





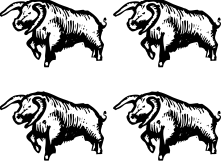
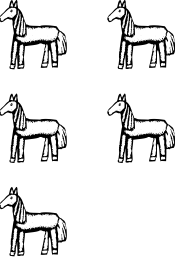
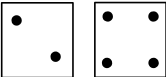

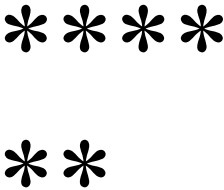

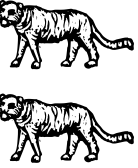


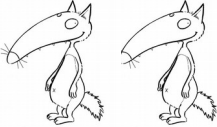
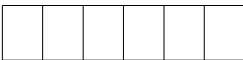








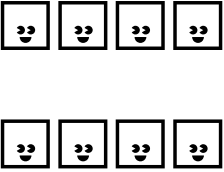
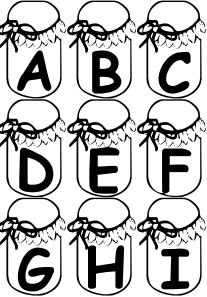
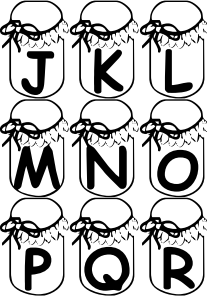

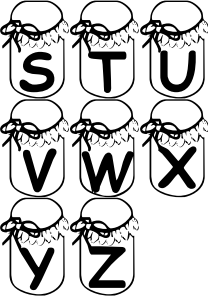

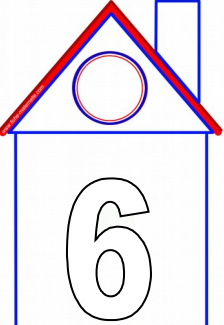
	6		1	0	9
					
					
1					8
un		5		six	
					
					

Le loup doit rejoindre sa maison des 6.
Trace son chemin en ne passant que sur les 6.