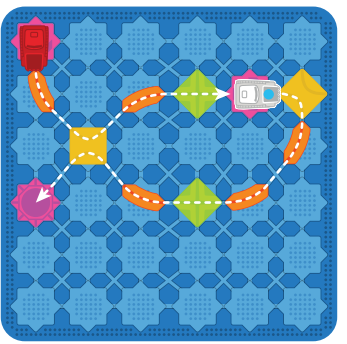
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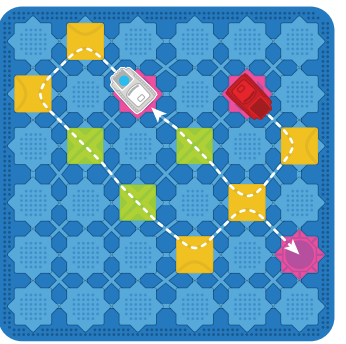
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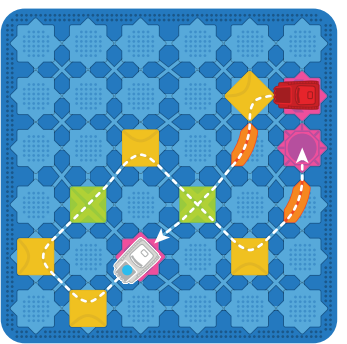
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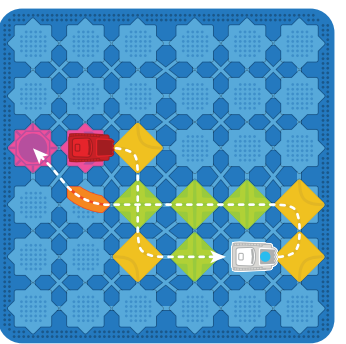
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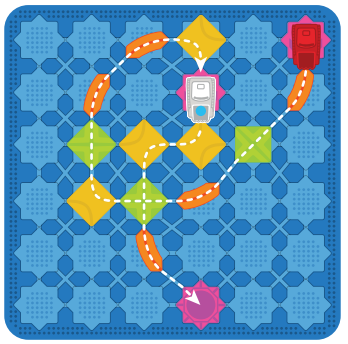


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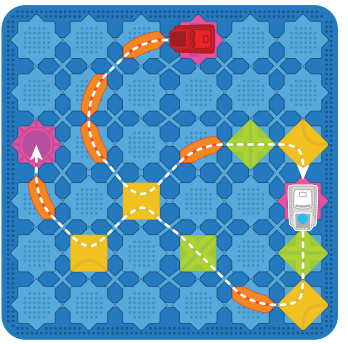




