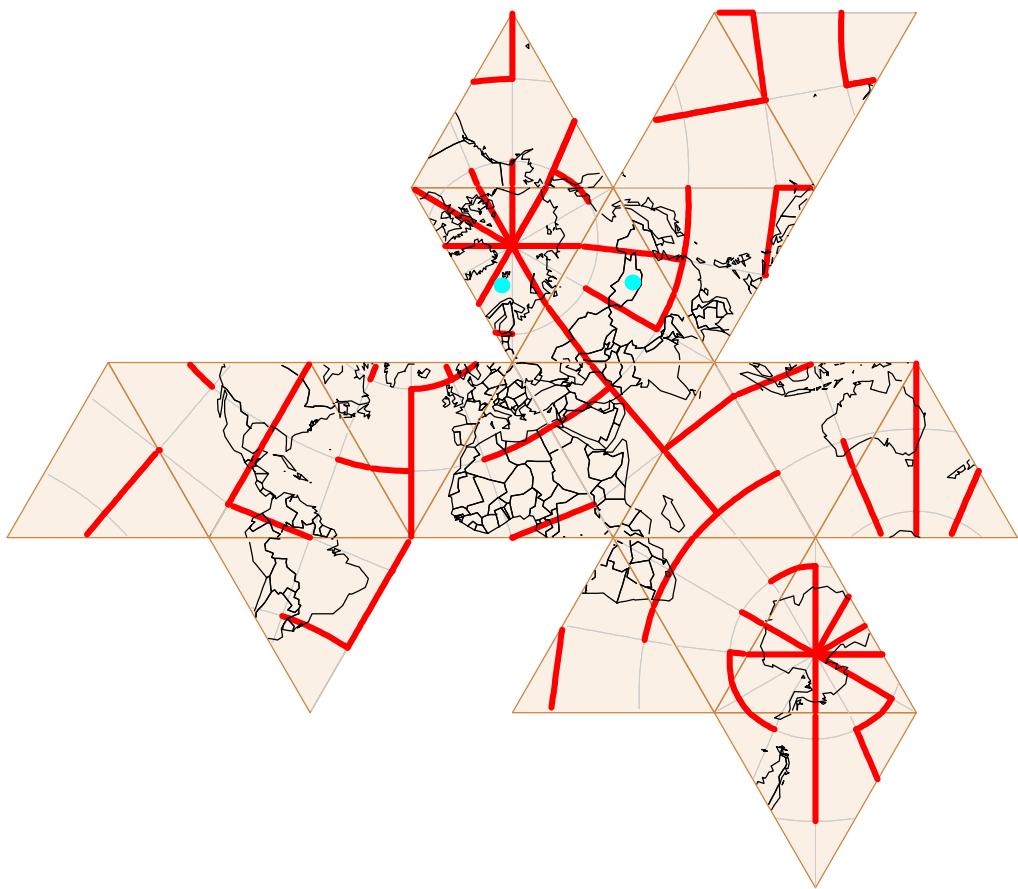


Izidor Hafner

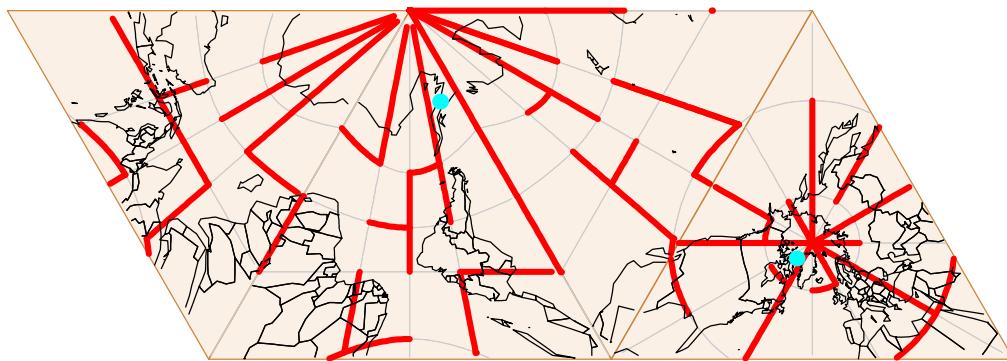
# Maps as Mazes

Polyhedra maps

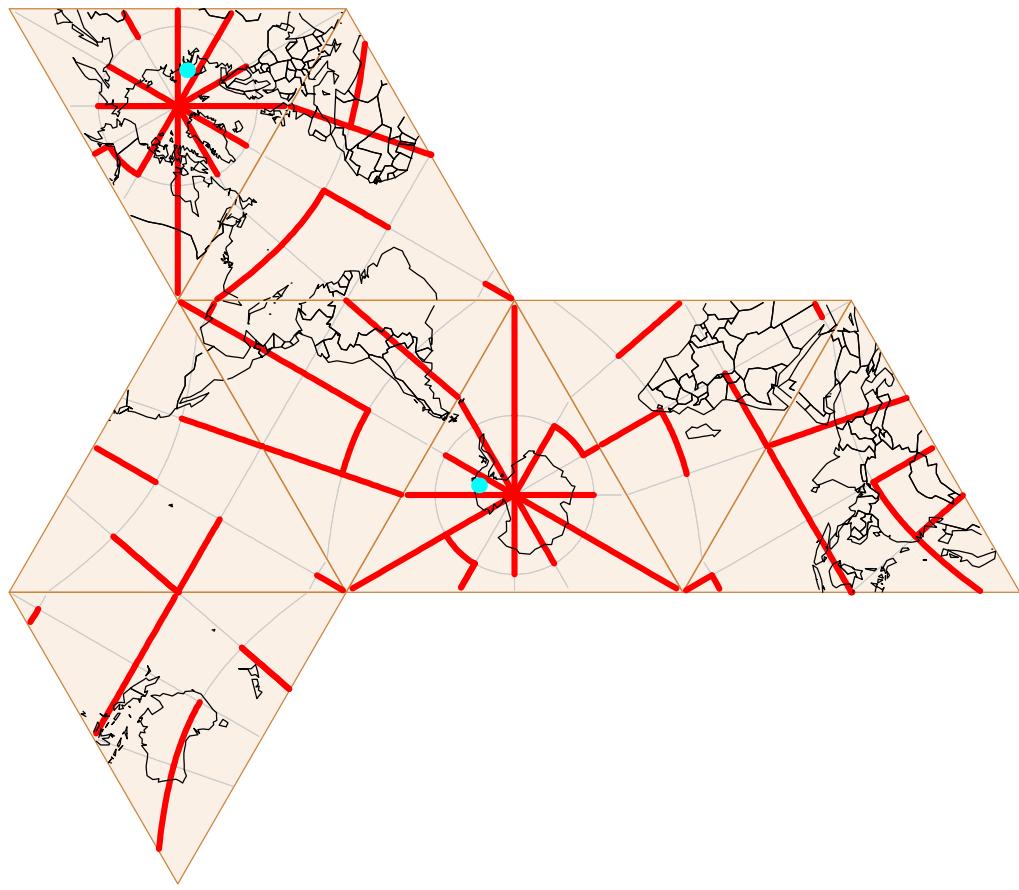


# Problems

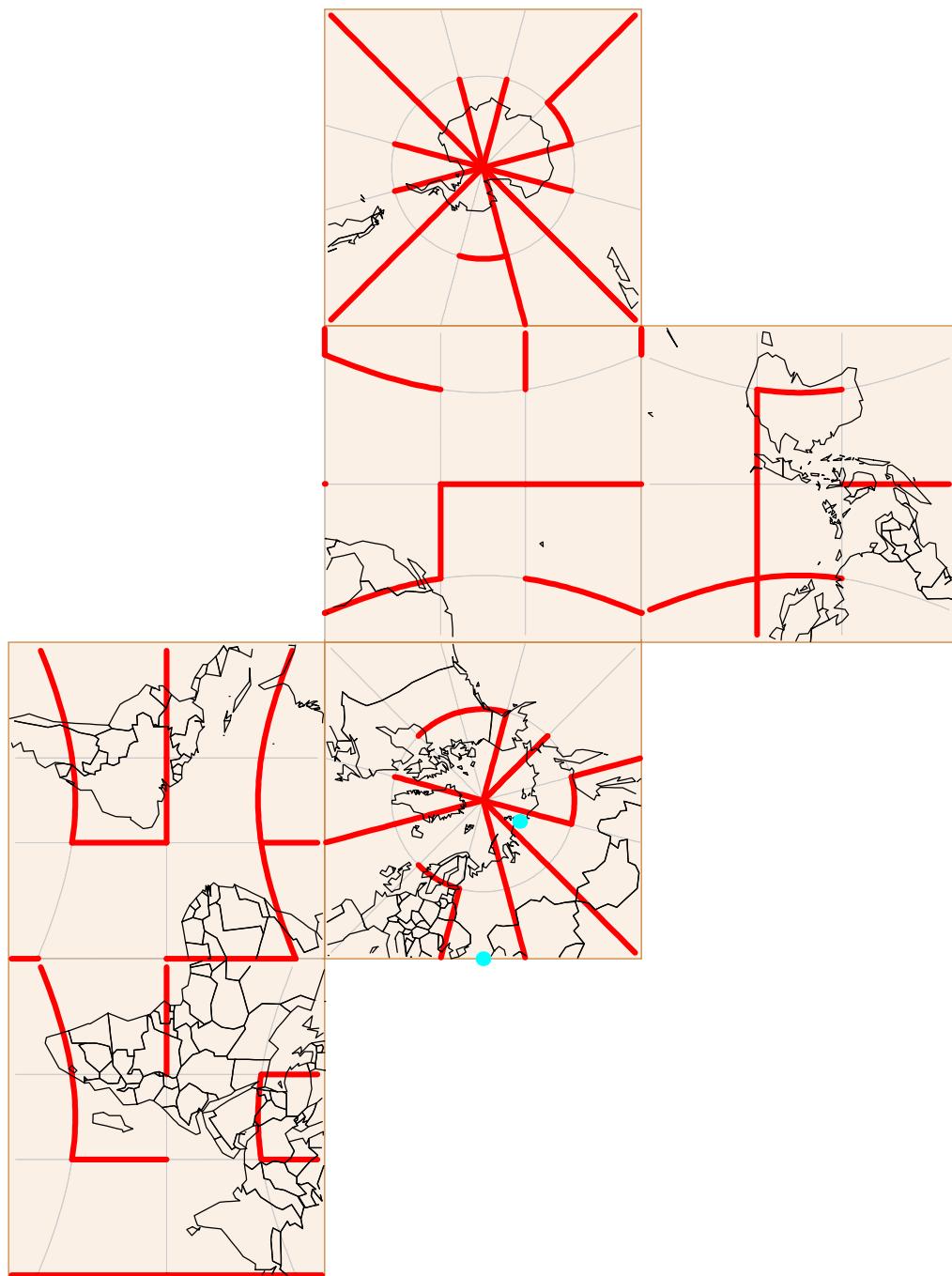
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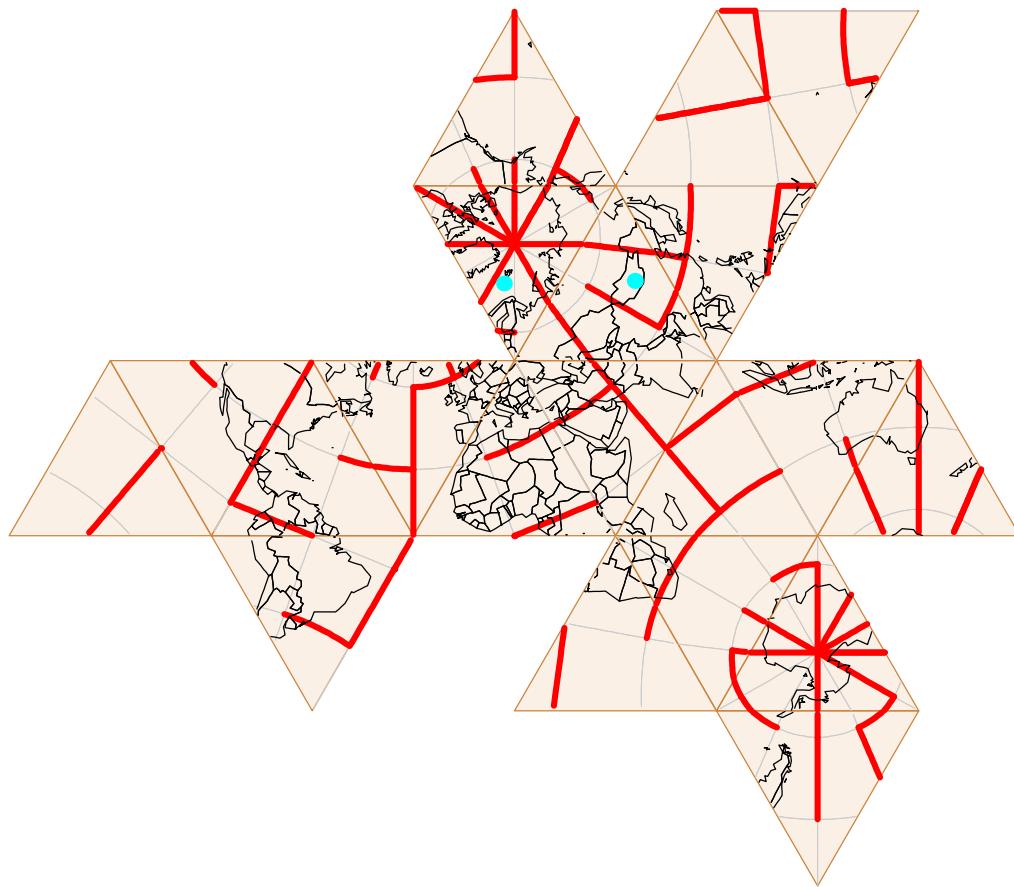
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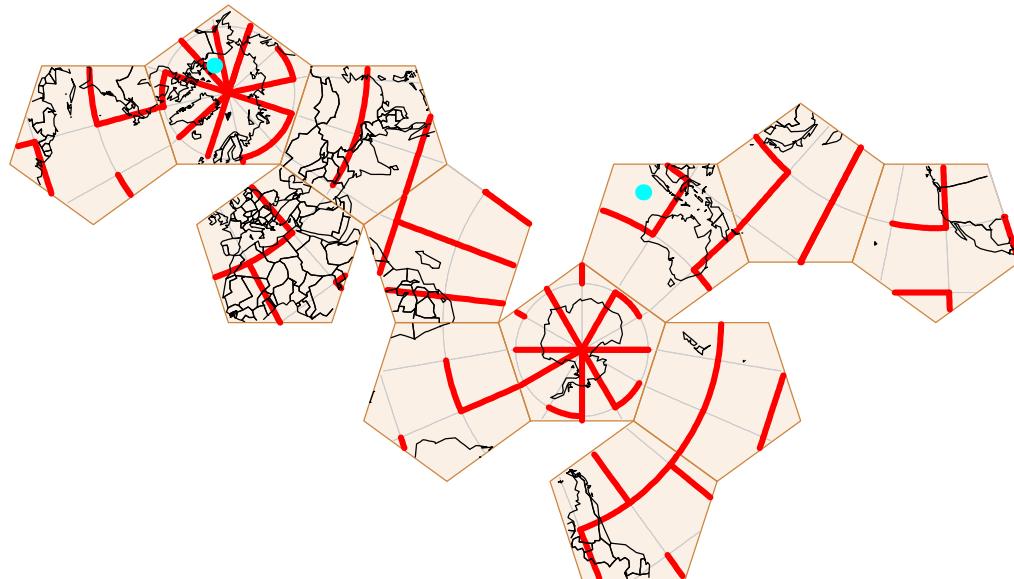
