



US00D662147S

(12) **United States Design Patent**  
**McGinnis et al.**

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(45) **Date of Patent:** **\*\* Jun. 19, 2012**

(54) **THREE DIMENSIONAL MAZE GAME**

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(73) Assignee: **KID Group, LLC**, San Francisco, CA (US)

(\*\*) Term: **14 Years**

(21) Appl. No.: **29/389,395**

(22) Filed: **Apr. 11, 2011**

(51) **LOC (9) Cl.** ..... **21-01**

(52) **U.S. Cl.** ..... **D21/300; D21/478**

(58) **Field of Classification Search** ..... **D21/300, D21/310, 311, 322, 338, 478-480, 463, 488, D21/498, 811; 273/138.3, 138.4, 138.5, 273/148 R, 156, 440, 459; 472/62, 57, 66, 472/75**

See application file for complete search history.

(56) **References Cited**

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Notice of Allowance mailed on Apr. 2, 2012, U.S. Appl. No. 29/390,560, filed Apr. 26, 2011, 11 pages.

\* cited by examiner

*Primary Examiner* — Prabhakar Deshmukh

(74) *Attorney, Agent, or Firm* — Haverstock & Owens LLP

(57) **CLAIM**

We claim the ornamental design for a three dimensional maze game, as shown and described.

**DESCRIPTION**

FIG. 1 is a top orthogonal view of a three dimensional maze game;

FIG. 2 is a bottom orthogonal view of FIG. 1;

FIG. 3 is a front orthogonal view of FIG. 1;

FIG. 4 is a back orthogonal view of FIG. 1;

FIG. 5 is a left orthogonal view of FIG. 1;

FIG. 6 is a right orthogonal view of FIG. 1;

FIG. 7 is a top isometric view of FIG. 1;

FIG. 8 is a bottom isometric view of FIG. 1;

FIG. 9 is a back-left isometric view of FIG. 1;

FIG. 10 is a top orthogonal view of a base jump component of the three dimensional maze game of FIG. 1;

FIG. 11 is a bottom orthogonal view of FIG. 10;

FIG. 12 is a front orthogonal view of FIG. 10;

FIG. 13 is a back orthogonal view of FIG. 10;

FIG. 14 is a left orthogonal view of FIG. 10;

FIG. 15 is a right orthogonal view of FIG. 10;

FIG. 16 is a front isometric view of FIG. 10;

FIG. 17 is a back isometric view of FIG. 10;

FIG. 18 is a top orthogonal view of a funnel component of the three dimensional maze game of FIG. 1;

FIG. 19 is a bottom orthogonal view of FIG. 18;

FIG. 20 is a front orthogonal view of FIG. 18; the back orthogonal view, the left orthogonal view, and the right orthogonal view are mirror images of the front orthogonal view;

FIG. 21 is a bottom isometric view of FIG. 18;

FIG. 22 is a top orthogonal view of a butterfly turnaround component of the three dimensional maze game of FIG. 1;

FIG. 23 is a bottom orthogonal view of FIG. 22;

FIG. 24 is a front orthogonal view of FIG. 22;

FIG. 25 is a back orthogonal view of FIG. 22;

FIG. 26 is a left orthogonal view of FIG. 22;

FIG. 27 is a right orthogonal view of FIG. 22;

FIG. 28 is a front isometric view of FIG. 22;

FIG. 29 is a back isometric view of FIG. 22;

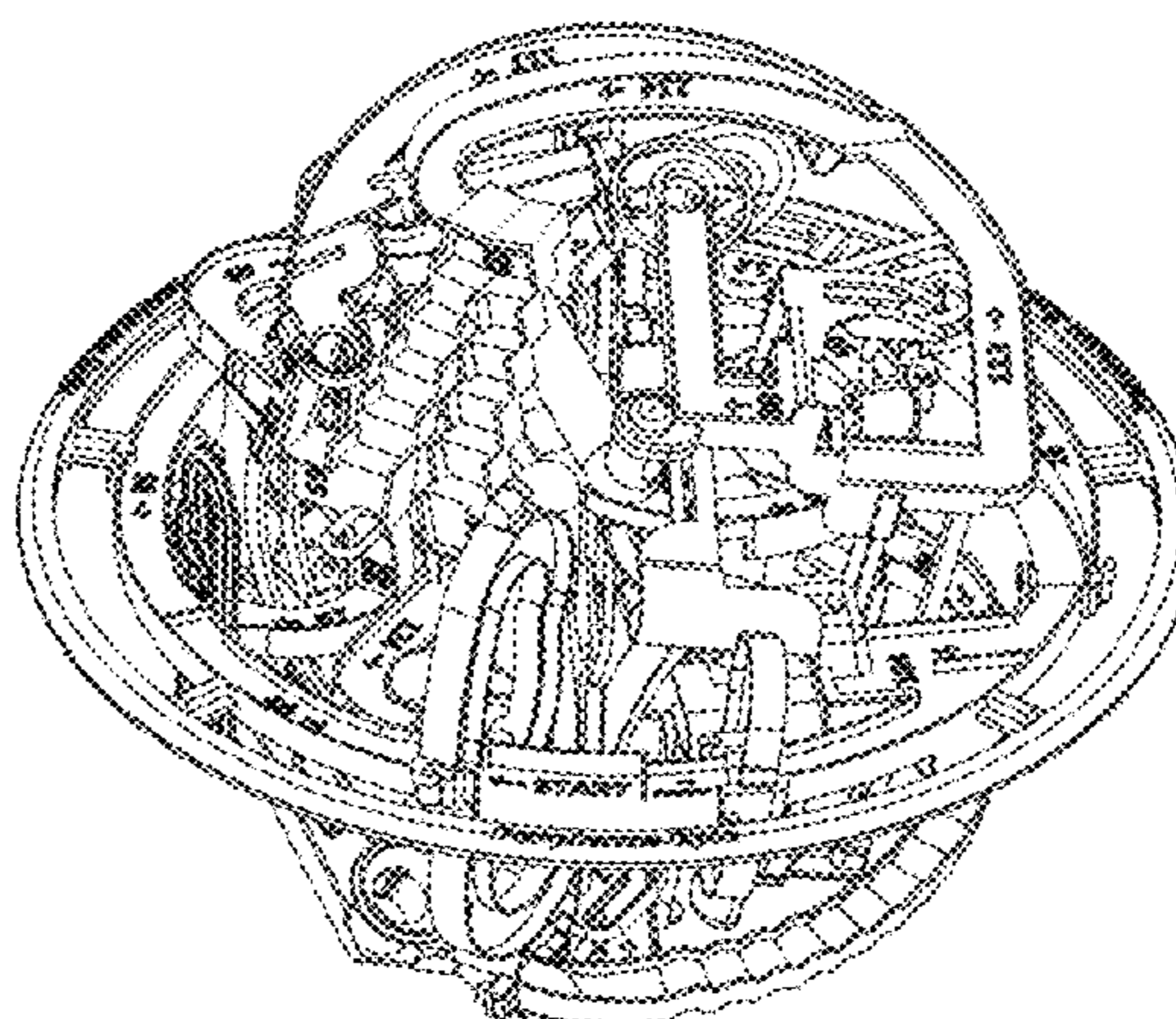
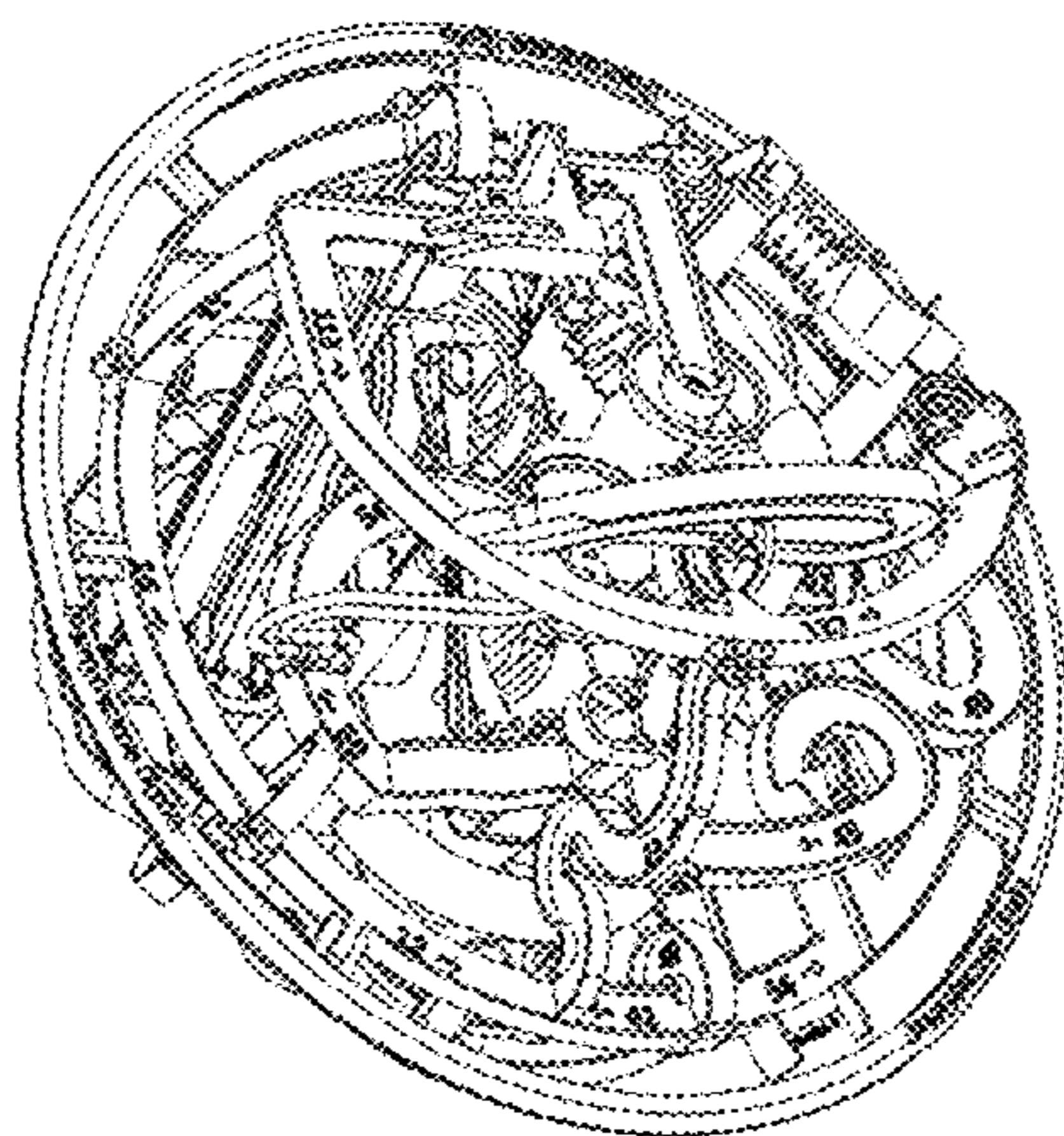


FIG. 30 is a top orthogonal view of a carrier component of the three dimensional maze game of FIG. 1;  
 FIG. 31 is a bottom orthogonal view of FIG. 30;  
 FIG. 32 is a front orthogonal view of FIG. 30;  
 FIG. 33 is a back orthogonal view of FIG. 30;  
 FIG. 34 is a left orthogonal view of FIG. 30;  
 FIG. 35 is a right orthogonal view of FIG. 30;  
 FIG. 36 is a back-right isometric view of FIG. 30;  
 FIG. 37 is a front-left isometric view of FIG. 30;  
 FIG. 38 is a top orthogonal view of an I-beam component of the three dimensional maze game of FIG. 1;  
 FIG. 39 is a bottom orthogonal view of FIG. 38;  
 FIG. 40 is a front orthogonal view of FIG. 38;  
 FIG. 41 is a back orthogonal view of FIG. 38;  
 FIG. 42 is a left orthogonal view of FIG. 38;  
 FIG. 43 is a right orthogonal view of FIG. 38;  
 FIG. 44 is a front isometric view of FIG. 38;  
 FIG. 45 is a back isometric view of FIG. 38;  
 FIG. 46 is a top orthogonal view of a gantry track component of the three dimensional maze game of FIG. 1;  
 FIG. 47 is a bottom orthogonal view of FIG. 46;  
 FIG. 48 is a front orthogonal view of FIG. 46;  
 FIG. 49 is a back orthogonal view of FIG. 46;  
 FIG. 50 is a left orthogonal view of FIG. 46;  
 FIG. 51 is a right orthogonal view of FIG. 46;  
 FIG. 52 is a front isometric view of FIG. 46;  
 FIG. 53 is a back isometric view of FIG. 46;  
 FIG. 54 is a top orthogonal view of a corrugated track component of the three dimensional maze game of FIG. 1;  
 FIG. 55 is a bottom orthogonal view of FIG. 54;  
 FIG. 56 is a front orthogonal view of FIG. 54;  
 FIG. 57 is a back orthogonal view of FIG. 54;  
 FIG. 58 is a left orthogonal view of FIG. 54;  
 FIG. 59 is a right orthogonal view of FIG. 54;  
 FIG. 60 is a top-back isometric view of FIG. 54;  
 FIG. 61 is a bottom-front isometric view of FIG. 54;  
 FIG. 62 is a top orthogonal view of a dipped s-curve component of the three dimensional maze game of FIG. 1;  
 FIG. 63 is a bottom orthogonal view of FIG. 62;  
 FIG. 64 is a front orthogonal view of FIG. 62;  
 FIG. 65 is a back orthogonal view of FIG. 62;  
 FIG. 66 is a left orthogonal view of FIG. 62;  
 FIG. 67 is a right orthogonal view of FIG. 62;  
 FIG. 68 is a front isometric view of FIG. 62;  
 FIG. 69 is a back isometric view of FIG. 62;  
 FIG. 70 is a top orthogonal view of a disk turnaround component of the three dimensional maze game of FIG. 1;  
 FIG. 71 is a bottom orthogonal view of FIG. 70;  
 FIG. 72 is a front orthogonal view of FIG. 70;  
 FIG. 73 is a back orthogonal view of FIG. 70;  
 FIG. 74 is a left orthogonal view of FIG. 70; the right orthogonal view is a mirror image of the left orthogonal view;  
 FIG. 75 is a front isometric view of FIG. 70;  
 FIG. 76 is a back isometric view of FIG. 70;  
 FIG. 77 is a top orthogonal view of an elliptical turnaround component of the three dimensional maze game of FIG. 1;  
 FIG. 78 is a bottom orthogonal view of FIG. 77;  
 FIG. 79 is a front orthogonal view of FIG. 77;  
 FIG. 80 is a back orthogonal view of FIG. 77;  
 FIG. 81 is a left orthogonal view of FIG. 77; the right orthogonal view is a mirror image of the left orthogonal view;  
 FIG. 82 is a front isometric view of FIG. 77;  
 FIG. 83 is a back isometric view of FIG. 77;  
 FIG. 84 is a top orthogonal view of an equator component of the three dimensional maze game of FIG. 1;  
 FIG. 85 is a bottom orthogonal view of FIG. 84;  
 FIG. 86 is a front orthogonal view of FIG. 84;  
 FIG. 87 is a back orthogonal view of FIG. 84;  
 FIG. 88 is a left orthogonal view of FIG. 84;  
 FIG. 89 is a right orthogonal view of FIG. 84;  
 FIG. 90 is a front isometric view of FIG. 84;  
 FIG. 91 is a back isometric view of FIG. 84;  
 FIG. 92 is a top orthogonal view of a staircase component of the three dimensional maze game of FIG. 1;  
 FIG. 93 is a bottom orthogonal view of FIG. 92;  
 FIG. 94 is a front orthogonal view of FIG. 92;  
 FIG. 95 is a back orthogonal view of FIG. 92;  
 FIG. 96 is a left orthogonal view of FIG. 92;  
 FIG. 97 is a right orthogonal view of FIG. 92;  
 FIG. 98 is a front isometric view of FIG. 92;  
 FIG. 99 is a back isometric view of FIG. 92;  
 FIG. 100 is a top orthogonal view of a hairpin turn component of the three dimensional maze game of FIG. 1;  
 FIG. 101 is a bottom orthogonal view of FIG. 100;  
 FIG. 102 is a front orthogonal view of FIG. 100;  
 FIG. 103 is a back orthogonal view of FIG. 100;  
 FIG. 104 is a left orthogonal view of FIG. 100;  
 FIG. 105 is a right orthogonal view of FIG. 100;  
 FIG. 106 is a front isometric view of FIG. 100;  
 FIG. 107 is a back isometric view of FIG. 100;  
 FIG. 108 is a top orthogonal view of a cup component of the three dimensional maze game of FIG. 1;  
 FIG. 109 is a bottom orthogonal view of FIG. 108;  
 FIG. 110 is a front orthogonal view of FIG. 108;  
 FIG. 111 is a back orthogonal view of FIG. 108;  
 FIG. 112 is a left orthogonal view of FIG. 108;  
 FIG. 113 is a right orthogonal view of FIG. 108;  
 FIG. 114 is a top isometric view of FIG. 108;  
 FIG. 115 is a bottom isometric view of FIG. 108;  
 FIG. 116 is a top orthogonal view of a first slide component of the three dimensional maze game of FIG. 1;  
 FIG. 117 is a bottom orthogonal view of FIG. 116;  
 FIG. 118 is a front orthogonal view of FIG. 116;  
 FIG. 119 is a back orthogonal view of FIG. 116;  
 FIG. 120 is a left orthogonal view of FIG. 116;  
 FIG. 121 is a right orthogonal view of FIG. 116;  
 FIG. 122 is a front isometric view of FIG. 116;  
 FIG. 123 is a back isometric view of FIG. 116;  
 FIG. 124 is a top orthogonal view of a second slide component of the three dimensional maze game of FIG. 1;  
 FIG. 125 is a bottom orthogonal view of FIG. 124;  
 FIG. 126 is a front orthogonal view of FIG. 124;  
 FIG. 127 is a back orthogonal view of FIG. 124;  
 FIG. 128 is a left orthogonal view of FIG. 124;  
 FIG. 129 is a right orthogonal view of FIG. 124;  
 FIG. 130 is a front isometric view of FIG. 124;  
 FIG. 131 is a back isometric view of FIG. 124;  
 FIG. 132 is a top orthogonal view of a ring component of the three dimensional maze game of FIG. 1;  
 FIG. 133 is a bottom orthogonal view of FIG. 132;  
 FIG. 134 is a front orthogonal view of FIG. 132;  
 FIG. 135 is a back orthogonal view of FIG. 132;  
 FIG. 136 is a left orthogonal view of FIG. 132;  
 FIG. 137 is a right orthogonal view of FIG. 132;  
 FIG. 138 is a front isometric view of FIG. 132;  
 FIG. 139 is a back isometric view of FIG. 132;  
 FIG. 140 is a top orthogonal view of a ringed turnaround component of the three dimensional maze game of FIG. 1;  
 FIG. 141 is a bottom orthogonal view of FIG. 140;

FIG. 142 is a front orthogonal view of FIG. 140; the back orthogonal view is a mirror image of the front orthogonal view;  
FIG. 143 is a left orthogonal view of FIG. 140; the right orthogonal view is a mirror image of the left orthogonal view;  
FIG. 144 is a front isometric view of FIG. 140;  
FIG. 145 is a top orthogonal view of a serpentine path component of the three dimensional maze game of FIG. 1;  
FIG. 146 is a bottom orthogonal view of FIG. 145;  
FIG. 147 is a front orthogonal view of FIG. 145;  
FIG. 148 is a back orthogonal view of FIG. 145;  
FIG. 149 is a left orthogonal view of FIG. 145;  
FIG. 150 is a right orthogonal view of FIG. 145;  
FIG. 151 is a front isometric view of FIG. 145;  
FIG. 152 is a back isometric view of FIG. 145;  
FIG. 153 is a top orthogonal view of a snake component of the three dimensional maze game of FIG. 1;  
FIG. 154 is a bottom orthogonal view of FIG. 153;  
FIG. 155 is a front orthogonal view of FIG. 153;  
FIG. 156 is a back orthogonal view of FIG. 153;  
FIG. 157 is a left orthogonal view of FIG. 153;  
FIG. 158 is a right orthogonal view of FIG. 153;  
FIG. 159 is a front isometric view of FIG. 153;  
FIG. 160 is a back isometric view of FIG. 153;  
FIG. 161 is a top orthogonal view of a teeter-totter component of the three dimensional maze game of FIG. 1;  
FIG. 162 is a bottom orthogonal view of FIG. 161;  
FIG. 163 is a front orthogonal view of FIG. 161;  
FIG. 164 is a back orthogonal view of FIG. 161;  
FIG. 165 is a left orthogonal view of FIG. 161;  
FIG. 166 is a right orthogonal view of FIG. 161;  
FIG. 167 is a front isometric view of FIG. 161;  
FIG. 168 is a back isometric view of FIG. 161;  
FIG. 169 is a top orthogonal view of a drop funnel component of the three dimensional maze game of FIG. 1;  
FIG. 170 is a bottom orthogonal view of FIG. 169;  
FIG. 171 is a front orthogonal view of FIG. 169;  
FIG. 172 is a back orthogonal view of FIG. 169;  
FIG. 173 is a left orthogonal view of FIG. 169;  
FIG. 174 is a right orthogonal view of FIG. 169;  
FIG. 175 is a top-front isometric view of FIG. 169;  
FIG. 176 is a bottom-back isometric view of FIG. 169;

FIG. 177 is a top orthogonal view of a tube component of the three dimensional maze game of FIG. 1;  
FIG. 178 is a bottom orthogonal view of FIG. 177;  
FIG. 179 is a front orthogonal view of FIG. 177;  
FIG. 180 is a back orthogonal view of FIG. 177;  
FIG. 181 is a left orthogonal view of FIG. 177;  
FIG. 182 is a right orthogonal view of FIG. 177;  
FIG. 183 is a top-front isometric view of FIG. 177;  
FIG. 184 is a bottom-back isometric view of FIG. 177;  
FIG. 185 is a top orthogonal view of an up-ramp component of the three dimensional maze game of FIG. 1;  
FIG. 186 is a bottom orthogonal view of FIG. 185;  
FIG. 187 is a front orthogonal view of FIG. 185;  
FIG. 188 is a back orthogonal view of FIG. 185;  
FIG. 189 is a left orthogonal view of FIG. 185;  
FIG. 190 is a right orthogonal view of FIG. 185;  
FIG. 191 is a bottom-front isometric view of FIG. 185;  
FIG. 192 is a top-back isometric view of FIG. 185;  
FIG. 193 is a top orthogonal view of a u-turnaround component of the three dimensional maze game of FIG. 1; the bottom orthogonal view is a mirror image of the top orthogonal view;  
FIG. 194 is a front orthogonal view of FIG. 193;  
FIG. 195 is a back orthogonal view of FIG. 193;  
FIG. 196 is a left orthogonal view of FIG. 193;  
FIG. 197 is a right orthogonal view of FIG. 193;  
FIG. 198 is a top-front orthogonal view of FIG. 193;  
FIG. 199 is a bottom-back isometric view of FIG. 193;  
FIG. 200 is a top orthogonal view of wire rails of the three dimensional maze game of FIG. 1;  
FIG. 201 is a bottom orthogonal view of FIG. 200;  
FIG. 202 is a front orthogonal view of FIG. 200;  
FIG. 203 is a back orthogonal view of FIG. 200;  
FIG. 204 is a left orthogonal view of FIG. 200;  
FIG. 205 is a right orthogonal view of FIG. 200;  
FIG. 206 is a top-right isometric view of FIG. 200; and,  
FIG. 207 is a bottom-left isometric view of FIG. 200.  
The design is directed to the game as shown in FIGS. 1-9.  
The components of the assembled game are shown separately in FIGS. 10-207 to show aspects of the game which are not apparent in FIGS. 1-9.

