

ÂNE ROUGE

Hlavoľam ĀERVENÝ OSLÍK

KLASICKÝ HLAHOLAM



DIZAJN
JUDITH GUEYFIER

7-99
ROKOV

SOLOGIC



ÂNE ROUGE

Hlavoľam ĀERVENÝ OSLÍK

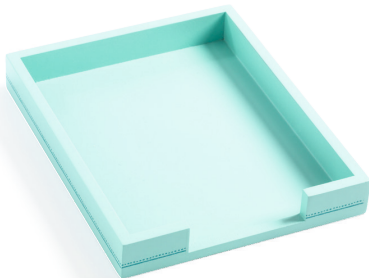
KLASICKÝ HLAHOLAM



X 1



X 9



X 1

TRADIČNÁ LOGICKÁ HRA
pre jedného hráča



CIEĽ HRY

Pomôžte oslíkovi dostať sa
z hracej plochy.

OBSAH HRY



- 1 hracia doska
- 9 drevených dielikov
a jeden drevený oslík

AKO HRAŤ HRU



- Umiestnite dieliky podľa označenia.



- Postupne posúvajte dieliky po hracej ploche, aby ste uvoľnili cestu pre oslíka.
- jediný spôsob, ako sa oslík môže dostať von, je cez otvor v spodnej časti hracej dosky.



- Len oslík smie opustiť hraciu plochu.



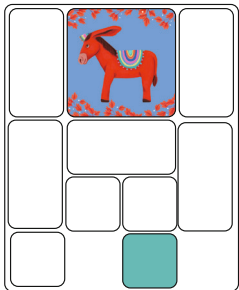
- S dielikmi môžete pohybovať len posúvaním - to platí pre všetky dieliky. Spodná strana každého dieliku musí vždy zostať v kontakte s hracou doskou.

Riešenie nájdete na konci brožúry.

