



HUMANAJ VALOROJ

ou « les valeurs de l'humanité »

Fabrication du jeu

Règles

Imprimer les pages 2 à 5 sur des feuilles cartonnées A4 recto-verso
Plastifier

Cartes

Imprimer les pages 6 à 49 sur des feuilles cartonnées A4 recto-verso
Plastifier
Découper les cartes

9 « limitation de progression »



18 « fin de limitation de progression »



111 cartes « progression » (5, 10, 20 et 50)



But du jeu

Le but du jeu est de guérir le monde. Pour cela il faut que le taux des six Valeurs Universelles (Vérité, Justice, Respect, Liberté, Amour et Beauté) soit égal à 100 malgré les attaques des adversaires.

Distribution des cartes

Chaque joueur reçoit 7 cartes. Les cartes restantes forment la pioche.

Déroulement du jeu

Au premier tour, le premier joueur prend une carte de la pioche (il en a alors 8). Il a 4 possibilités de jeu :

- 1) *poser une carte « action » devant lui,*
- 2) *poser une « limitation de progression » à l'un de ses adversaires,*
- 3) *poser une carte « protection » devant lui (voir le paragraphe « carte protection »),*
- 4) *se défausser d'une carte de son jeu en la posant, face visible, sur la « défausse »*

Les joueurs suivants ont 2 possibilités de plus :

- 5) *attaquer l'adversaire en posant sur sa carte « action » une carte « attaque »*
- 6) *poser une carte « fin de limitation de progression » sur leur carte « limitation de progression » s'ils en avaient une.*

Aux tours suivant, les joueurs peuvent, en plus des 6 possibilités précédentes :

- 7) *poser une carte « progression » à côté d'une de leurs cartes « action » déjà posées.*

Disposition du jeu

Chaque joueur dispose de son jeu en colonnes de la manière suivante pour chacune des Valeurs Universelles :

Validité de la progression



Progression





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Règle du jeu

Introduction

Ce jeu m'a été inspiré par le livre « *La guérison du monde* » d'Eugène LENOIR paru aux éditions Fayard – 2012.

En voici la présentation par l'auteur lui-même :

« L'homme est-il seulement un « homo economicus » ? Notre monde est malade, mais la crise économique actuelle, qui polarise toutes les attentions, n'est qu'un symptôme de déséquilibres beaucoup plus profonds. La crise que nous traversons est systémique : elle touche tous les secteurs de la vie humaine. Elle est liée à des bouleversements de nos modes de vie sans doute aussi importants que ceux advenus au néolithique, lorsque l'être humain a cessé d'être nomade pour devenir sédentaire.

Il existe pourtant des voies de guérison. En m'appuyant sur des expériences concrètes, je montre l'existence d'une autre logique que celle, quantitative et mercantile, qui conduit notre monde à la catastrophe : une logique qualitative qui privilégie le respect de la Terre et des personnes au rendement, la qualité d'être au « toujours plus ». Je plaide aussi pour une redécouverte éclairée des grandes valeurs universelles – la vérité, la justice, le respect, la liberté, l'amour, la beauté – afin d'éviter que l'homme moderne, mû par l'ivresse de la démesure, mais aussi par la peur et la convoitise, ne signe sa propre fin. »

Nombre de joueurs

2 à 5 joueurs.

Nombre de manches

A 2 joueurs, il y a 4 manches et à partir de 3 joueurs, il y a autant de manches qu'il y a de joueurs.

Composition du jeu

198 cartes :

6 séries de 6 cartes « action »



3 séries de 6 cartes « attaque »



1 série de 6 cartes « protection »



Limitation / fin de limitation



Protections

normale



coup de maître



Progression des Valeurs Universelles

Pour gagner, il faut que chaque Valeur Universelle atteigne le taux de 100. Pour cela il faut accumuler les cartes pour arriver à un total de 100 sans toutefois le dépasser et sans utiliser 2 fois le taux de 50 pour une même Valeur Universelle. Un joueur ne peut poser une carte « progression » que sur une Valeur Universelle en cours de validité tout en respectant la « limitation de progression » s'il y a lieu.

Cartes « protection »

Les joueurs peuvent posées les cartes « protection » à son tour et cela lui rapporte alors 50 points au final.

Elles peuvent aussi être posées à tout moment (même si ce n'est pas son tour) lorsque le joueur subit une attaque. La protection doit correspondre à l'attaque, c'est le « coup de maître » qui rapporte 200 points au final.

Correspondance entre les cartes « action » et les cartes « attaque » :

« action »	<i>Vereco</i>	« attaque »	<i>Mensogo</i>
	<i>Justeco</i>		<i>Maljusteco</i>
	<i>Respekto</i>		<i>Malestimo</i>
	<i>Libereco</i>		<i>Mallibereco</i>
	<i>Amo</i>		<i>Malamo</i>
	<i>Beleco</i>		<i>Malbeleco</i>

Quand un joueur réalise un « coup de maître », il tire une carte de la pioche pour compléter son jeu puis joue comme si c'était son tour (ce qui peut faire perdre un tour à certains joueurs).

Un joueur qui a posé une « protection » (coup de maître ou non) ne peut plus être attaqué sur cette Valeur Universelle et la « limitation de progression » ne s'applique plus pour cette Valeur Universelle.

Limitation de progression

Si un joueur a devant lui une « limitation de progression », il ne peut pas poser des cartes « progression » de 20 ou de 50 pour l'ensemble de ses Valeurs Universelles exceptées celles qui sont protégées par une carte « protection ». Pour lever la « limitation de progression », le joueur doit poser une carte « fin de limitation de progression » ou une carte « protection ». Cette dernière ne protégeant que la Valeur Universelle correspondante.

Fin de manche

Une manche se termine :

- *quand un joueur a réalisé toutes les Valeurs Universelles ou*
- *quand il n'y a plus de carte à la pioche et que tous les joueurs ont joué toutes leurs cartes.*

Décompte des points

Seules les cartes posées comptent.

- + *total des progressions*
- + *le joueur qui a la meilleure progression gagne 120 points (à partager si plusieurs joueurs ont la même progression)*
- + *le joueur qui a rempli le contrat (progression de $6 \times 100 = 600$) gagne en plus 150 points*
- + *chaque protection rapporte 50 points ou 200 points si c'est un coup de maître.*
- *si un joueur a gardé dans sa main une protection, il perd 50 points.*

Fin de partie

Quand toutes les manches sont jouées, le vainqueur est celui qui totalise le plus de points.

Vereco

VERECO



Vereco

Justeco

JUSTECO



Justeco

Respekto

RESPEKTO



Respekto

Libereco

LIBERECO



Libereco

Amo

AMO



Amo

Beleco

BELECO



Beleco

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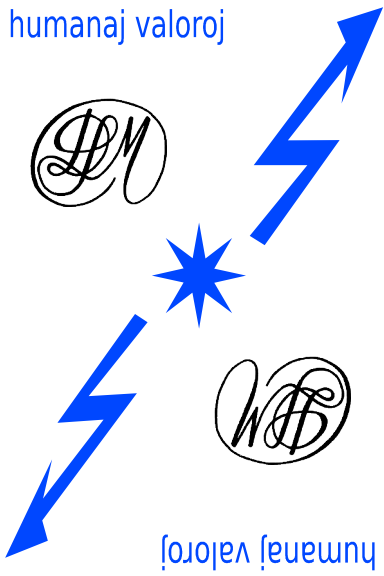
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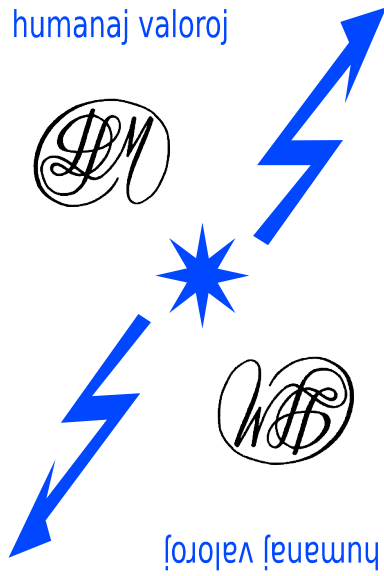
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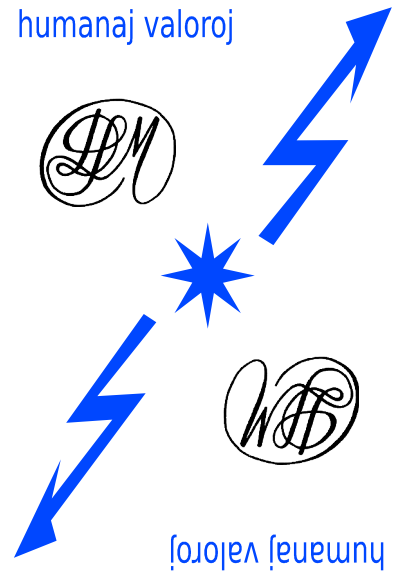
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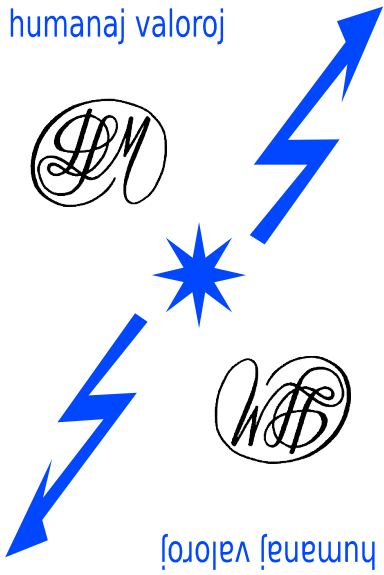
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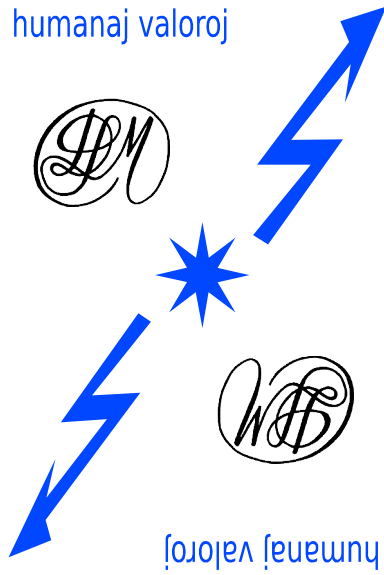
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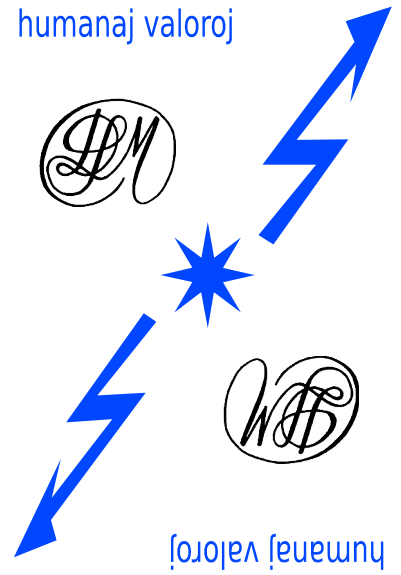
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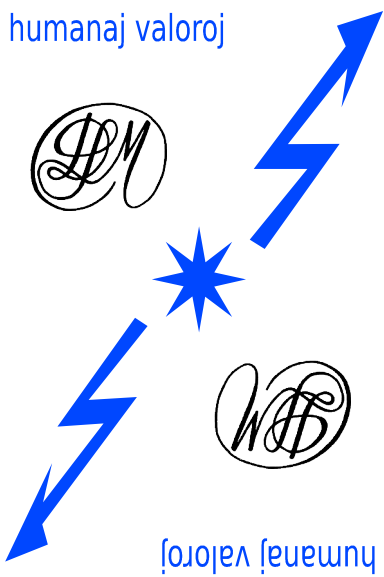
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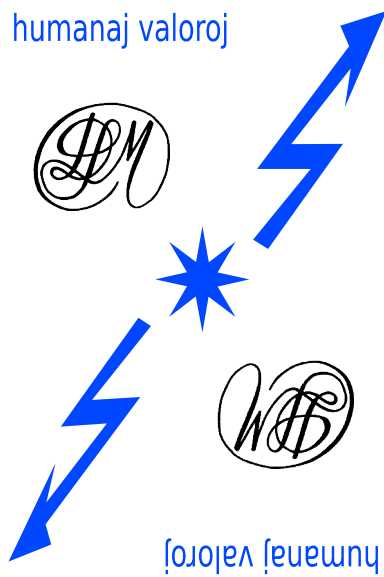
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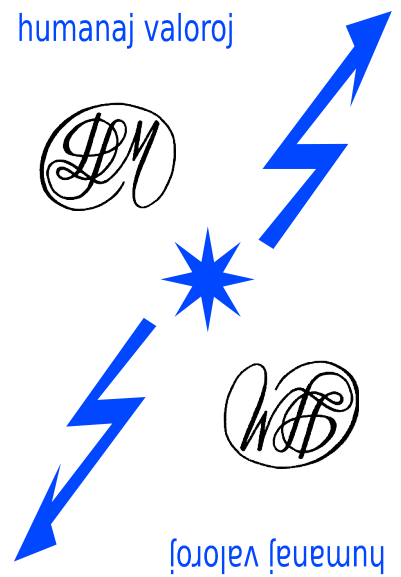
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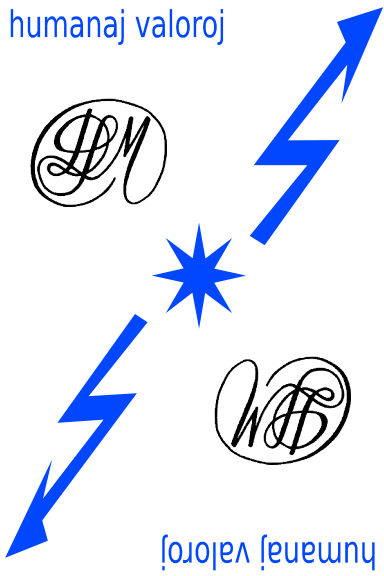
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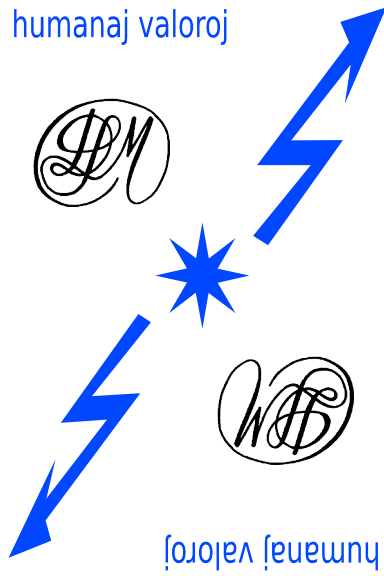
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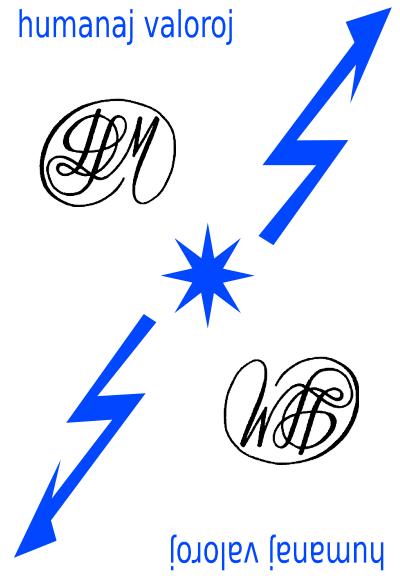
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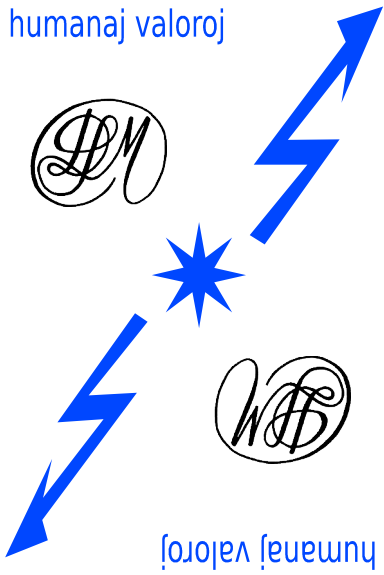
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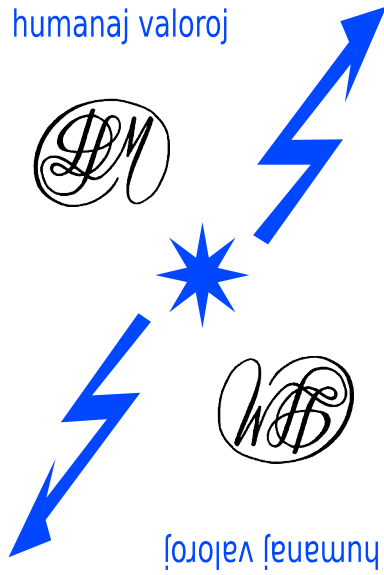
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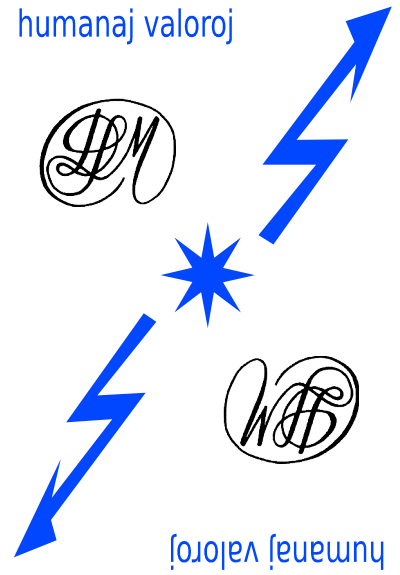
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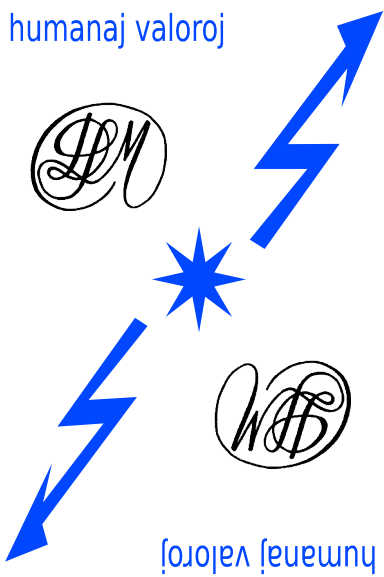
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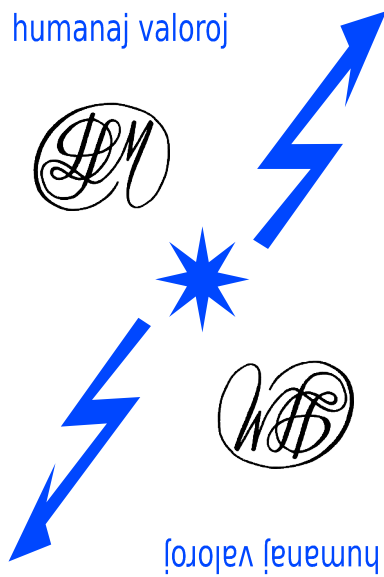
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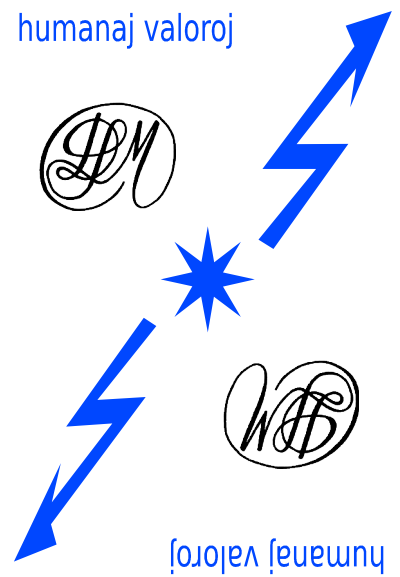
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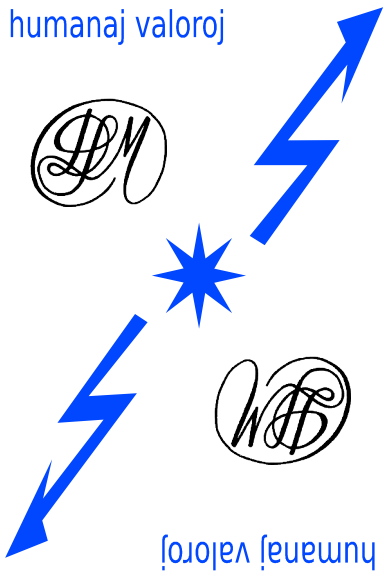
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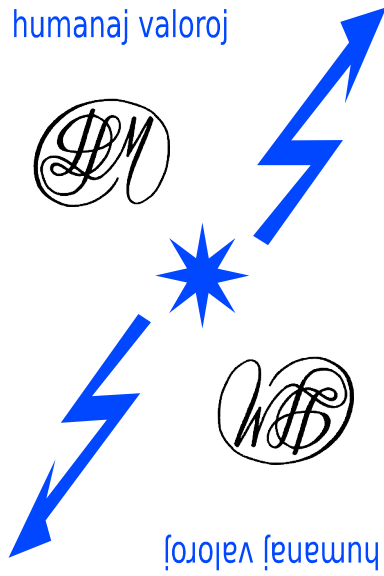
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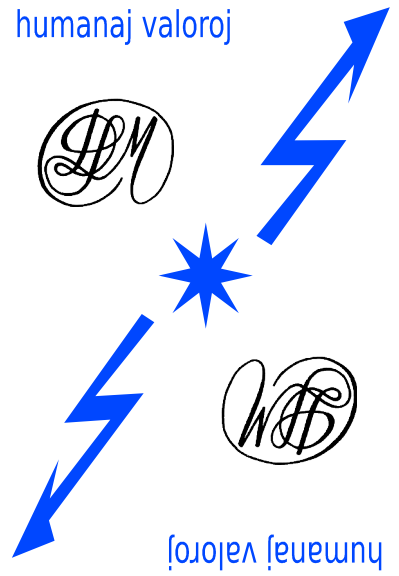
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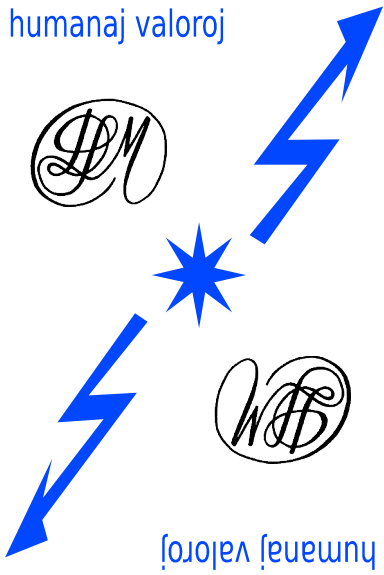
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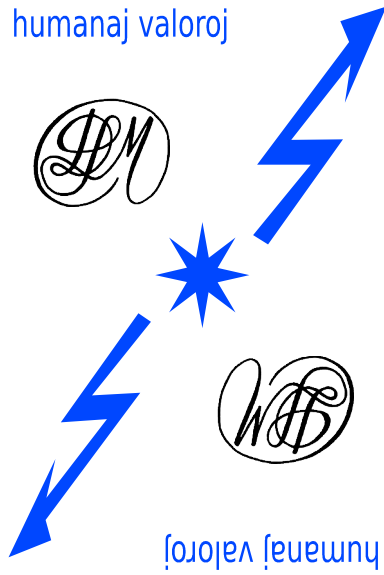
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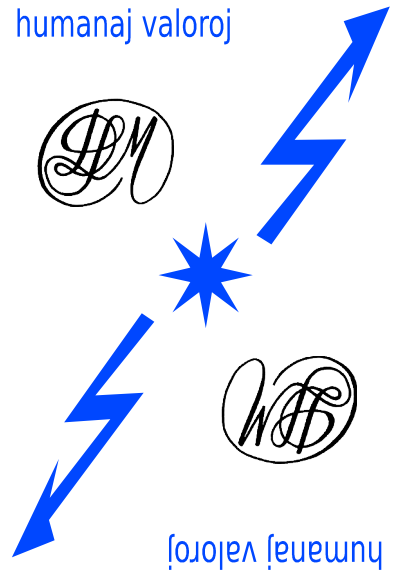
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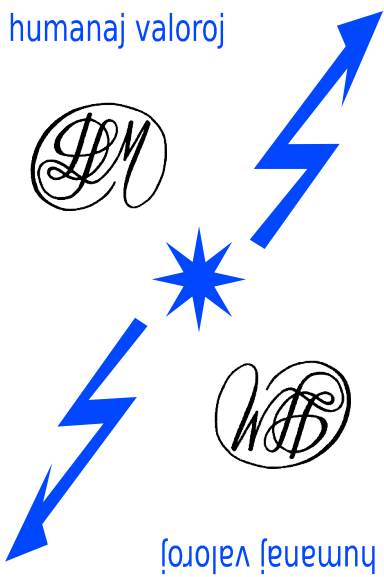
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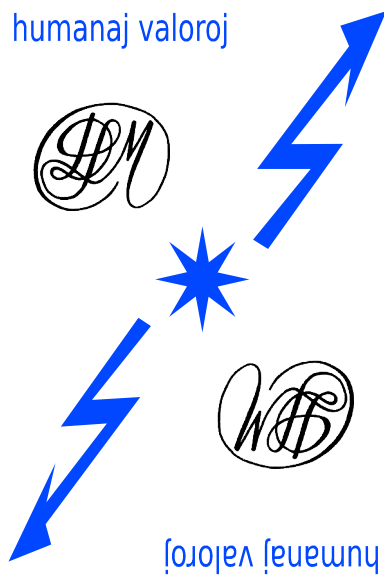
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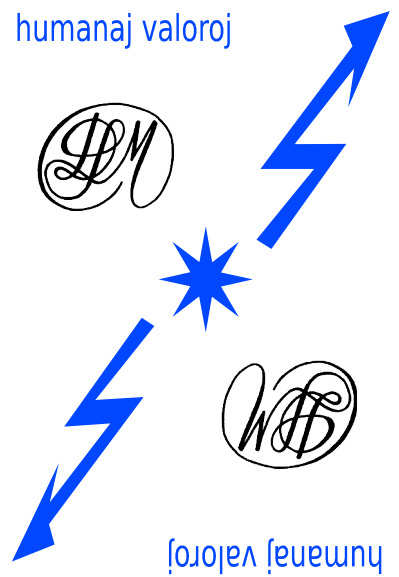
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Vereco