**1 Claim, 85 Drawing Sheets**

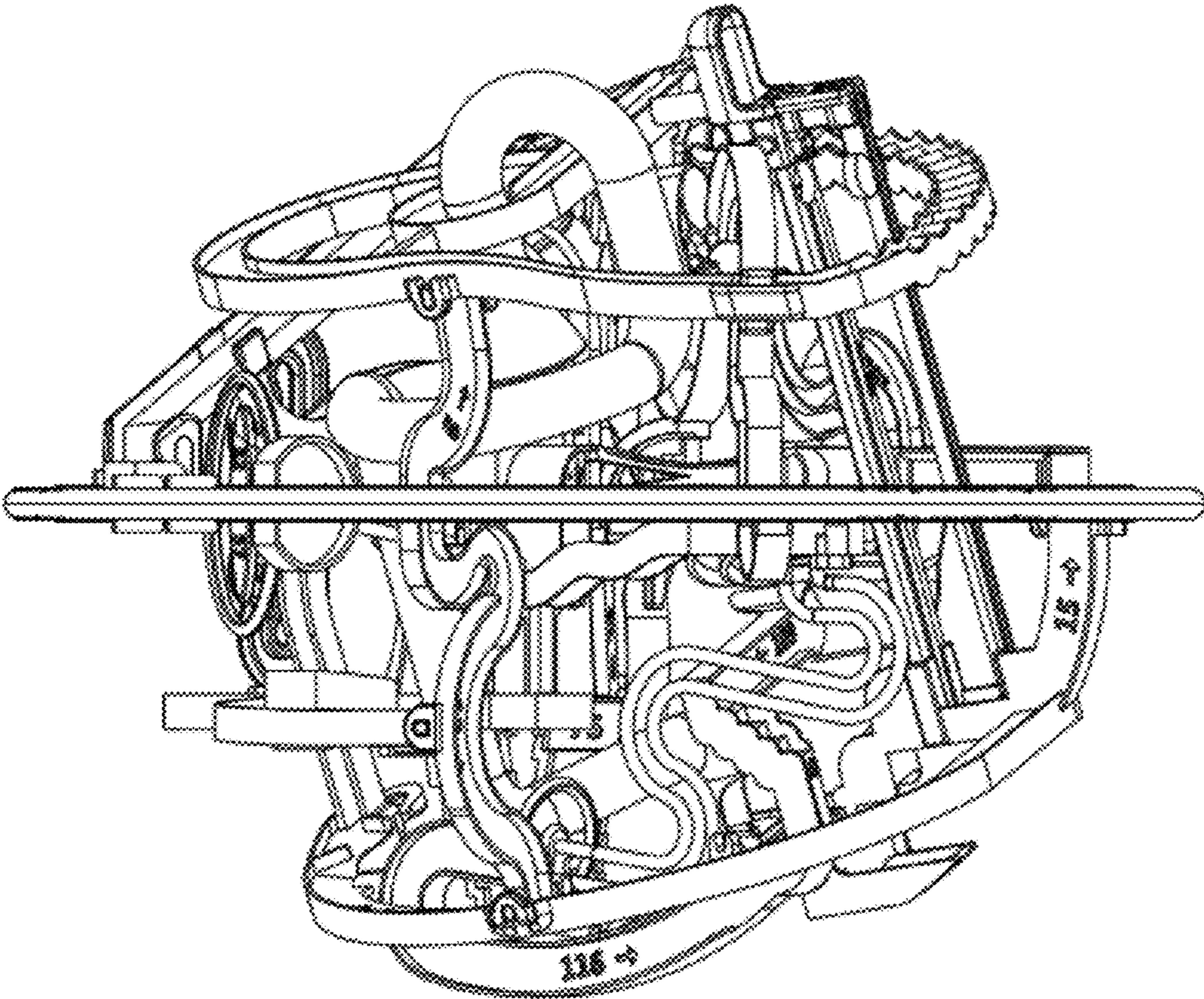


Fig. 1

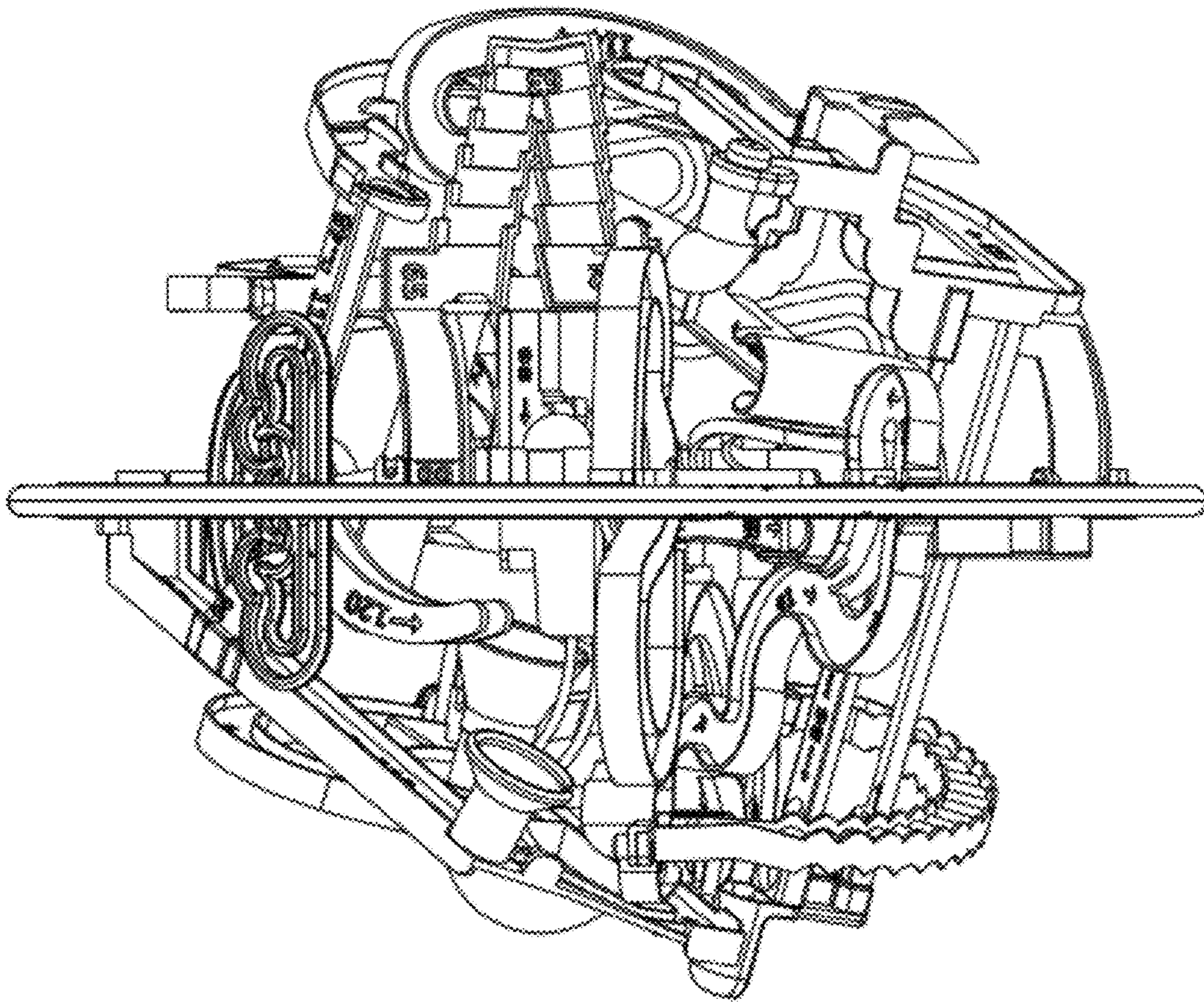


Fig. 2

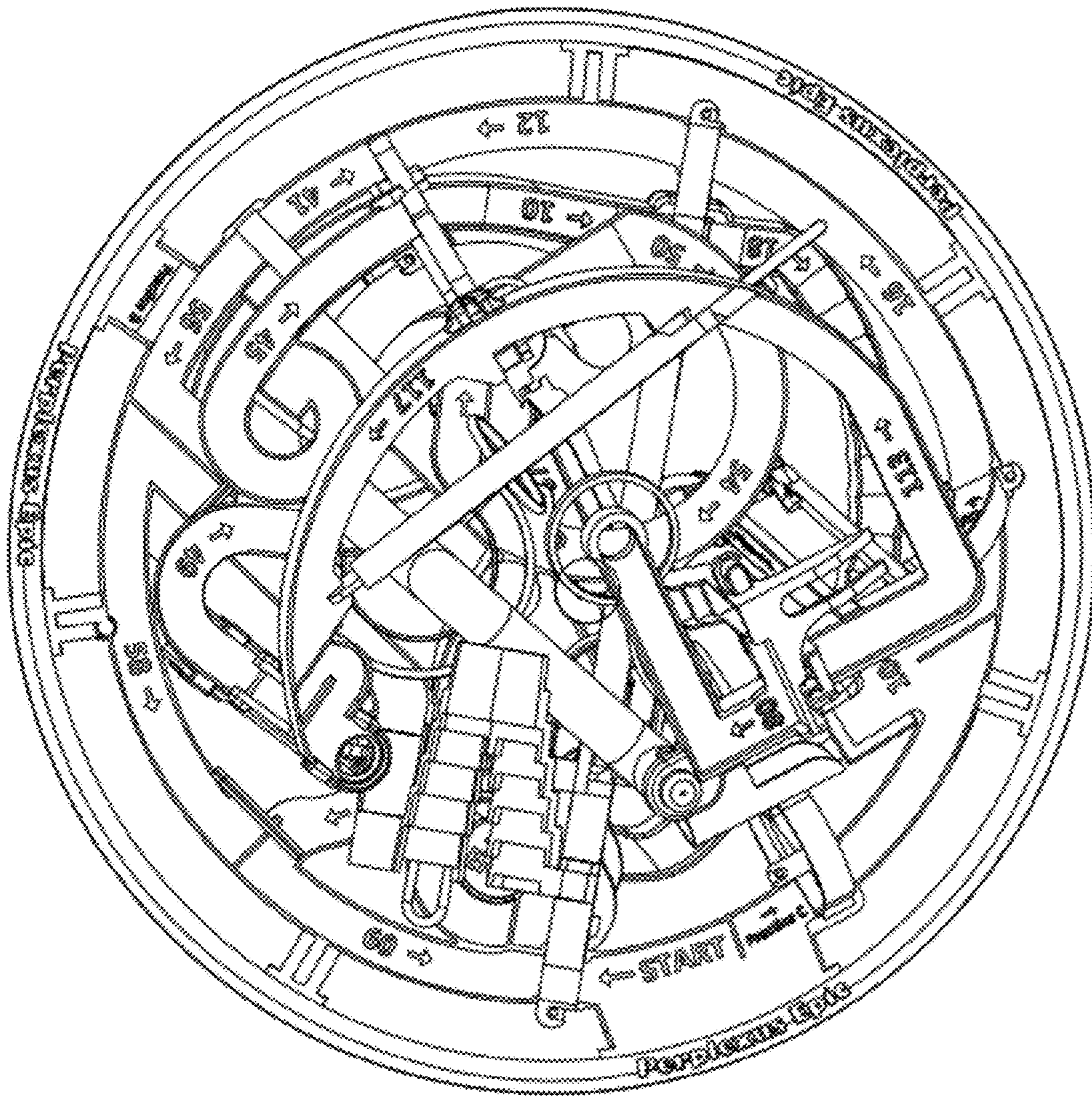


Fig. 3

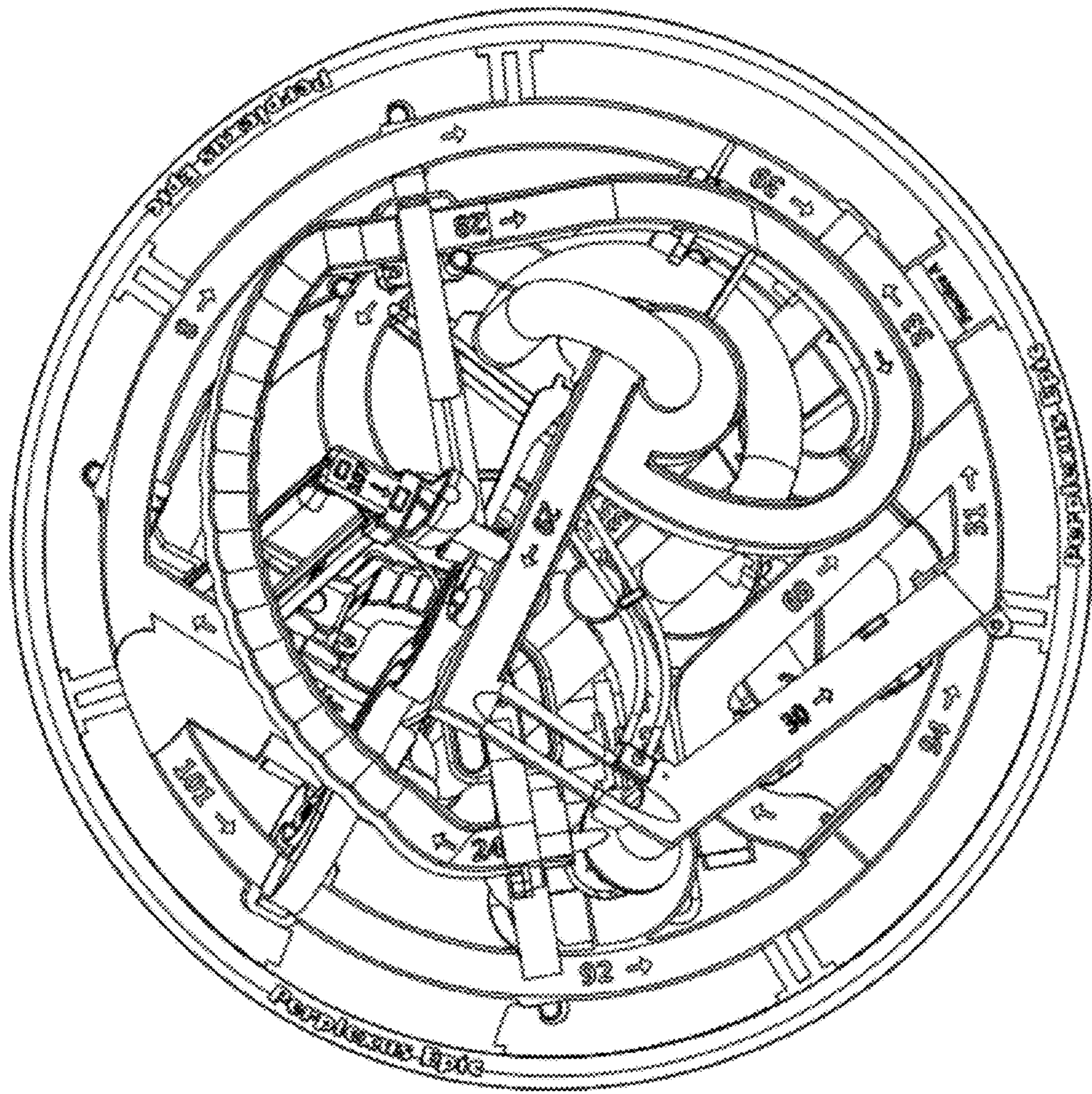


Fig. 4

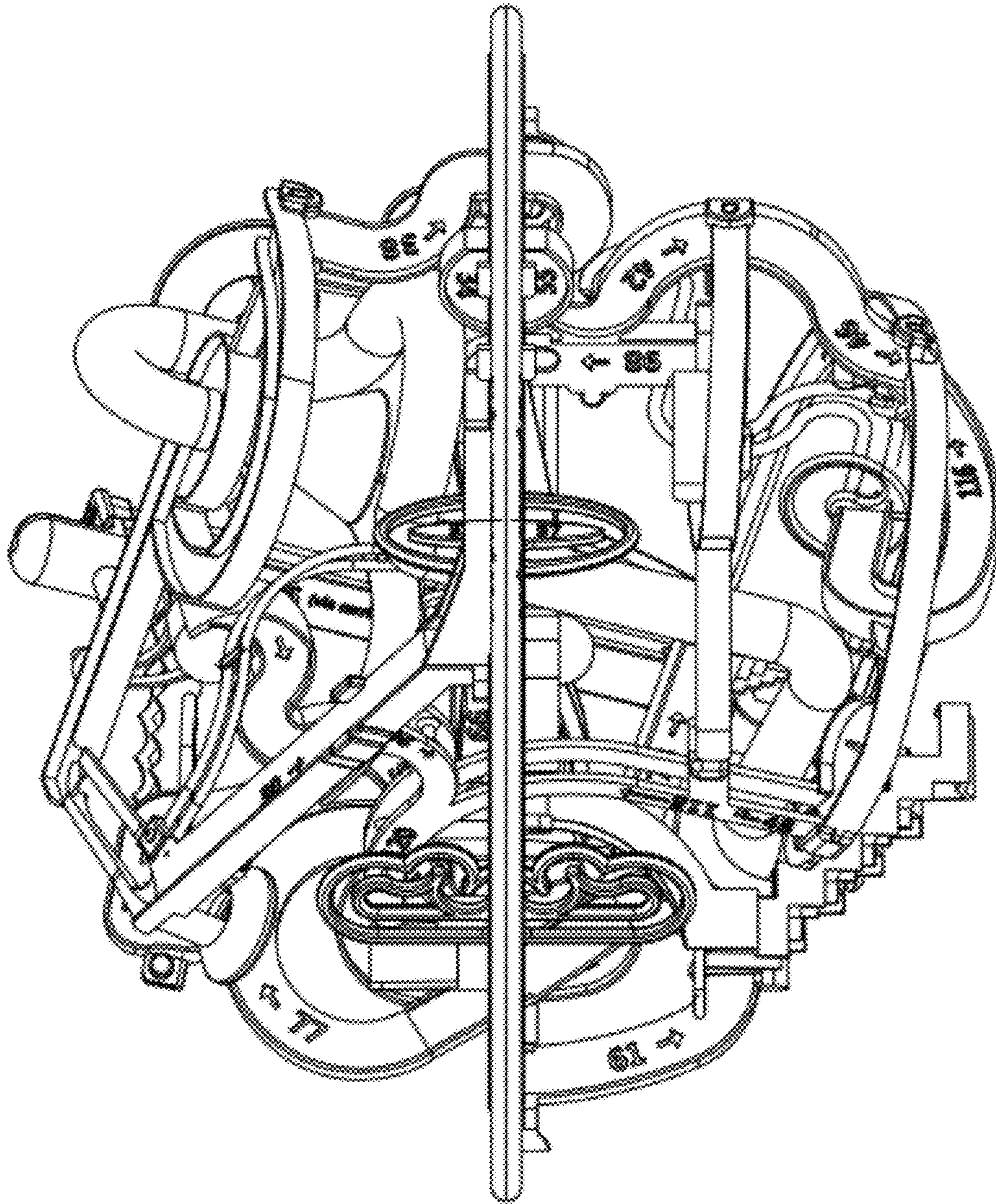


Fig. 5



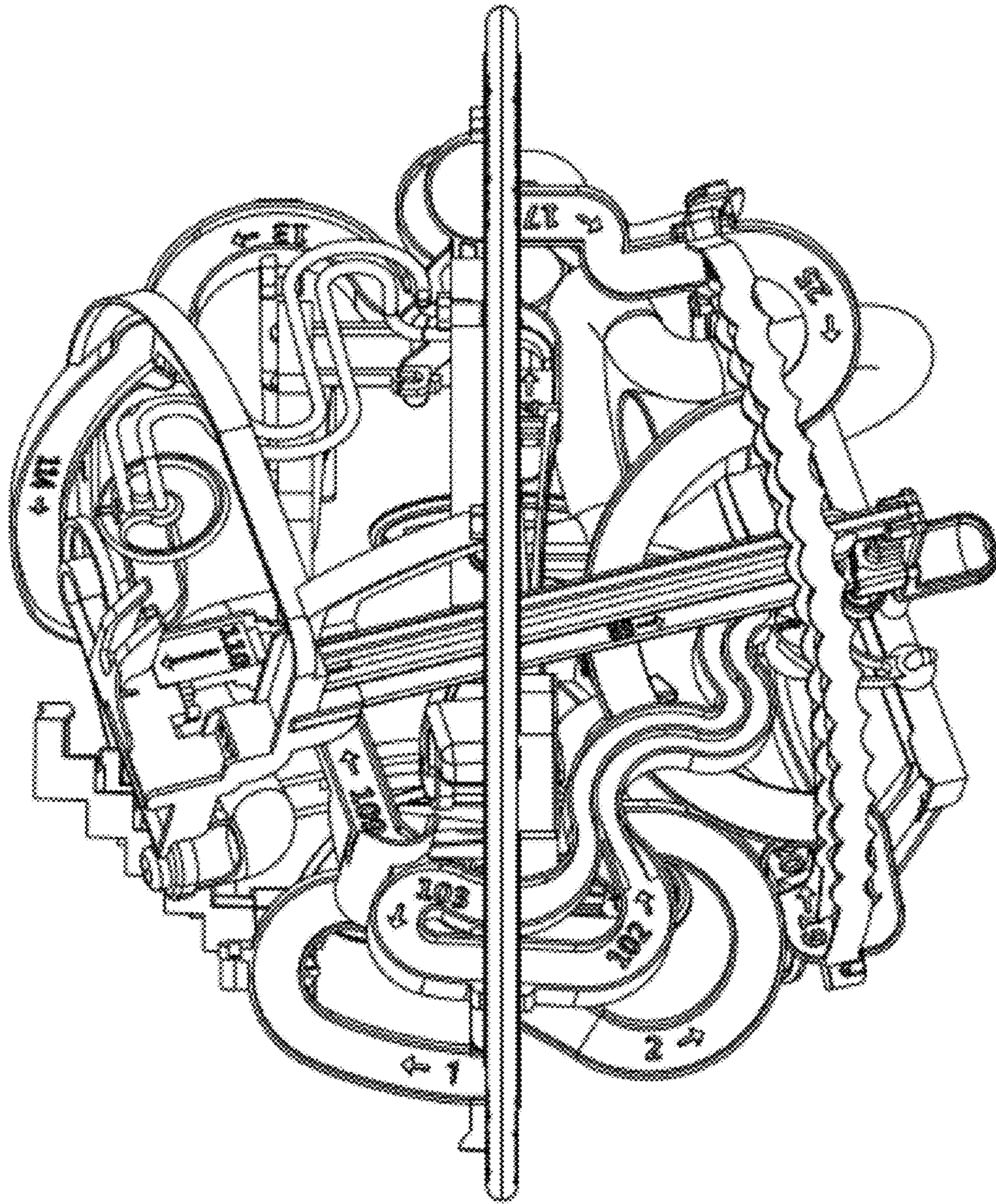


Fig. 6

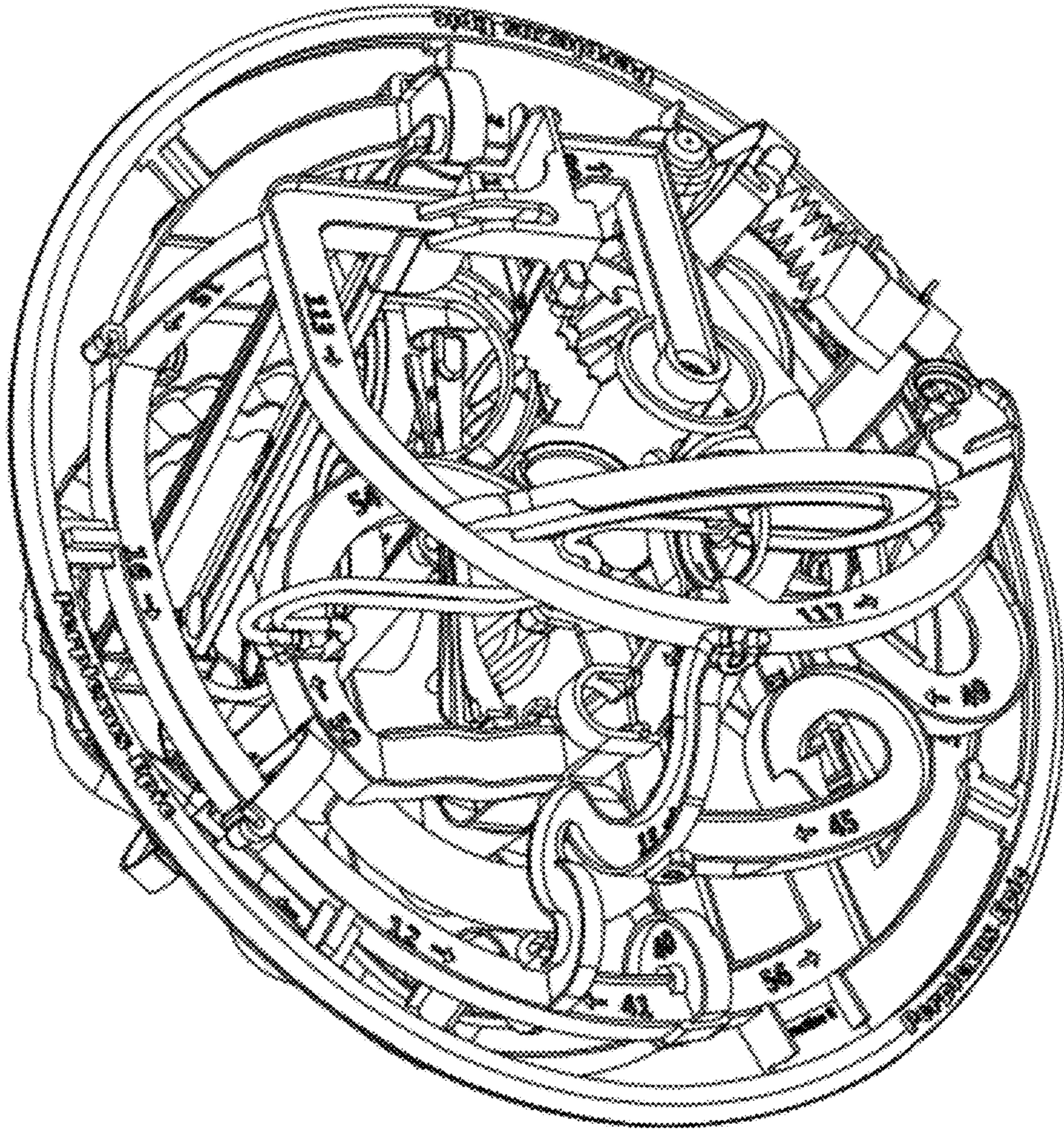


Fig. 7

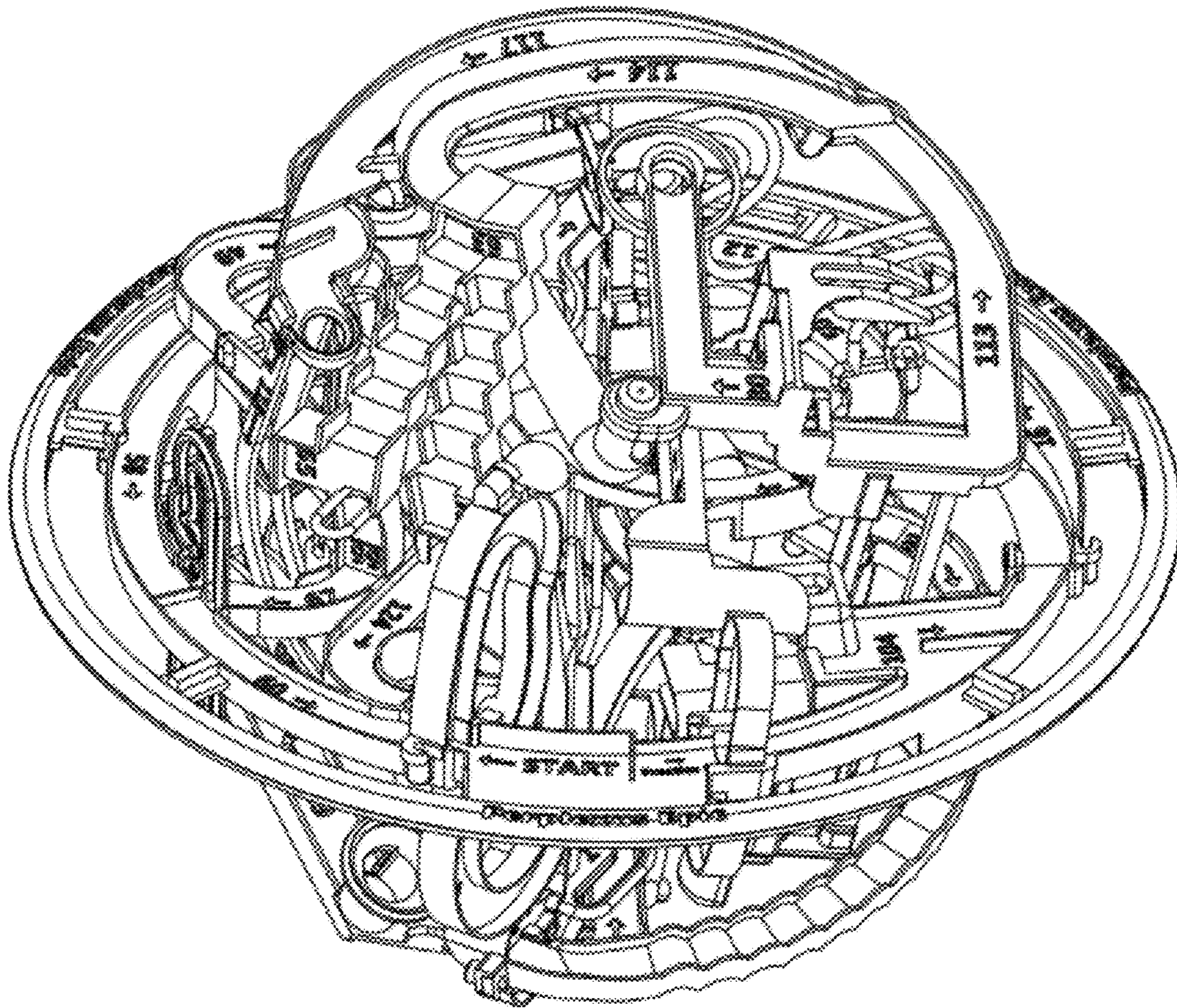


Fig. 8

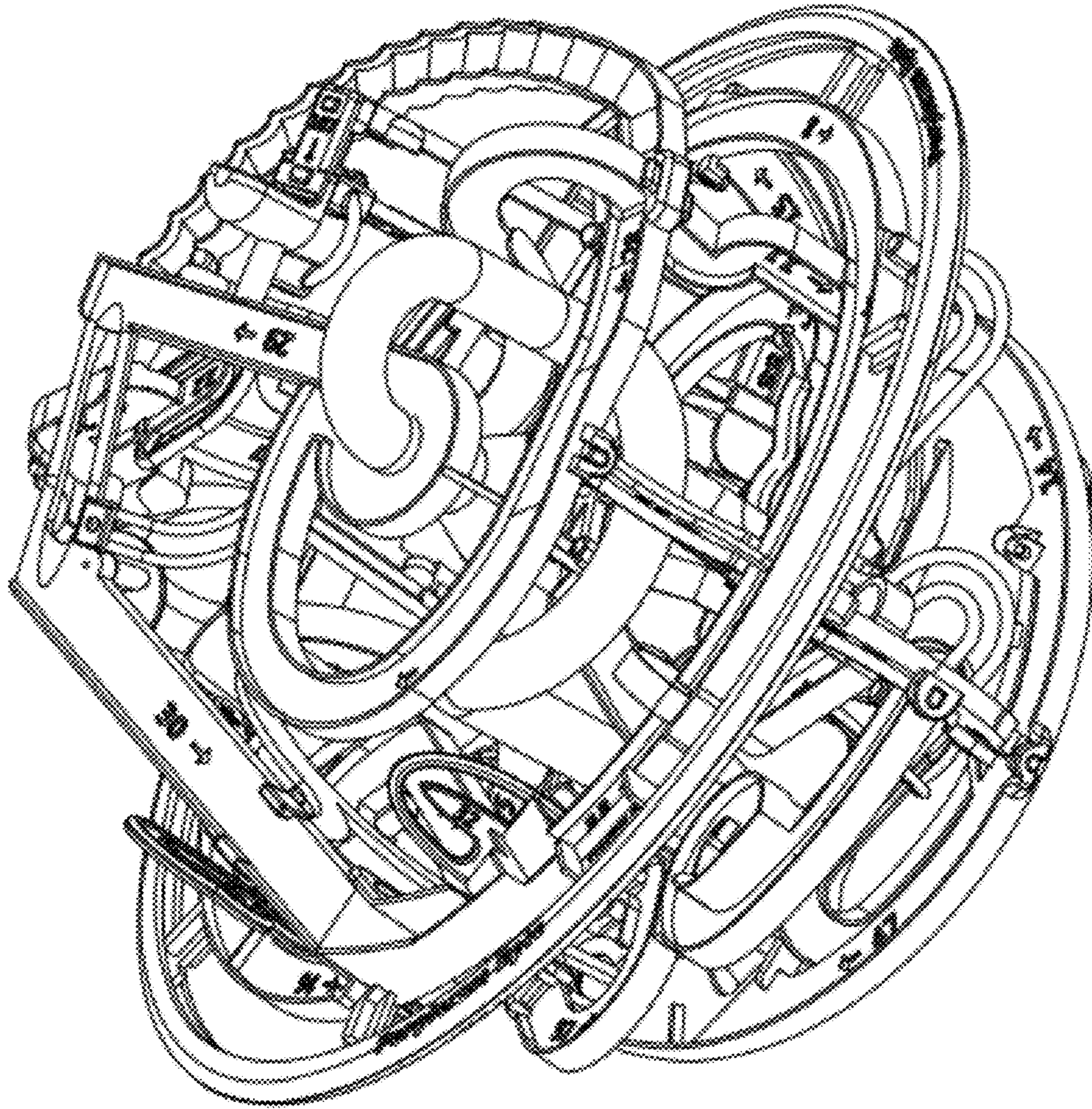


Fig. 9

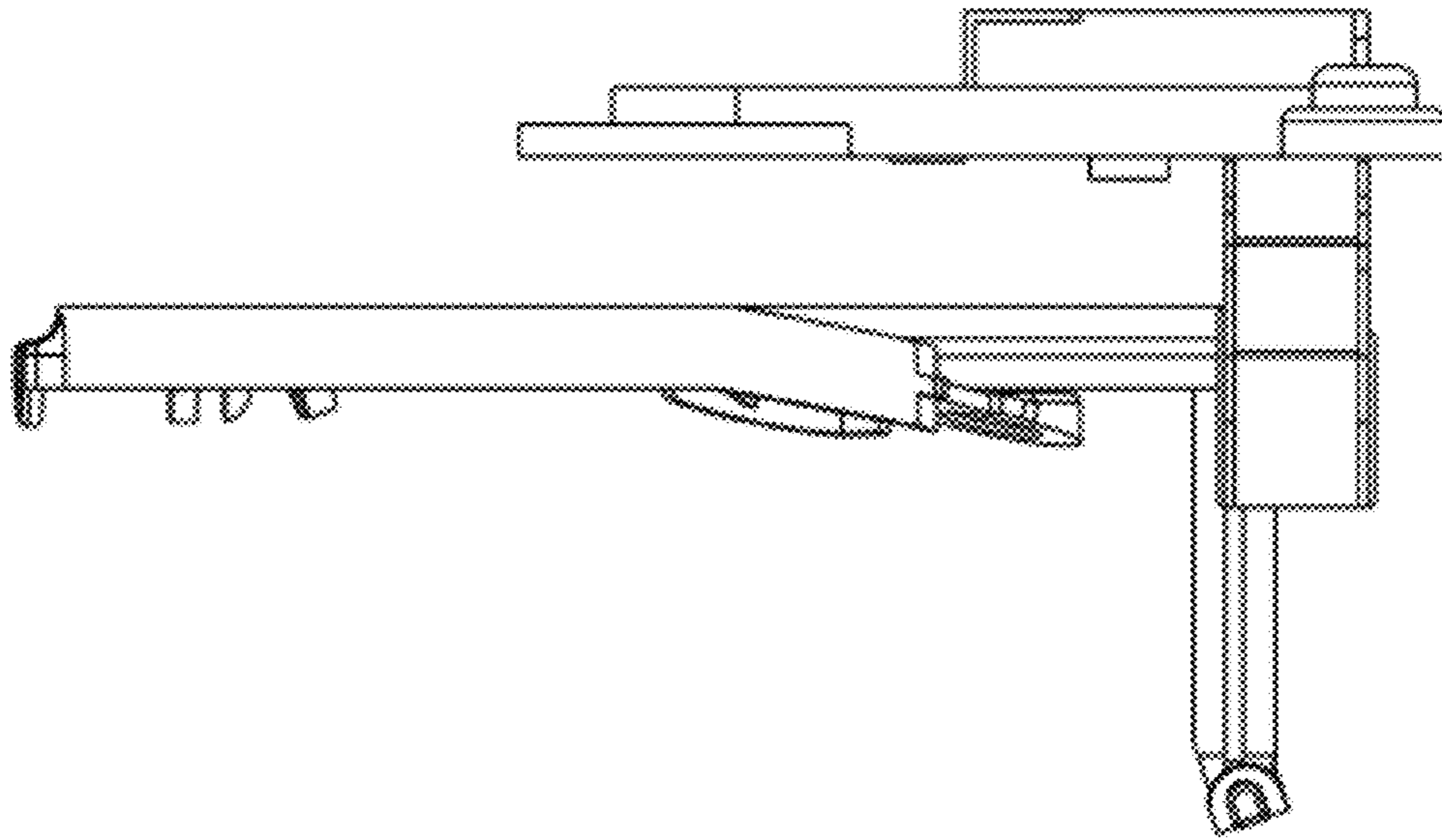


Fig. 10

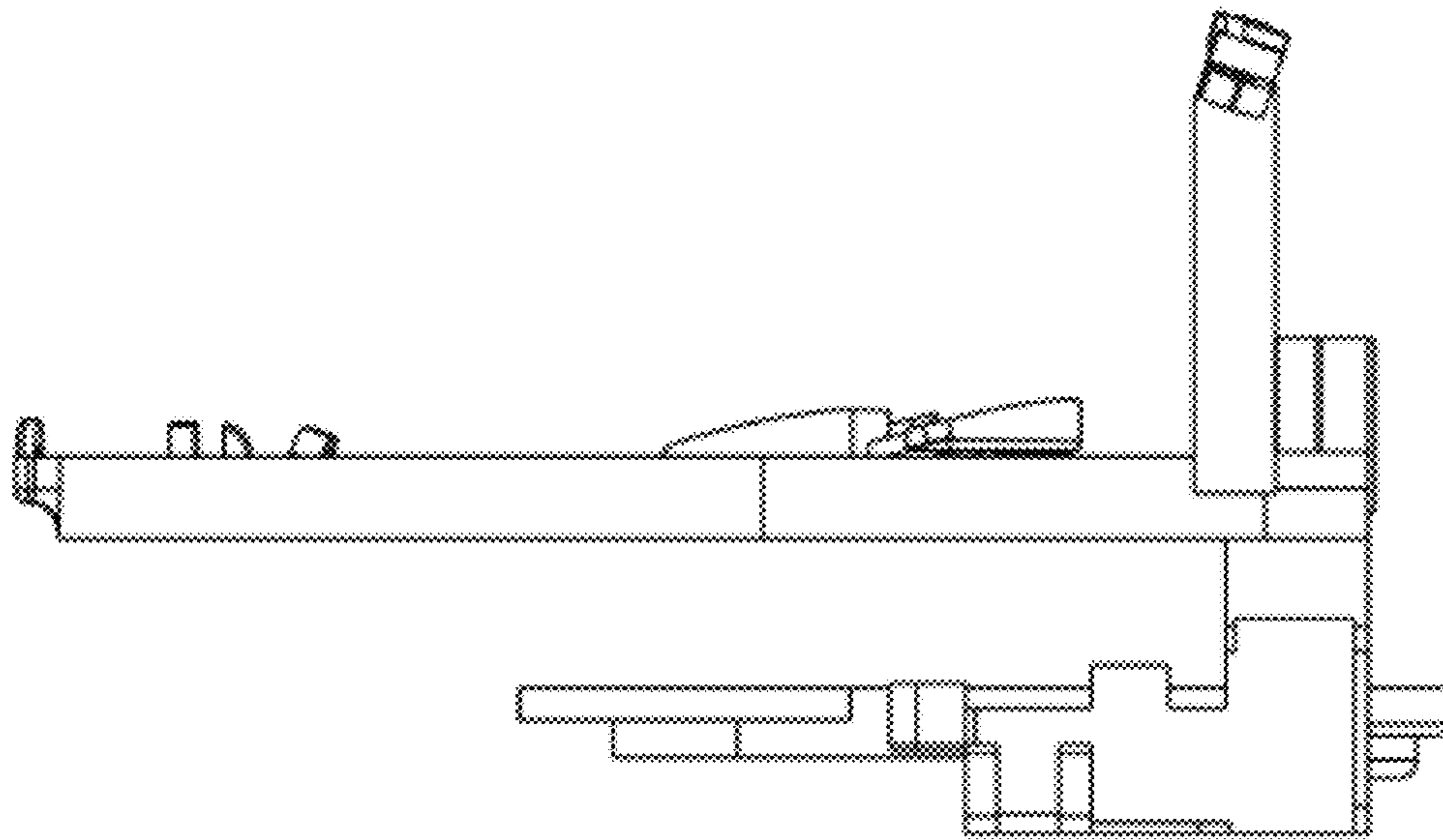


Fig. 11

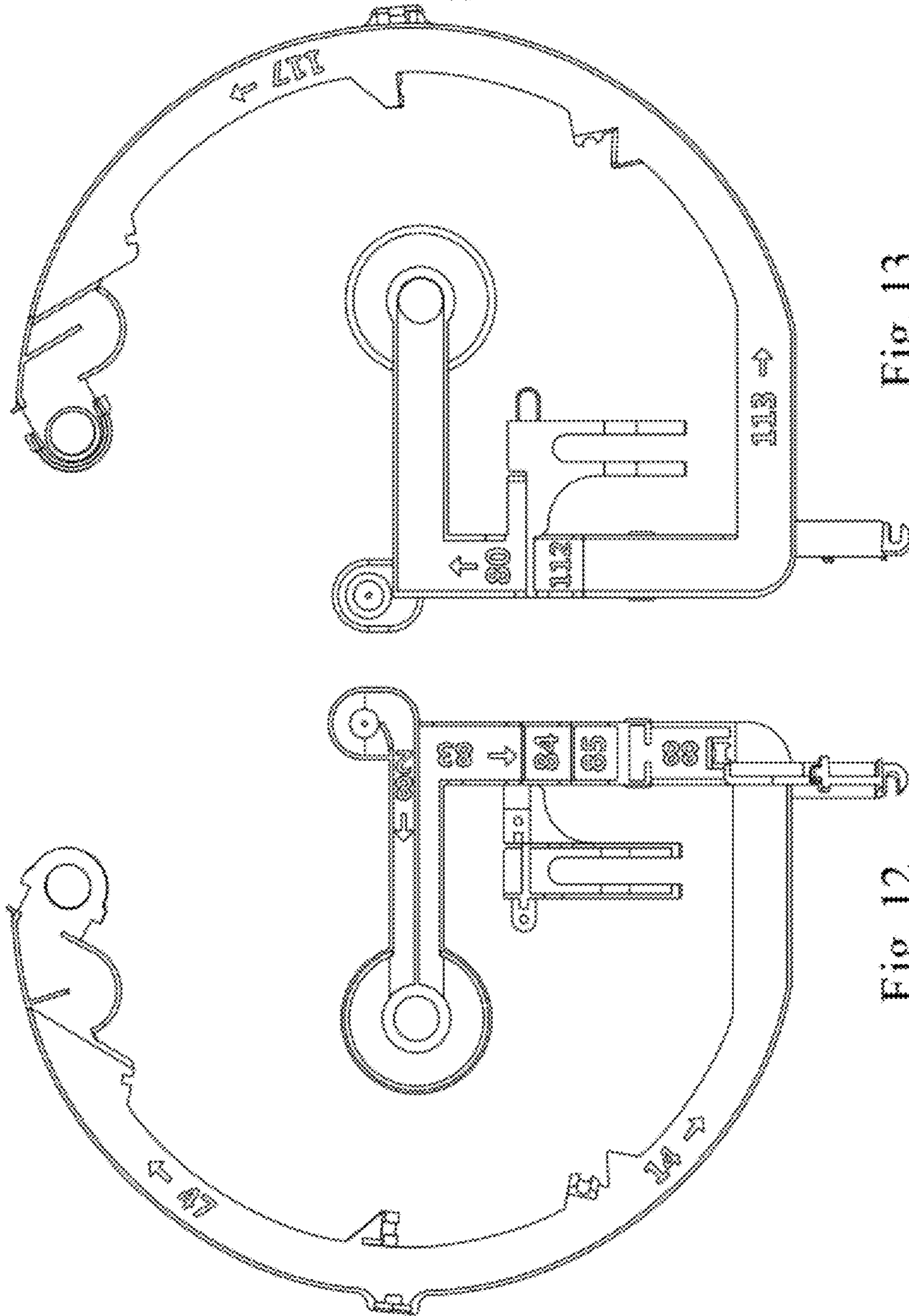


Fig. 13

Fig. 12

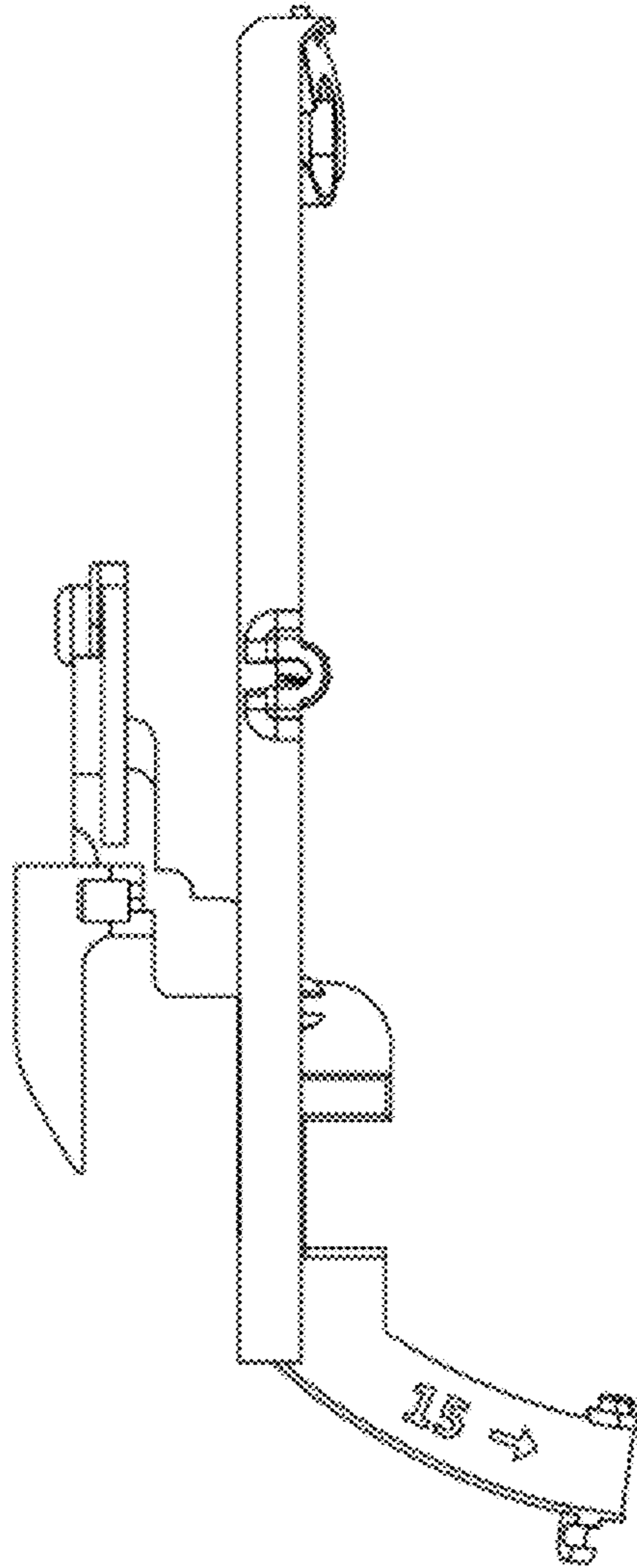


Fig. 14

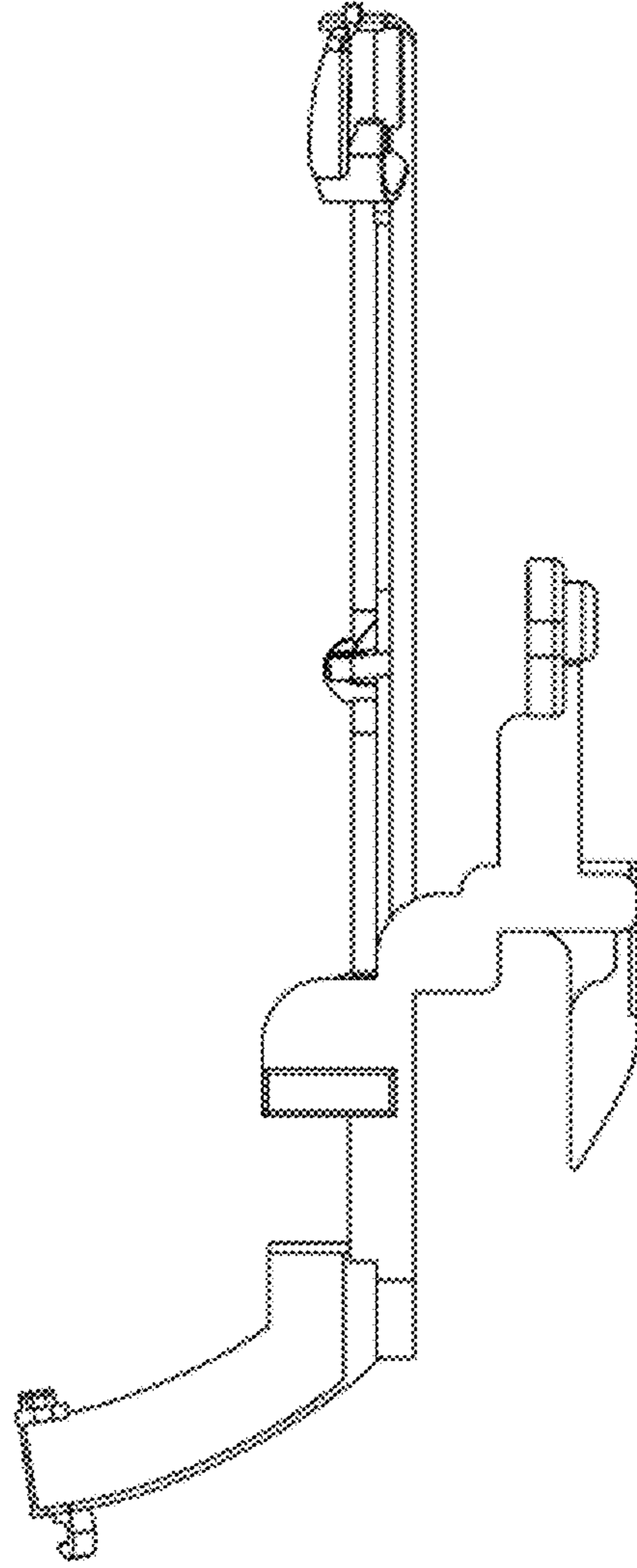


Fig. 15

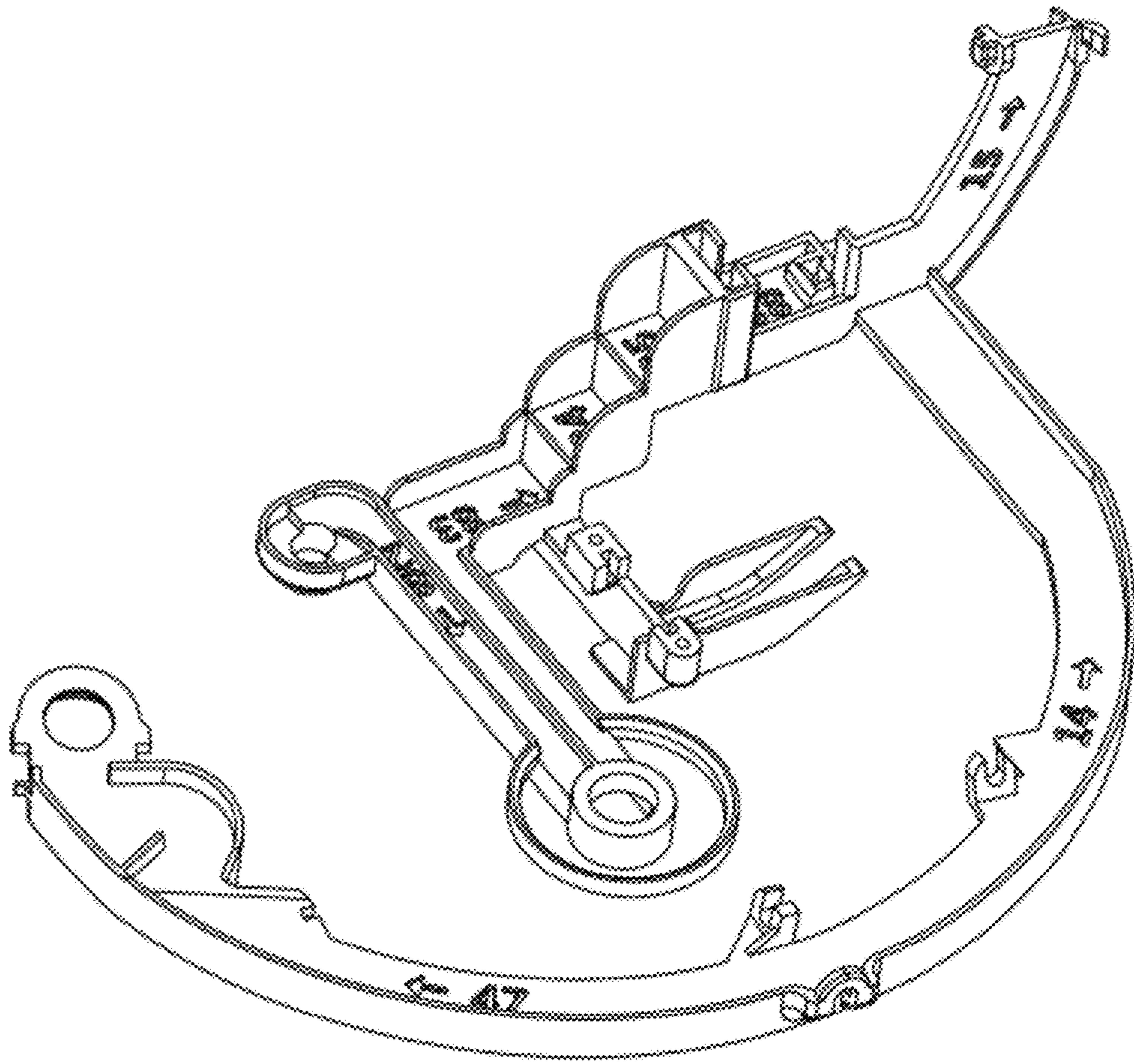


Fig. 16



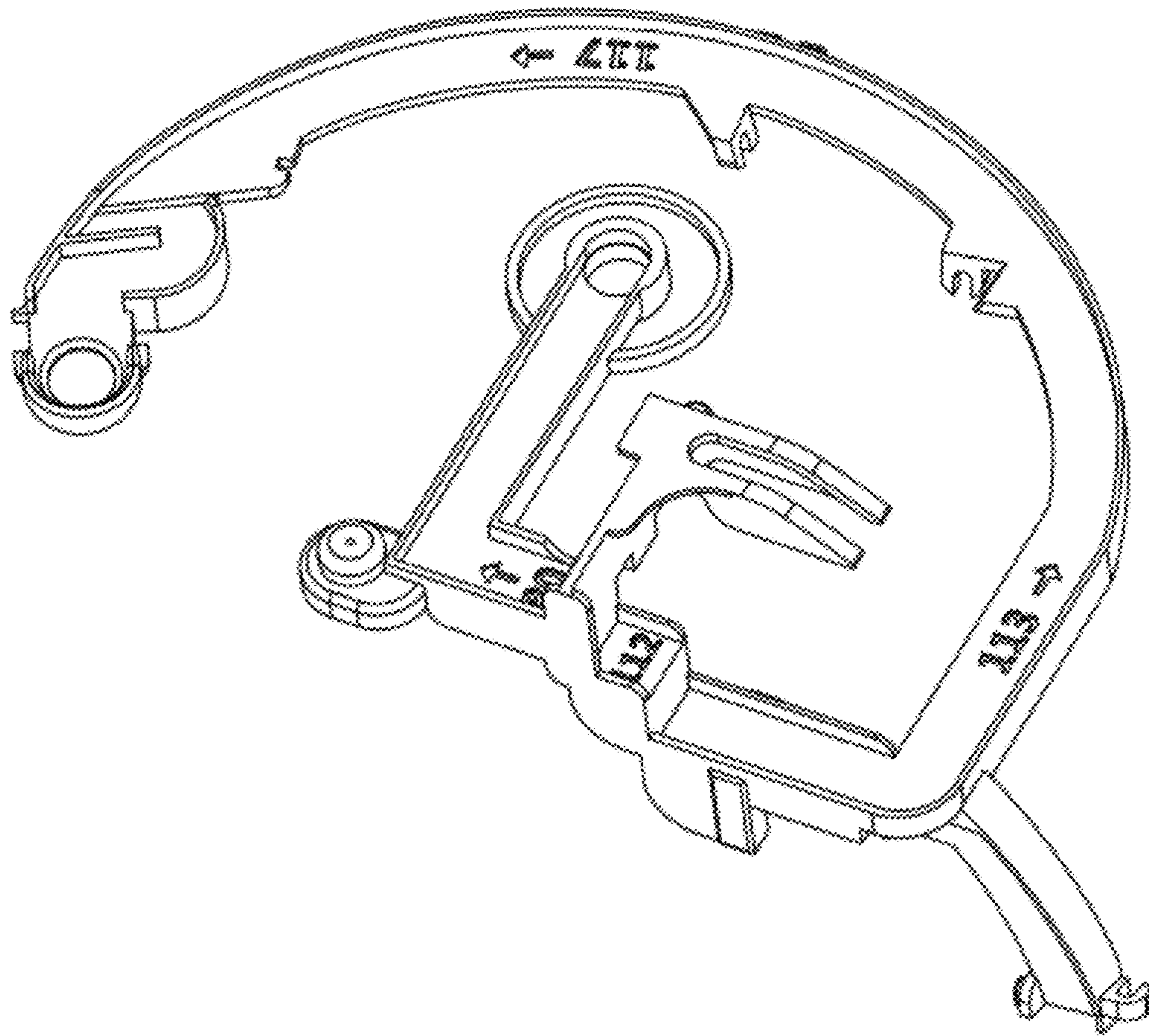


Fig. 17

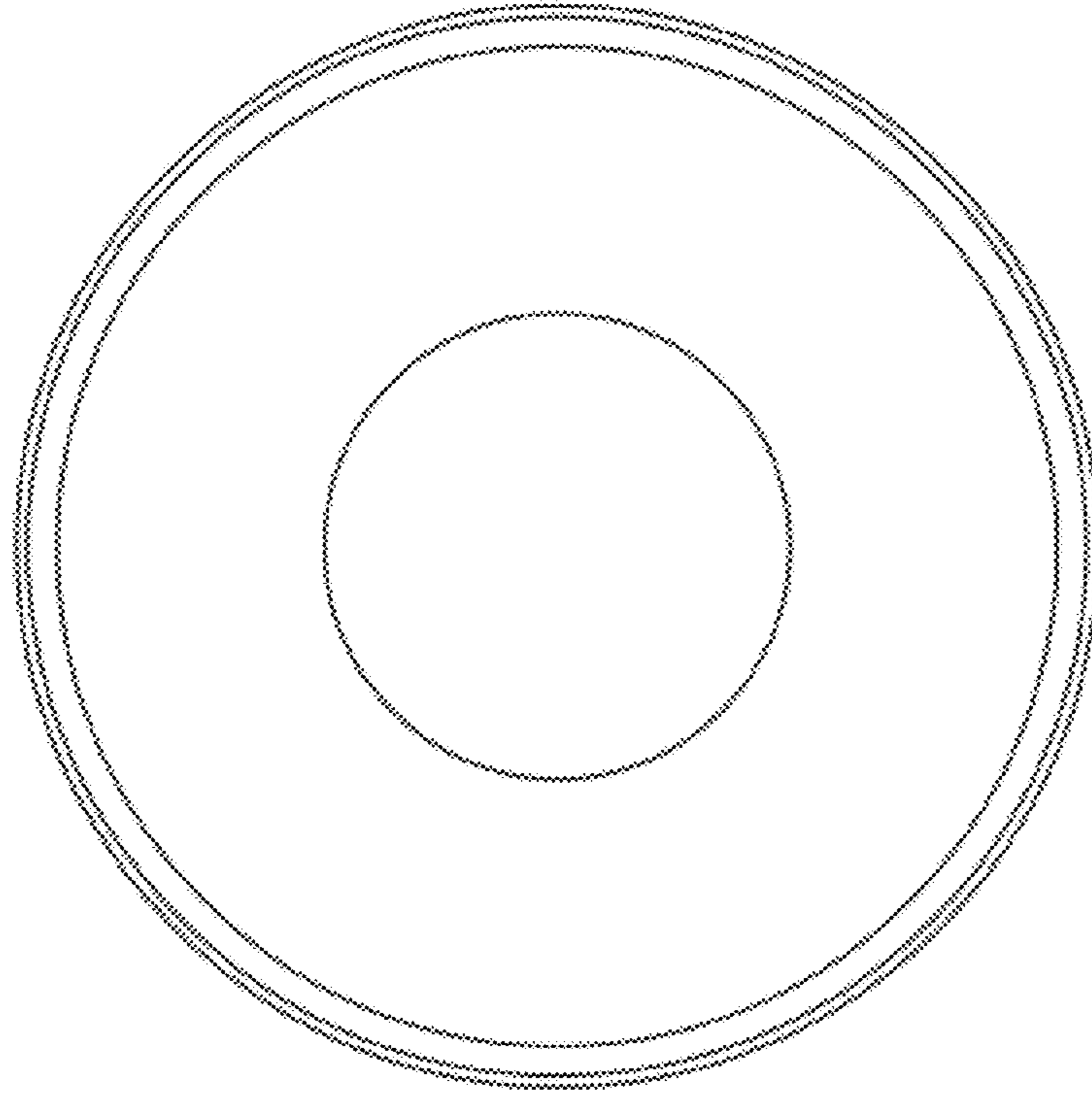


Fig. 18

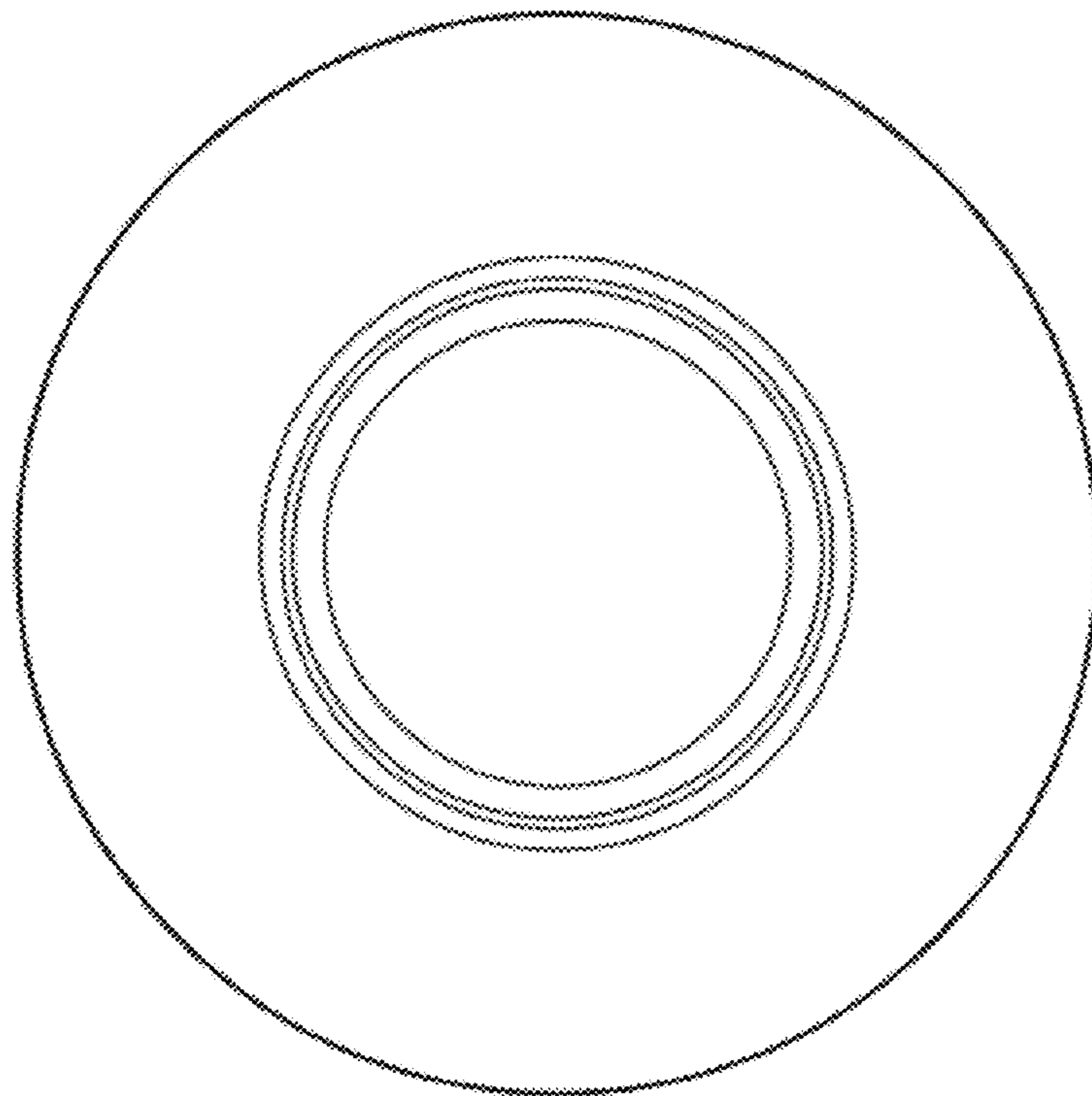


Fig. 19

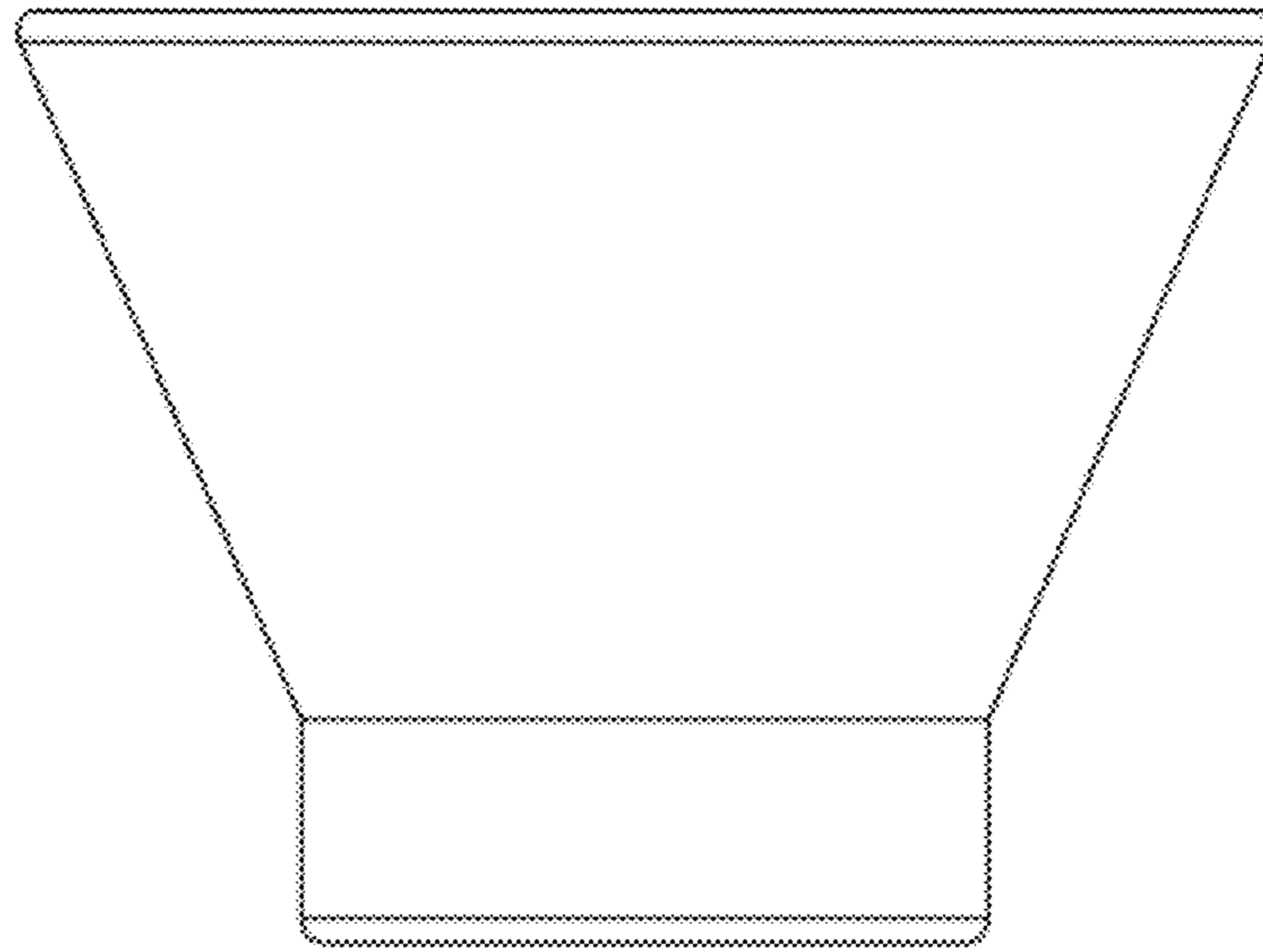


Fig. 20

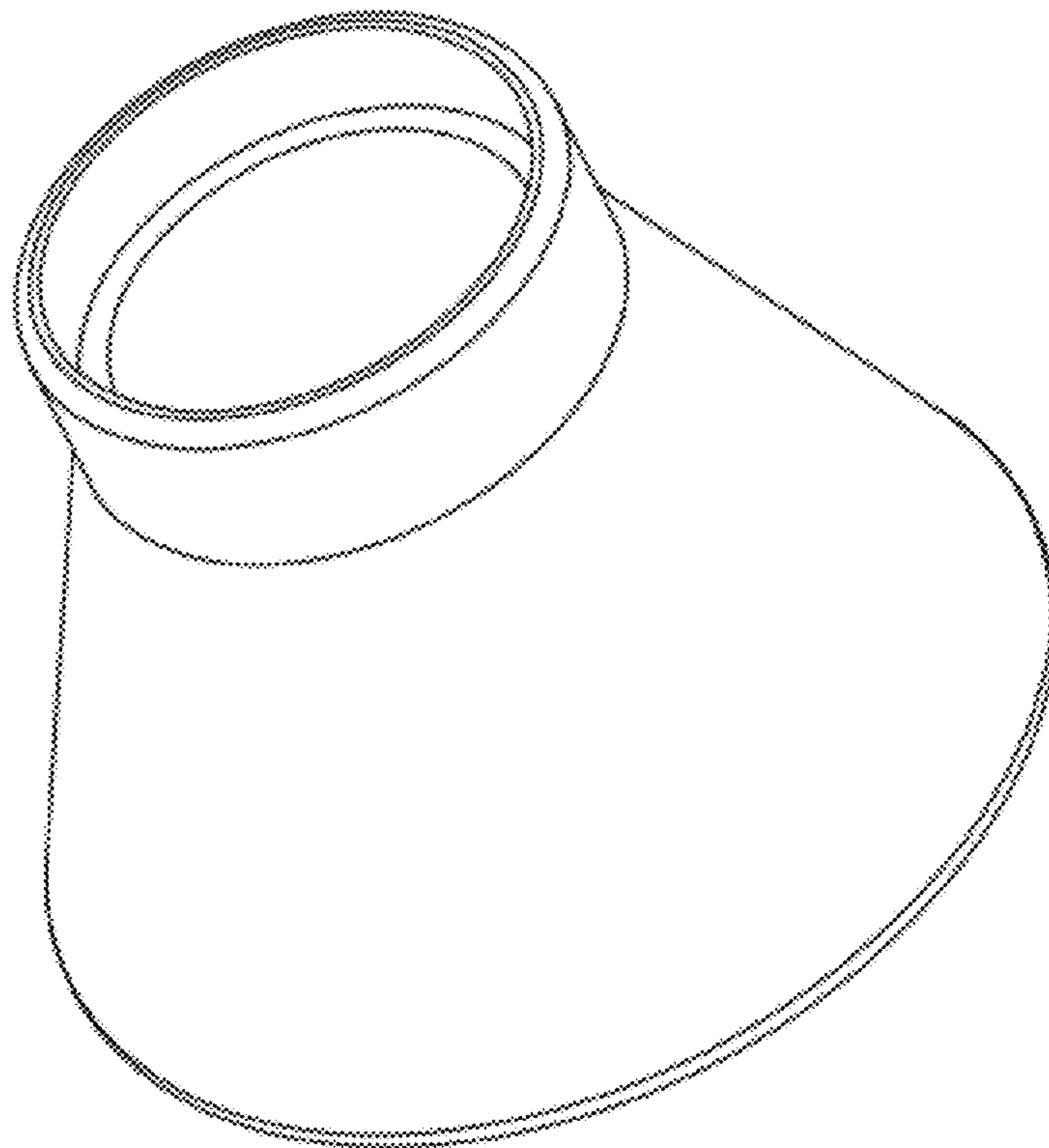


Fig. 21



Fig. 22

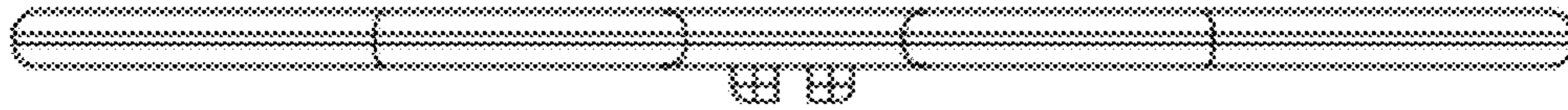


