

FR RÈGLES DU JEU EN RULES OF THE GAME DE SPIELREGELN ES REGLAS DEL JUEGO
IT REGOLE DEL GIOCO PT REGRAS DO JOGO NL SPELREGELS SE SPELREGLER
DA SPILLEREGLER RU ПРАВИЛА ИГРЫ

ROCKET TRACK

40 CHALLENGES

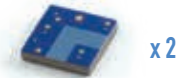
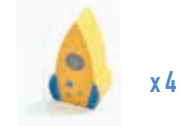
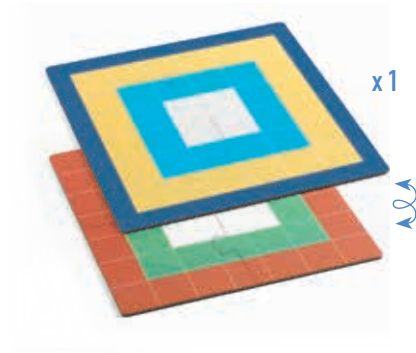
AUTHOR
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7-99
ANS YEARS
AÑOS JAHRE

SOLOGIC



ROCKET TRACK



FR

4 - 6

EN

7 - 9

DE

10 - 12

ES

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IT

16 - 18

PT

19 - 21

NL

22 - 24

SE

25 - 27

DA

28 - 30

RU

31 - 33



BUT DU JEU

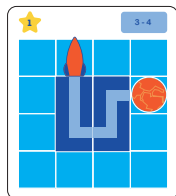
Compléter le labyrinthe et trouver l'unique voie pour amener les fusées sur leur planète.

DÉROULEMENT DU JEU

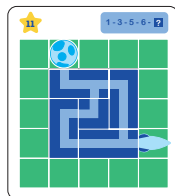
- Construire le plateau de jeu.

Cartes-défi

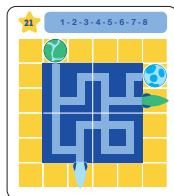
Les défis sont de difficulté croissante.



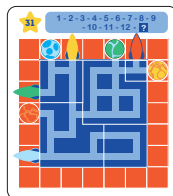
Niveau débutant :
les défis bleus
utilisent un carré
de 2 x 2 cases
(espace blanc).



Niveau moyen :
les défis verts
utilisent un carré
de 3 x 3 cases
(espace blanc).



Niveau expert :
les défis jaunes
utilisent un carré
de 4 x 4 cases
(espace blanc
et bleu).



Niveau master :
les défis rouges
utilisent un carré
de 5 x 5 cases
(espaces blanc
et vert).

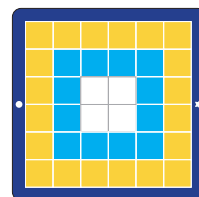
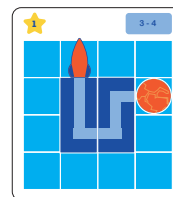
CONTENU DU JEU



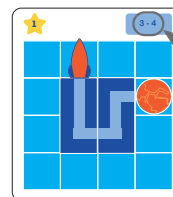
- 1 plateau (recto et verso)
- 20 cartes-défi
- 12 tuiles-domino
- 2 tuiles-chemin carrées
- 4 tuiles-planète
- 4 fusées

La couleur de la carte indique également le plateau avec lequel jouer :

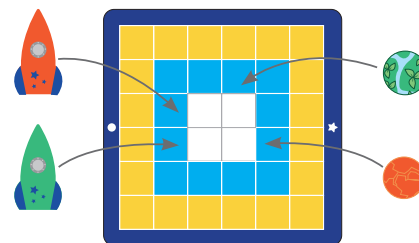
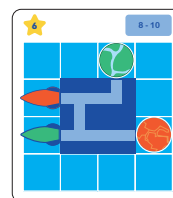
carte bleue = plateau bleu



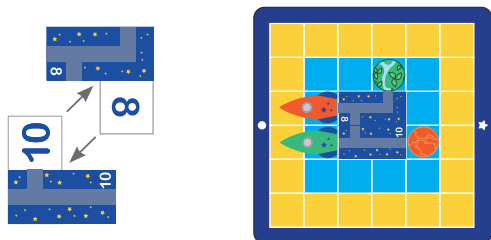
- Choisir une carte-défi.
- Prendre uniquement les dominos utilisés pour cette carte.



- Placer les fusées et les planètes sur le plateau de jeu de la couleur de la carte choisie, comme indiqué sur la carte.



- Imbriquer les tuiles-domino, deux à deux, et placer ces assemblages sur la grille blanche pour créer l'unique chemin qui mènera chaque fusée à la planète de même couleur.



À noter

- Tous les chemins doivent être connectés entre eux : un chemin ne doit jamais aboutir sur un espace vide.



- Une fois que le chemin est reconstitué, toutes les pièces doivent être à la même hauteur : pas de surépaisseur possible !

💡 Les tuiles carrées sont à utiliser dans les défis rouge et vert.

Le symbole présent sur les cartes défi rappelle qu'elles sont nécessaires pour réussir le défi.

/!\ Bien respecter la zone de jeu indiquée par la carte choisie.

À chaque défi, une seule solution est possible !

Les solutions se trouvent à la fin de ce livret.



AIM OF THE GAME

Complete the maze and find the only path to send the rockets to their planet.

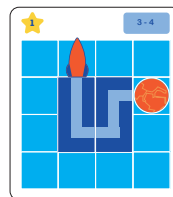
HOW TO PLAY



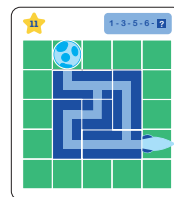
- Build the game board.

Challenge cards

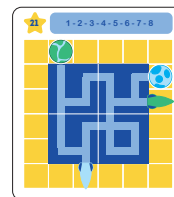
Challenges increase in difficulty.



Beginner level:
Blue challenges use a 2 x 2 square (white space).



Intermediate level:
Green challenges use a 3 x 3 square (white space).



Expert level:
Yellow challenges use a 4 x 4 square (white and blue spaces).



Master level:
Red challenges use a 5 x 5 square (white and green spaces).

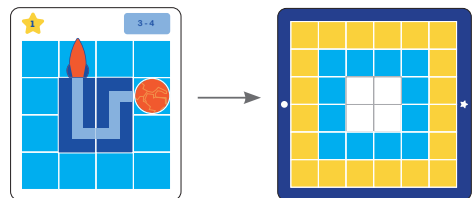
GAME CONTENTS



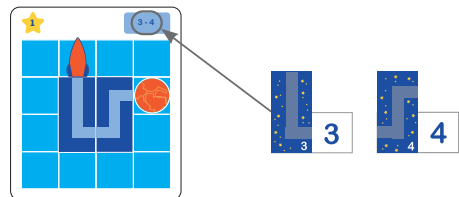
- 1 board (double-sided)
- 20 challenge cards
- 12 domino tiles
- 2 square path tiles
- 4 planet tiles
- 4 rockets

The colour of the card indicates which board to play on:

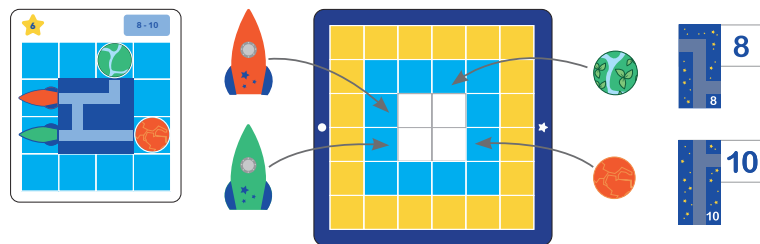
blue card = blue board



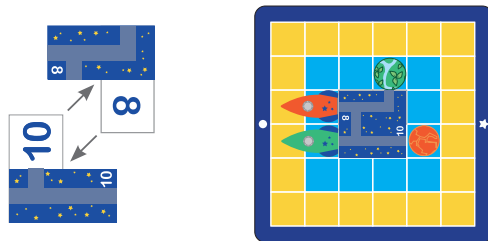
- Choose a challenge card.
- Take only the domino tiles shown on the card.