Vereco

Justeco

Justeco

Respekto

Respekto

Libereco

Libereco

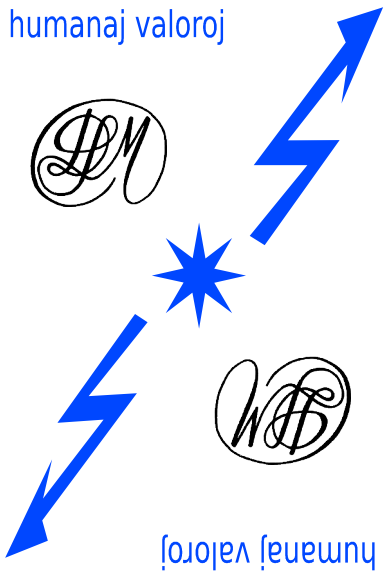
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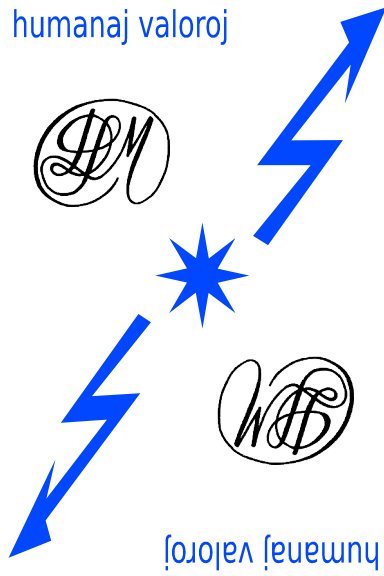
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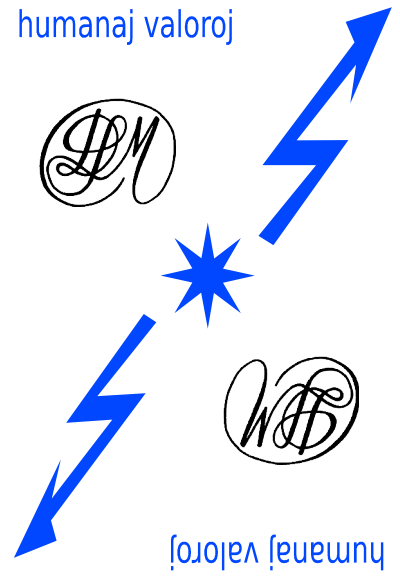
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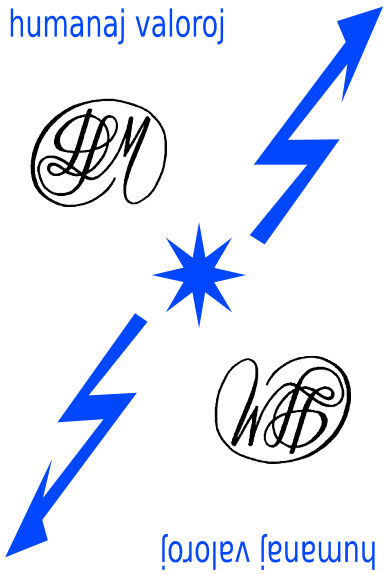
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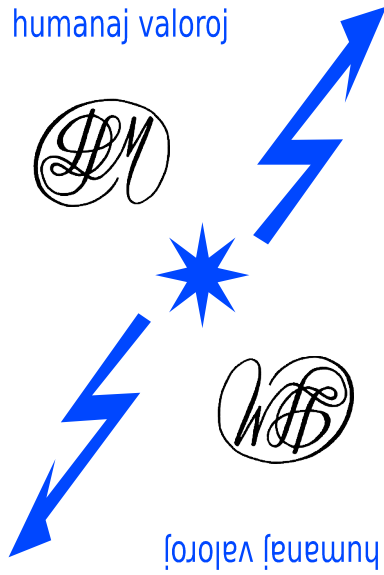
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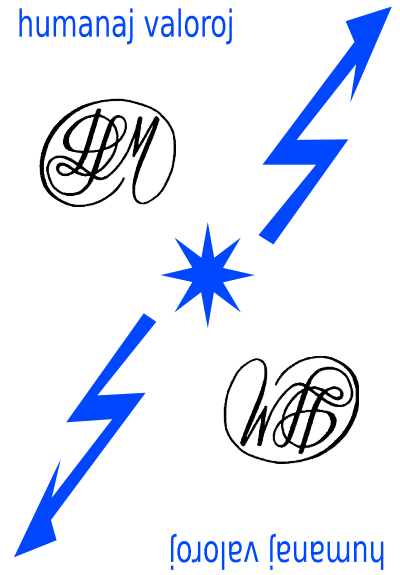
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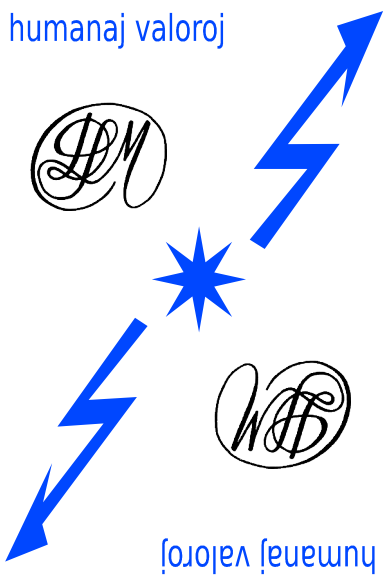
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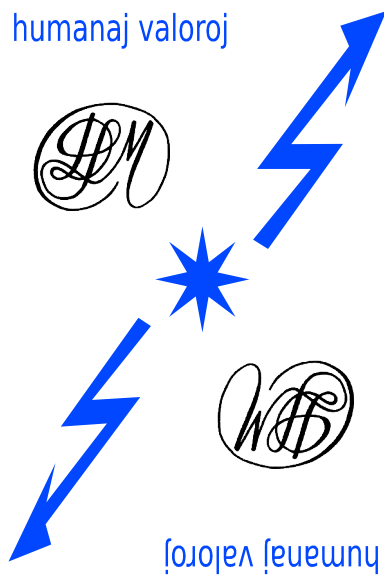
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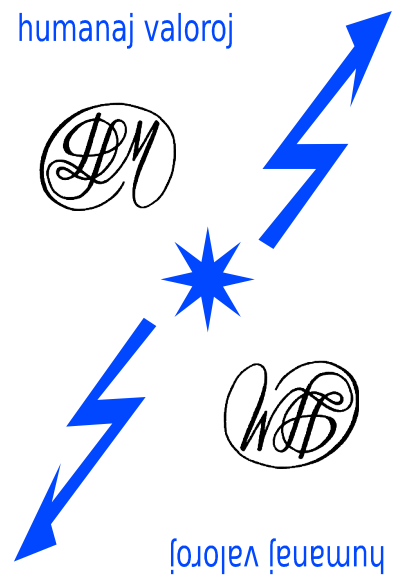
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Vereco

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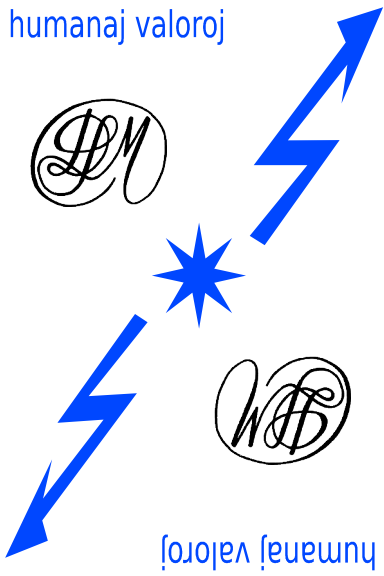
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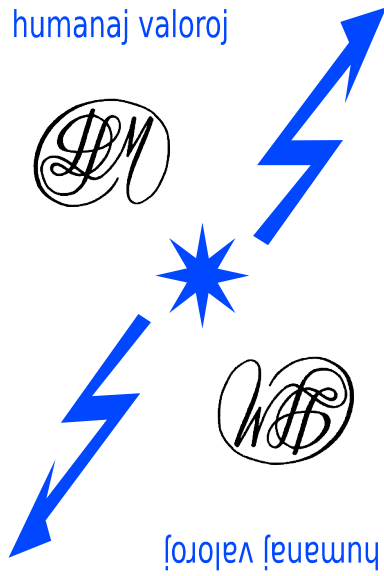
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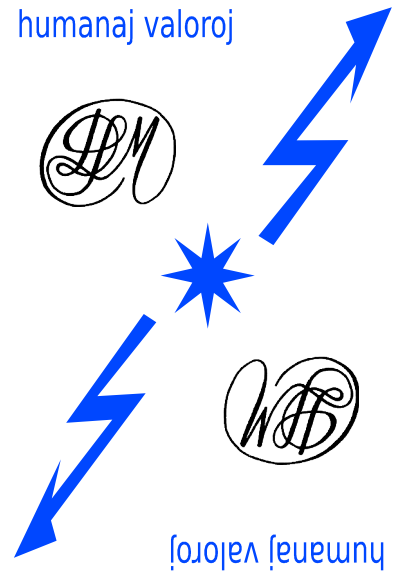
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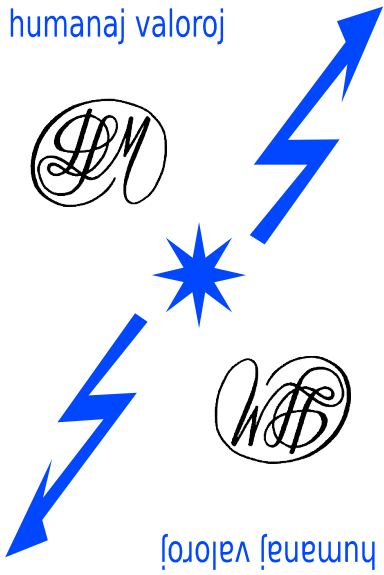
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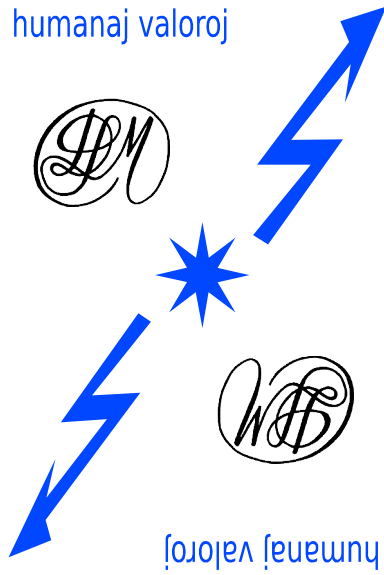
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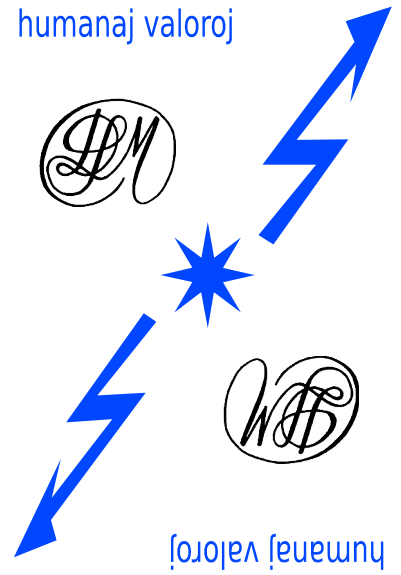
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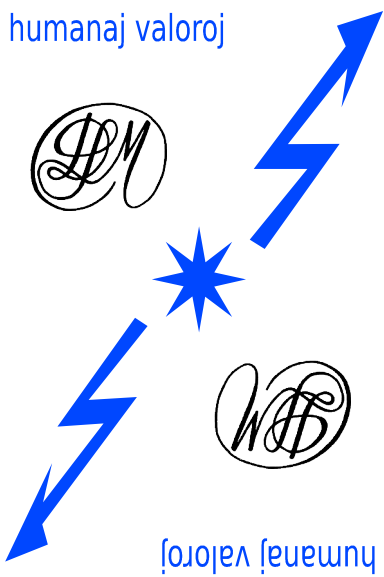
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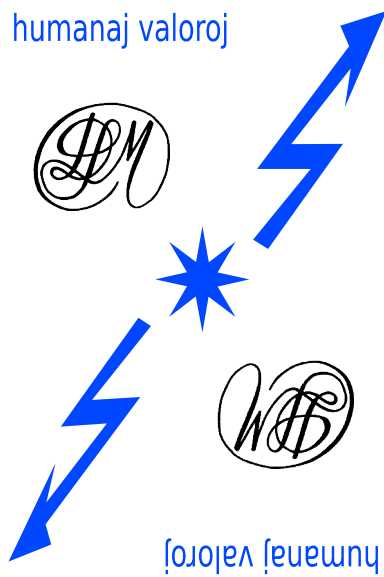
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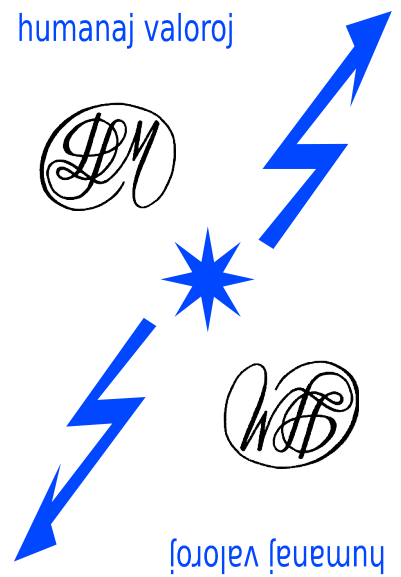
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Vereco