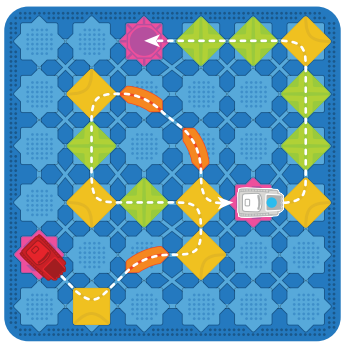
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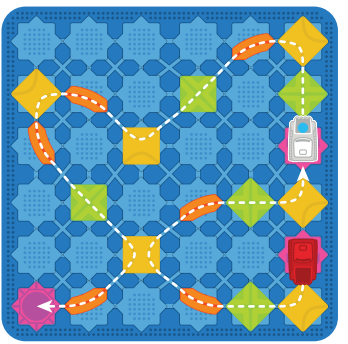
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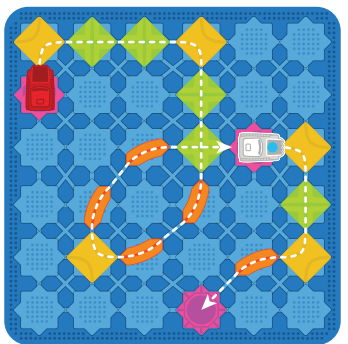
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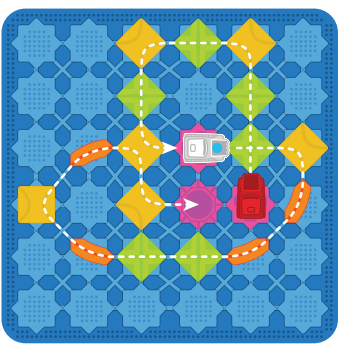
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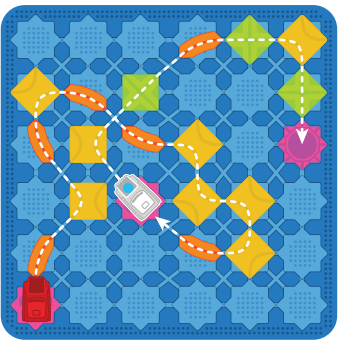
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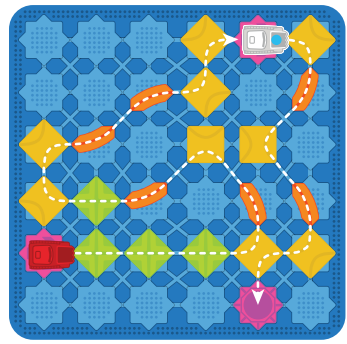
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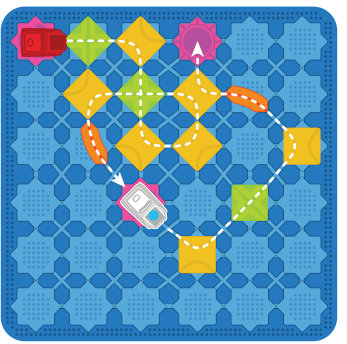
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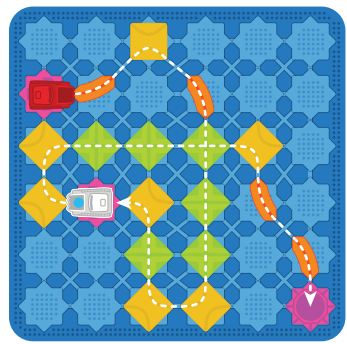
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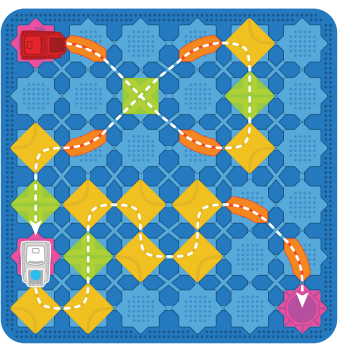
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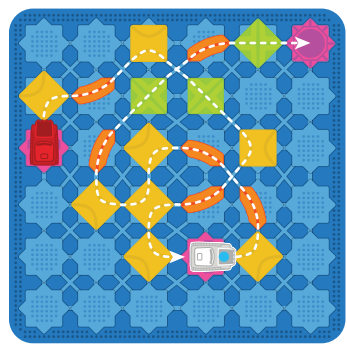
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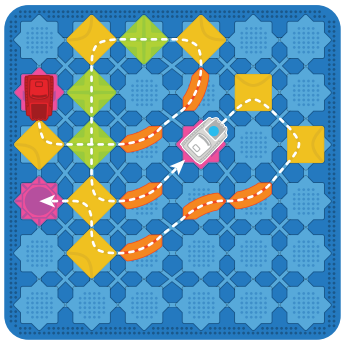


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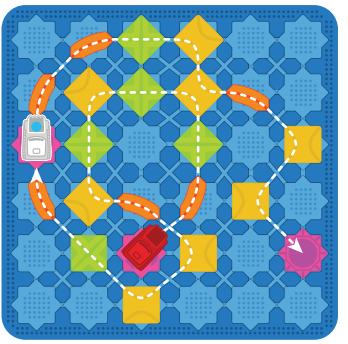