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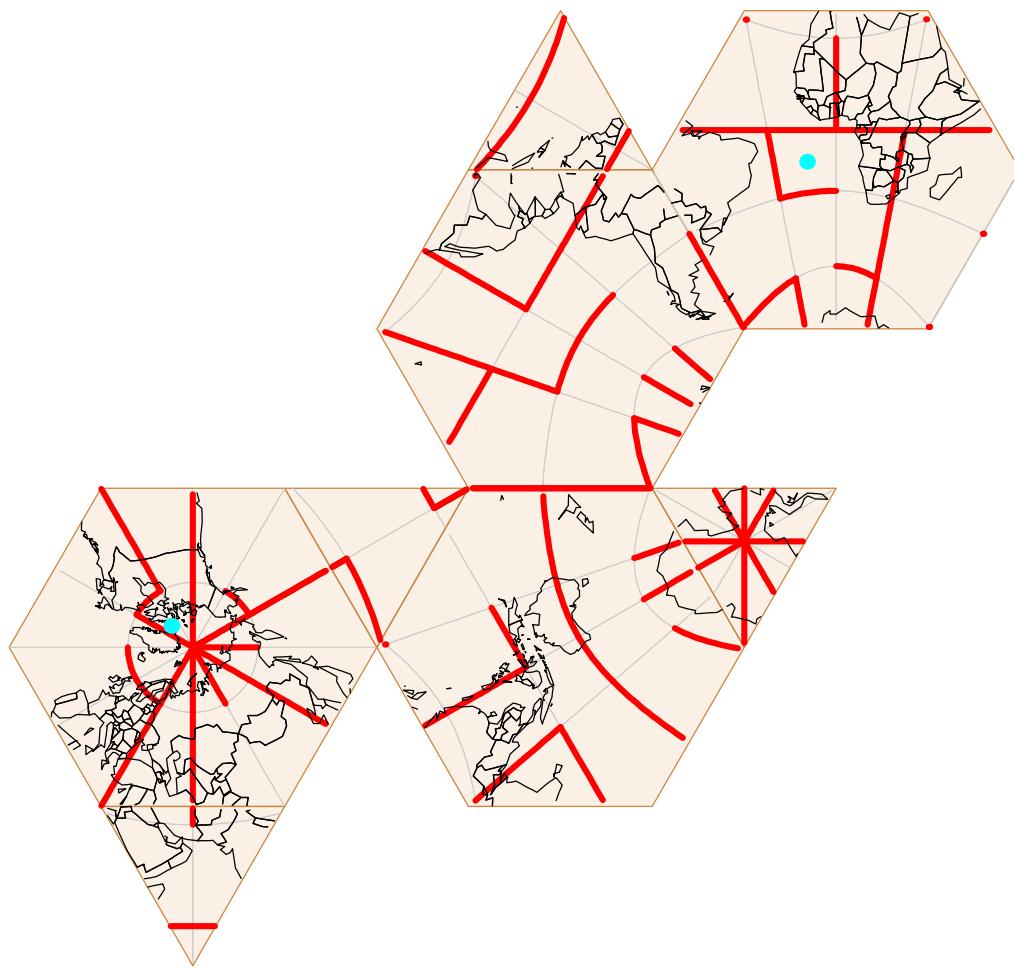
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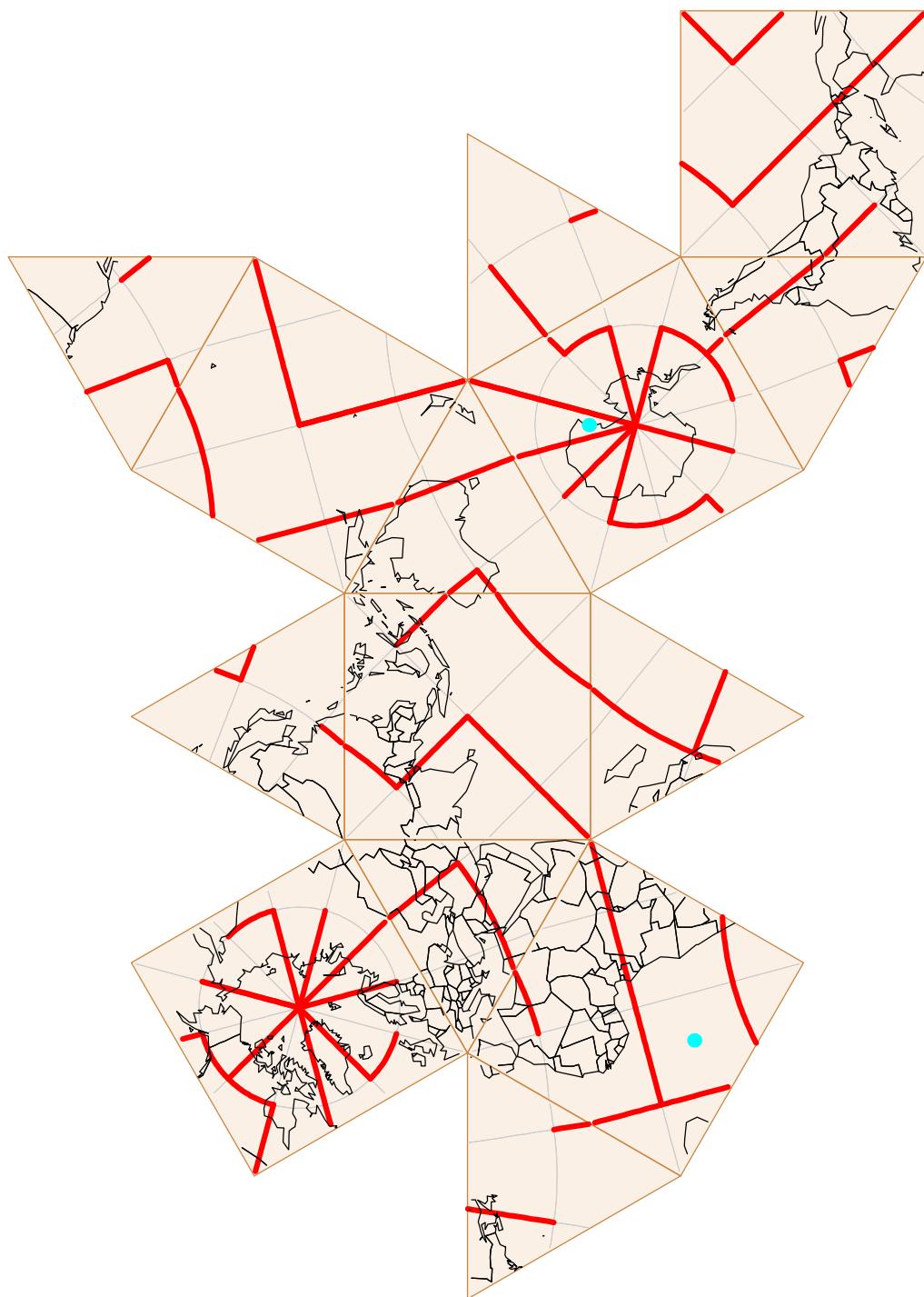
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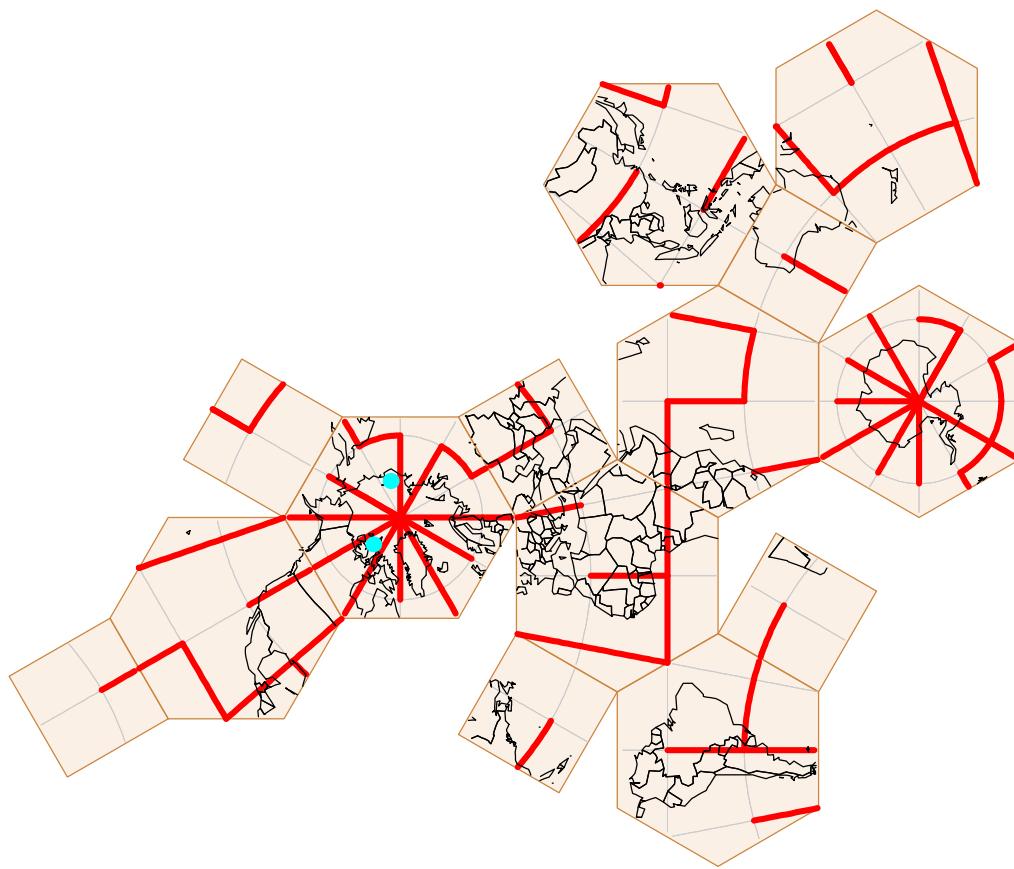
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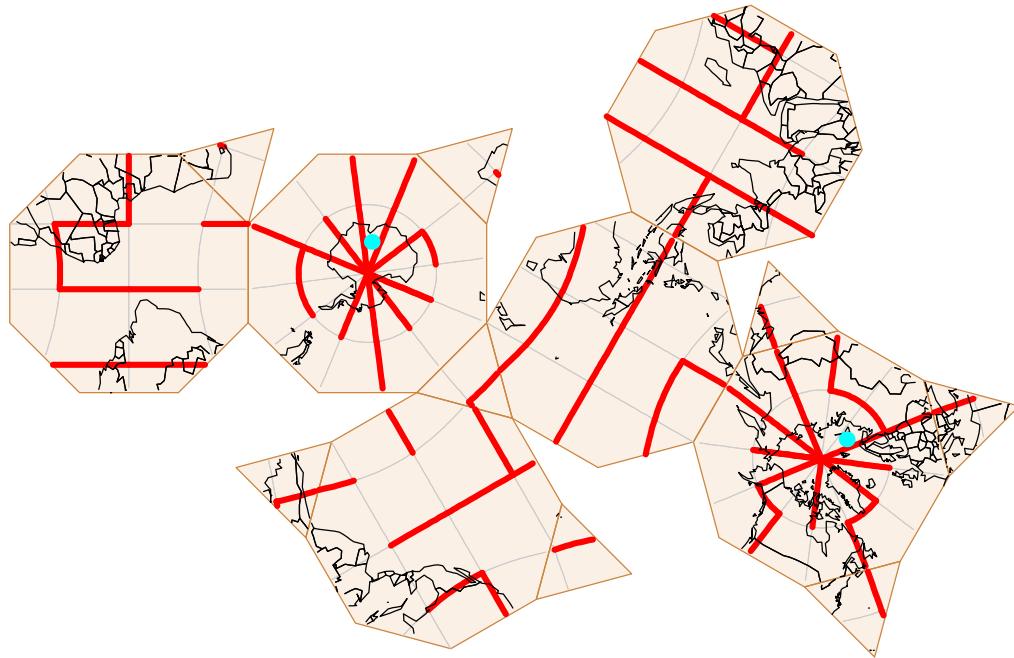
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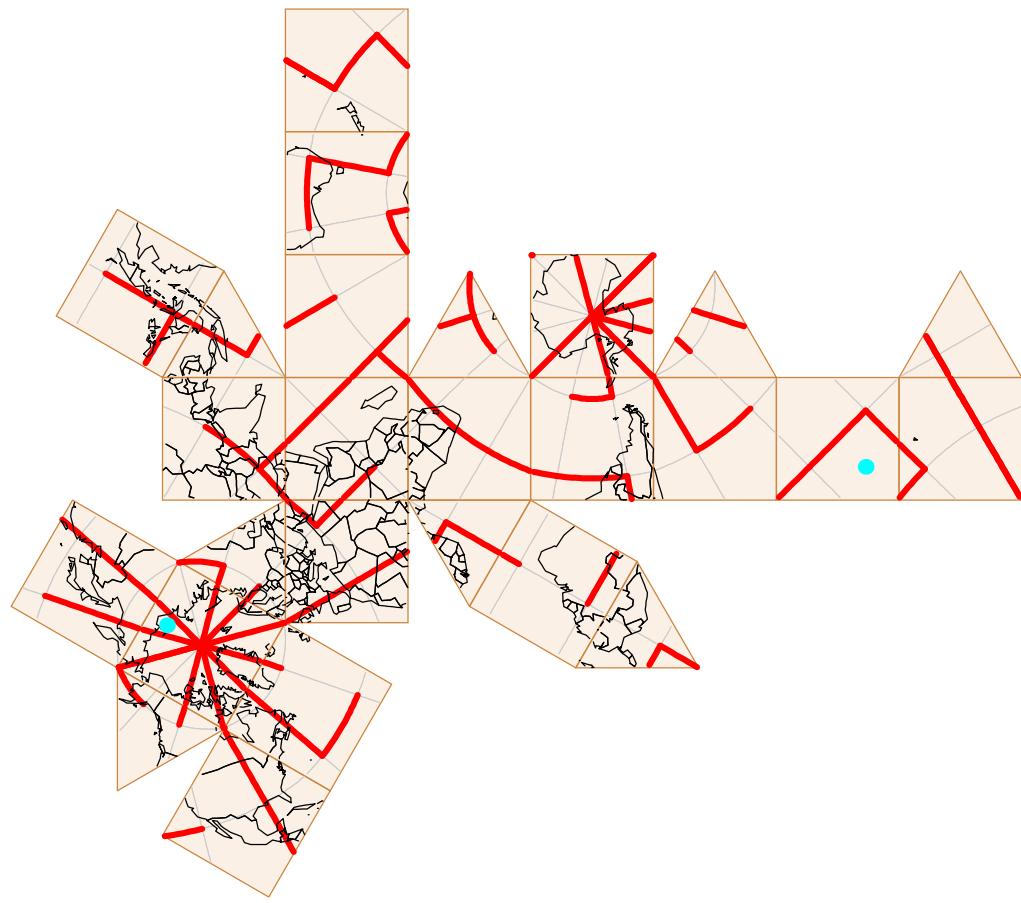
