

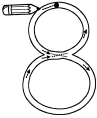




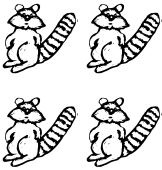


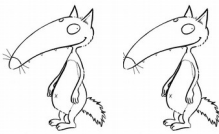

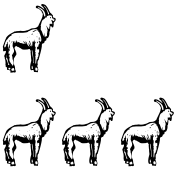
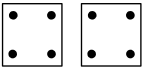
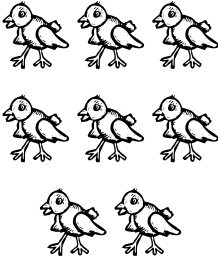
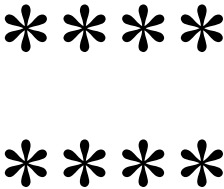


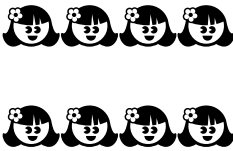
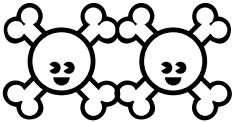






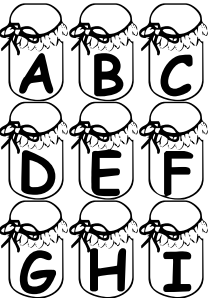

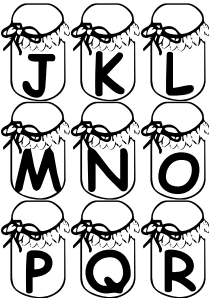
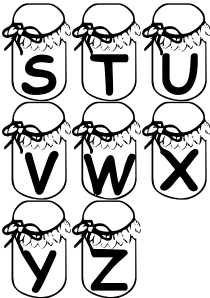
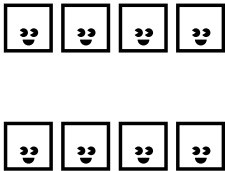
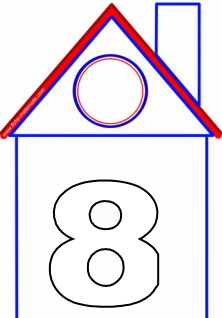
	6		3	1	0
					
					
1					5
chat		6		huit	
					
					

Le loup doit rejoindre sa maison des 8.
Trace son chemin en ne passant que sur les 8.