- Place the rockets and planets on the gameboard of the same colour as the card chosen, as indicated on the card.



- Fit together the domino tiles, placing them on the white grid to create the only path that leads each rocket to the planet of the same colour.



Please note

- All the paths must connect to each other: a path should never lead to an empty space.



- Once a path has been built, all the pieces must be on the same level: no extra layers are allowed!

The square tiles are to be used in the red and green challenges. The sign on the challenge cards means that they are necessary to complete the challenge.

/!\ Respect the playing area indicated by the challenge card.

There is only one possible solution for each challenge!
Solutions can be found at the end of this booklet.



ZIEL DES SPIELS

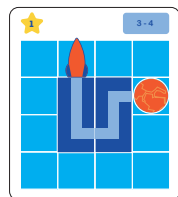
Vollende das Labyrinth und finde den einzigen Weg, um die Raketen zu ihren Planeten fliegen zu lassen.

SPIELABLAUF

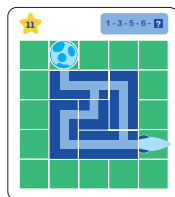
- Setz den Spielplan zusammen.

Aufgabenkarten

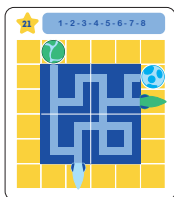
Die Aufgabenkarten werden mit steigender Zahl schwieriger.



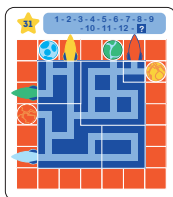
Anfänger
Blaue Aufgaben verwenden ein Quadrat von 2 x 2 Feldern (weißer Bereich).



Fortgeschrittene
Grüne Aufgaben verwenden ein Quadrat von 3 x 3 Feldern (weißer Bereich).



Köner
Gelbe Aufgaben verwenden ein Quadrat von 4 x 4 Feldern (weißer und blauer Raum).



Master
Rote Aufgaben verwenden ein Quadrat von 5 x 5 Feldern (weißer und grüner Raum).

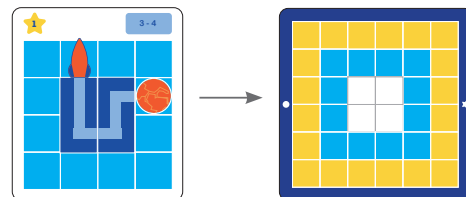
INHALT



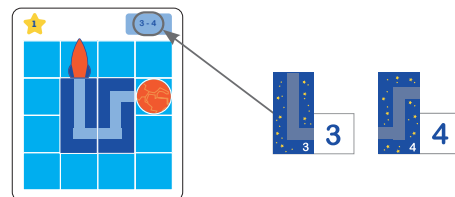
- 1 doppelseitiger Spielplan
- 20 Aufgabenkarten
- 12 Wegeplättchen (rechteckig)
- 2 Wegeplättchen (quadratisch)
- 4 Planetenplättchen
- 4 Raketen

Die Farbe der Karten zeigt, auf welcher Spielplanseite du spielst.

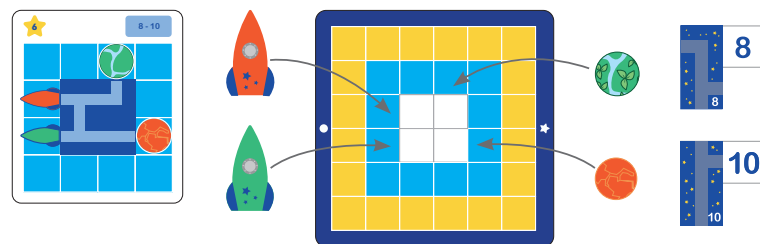
Blaue Farbe – blaue Spielplanseite



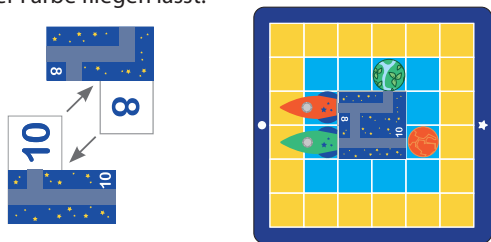
- Wähle eine Aufgabenkarte aus.
- Nimm dir genau die Wegeplättchen, die auf der Karte angegeben sind.



- Leg die Raketen und Planeten wie auf der Karte gezeigt auf die Spielplanseite, die du auf der Karte siehst.



- Leg die Wegeplättchen auf den Spielplan, indem du sie auf weiße Gitterlinien platzierst und so den einzig möglichen Weg baust, der jede Rakete zum Planeten ihrer Farbe fliegen lässt.



Hinweise:

- Alle Wege müssen miteinander verbunden sein: kein Weg darf auf einem leeren Feld enden.



- Sobald der Weg nachgebaut ist, müssen alle Teile auf derselben Höhe sein: Ein Überstand ist nicht möglich!

💡 Die quadratischen Steine  sind für die roten und grünen Aufgaben.

Das Symbol  auf den Aufgabenkarten erinnert daran, dass sie für die Lösung nötig sind.

/!\ Es darf für das Spiel nur der auf der jeweiligen Aufgabenkarte markierte Bereich verwendet werden.

Für jede Aufgabe gibt es nur eine Lösung!

Die Lösungen findest du am Ende dieser Anleitung.

ES JUEGO DE LÓGICA



OBJETIVO DEL JUEGO

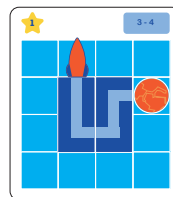
Completar el laberinto y encontrar la única ruta que puede conducir a los cohetes hasta su planeta.

DESARROLLO DEL JUEGO

- Construir el tablero de juego.

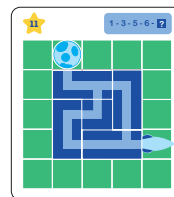
Cartas-reto

Los retos tienen niveles de dificultad progresivos.



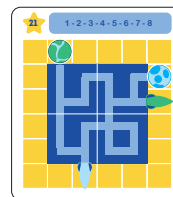
Nivel principiante:

para los retos azules se utiliza un cuadrado de 2 x 2 casillas (espacio blanco).



Nivel medio:

para los retos verdes se utiliza un cuadrado de 3 x 3 casillas (espacio blanco).



Nivel experto:

para los retos amarillos se utiliza un cuadrado de 4 x 4 casillas (espacios en blanco y azul).



Nivel maestro:

para los retos rojos se utiliza un cuadrado de 5 x 5 casillas (espacios en blanco y verde).