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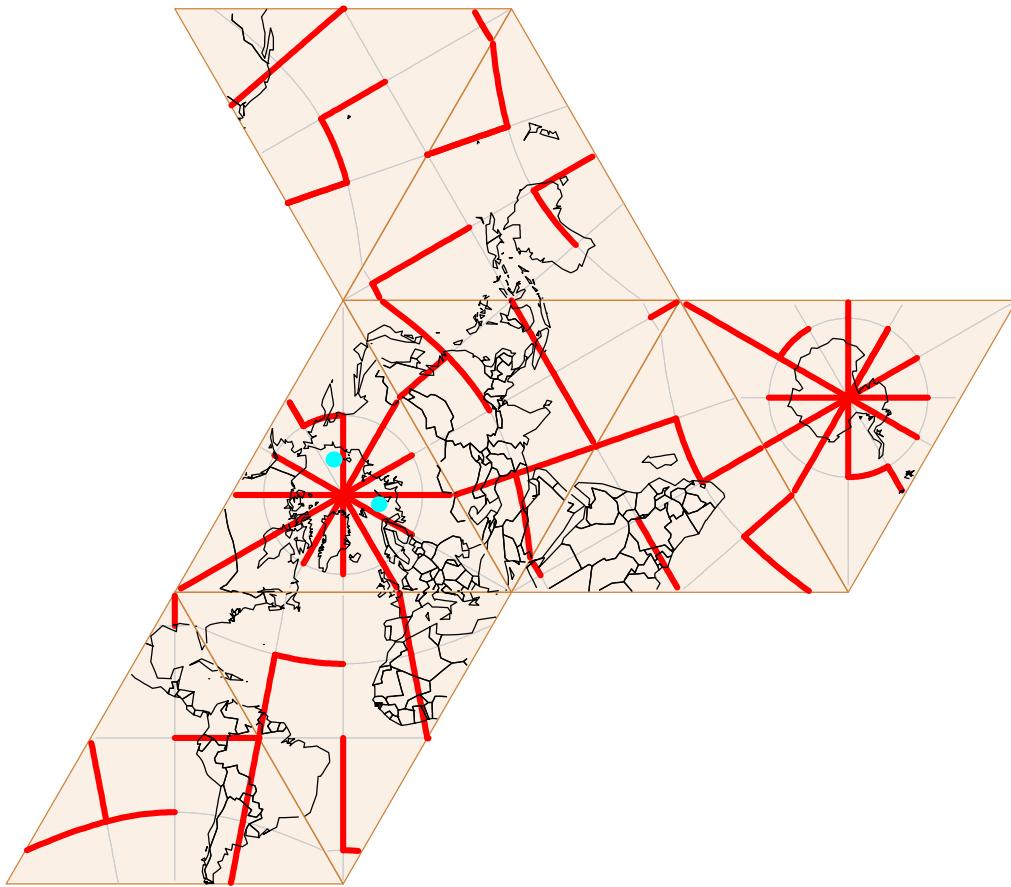
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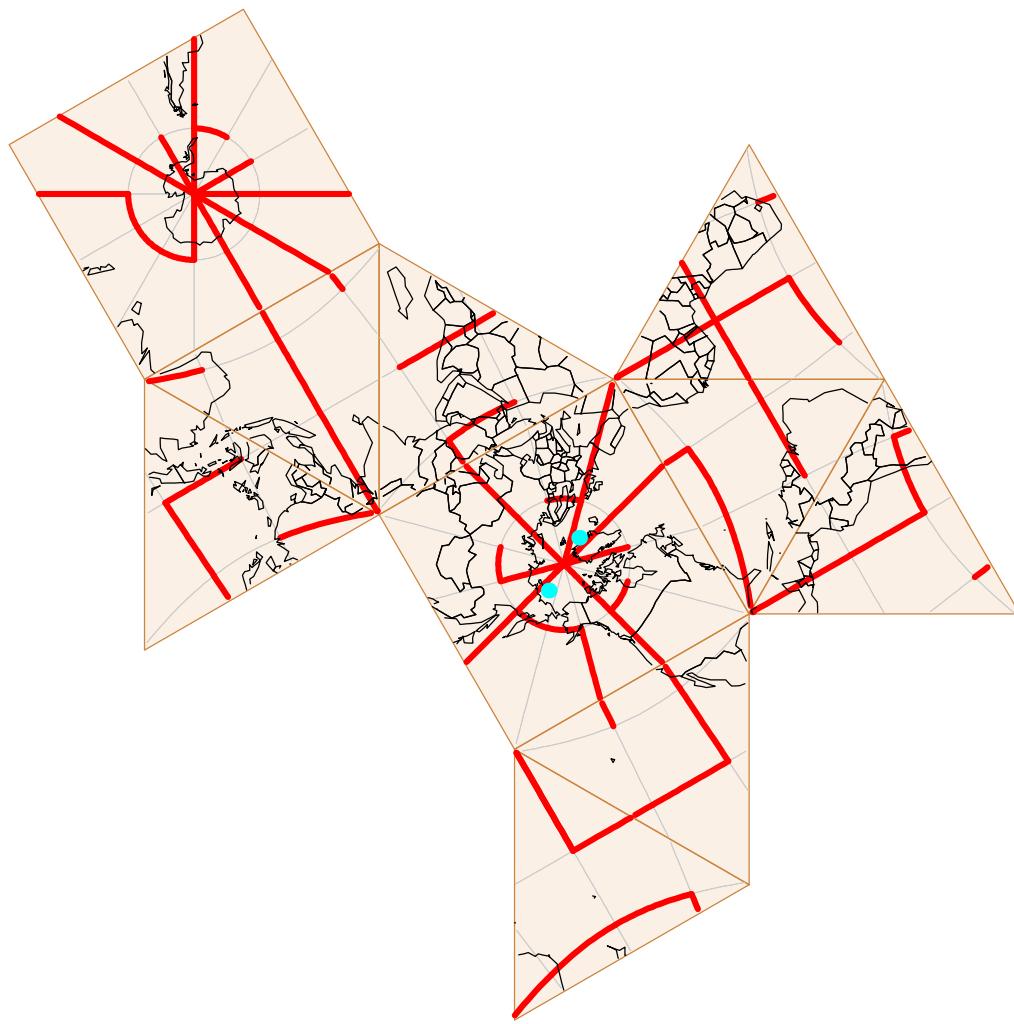
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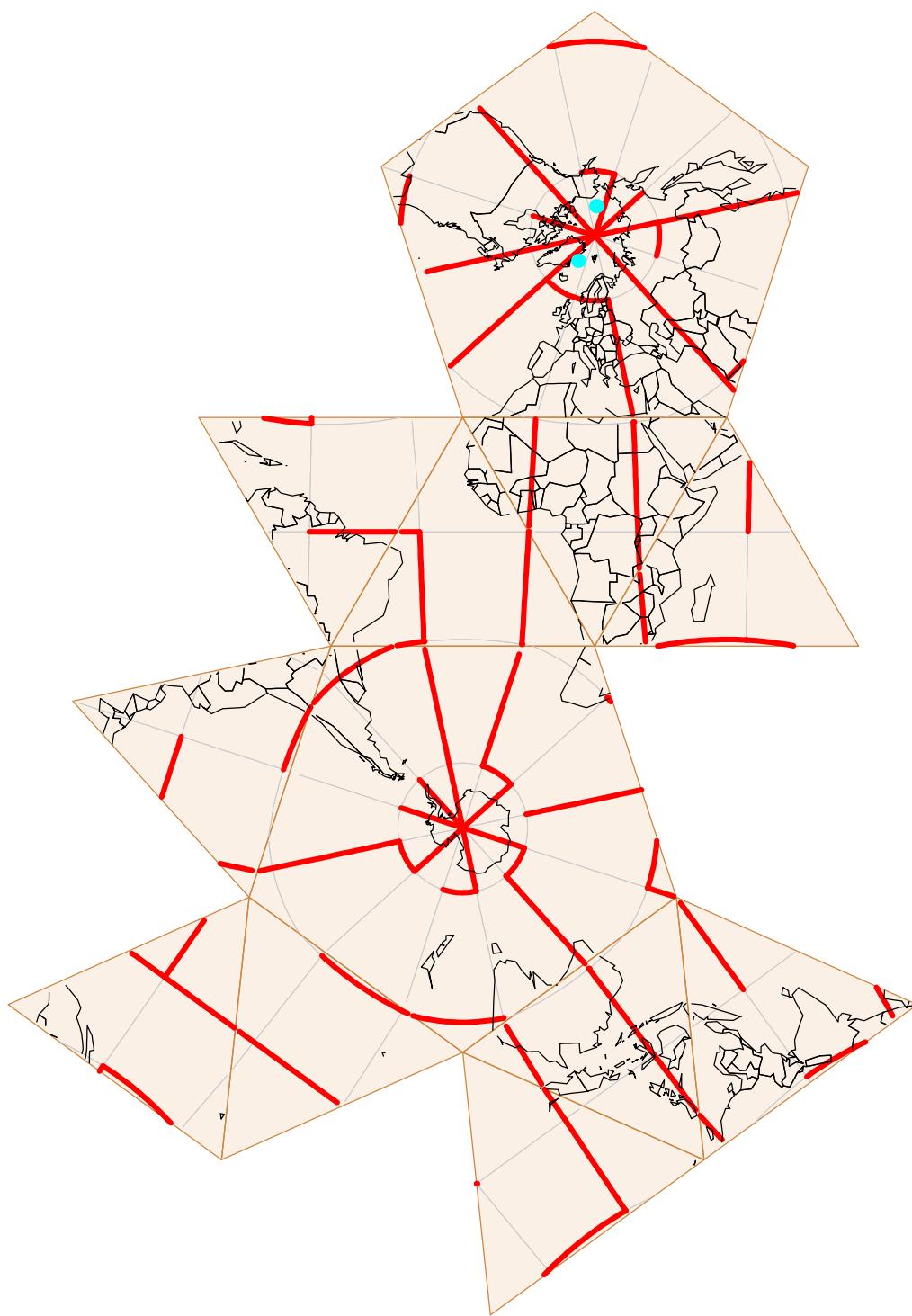
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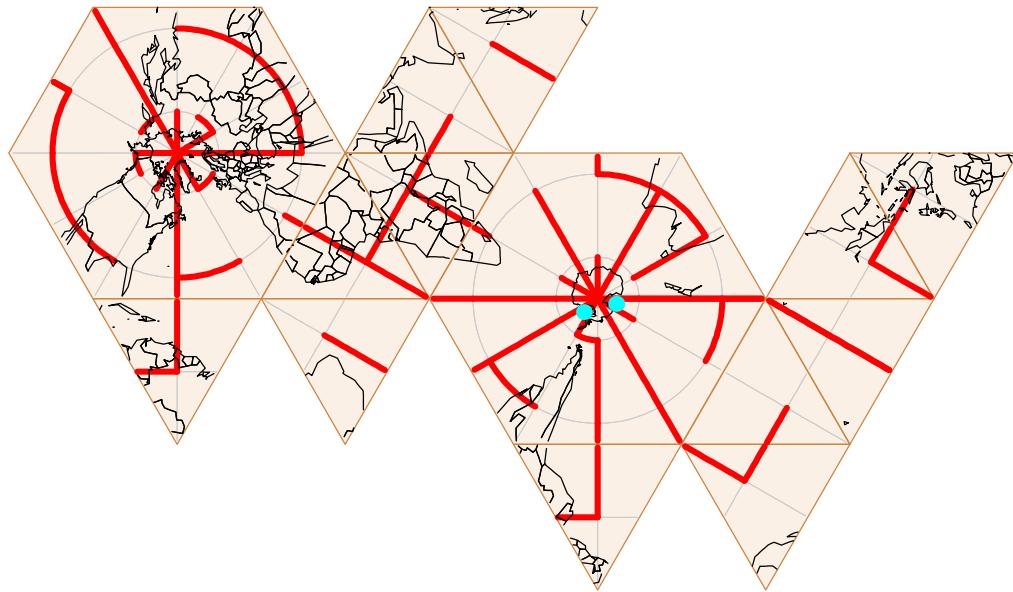