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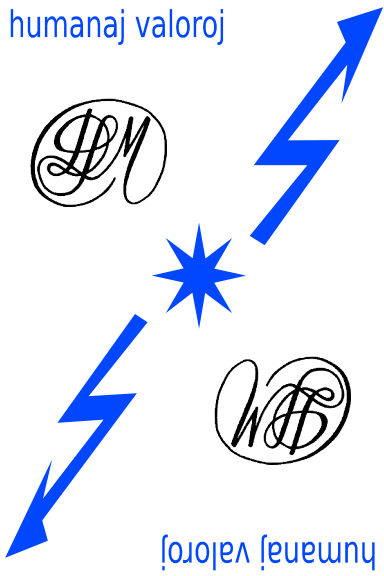
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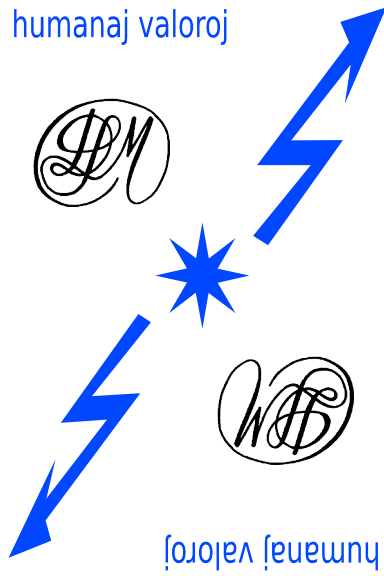
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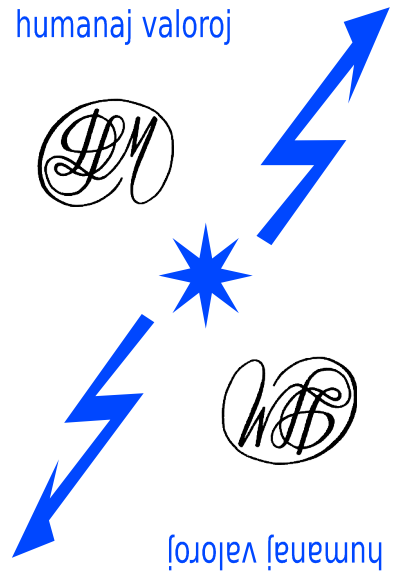
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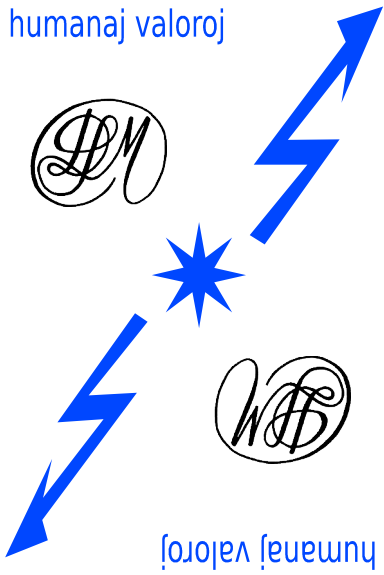
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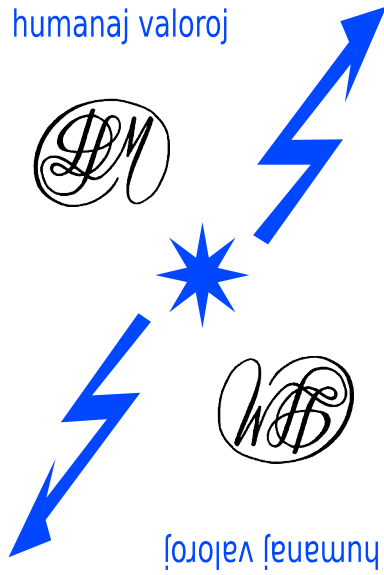
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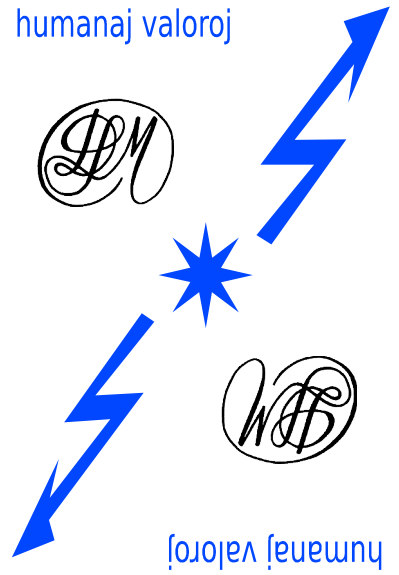
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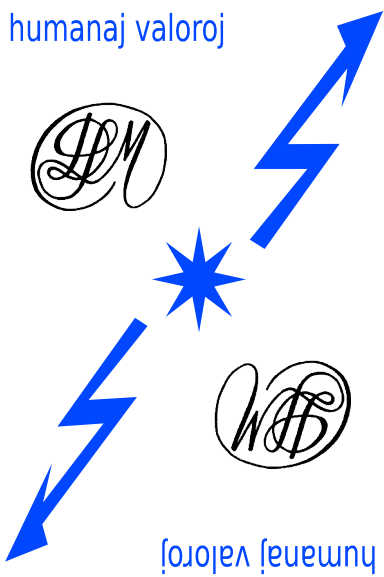
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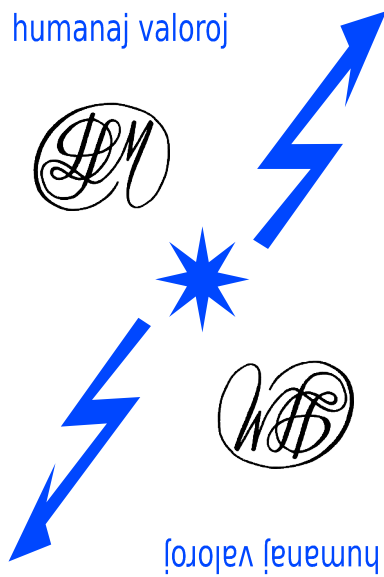
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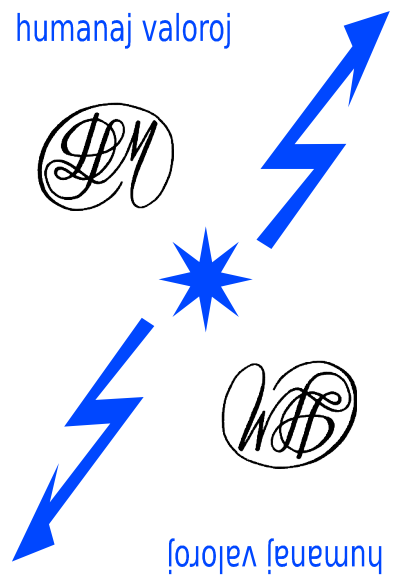
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Vereco

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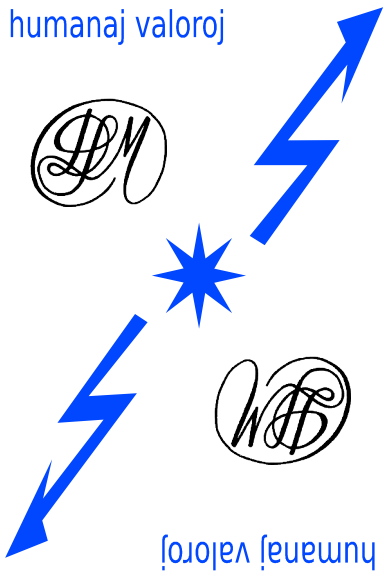
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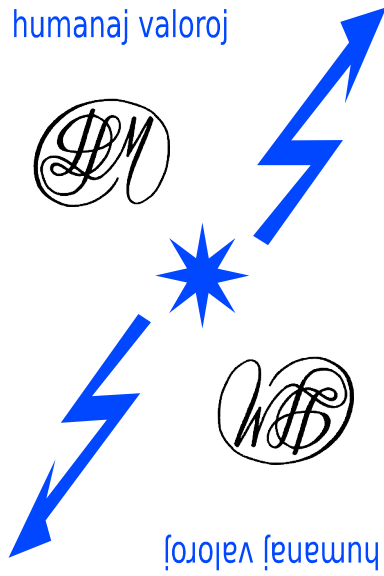
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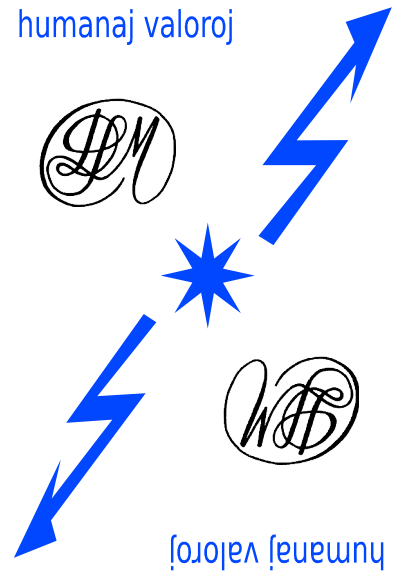
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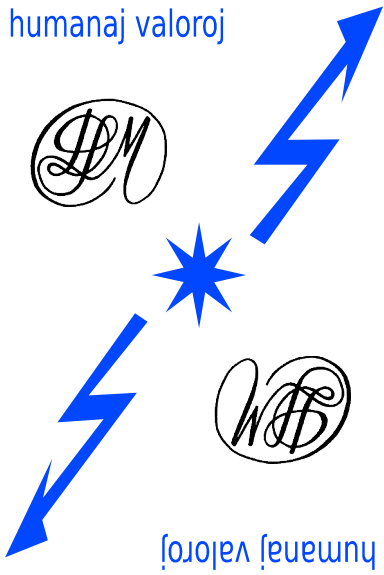
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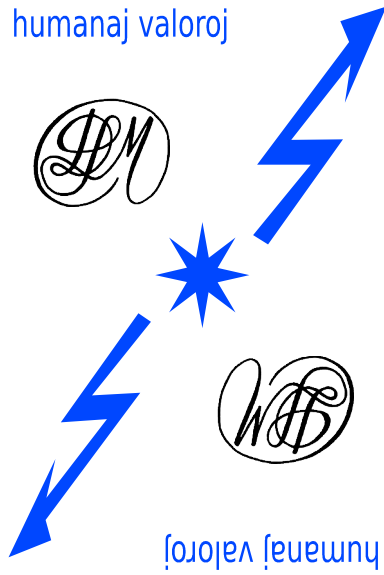
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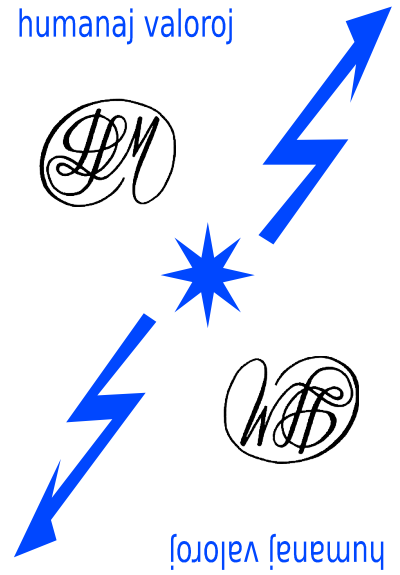
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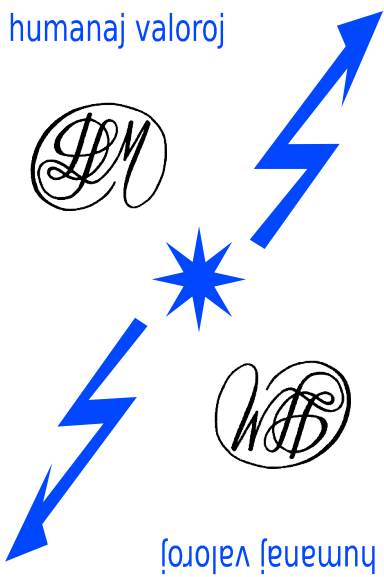
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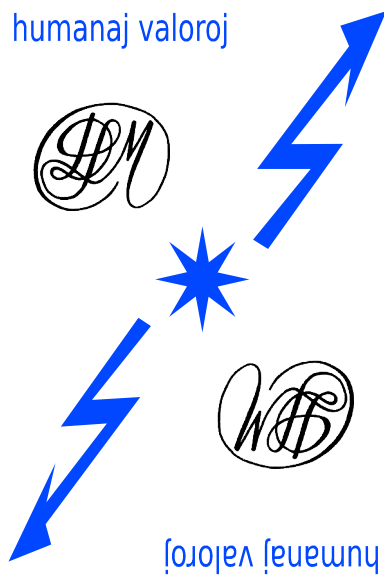
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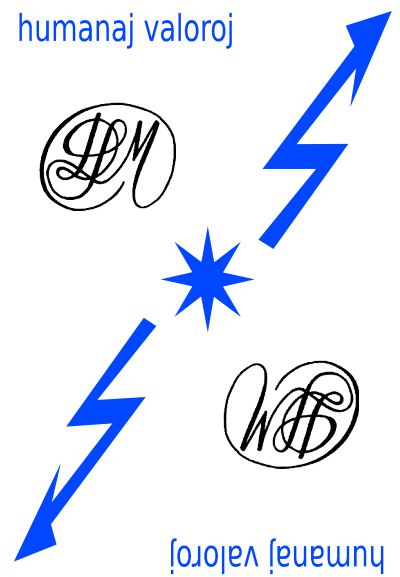
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humanaj valoroj



humanaj valoroj



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Vereco

Vereco

Justeco

Justeco

Respekto

Respekto

Libereco

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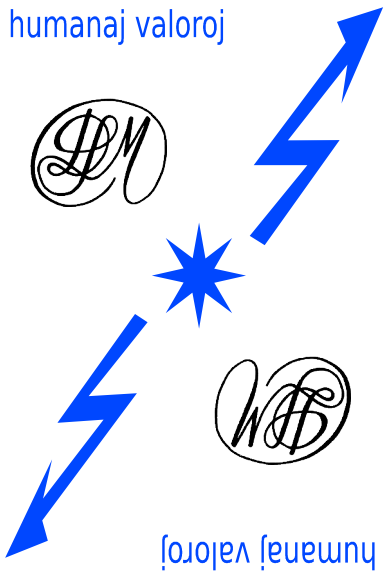
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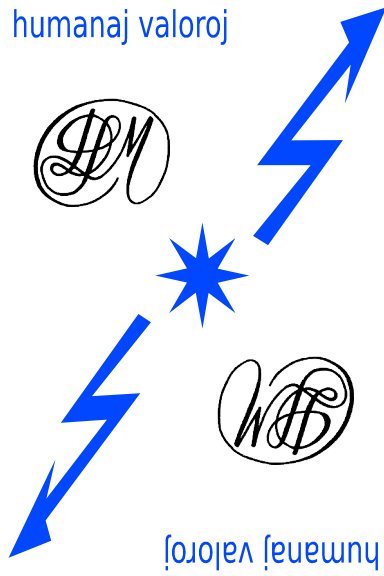
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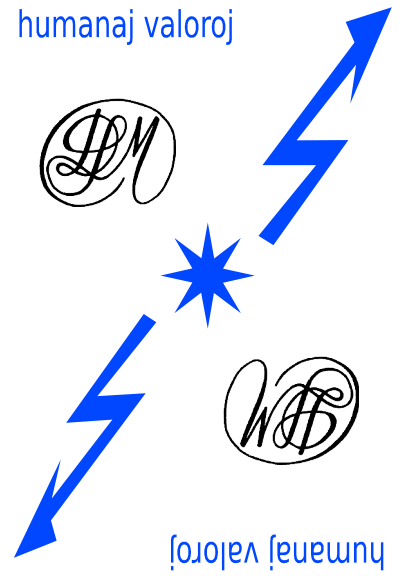
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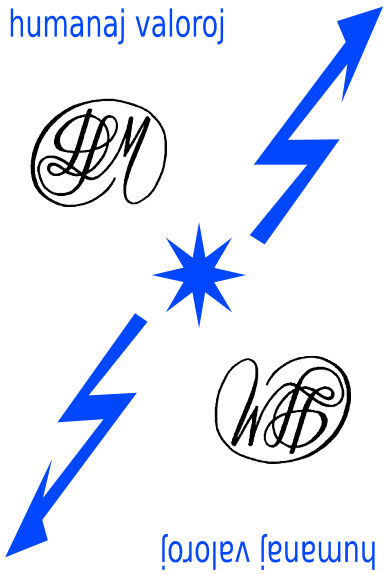
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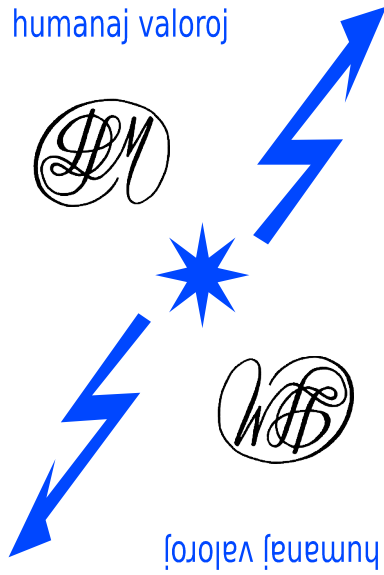
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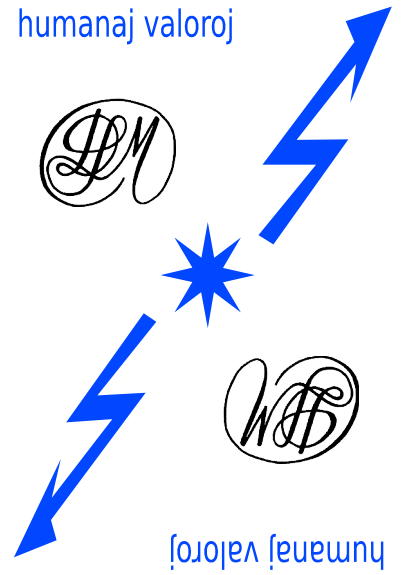
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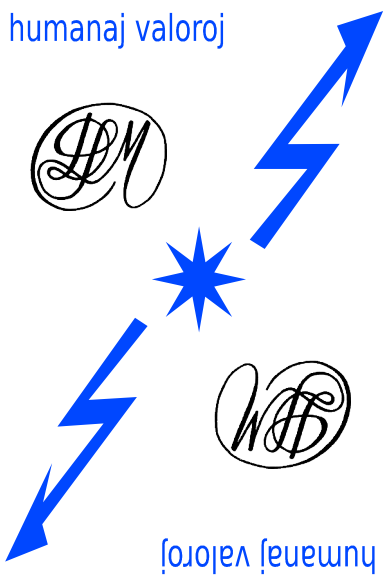
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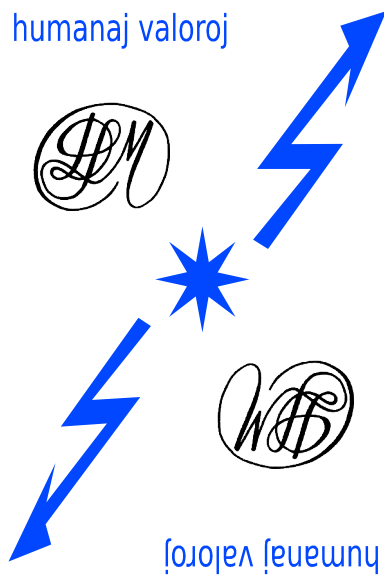
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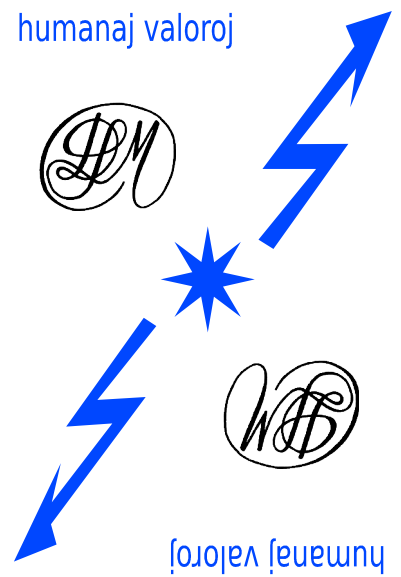
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humanaj valoroj