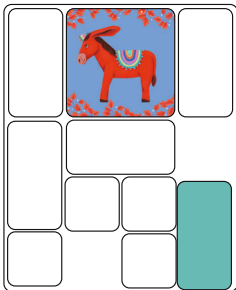
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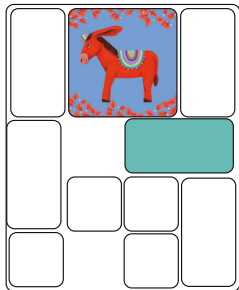
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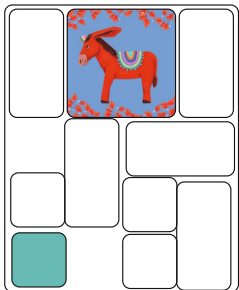
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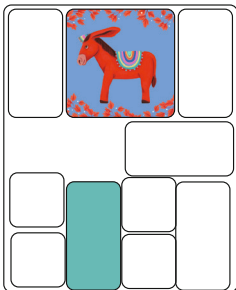
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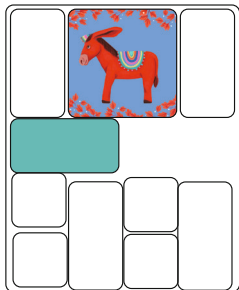
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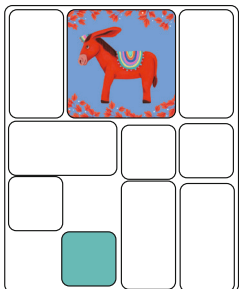
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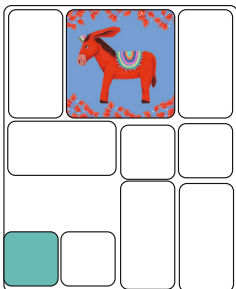
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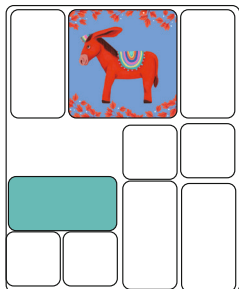
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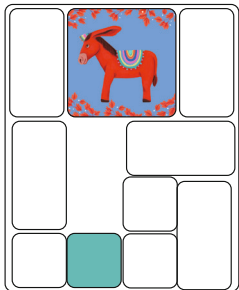
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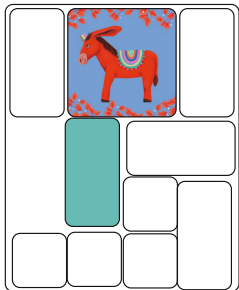
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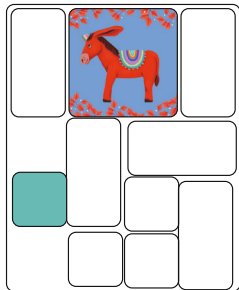
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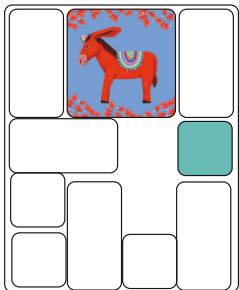
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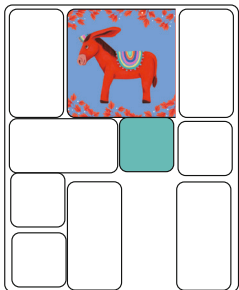
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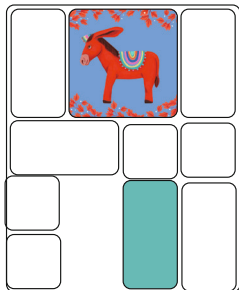
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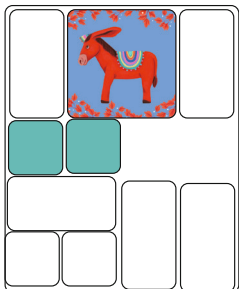
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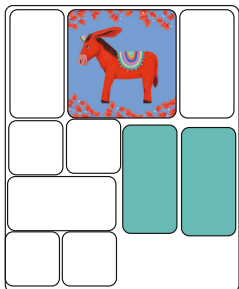
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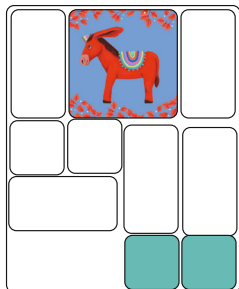
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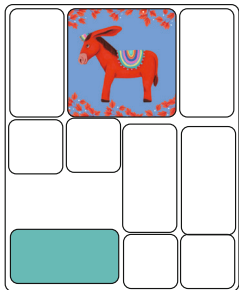
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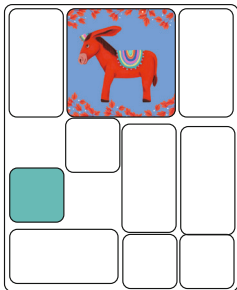
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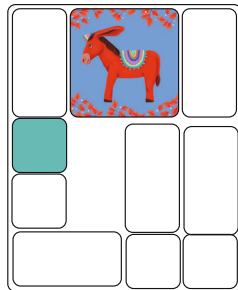
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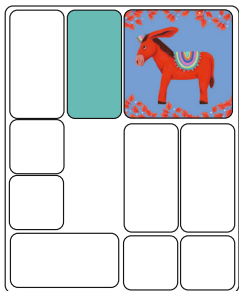
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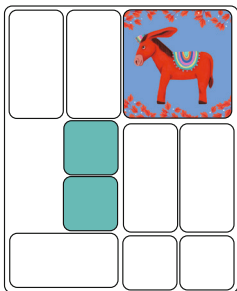
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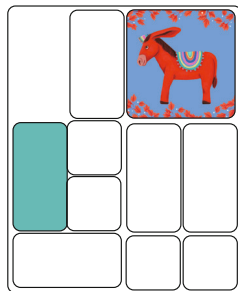
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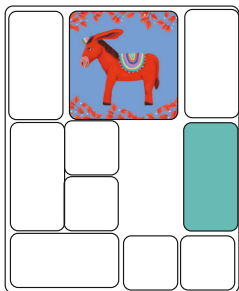
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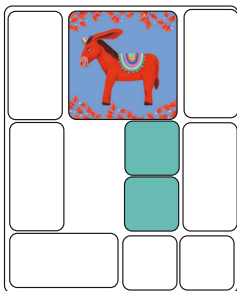