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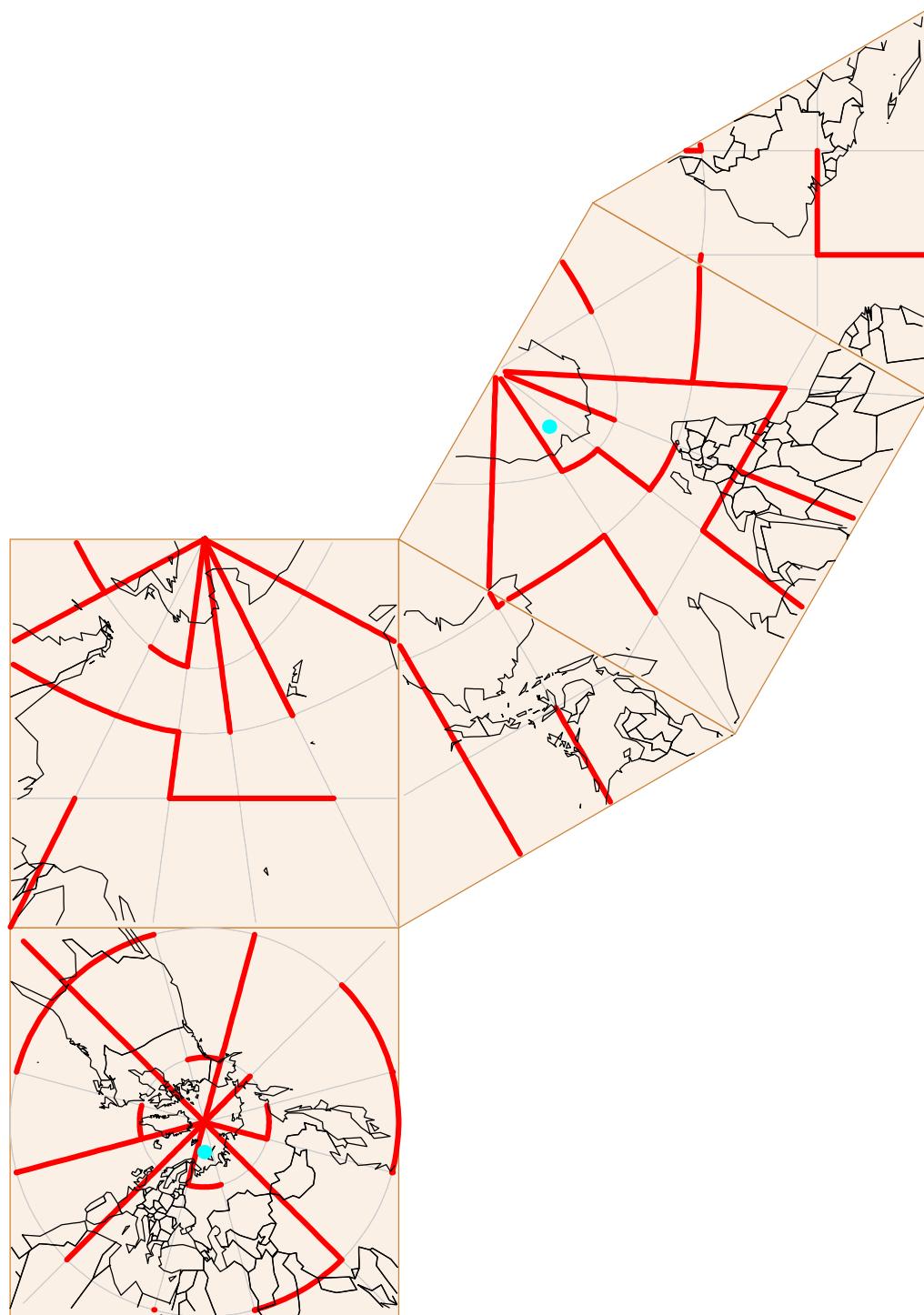
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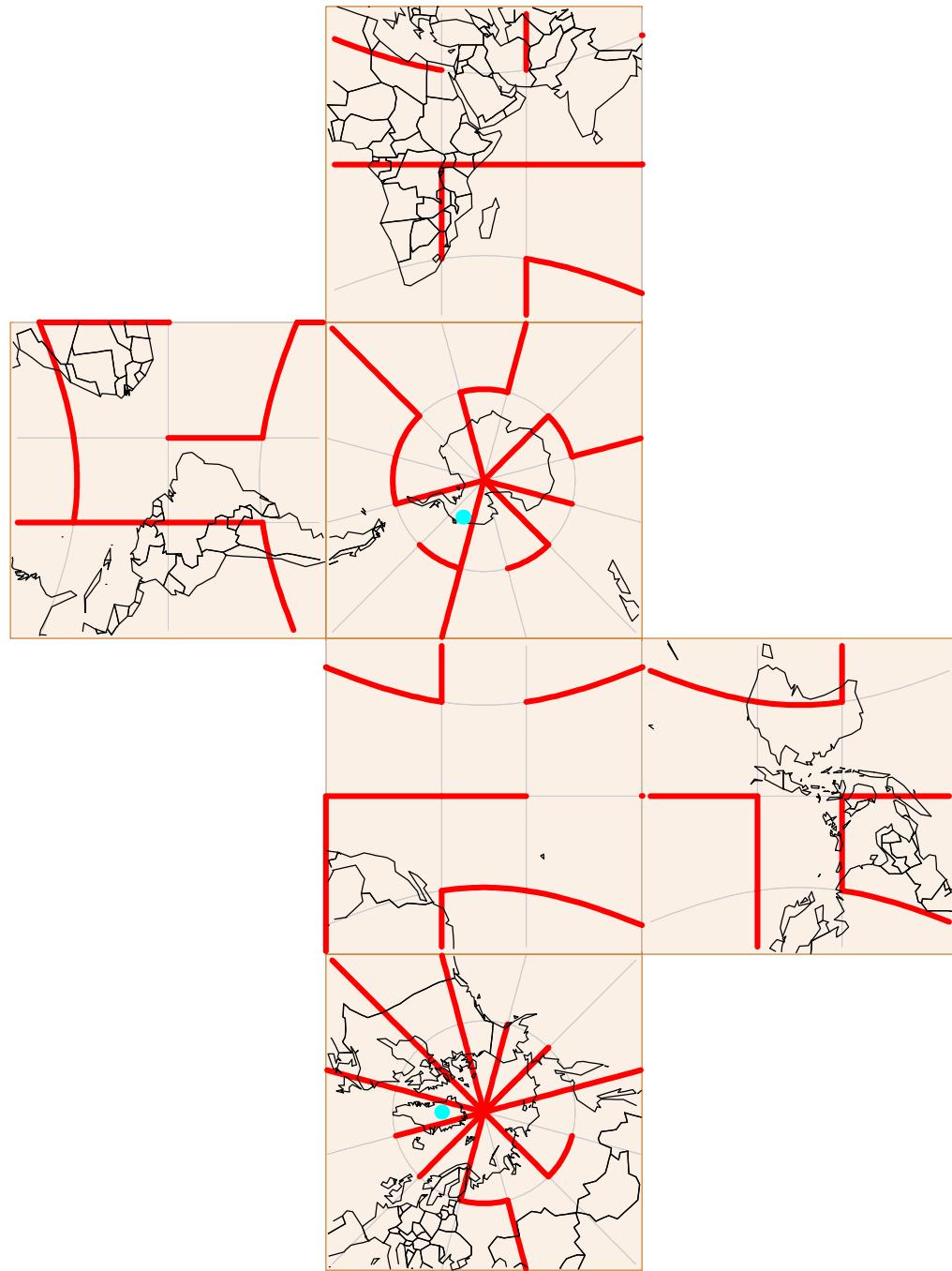
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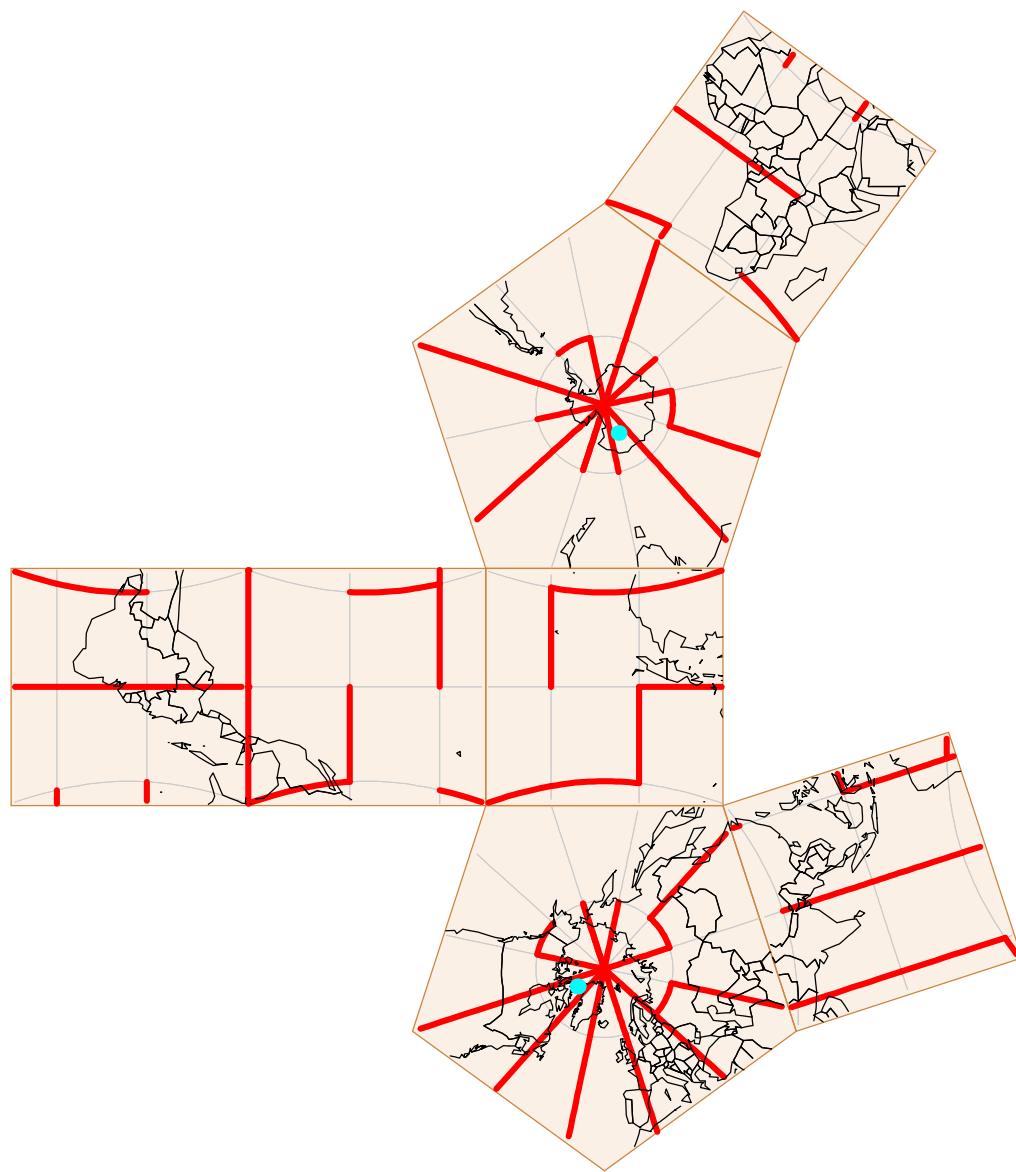
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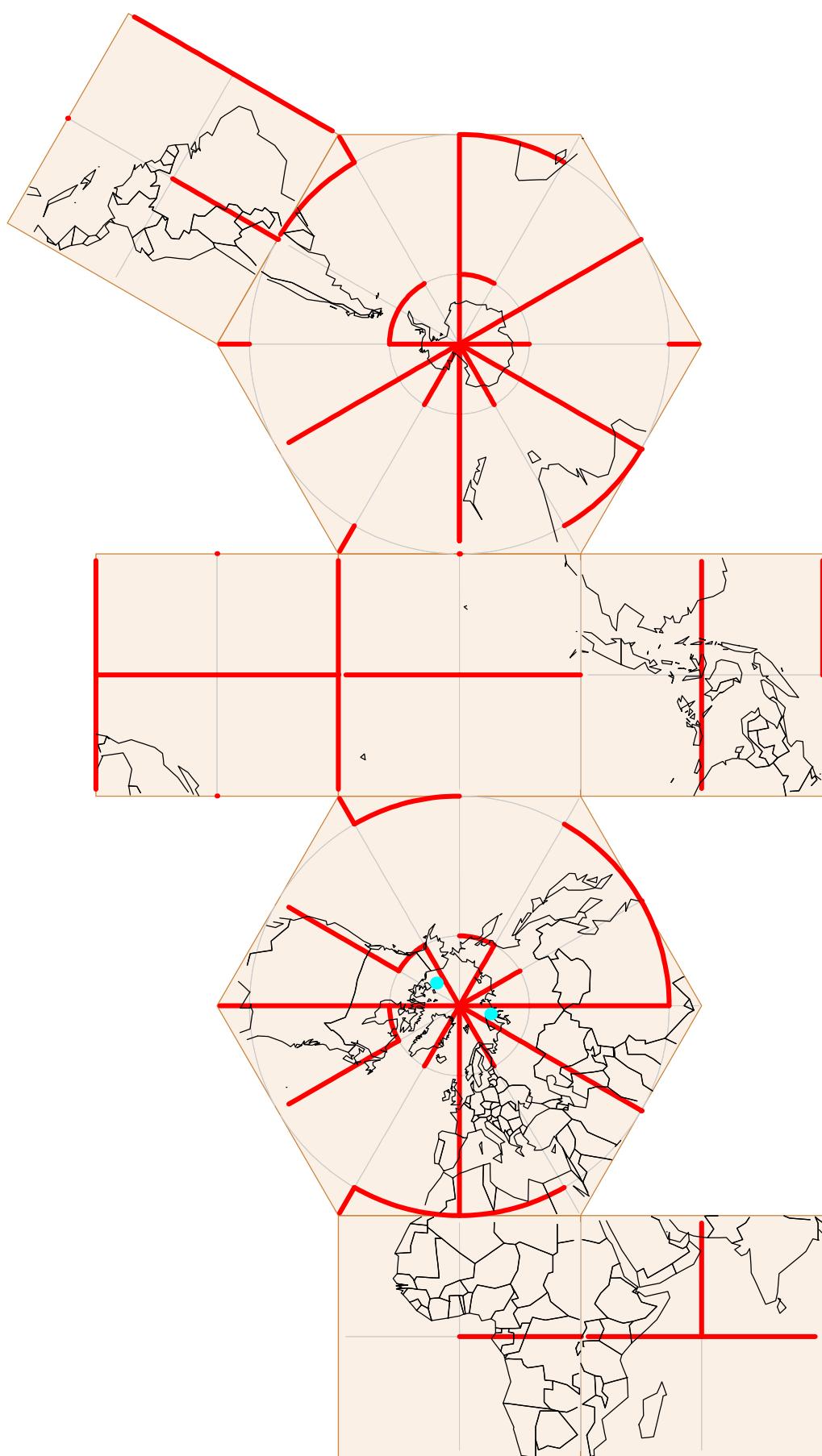
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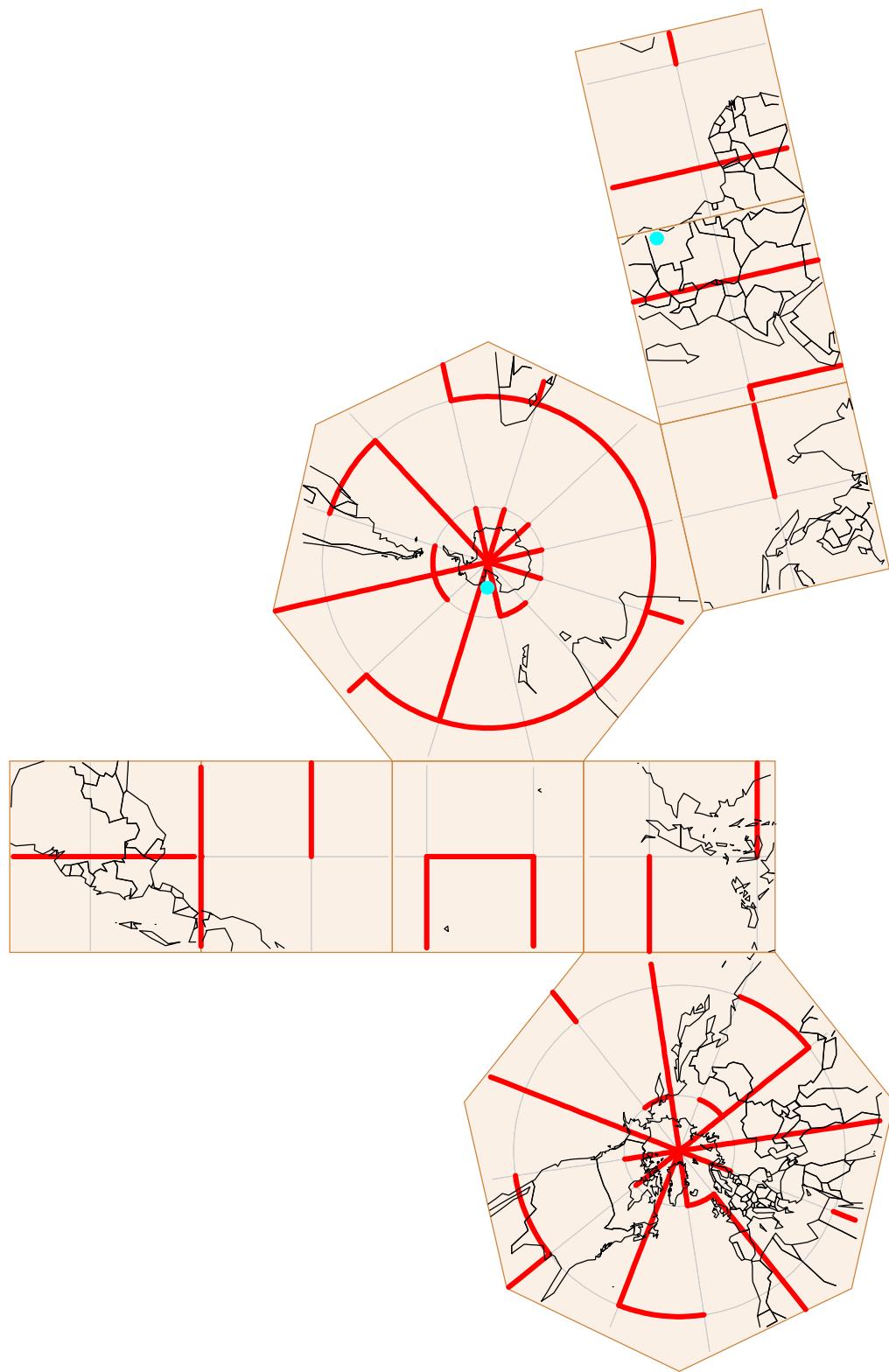