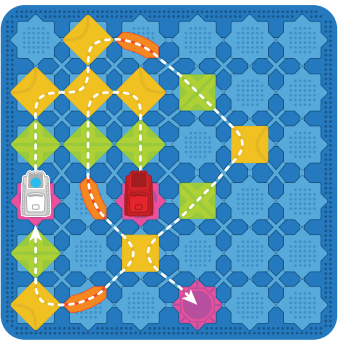
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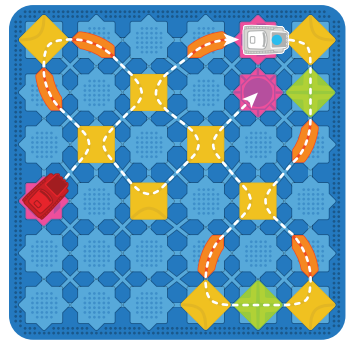
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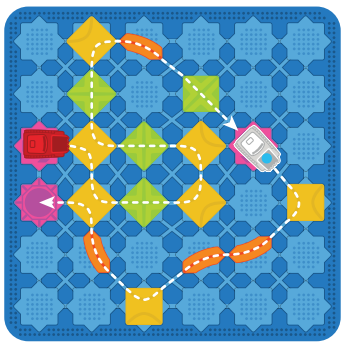
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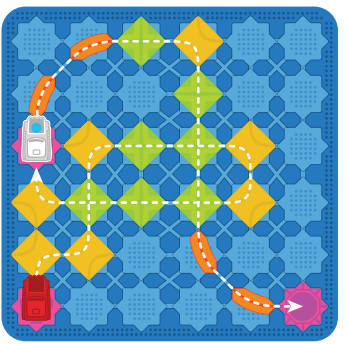
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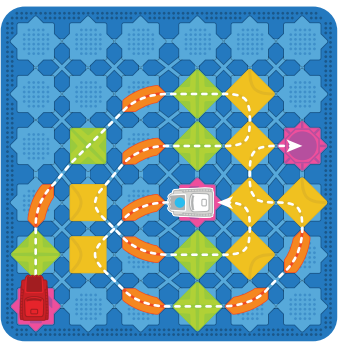
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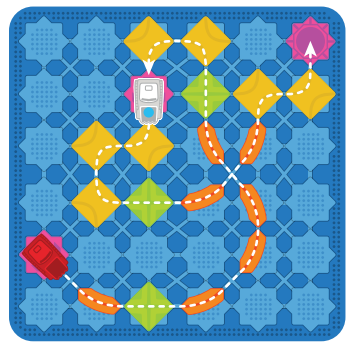
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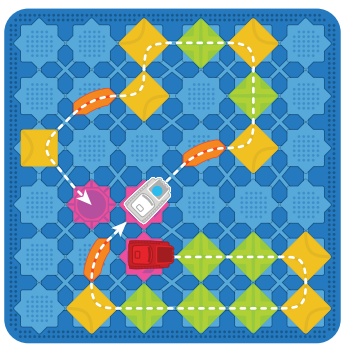
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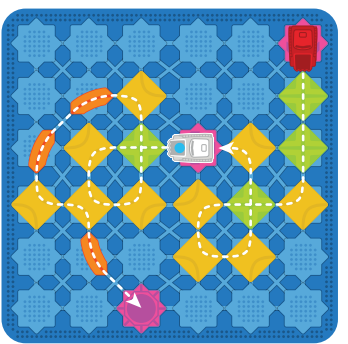
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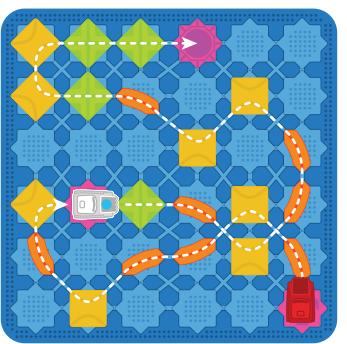
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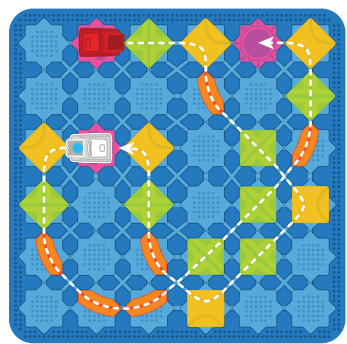
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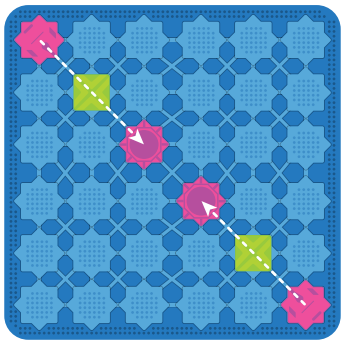


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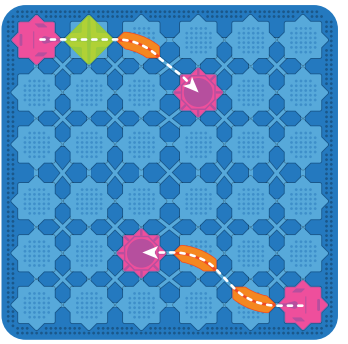