Fig. 23

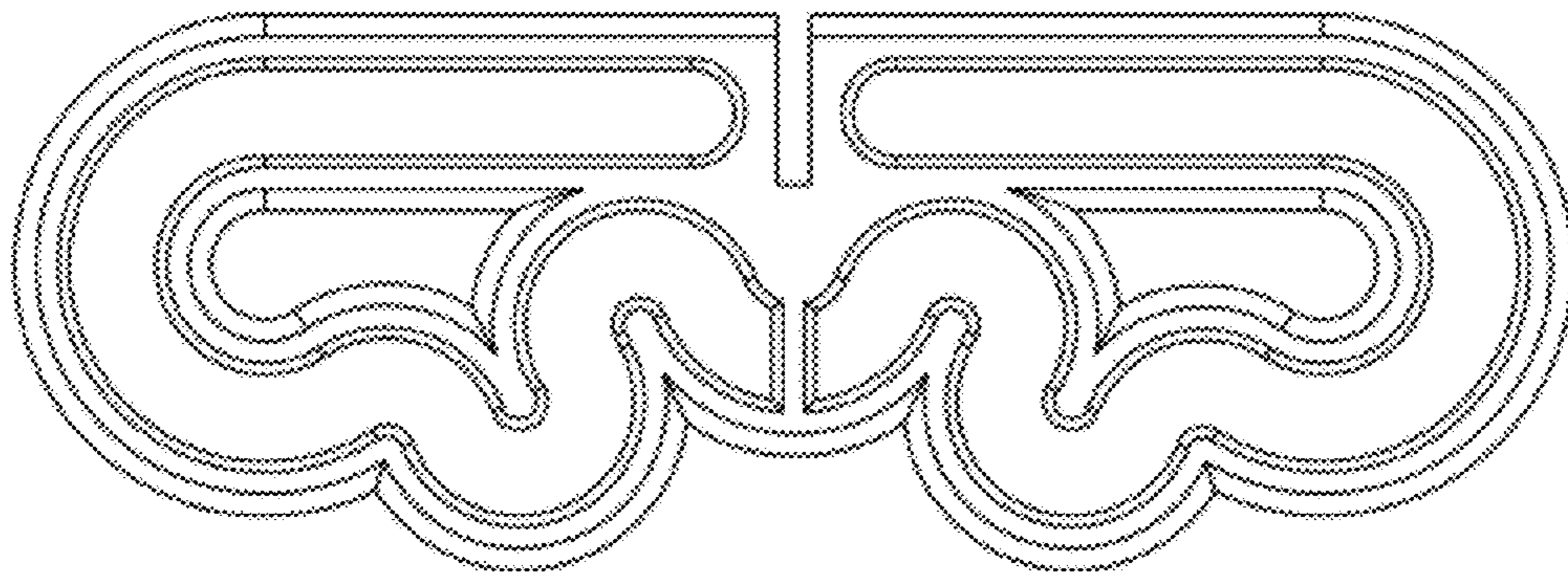


Fig. 24

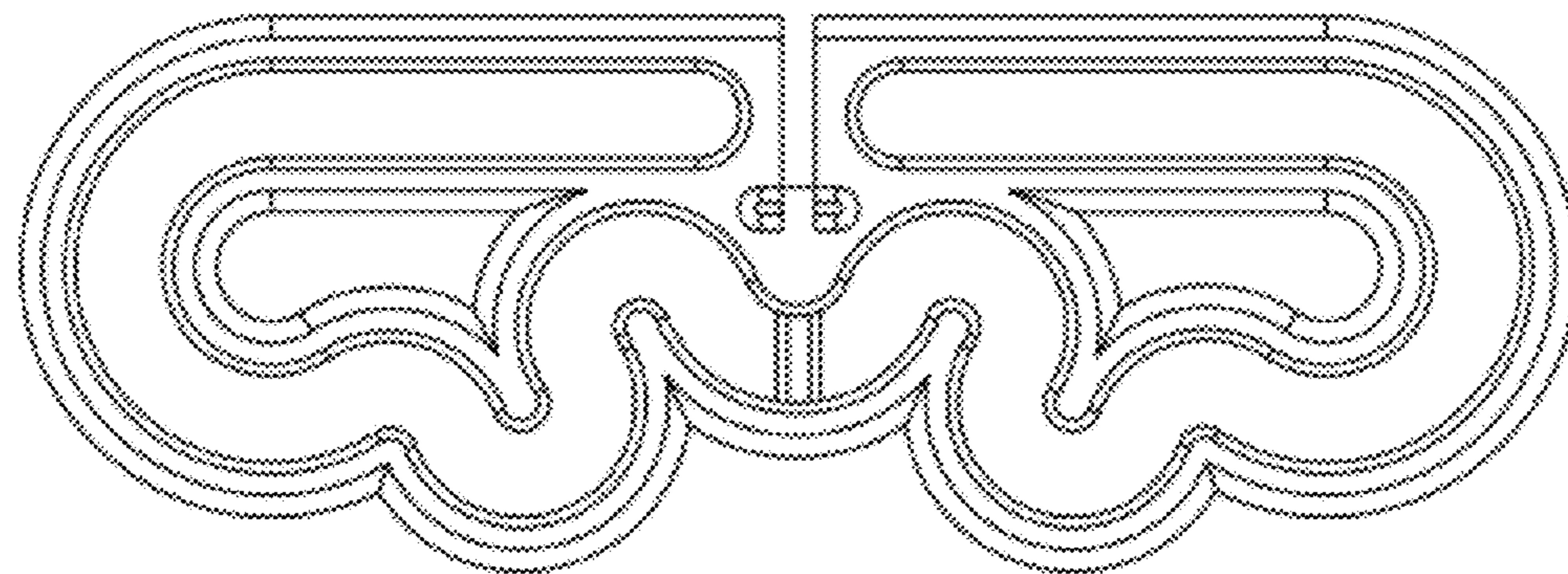


Fig. 25

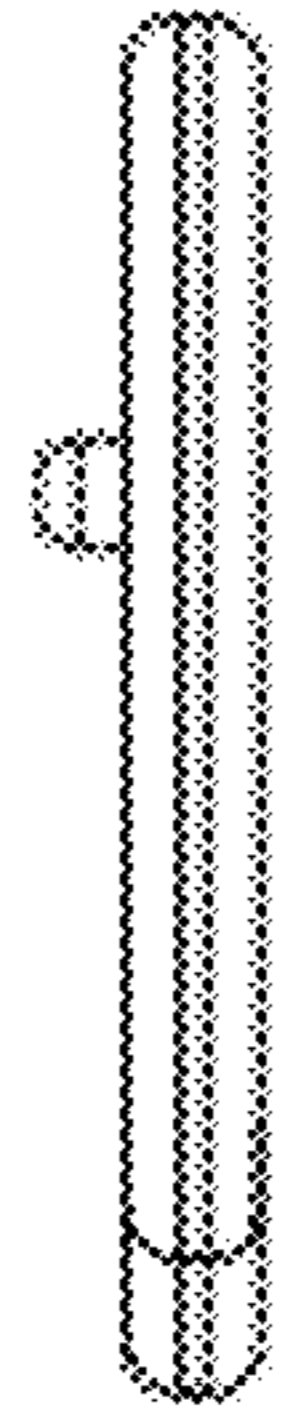


Fig. 26

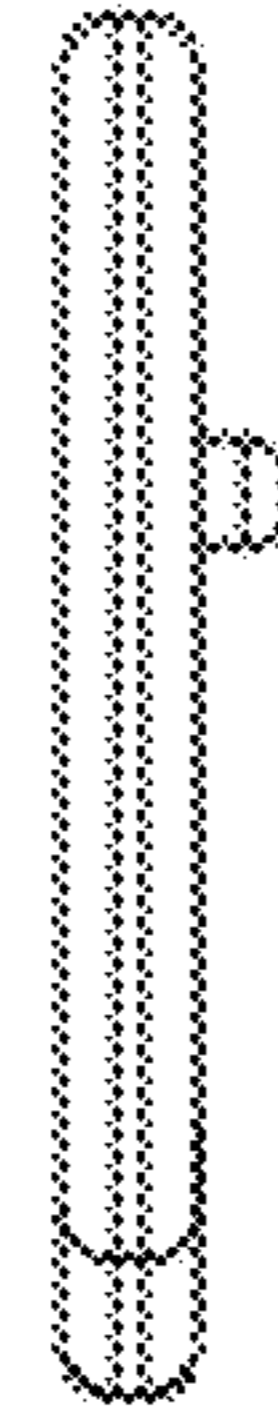


Fig. 27

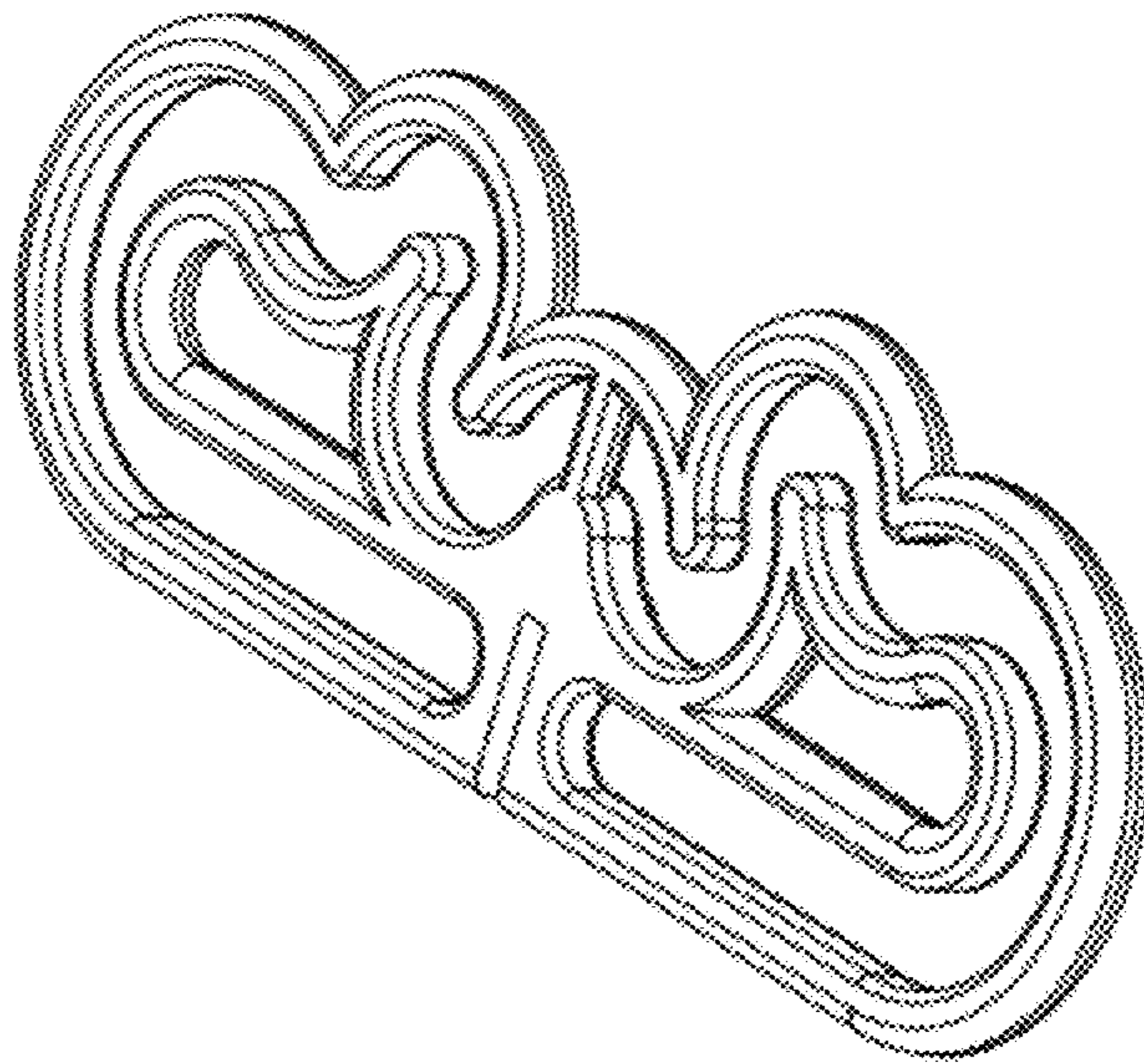


Fig. 28

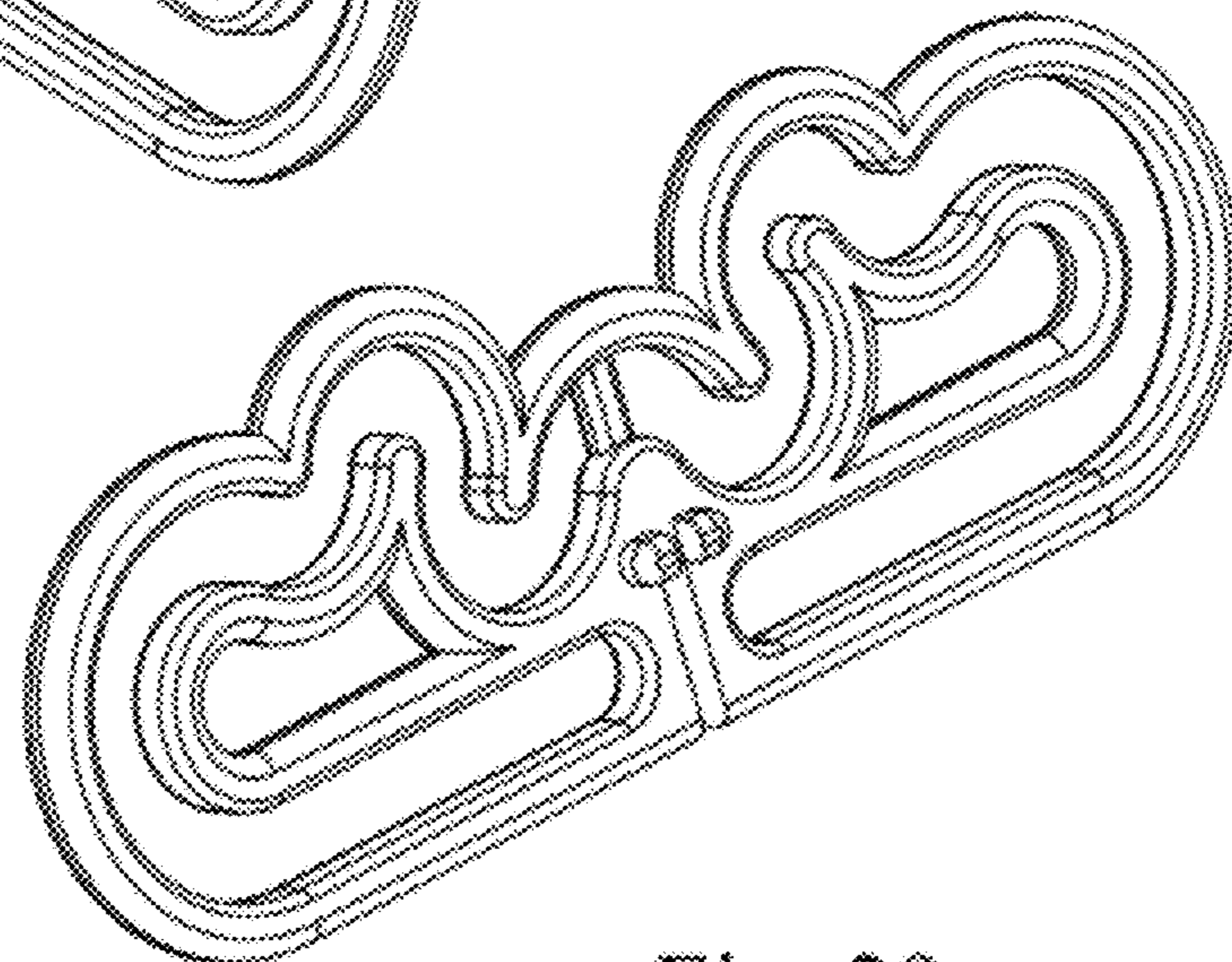


Fig. 29

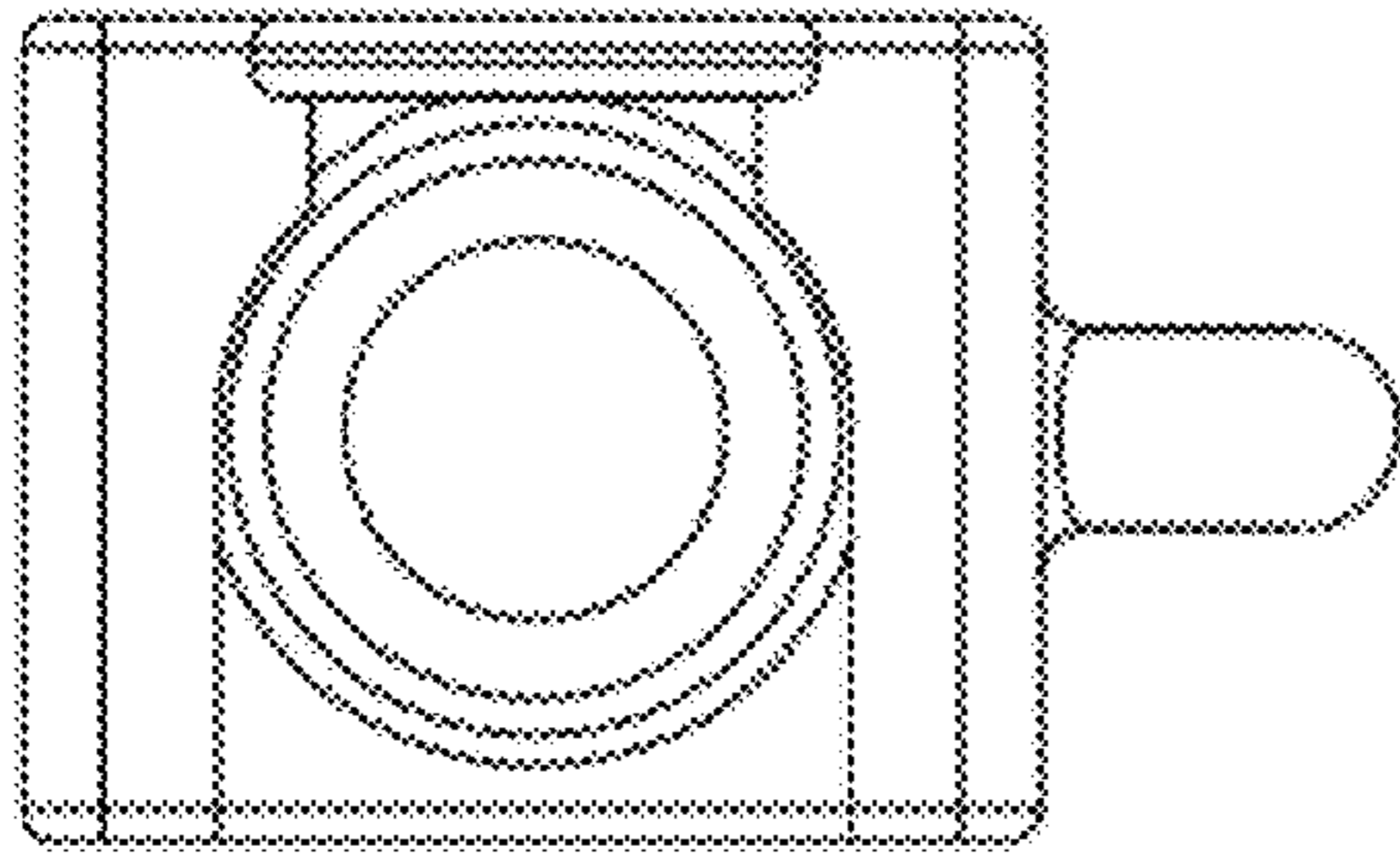


Fig. 30

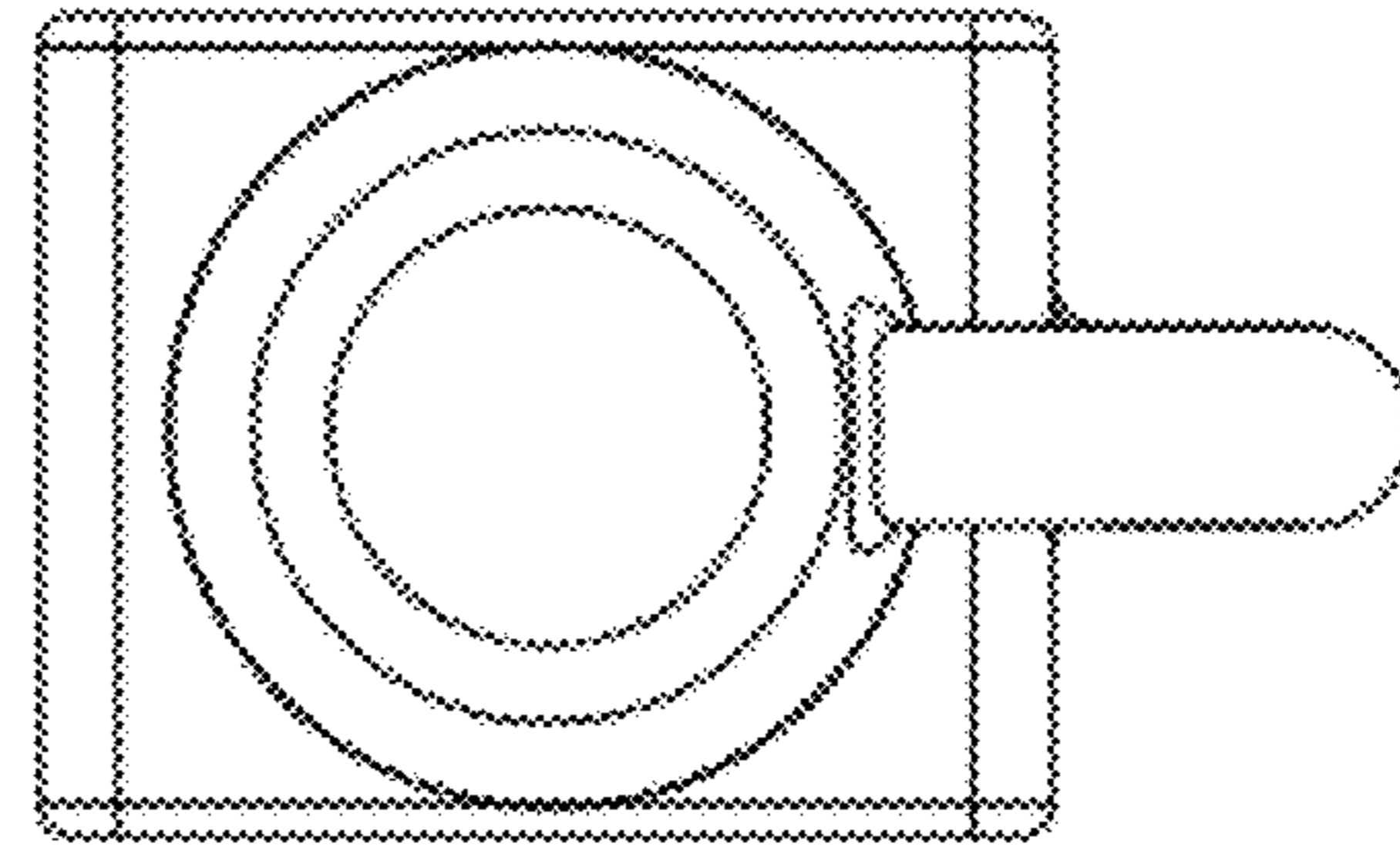


Fig. 31

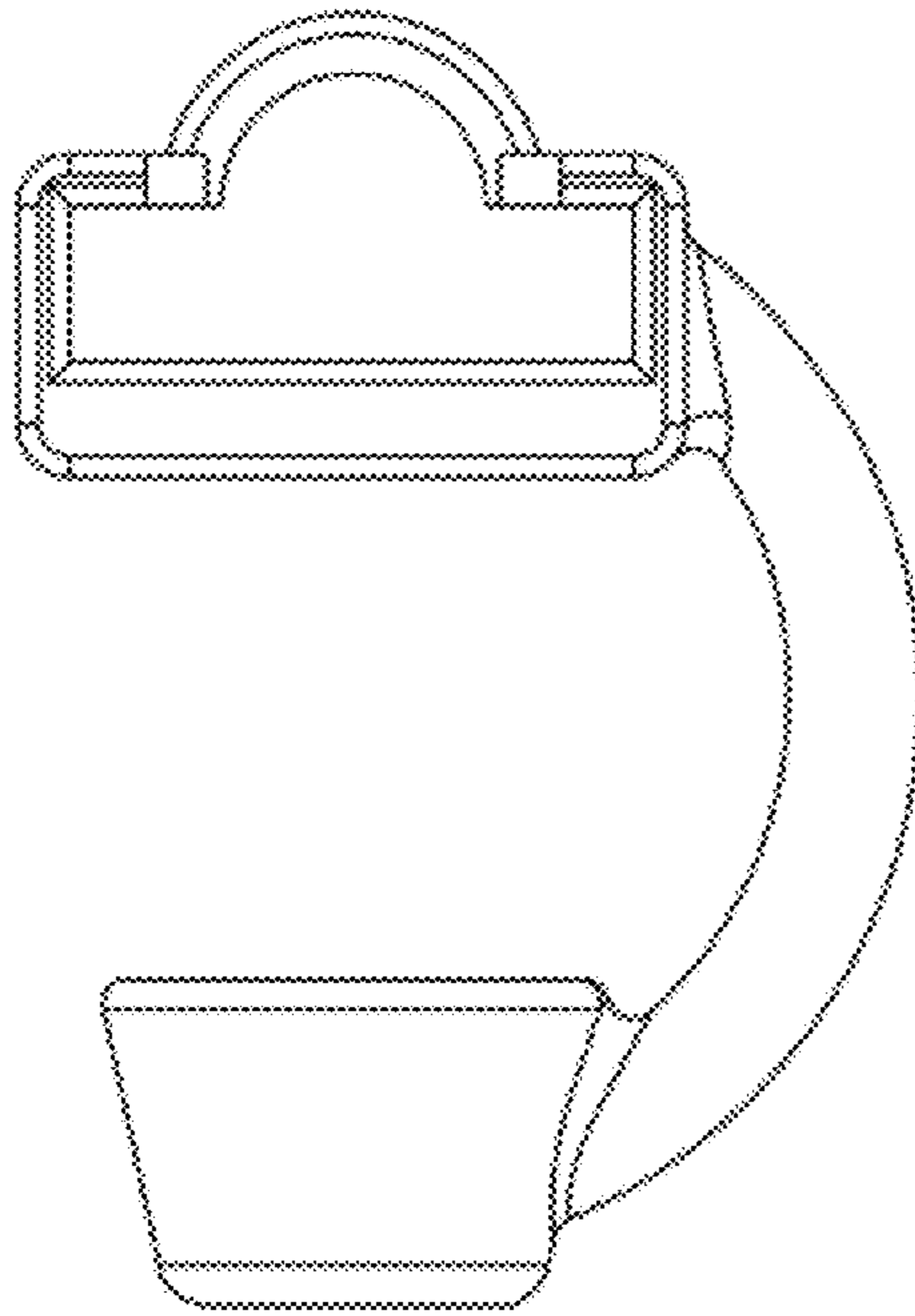


Fig. 32

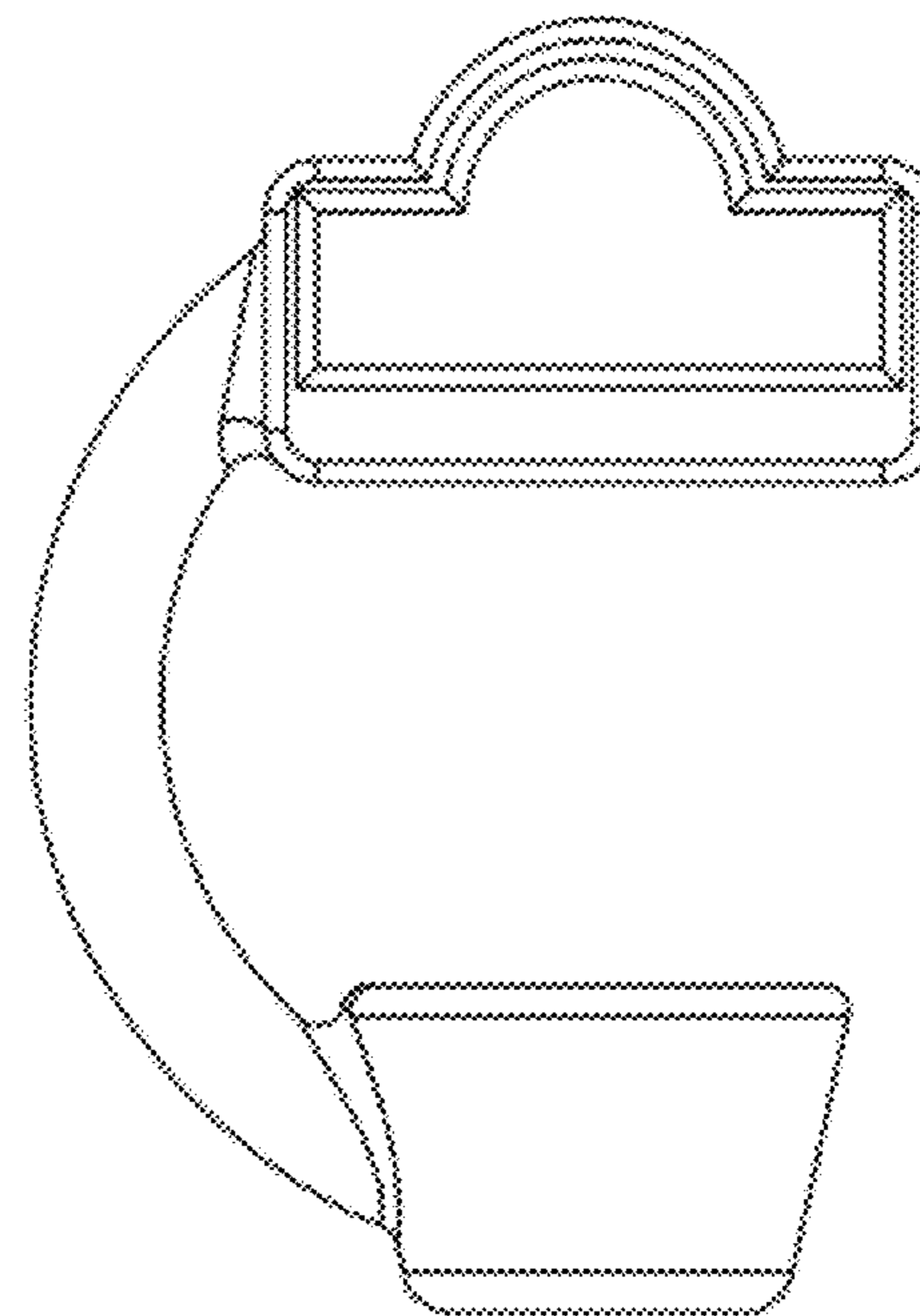


Fig. 33

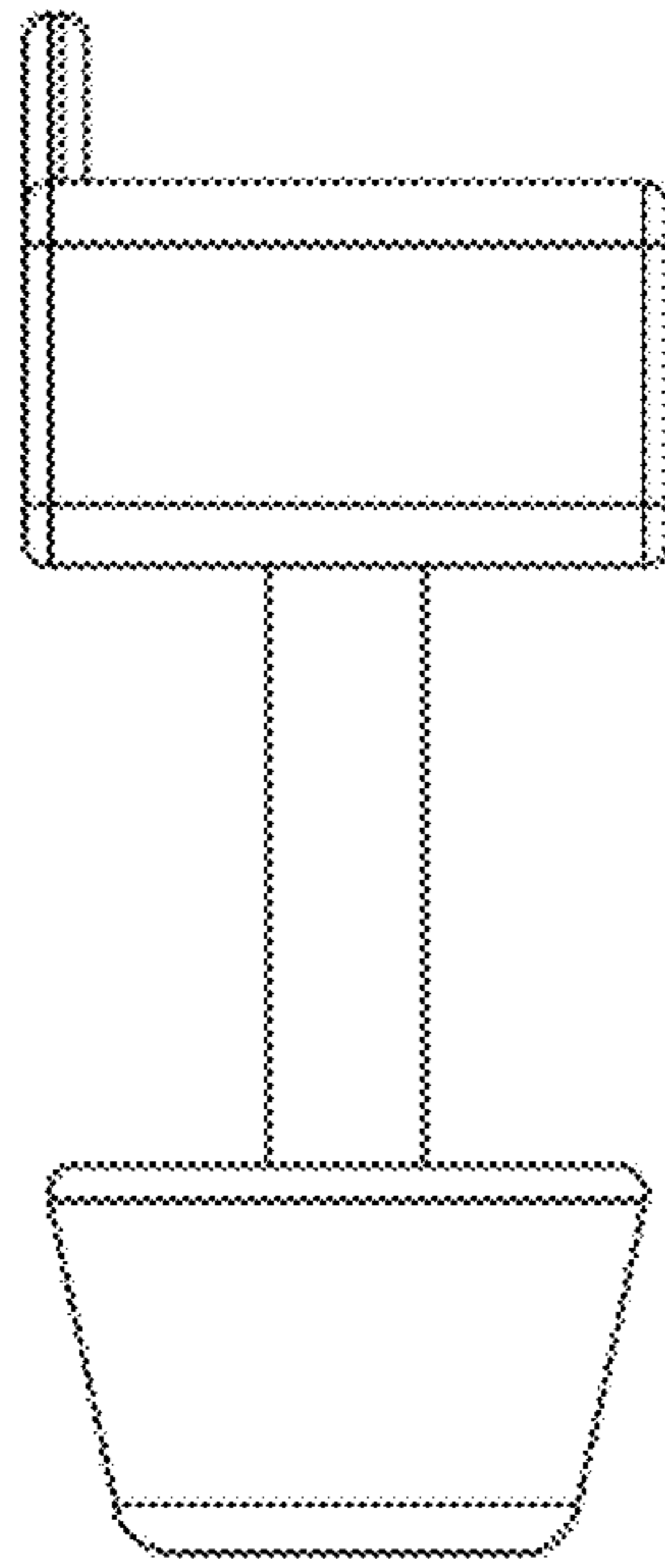


Fig. 34

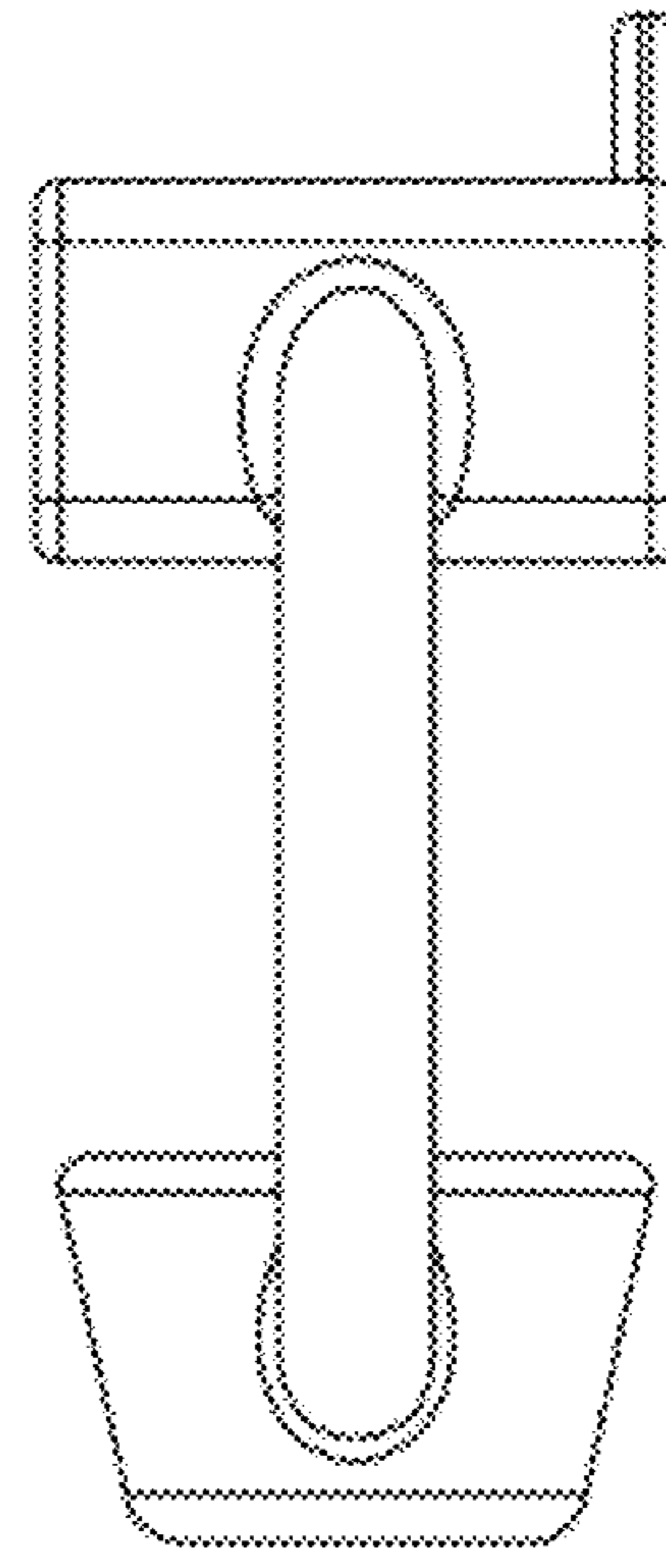


Fig. 35

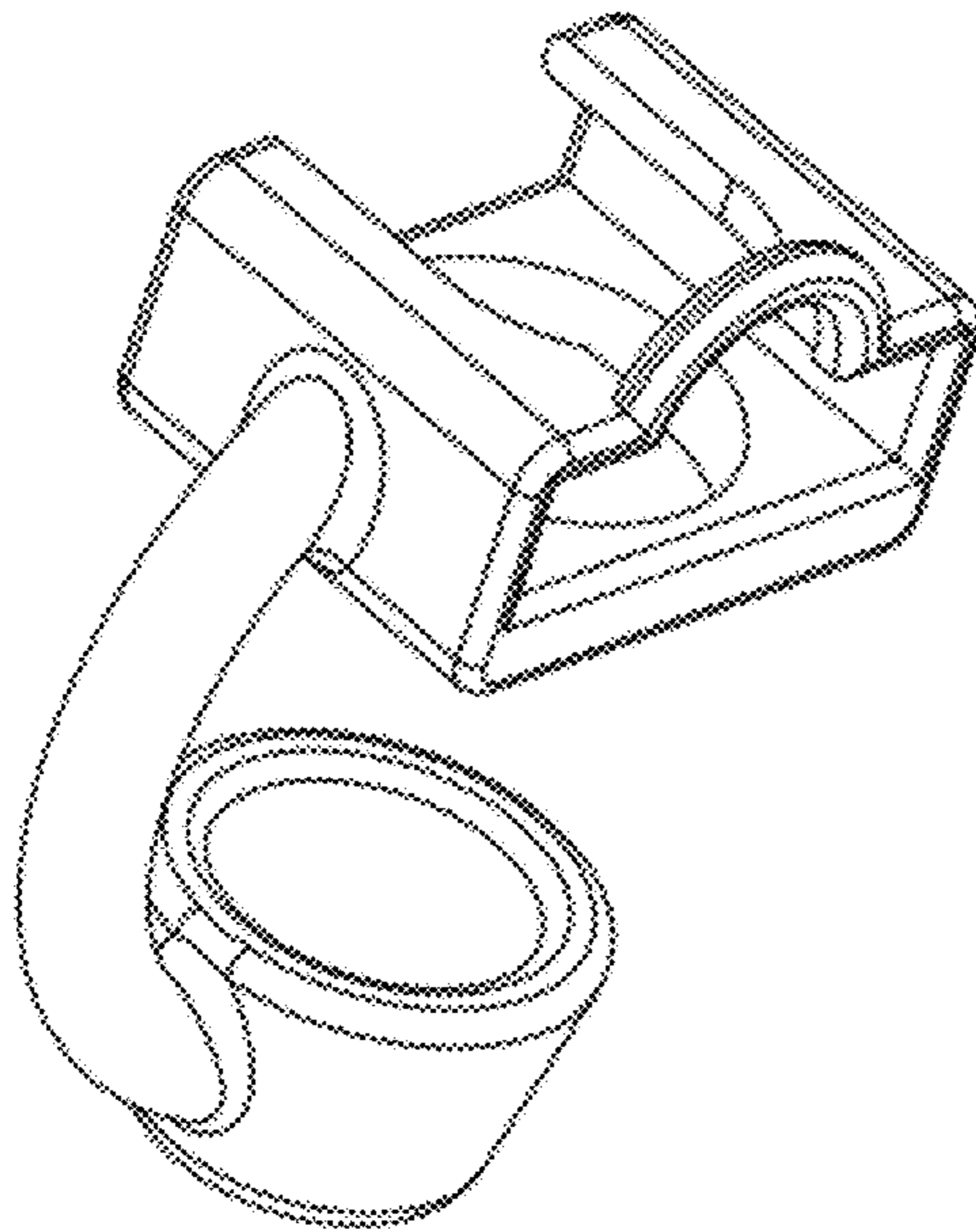


Fig. 36

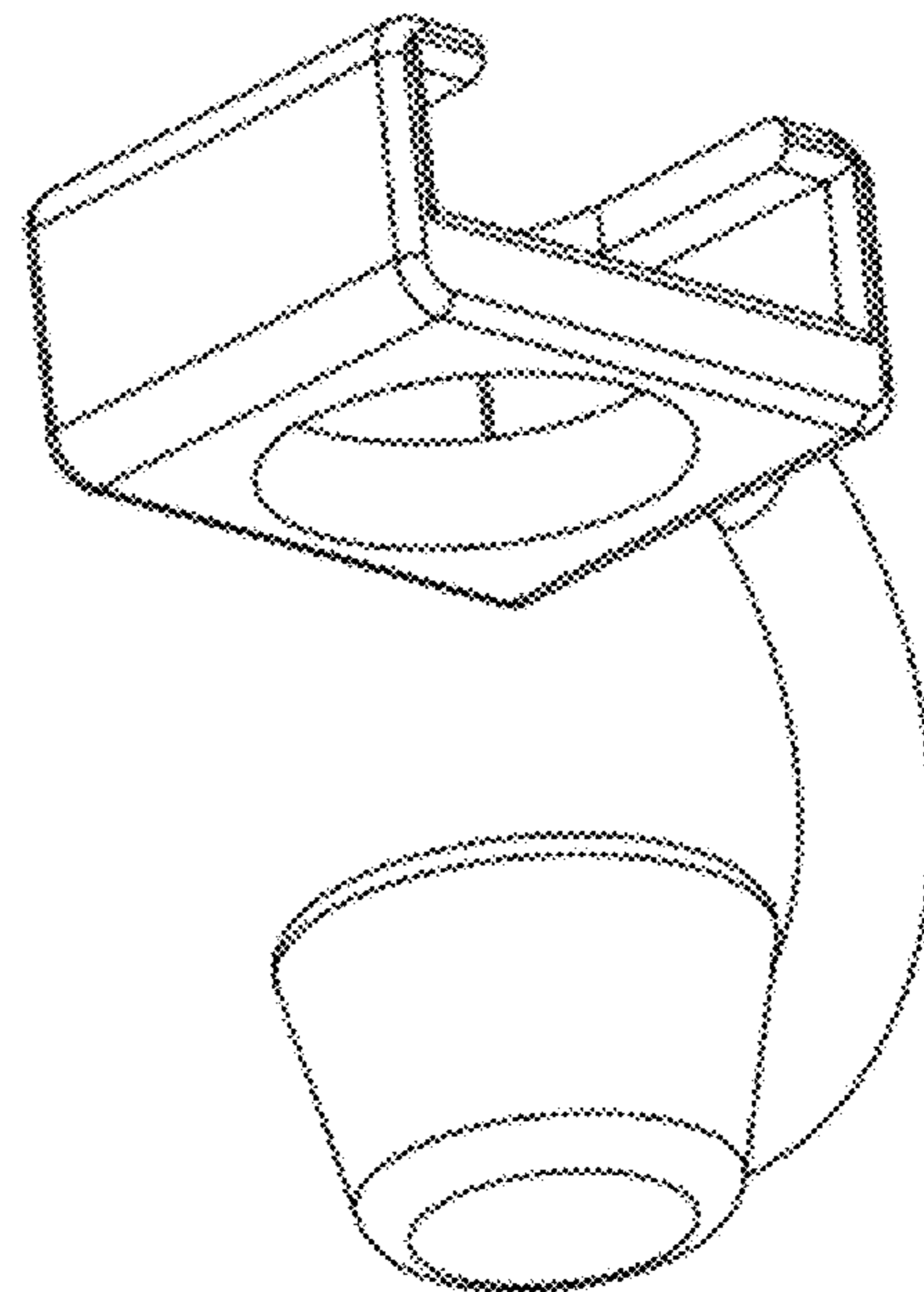


Fig. 37

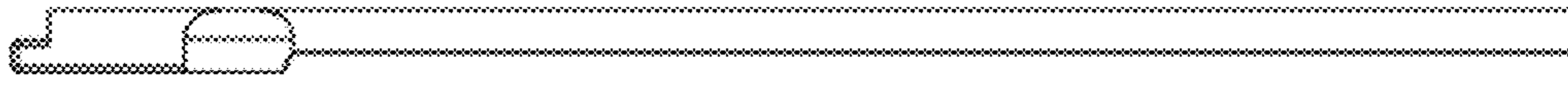


Fig. 38

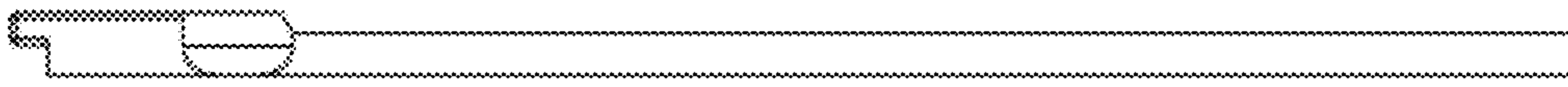


Fig. 39

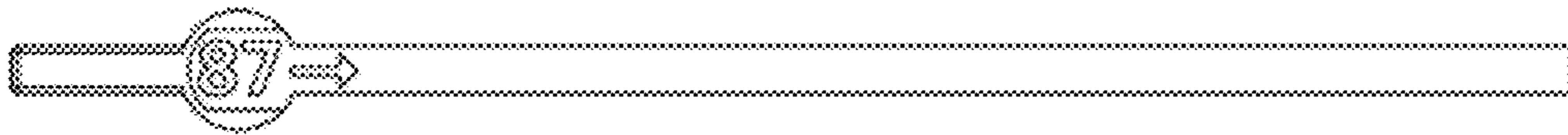


Fig. 40

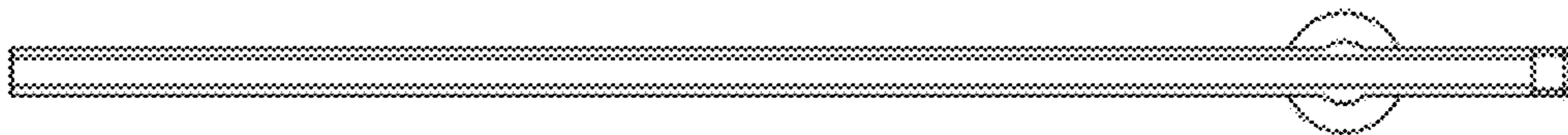


Fig. 41



Fig. 42



Fig. 43



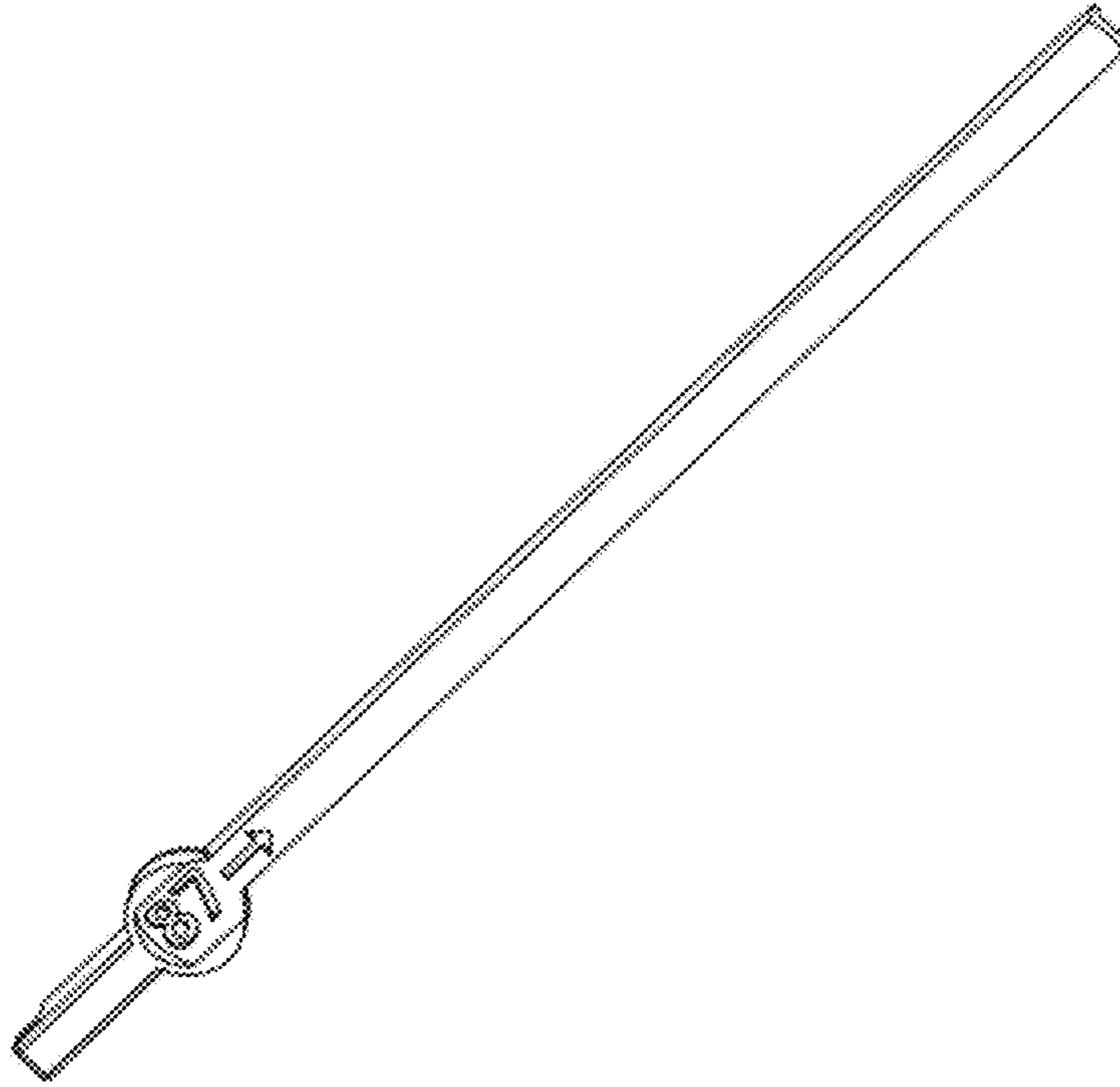


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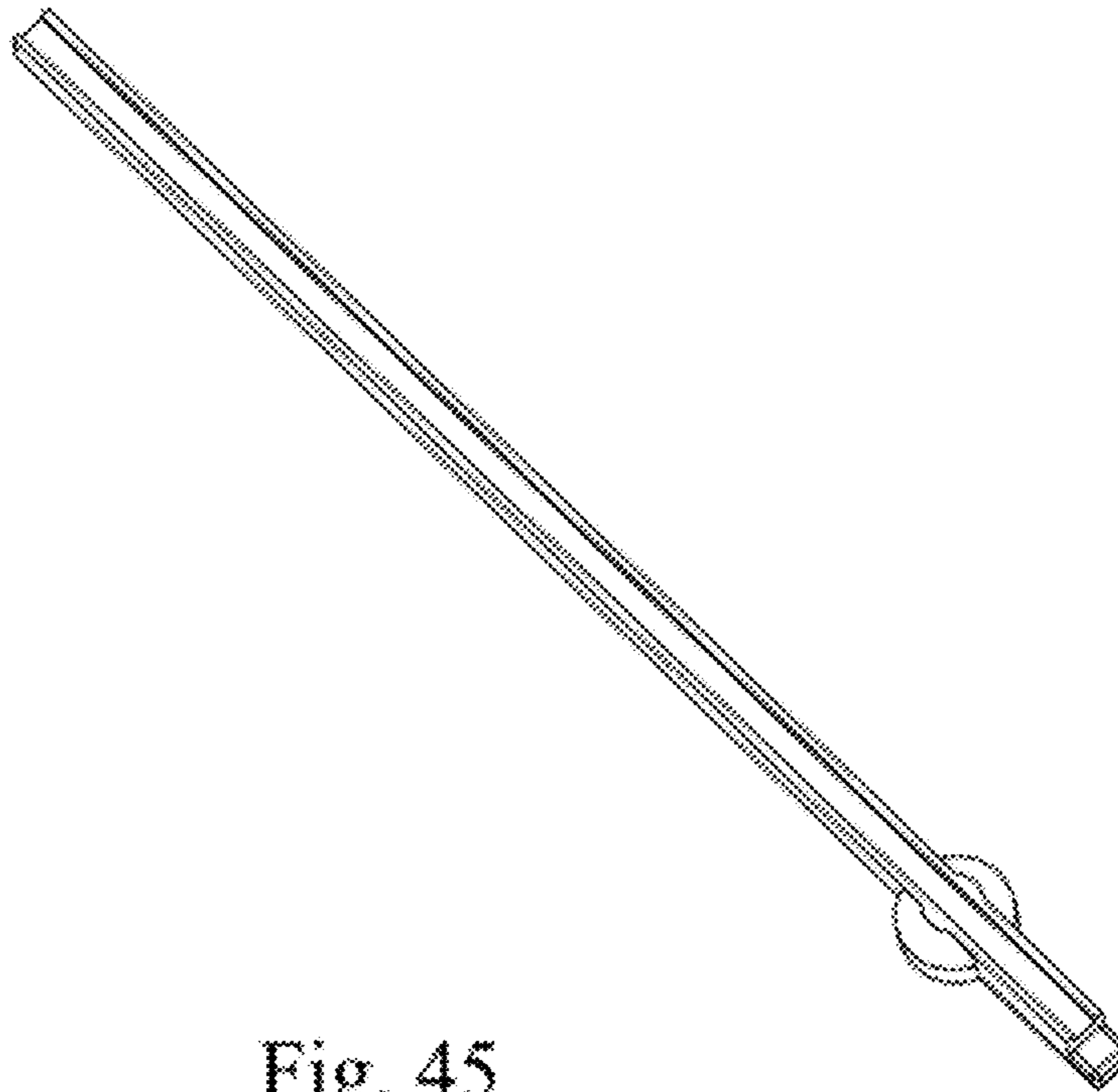