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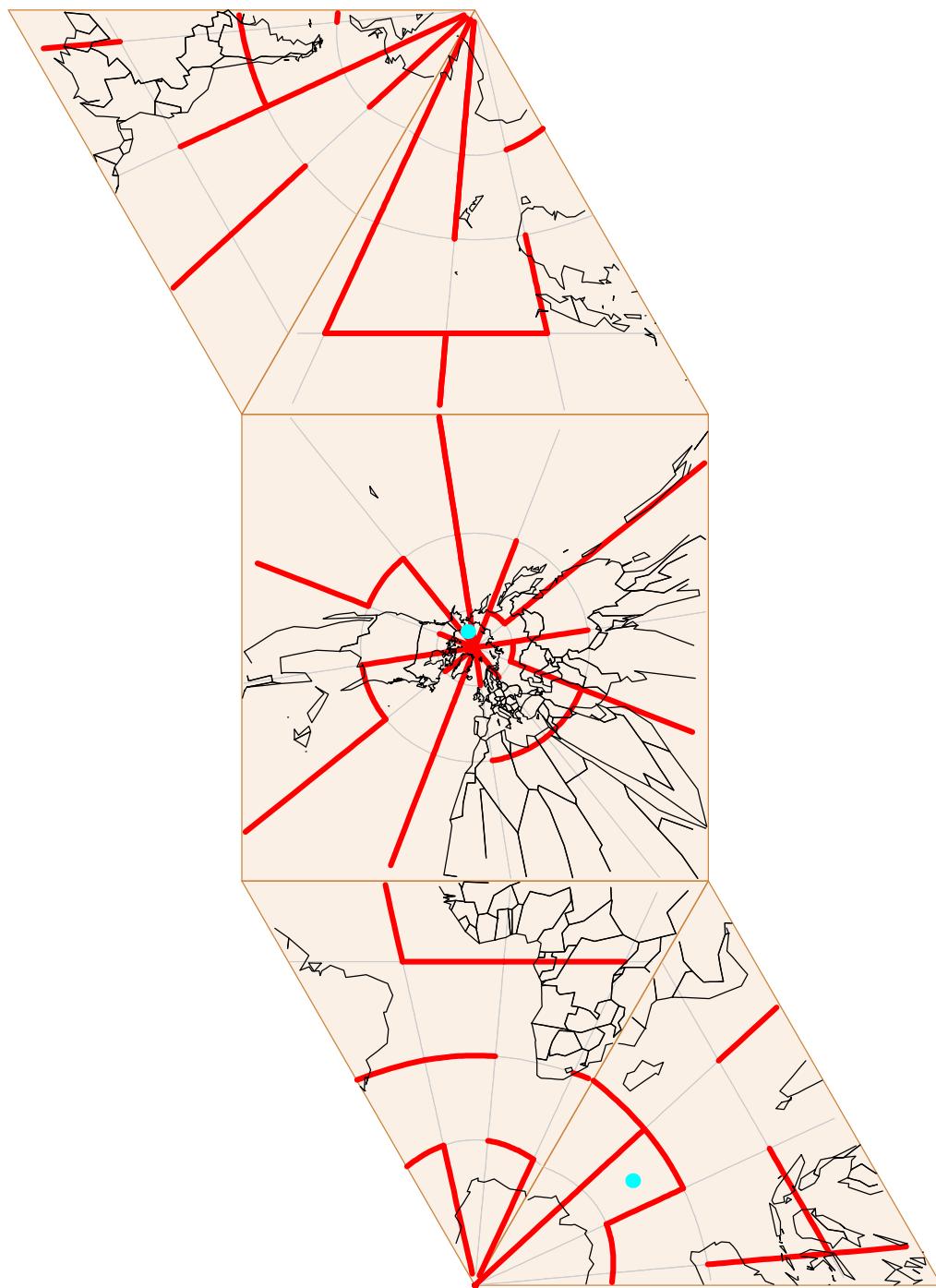
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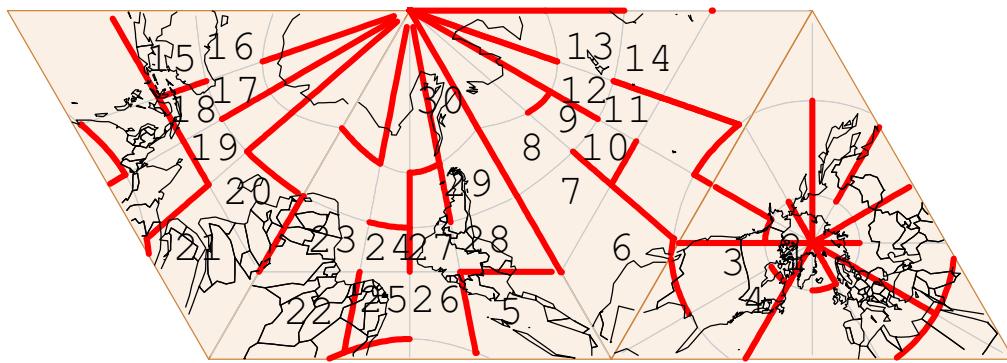


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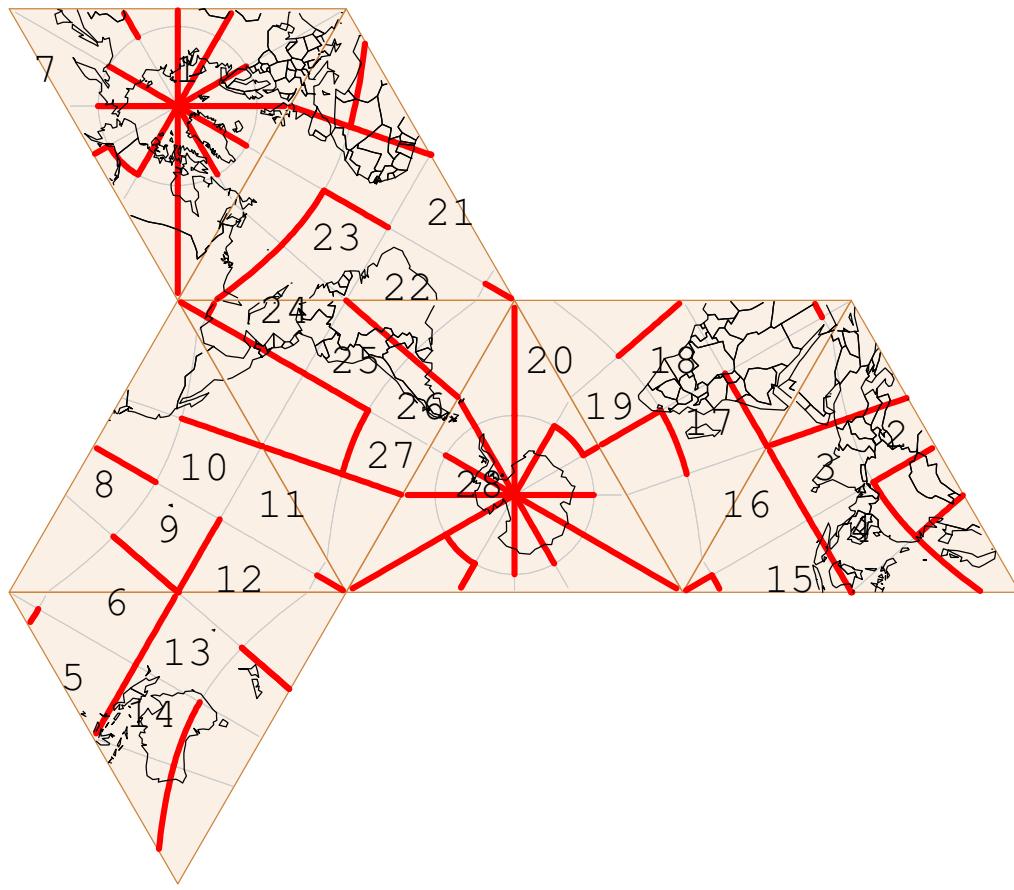


# Solutions

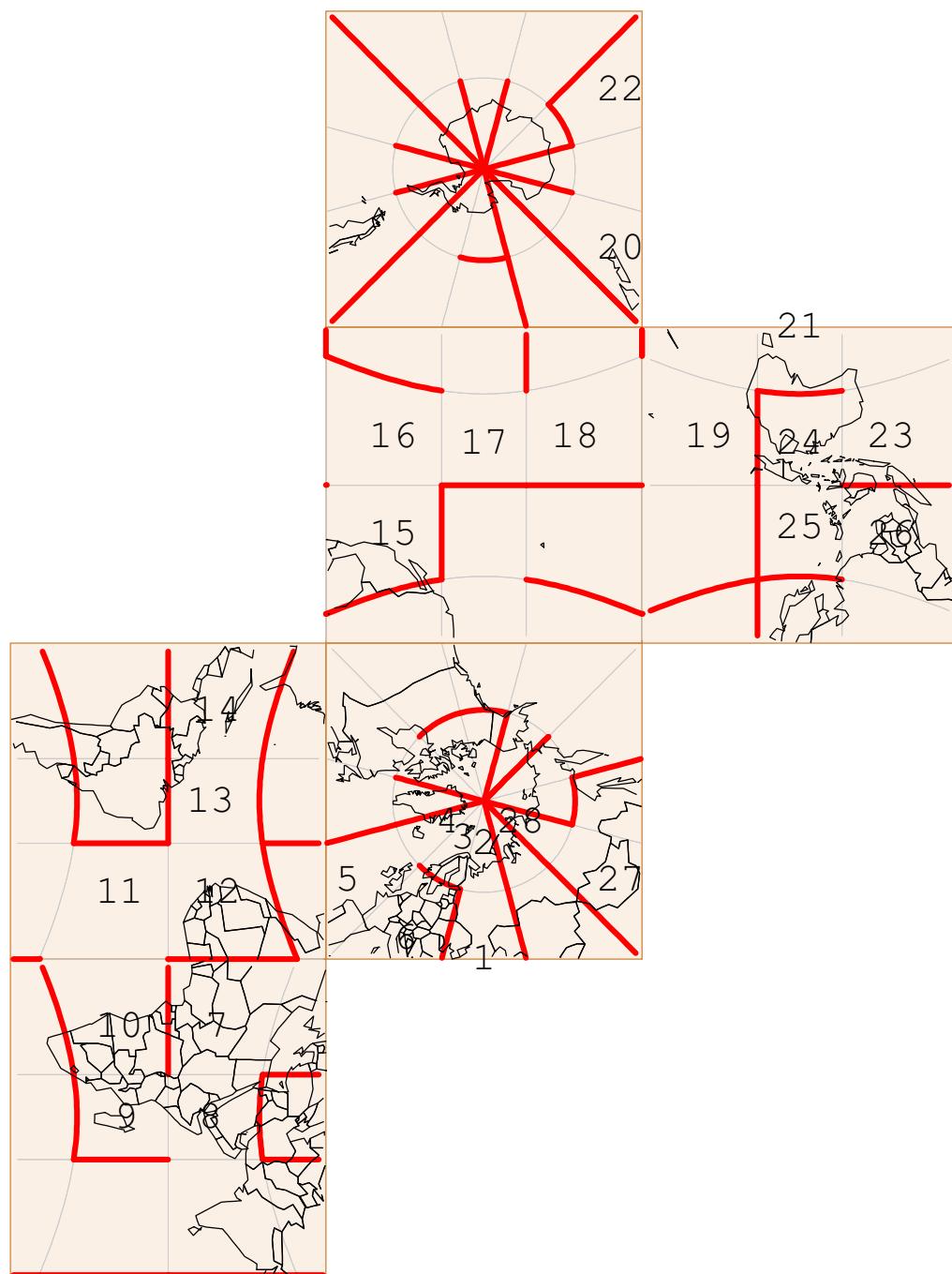
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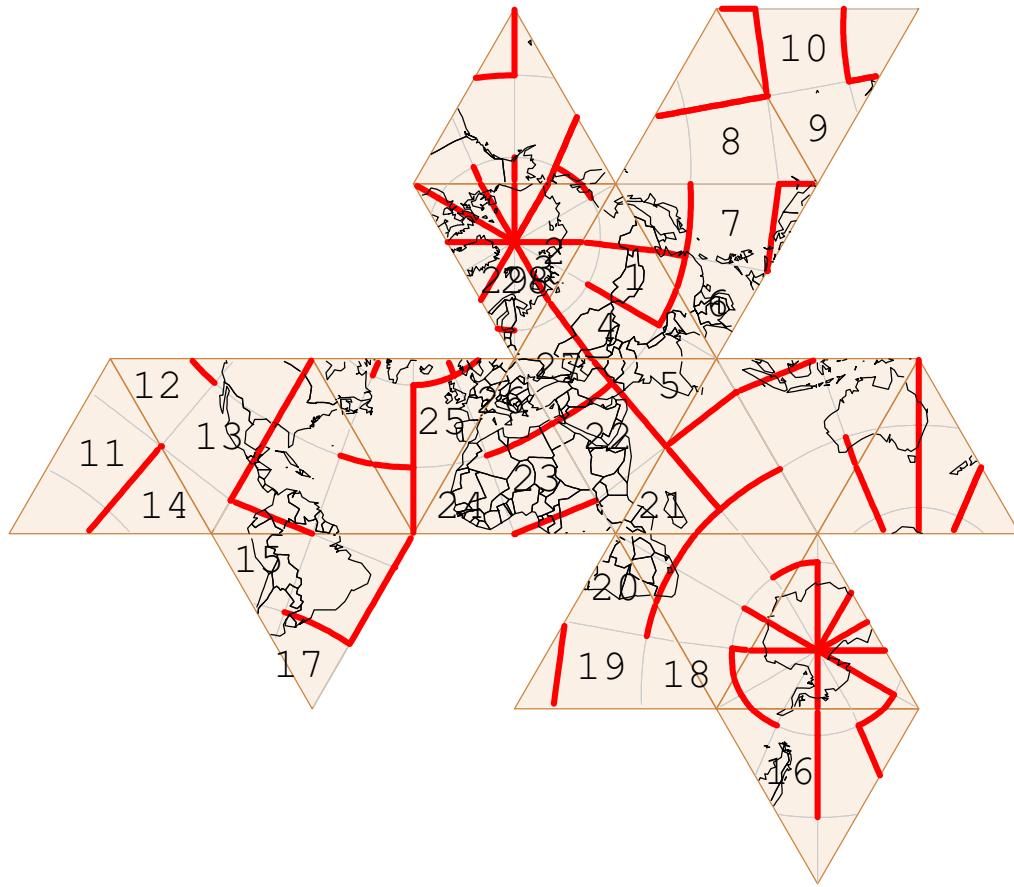