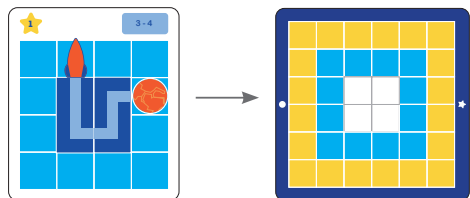
CONTENIDO



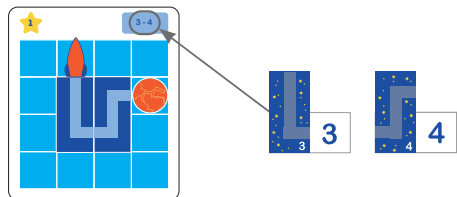
- 1 tablero (con lado anverso y reverso)
- 20 cartas-reto
- 12 fichas-dominó
- 2 fichas-camino cuadradas
- 4 fichas-planeta
- 4 cohetes

El color de la carta también indica el tablero con el que se debe jugar:

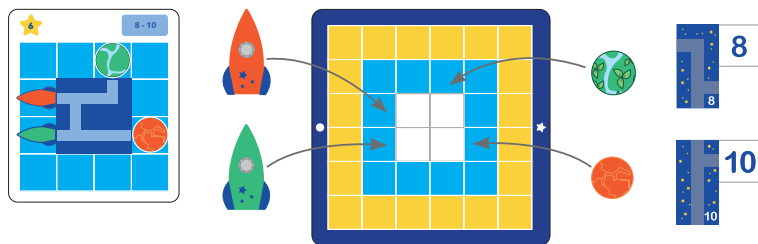
carta azul = tablero azul



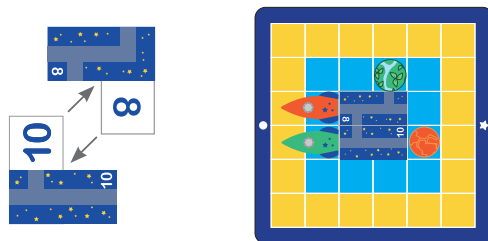
- Elegir una carta-reto.
- Coger únicamente las fichas-dominó que se deben utilizar según esta carta.



- Colocar los cohetes y planetas en el tablero del color de la carta tal y como se indica en dicha carta.



- Encajar las fichas-dominó de dos en dos y colocar estas combinaciones en la cuadrícula blanca para crear el único camino que conducirá a cada cohete hasta el planeta del mismo color.



Importante:

- Todos los caminos deben estar conectados entre sí: un camino nunca debe llevar a un espacio vacío.



- Una vez que el camino se haya reconstruido, todas las piezas deben estar a la misma altura, es decir, no puede sobresalir nada.

💡 Las fichas cuadradas deben utilizarse en los retos rojo y verde.

El símbolo **?** que aparece en las cartas-reto indica que son necesarias para completar el reto.

⚠ Hay que respetar la zona de juego indicada por la carta elegida.

¡Solo existe una solución posible para cada reto!

Las soluciones se encuentran al final de este folleto.



SCOPO DEL GIOCO

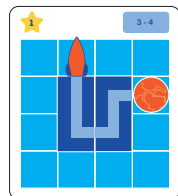
Completare il labirinto e trovare l'unica via possibile per portare il razzo sul suo pianeta.

SVOLGIMENTO DEL GIOCO

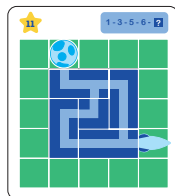
- Costruire il tabellone di gioco.

Carte sfida

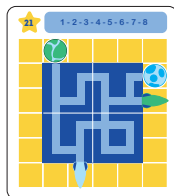
Le sfide sono di difficoltà crescente.



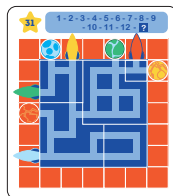
Livello principiante:
utilizza un quadrato da 2 x 2 caselle (spazio bianco).



Livello medio:
per le sfide verdi si utilizza un quadrato da 3 x 3 caselle (spazio bianco).



Livello esperto:
per le sfide gialle si utilizza un quadrato da 4 x 4 caselle (spazi bianchi e blu).



Livello maestro:
per le sfide rosse si utilizza un quadrato da 5 x 5 caselle (spazi bianchi e verdi).

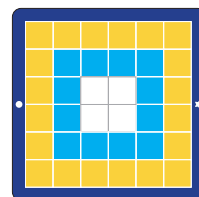
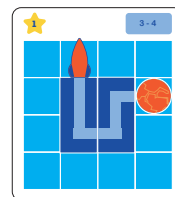
CONTENUTO DEL GIOCO

- 1 tabellone (fronte e retro)
- 20 carte sfida
- 12 tessere domino
- 2 tessere percorso quadrate
- 4 tessere pianeta
- 4 razzi

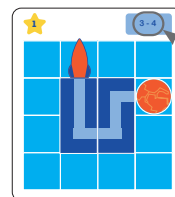


Il colore della carta indica anche il tabellone con cui giocare:

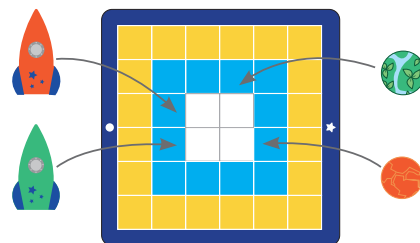
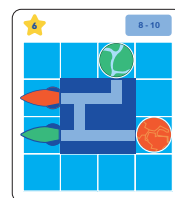
carta blu = tabellone blu



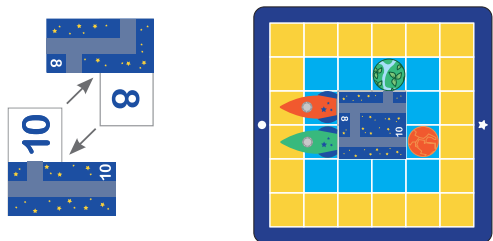
- Scegliere una carta sfida.
- Prendere solo i domino che servono per questa carta.



- Posizionare i razzi e i pianeti sul tabellone di gioco del colore della carta scelta, come indicato sulla carta.



- Incastrare le tessere domino, a due a due, e posizionare queste composizioni sulla griglia bianca per creare l'unico percorso che conduce ciascun razzo sul pianeta dello stesso colore.



N.B.

- Tutti i percorsi devono essere connessi tra loro: un percorso non deve mai finire su uno spazio vuoto.



- Una volta ricostituito il percorso, tutti i pezzi devono trovarsi alla stessa altezza: non devono sovrapporsi!

💡 Le tessere quadrate vanno utilizzate nelle sfide rossa e verde.

Il simbolo **?** nte sulle carte sfida ricorda che queste sono necessarie per vincere la sfida.

/!\ Bisogna rispettare la zona di gioco indicata dalla carta scelta.

Per ogni sfida esiste solo una soluzione possibile!

Le soluzioni sono in fondo a questo libretto.



OBJETIVO DO JOGO

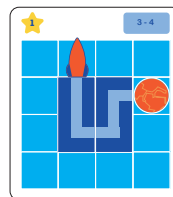
Completar o labirinto e encontrar a única forma de levar os foguetões até ao seu planeta.

COMO JOGAR

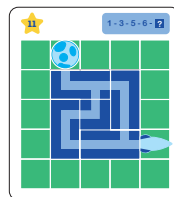
- Construir o tabuleiro de jogo.

Cartas-desafio

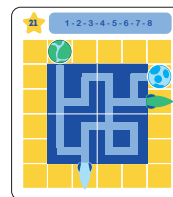
Os desafios são de uma dificuldade crescente.



Nível principiante:
para os desafios azuis, utiliza-se um quadrado de 2 x 2 casas (espaço branco).



Nível médio:
para os desafios verdes, utiliza-se um quadrado de 3 x 3 casas (espaço branco).