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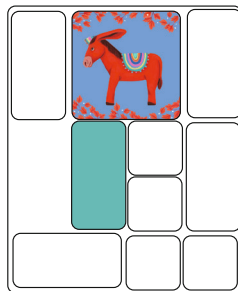
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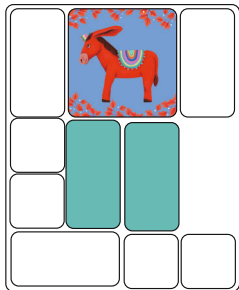
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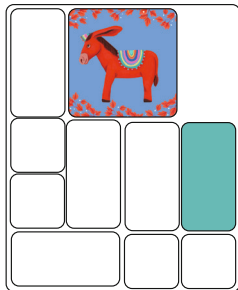
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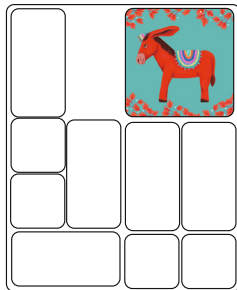
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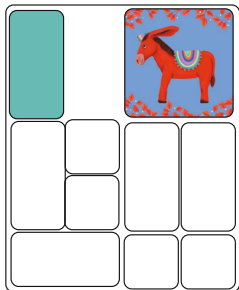
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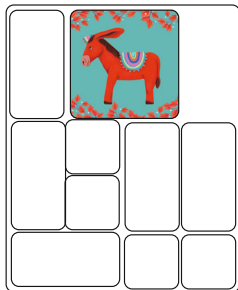
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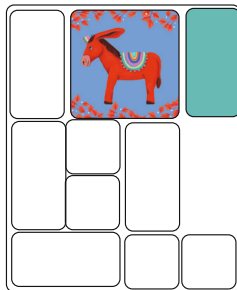
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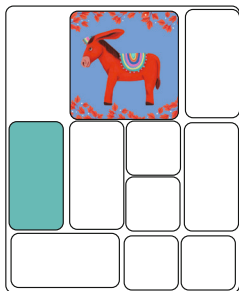
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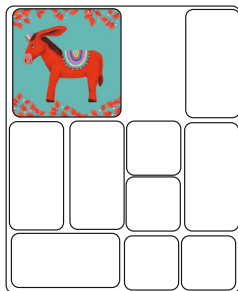
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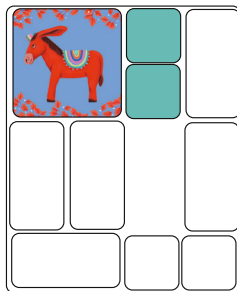
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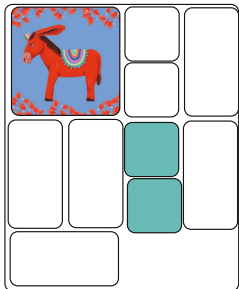
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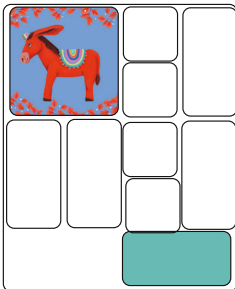
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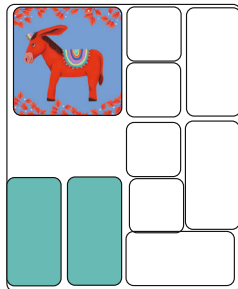
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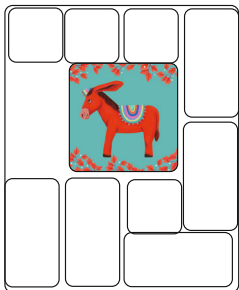
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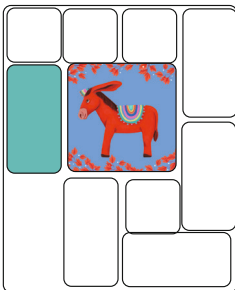
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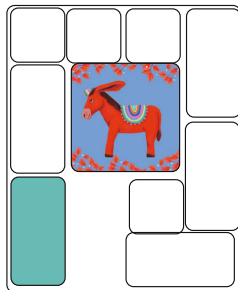
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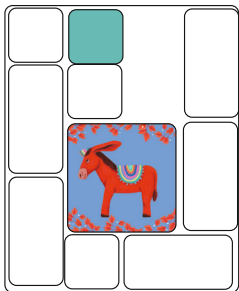
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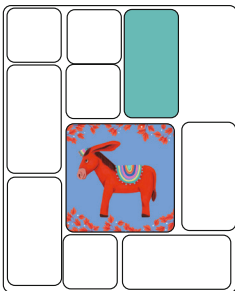
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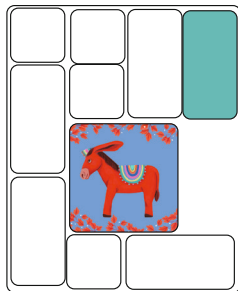
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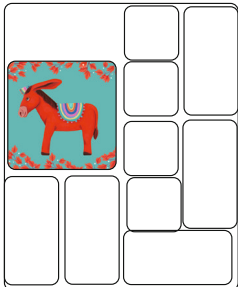
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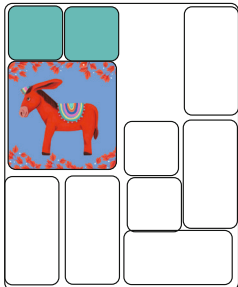
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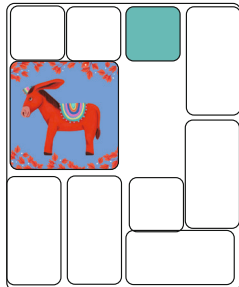
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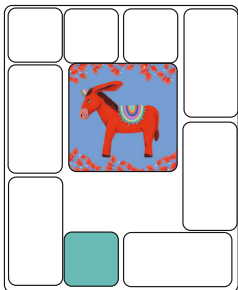
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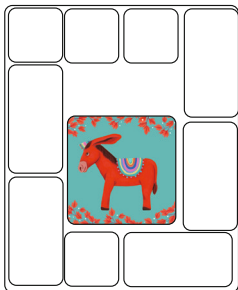