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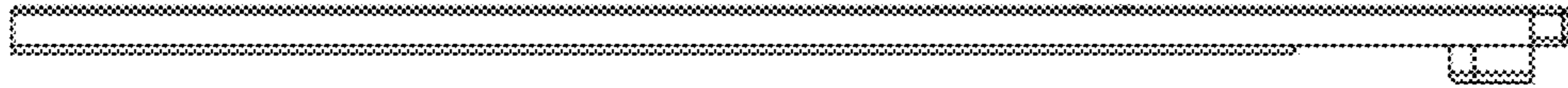


Fig. 46



Fig. 47

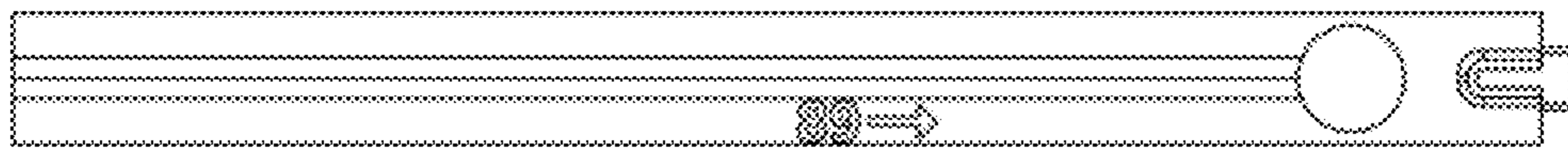


Fig. 48



Fig. 49



Fig. 50



Fig. 51

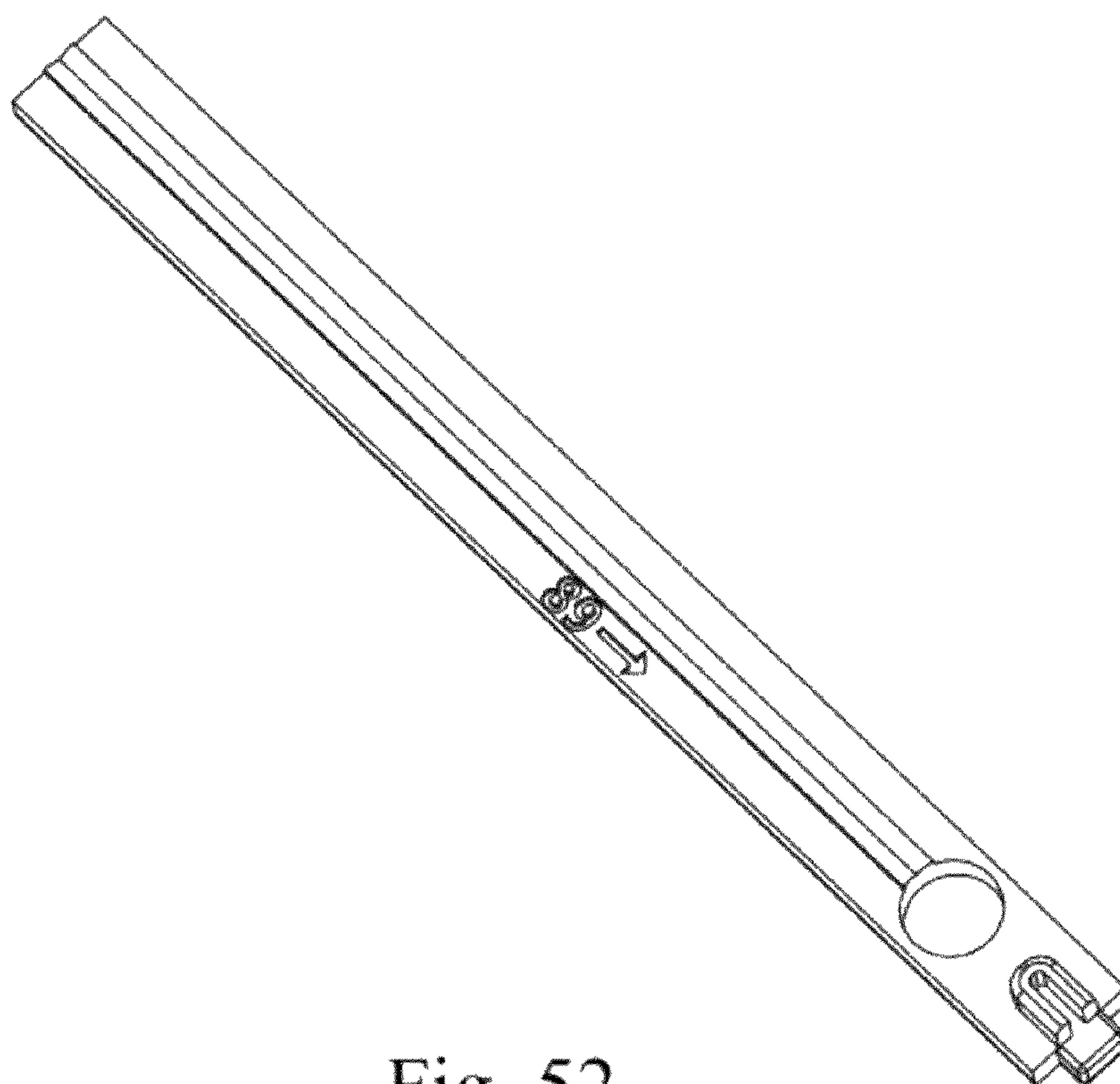


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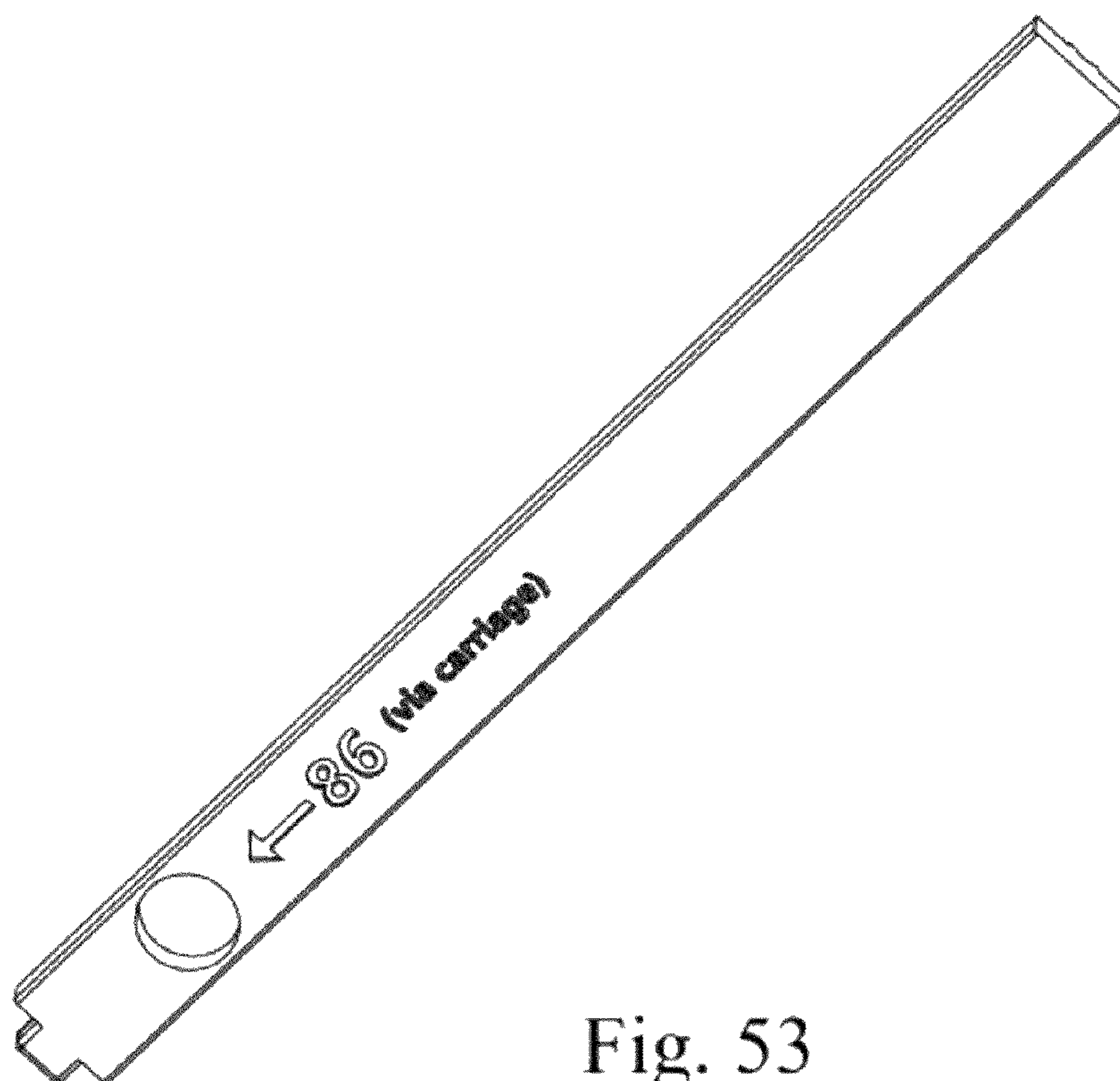


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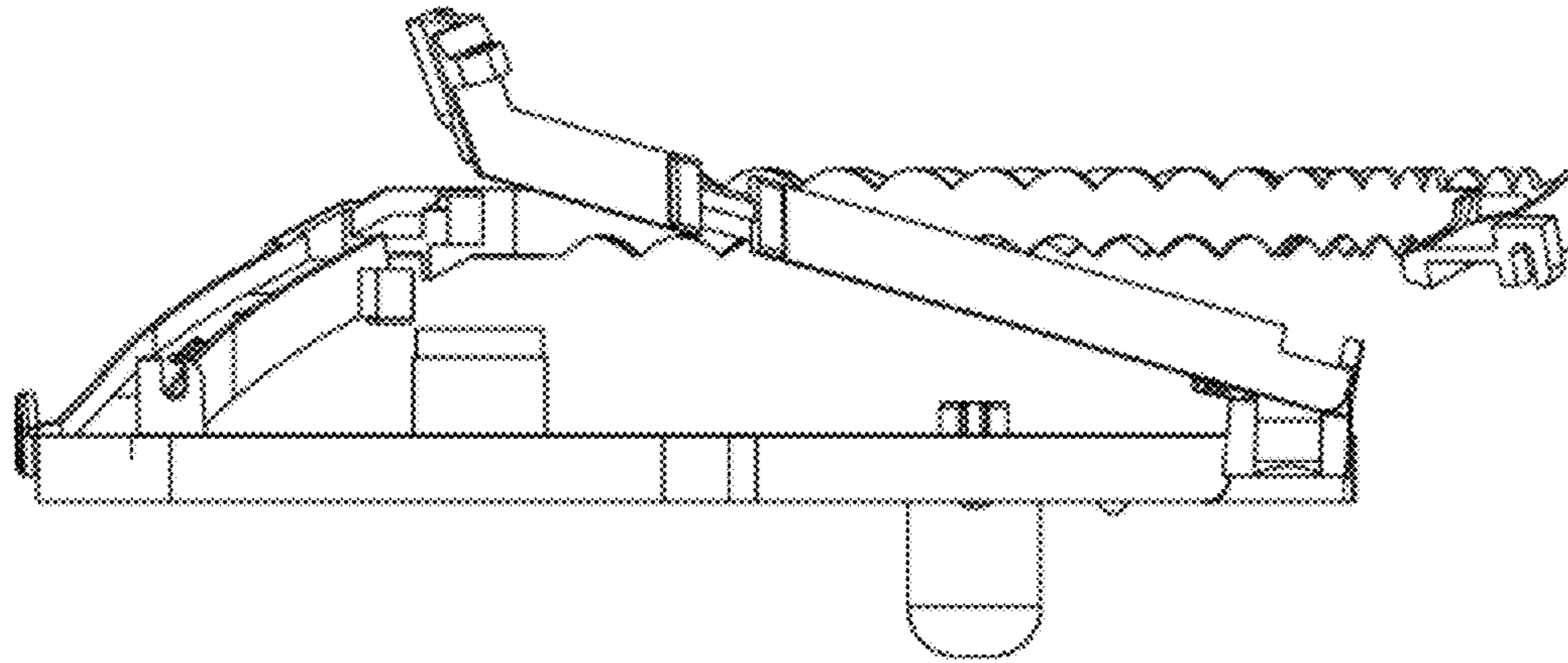


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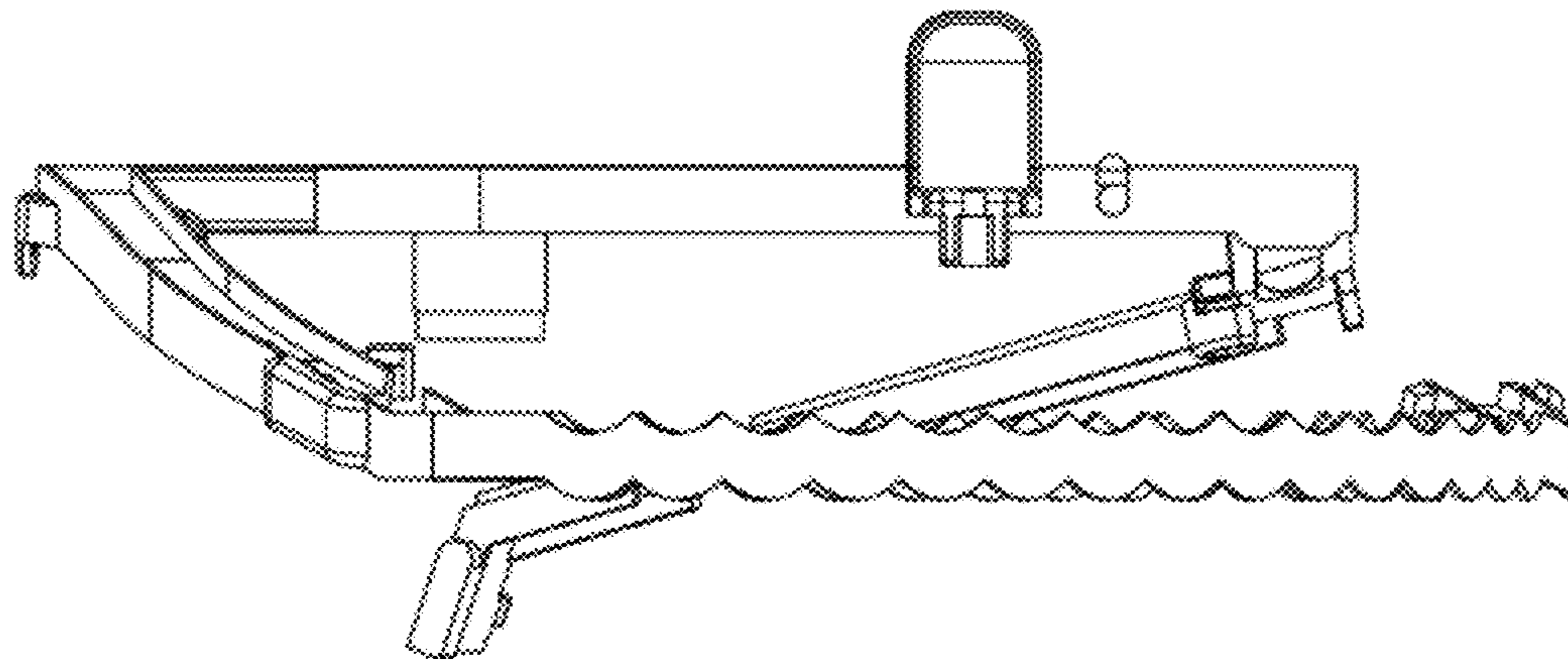


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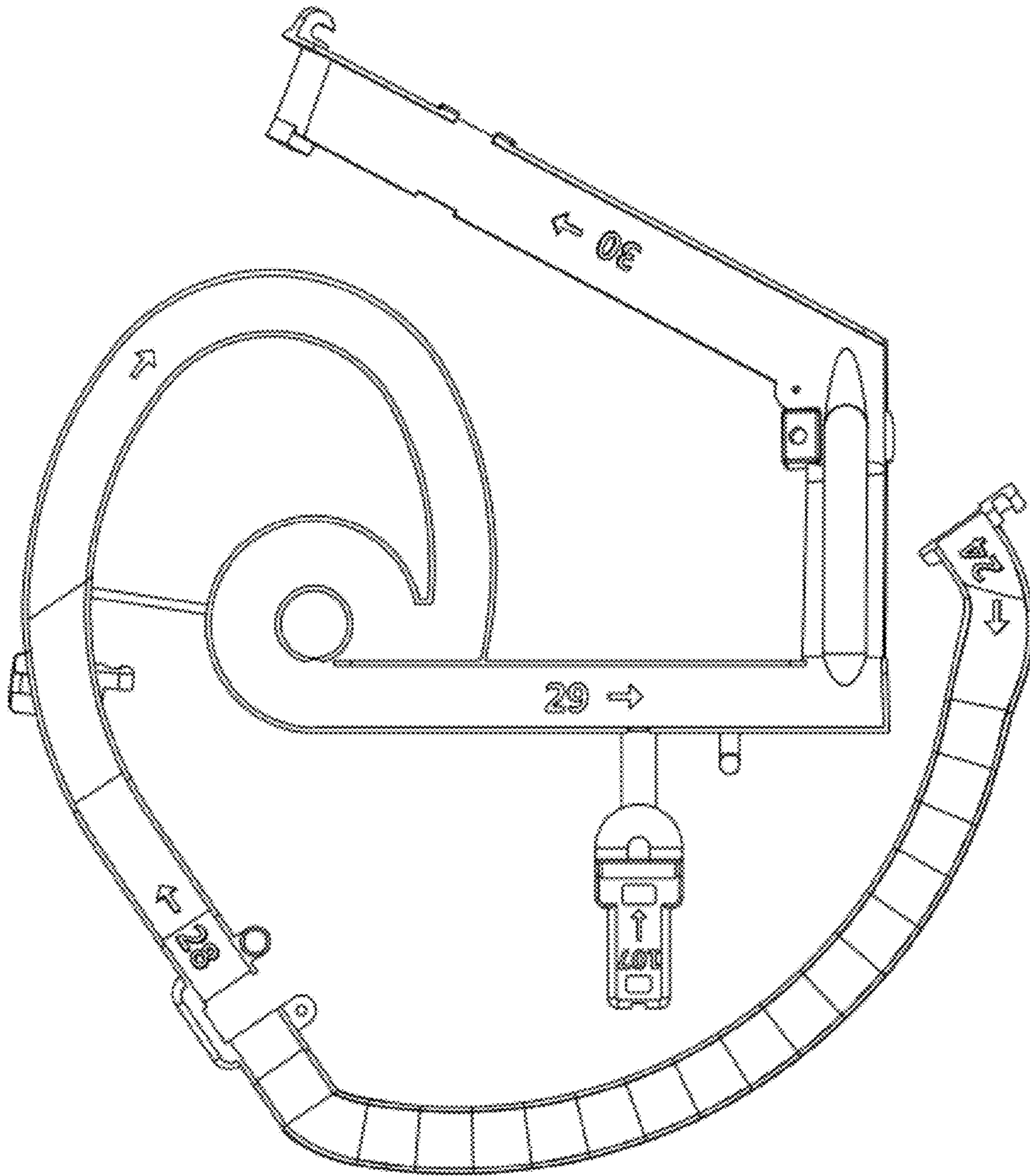


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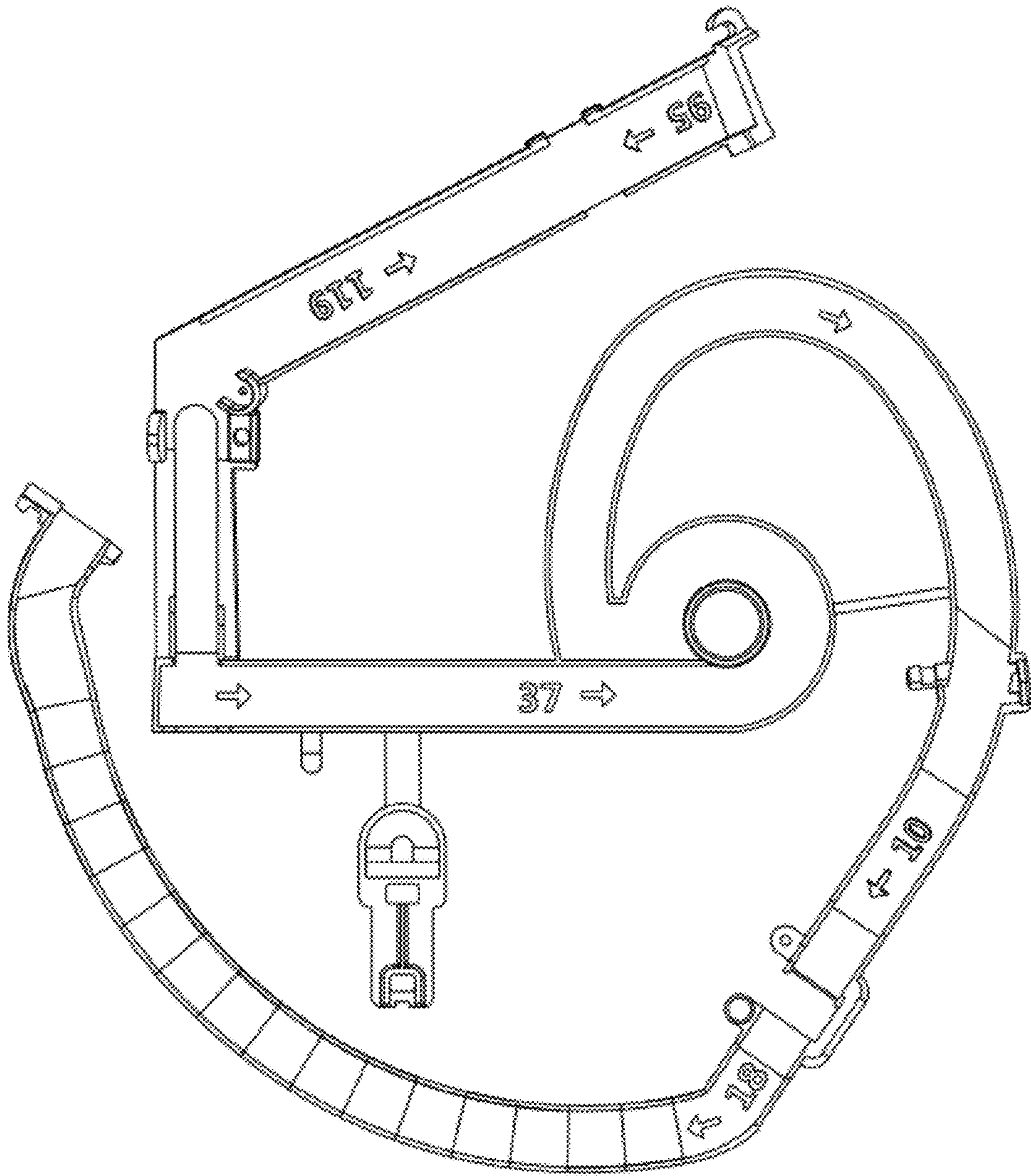


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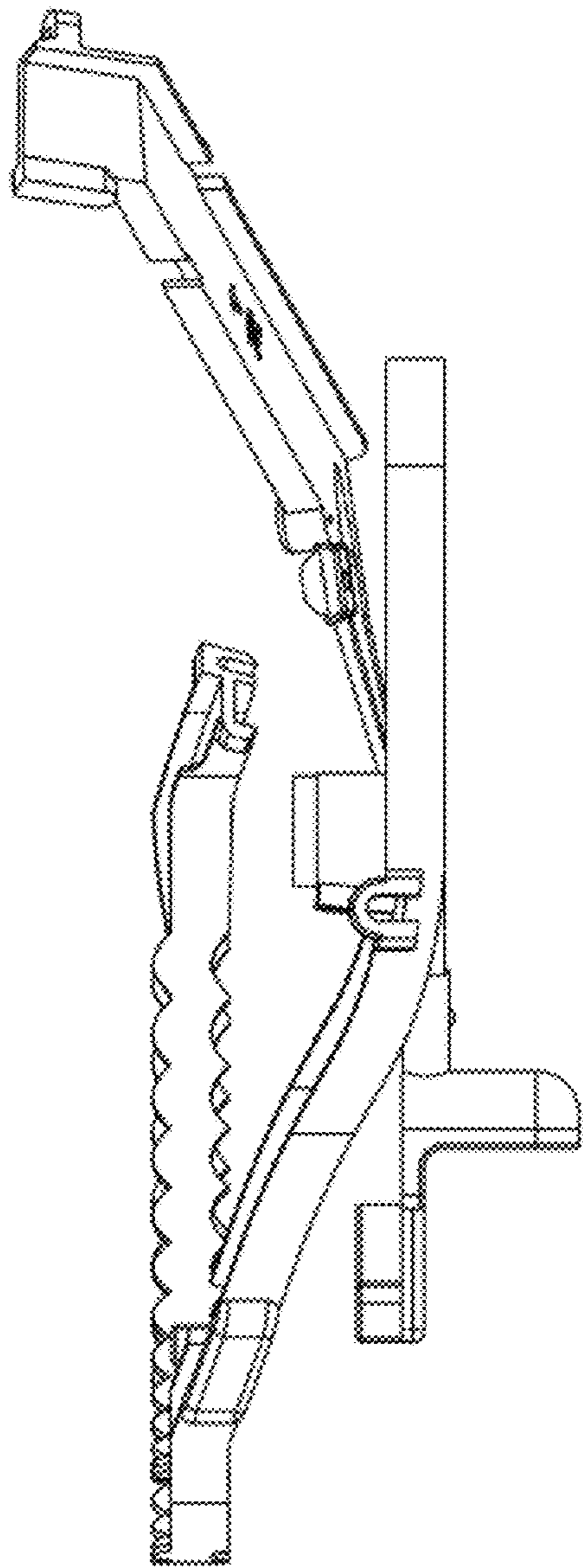


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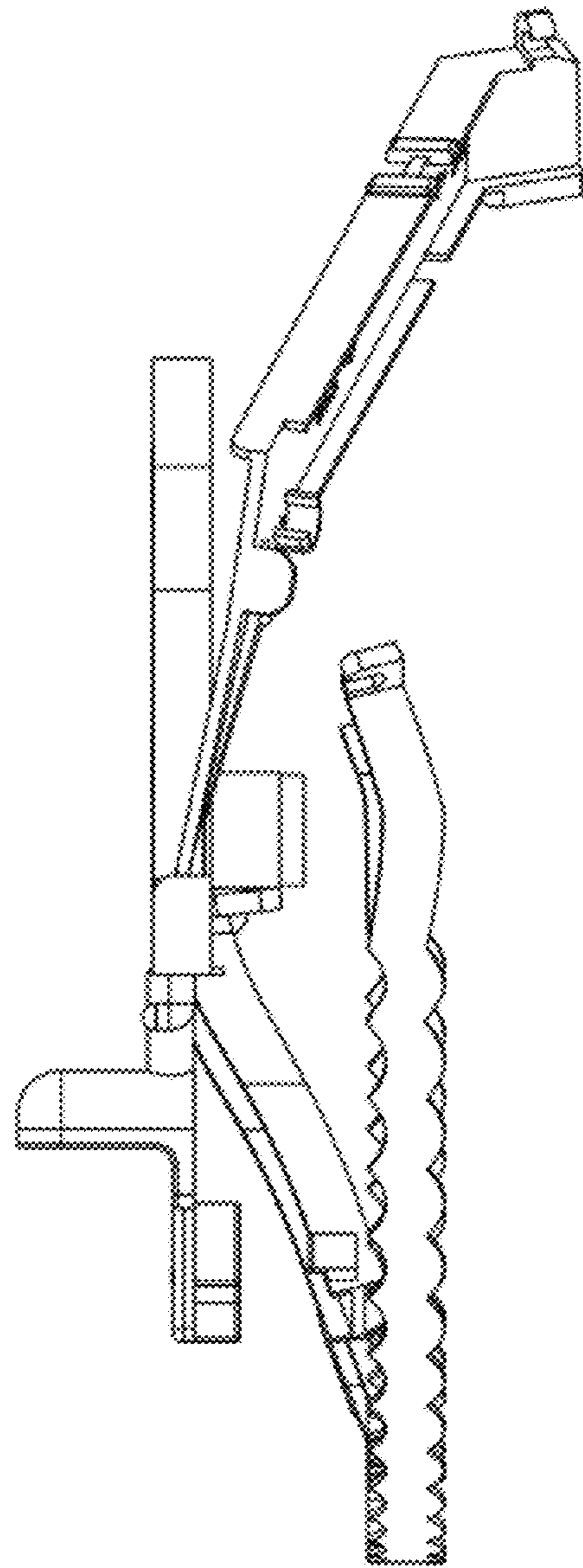


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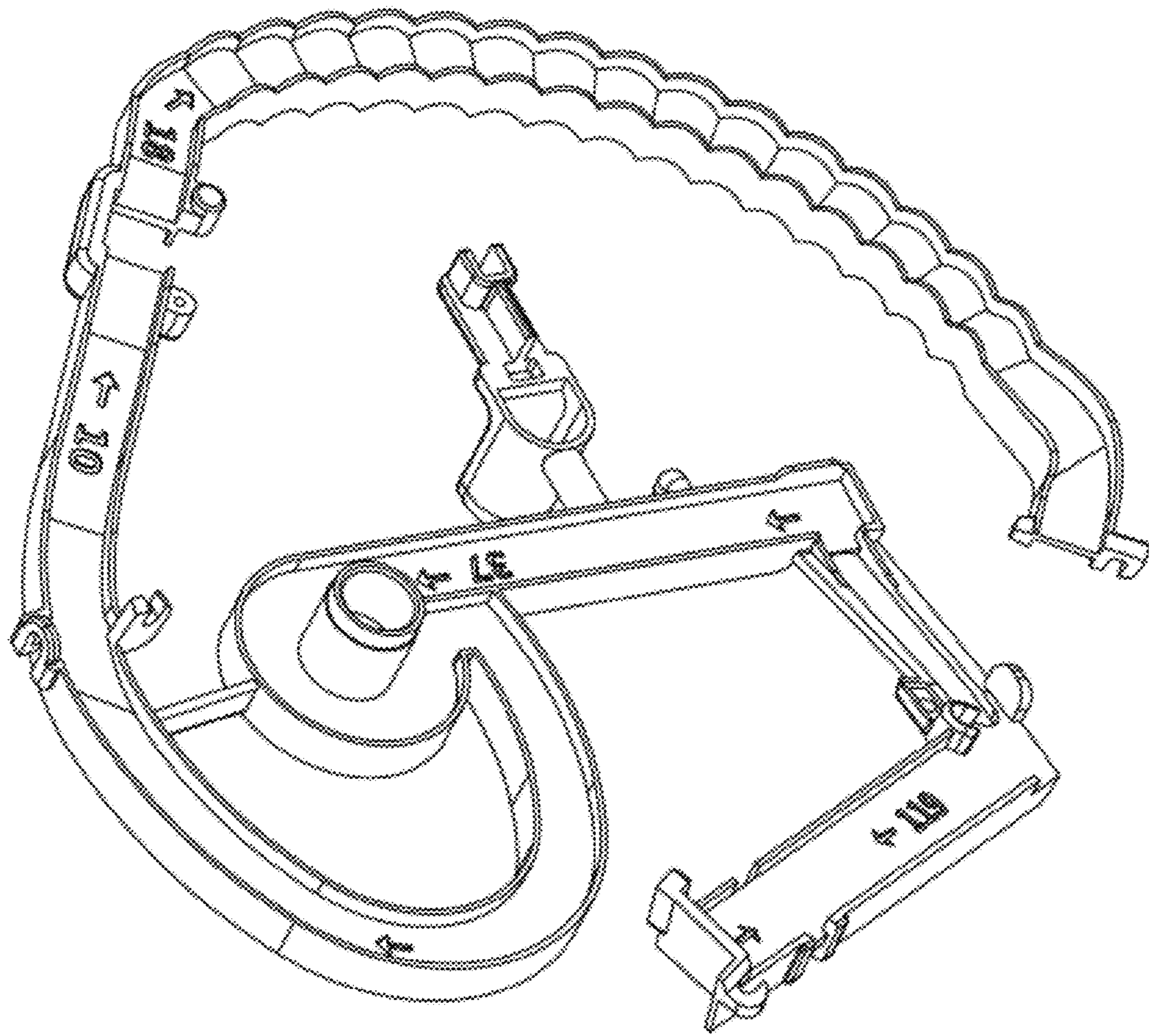


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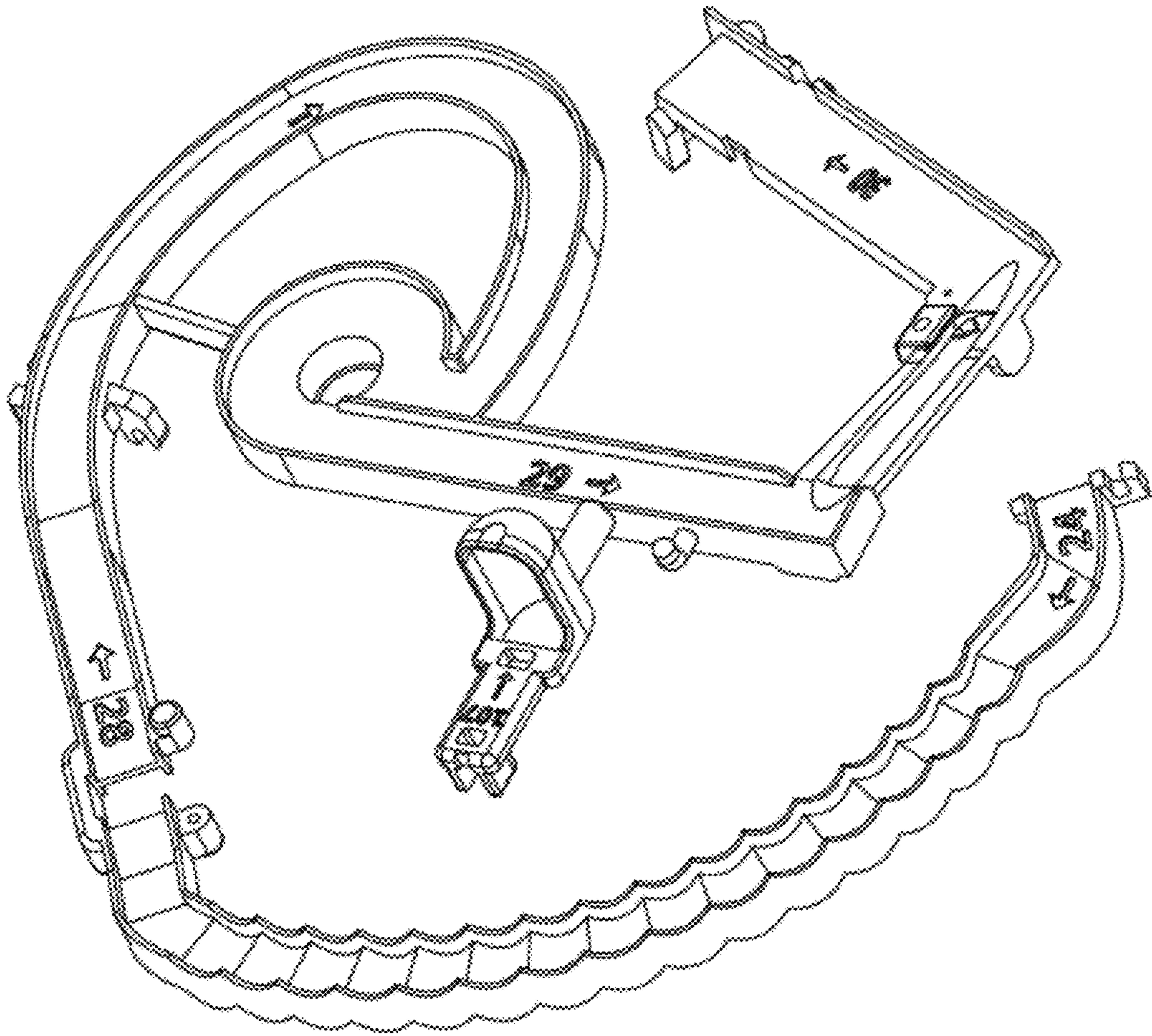


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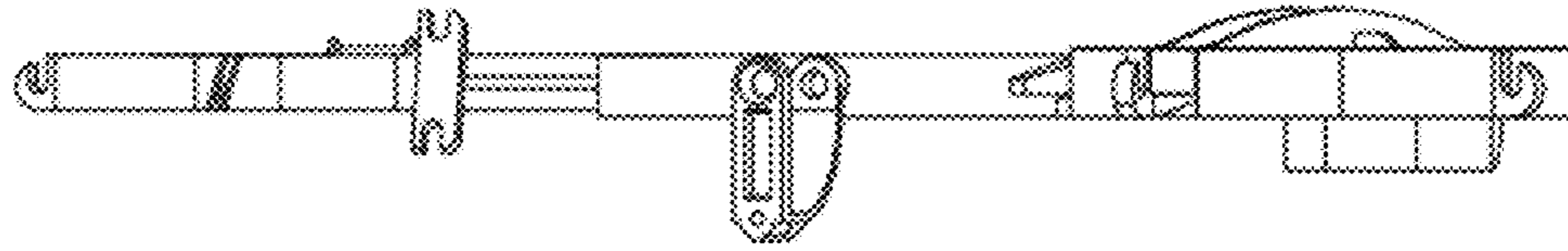


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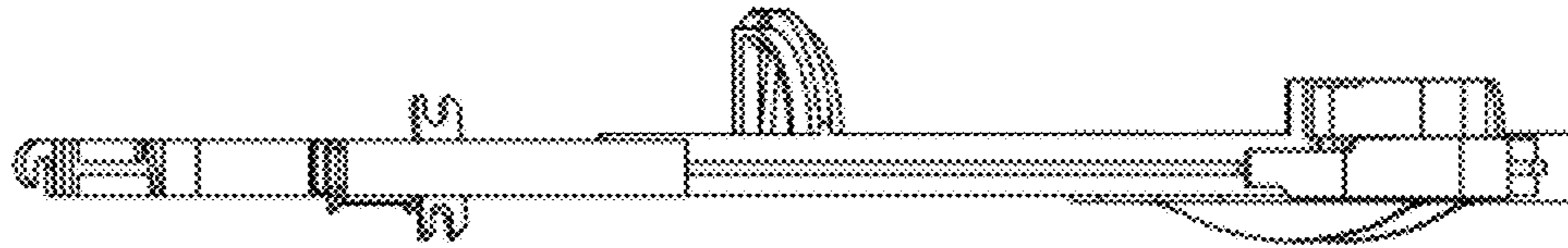


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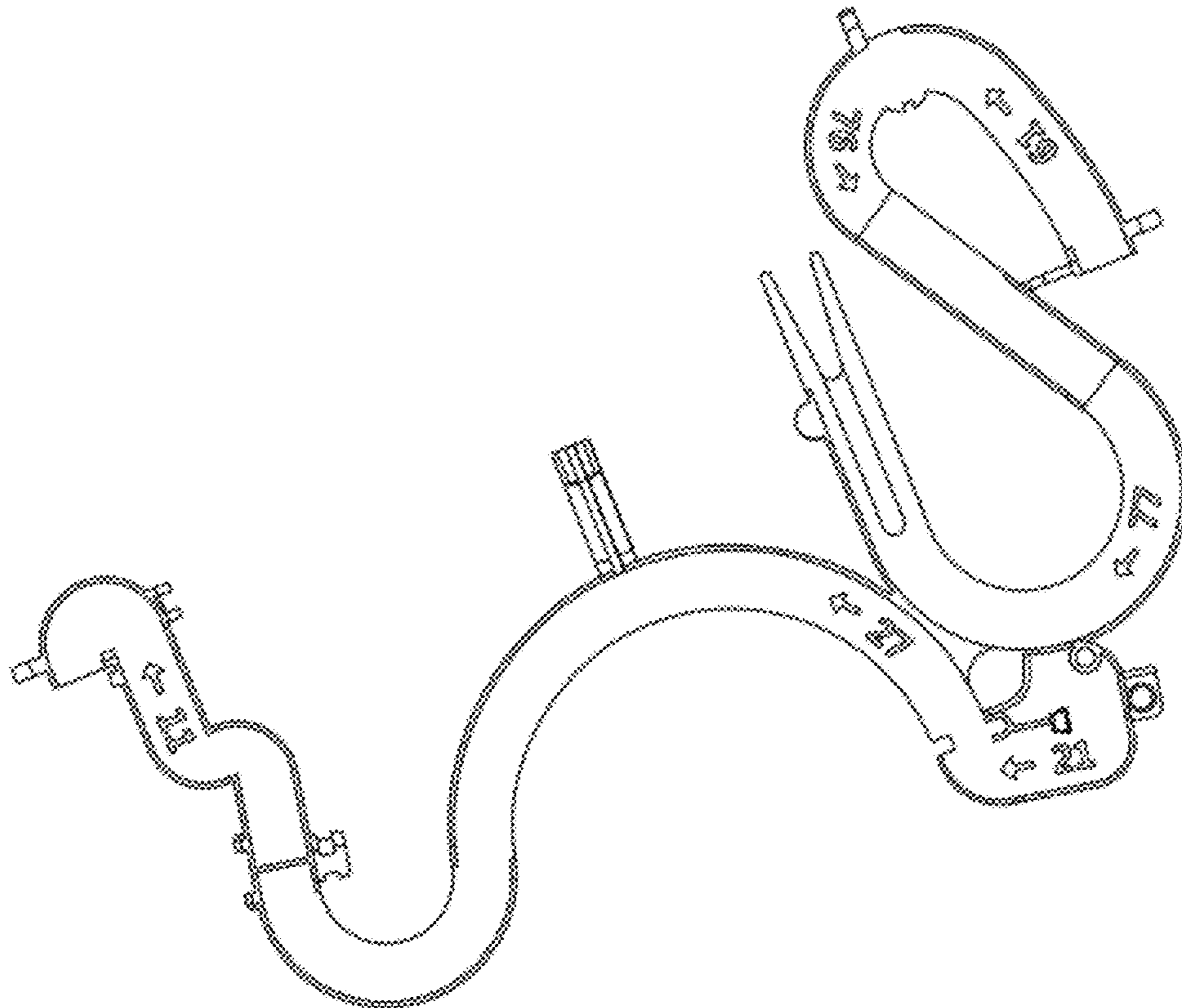


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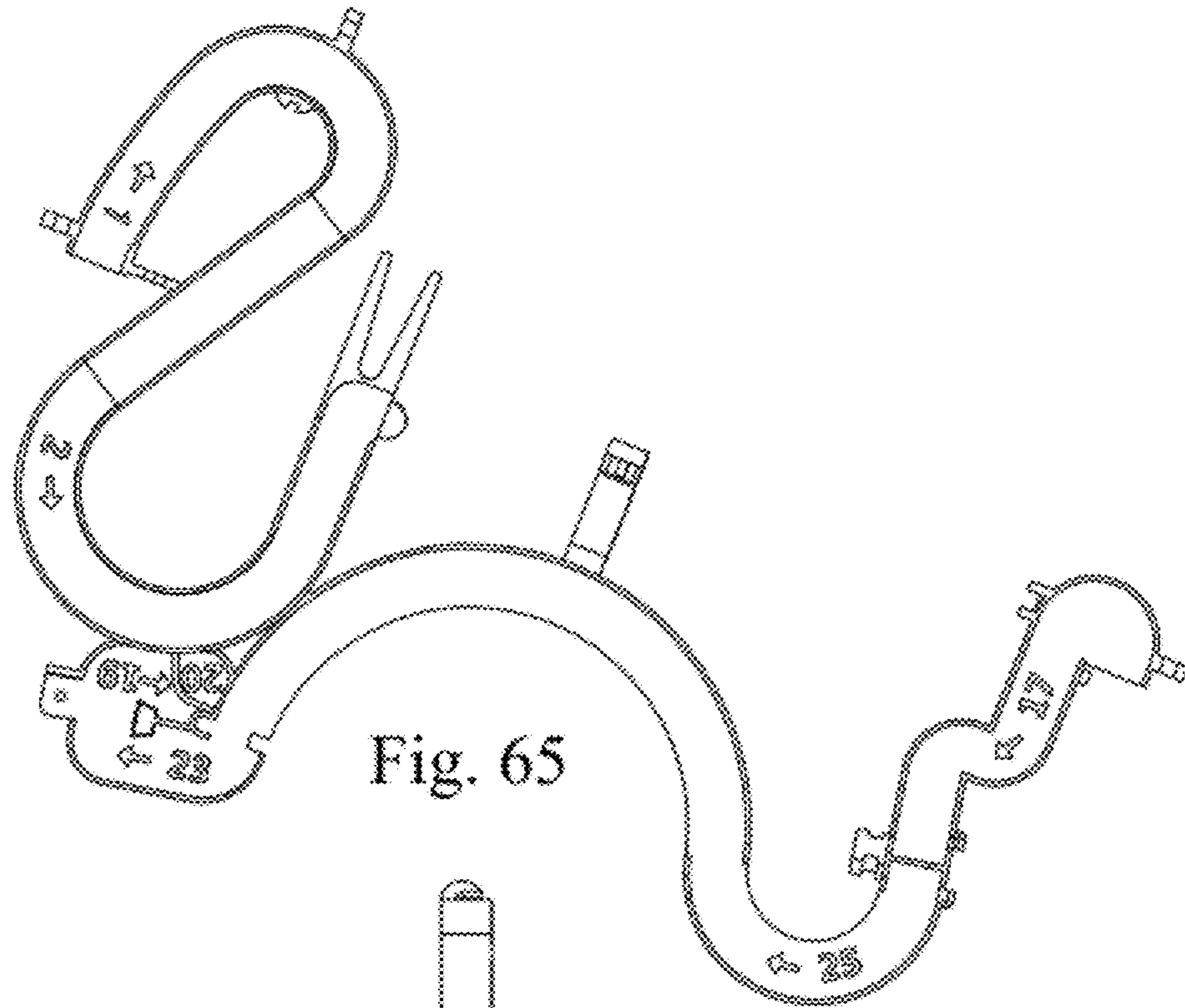