Nível perito:
para os desafios amarelos, utiliza-se um quadrado de 4 x 4 casas (espaços brancos e azuis).



Nível superior:
para os desafios vermelhos, utiliza-se um quadrado de 5 x 5 casas (espaços brancos e verdes).

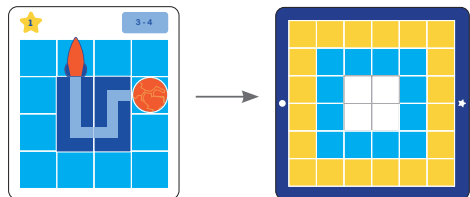
CONTEÚDO



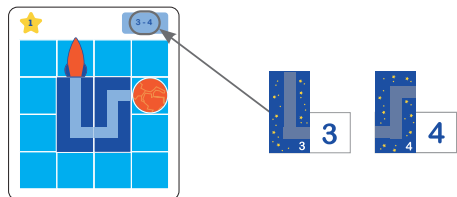
- 1 tabuleiro (frente e verso)
- 20 cartas-desafio
- 12 peças de dominó
- 2 mosaicos quadrados
- 4 peças planeta
- 4 foguetões

A cor da carta também indica o tabuleiro a utilizar:

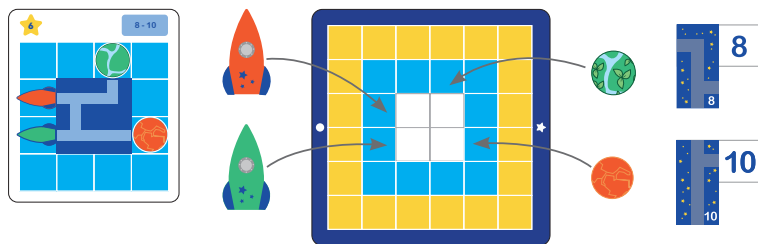
Carta azul = tabuleiro azul



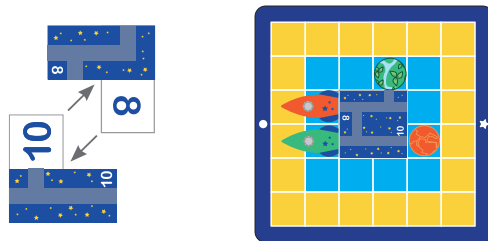
- Escolher uma carta-desafio.
- Pegar apenas nas peças de dominó utilizadas para esta carta.



- Colocar os foguetões e os planetas no tabuleiro de jogo com a cor da carta escolhida, tal como indicado na carta.



- Encaixar as peças de dominó, duas a duas, e colocá-las na grelha branca para criar o único caminho que levará cada foguetão ao planeta da mesma cor.



Nota:

- Todos os caminhos devem estar interligados: um caminho nunca deve conduzir a um espaço vazio.



- Uma vez reconstruído o caminho, todas as peças devem estar à mesma altura: não é possível qualquer espessura extra!

💡 Para os níveis de dificuldade verde (médio) e vermelho (mestre), utilizam-se peças quadradas.

O símbolo **?** nas cartas-desafio recorda-lhe que precisa delas para concluir o desafio.

/!\ Respeite a zona de jogo indicada na carta escolhida.

Só existe uma solução para cada desafio!

As soluções encontram-se no final deste folheto.



DOEL VAN HET SPEL

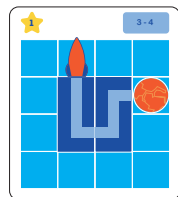
Het doolhof afmaken en de enige route vinden om de raketten naar hun planeet te krijgen.

SPELVERLOOP

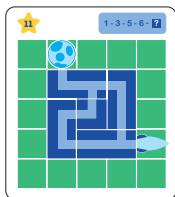
- Bouw het speelbord.

Uitdagingskaarten

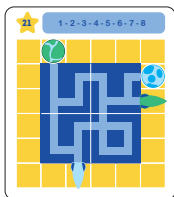
De uitdagingen hebben een oplopende moeilijkheidsgraad.



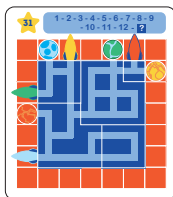
Makkelijk:
voor de blauwe uitdagingen wordt een vierkant van 2 x 2 vakjes gebruikt (het witte gedeelte).



Gemiddeld:
voor de groene uitdagingen wordt een vierkant van 3 x 3 vakjes gebruikt (het witte gedeelte).



Expert:
voor de gele uitdagingen wordt een vierkant van 4 x 4 vakjes gebruikt (witte en blauwe velden).



Master:
voor de rode uitdagingen wordt een vierkant van 5 x 5 vakjes gebruikt (witte en groene velden).

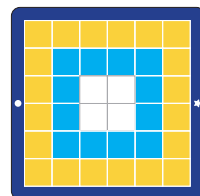
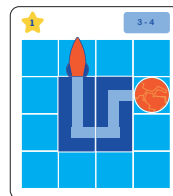
INHOUD VAN HET SPEL

- 1 bord (dubbelzijdig)
- 20 uitdagingenkaarten
- 12 dominostenen
- 2 vierkante routestenen
- 4 planeetstenen
- 4 raketten



De kleur van de kaart geeft ook aan met welk bord je moet spelen:

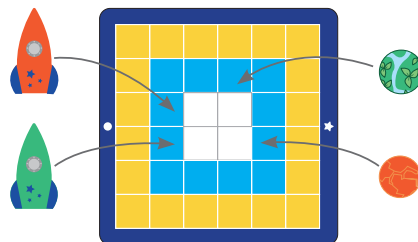
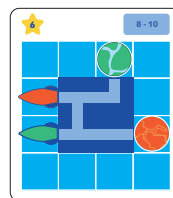
blauwe kaart = blauw bord



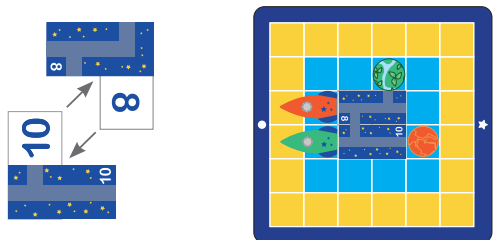
- Kies een uitdagingkaart.
- Pak alleen de dominostenen die voor deze kaart gebruikt moeten worden.



- Plaats de raketten en planeten op het speelbord in de kleur van de gekozen kaart, zoals aangegeven op de kaart.



- Schuif de dominostenen per twee in elkaar en leg ze als een geheel op de witte vakjes om de enige route te maken die elke raket naar de planeet in dezelfde kleur brengt.



Let op

- Alle wegen moeten met elkaar verbonden zijn: een weg mag nooit doodlopend zijn.



- Zodra de route is gevormd, moeten alle stenen zich op dezelfde hoogte bevinden: ze mogen niet over elkaar liggen!

💡 De vierkante stenen  moeten worden gebruikt in de rode en groene uitdagingen.

Het symbool  op de uitdagingkaarten geeft aan dat ze nodig zijn om de uitdaging te voltooien.

!/\\ Respecteer de speelzone die wordt aangegeven door de gekozen kaart.

Voor elke uitdaging is maar één oplossing mogelijk!

De oplossingen staan achter in dit boekje.

SE LOGIKSPEL



SPELETS MÅL

Färdigställ labyrinten och hitta den enda möjliga vägen som leder raketerna till deras planeter.

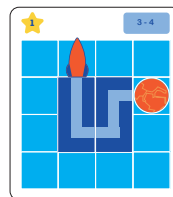
SPELETS GÅNG



- Bygg upp spelplattan.