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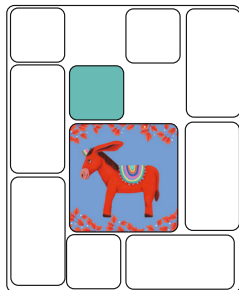
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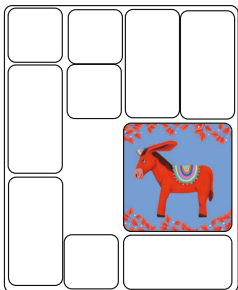
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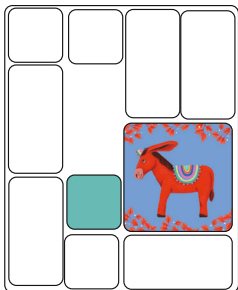
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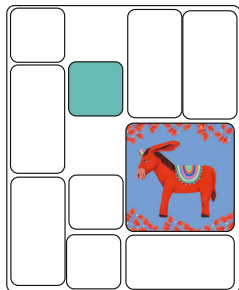
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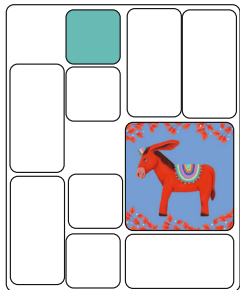
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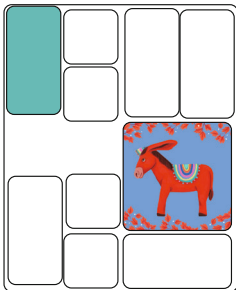
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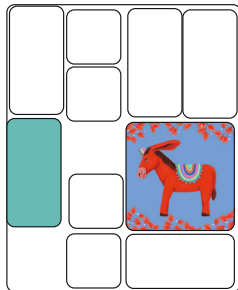
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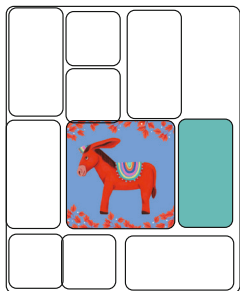
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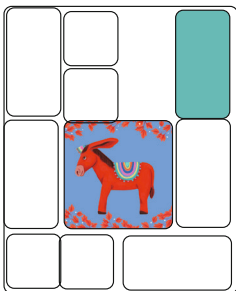
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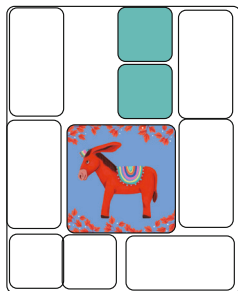
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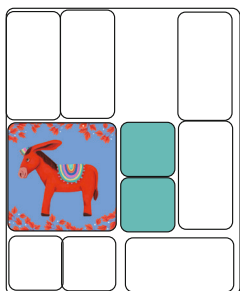
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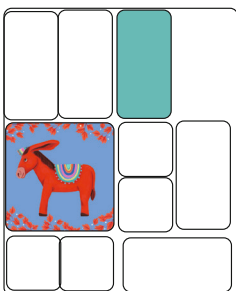
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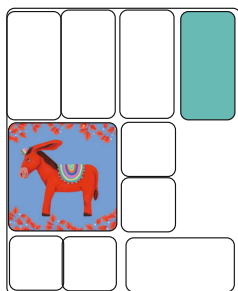
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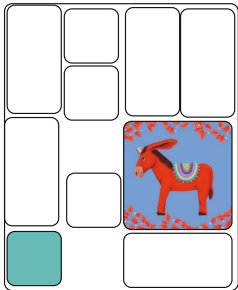
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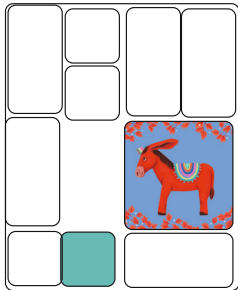
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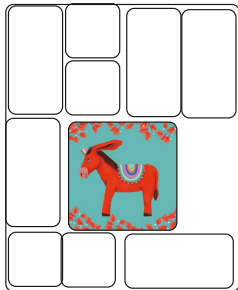
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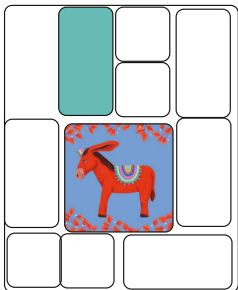
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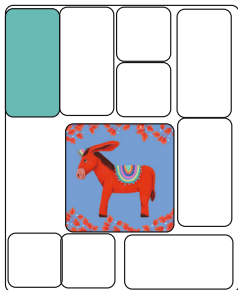
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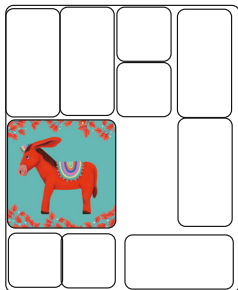
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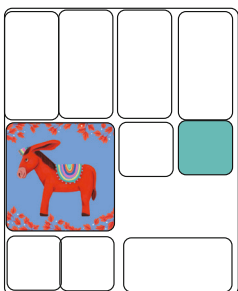
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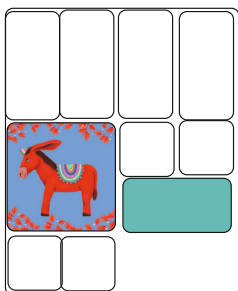
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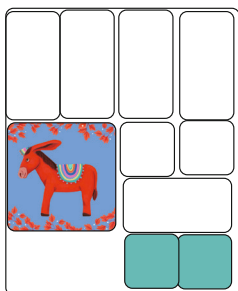
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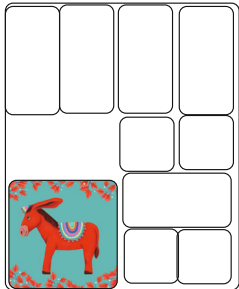
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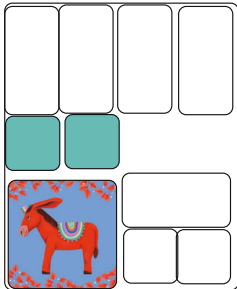