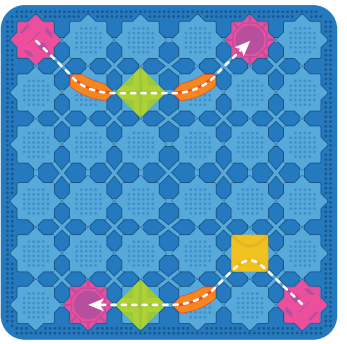
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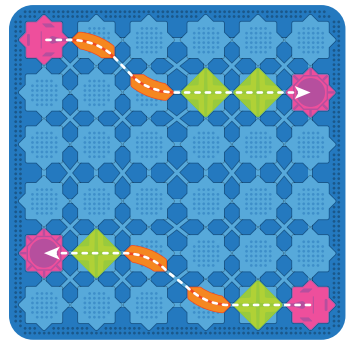
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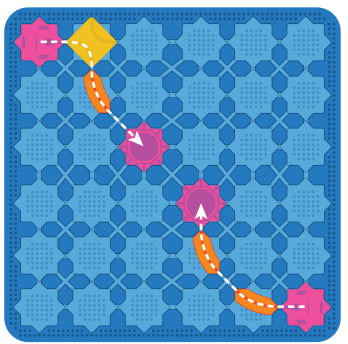
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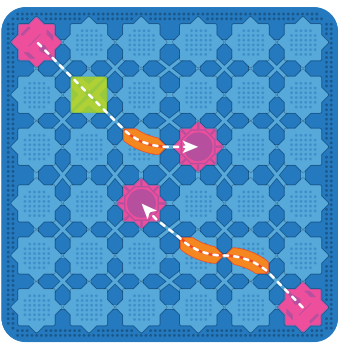
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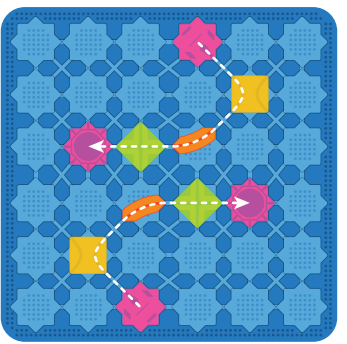
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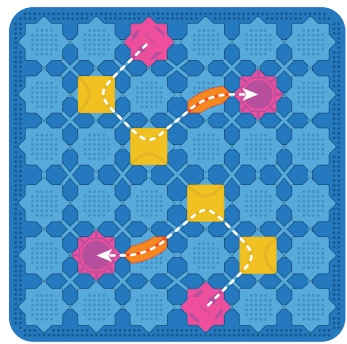
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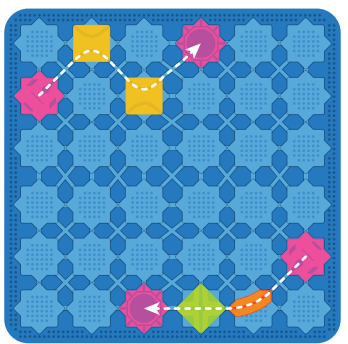
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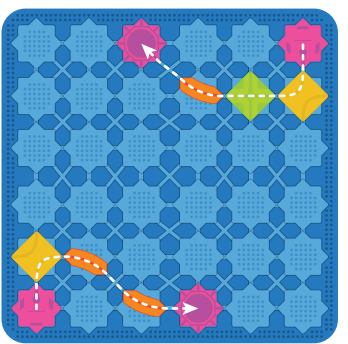
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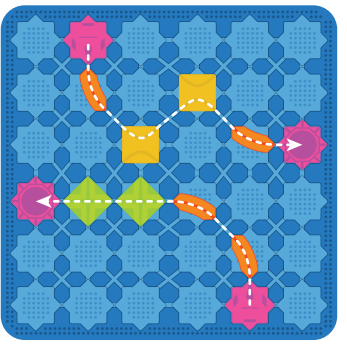
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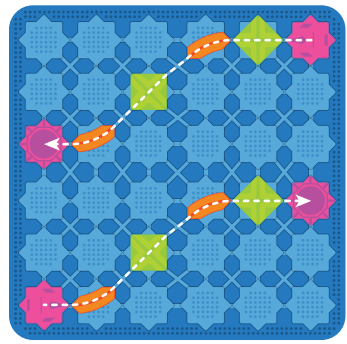
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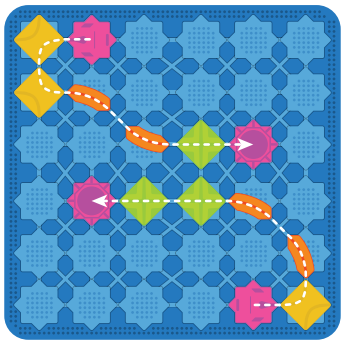


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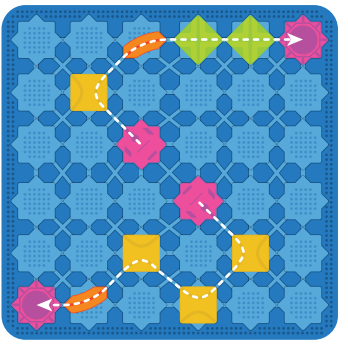