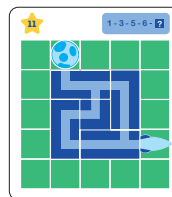
Utmaningskort

Utmaningarna har stigande svårighetsgrad.



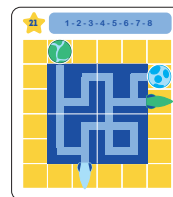
Nybörjarnivå:

De blå utmaningarna använder en kvadrat på 2 x 2 rutor (vitt område).



Medelnivå:

De gröna utmaningarna använder en kvadrat på 3 x 3 rutor (vitt område).



Expertnivå:

De gula utmaningarna använder en kvadrat på 4 x 4 rutor (vita och blå ytor).



Mästarnivå:

De röda utmaningarna använder en kvadrat på 5 x 5 rutor (vita och gröna ytor).

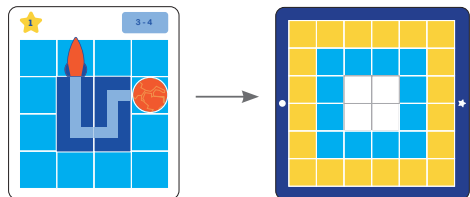
SPELINNEHÅLL



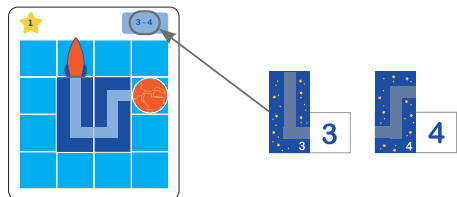
- 1 spelplatta (fram- och baksida)
- 20 utmaningskort
- 12 dominobrickor
- 2 kvadratiske vägbrickor
- 4 planetbrickor
- 4 raketer

Kortets färg anger även vilken spelplatta som ska användas:

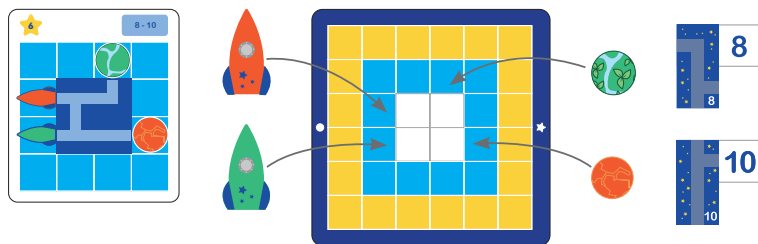
blått kort = blå spelplatta



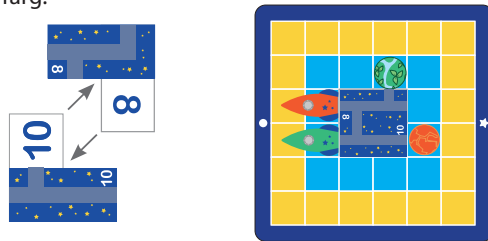
- Välj ett utmaningskort.
- Plocka fram enbart de dominobrickor som ska användas till kortet.



- Placera raketerna och planeterna på spelplattan i samma färg som det valda kortet. Kortet anger hur de ska placeras.



- Sätt samman dominobrickorna två och två och placera dem på det vita rutnätet för att skapa den enda möjliga väg som leder varje raket till planeten i samma färg.



Observera

- Alla vägar måste hänga samman sinsemellan: en väg får aldrig ta slut i tomma intet.



- När en väg är färdigbyggd måste alla delar vara i samma nivå: de får inte läggas på varandra!

💡 De kvadratiske brickorna  används till röda och gröna utmaningar.

Symbolen  på utmaningskorten påminner om att dessa brickor krävs för att lyckas med utmaningen.

/!\ Se till att respektera spelområdet som anges på det valda kortet.

Varje utmaning har endast en möjlig lösning!

Lösningarna står längst bak i detta häfte.



SPILLETS FORMÅL

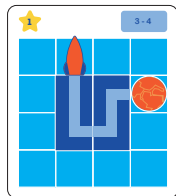
At fuldføre labyrinten og finde den eneste vej, der fører raketterne til deres planet.

SÅDAN FOREGÅR SPILLET

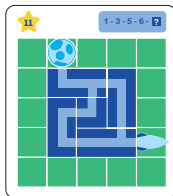
- Byg spillepladen.

Udfordringskort

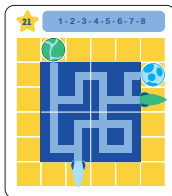
Udfordringerne er af stigende sværhedsgrad.



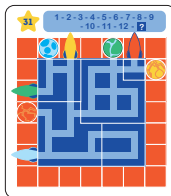
Begynderniveau:
de blå udfordringer bruger et kvadrat på 2 x 2 felter (hvidt område).



Mellemniveau:
de grønne udfordringer bruger et kvadrat på 3 x 3 felter (hvidt område).



Ekspertniveau:
de gule udfordringer bruger et kvadrat på 4 x 4 felter (hvide og blå felter).



Masterniveau:
de røde udfordringer bruger et kvadrat på 5 x 5 felter (hvide og grønne felter).

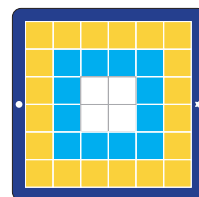
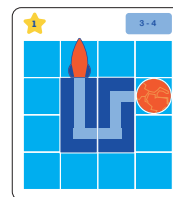
SPILLETS INDHOLD



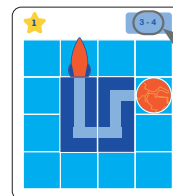
- 1 plade (med for- og bagside)
- 20 udfordringskort
- 12 dominobrikker
- 2 kvadratiske rutebrikker
- 4 planetbrikker
- 4 raketter

Kortets farve viser også, hvilken plade der skal spilles med:

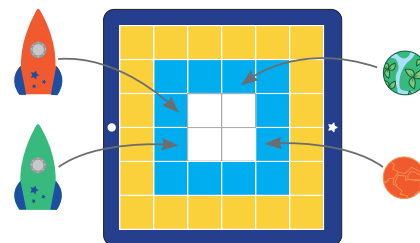
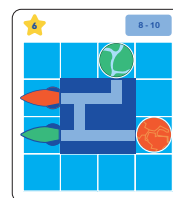
blåt kort = blå plade



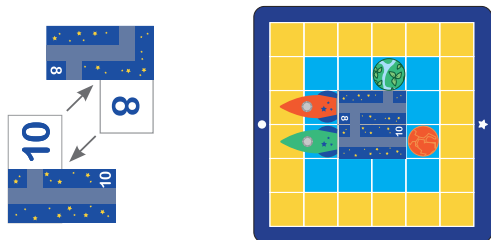
- Vælg et udfordringskort.
- Tag kun de dominobrikker, der bruges til dette kort.



- Sæt raketterne og planeterne på spillepladen i samme farve som det valgte kort, som angivet på kortet.



- Lad dominobrikkerne overlappe hinanden to og to, og placer de sammenlagte brikker på det hvide kvadrat for at skabe den eneste vej, der fører hver raket til planeten i samme farve.



Bemærk

- Alle veje skal være forbundet: en vej må aldrig føre til et tomt område.



- Når vejen er blevet genskabt, skal alle brikkerne være i samme højde: ingen ekstra højde er tilladt!

💡 De kvadratiske brikker  bruges til de røde og grønne udfordringer.