humanaj valoroj



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Vereco

Vereco

Justeco

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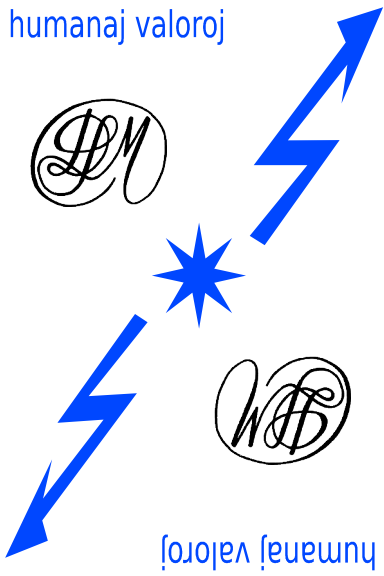
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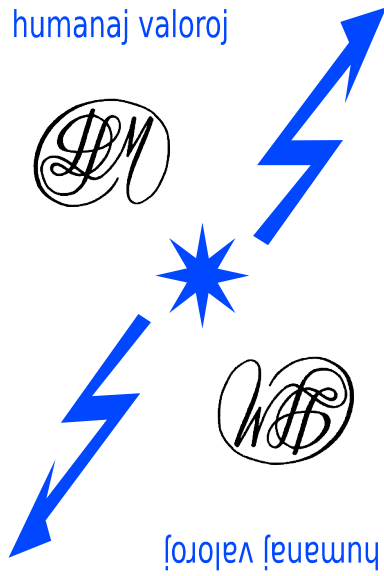
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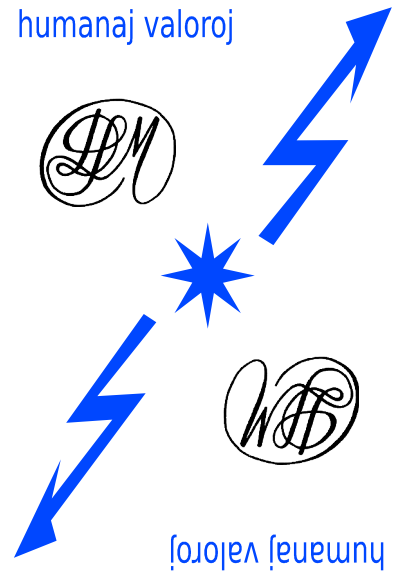
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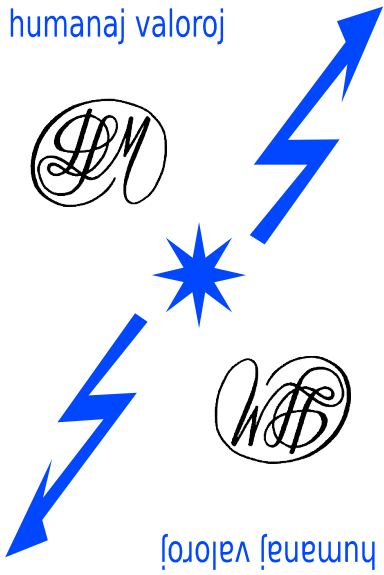
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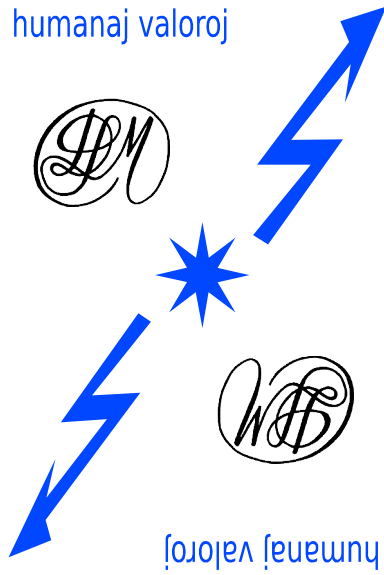
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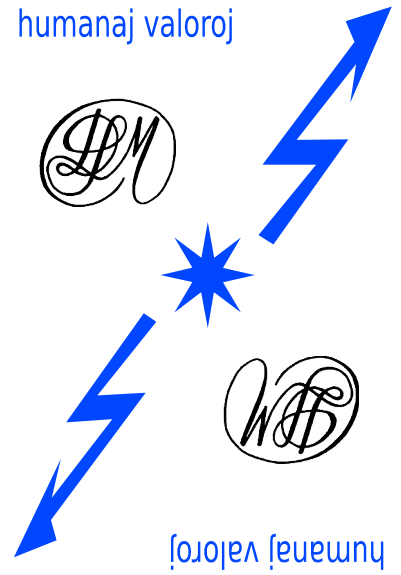
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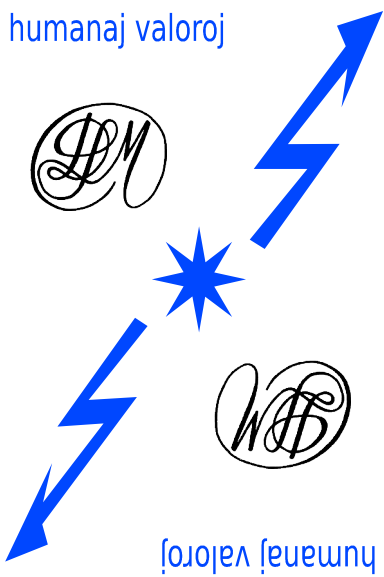
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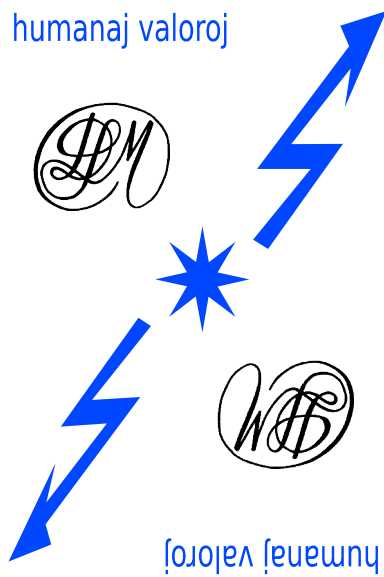
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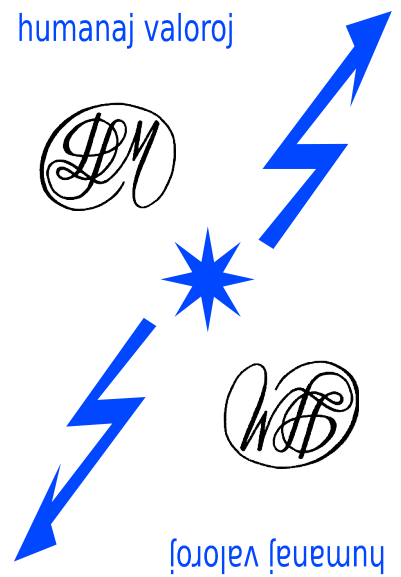
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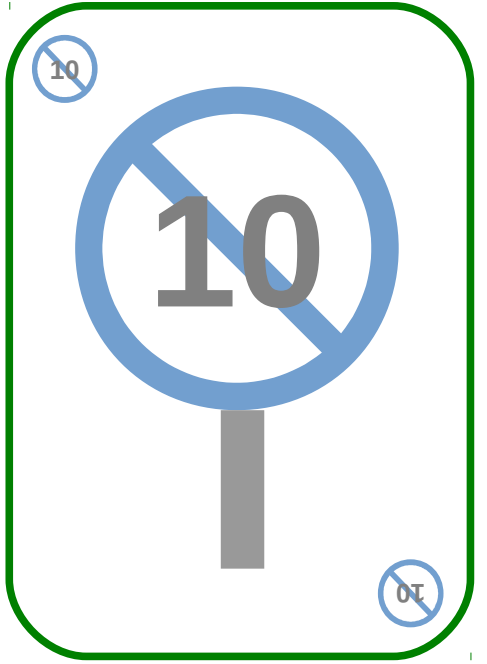
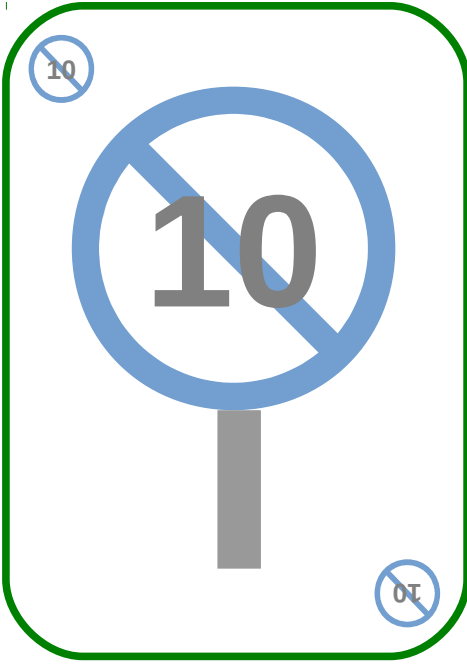


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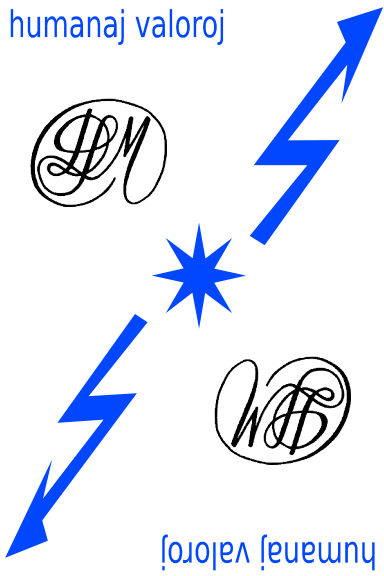


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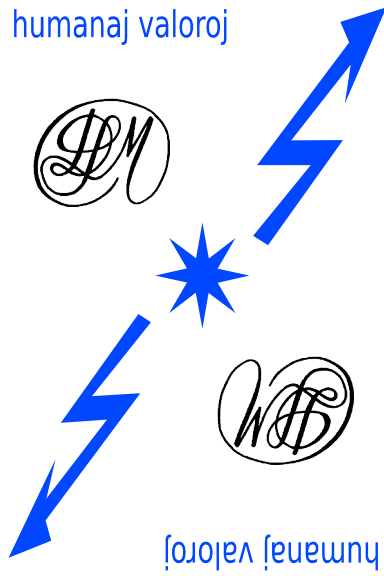




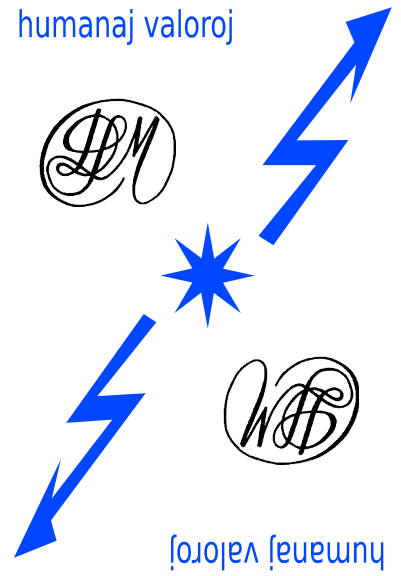
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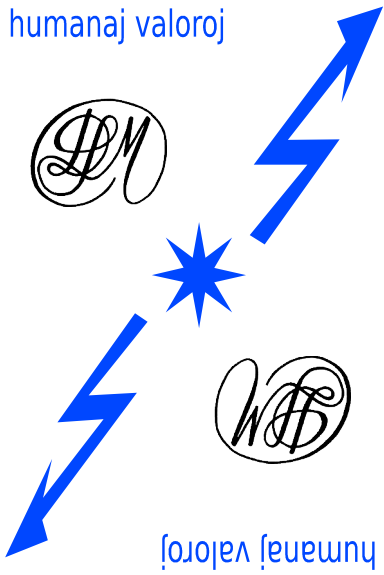
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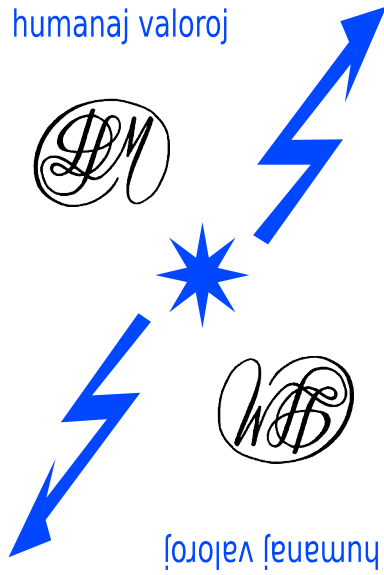
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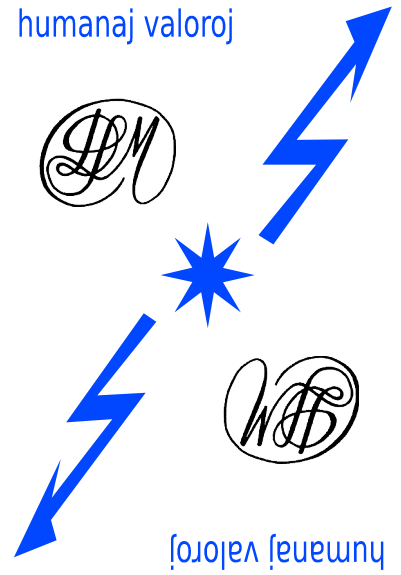
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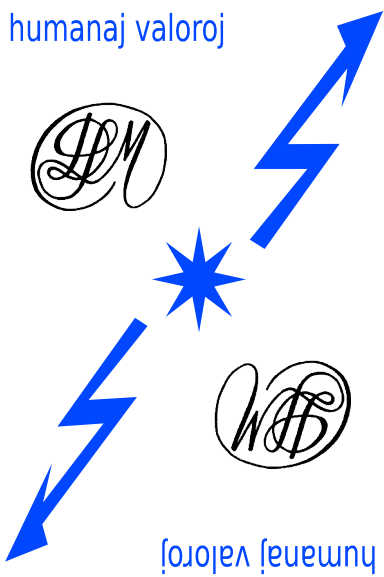
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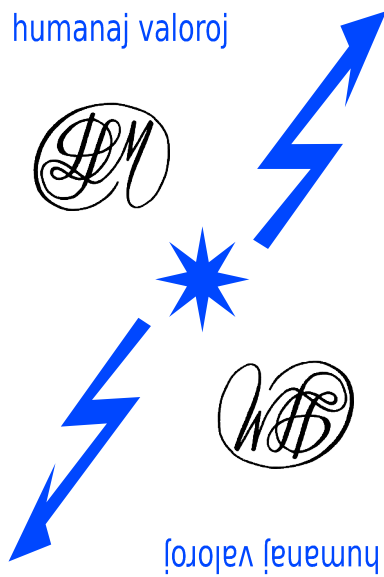
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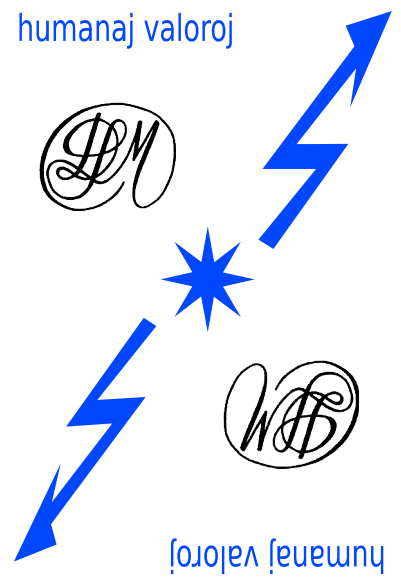
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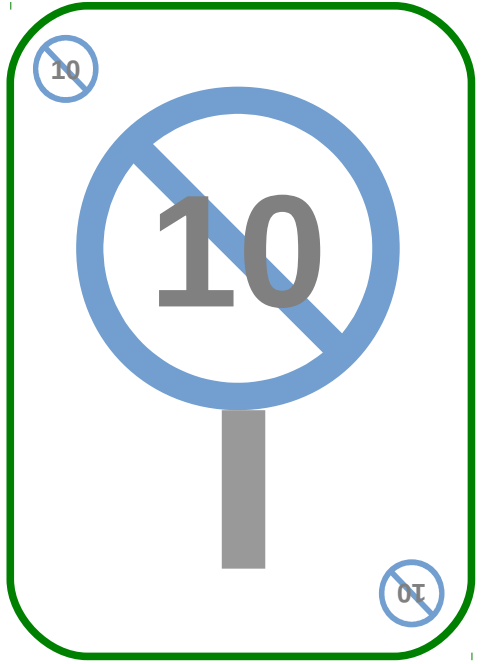
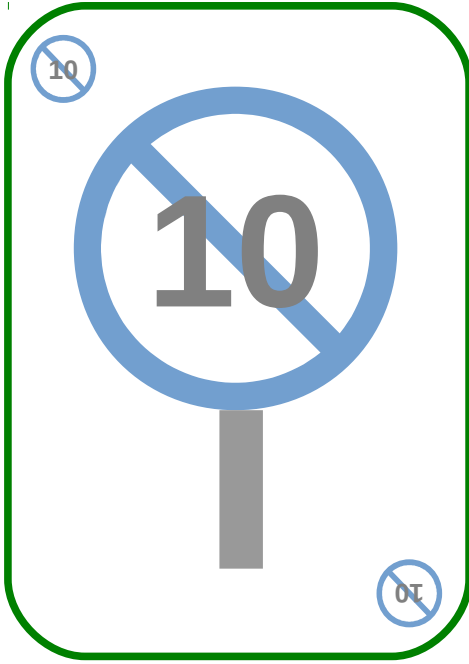


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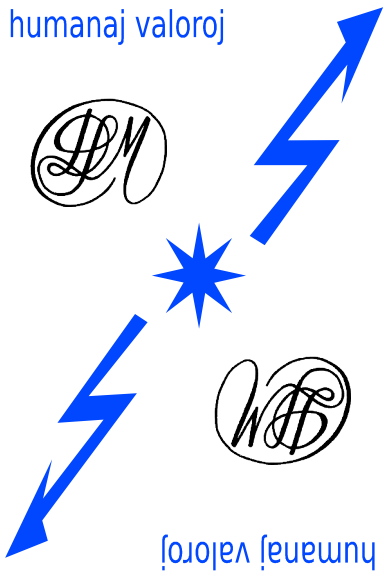


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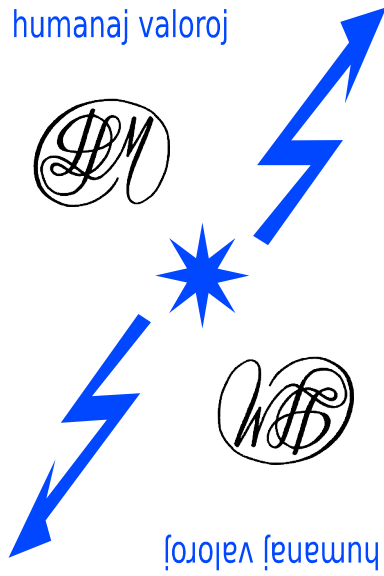