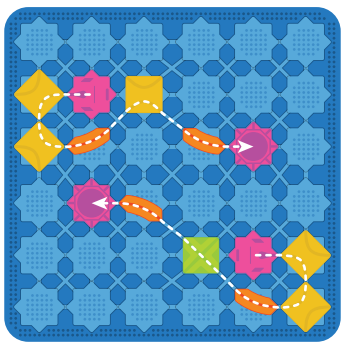
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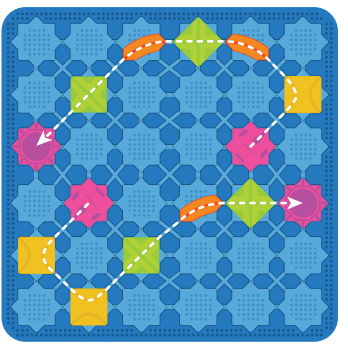
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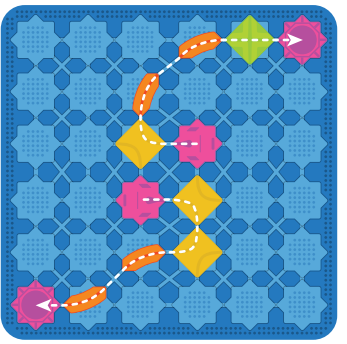
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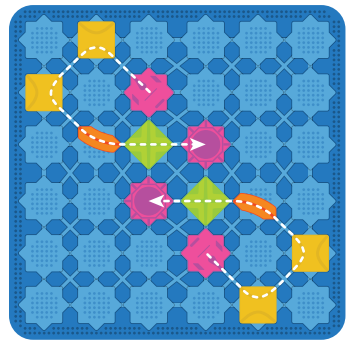
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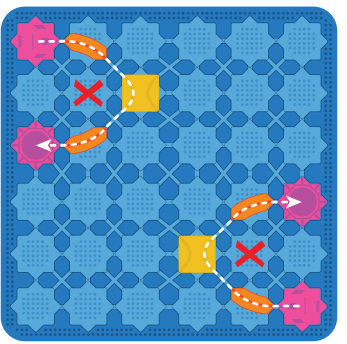
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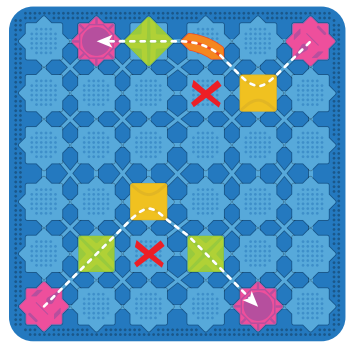
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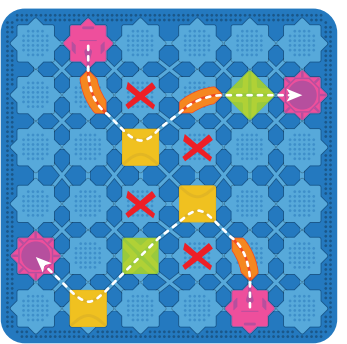
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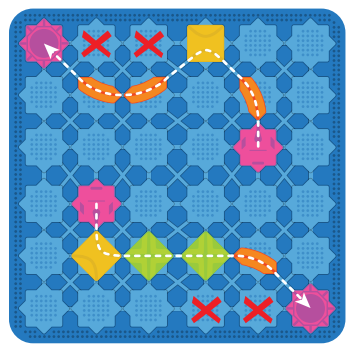
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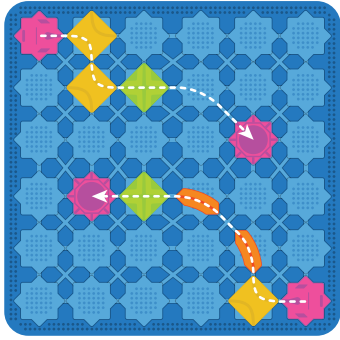


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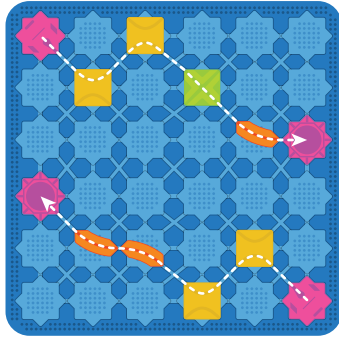