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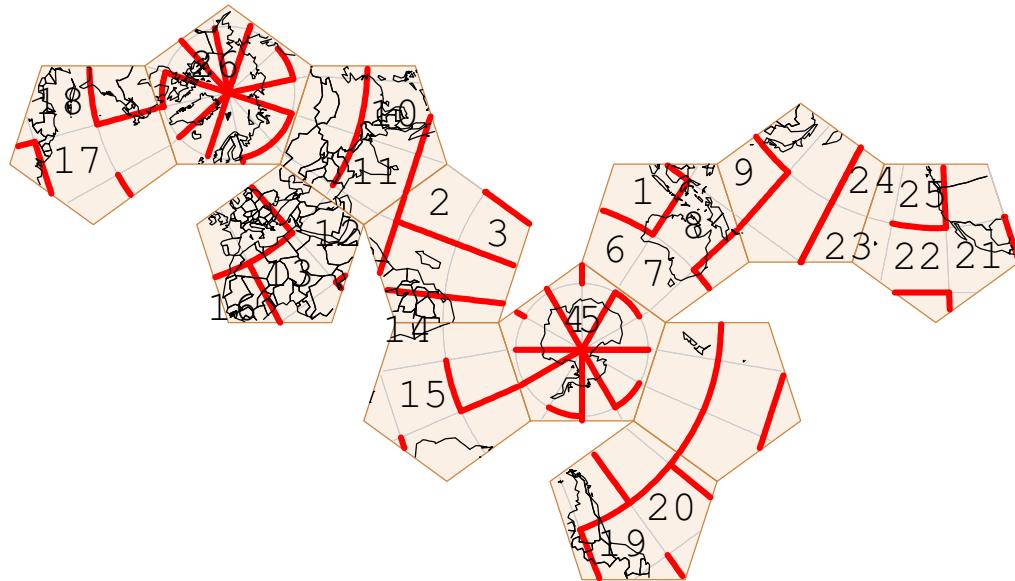
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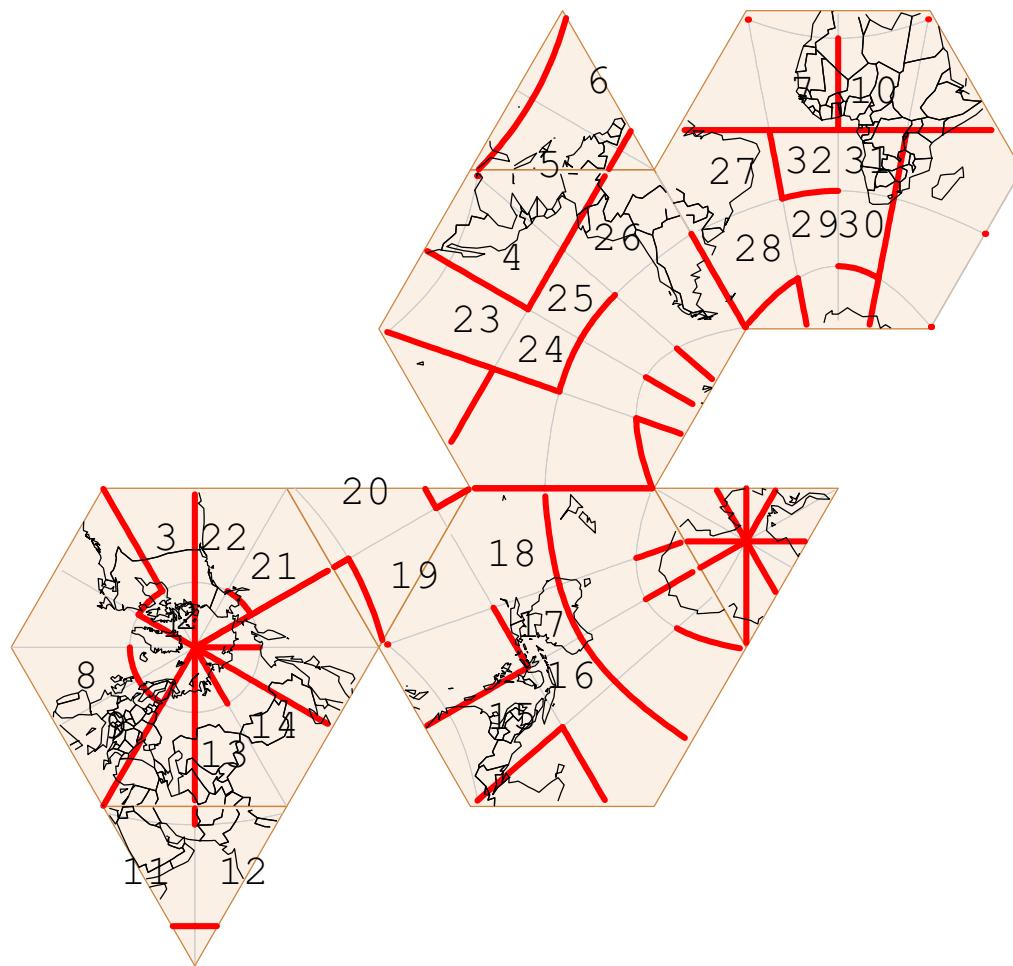
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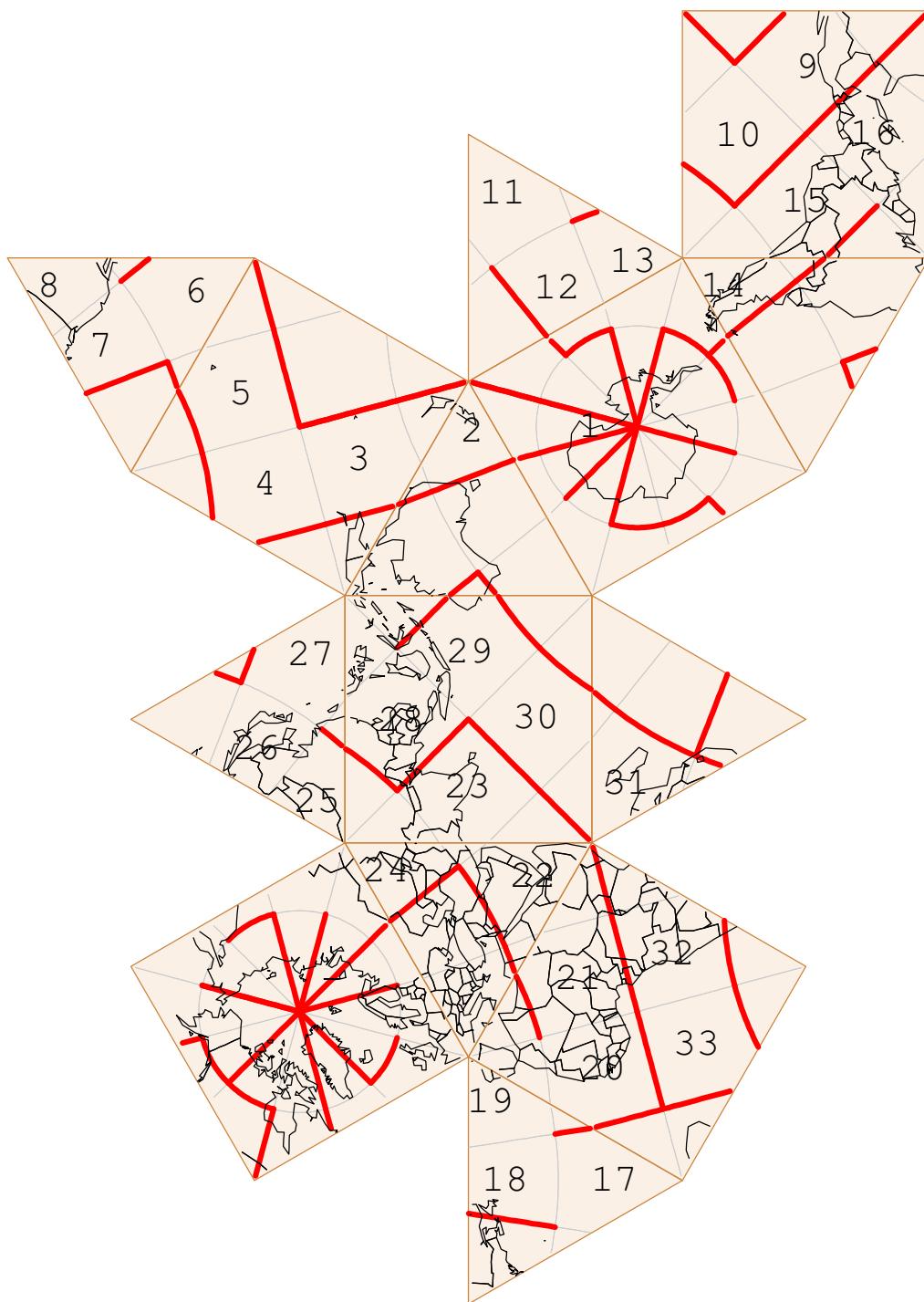
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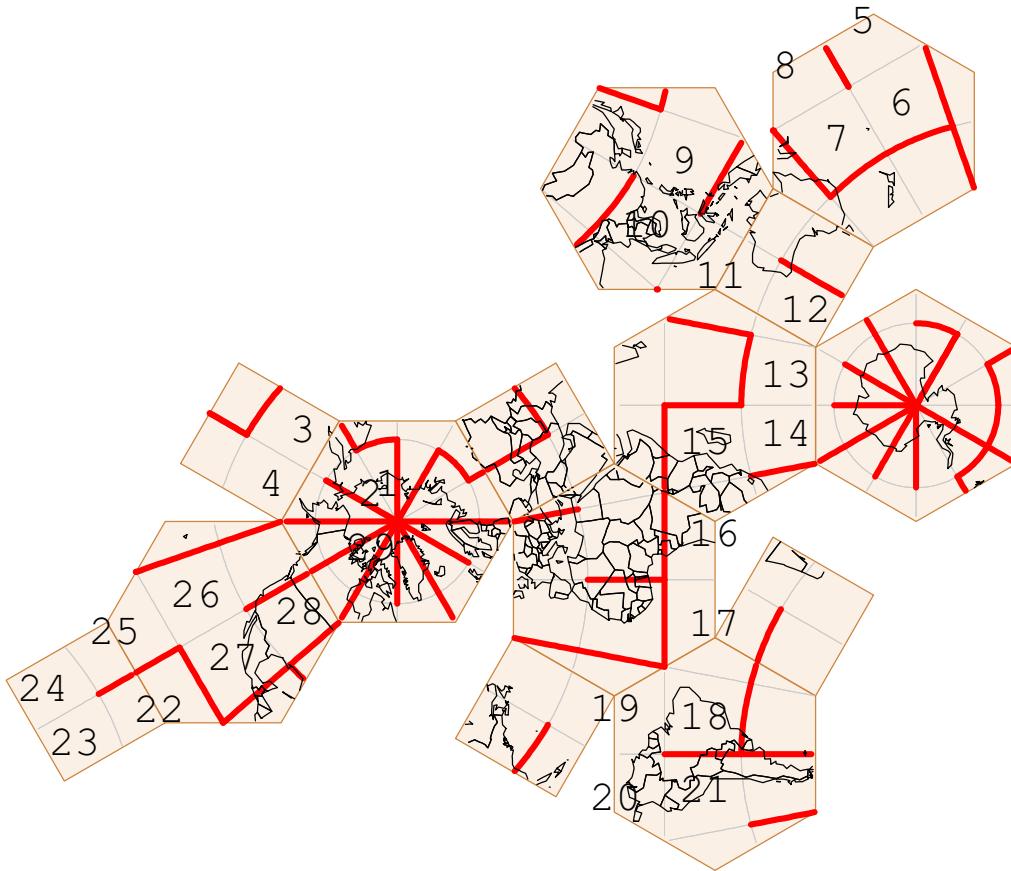
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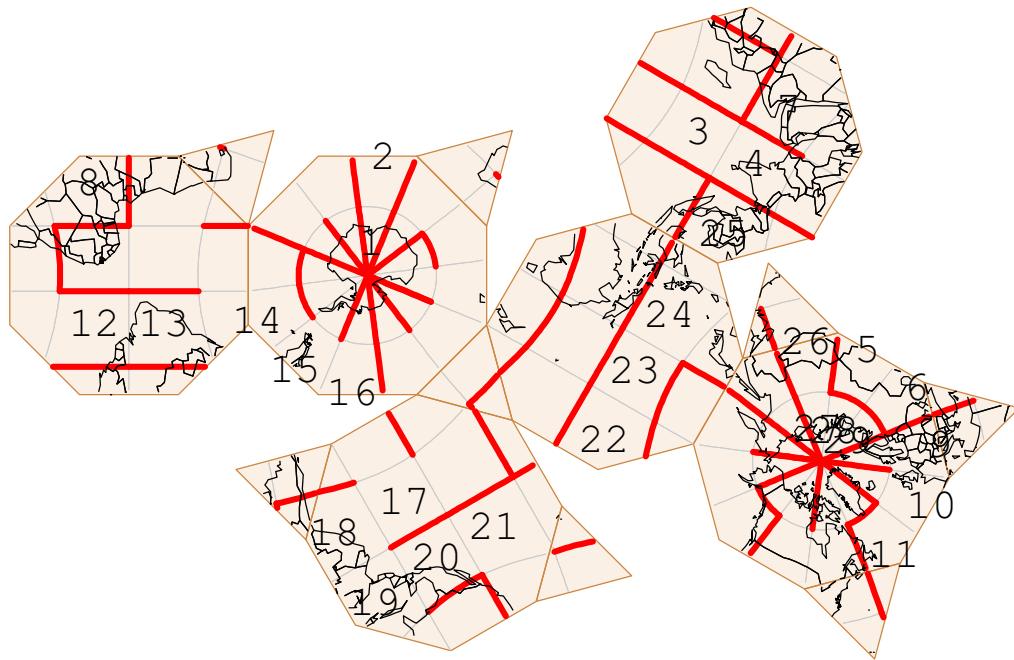