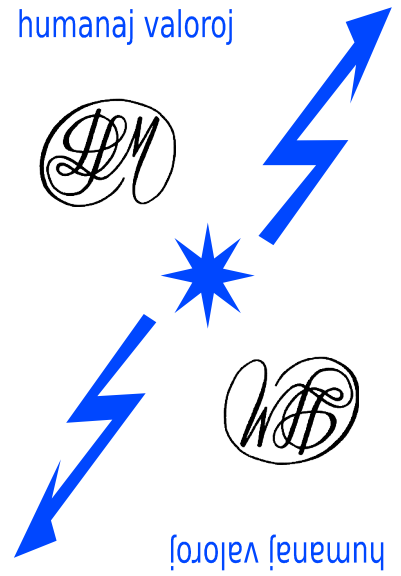
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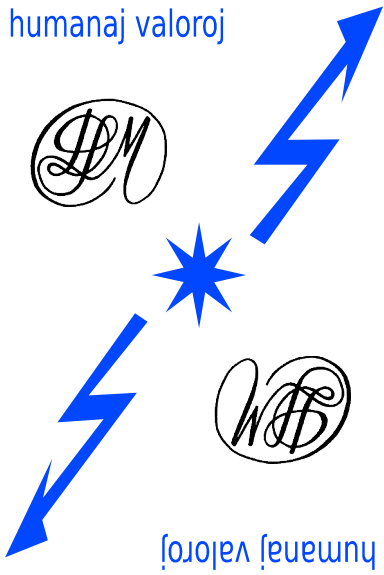
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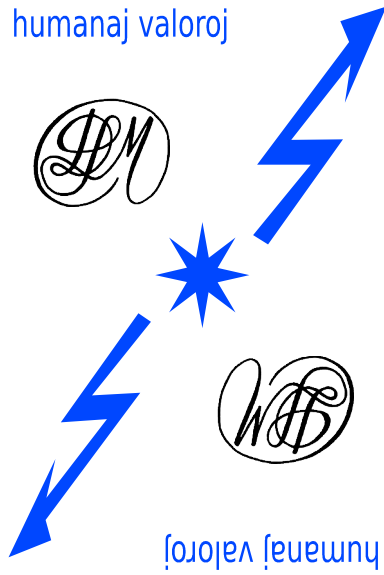
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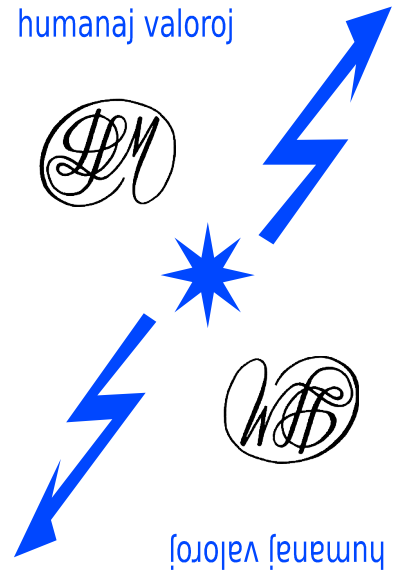
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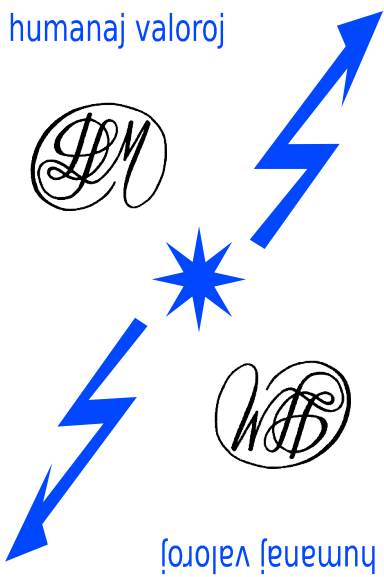
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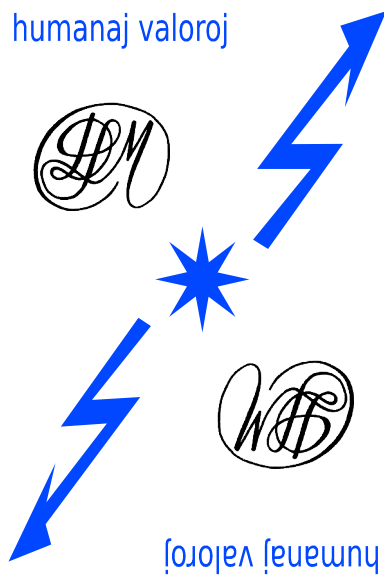
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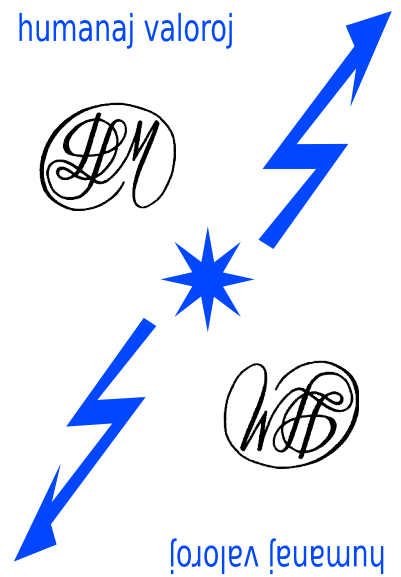
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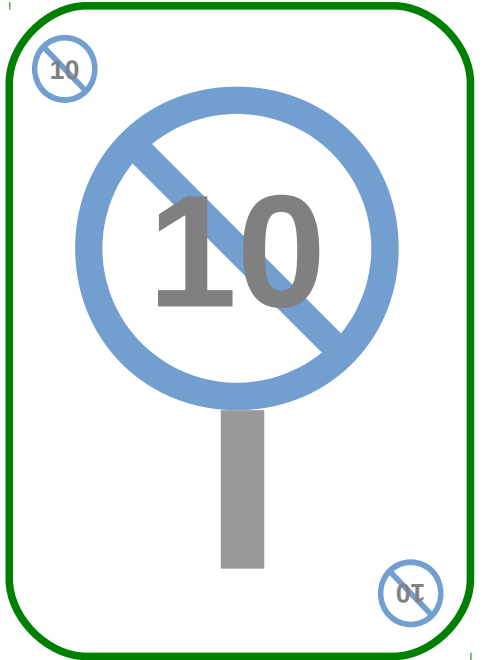
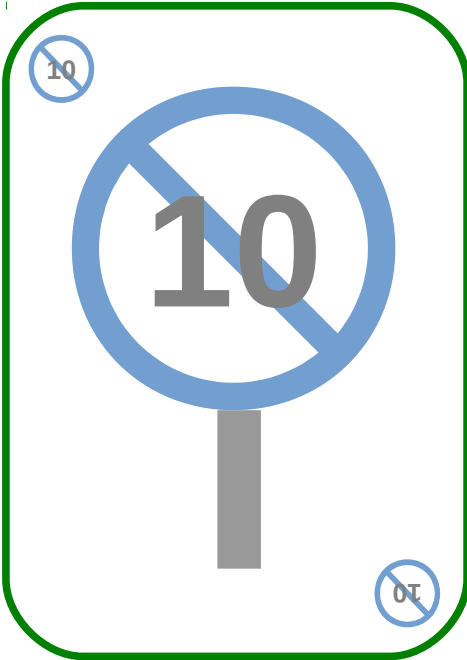


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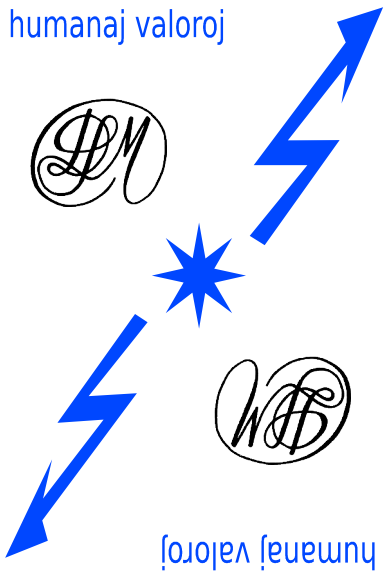


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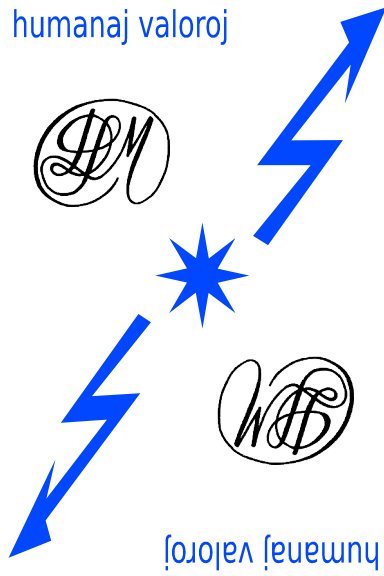




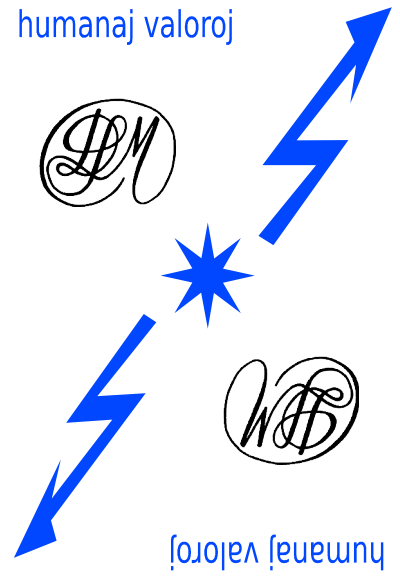
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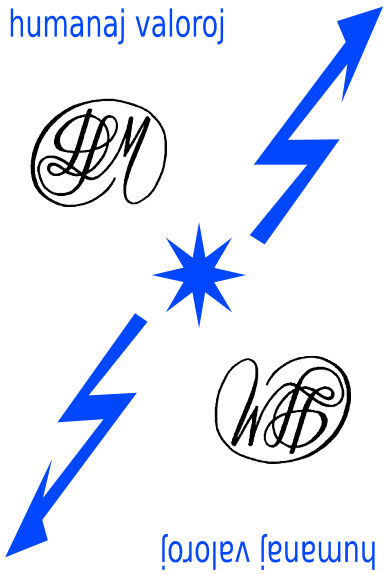
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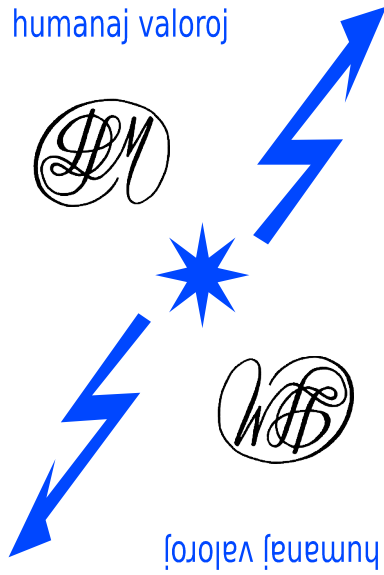
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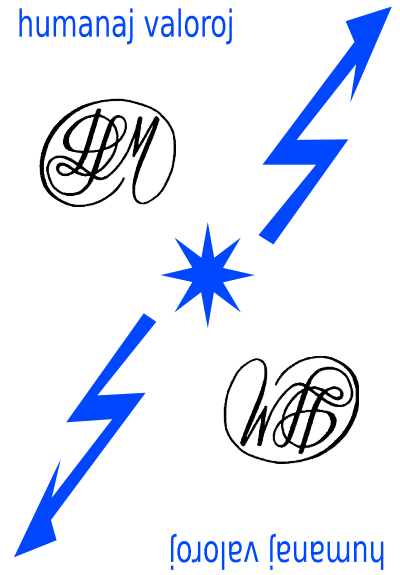
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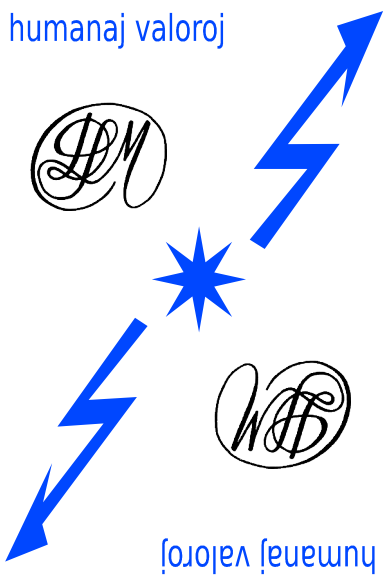
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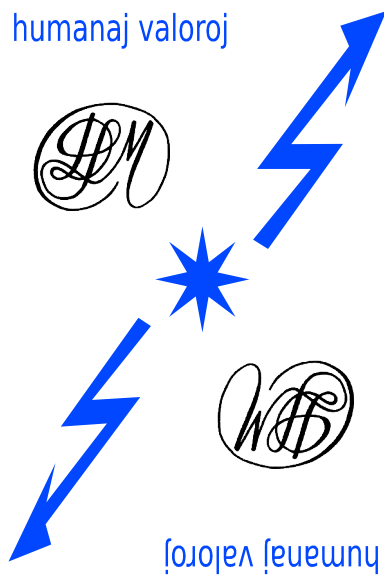
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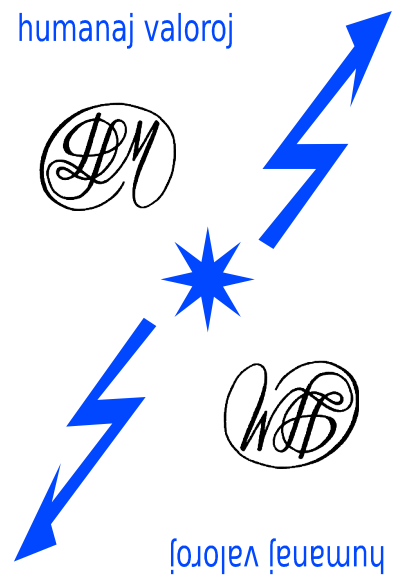
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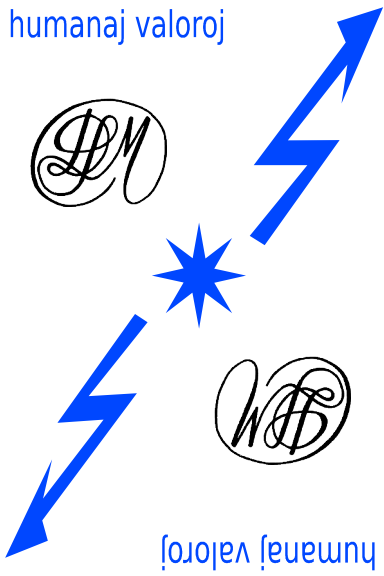


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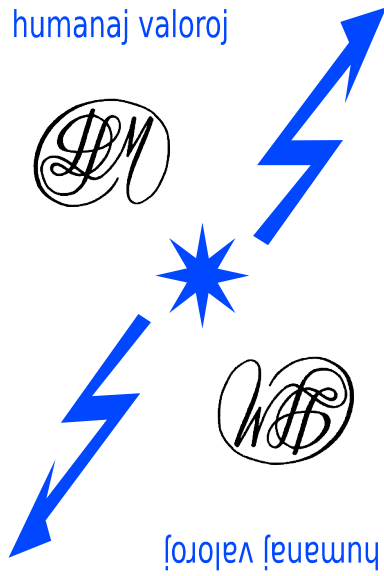




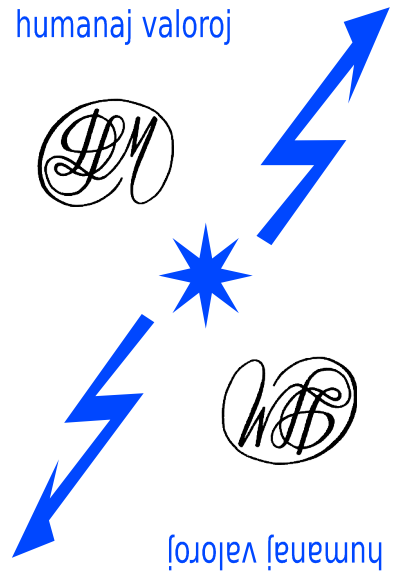
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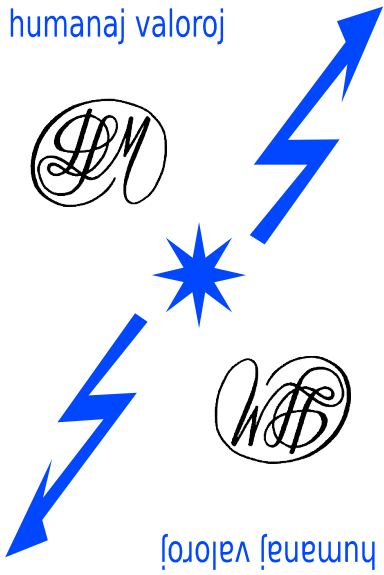
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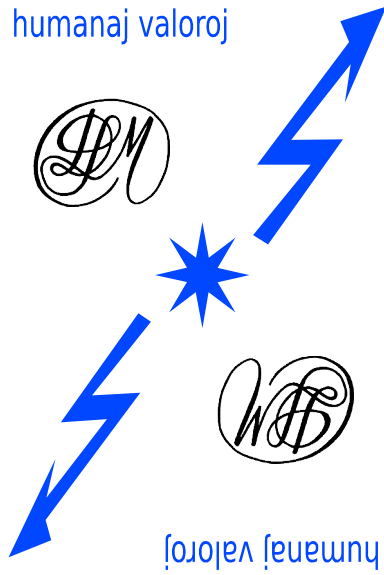
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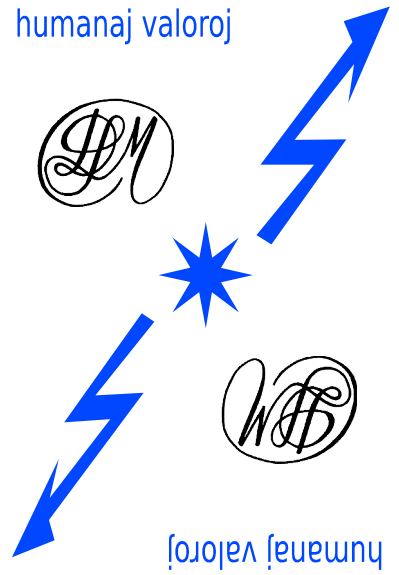
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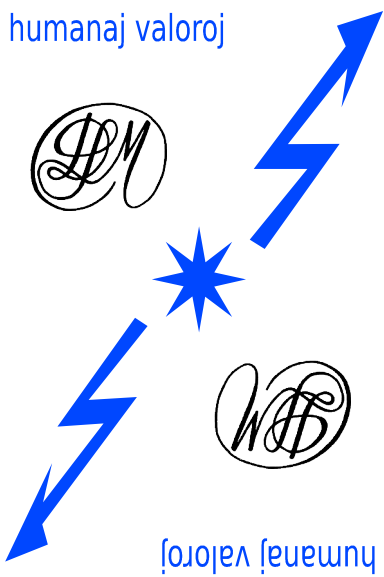
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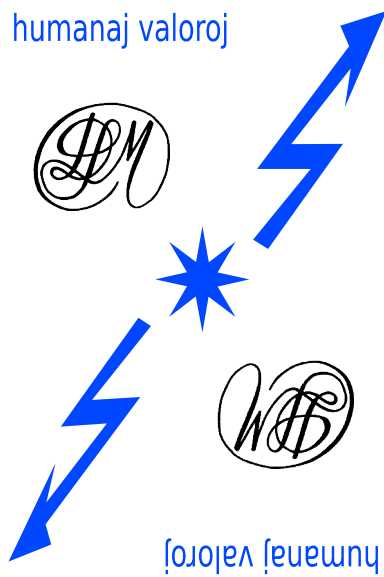
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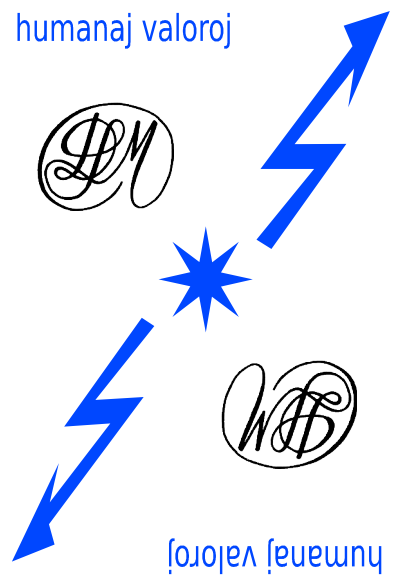
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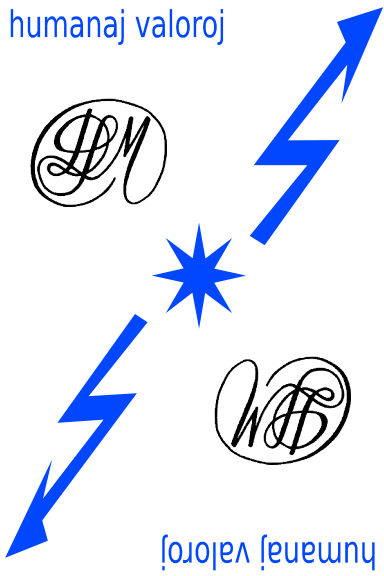