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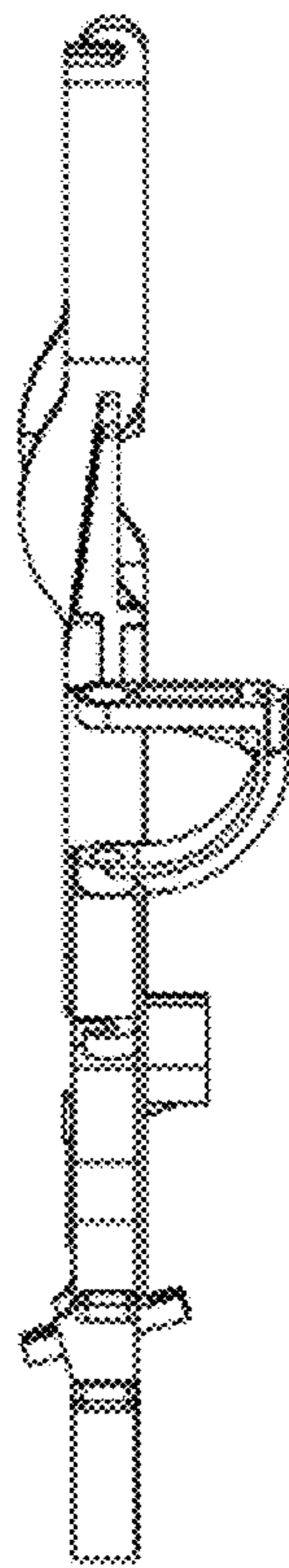


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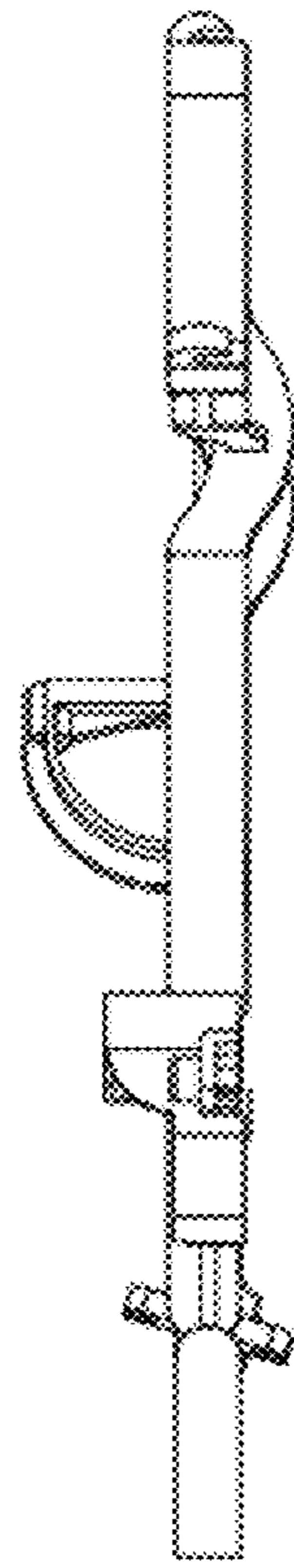


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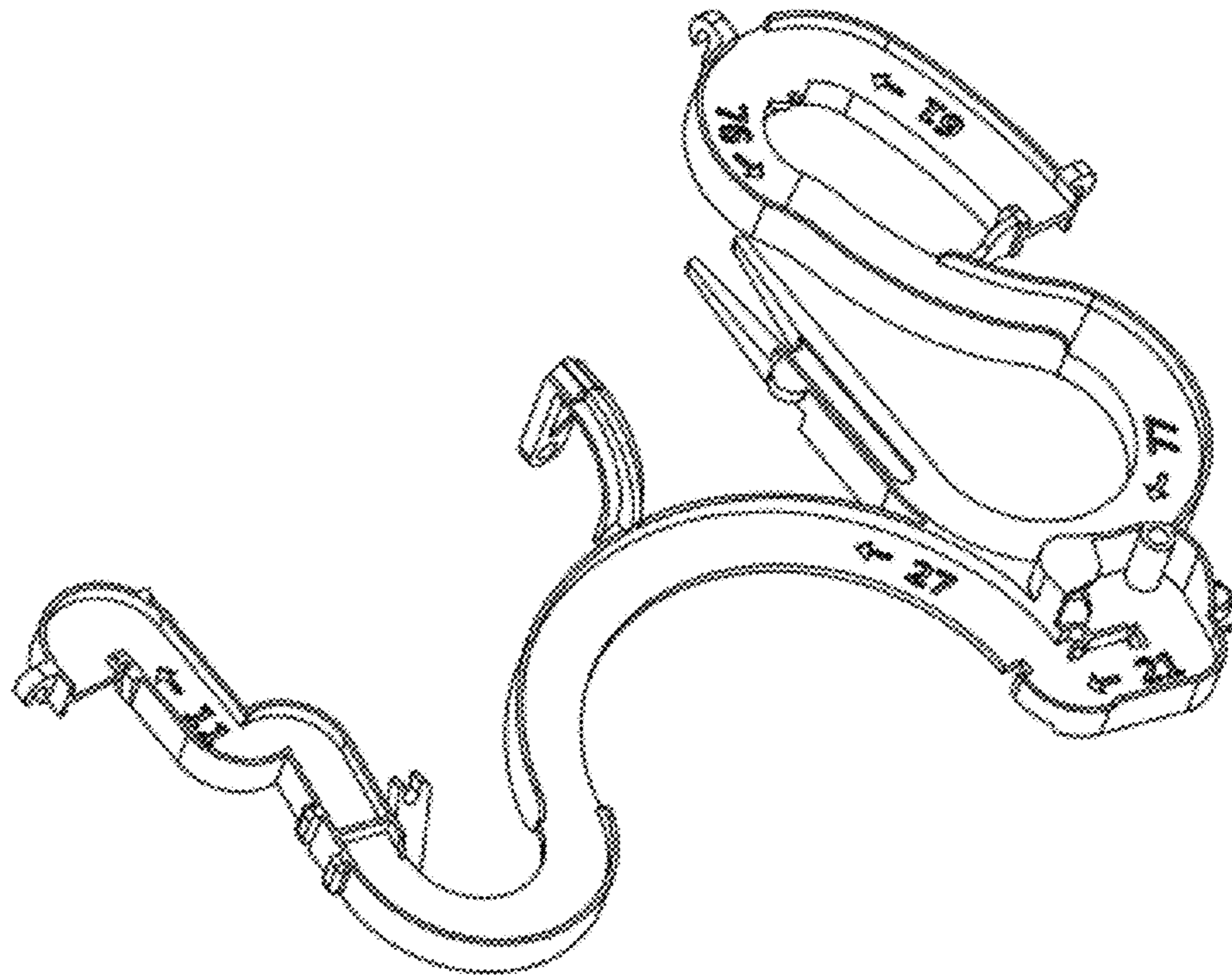


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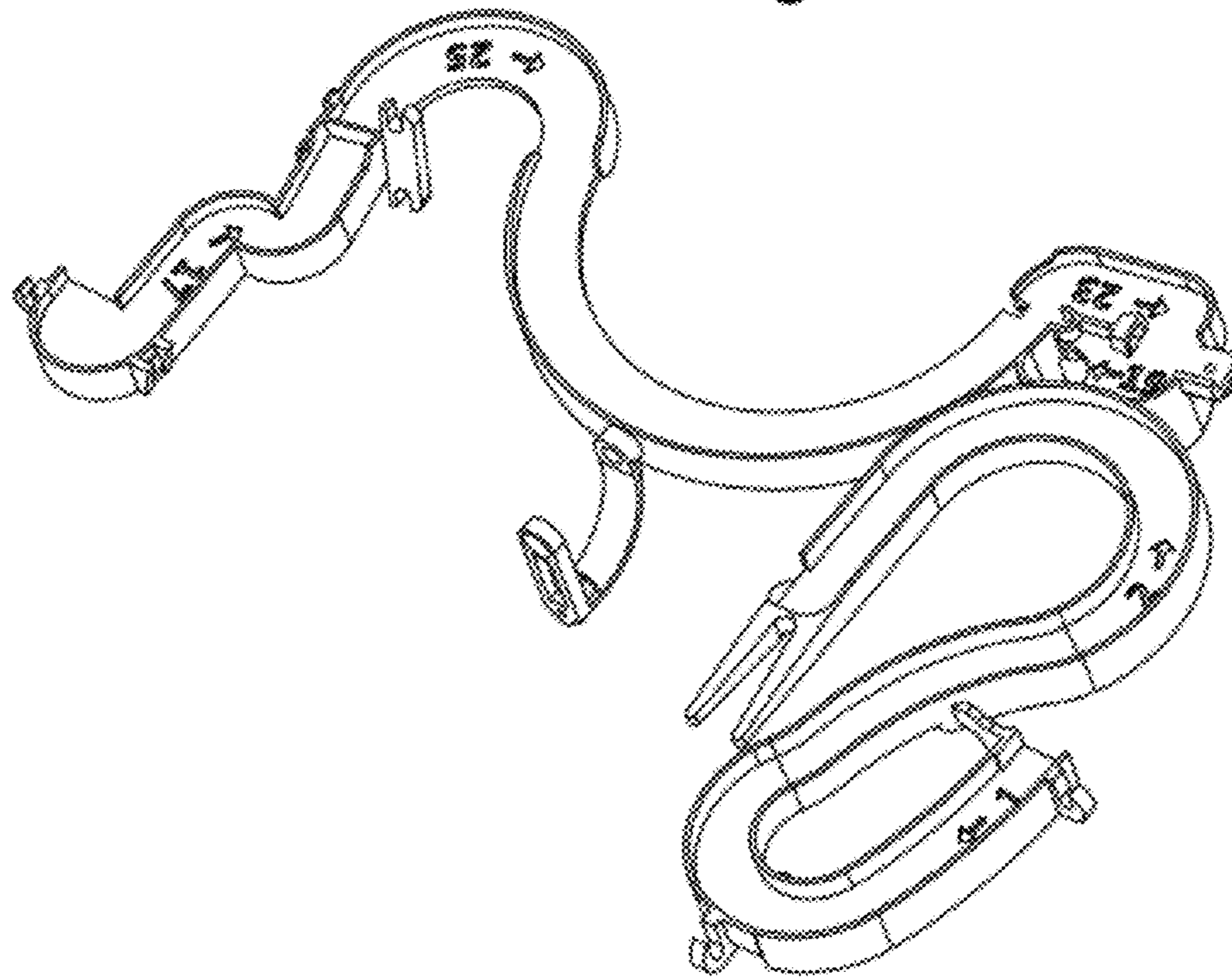


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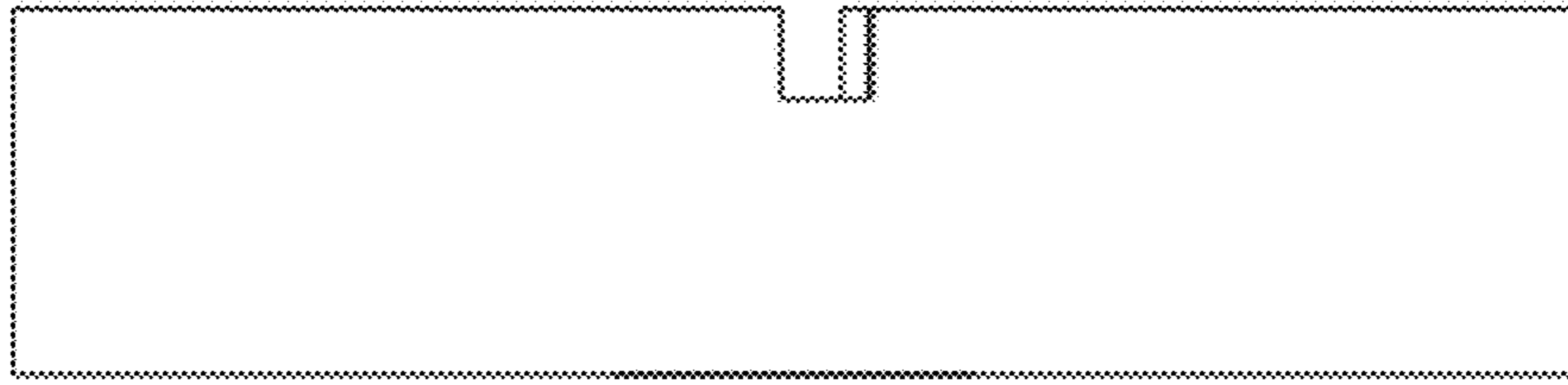


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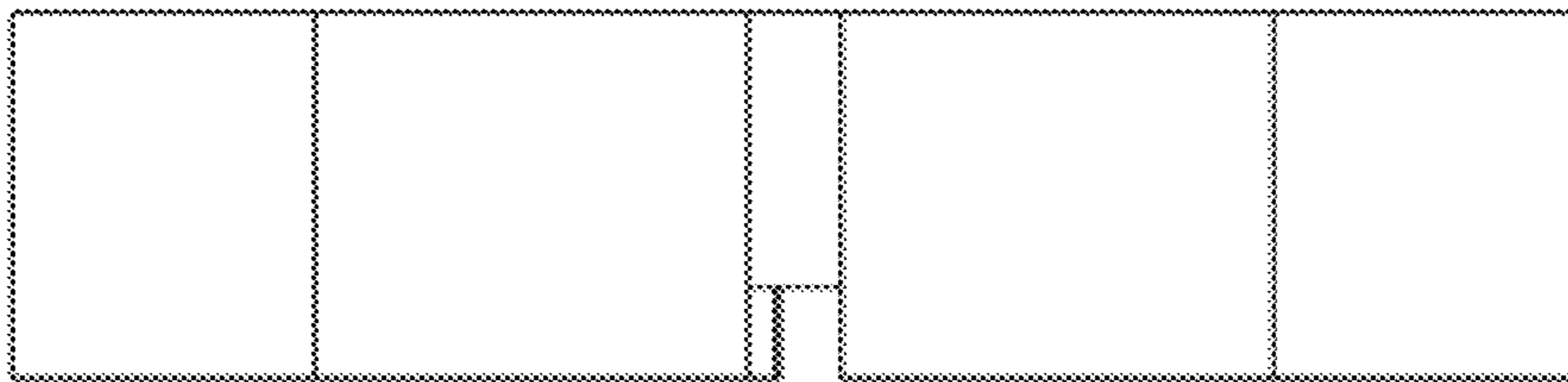


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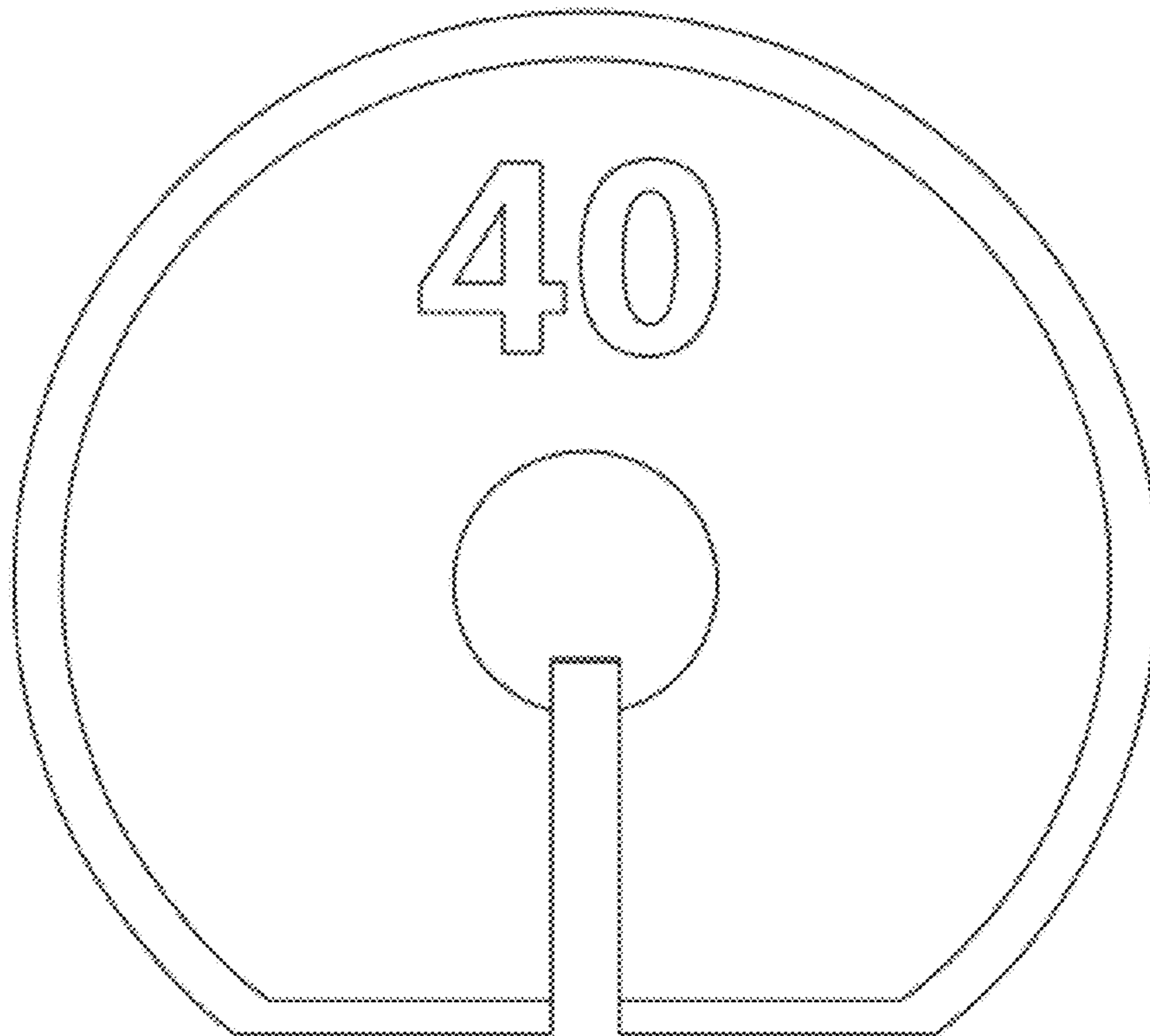


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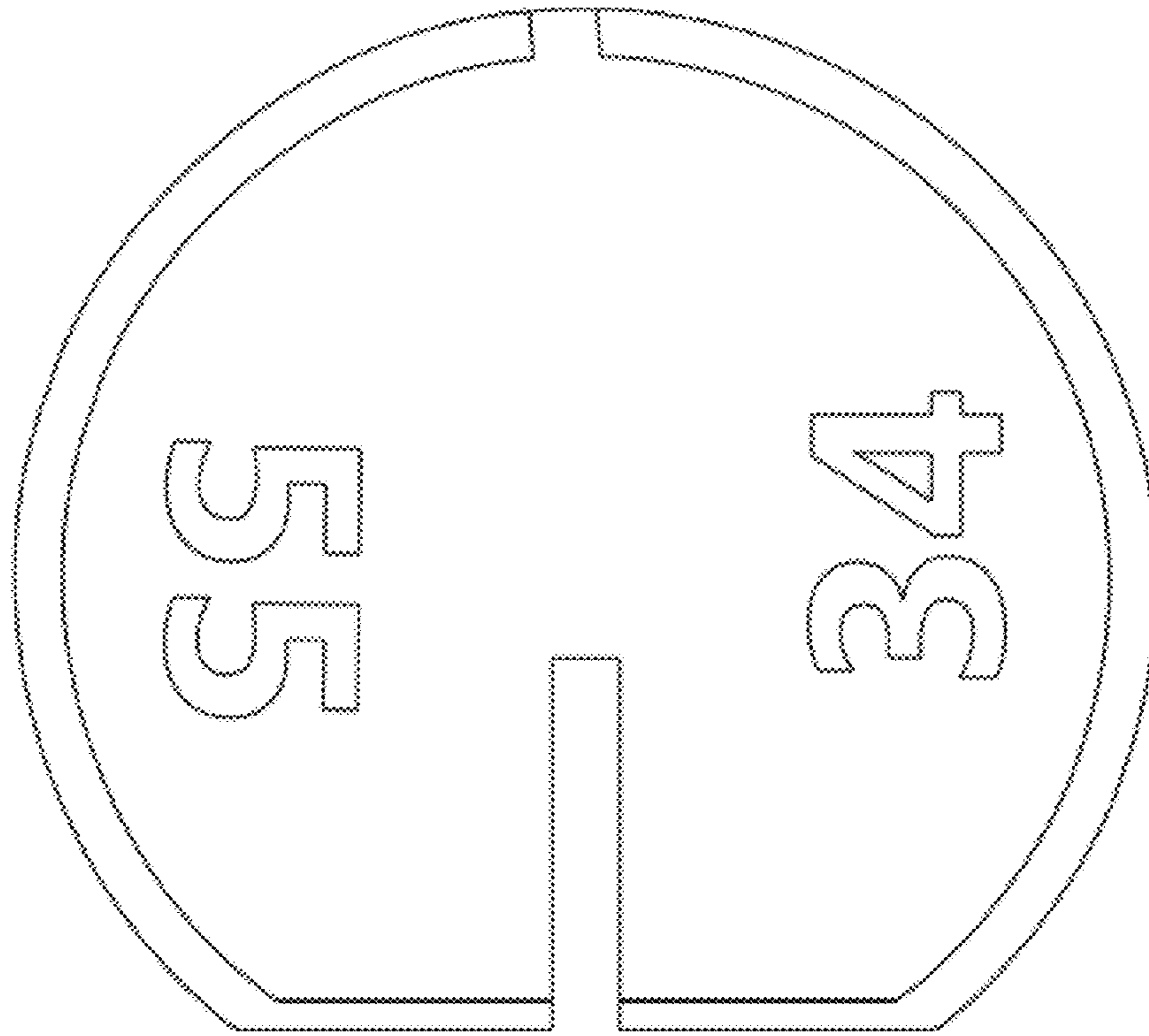


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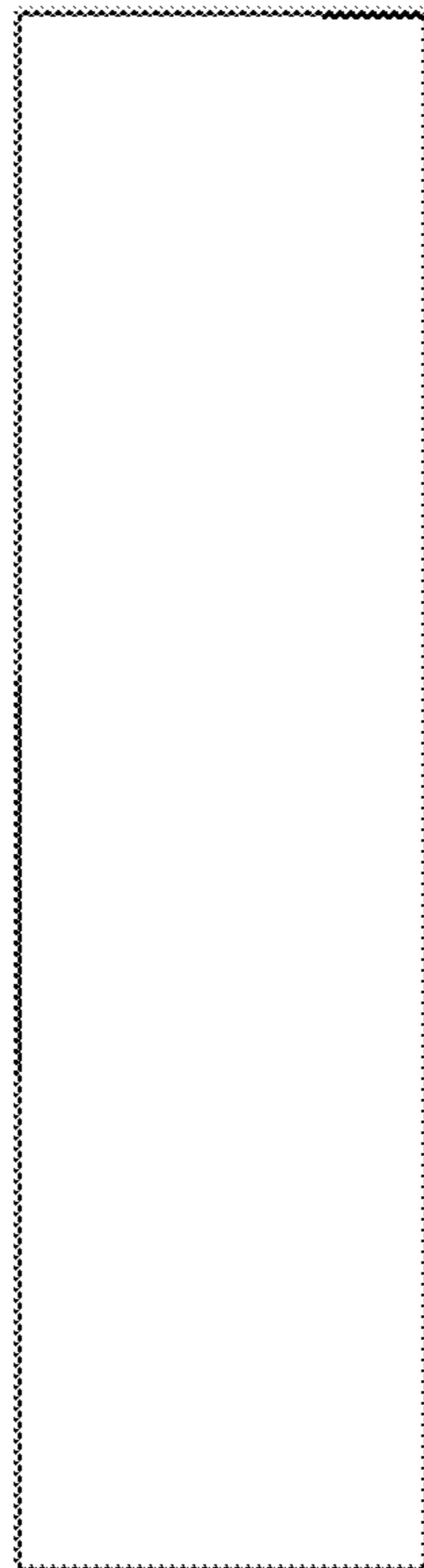


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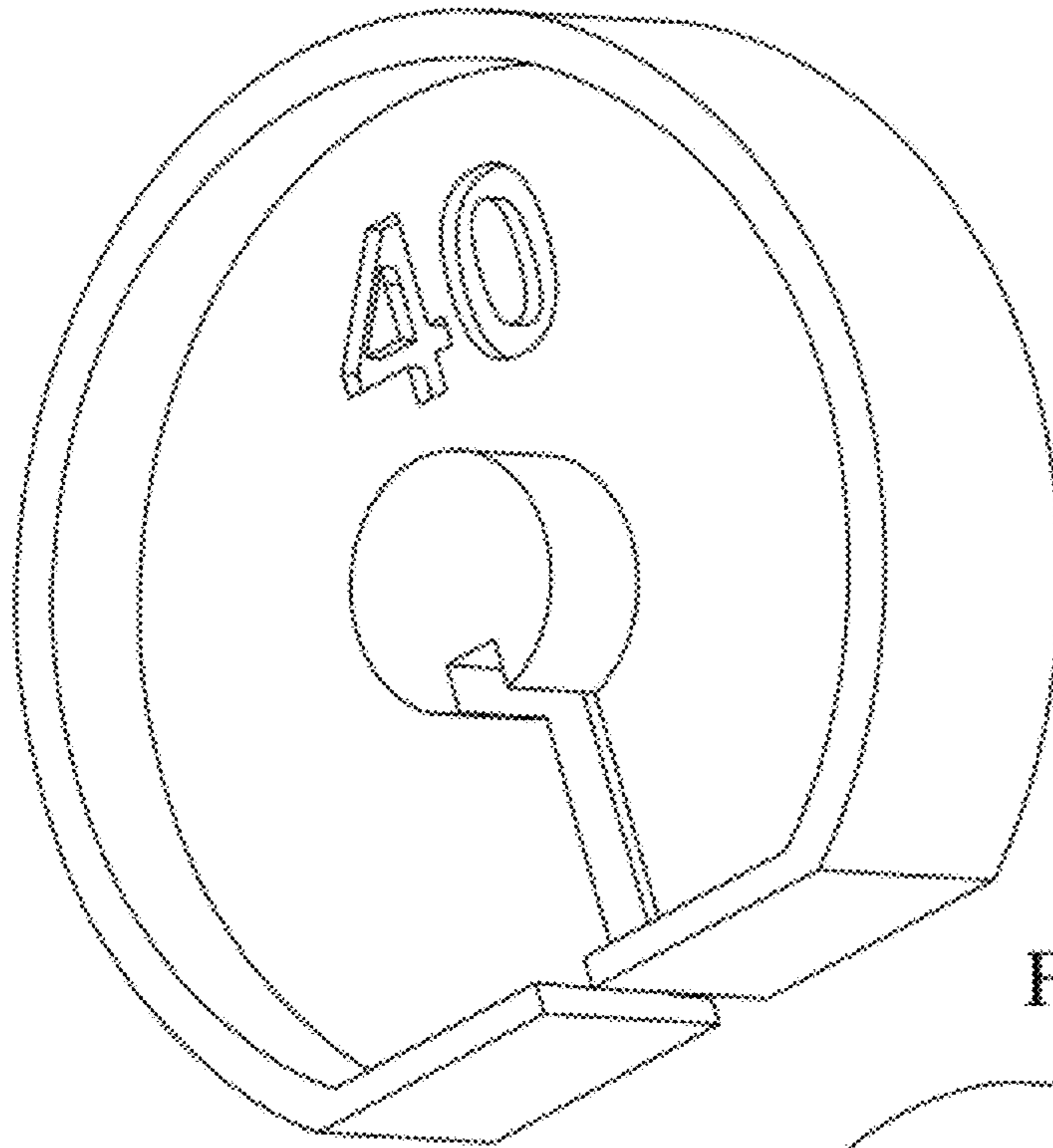


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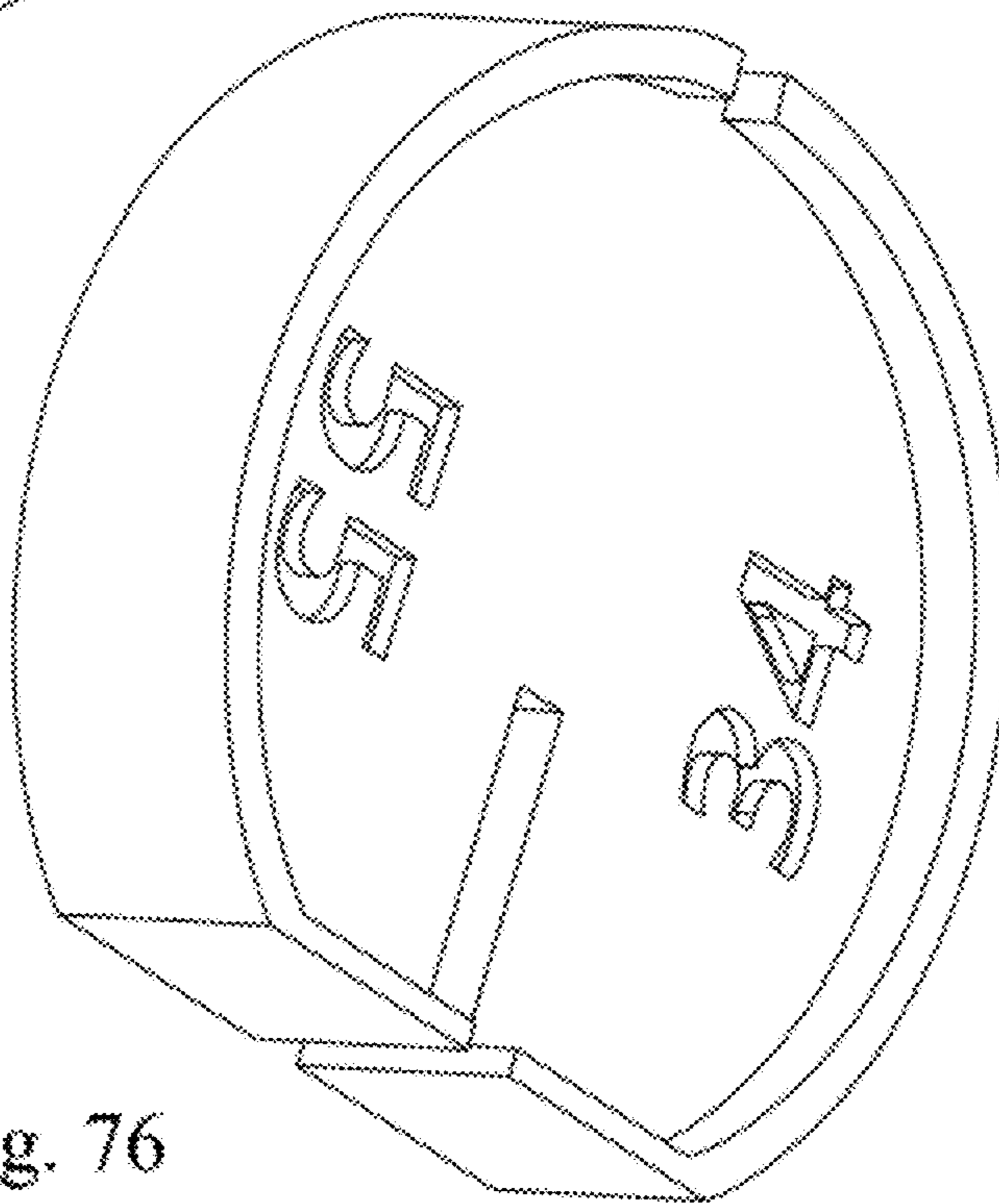


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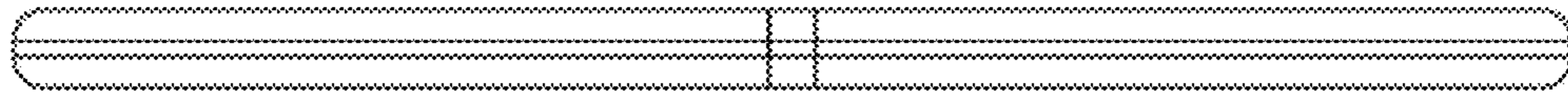


Fig. 77



Fig. 78

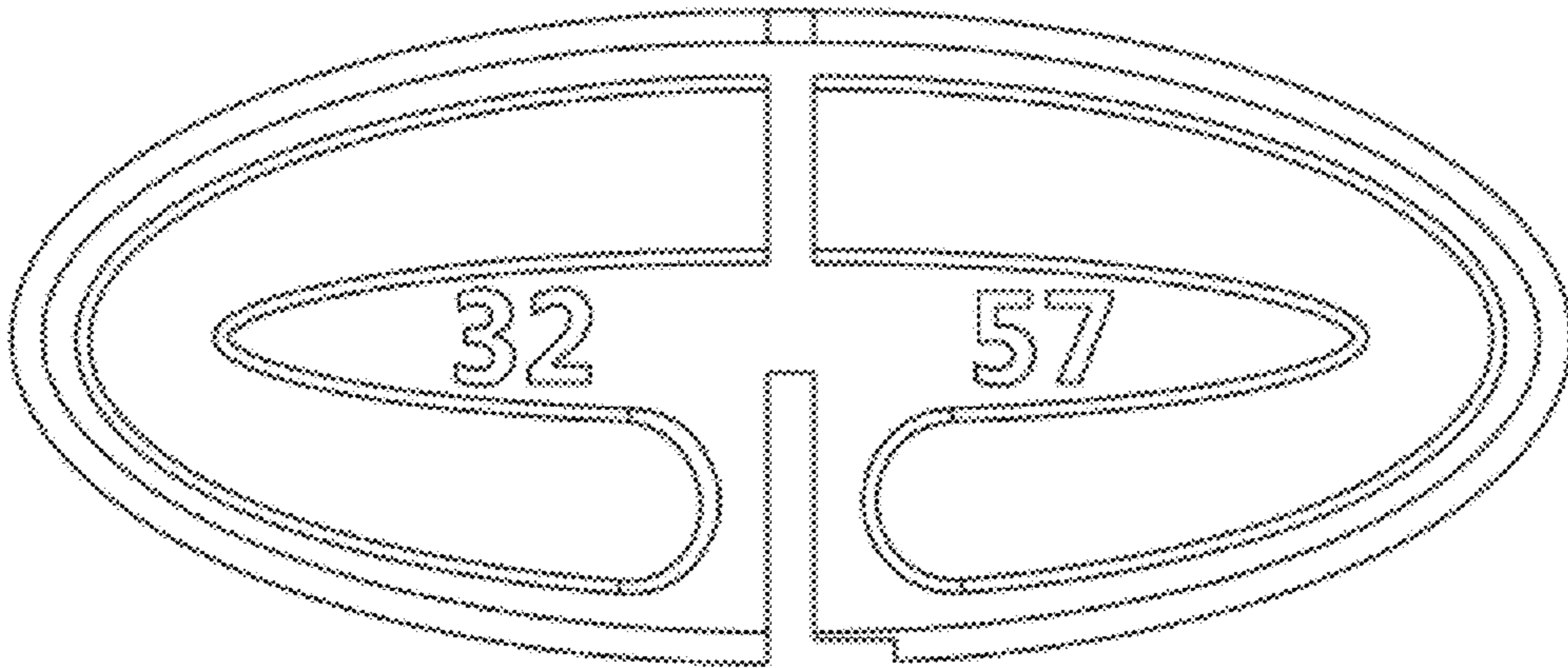


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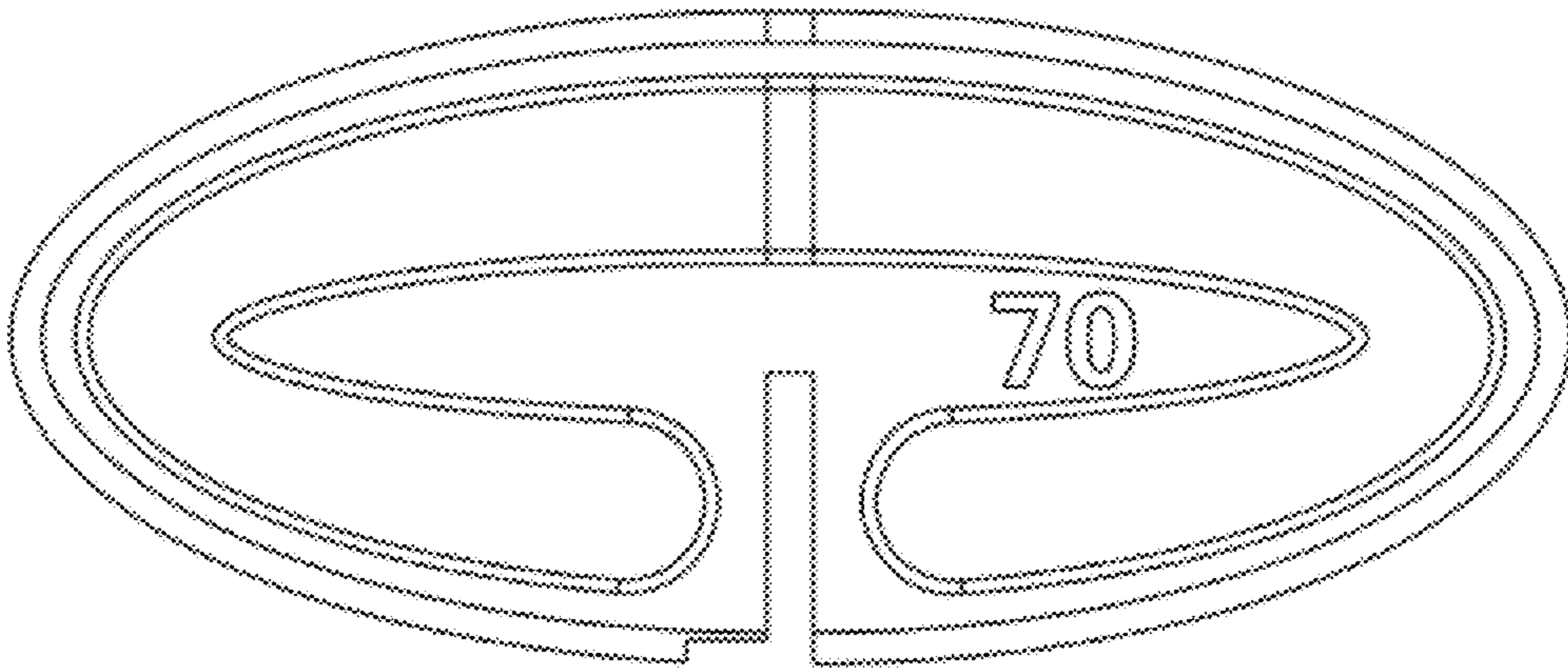


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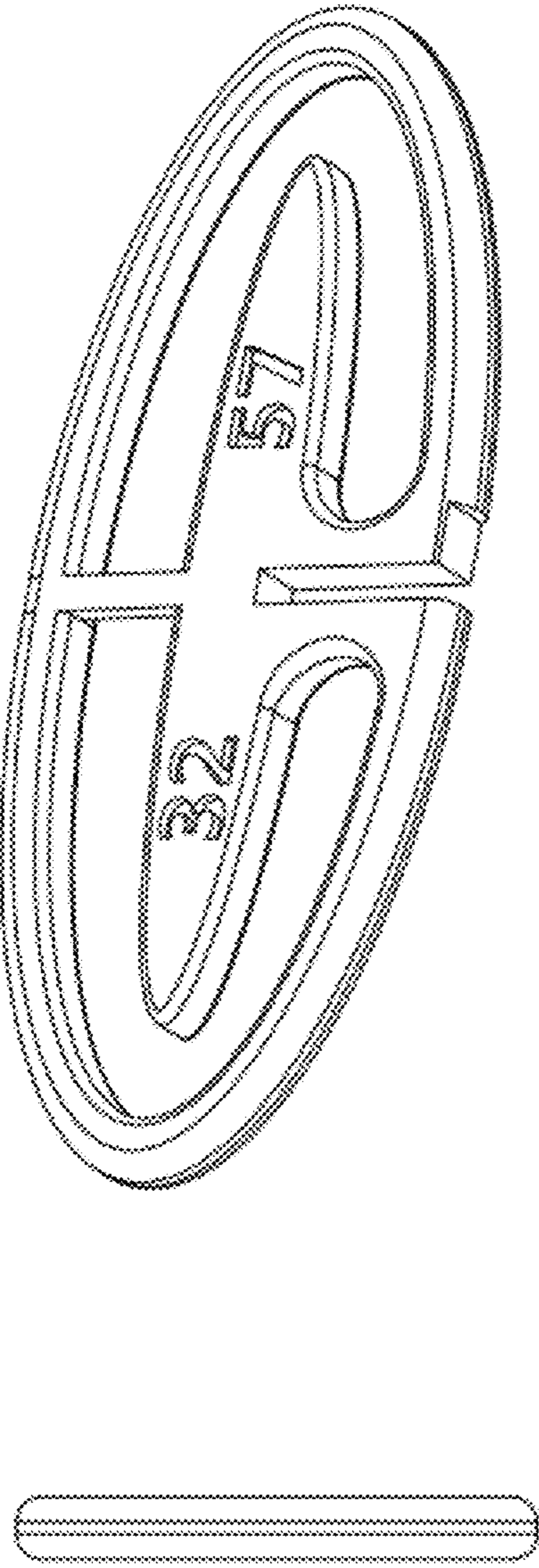


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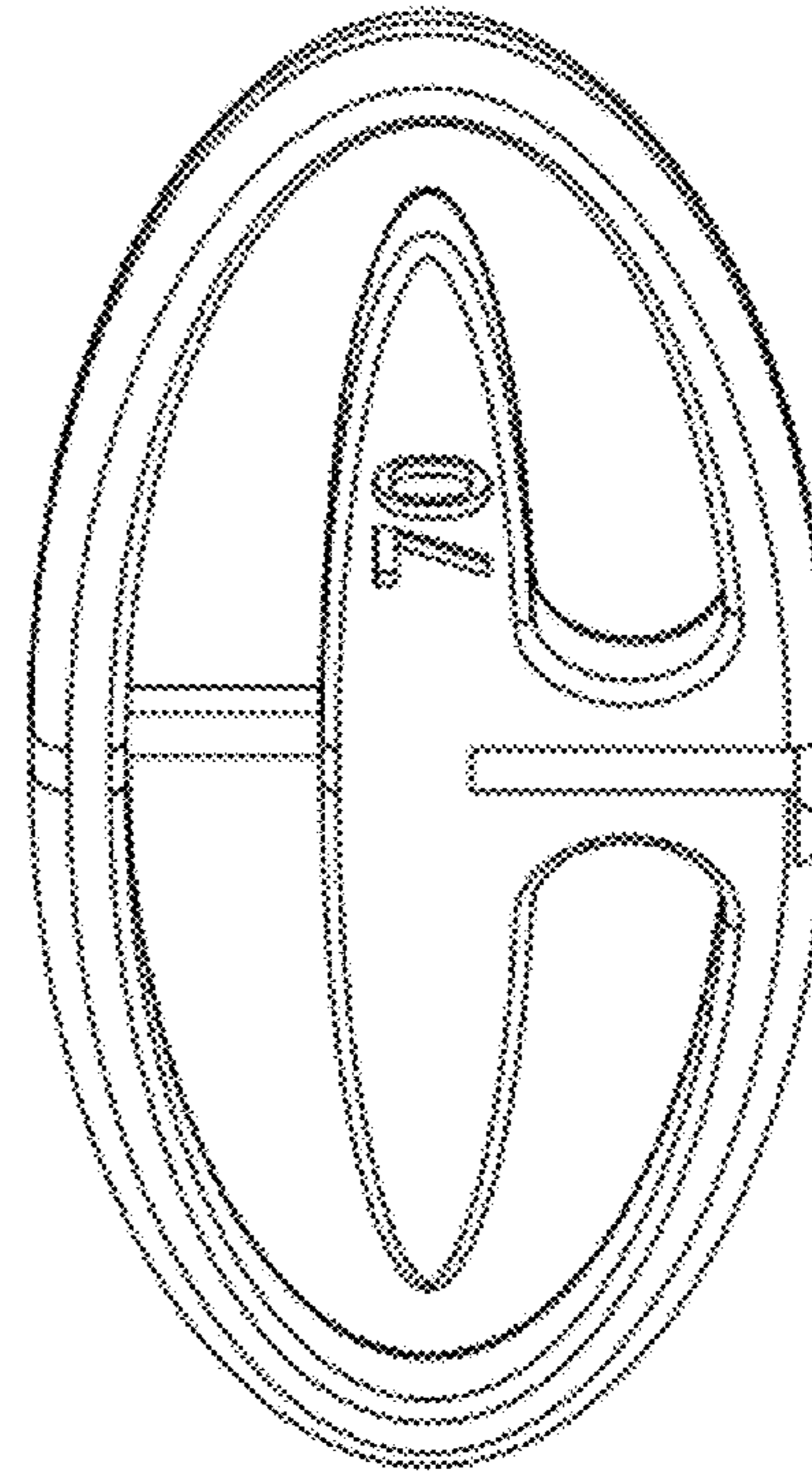


Fig. 83

Fig. 81

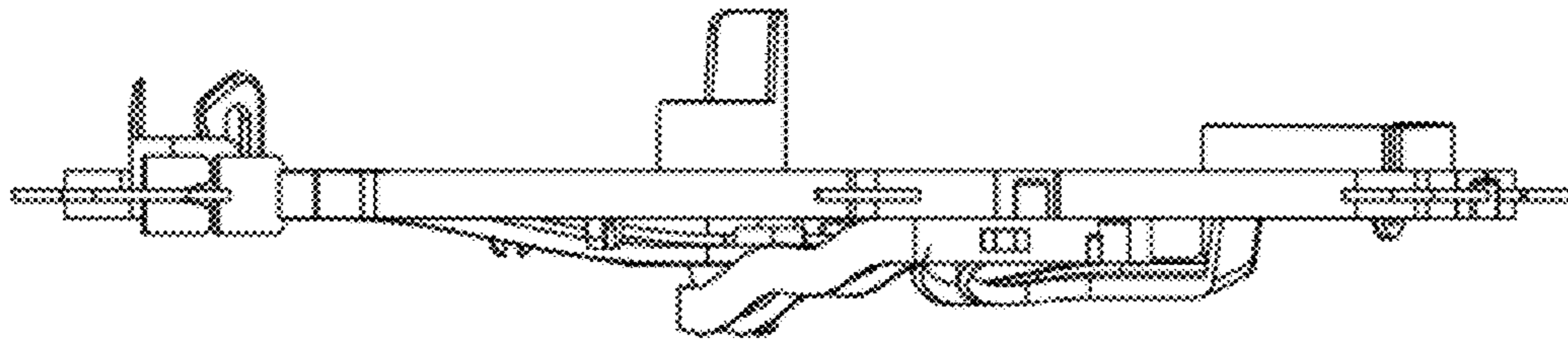


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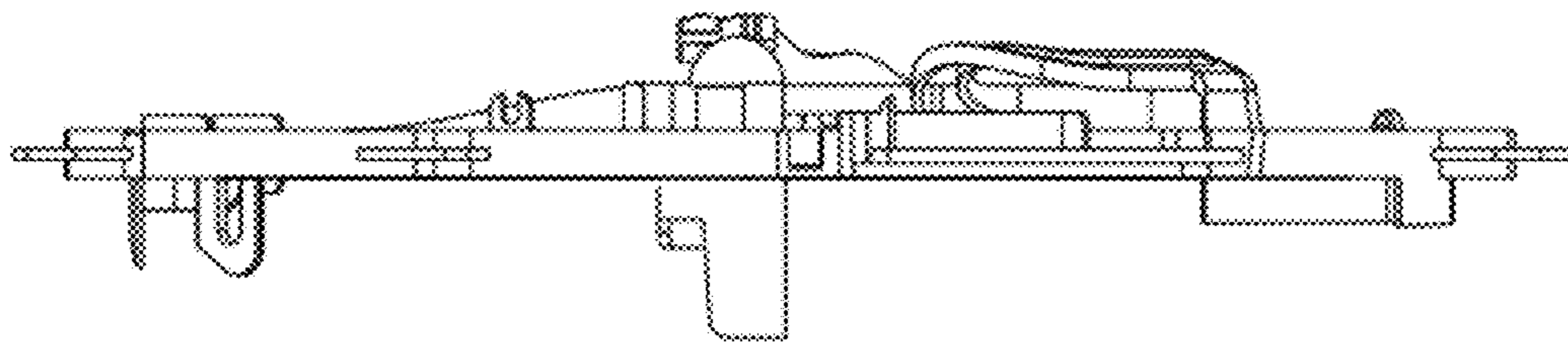