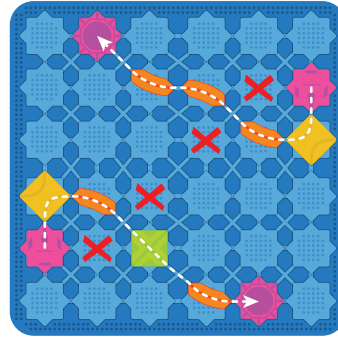
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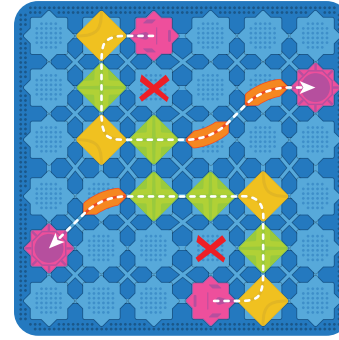
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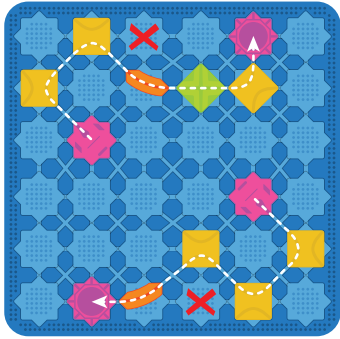
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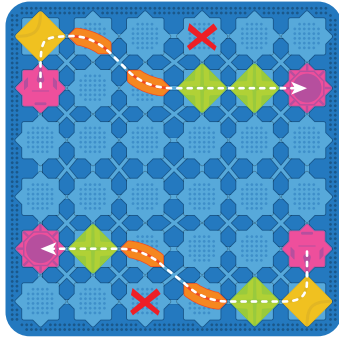
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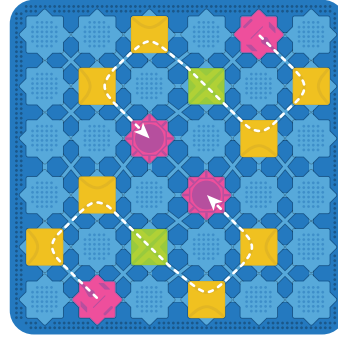
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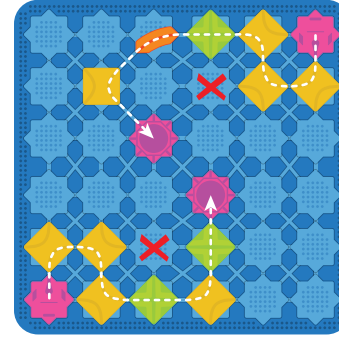
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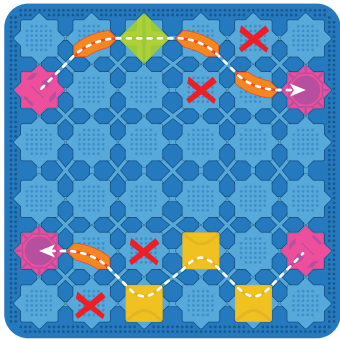
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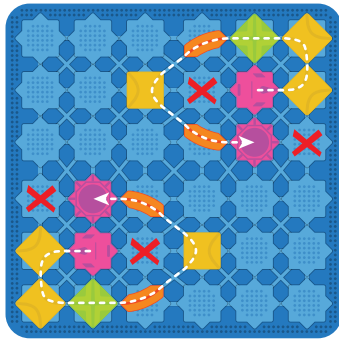
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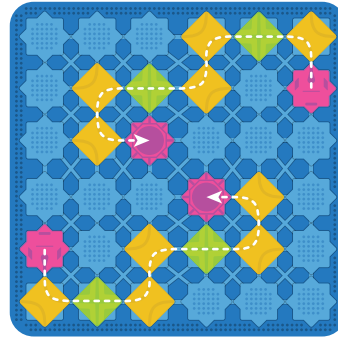
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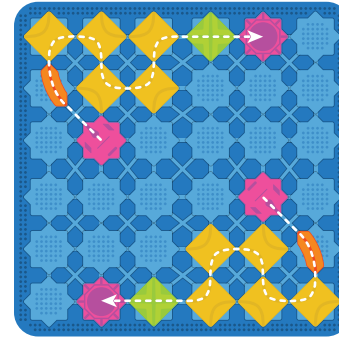
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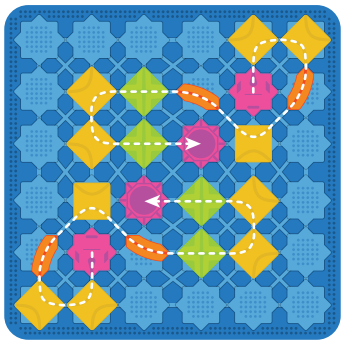


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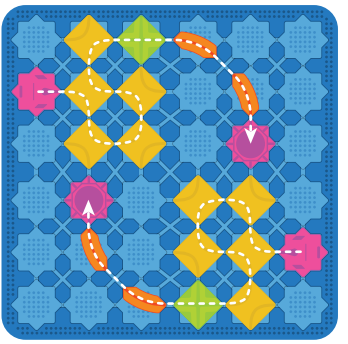