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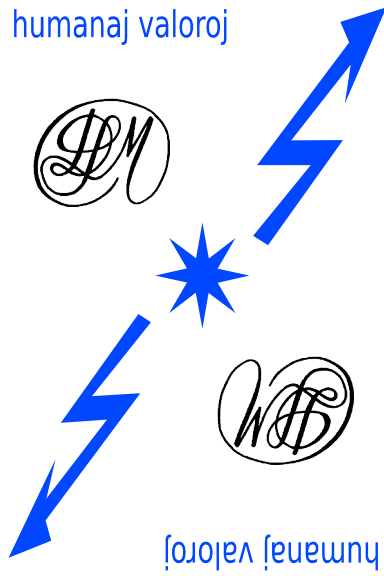




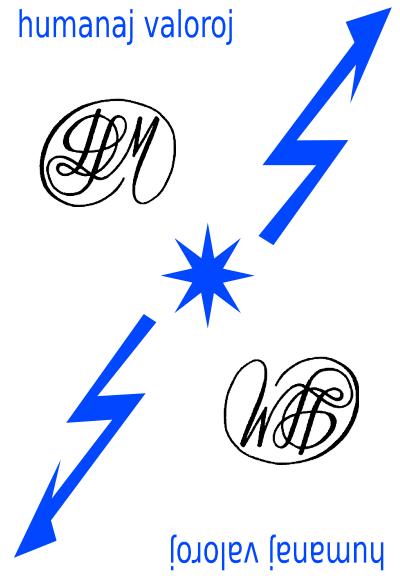
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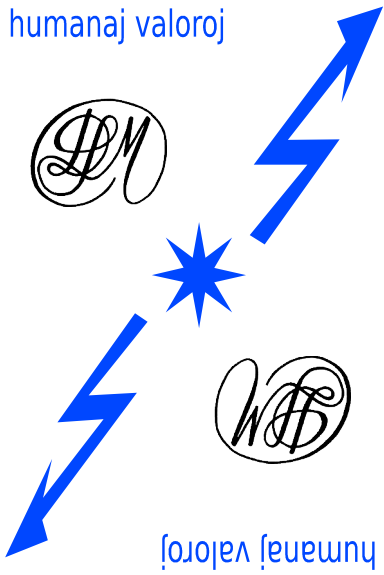
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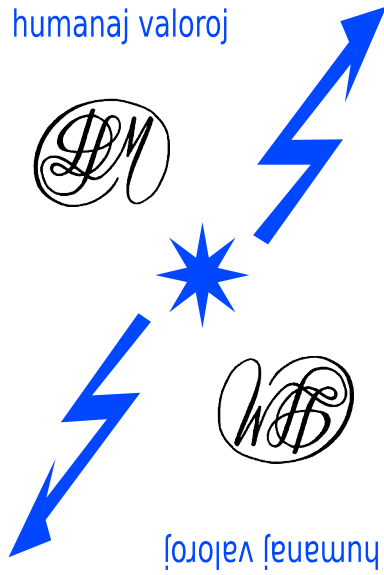
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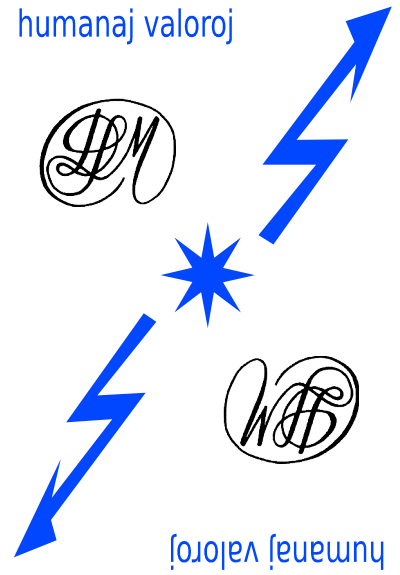
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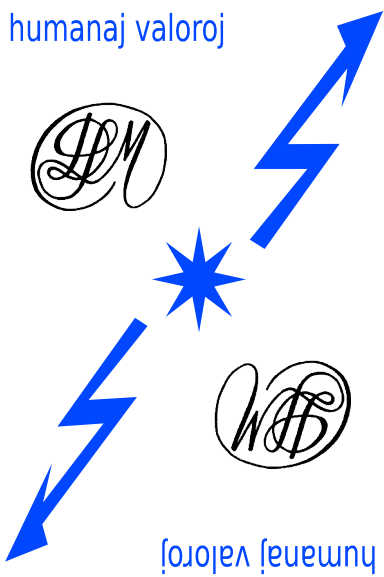
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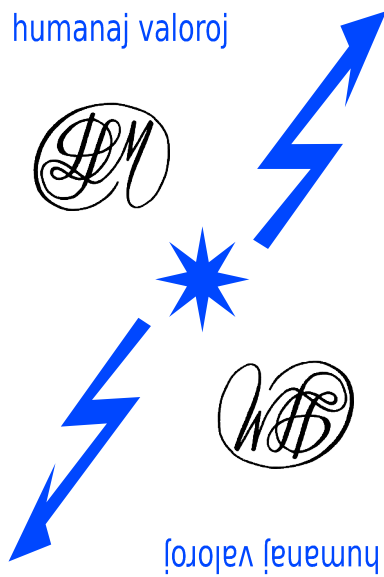
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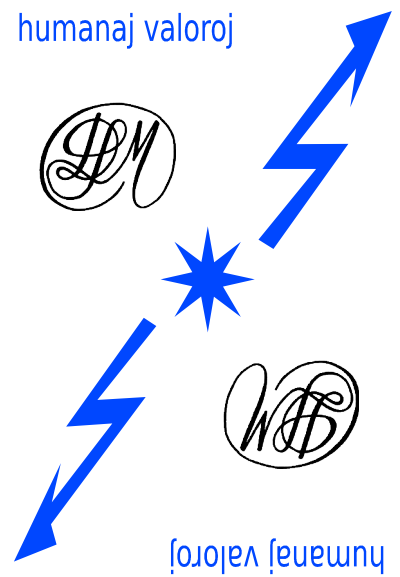
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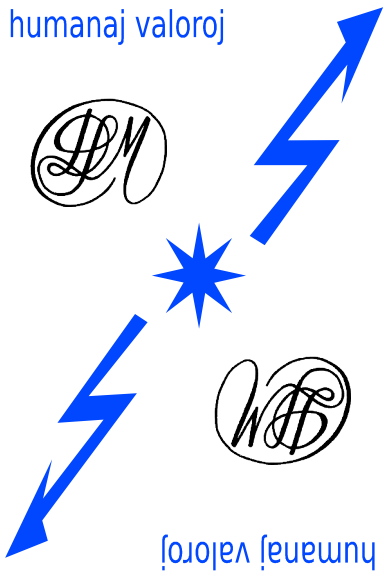


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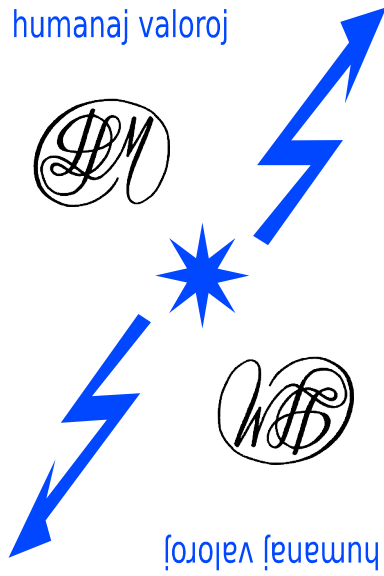




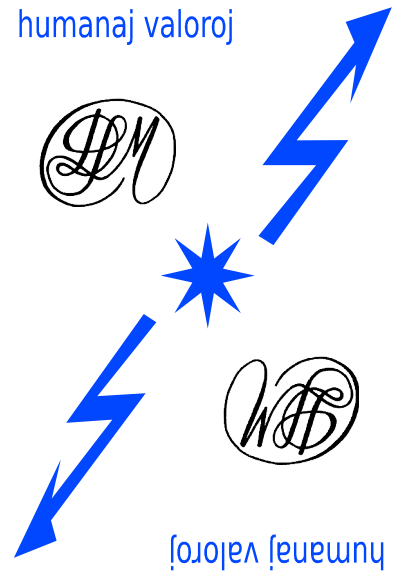
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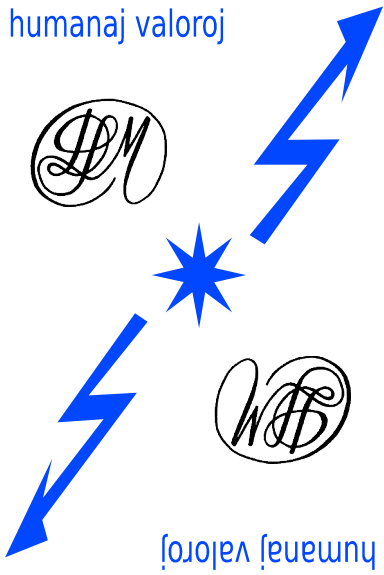
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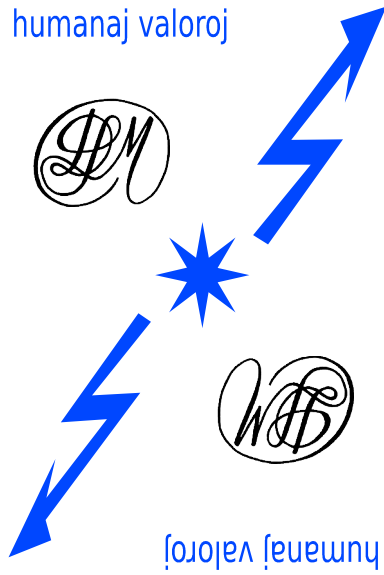
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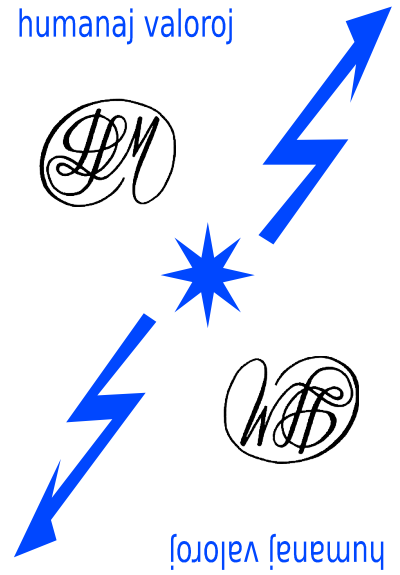
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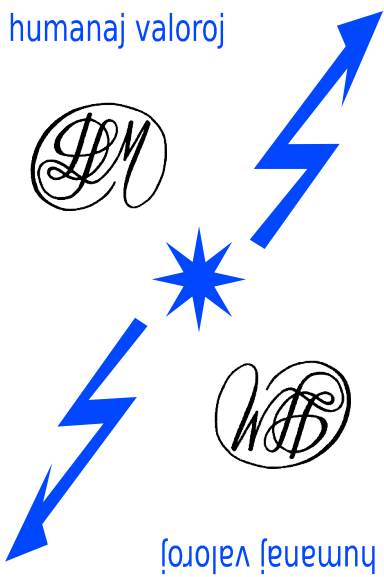
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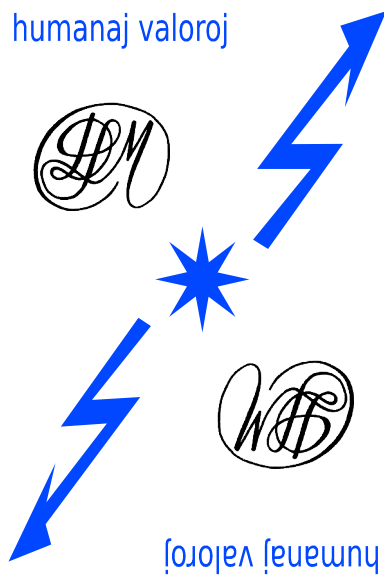
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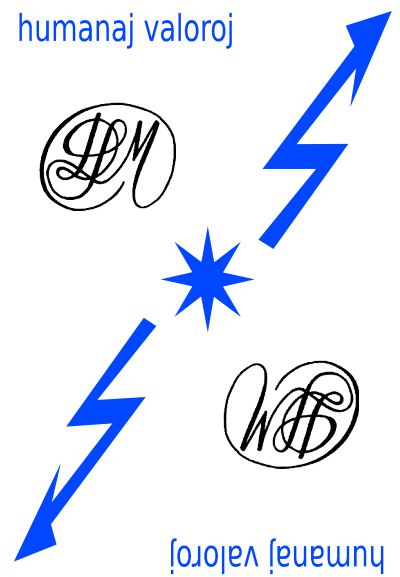
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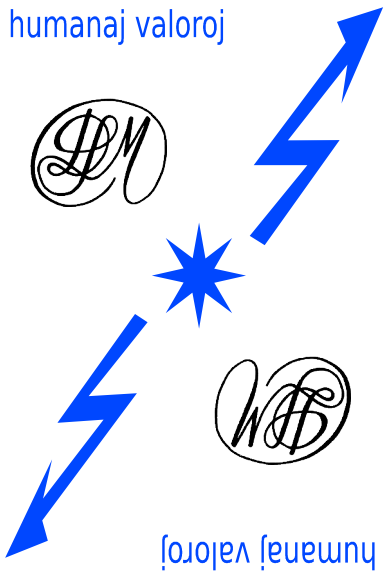


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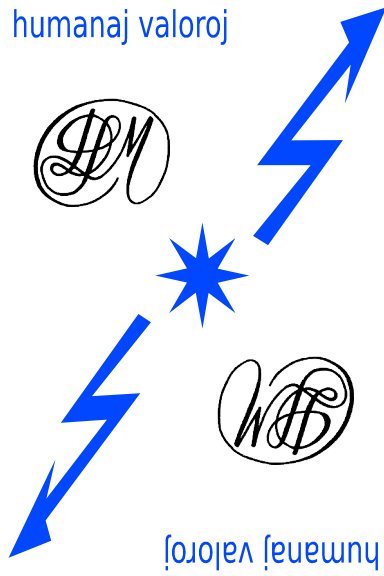




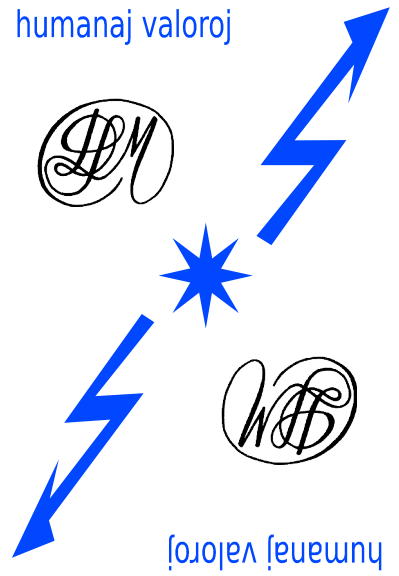
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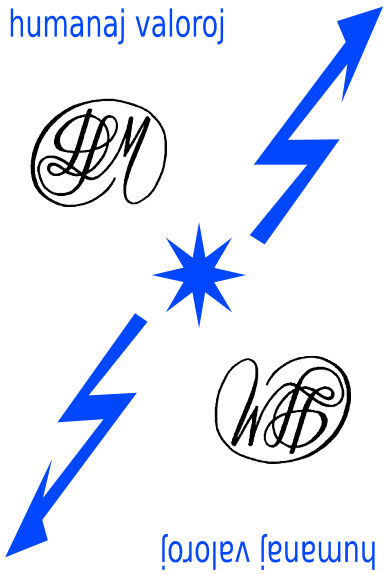
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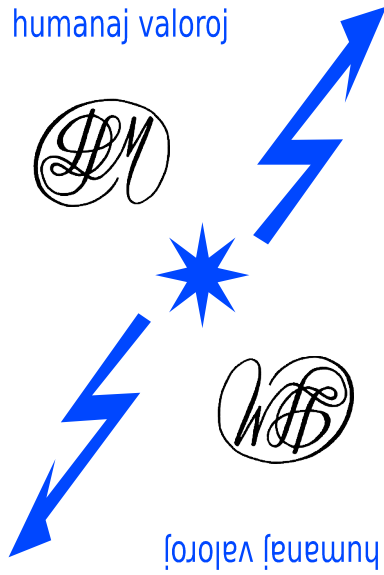
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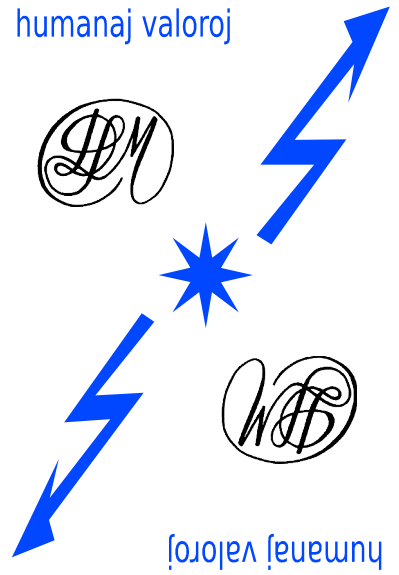
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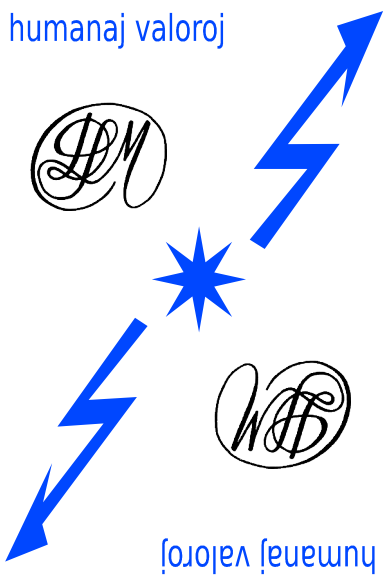
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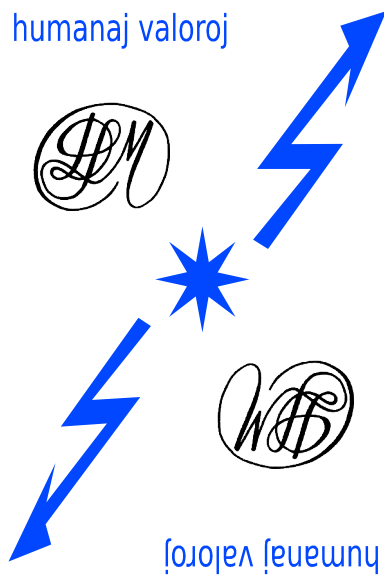
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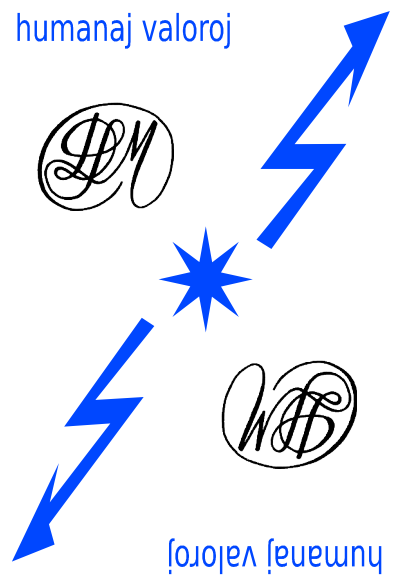
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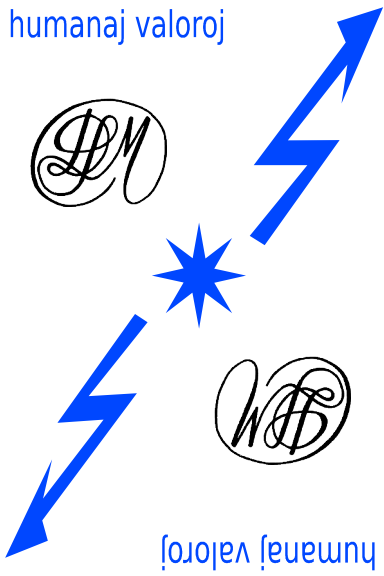