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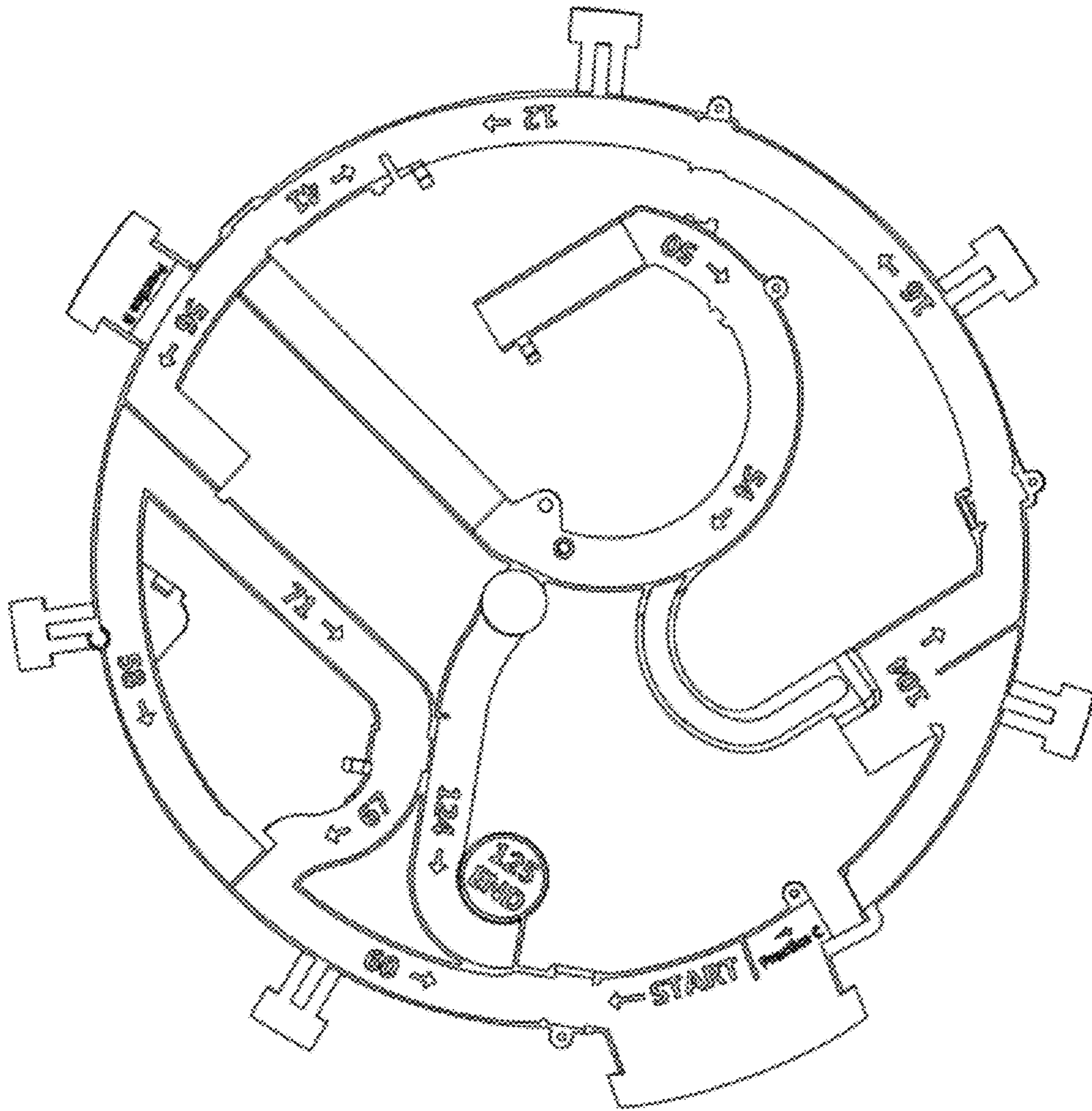


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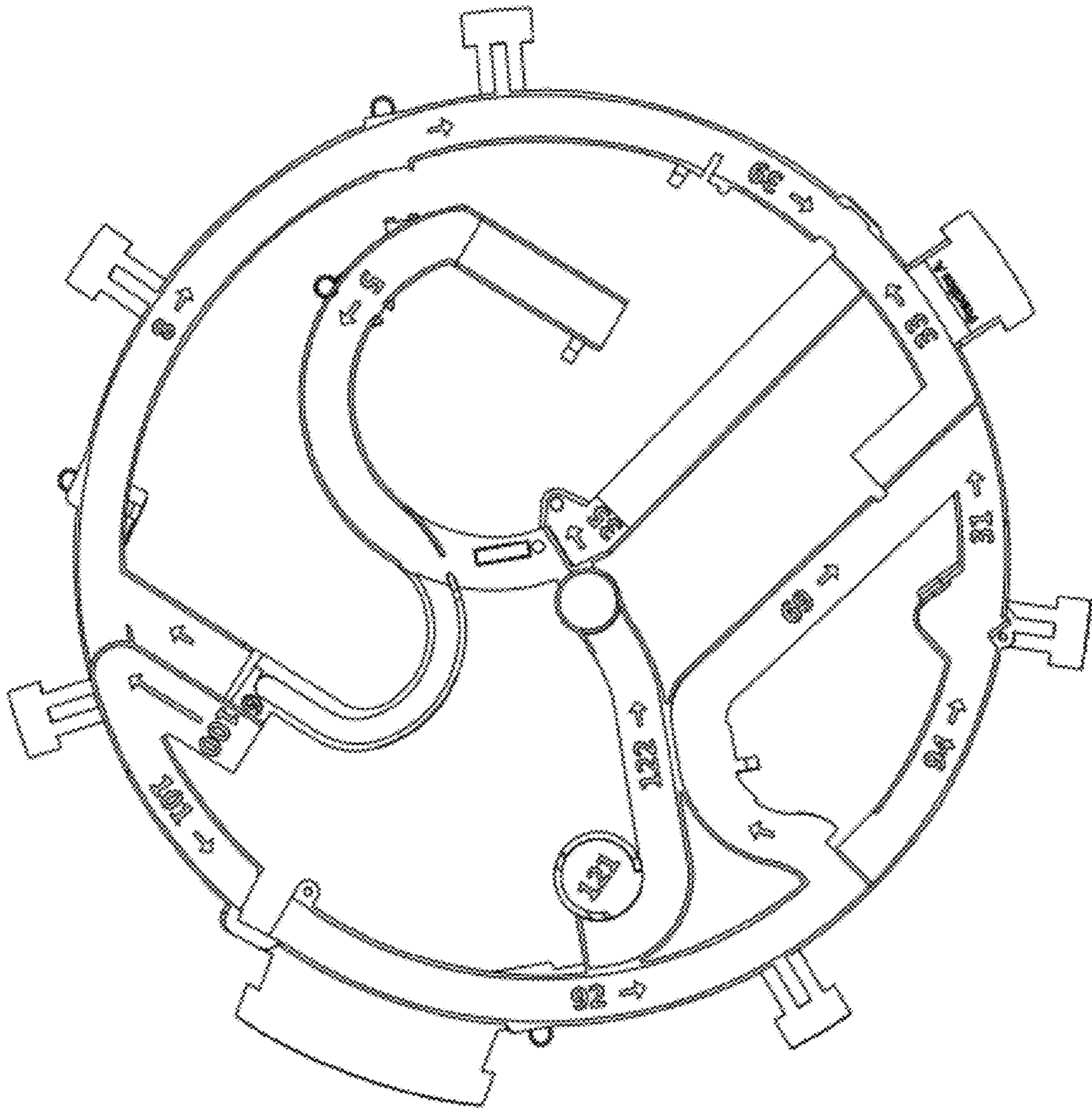


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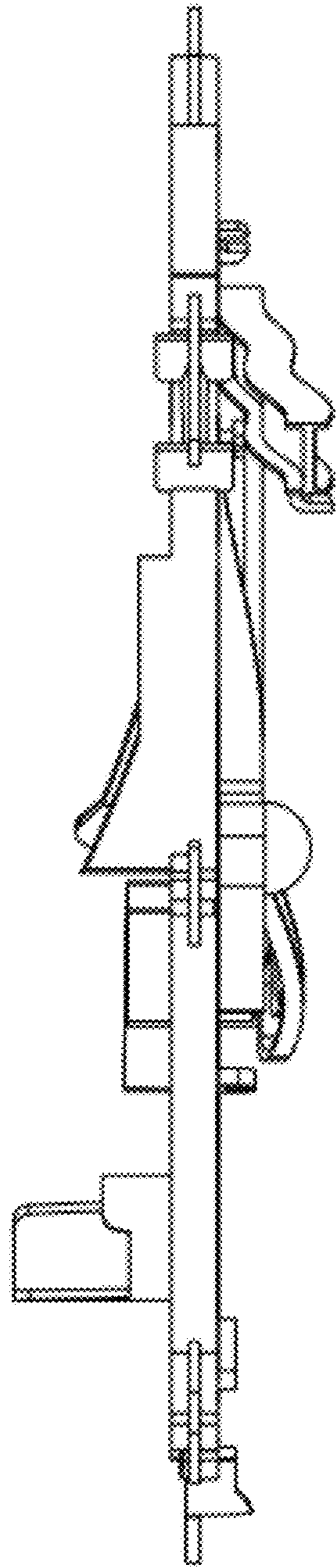


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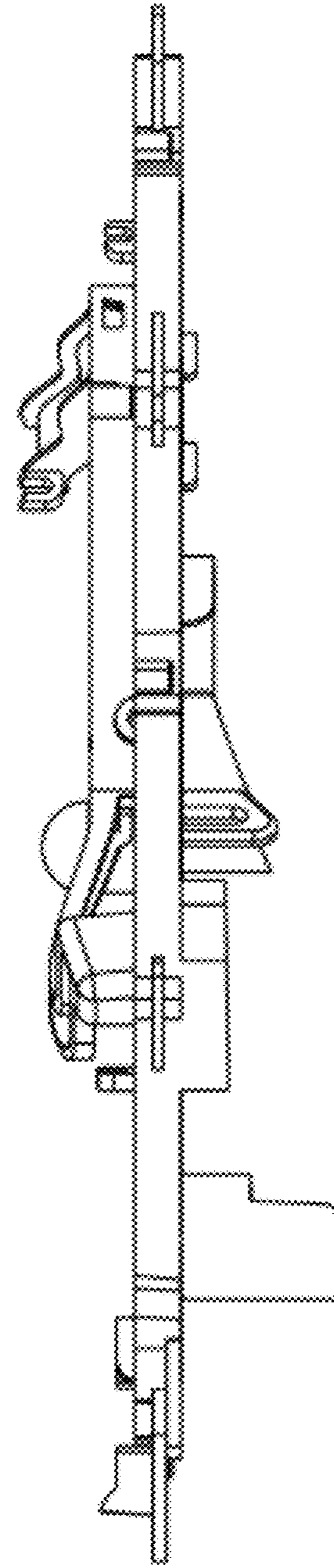


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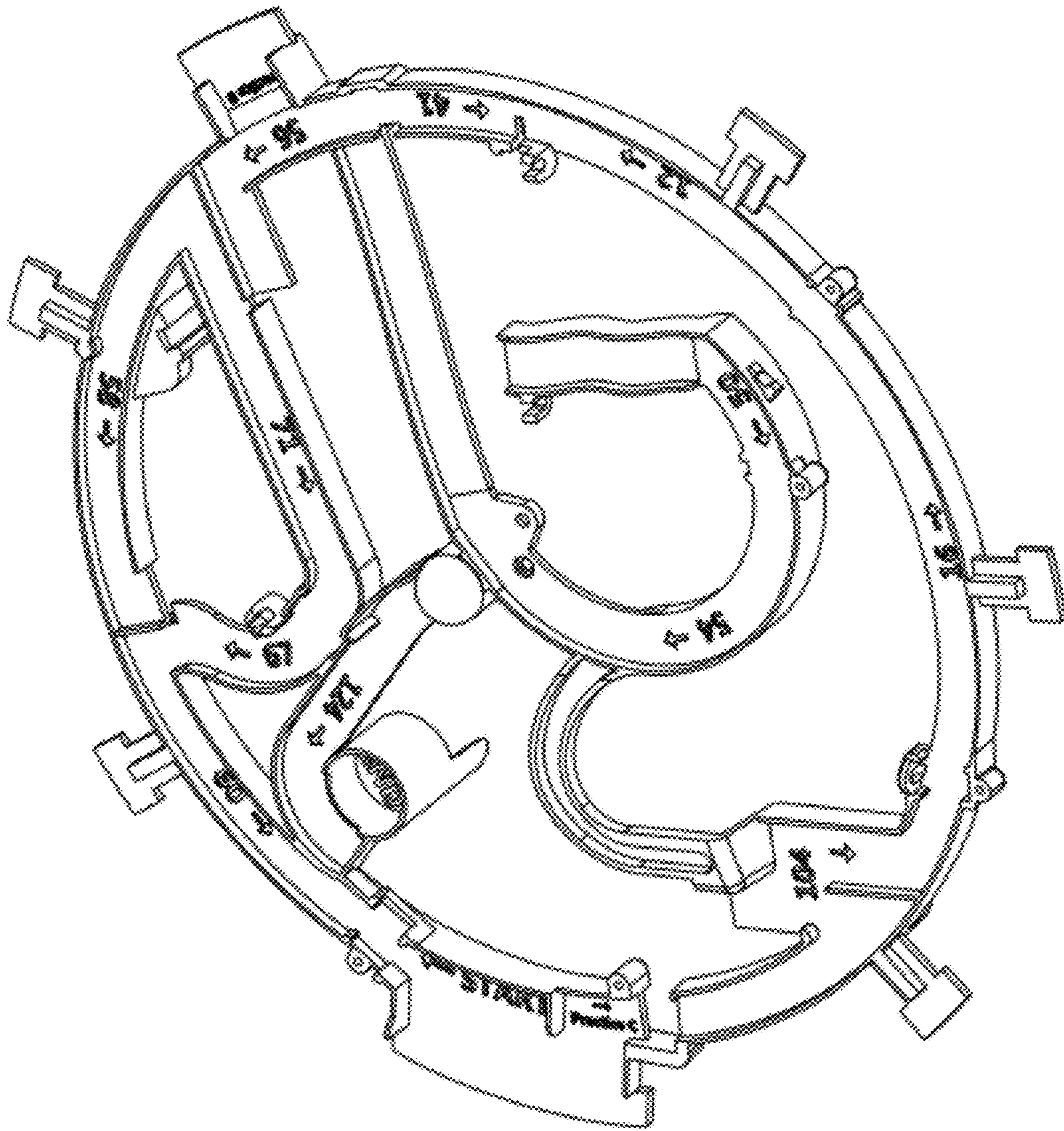


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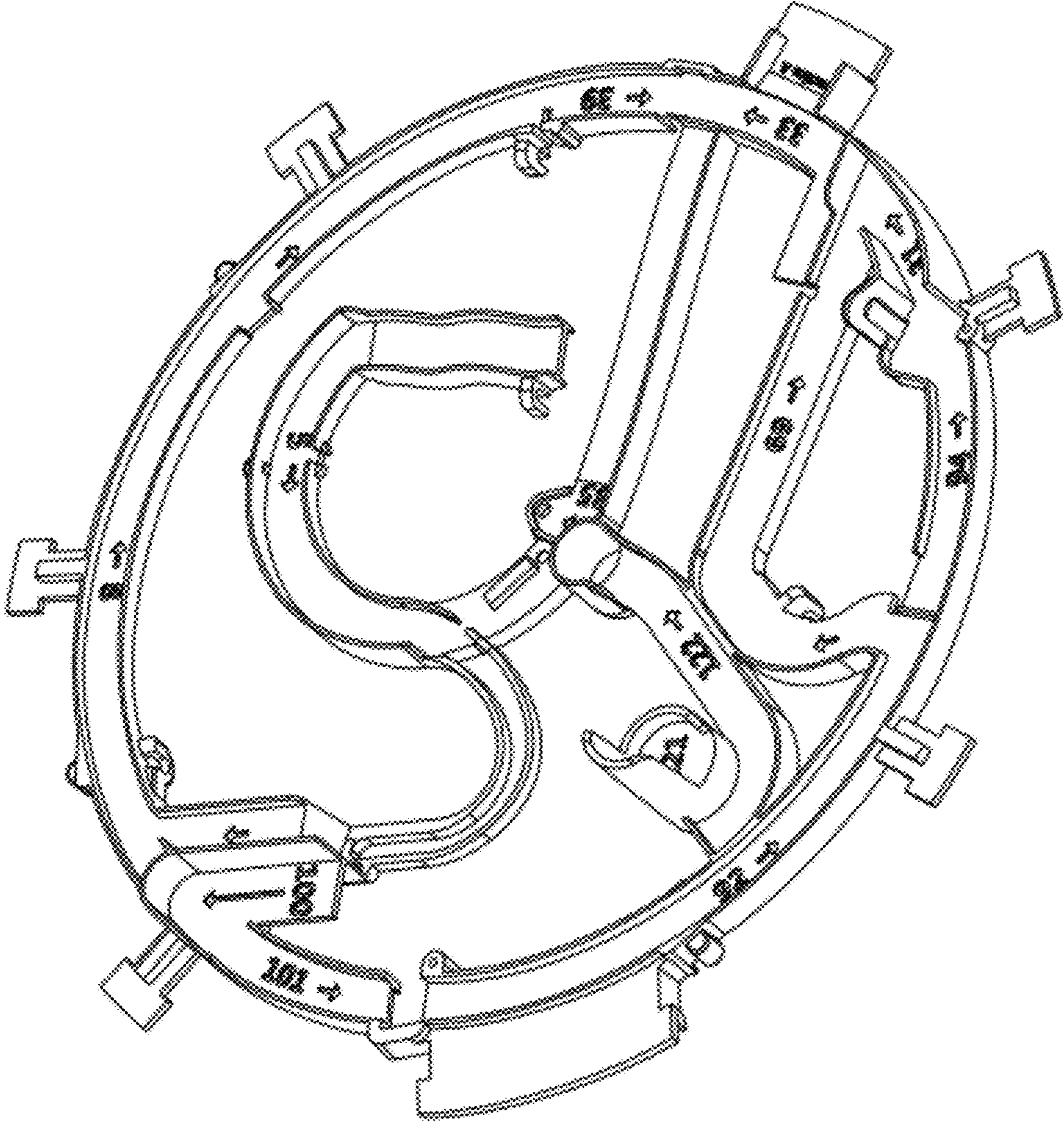


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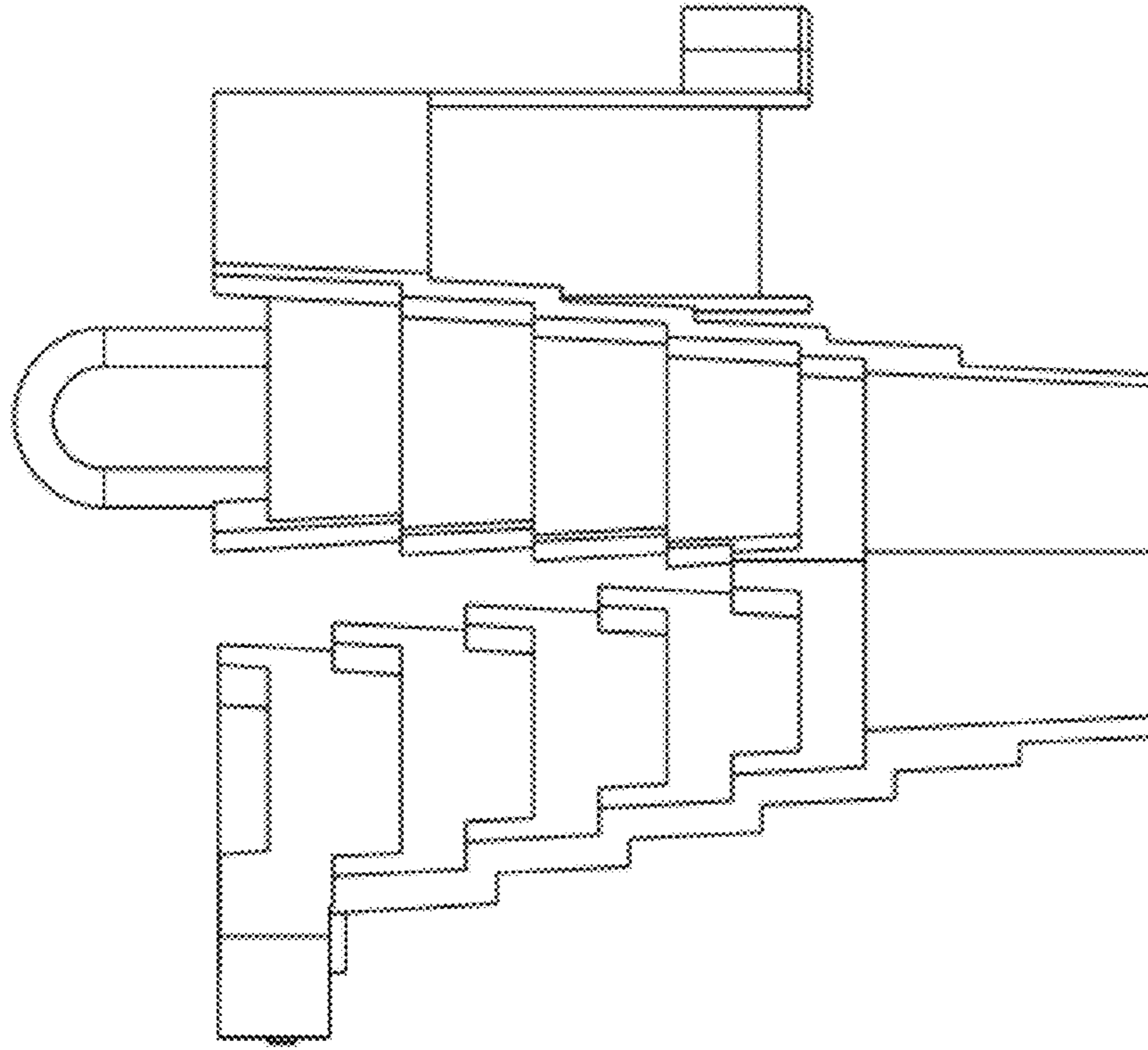


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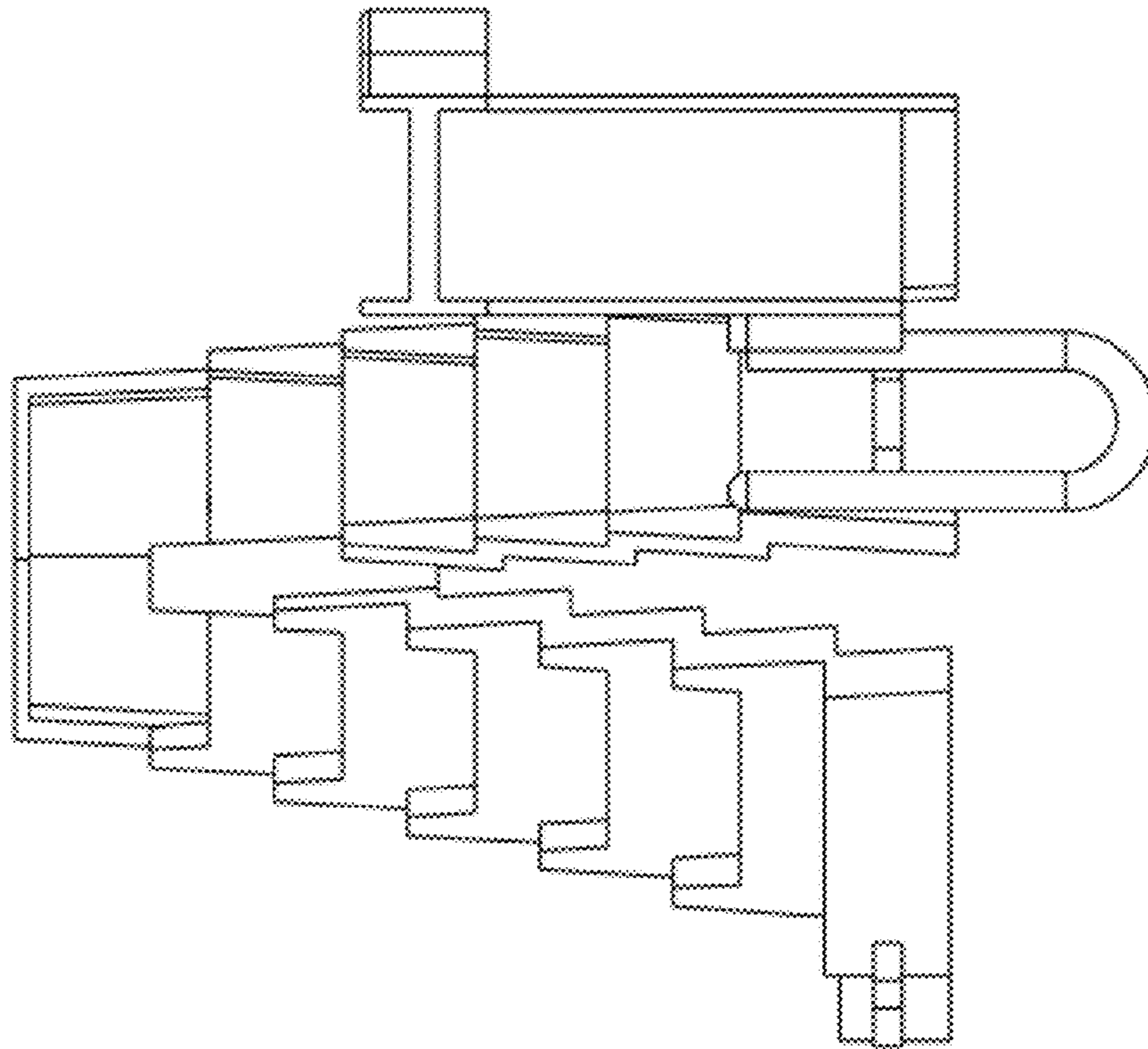


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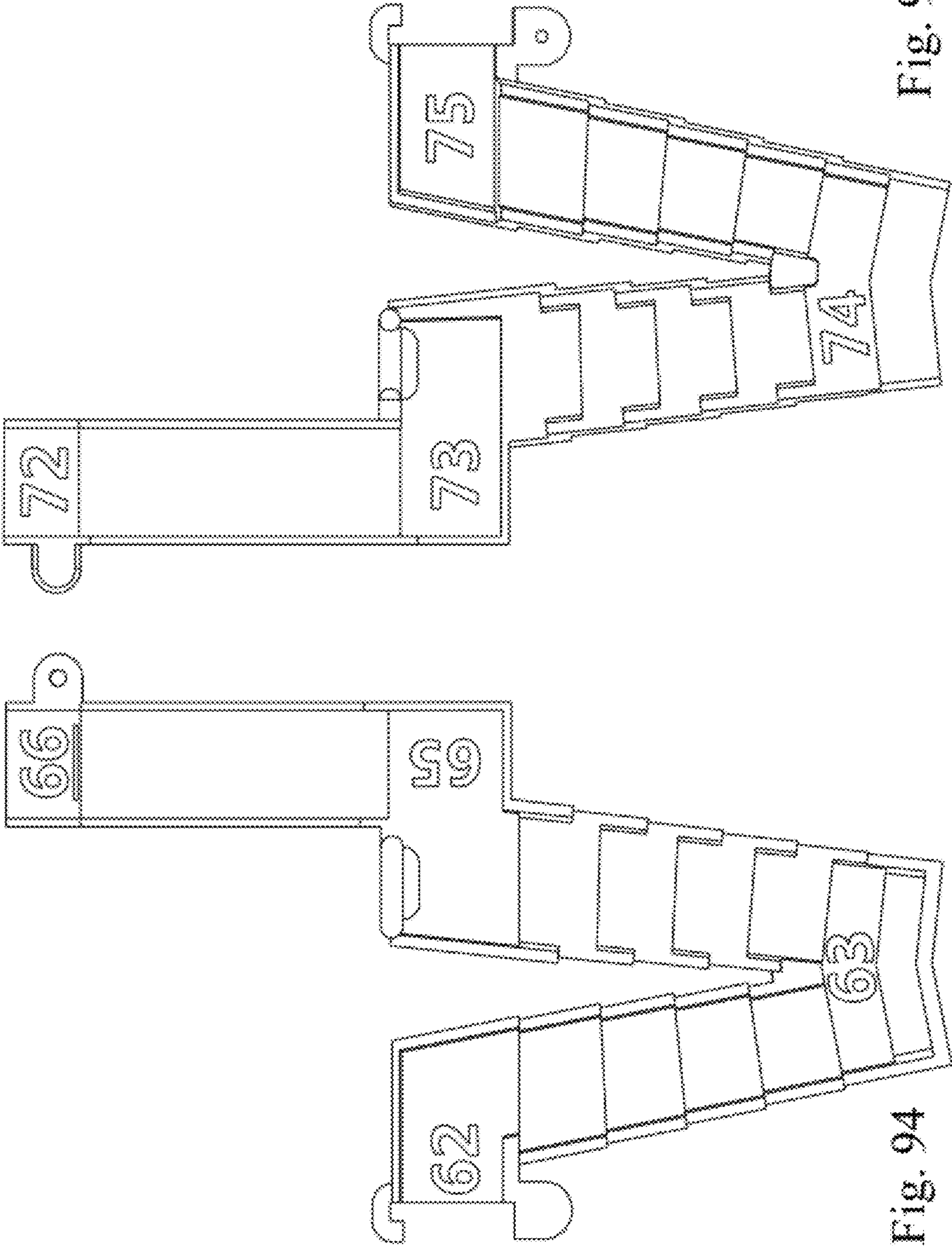


Fig. 95

Fig. 94

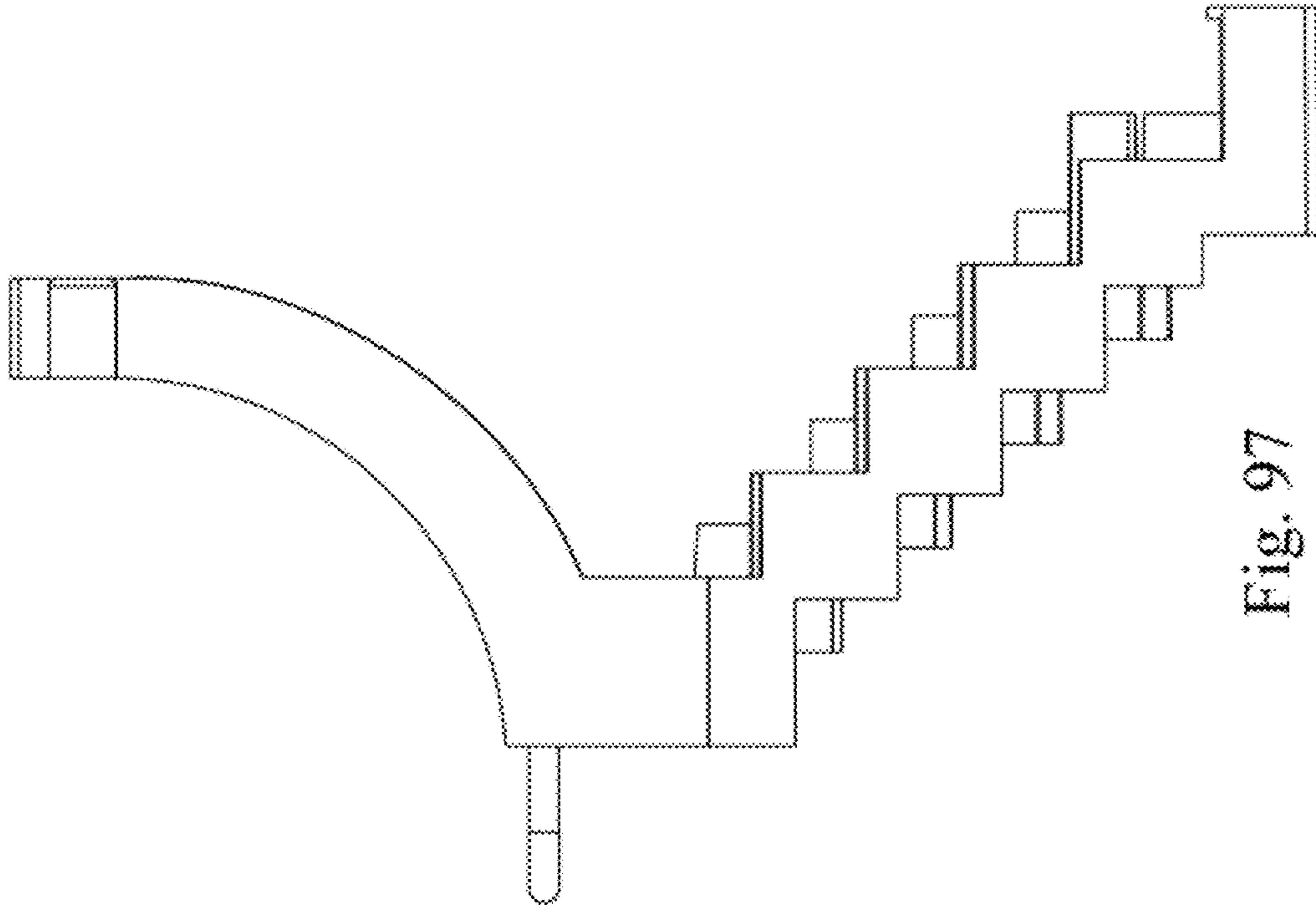


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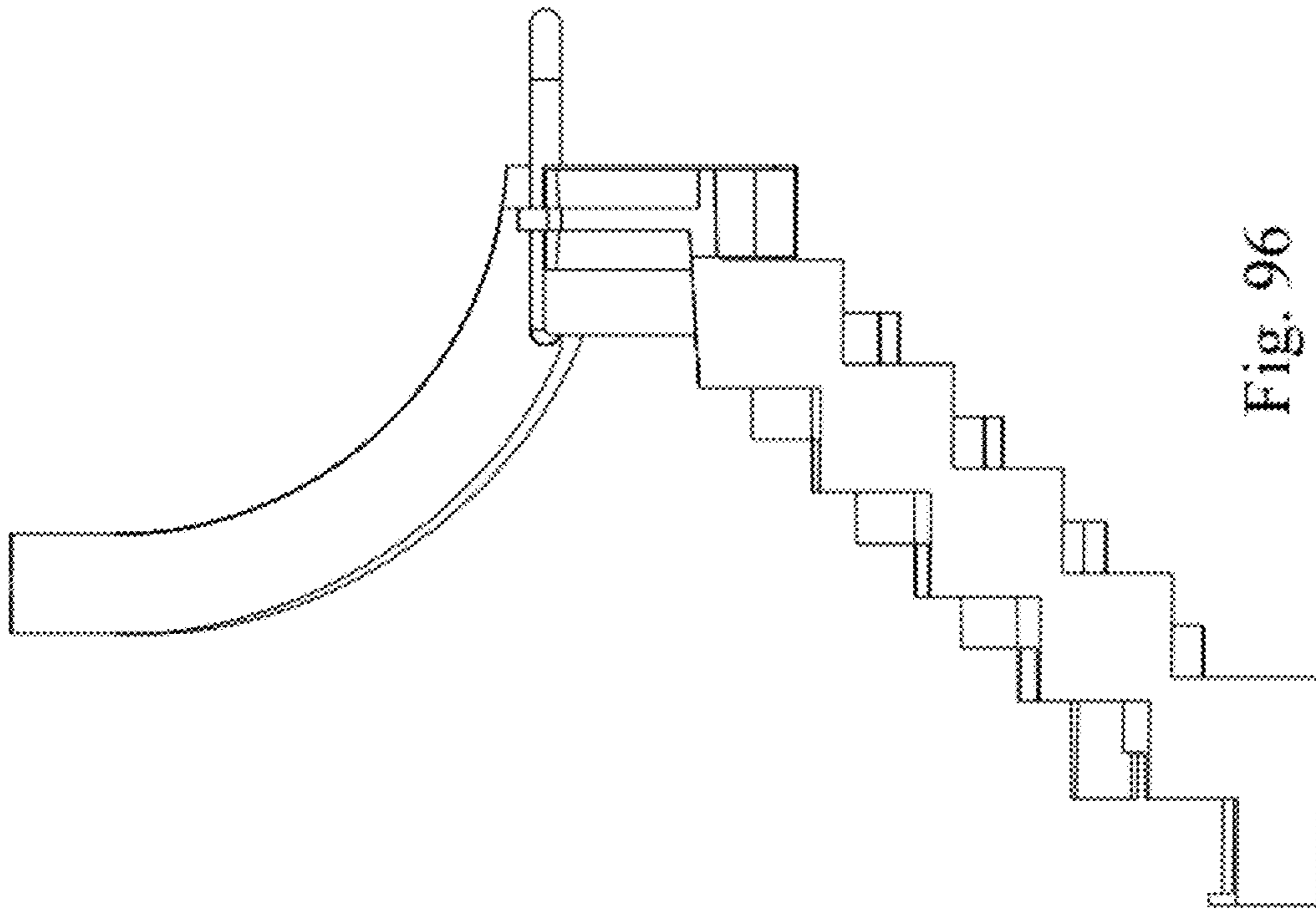


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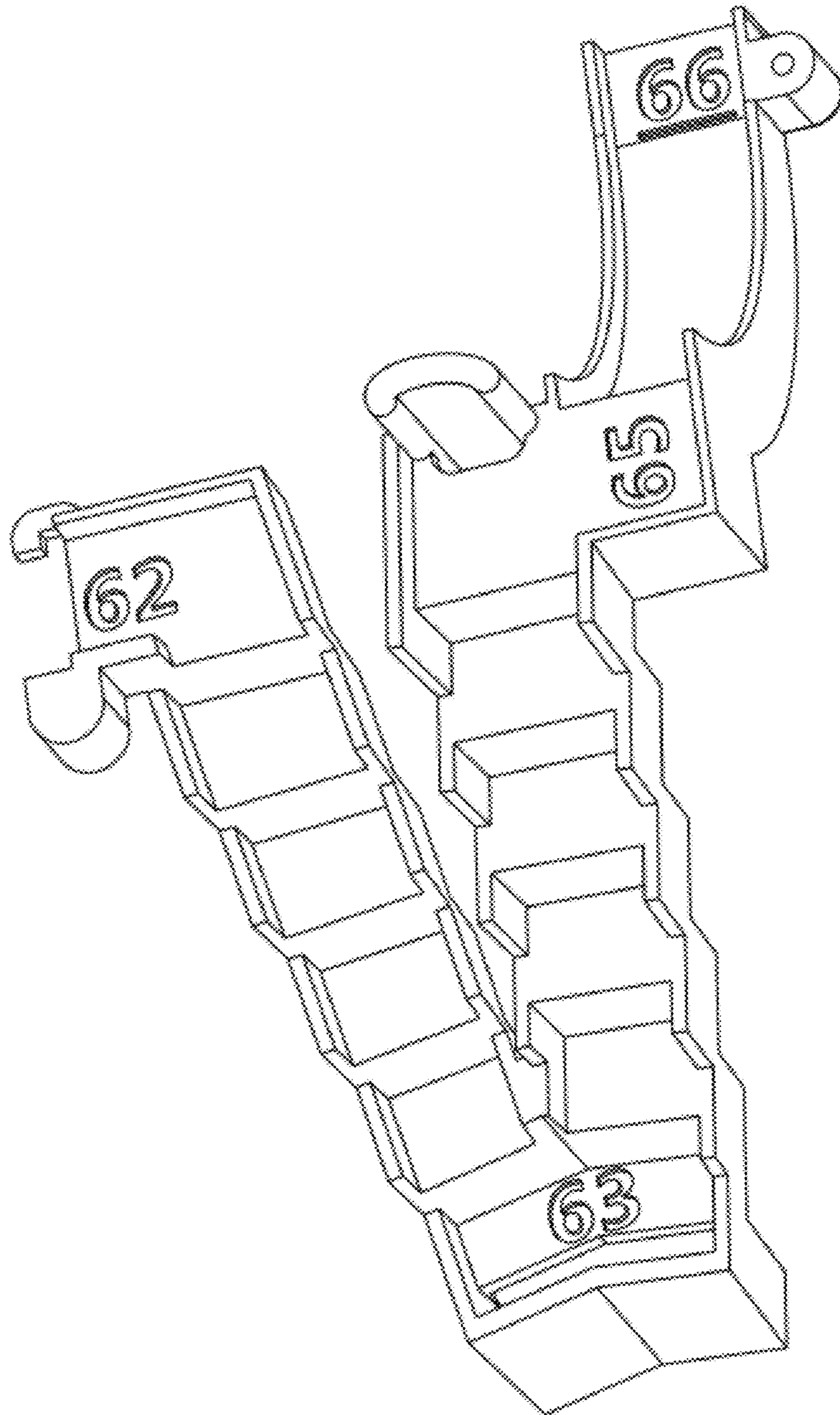


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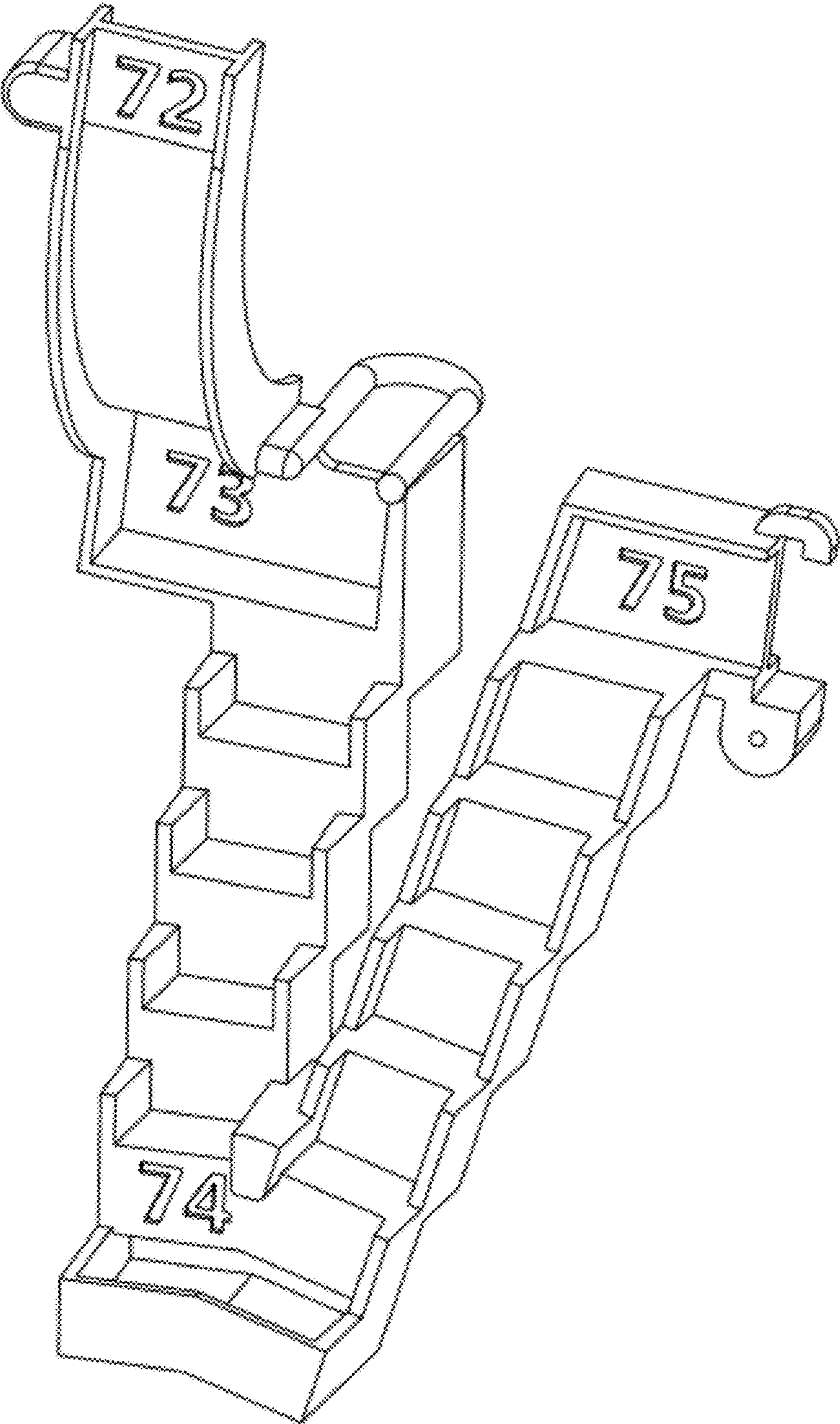


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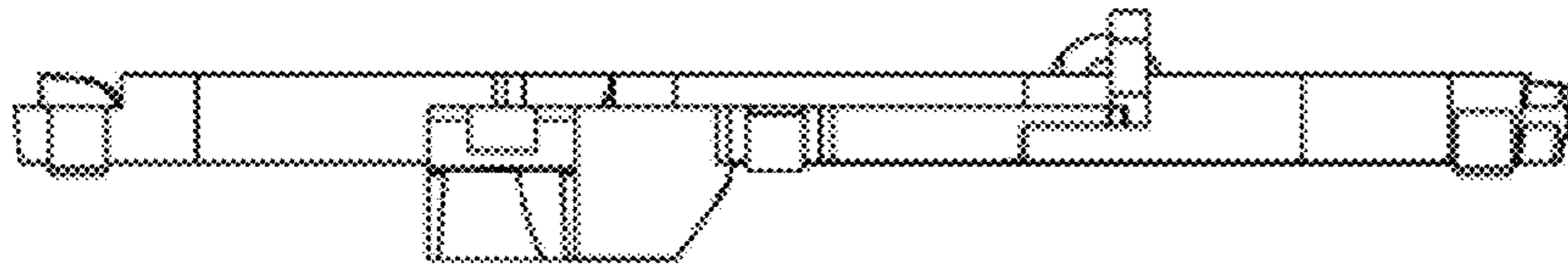


Fig. 100

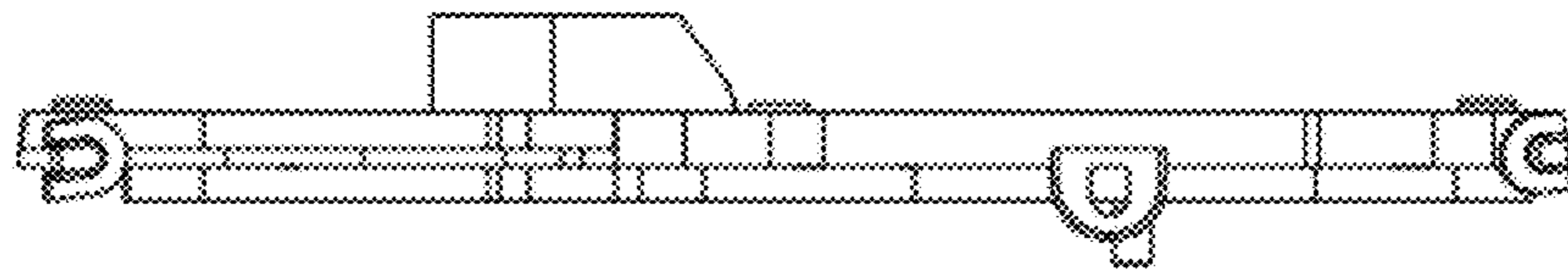


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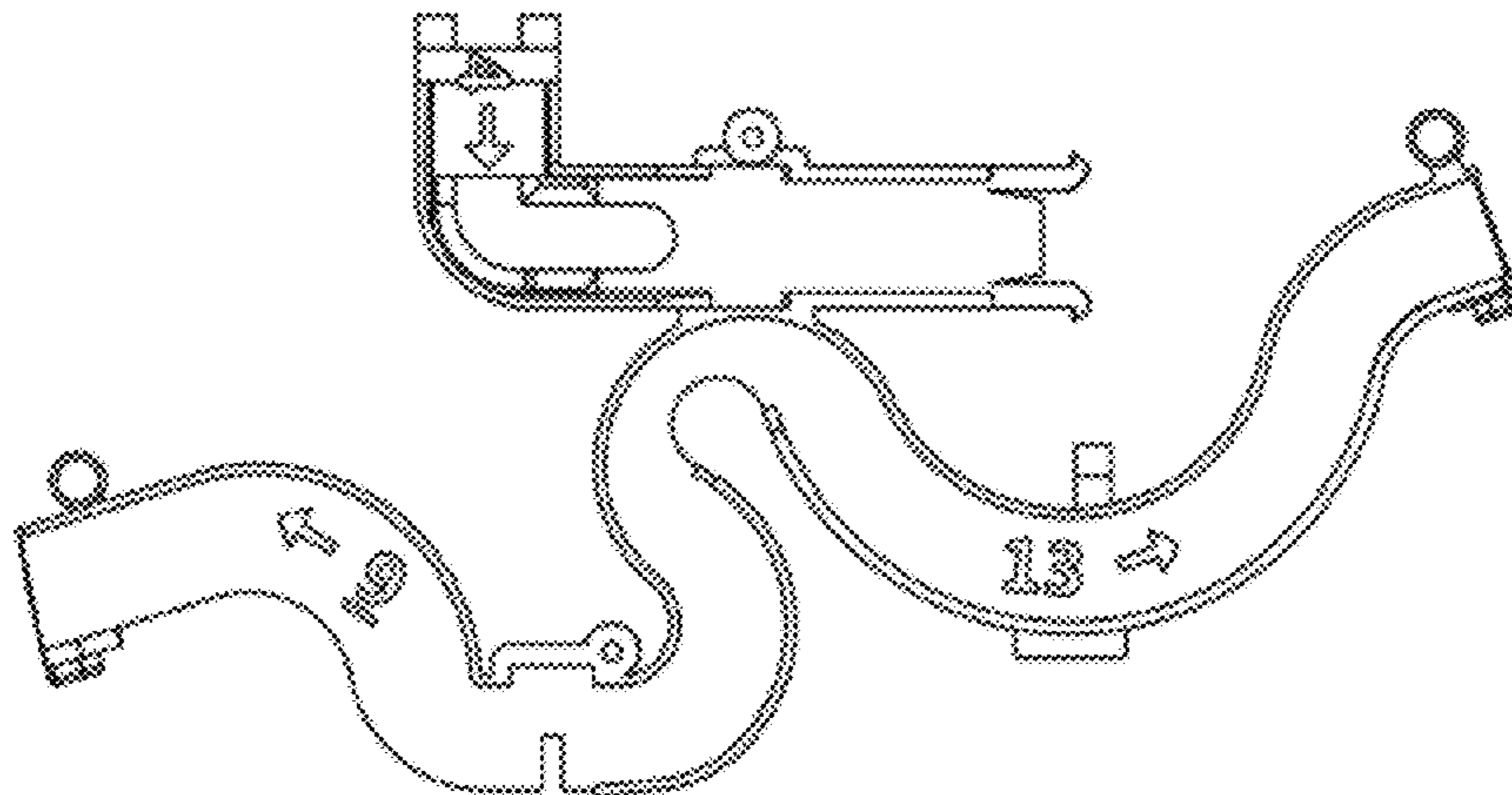