Symbolet  på udfordringskortene angiver, at de er nødvendige for at løse udfordringen.

/!\ Man skal holde sig inden for det spilleområde, der er angivet på det valgte kort.

Der er kun én løsning til hver udfordring!

Løsningerne findes i slutningen af dette hæfte.

RU ЛОГИЧЕСКАЯ ИГРА



ЦЕЛЬ ИГРЫ

Пройдите лабиринт и найдите единственный путь, чтобы доставить ракеты на нужную планету.

ХОД ИГРЫ

- Соберите игровое поле.

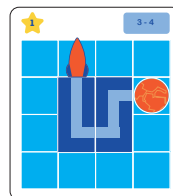
Карточки с заданием

Задания разделены на уровни сложности по возрастанию.

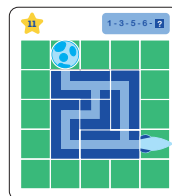
ИГРОВОЙ КОМПЛЕКТ



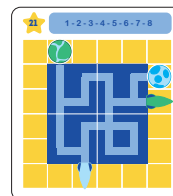
- 1 двухстороннее игровое поле
- 20 карточек с заданием
- 12 костяшек домино
- 2 квадратных таблички-указателя
- 4 таблички с планетами
- 4 ракеты



Начальный уровень:
в заданиях синего цвета используется квадратное поле 2 x 2 клетки (белая зона).



Средний уровень:
в заданиях зеленого цвета используется квадратное поле 3 x 3 клетки (белая зона).



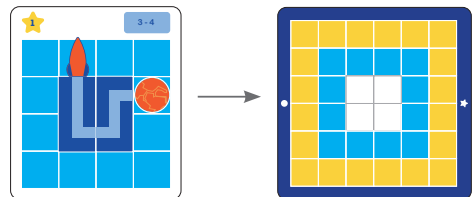
Сложный уровень:
в заданиях желтого цвета используется квадратное поле 4 x 4 клетки (белое и синее пространство).



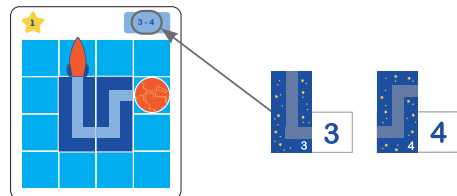
Продвинутый уровень:
в заданиях красного цвета используется квадратное поле 5 x 5 клеток (белое и зеленое пространство).

Цвет карточки также указывает на то, какое поле использует игрок:

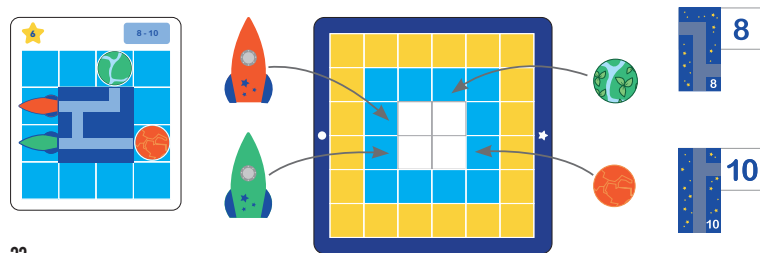
синяя карточка = синее поле



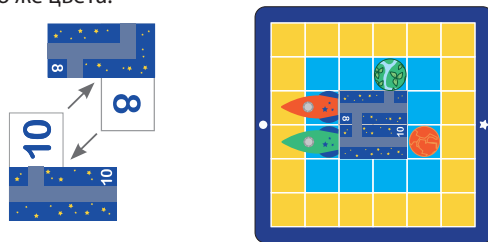
- Выберите карточку с заданием.
- Возьмите только те костяшки домино, которые понадобятся для выполнения задания.



- Разместите ракеты и планеты на игровом поле в соответствии с цветом выбранной карточки, как указано на ней.



- Сложите костяшки домино по две и поместите их на белую сетку, чтобы проложить единственный путь, который приведет каждую ракету к планете того же цвета.



Примечание:

- Все пути должны быть связаны между собой: путь не должен вести в пустое пространство.



- Все детали на найденном пути должны располагаться на одной высоте: ни одна деталь не должна находиться выше другой!

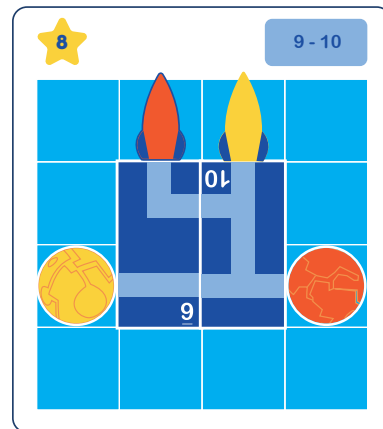
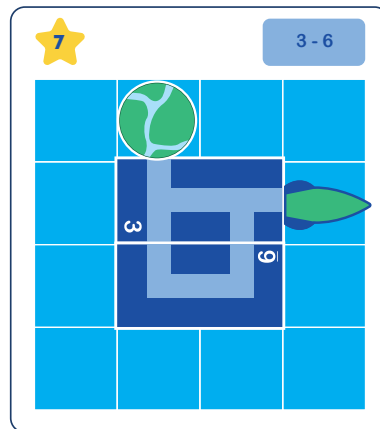
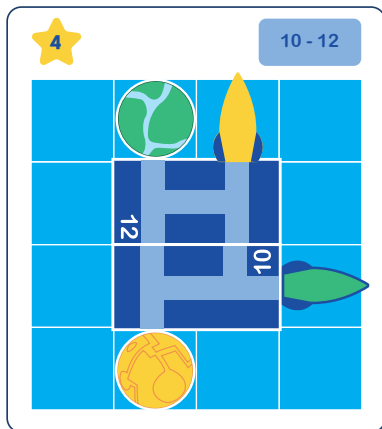
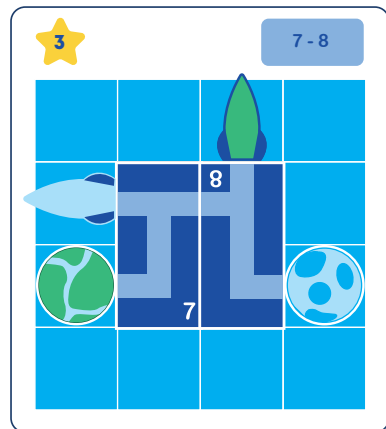
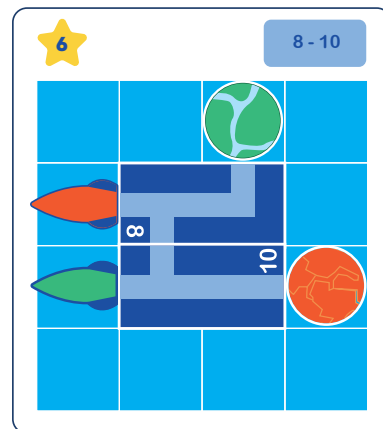
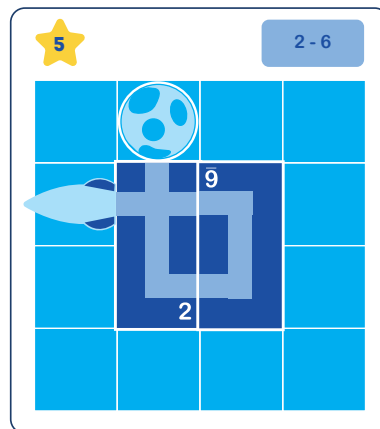
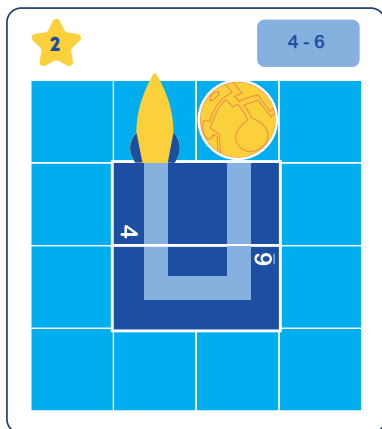
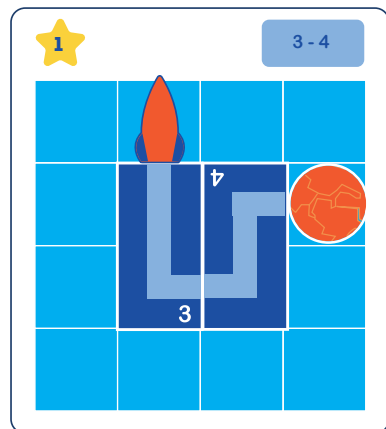
💡 Квадратные фишки-указатели используются в заданиях среднего (зеленый цвет) и продвинутого (красный цвет) уровней сложности.