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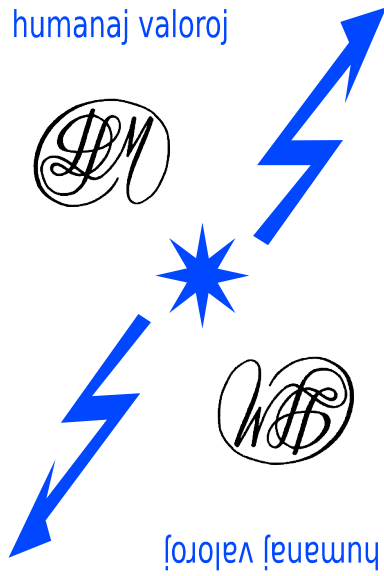




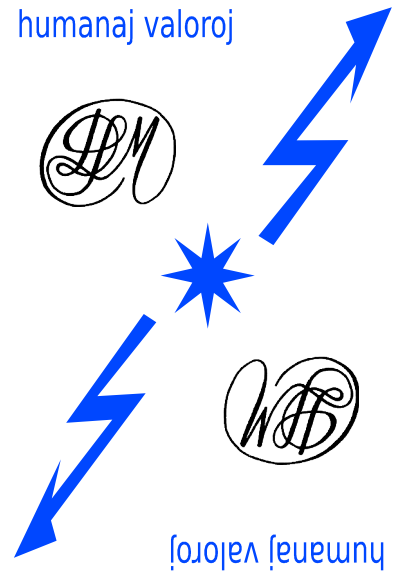
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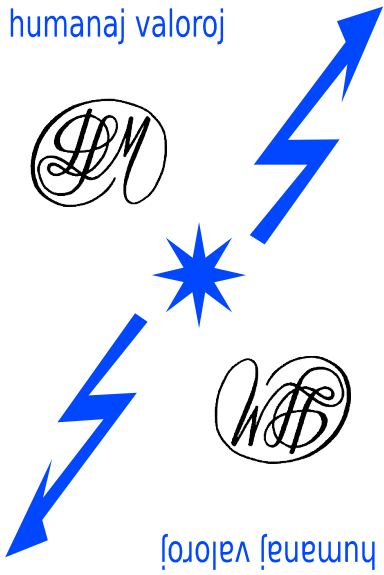
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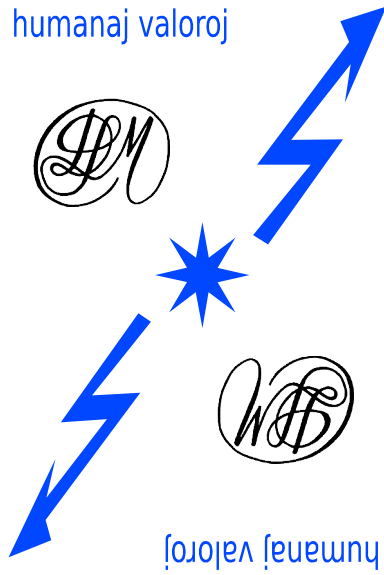
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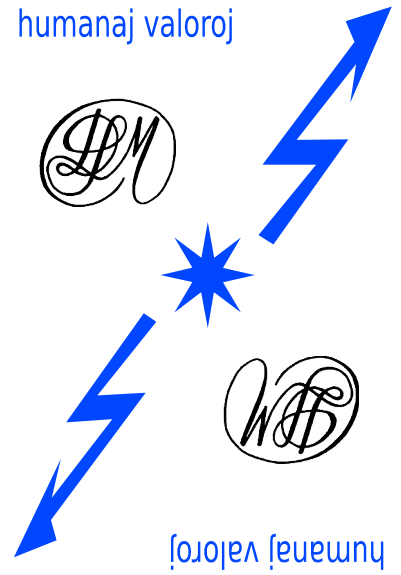
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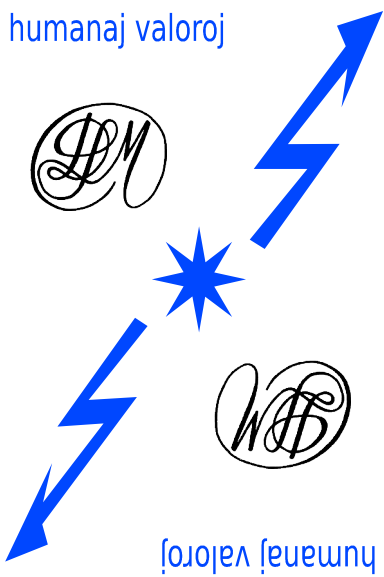
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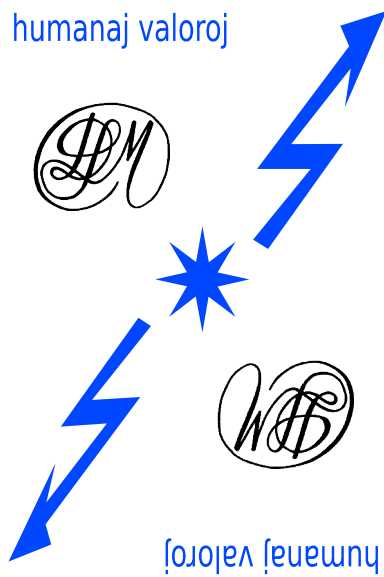
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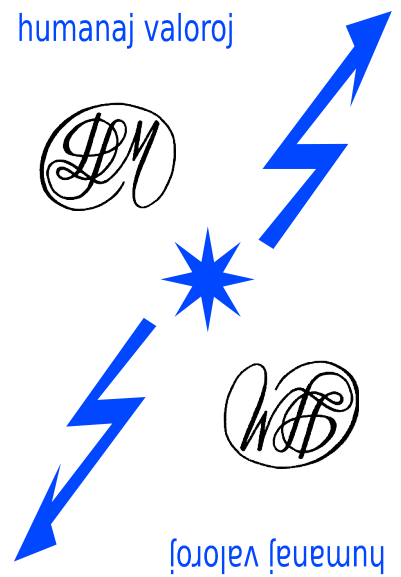
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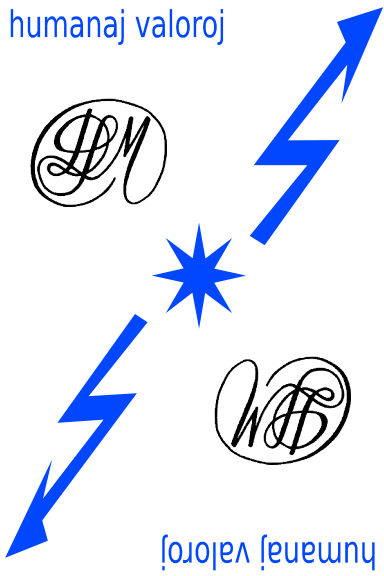


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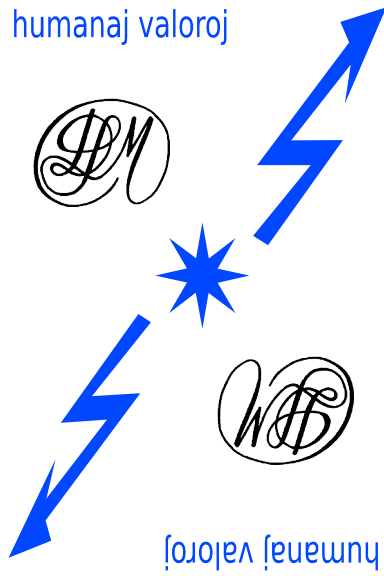




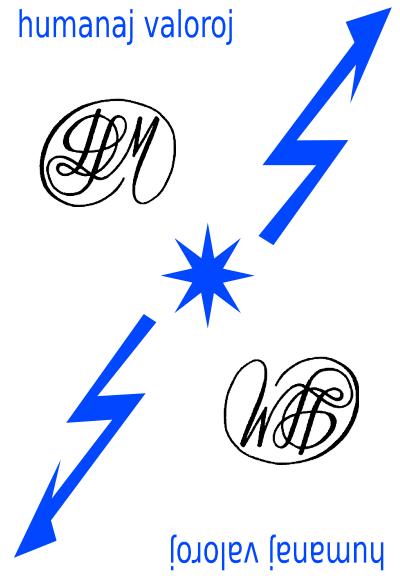
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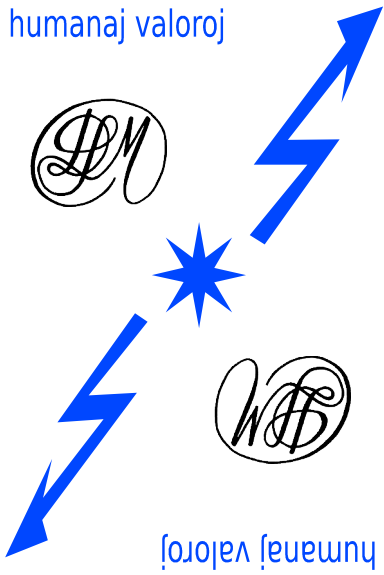
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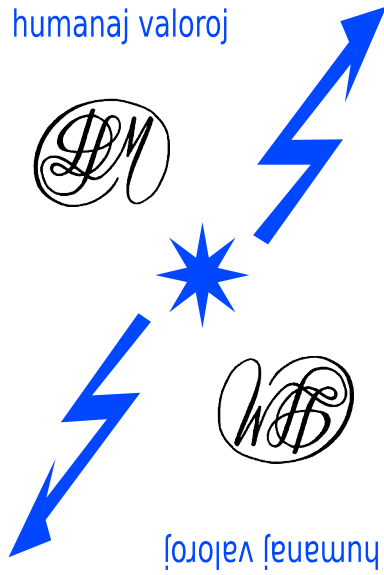
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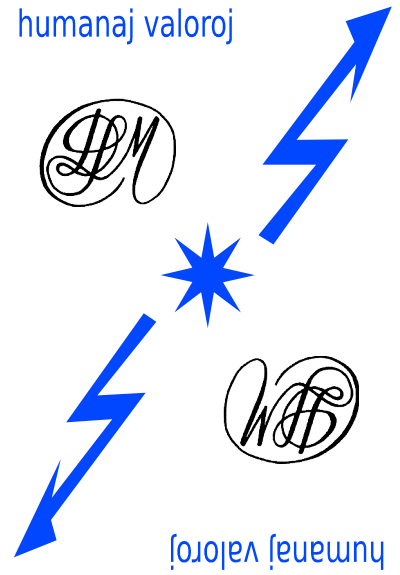
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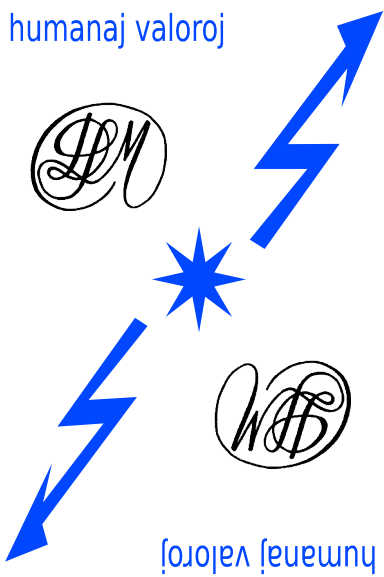
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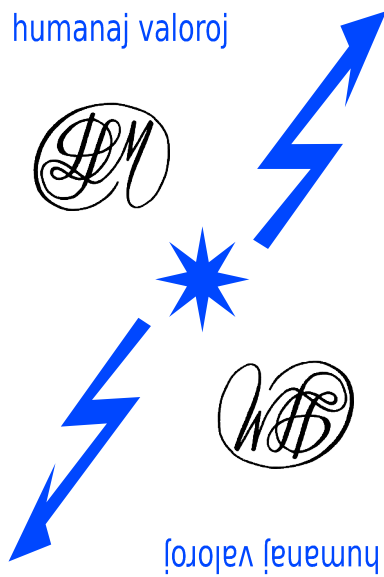
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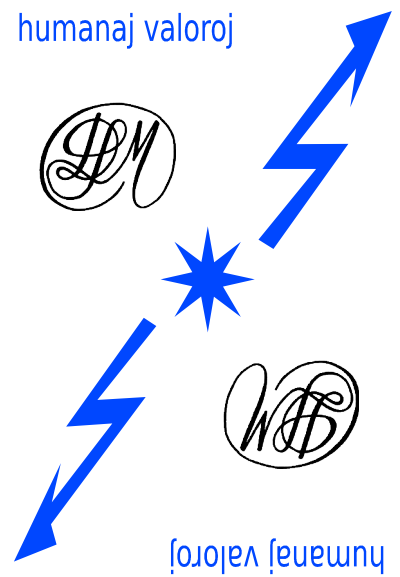
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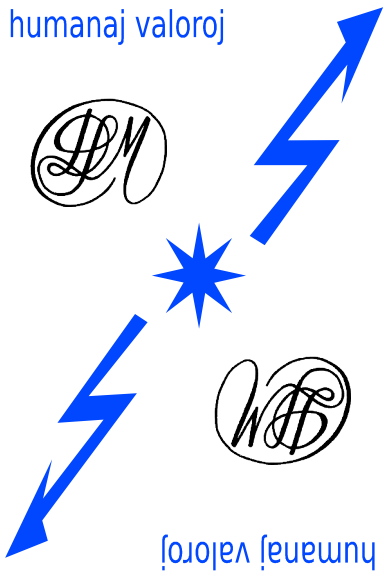


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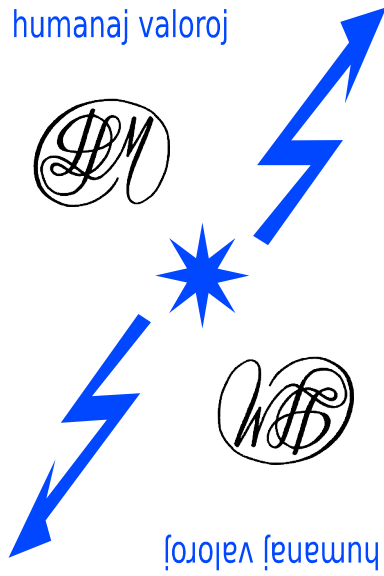




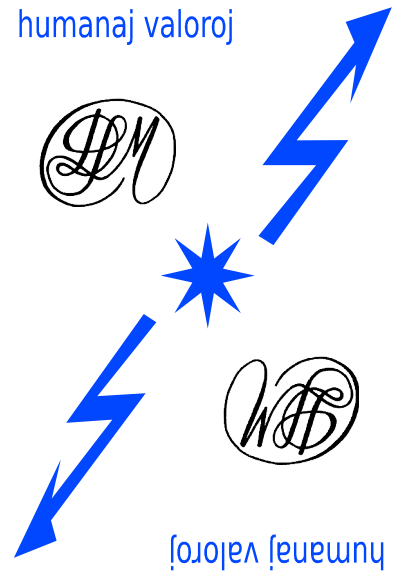
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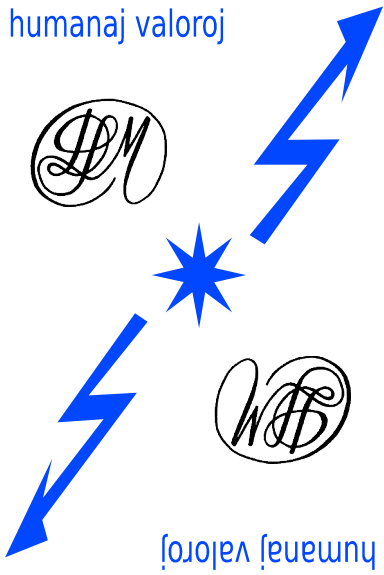
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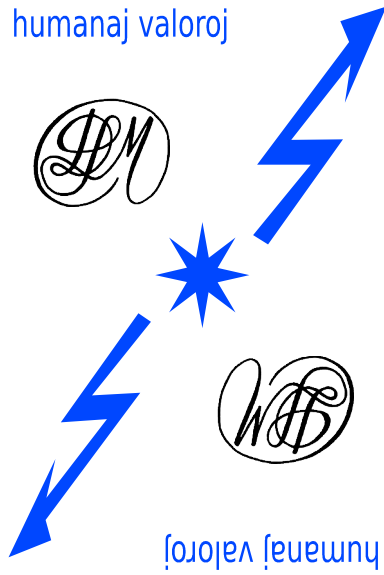
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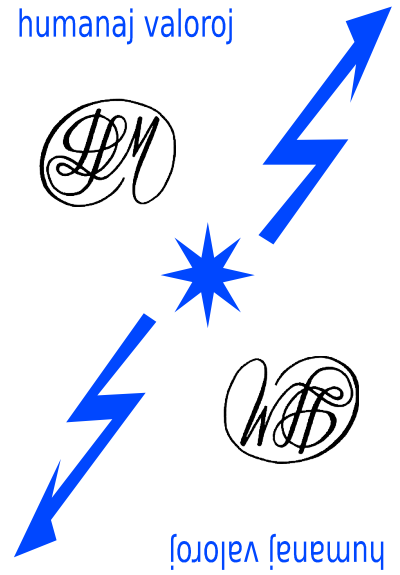
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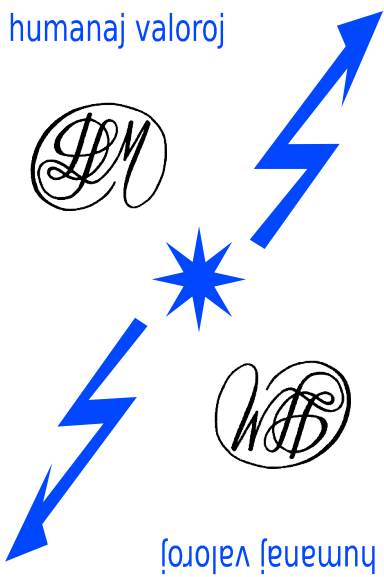
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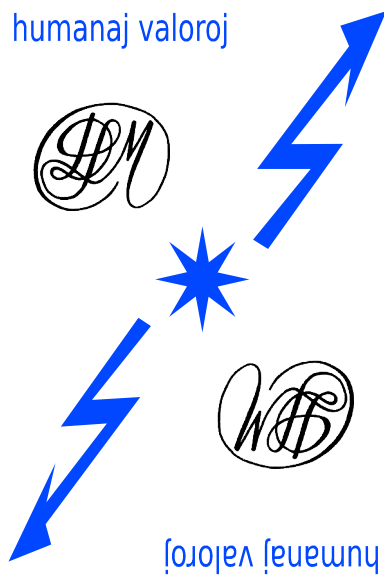
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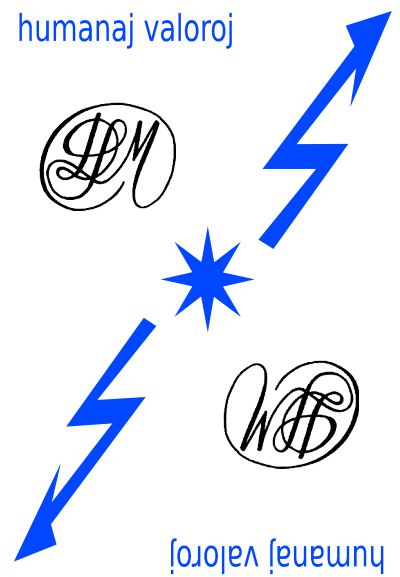
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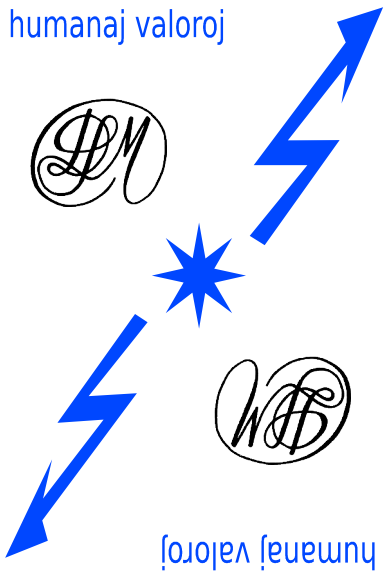