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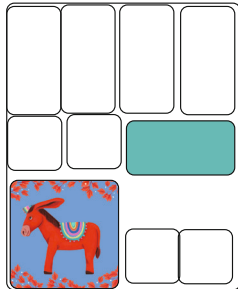
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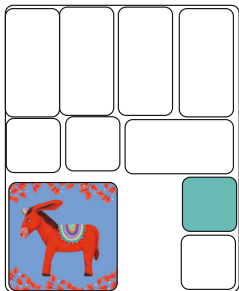
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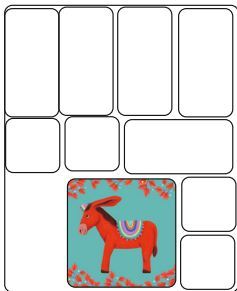
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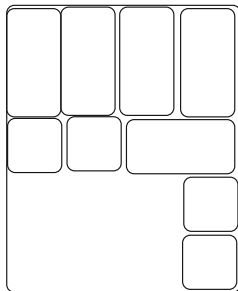
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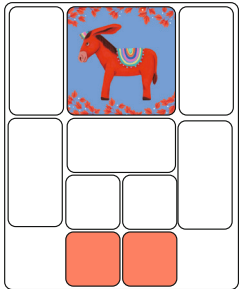
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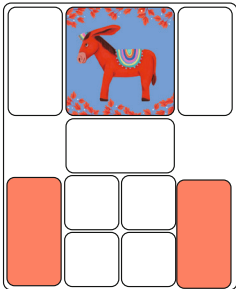
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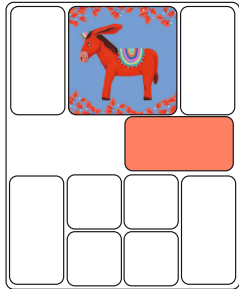
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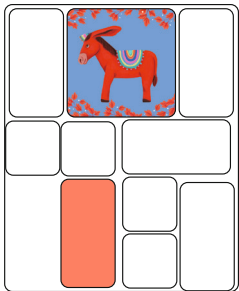
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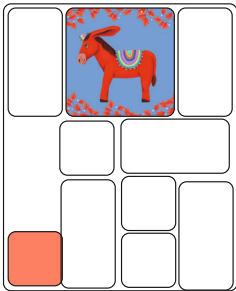
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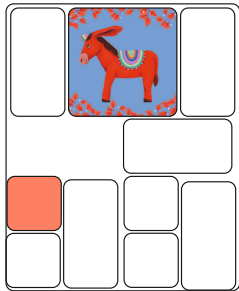
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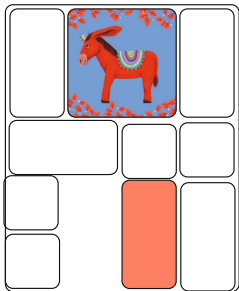
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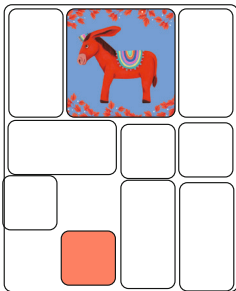
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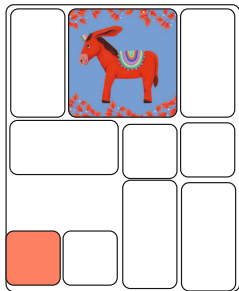
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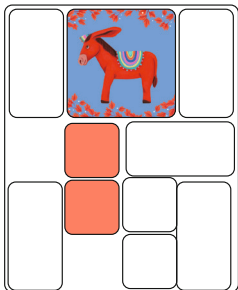
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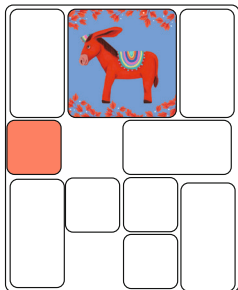
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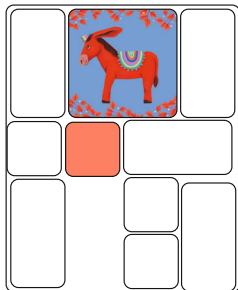
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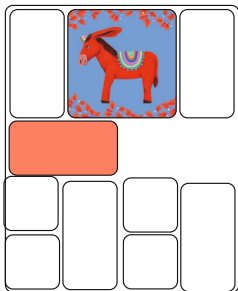
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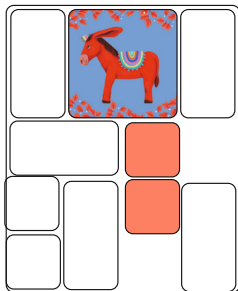
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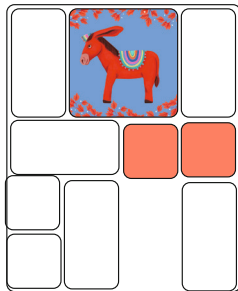
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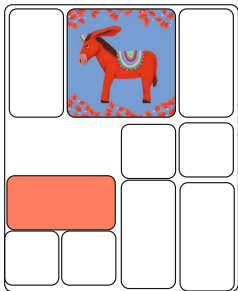
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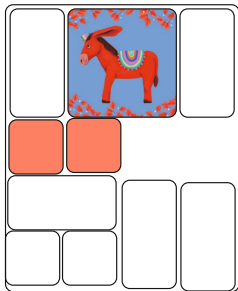
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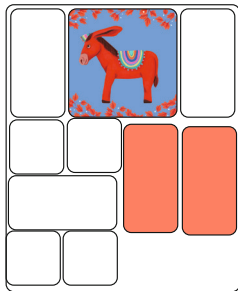
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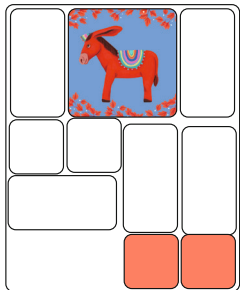
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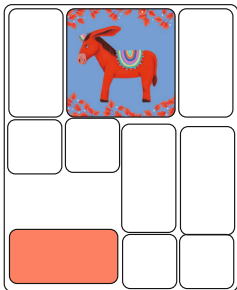
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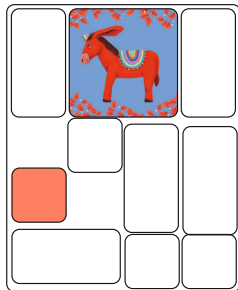