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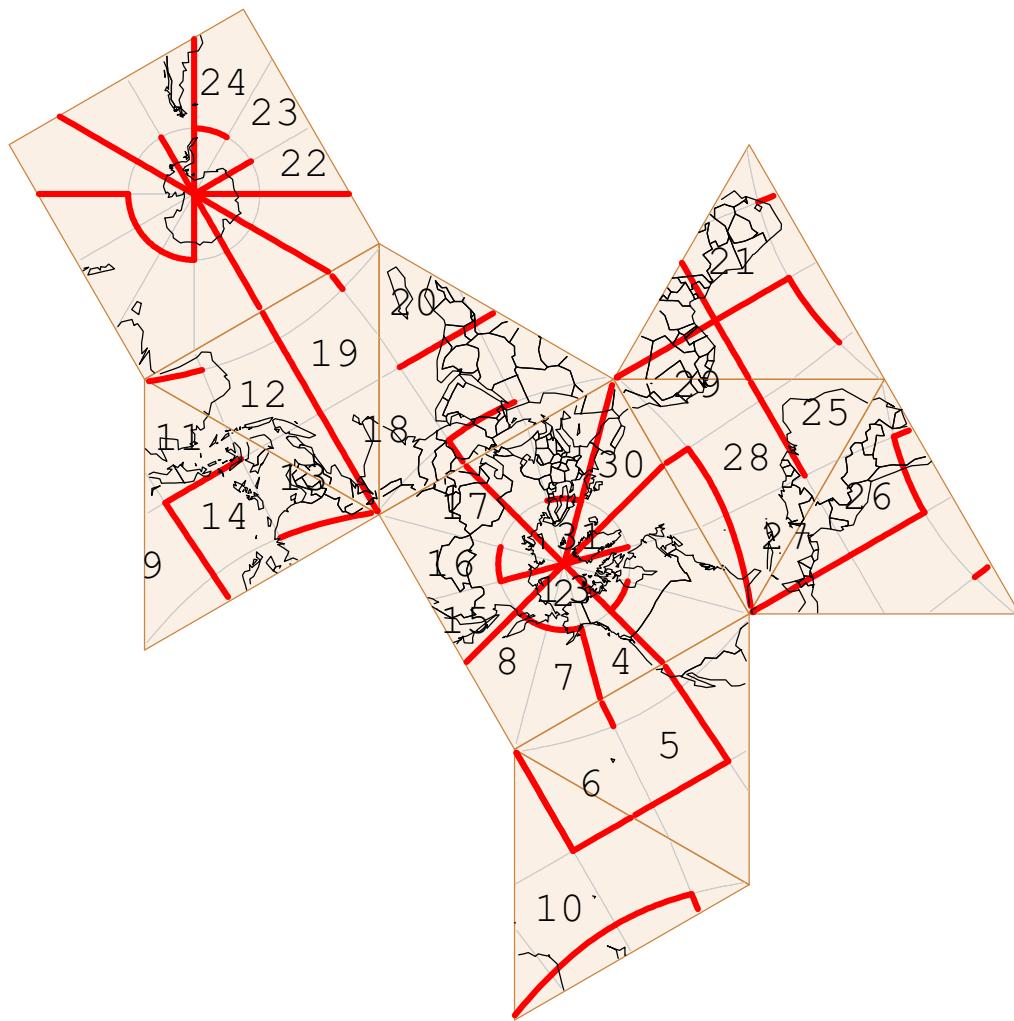
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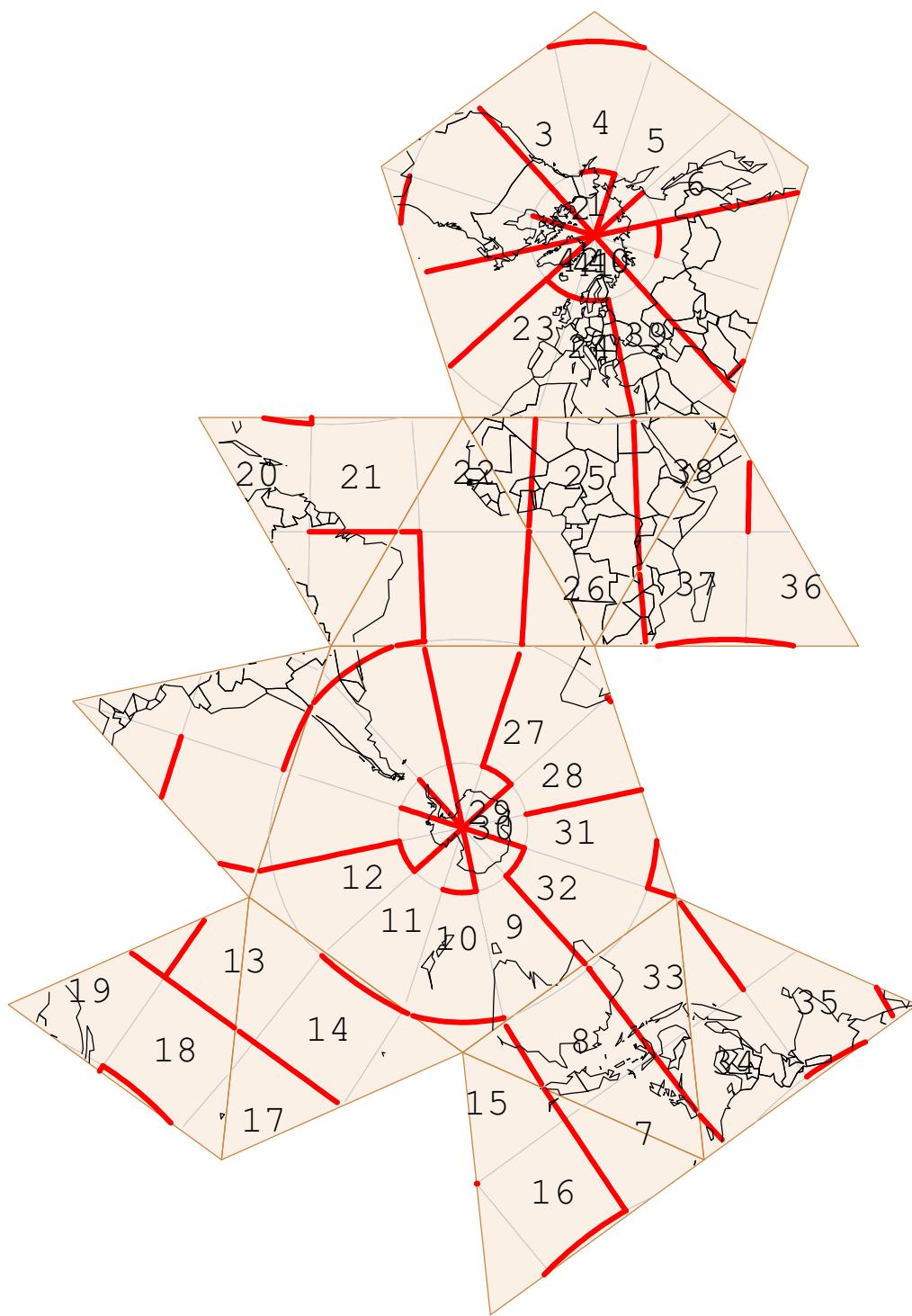
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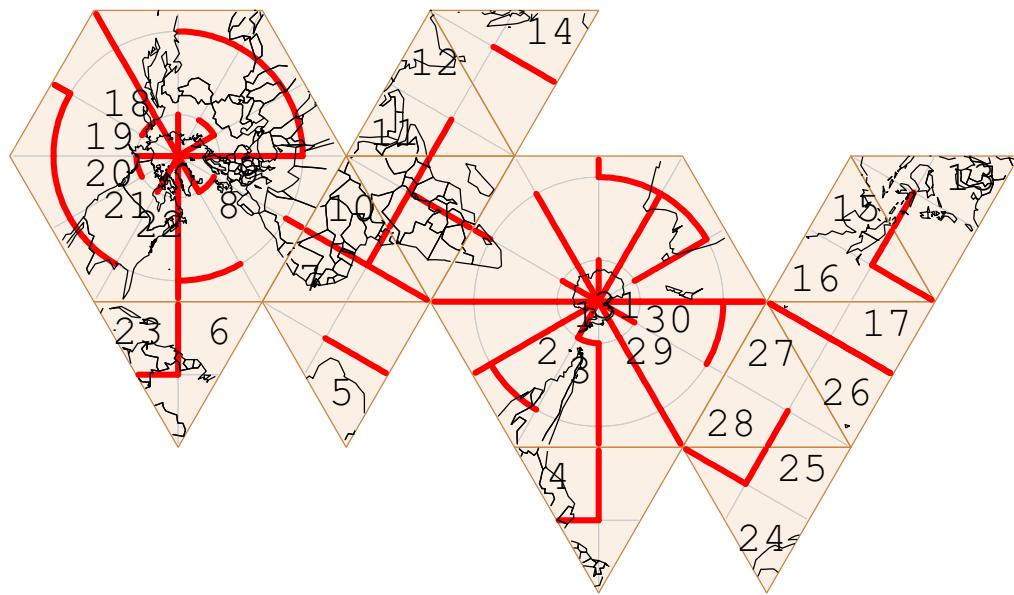
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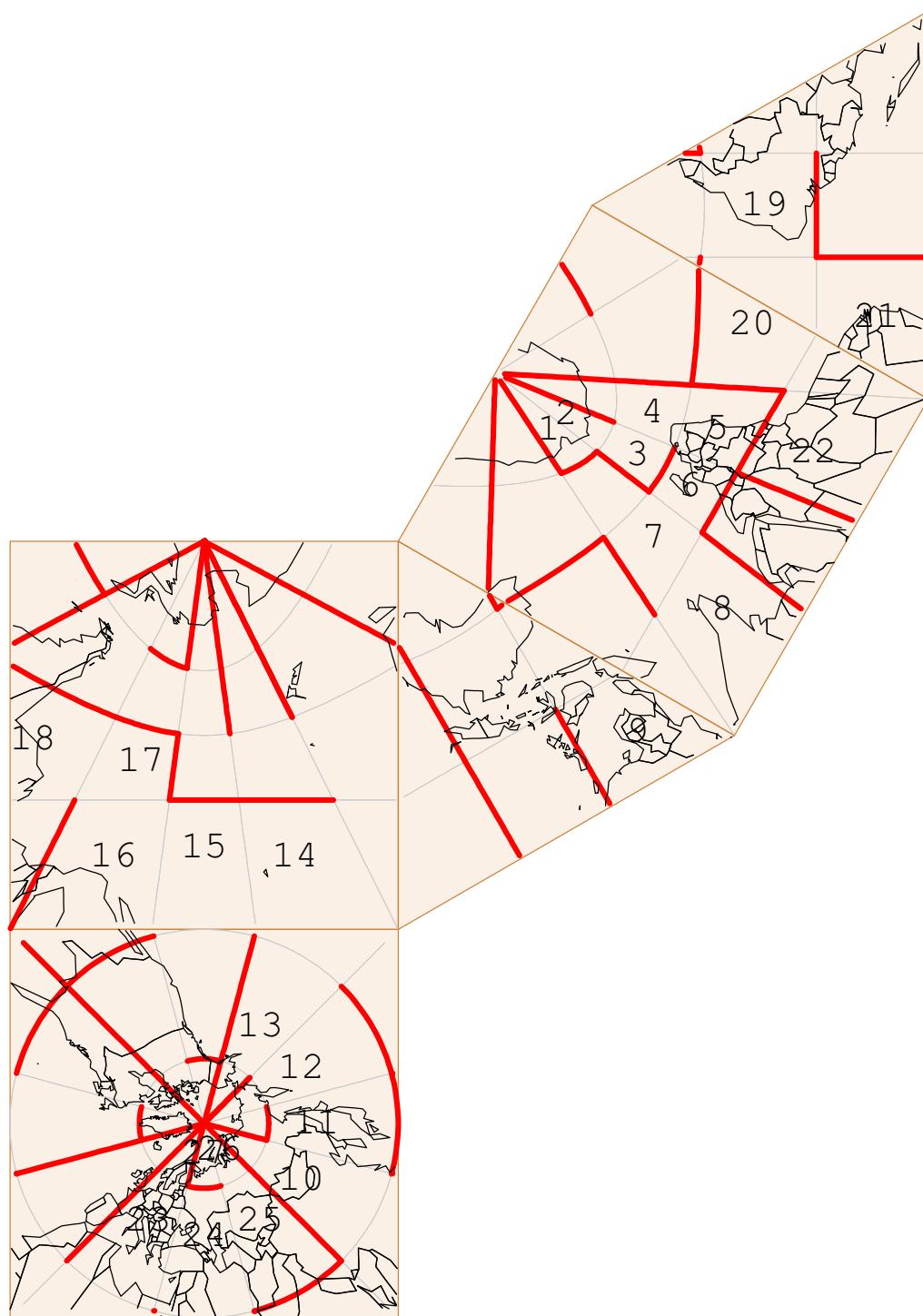