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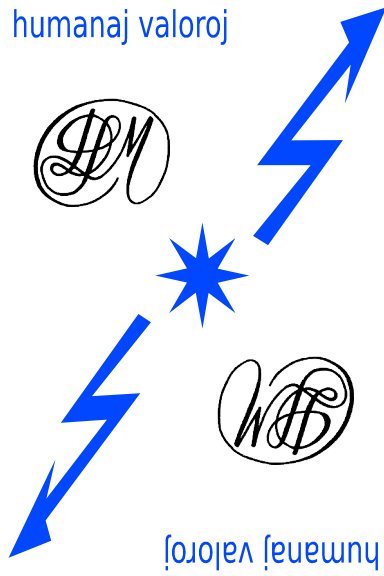




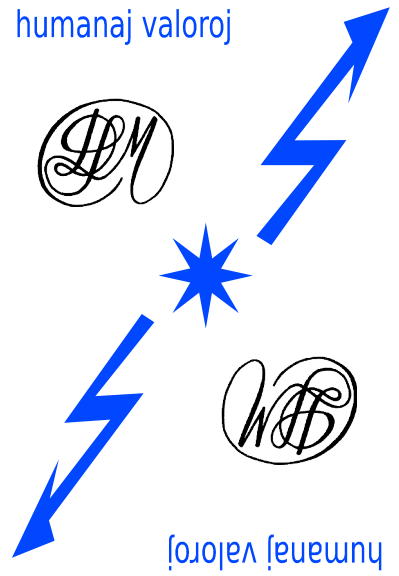
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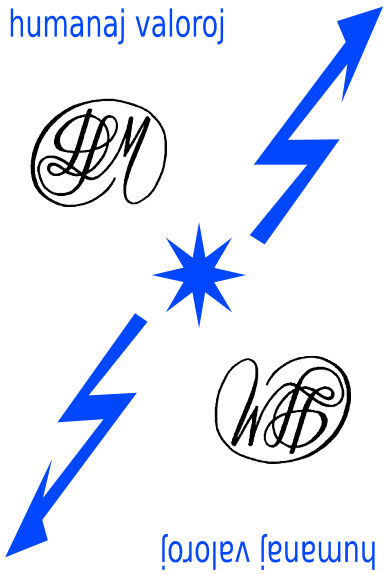
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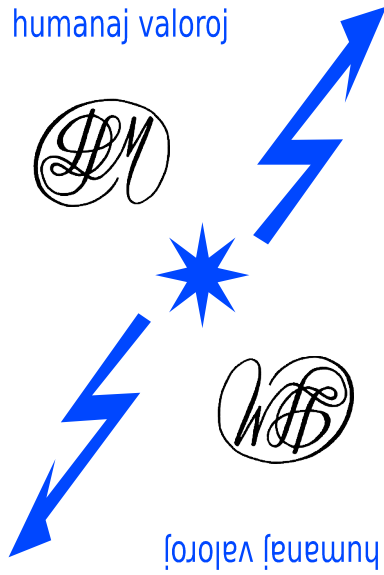
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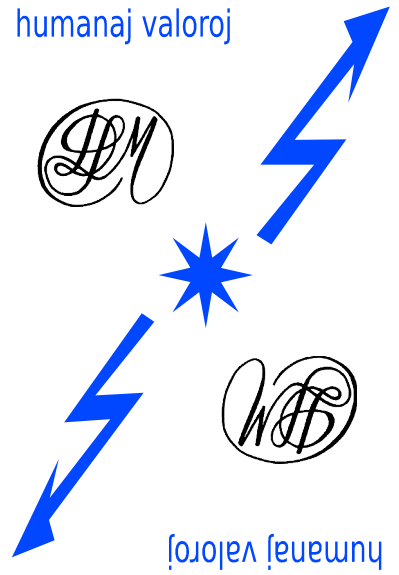
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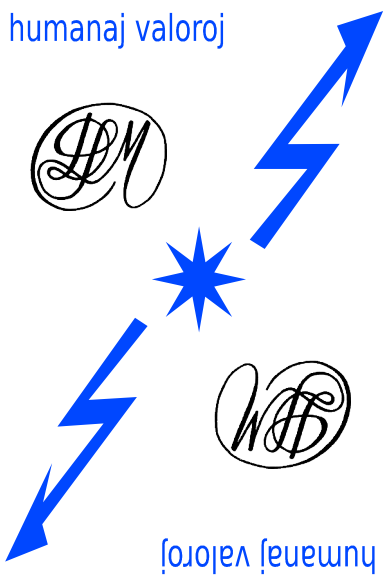
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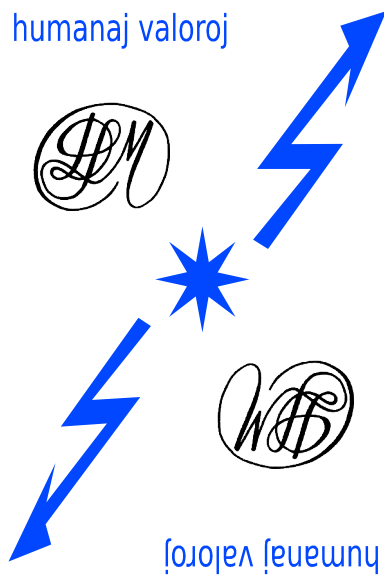
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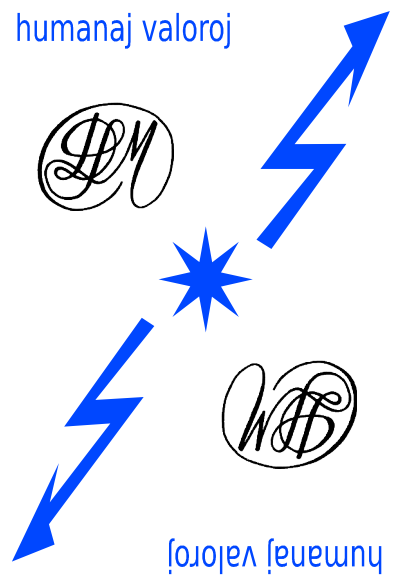
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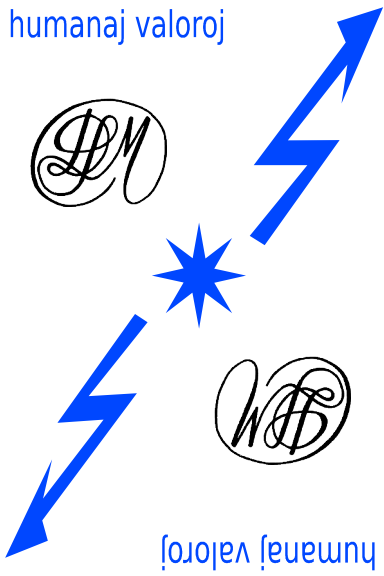


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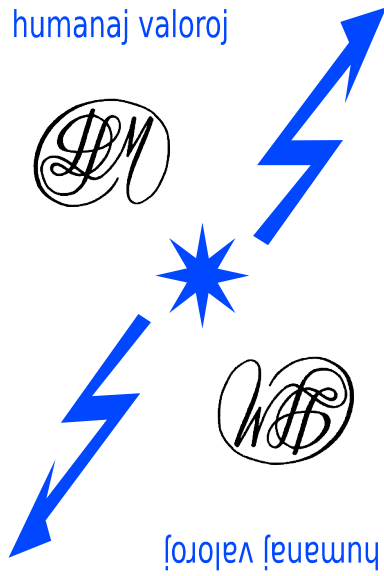




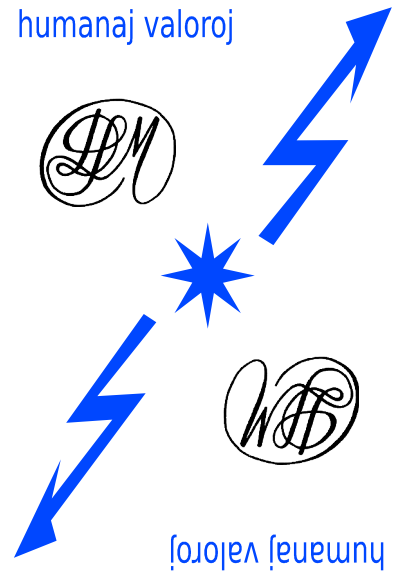
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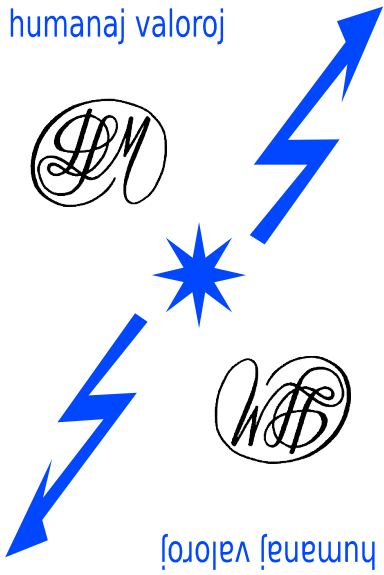
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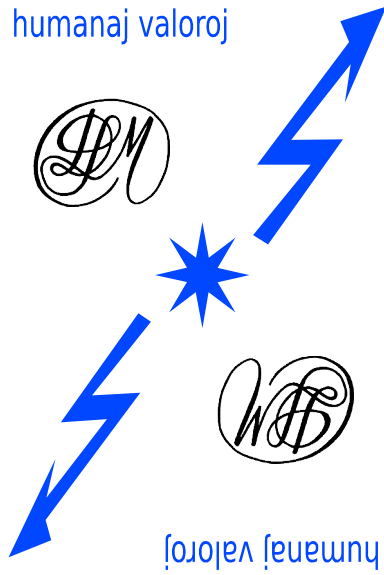
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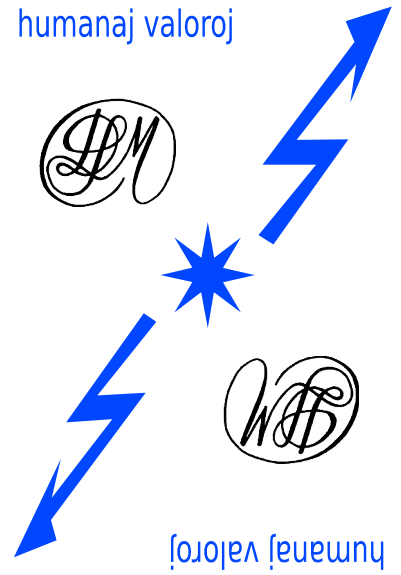
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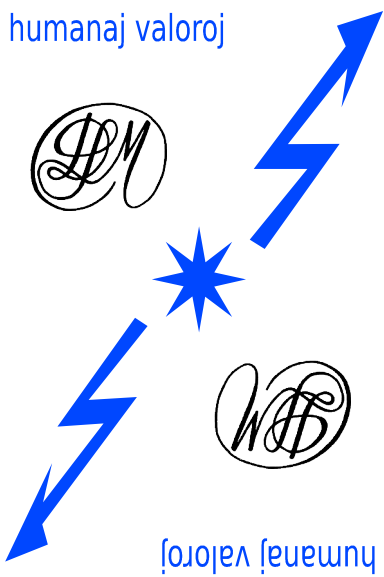
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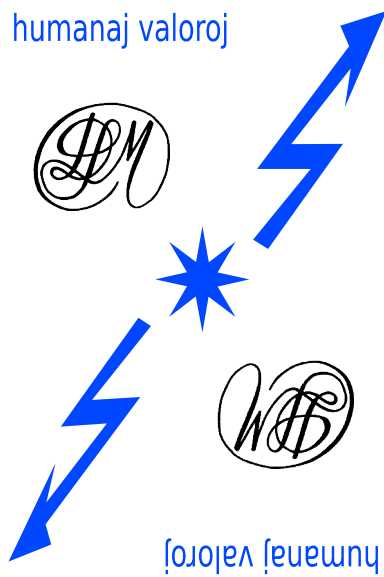
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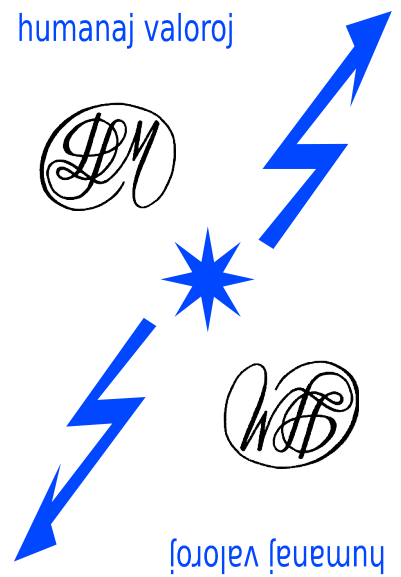
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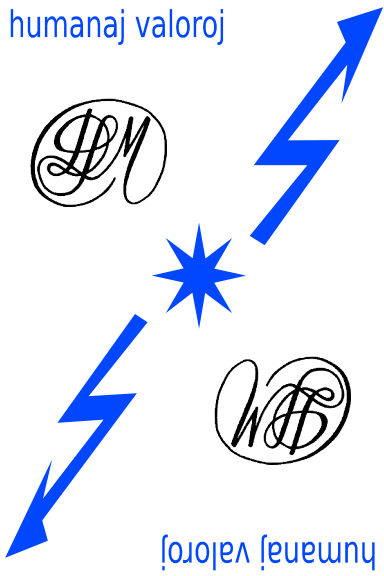


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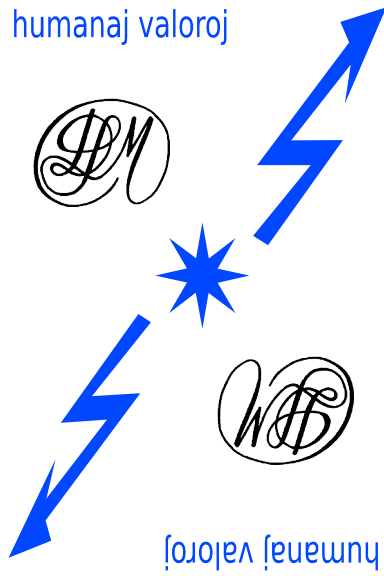




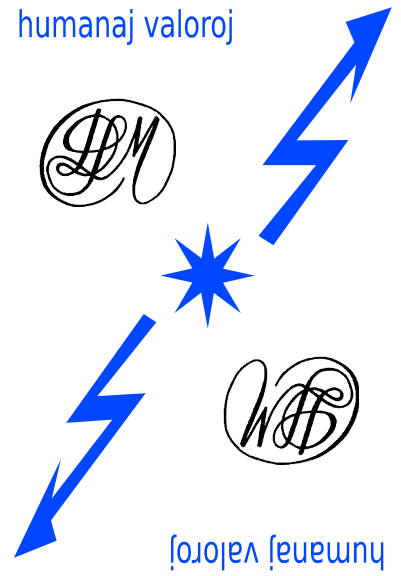
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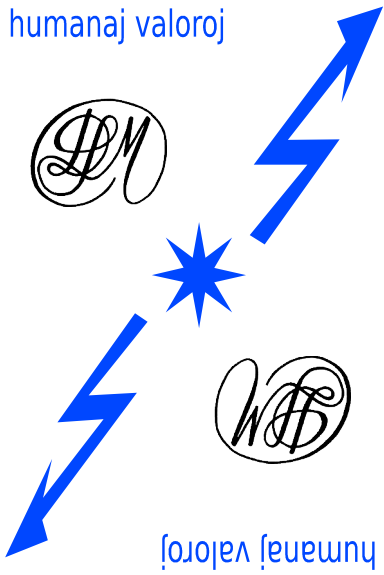
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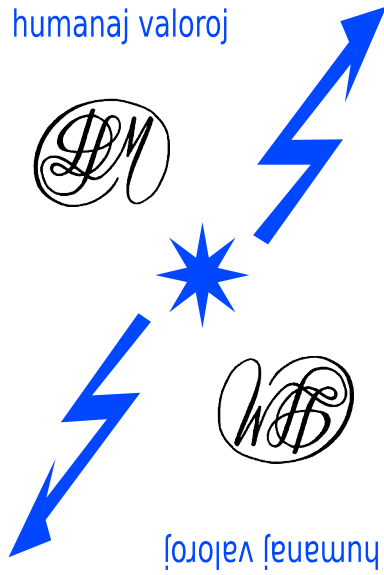
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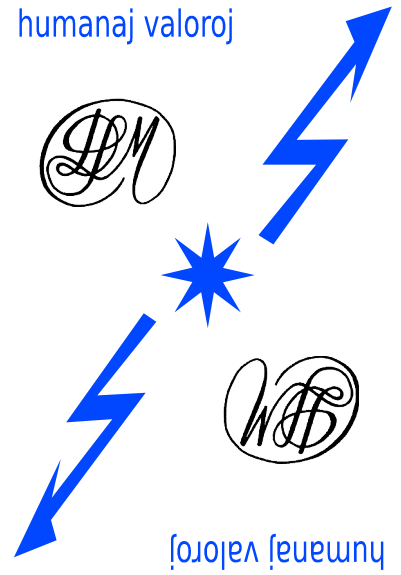
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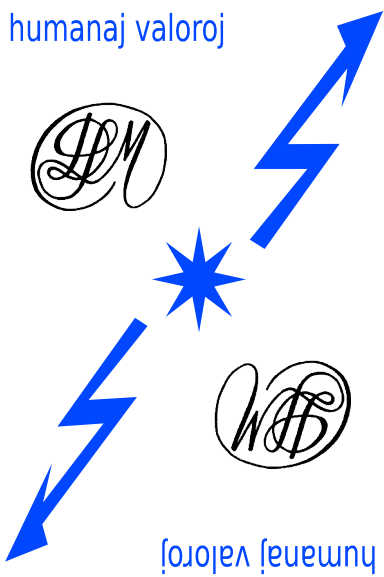
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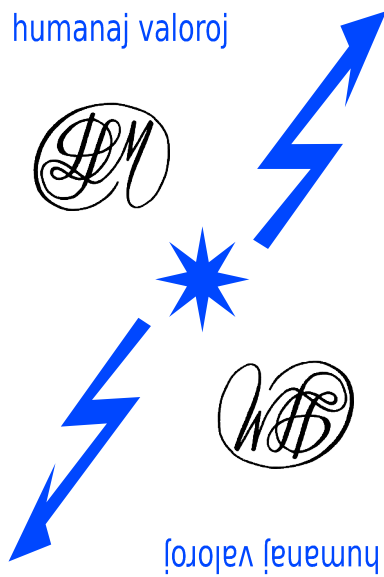
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