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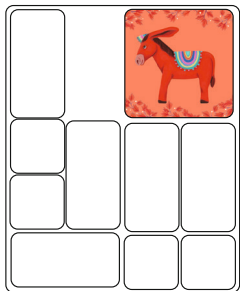
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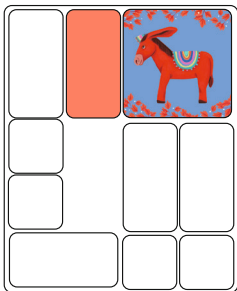
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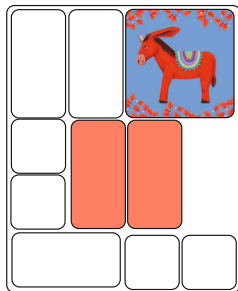
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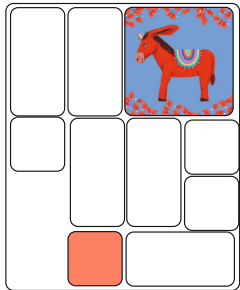
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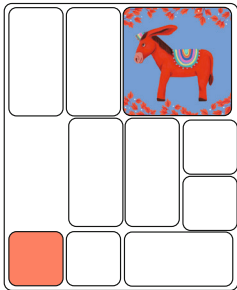
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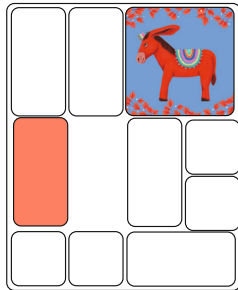
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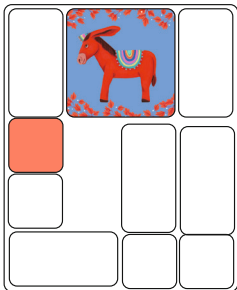
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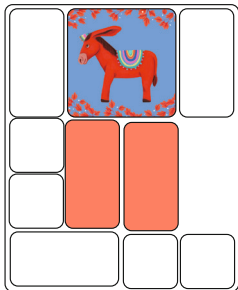
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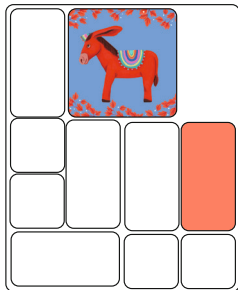
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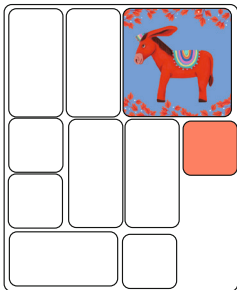
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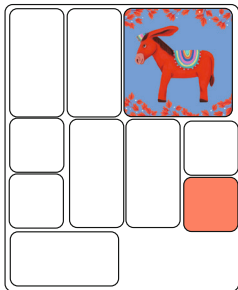
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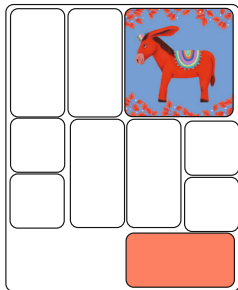
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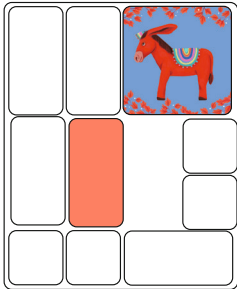
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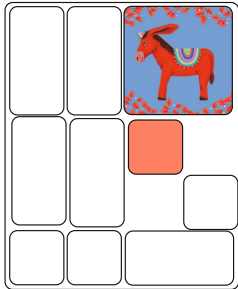
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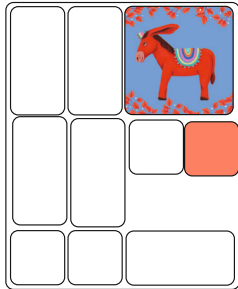
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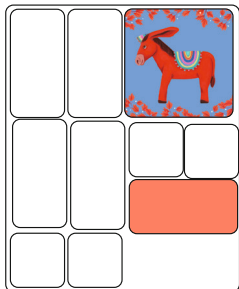
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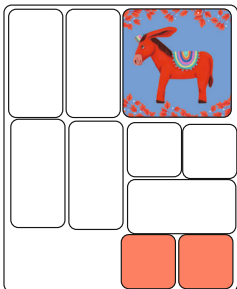
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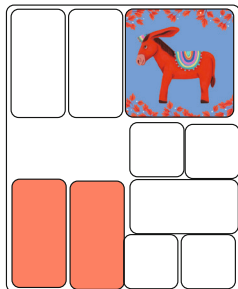
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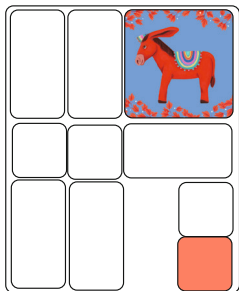
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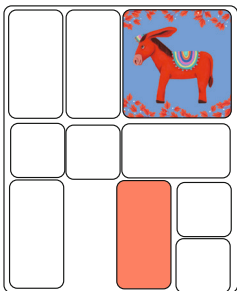
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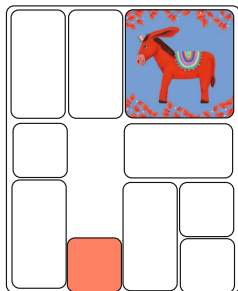
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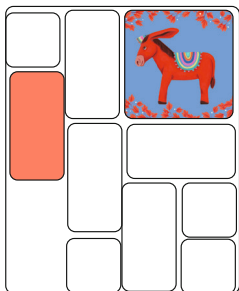
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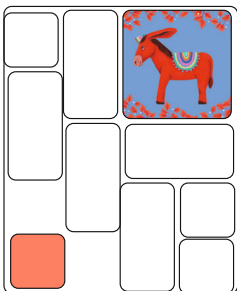
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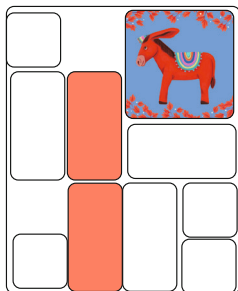