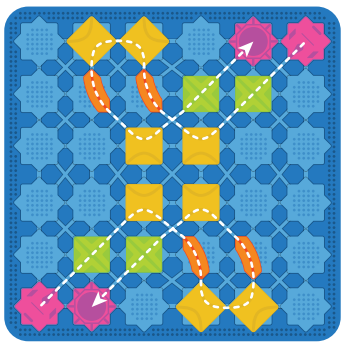
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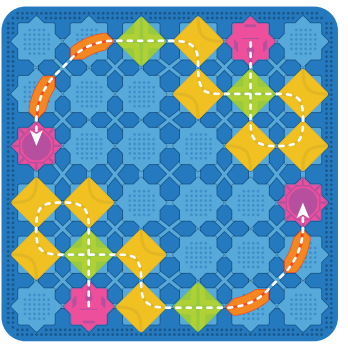
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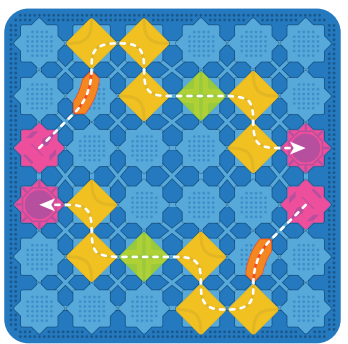
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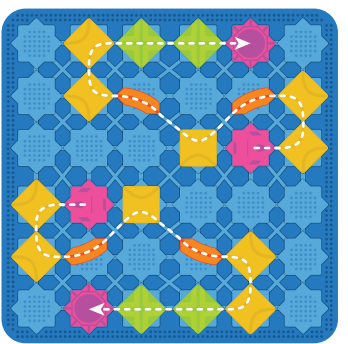
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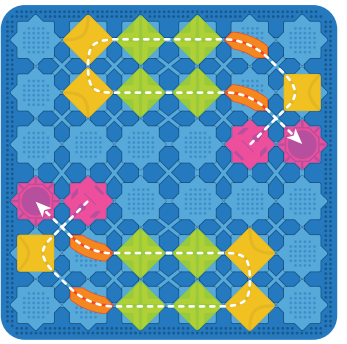
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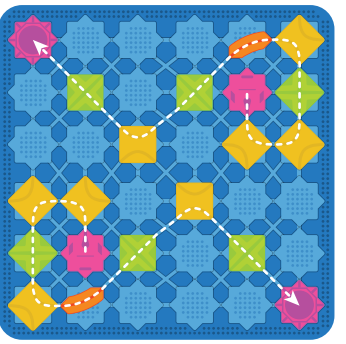
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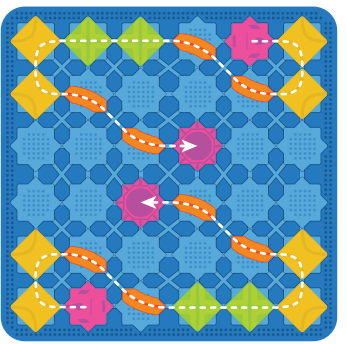
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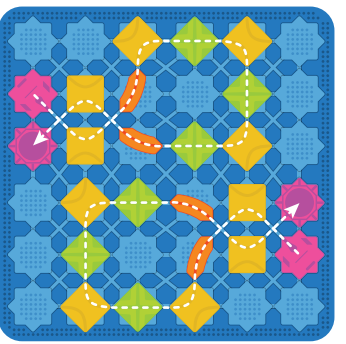
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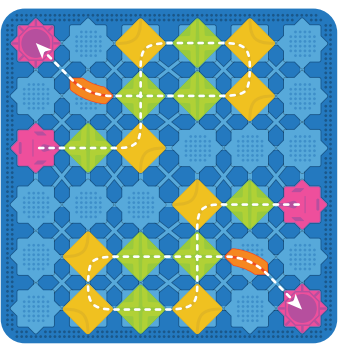
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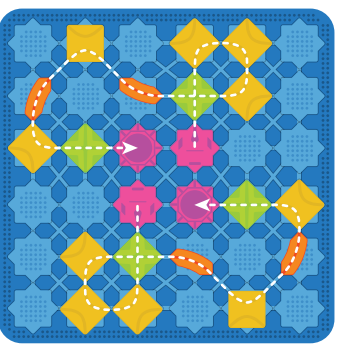
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193