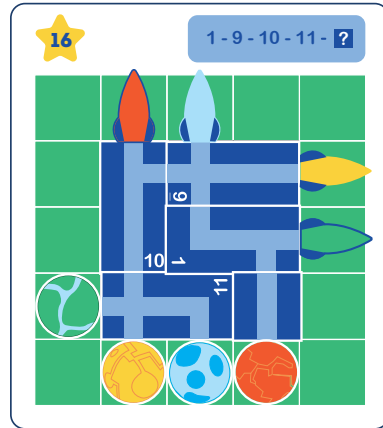
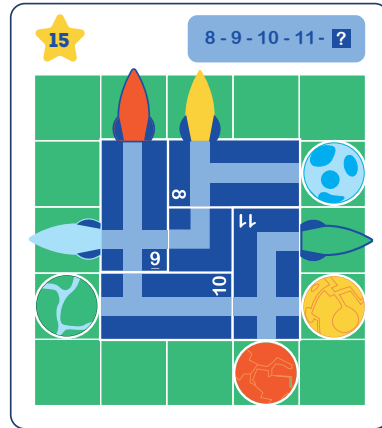
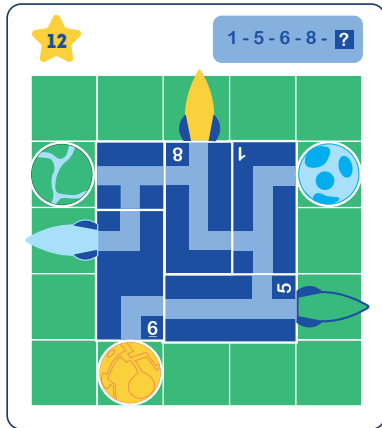
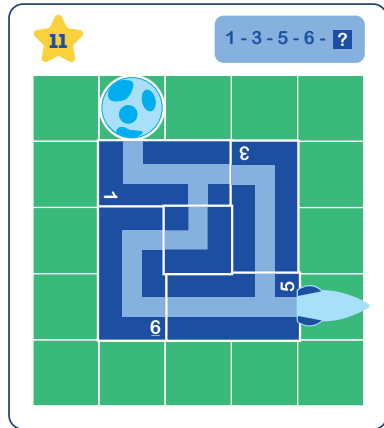
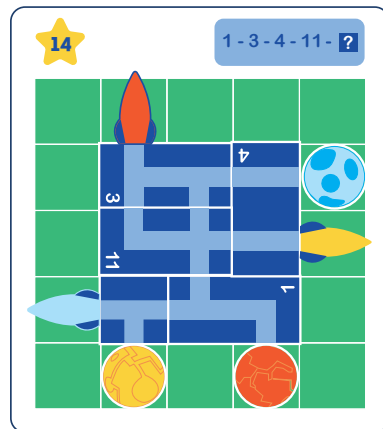
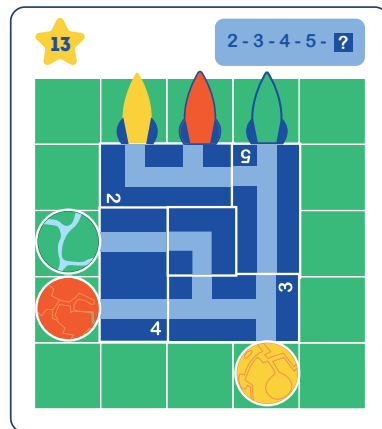
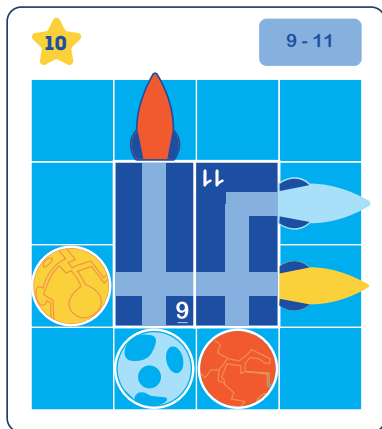
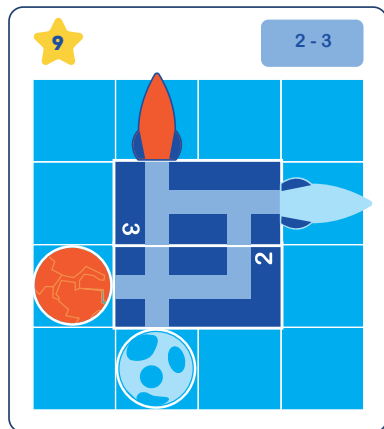
Символ ? на карточках с заданием напоминает, что они необходимы для успешного выполнения задания.