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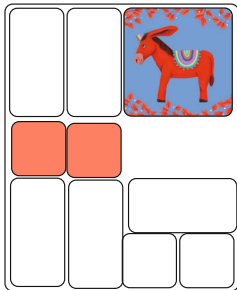
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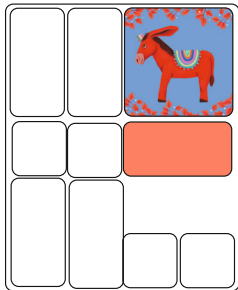
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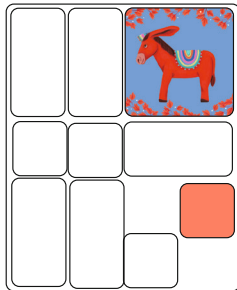
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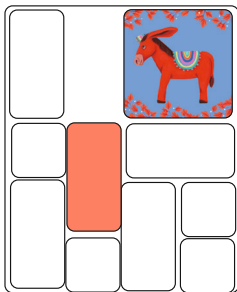
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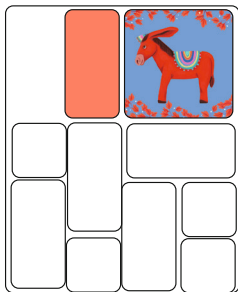
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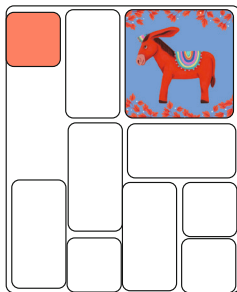
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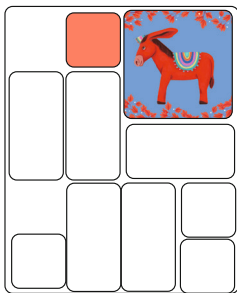
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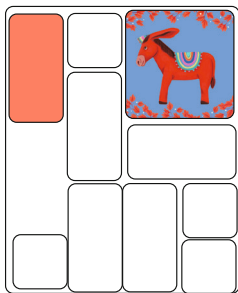
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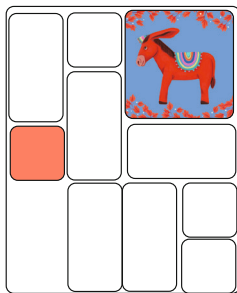
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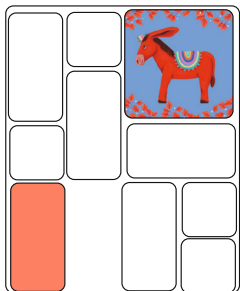
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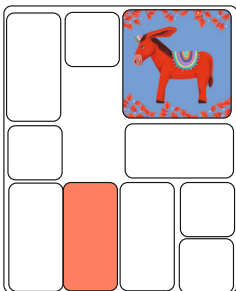
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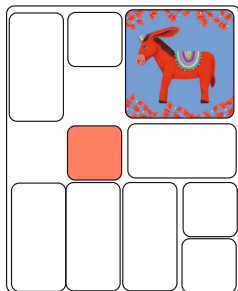
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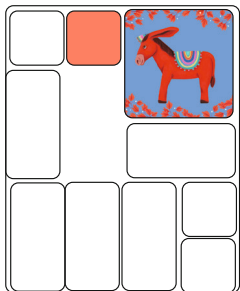
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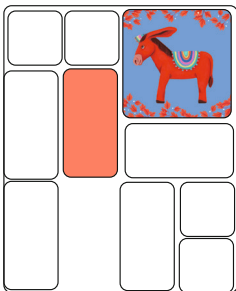
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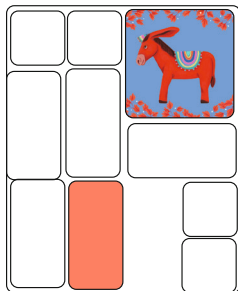
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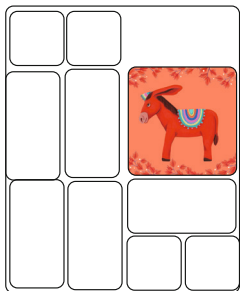
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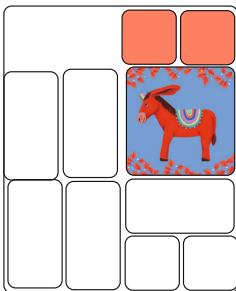
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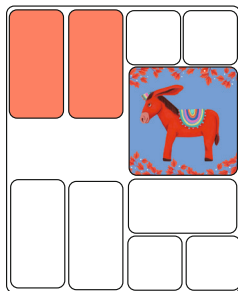
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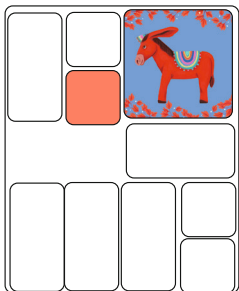
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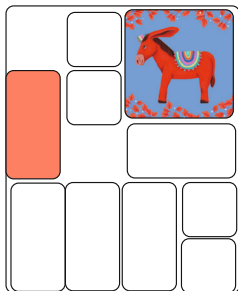
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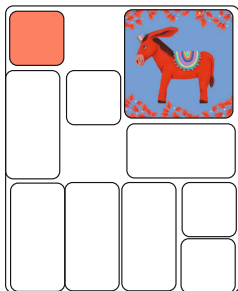
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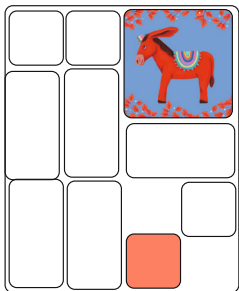
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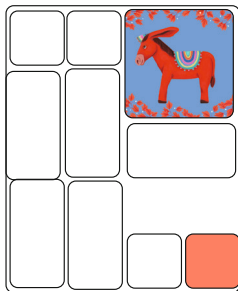
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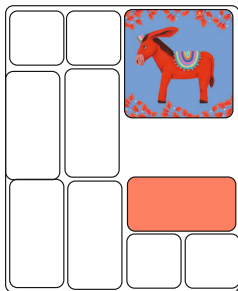