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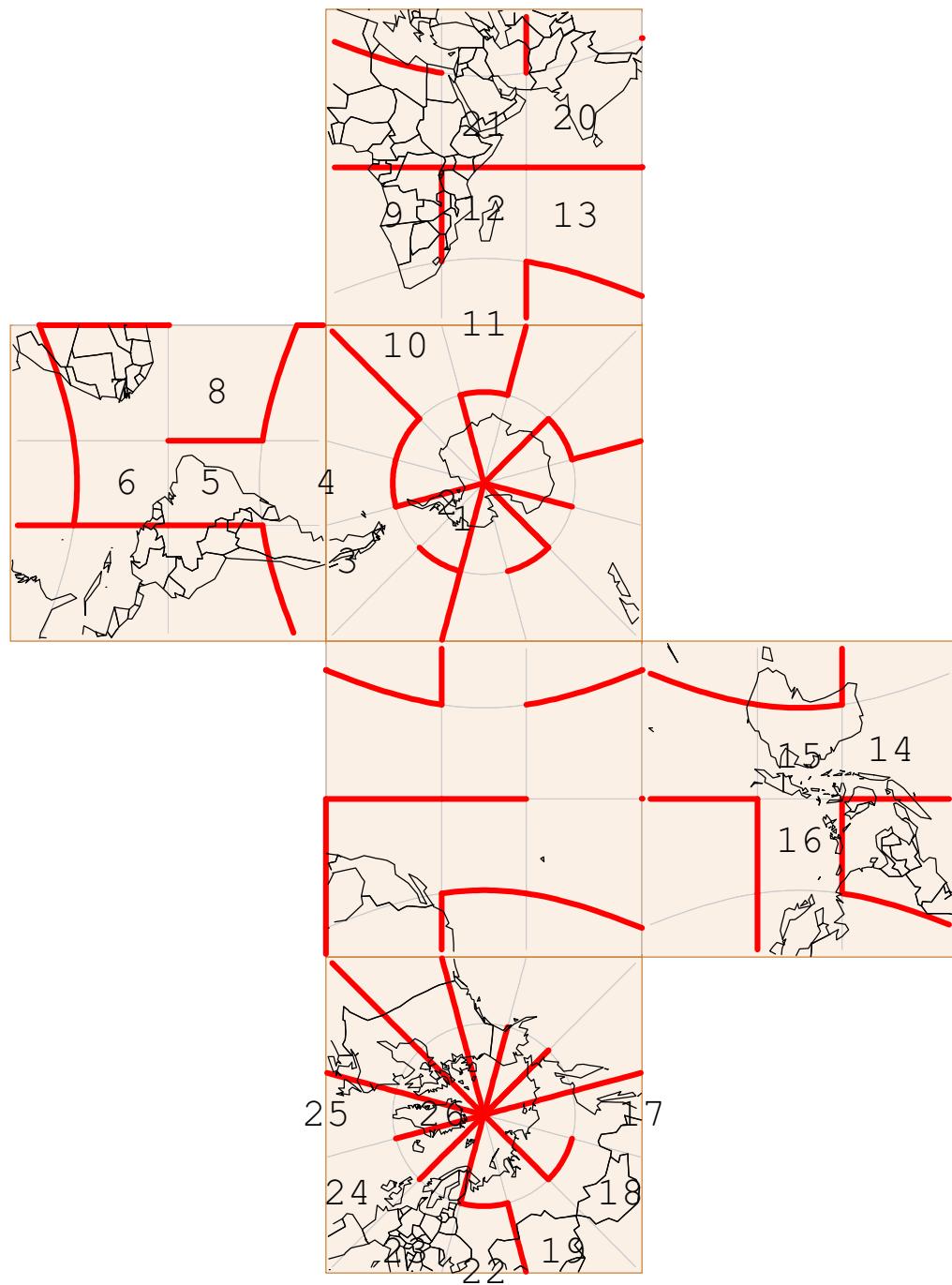
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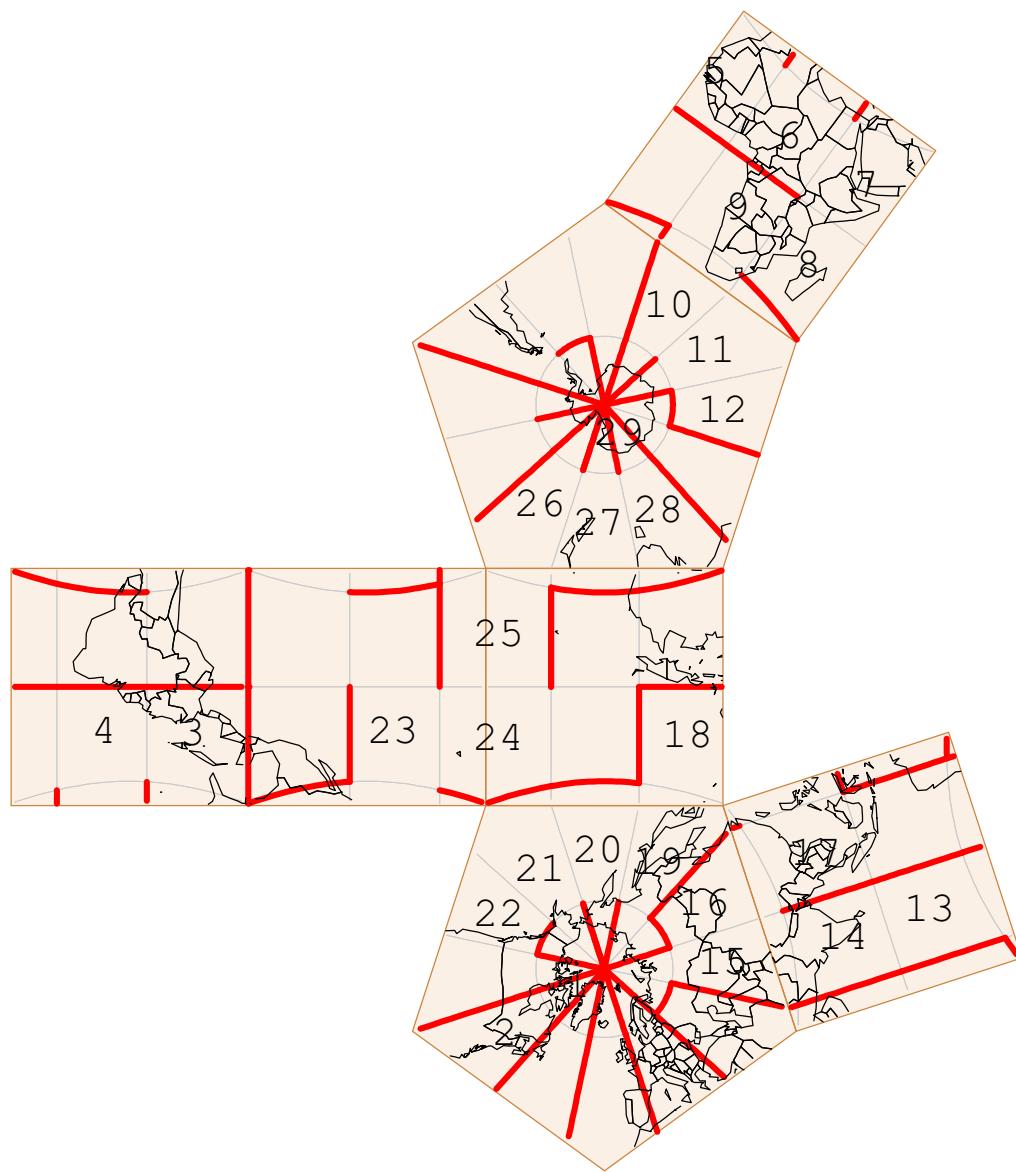
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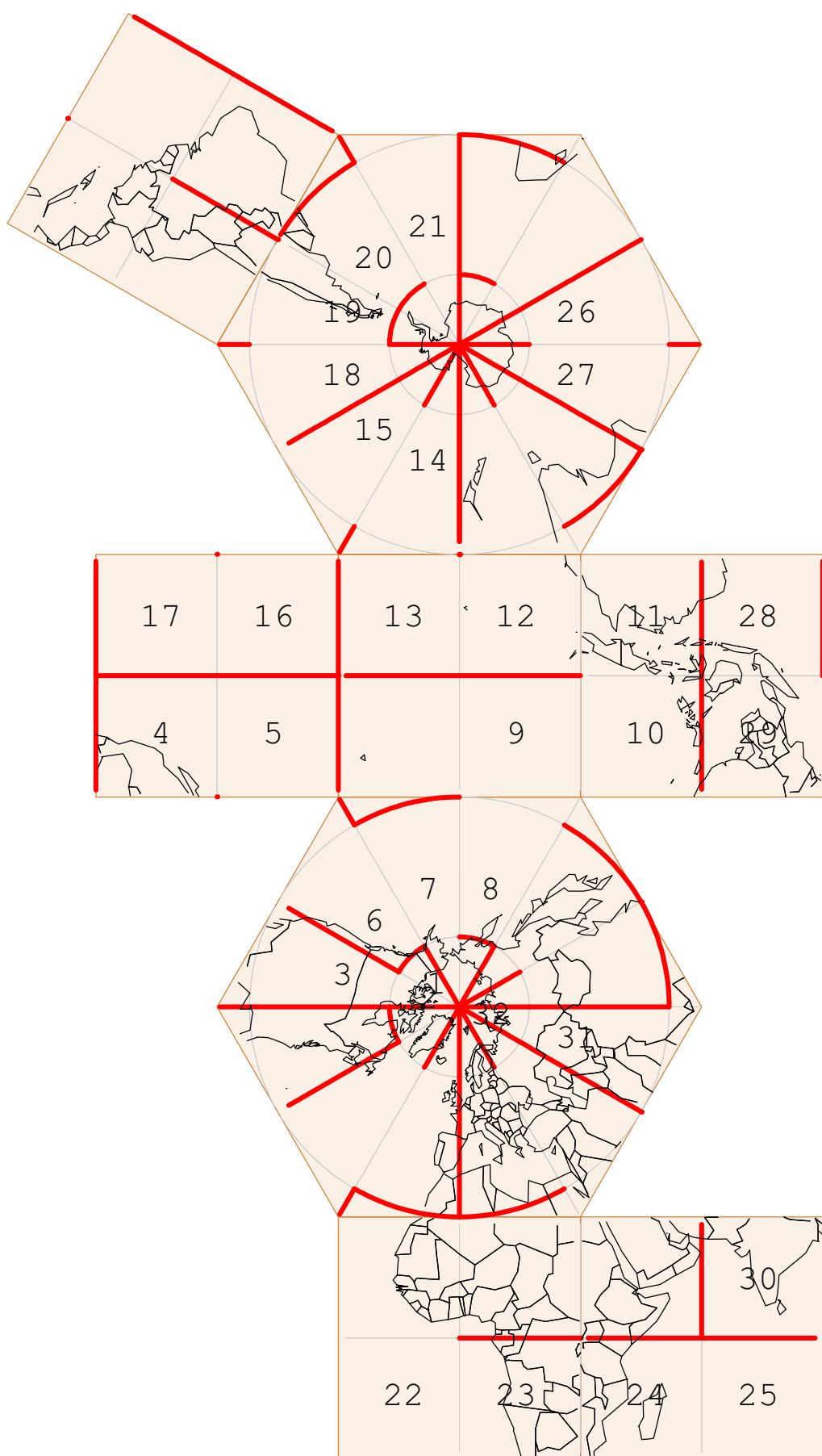
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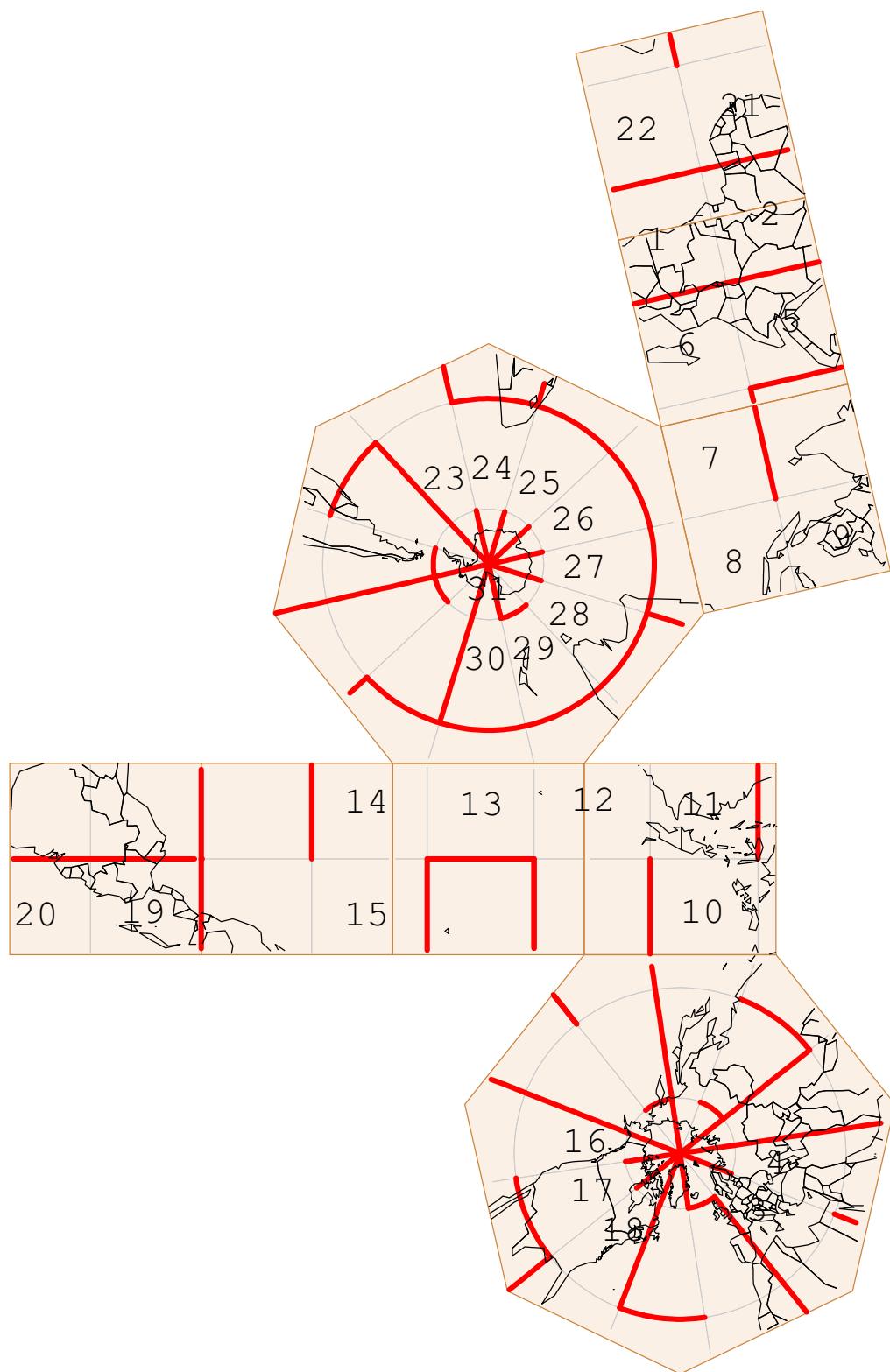
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18.



19.



20.