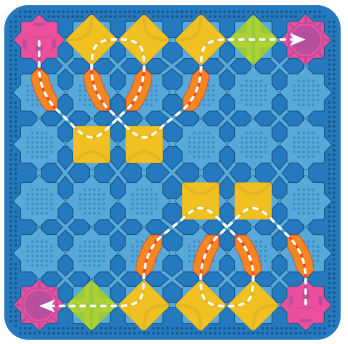


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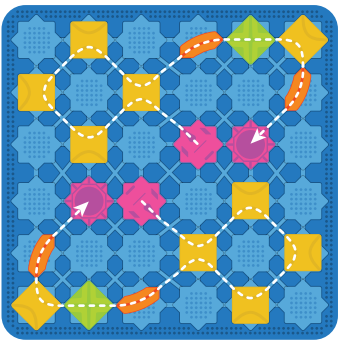




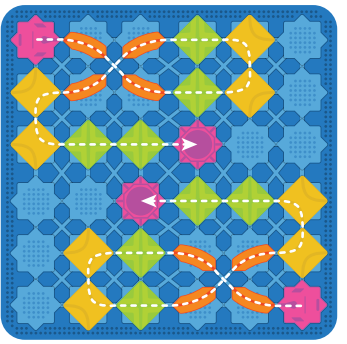
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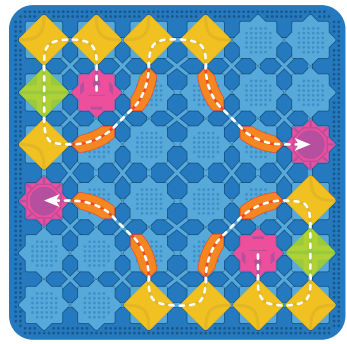
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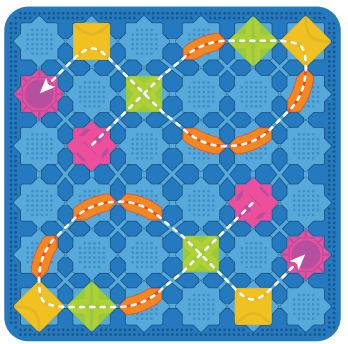
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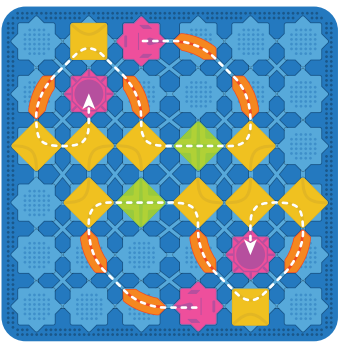
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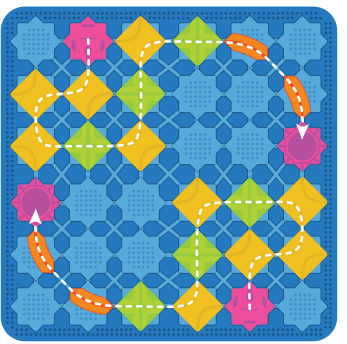
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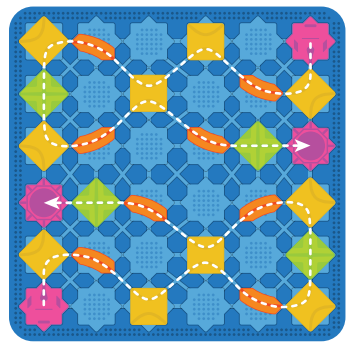
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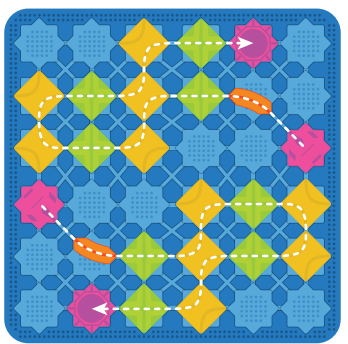
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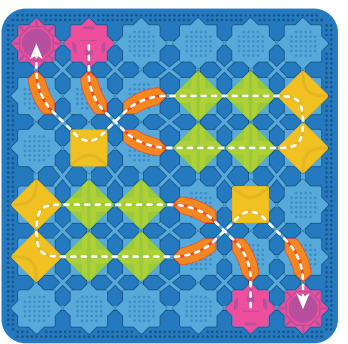
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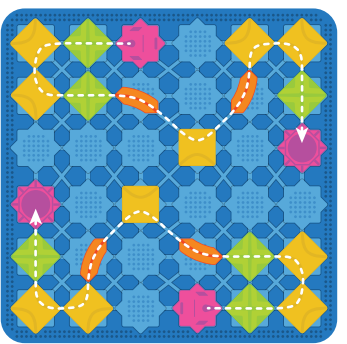
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