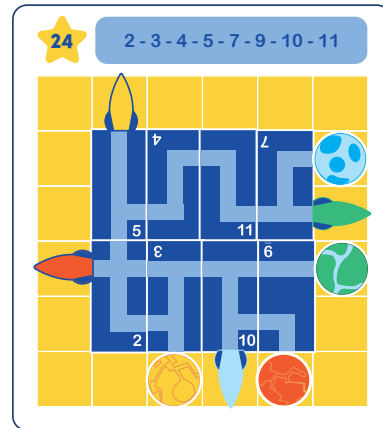
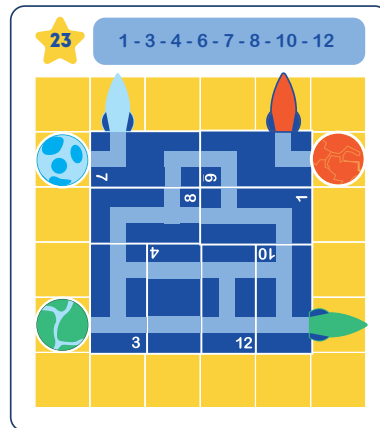
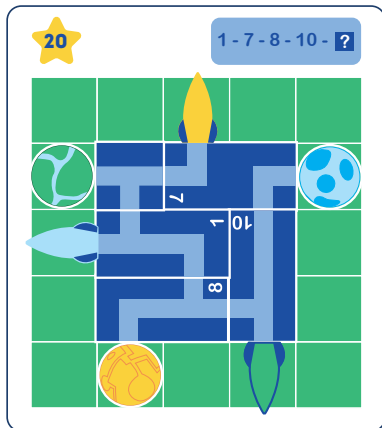
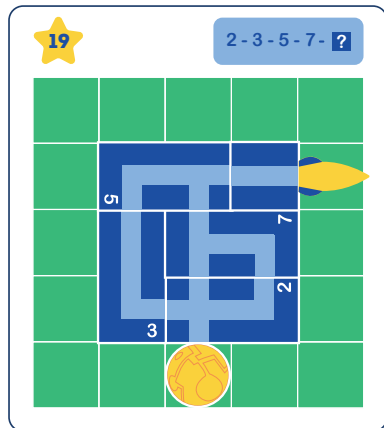
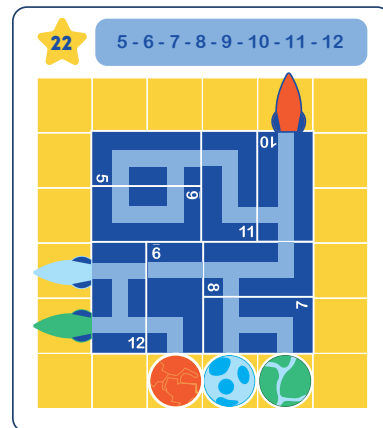
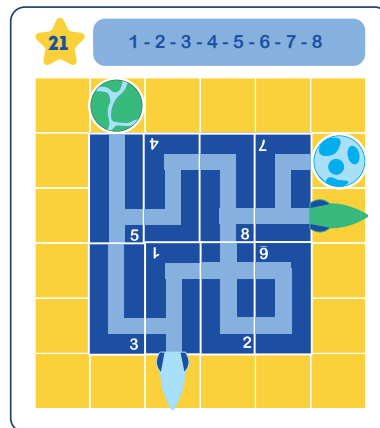
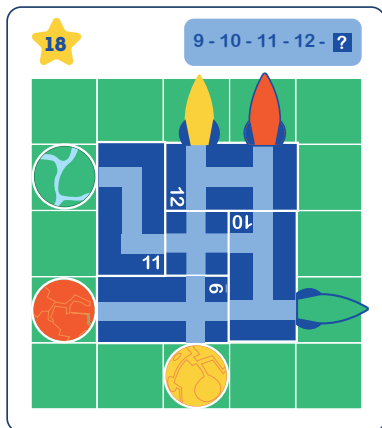
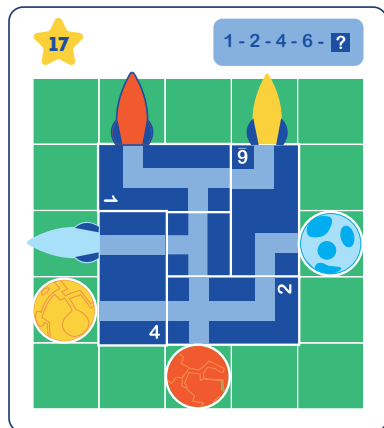
!/ Используйте только игровую зону, указанную на карточке с заданием.

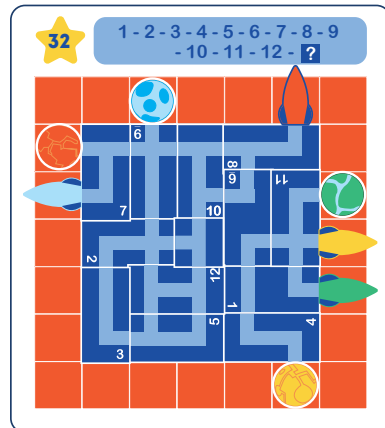
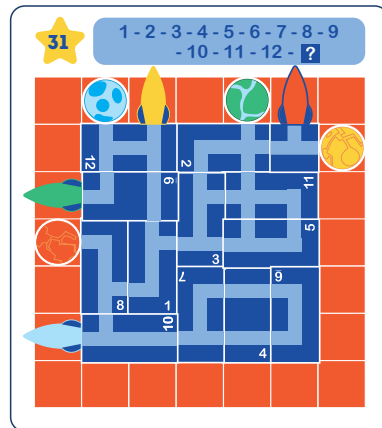
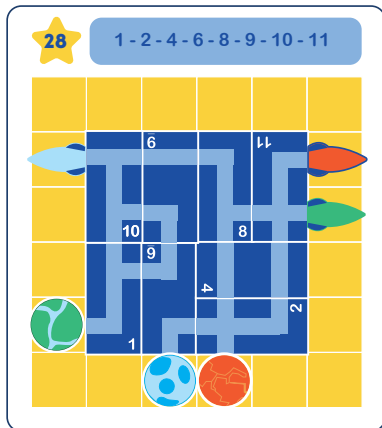
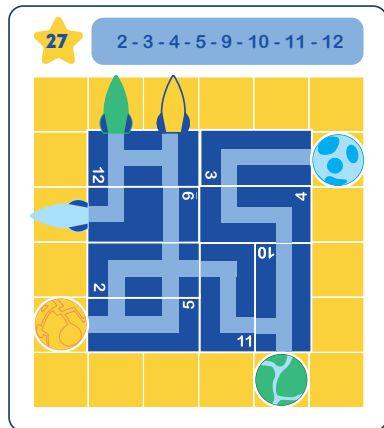
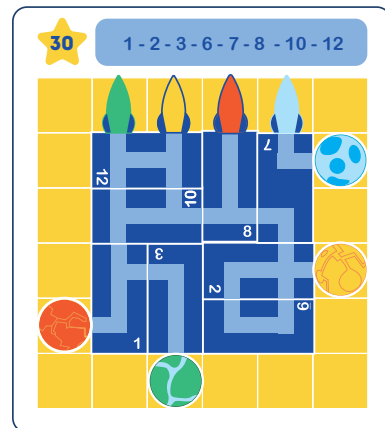
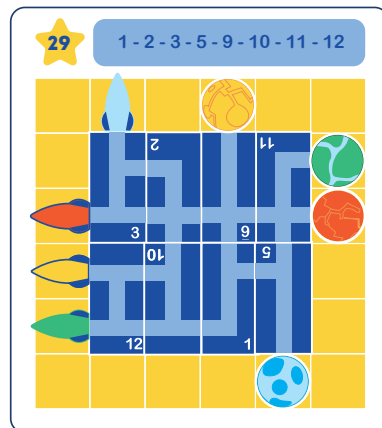
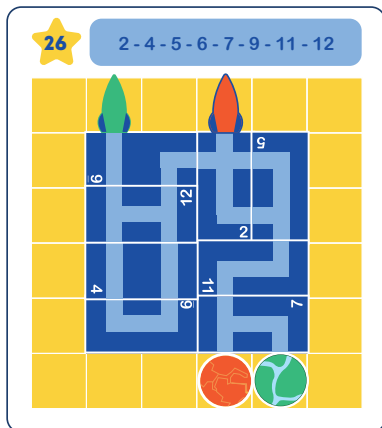
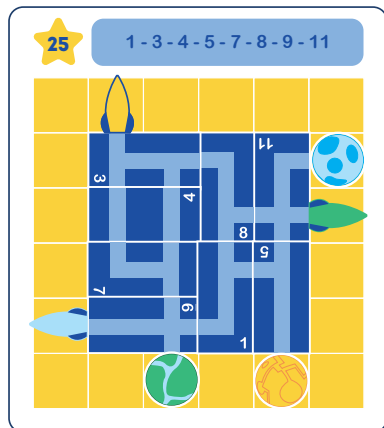
Каждое задание предполагает только одно решение.

Решения приведены в конце брошюры.









ROCKET TRACK

40 CHALLENGES

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