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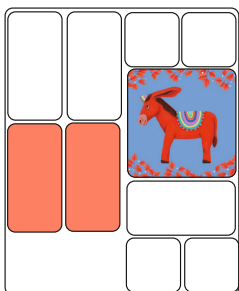
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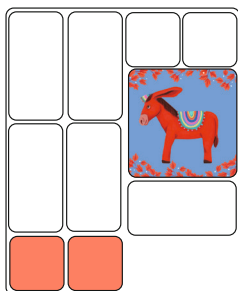
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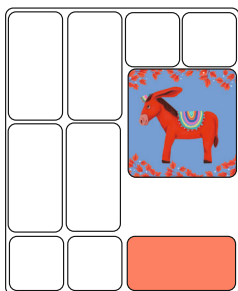
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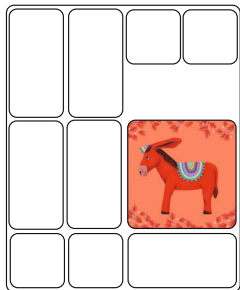
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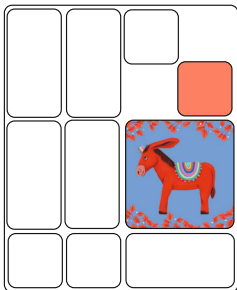
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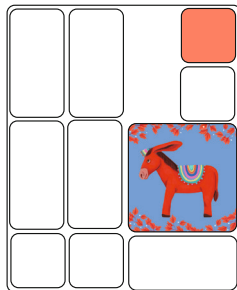
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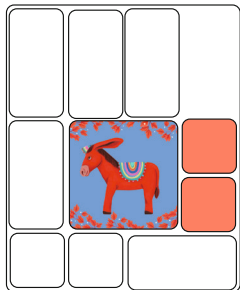
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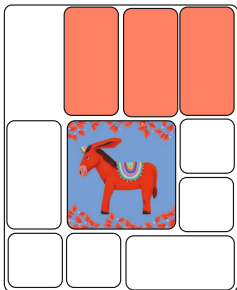
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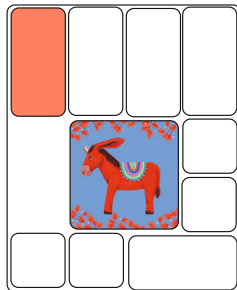
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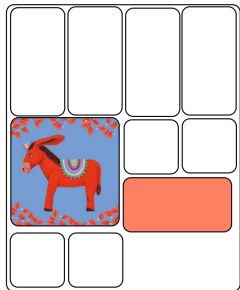
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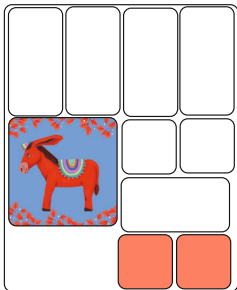
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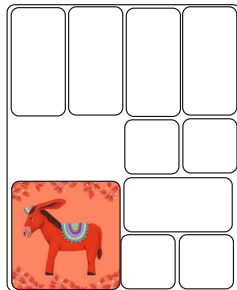
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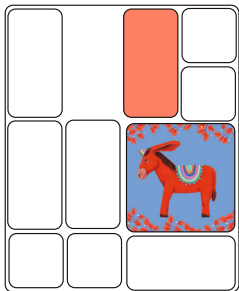
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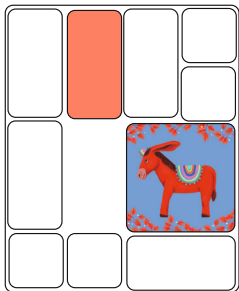
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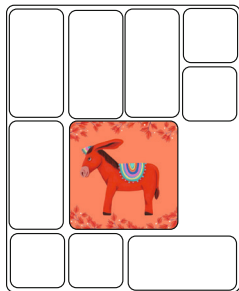
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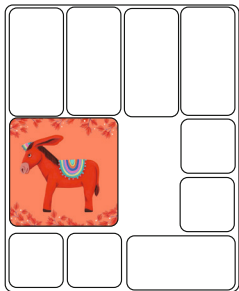
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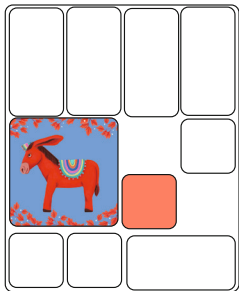
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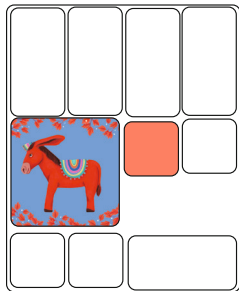
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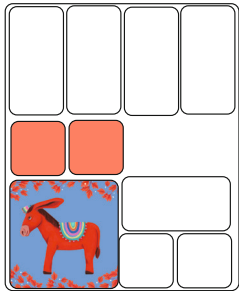
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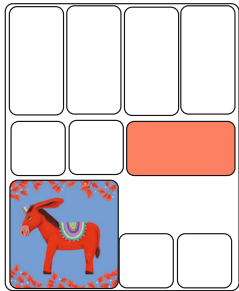
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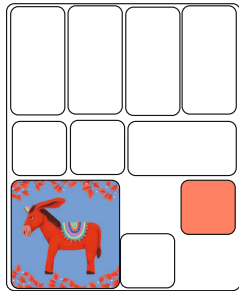
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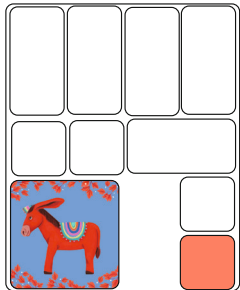
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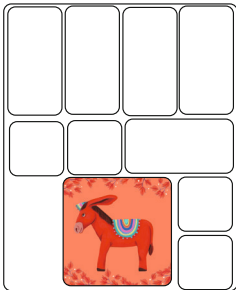
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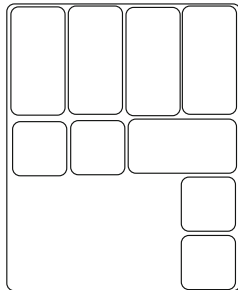
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