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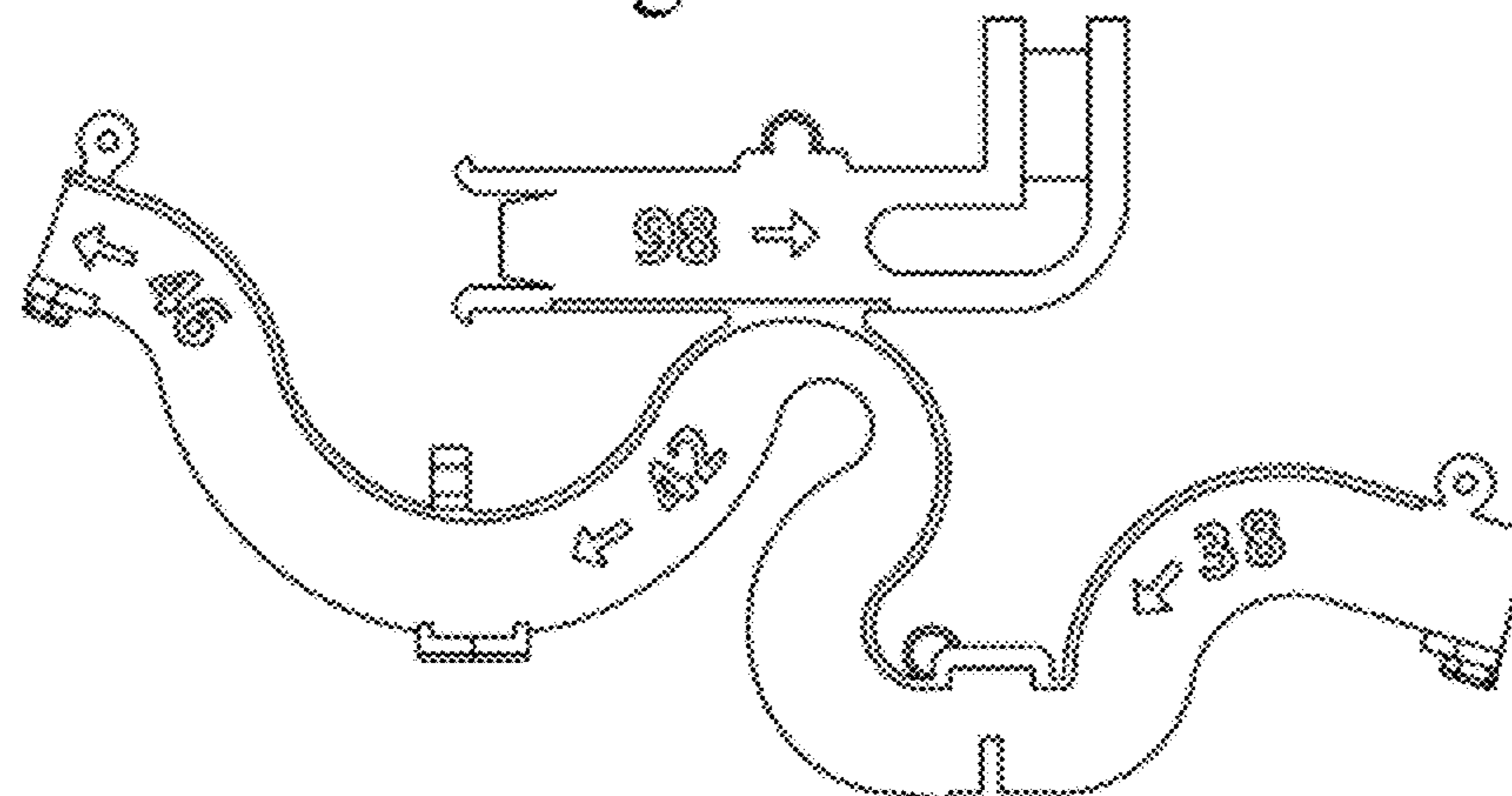


Fig. 103

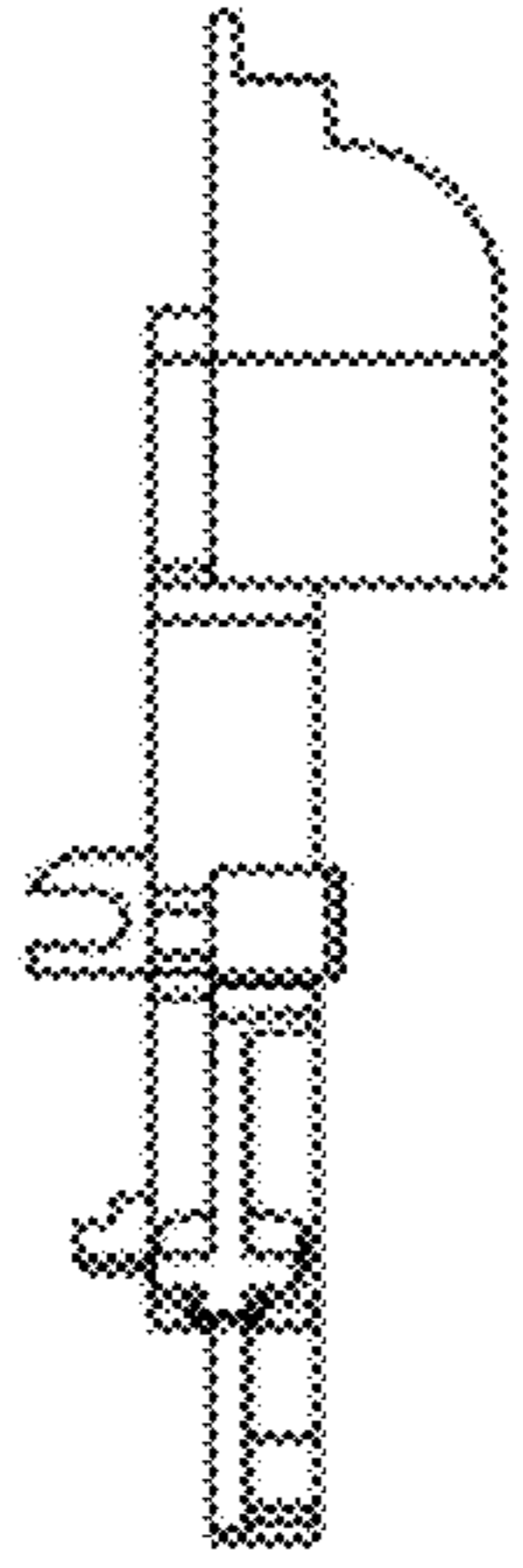


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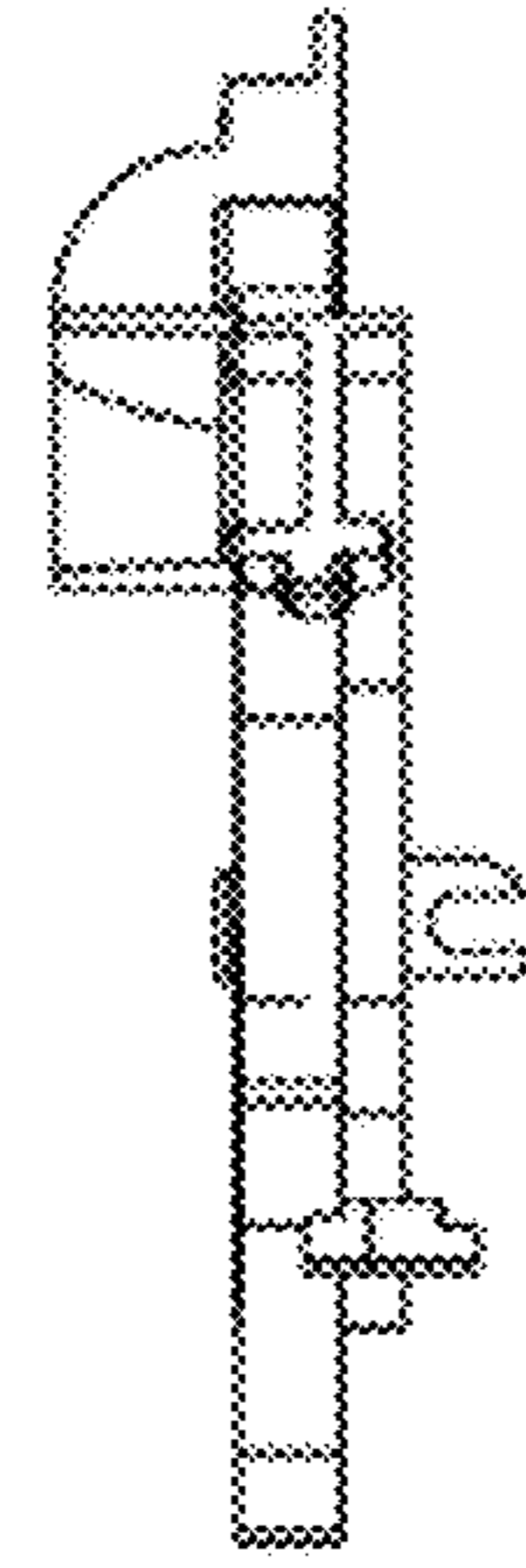


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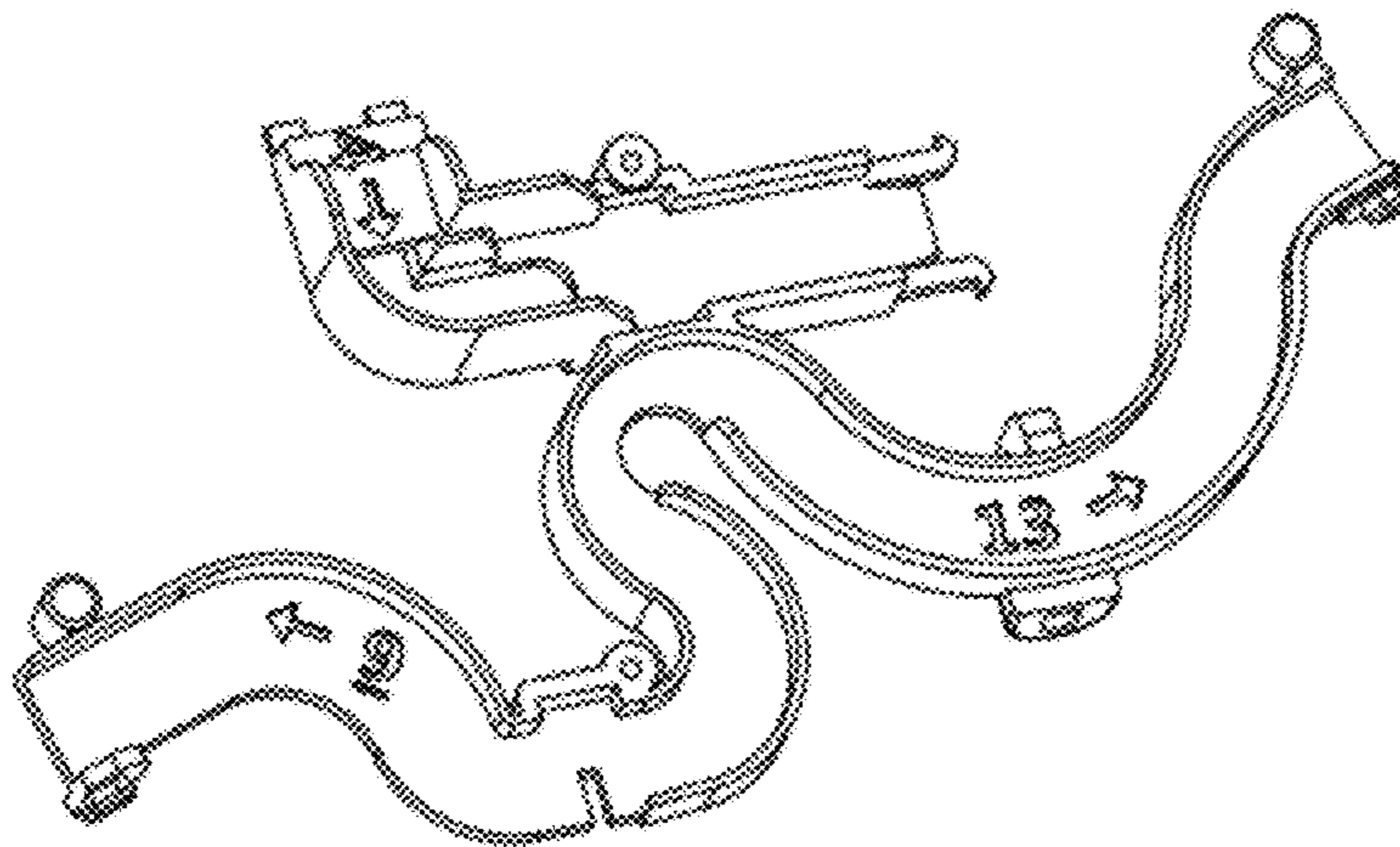


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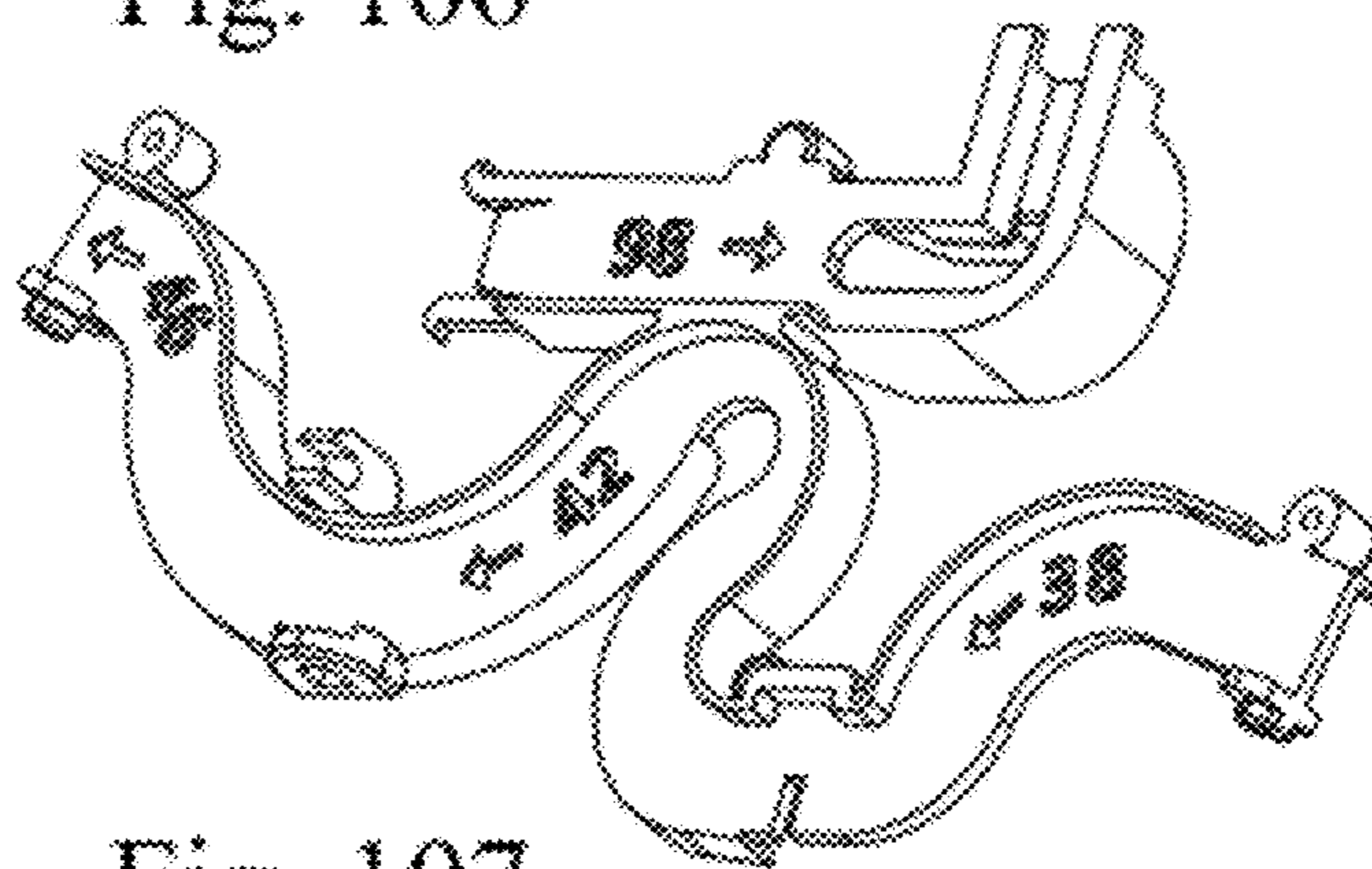


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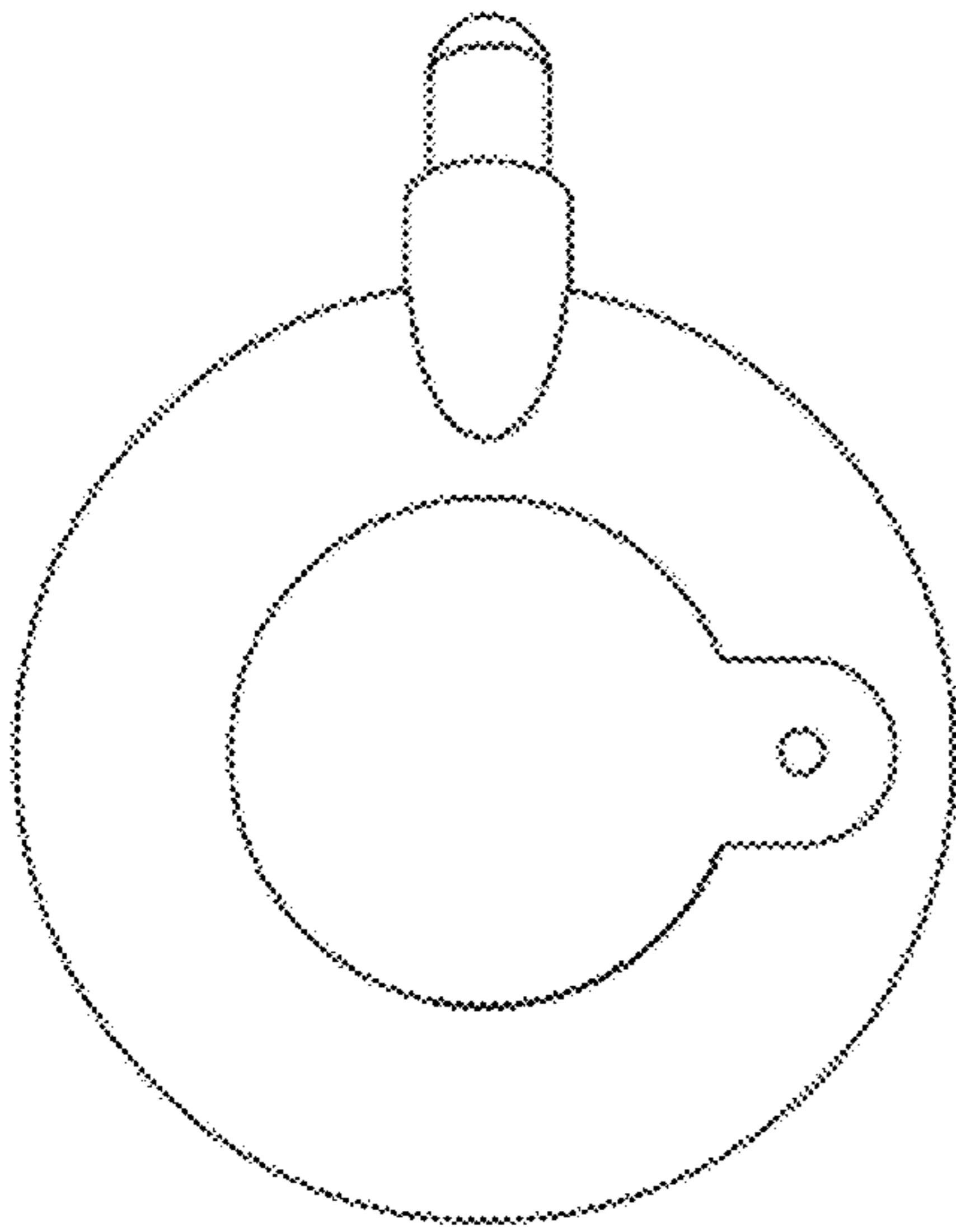


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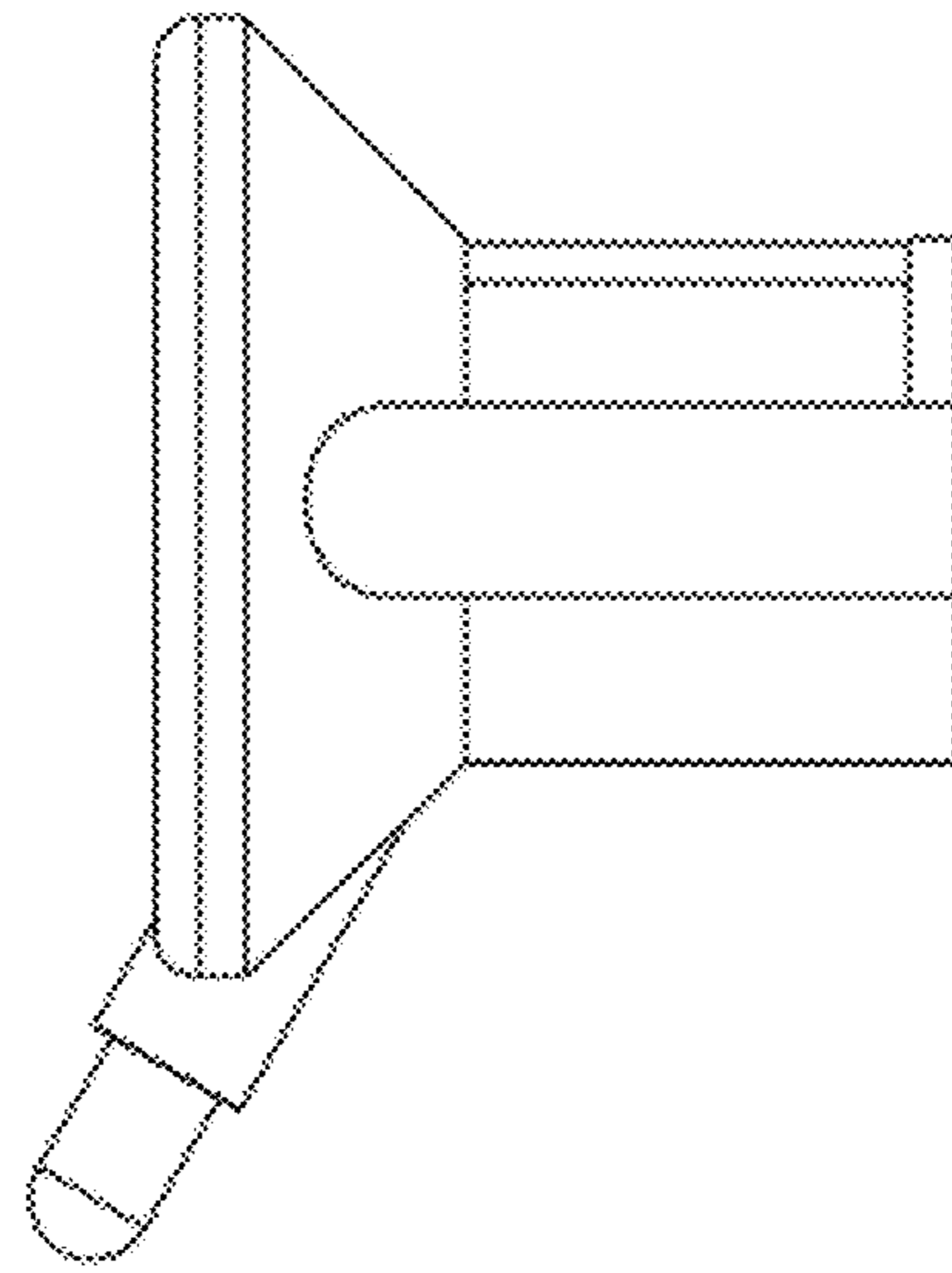


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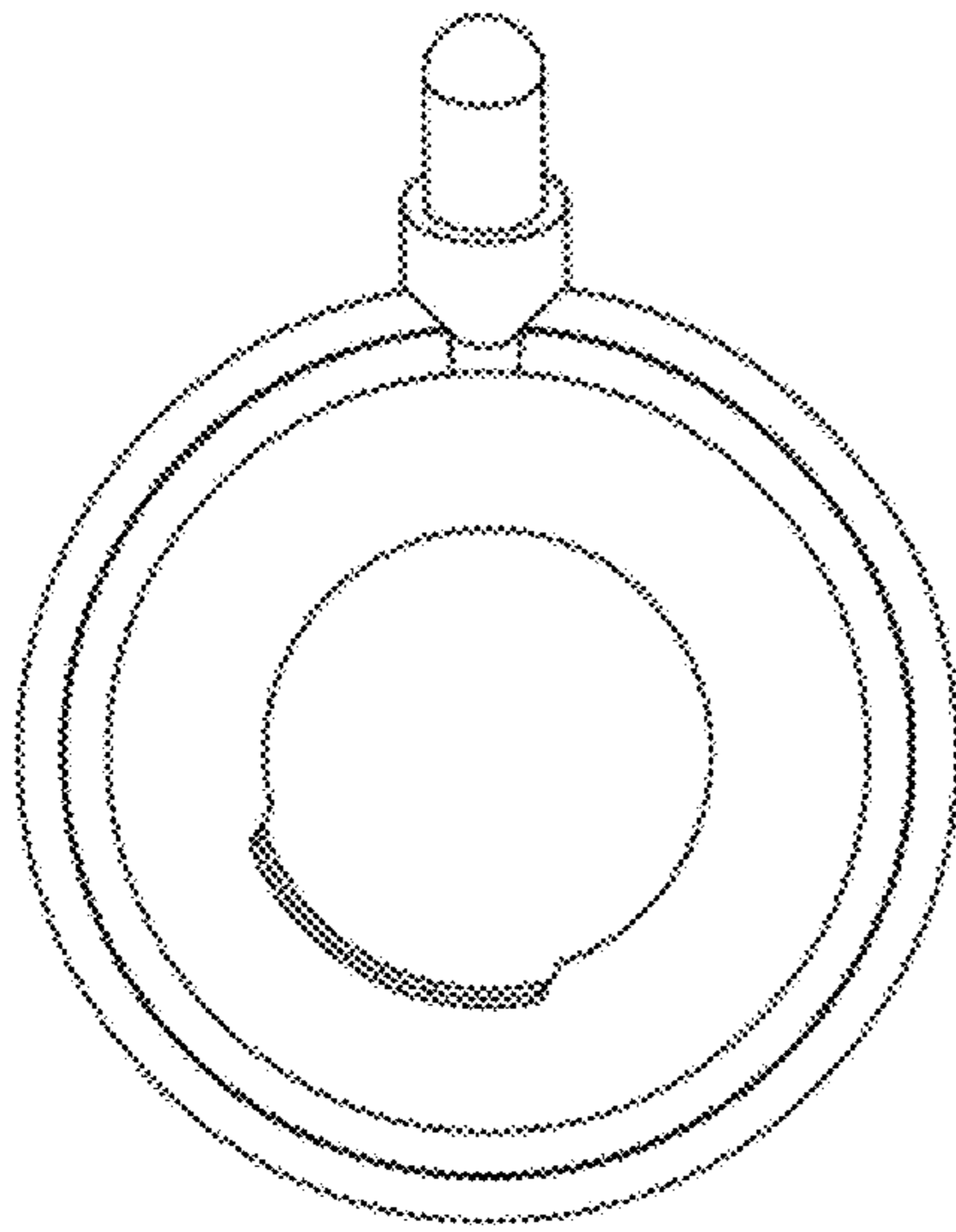


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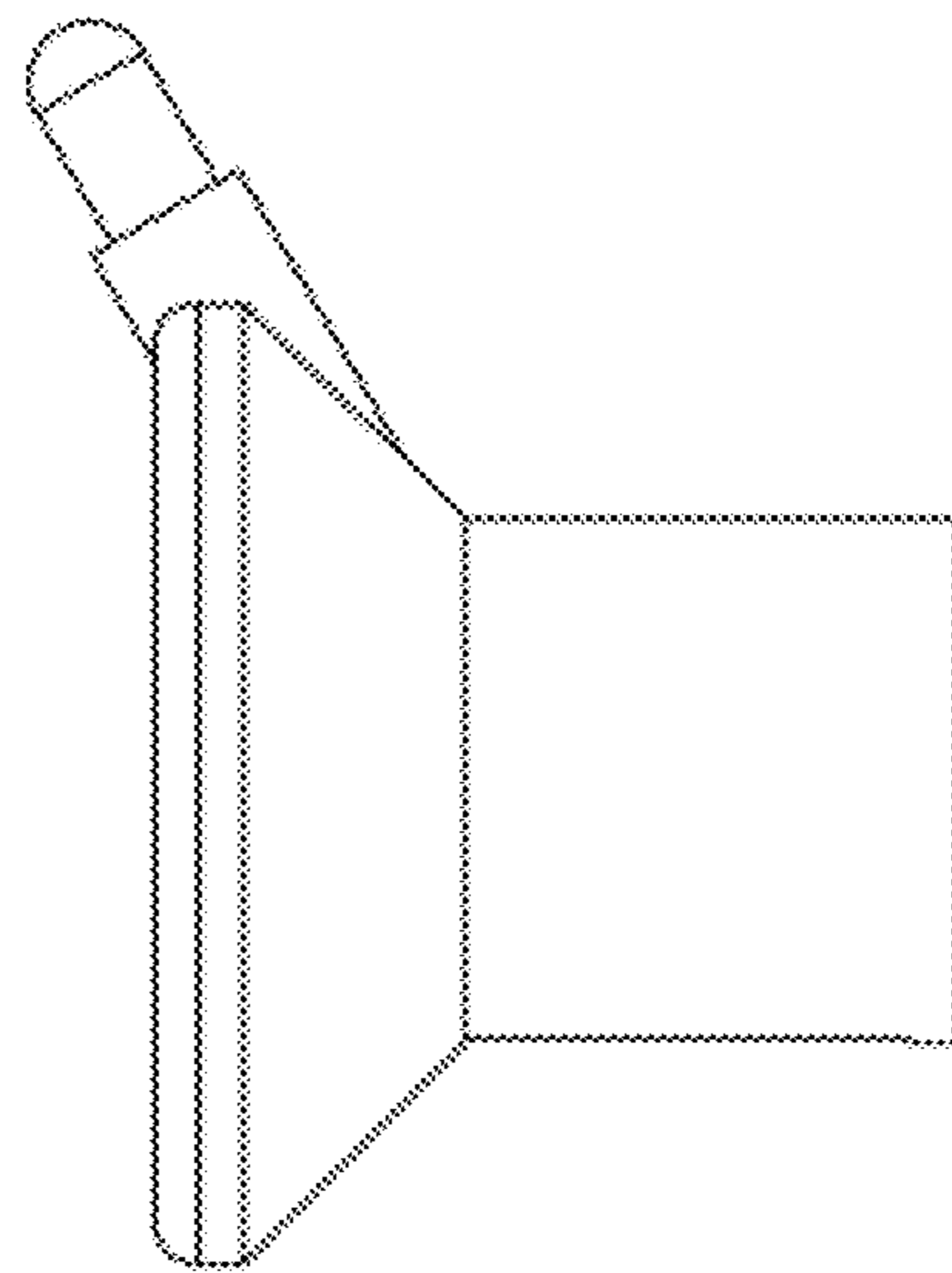


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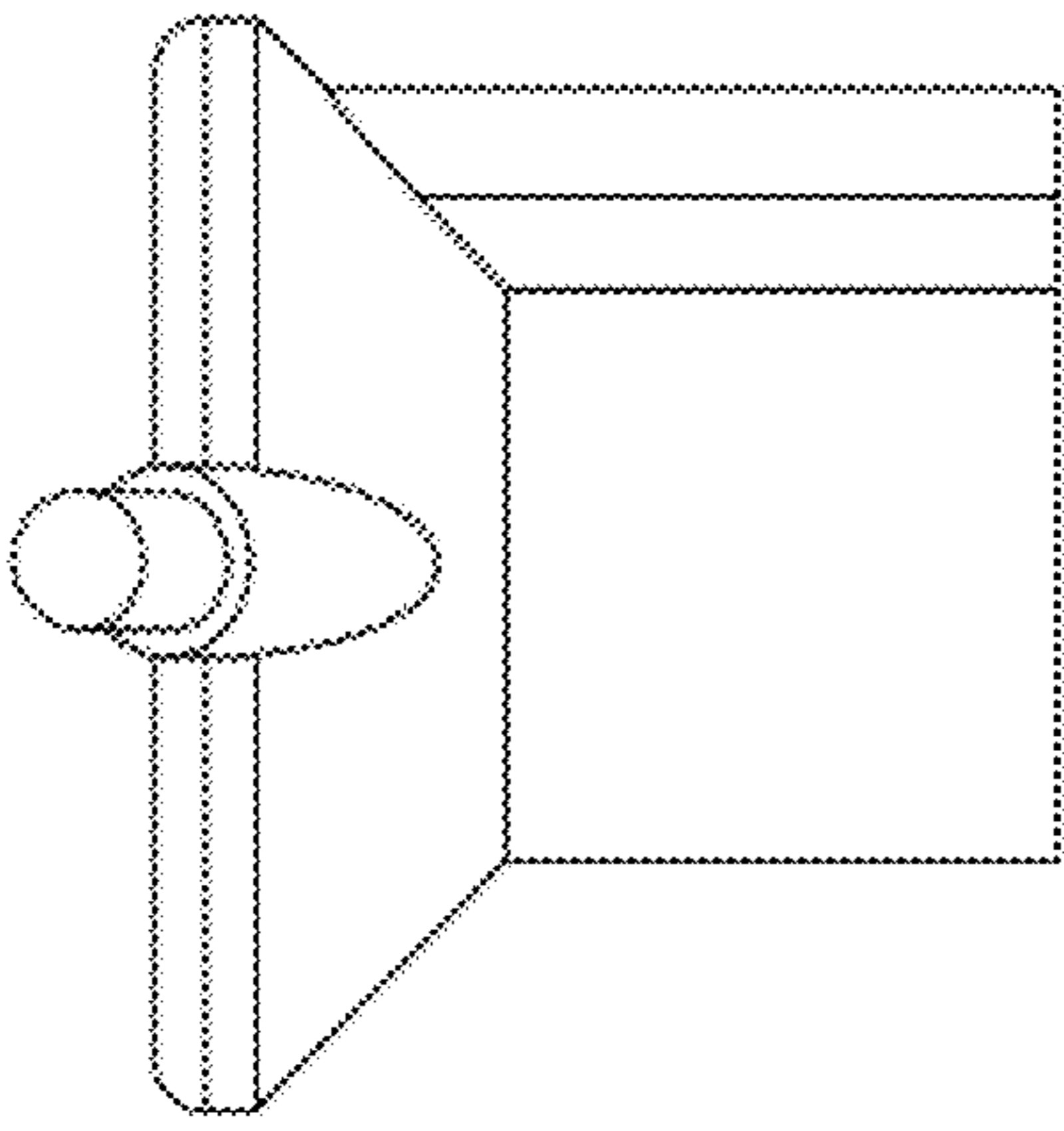


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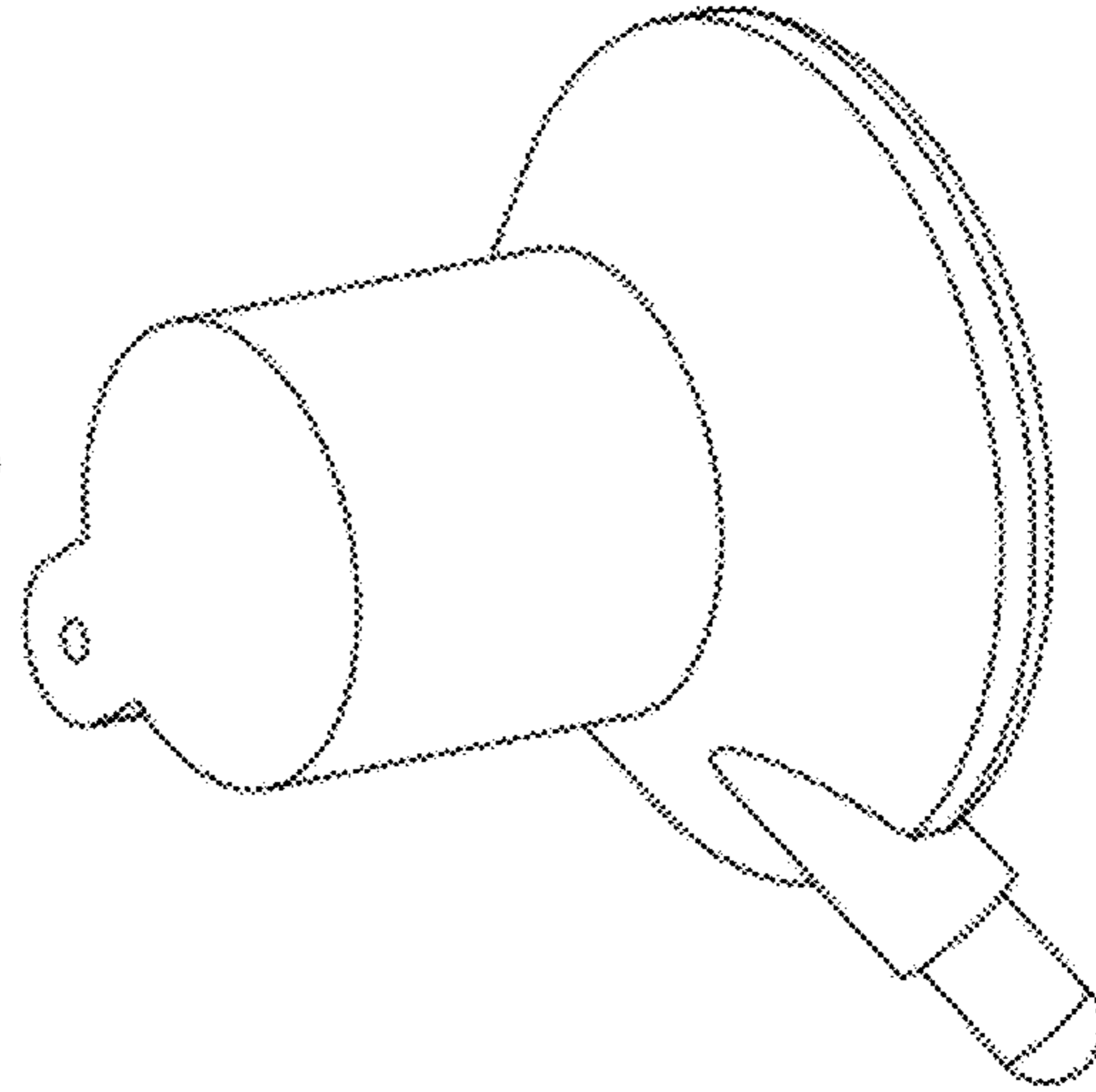


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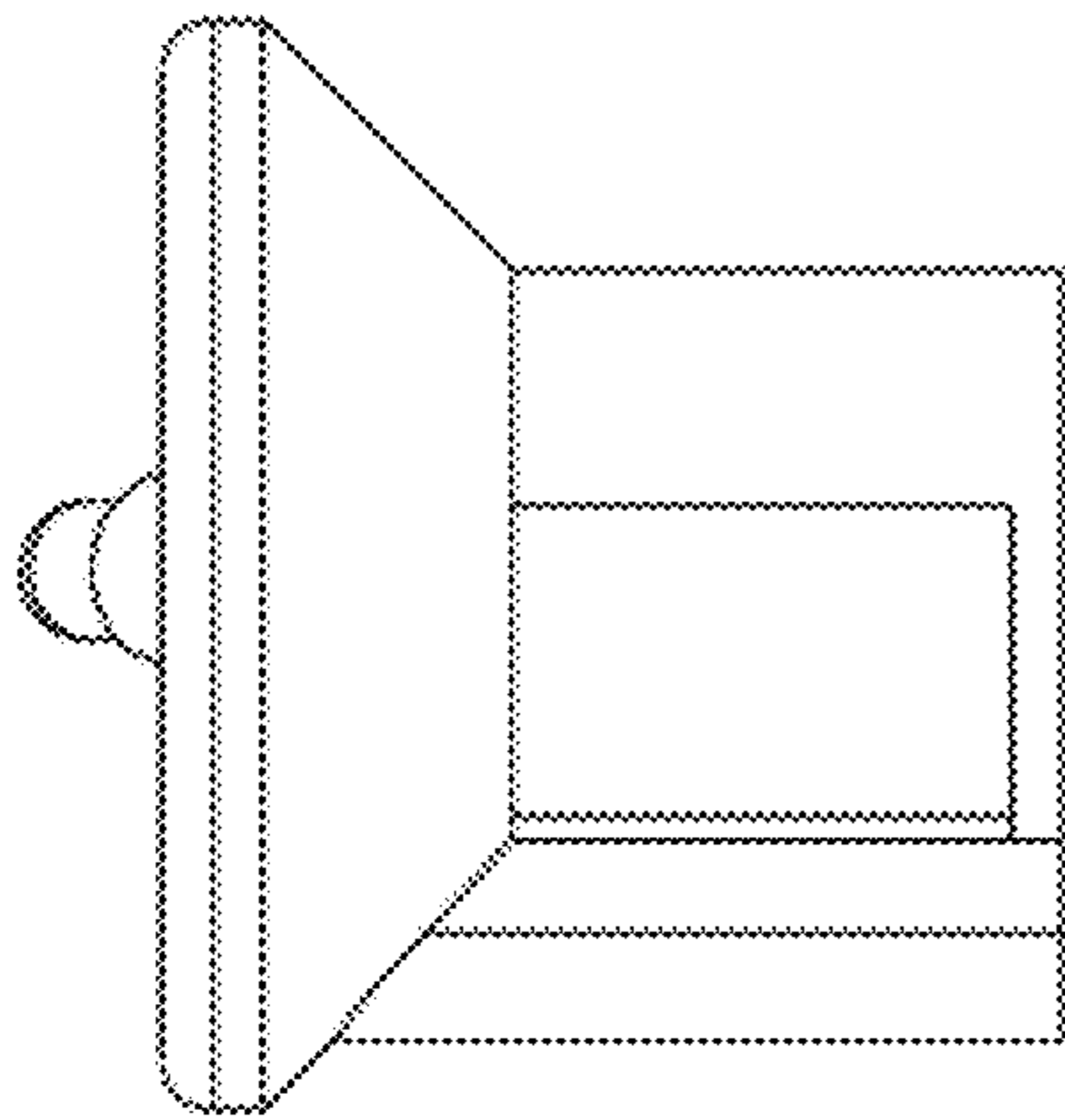


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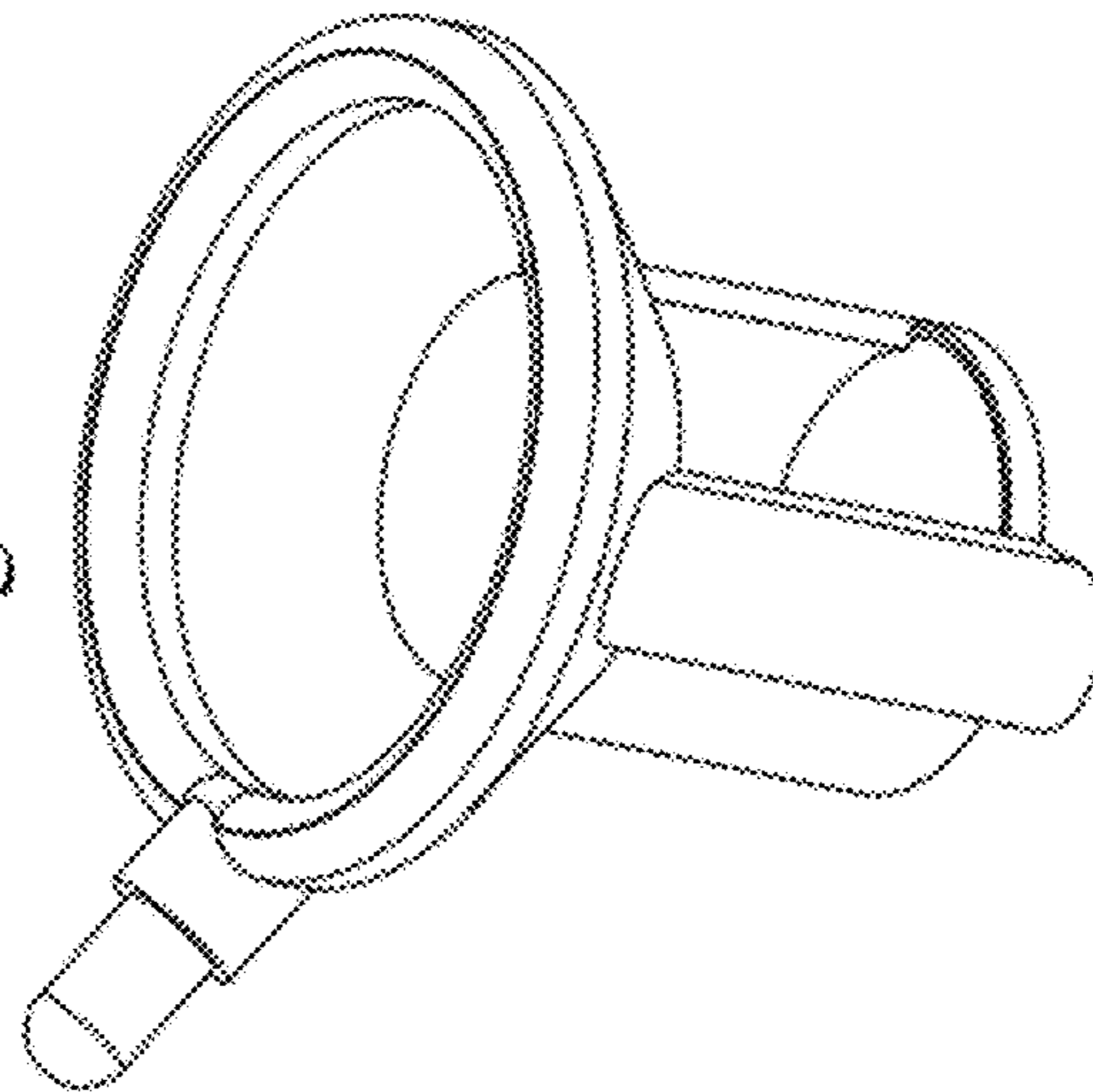


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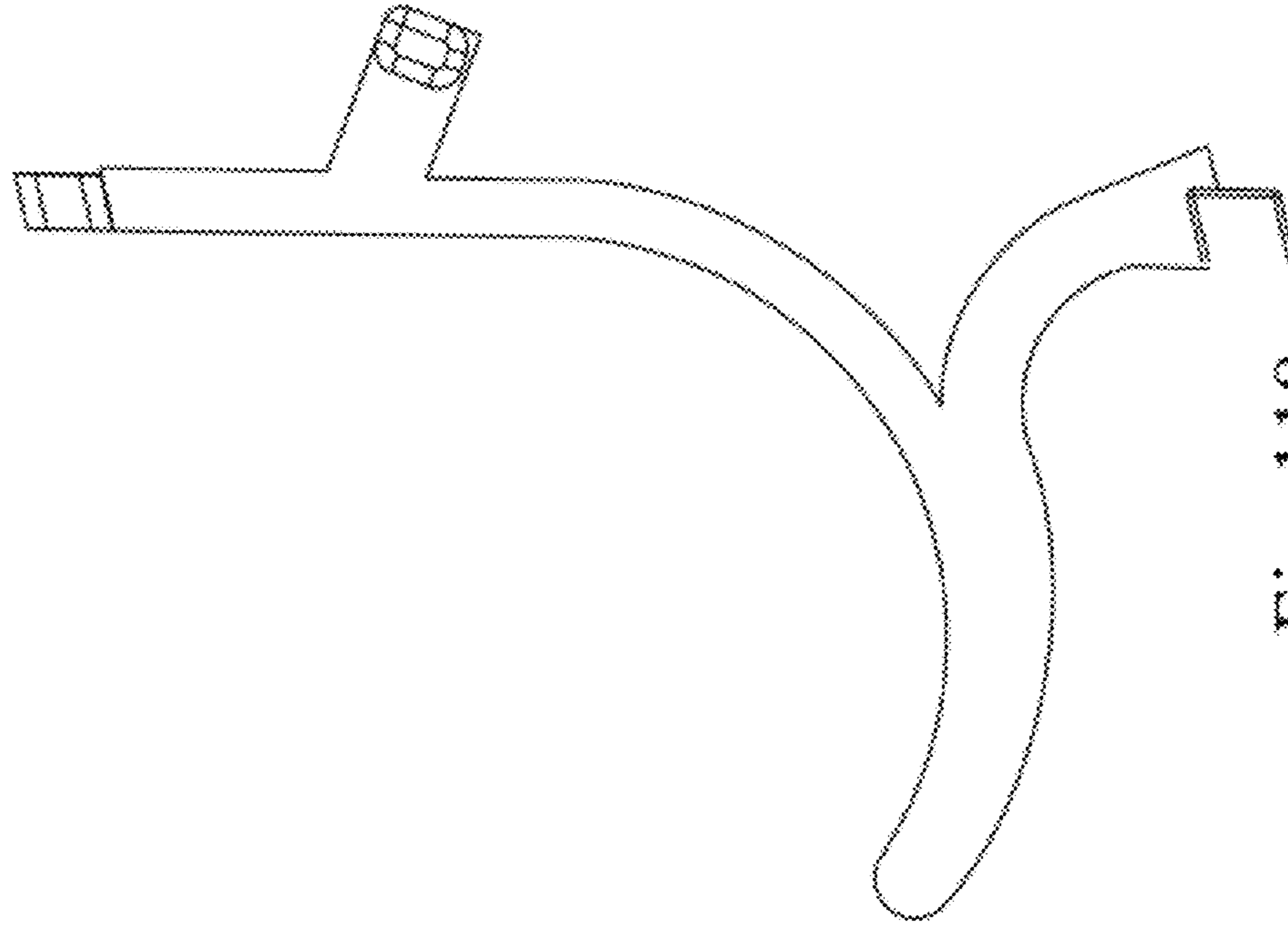


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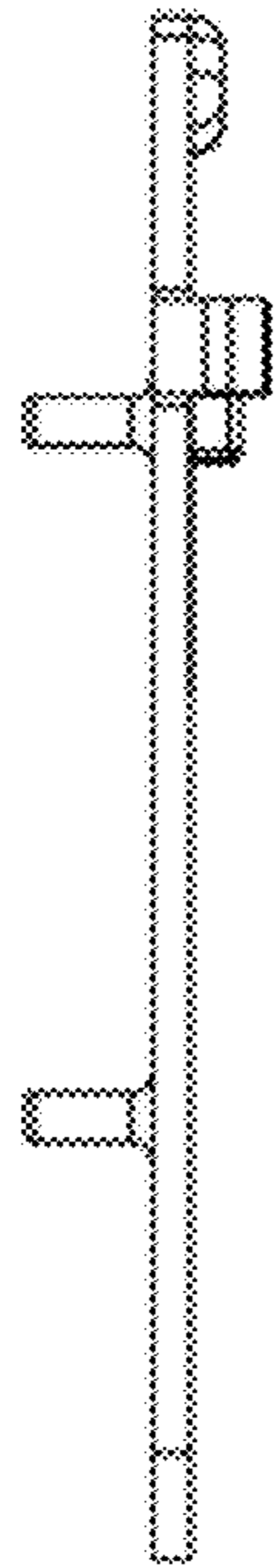


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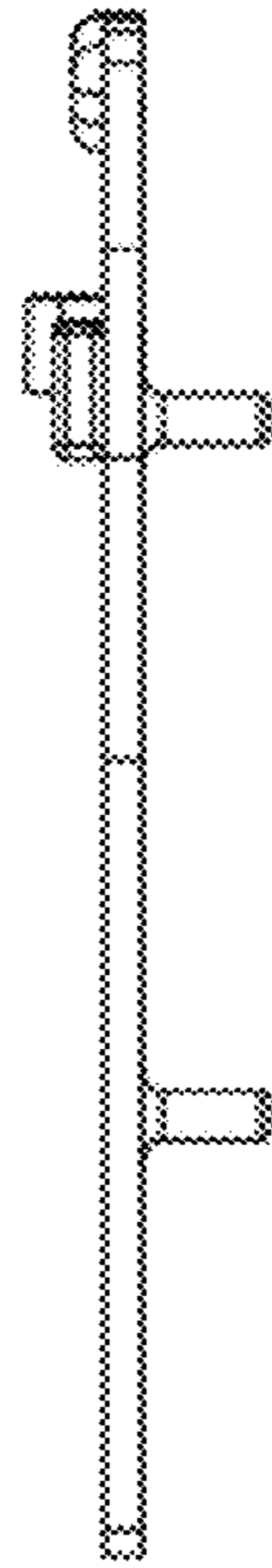


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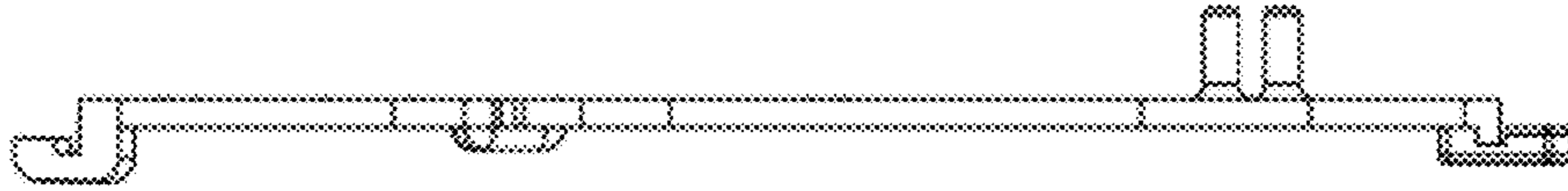


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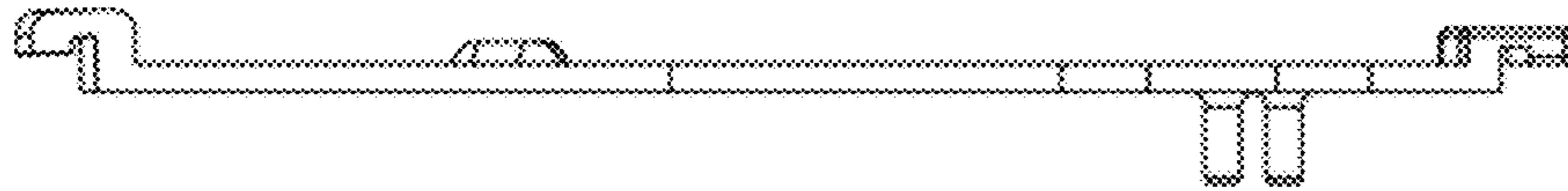


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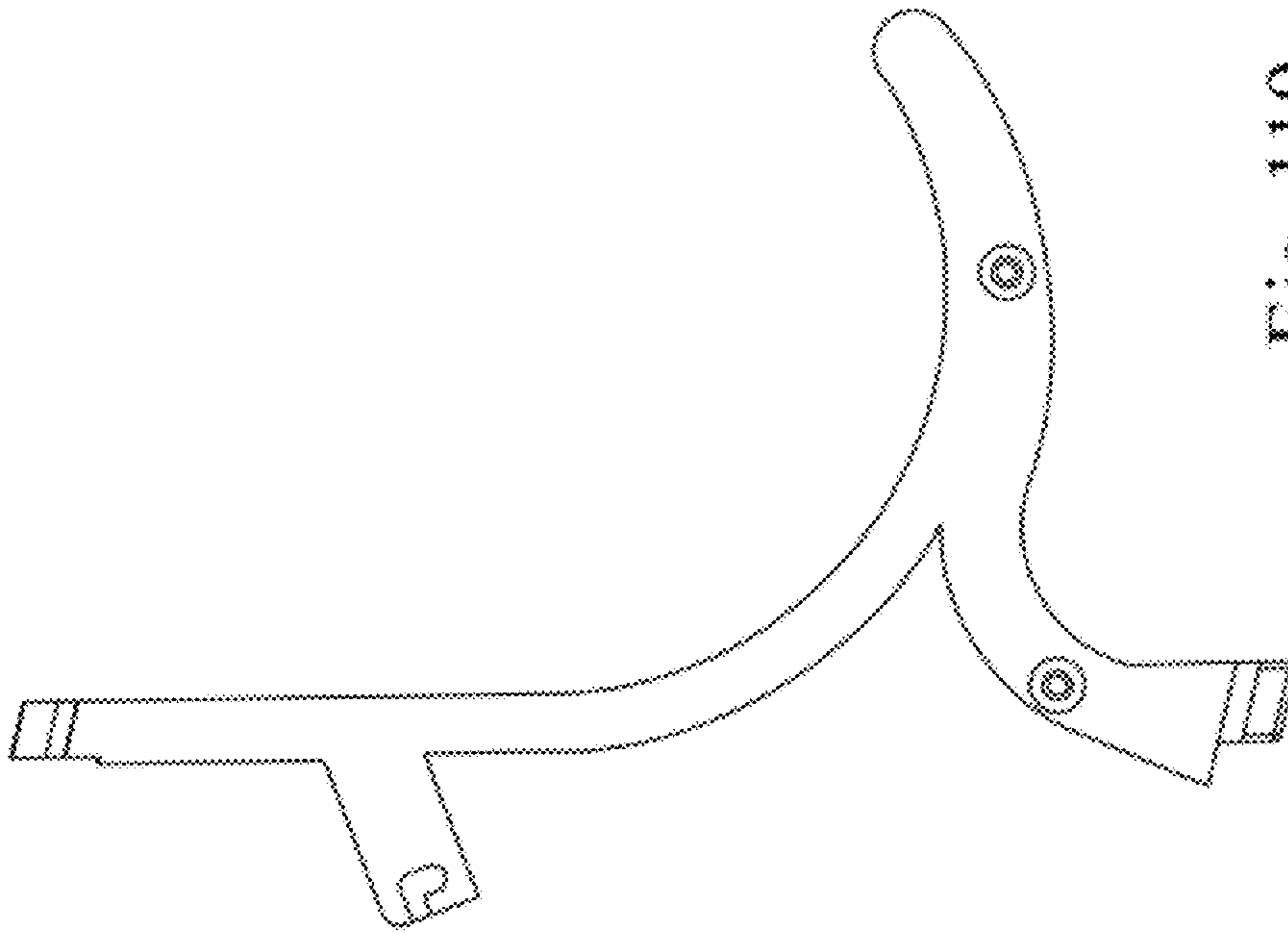


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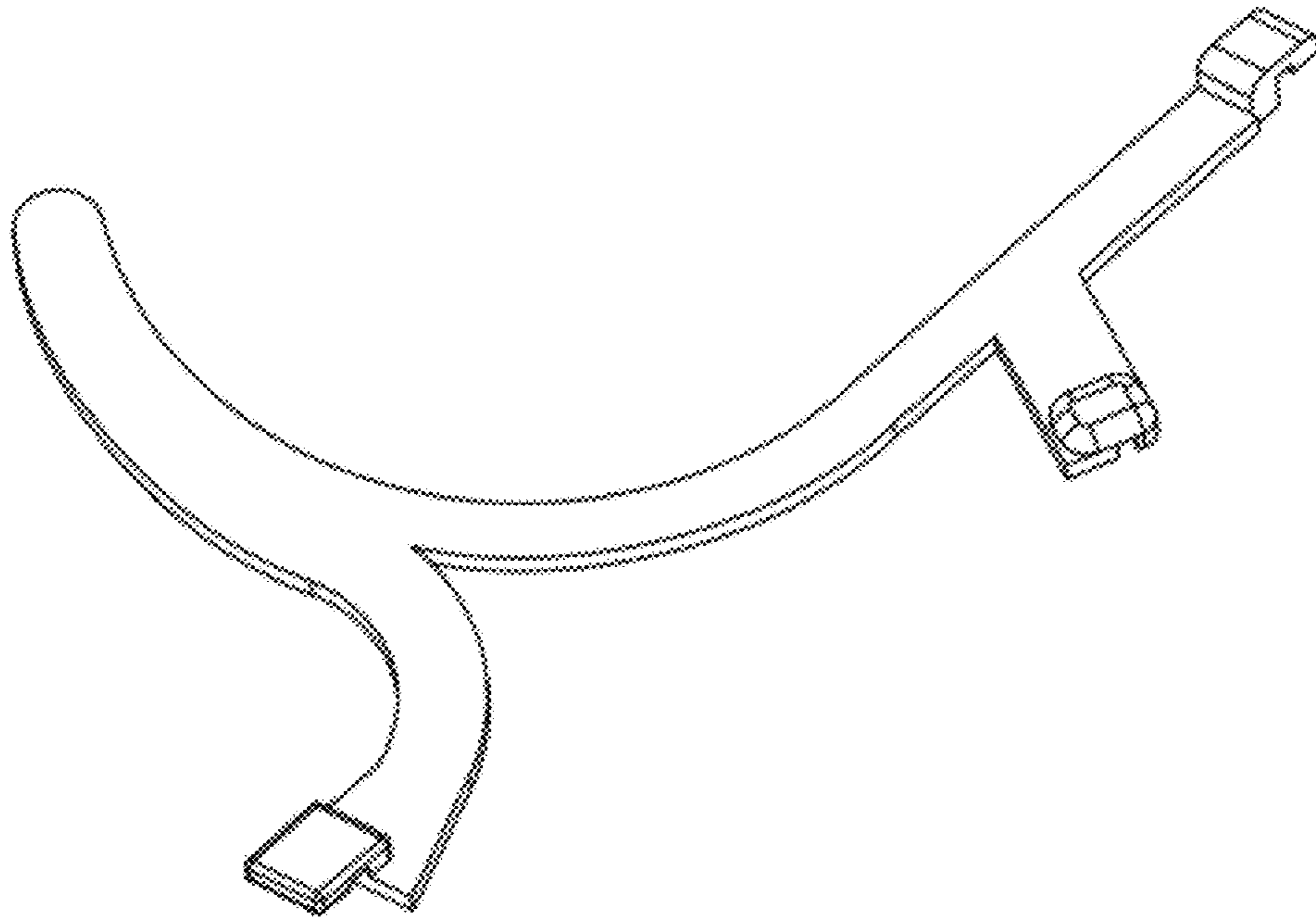


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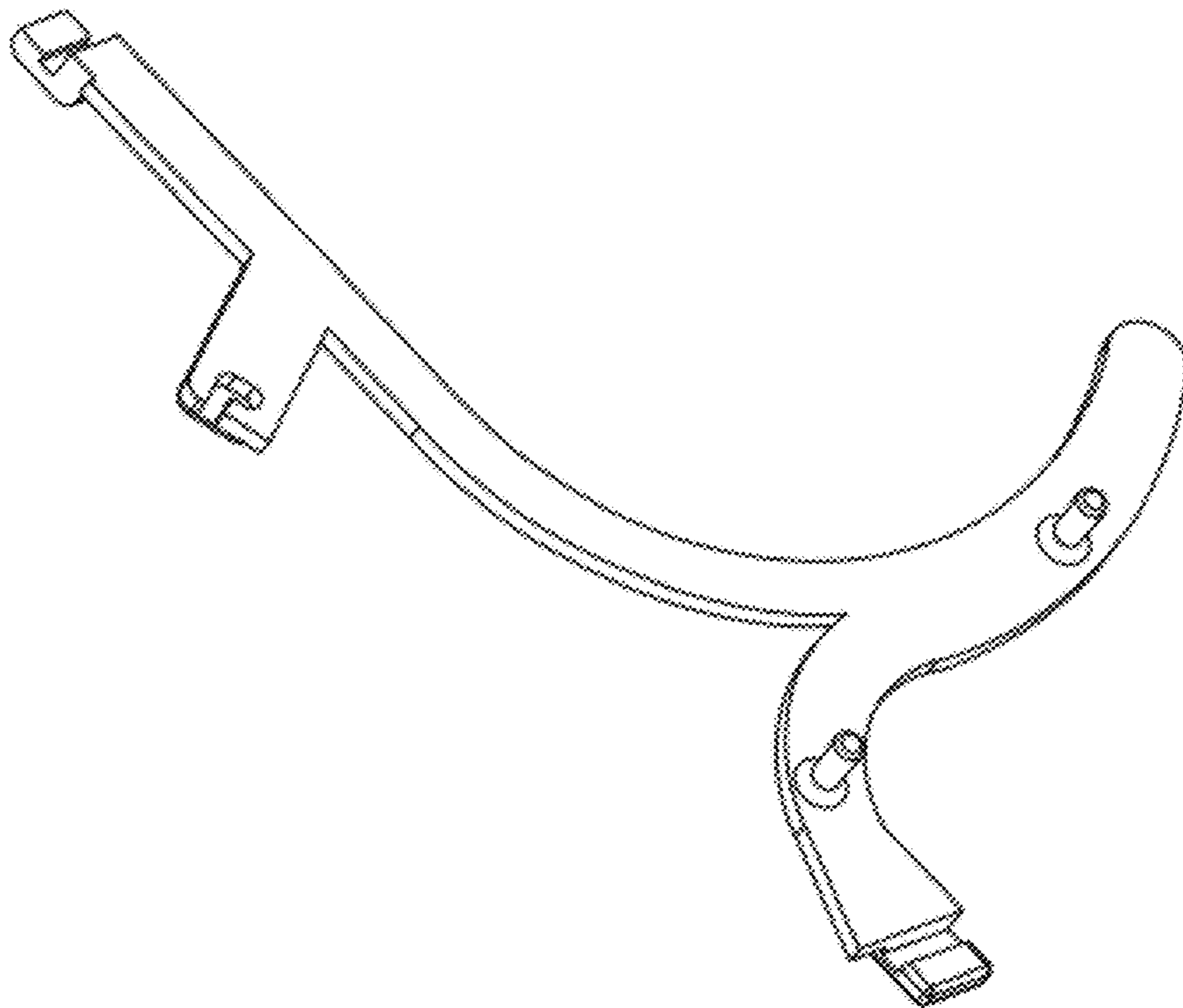


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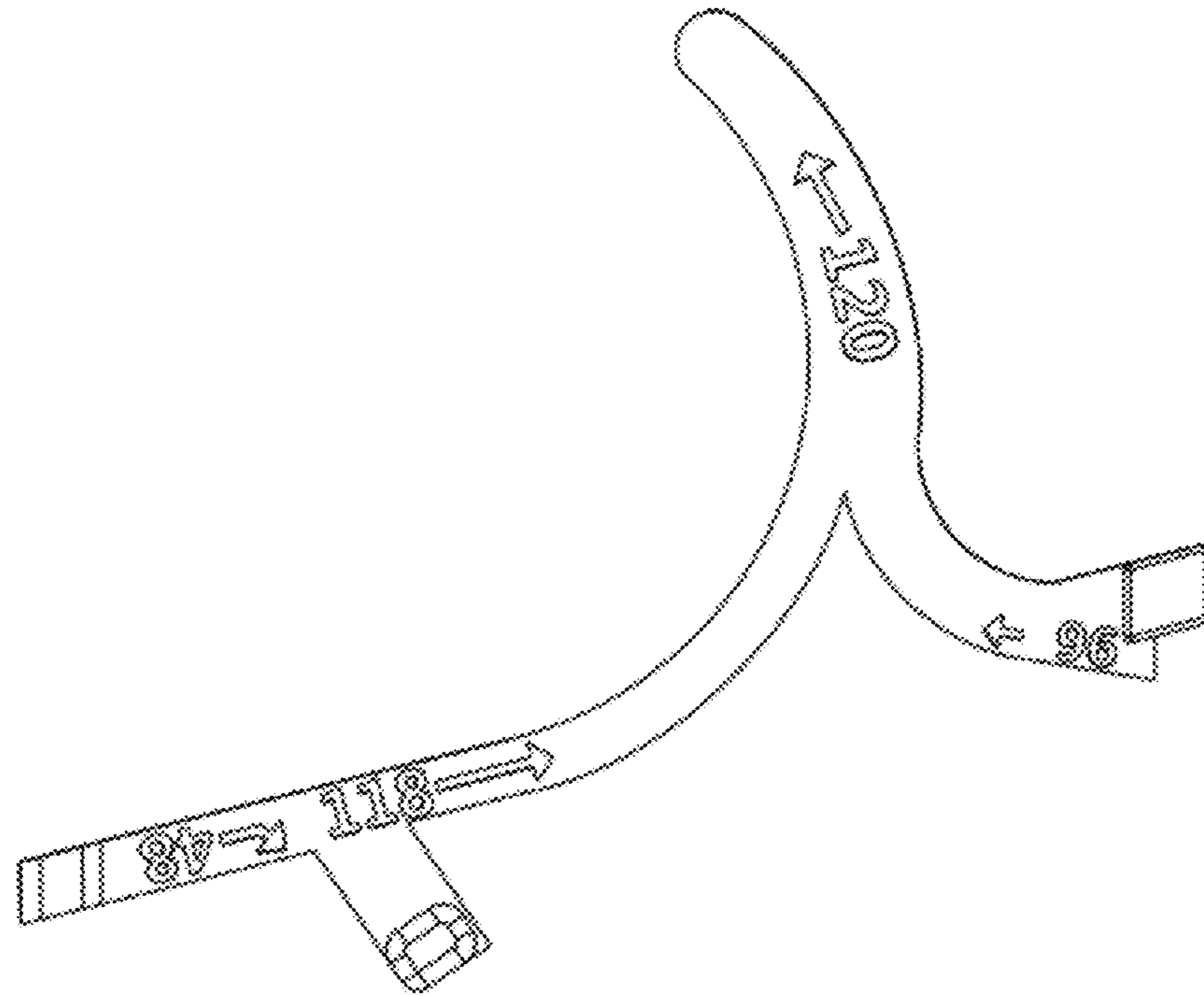


Fig. 126

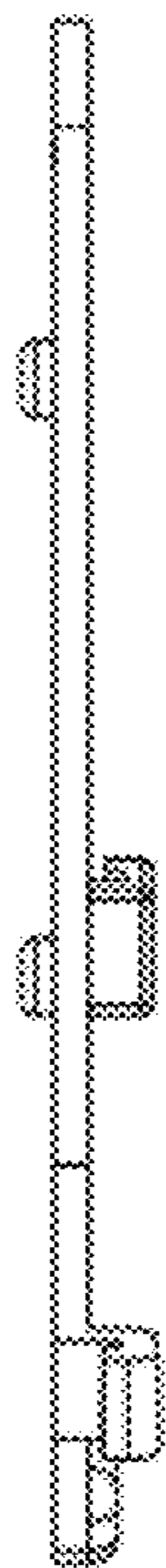


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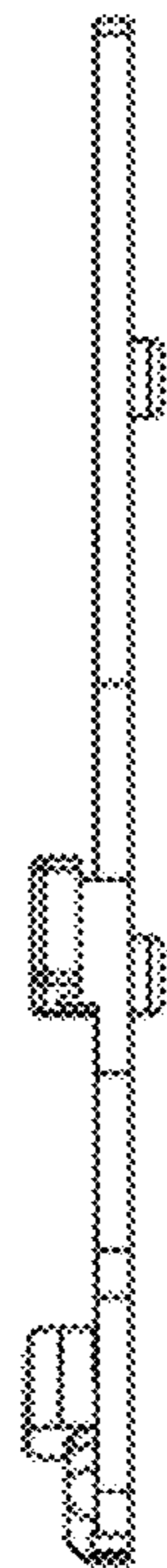


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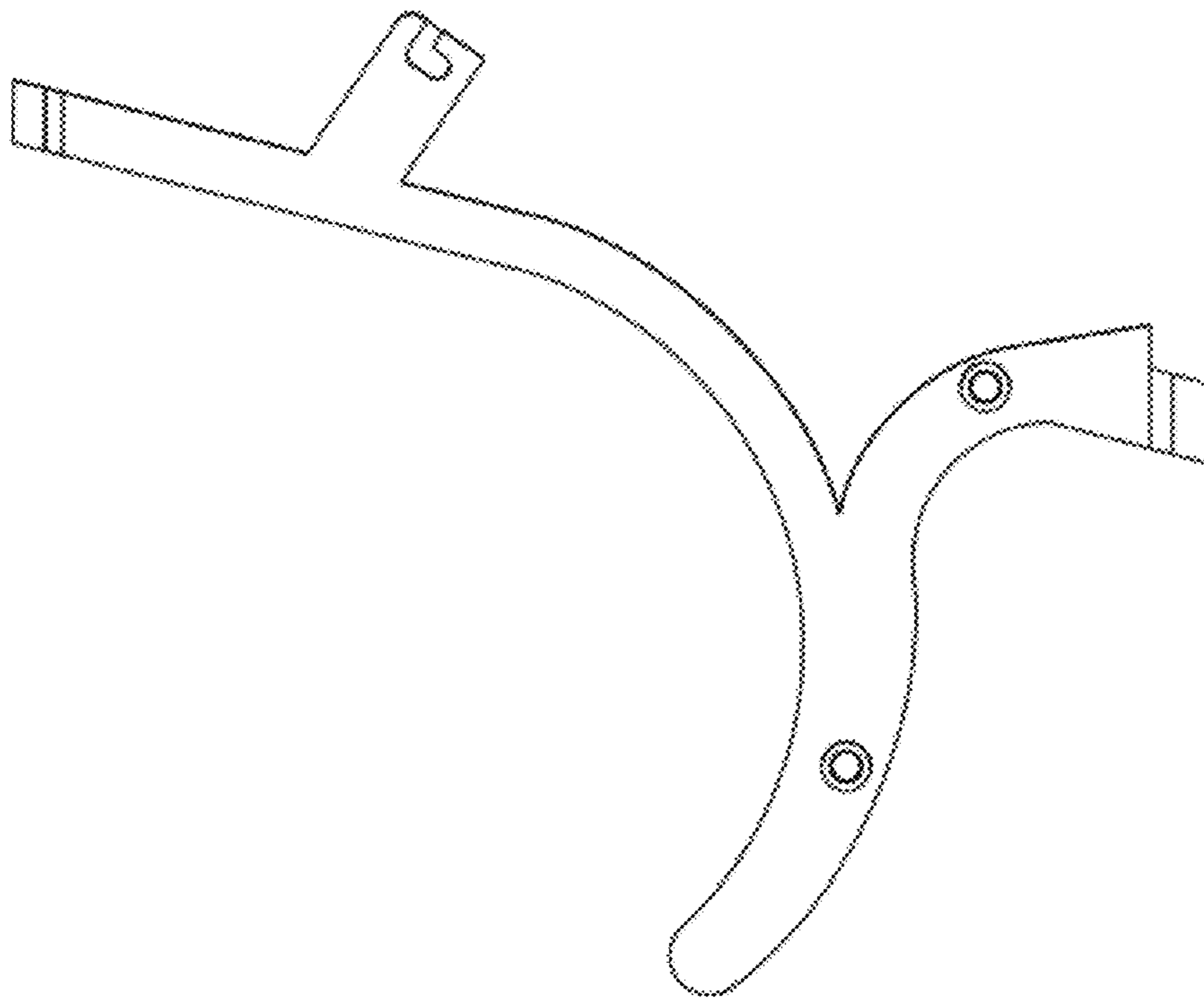
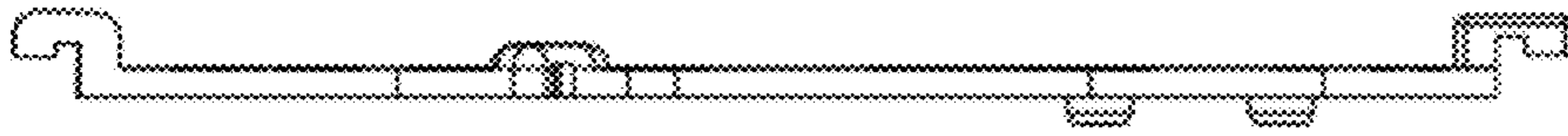
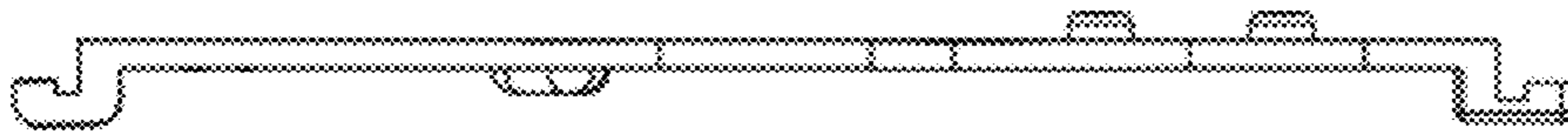


Fig. 128 Fig. 129

Fig. 127

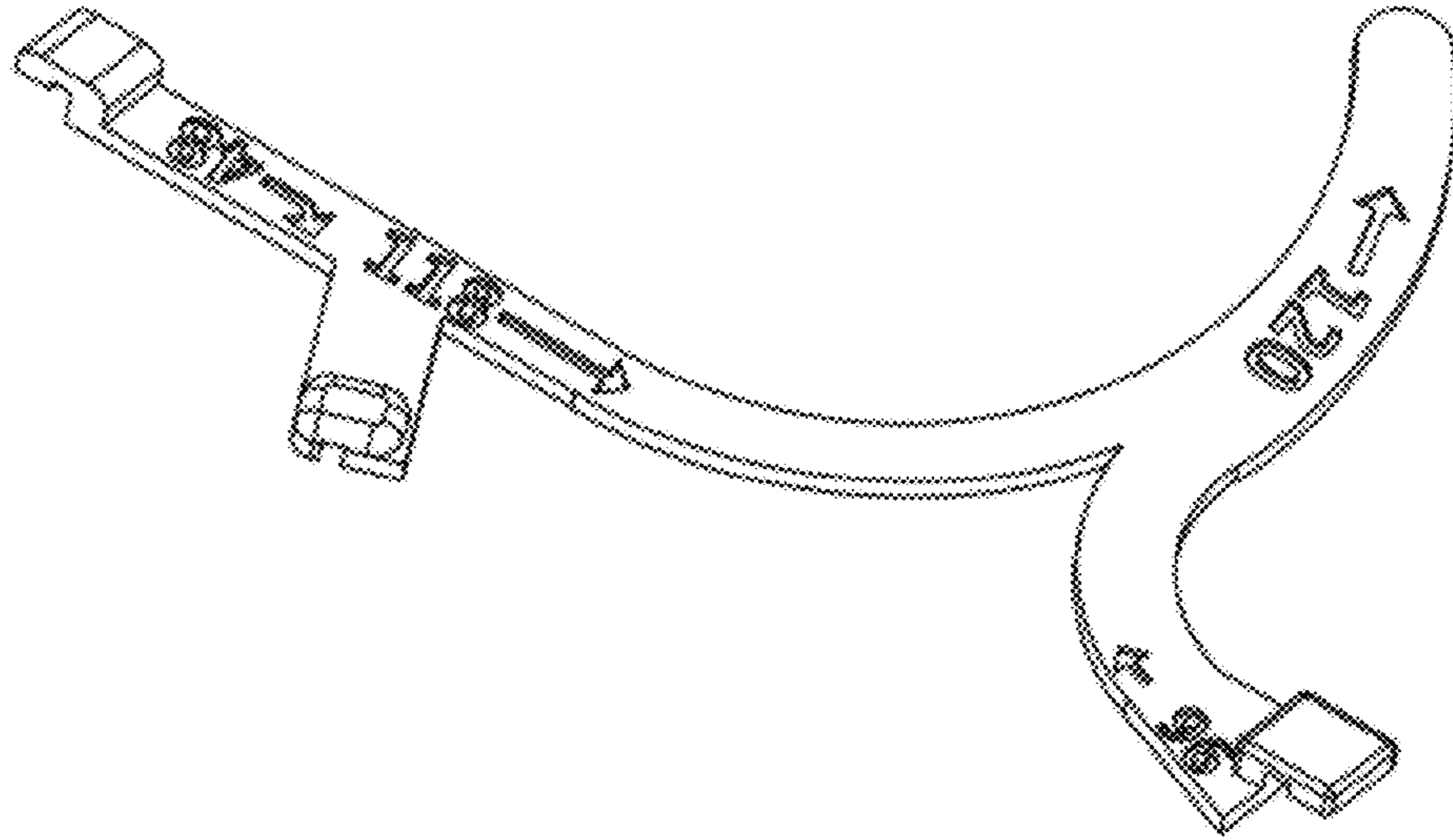


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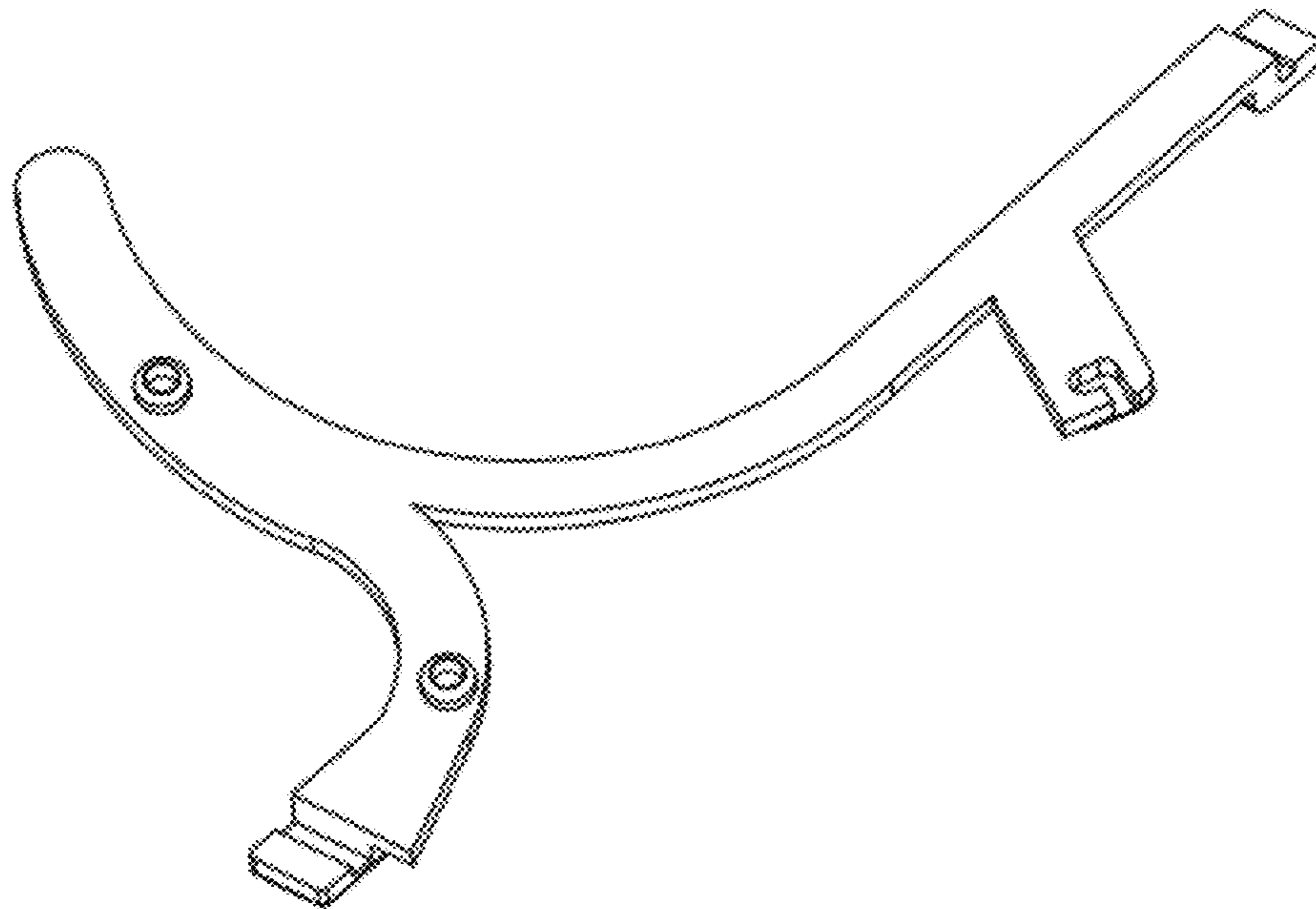


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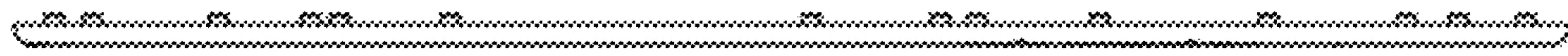


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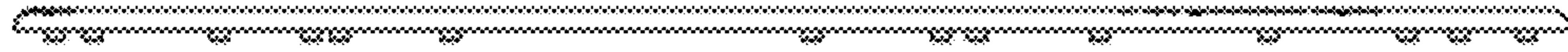


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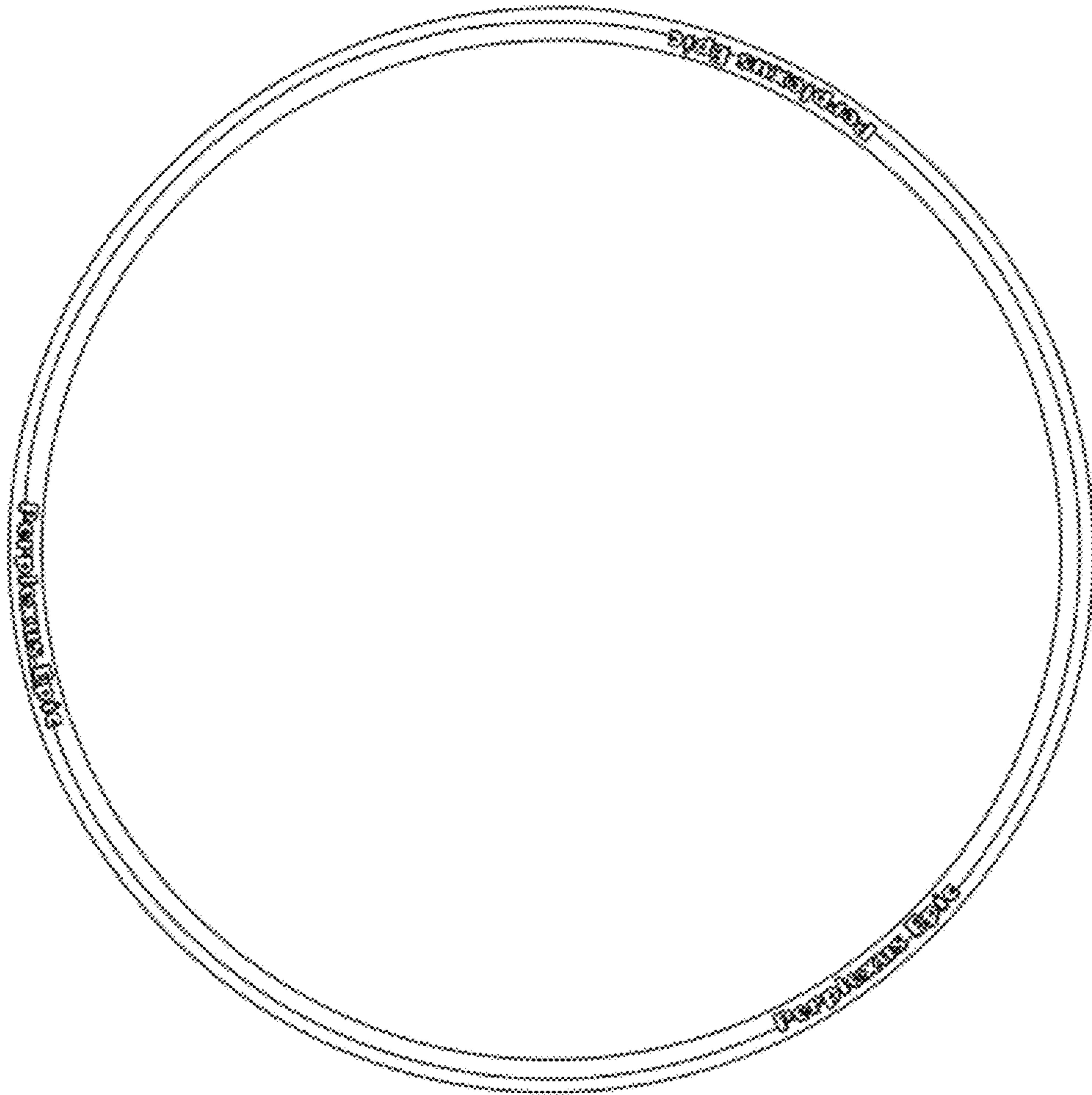


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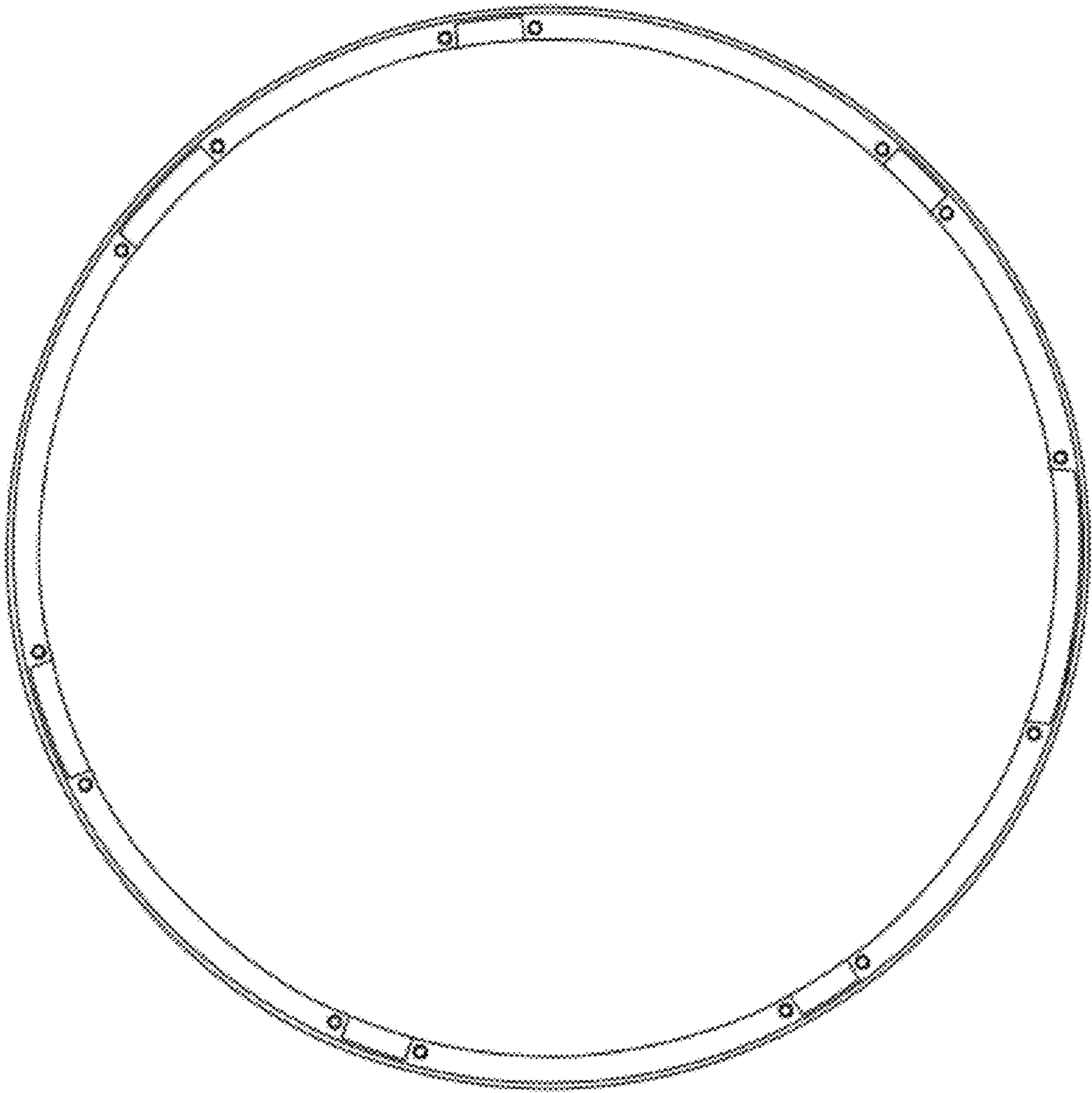


Fig. 135



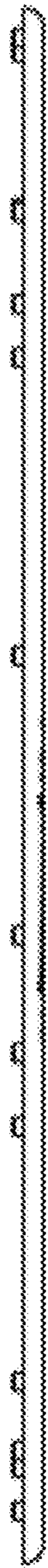


Fig. 136



Fig. 137

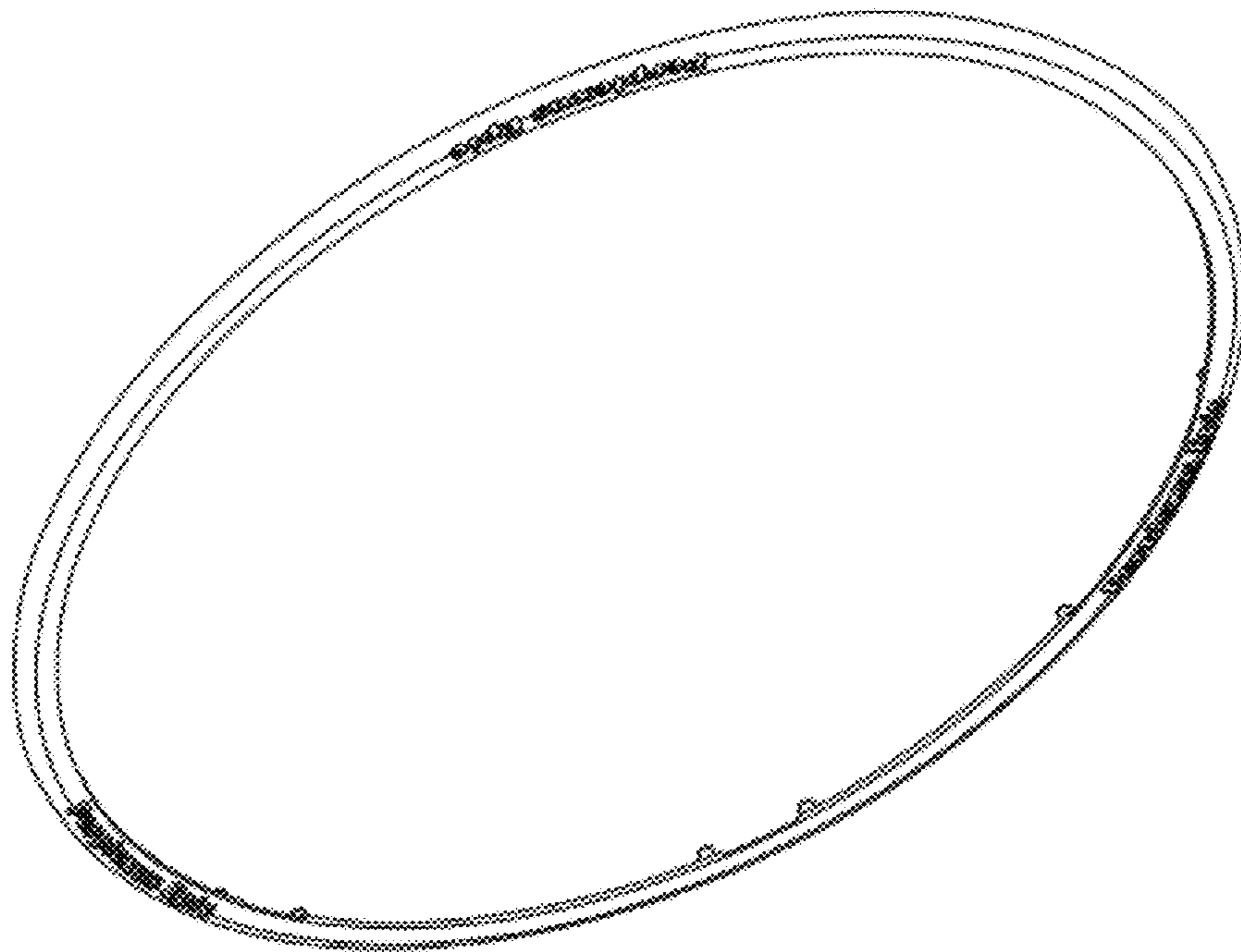


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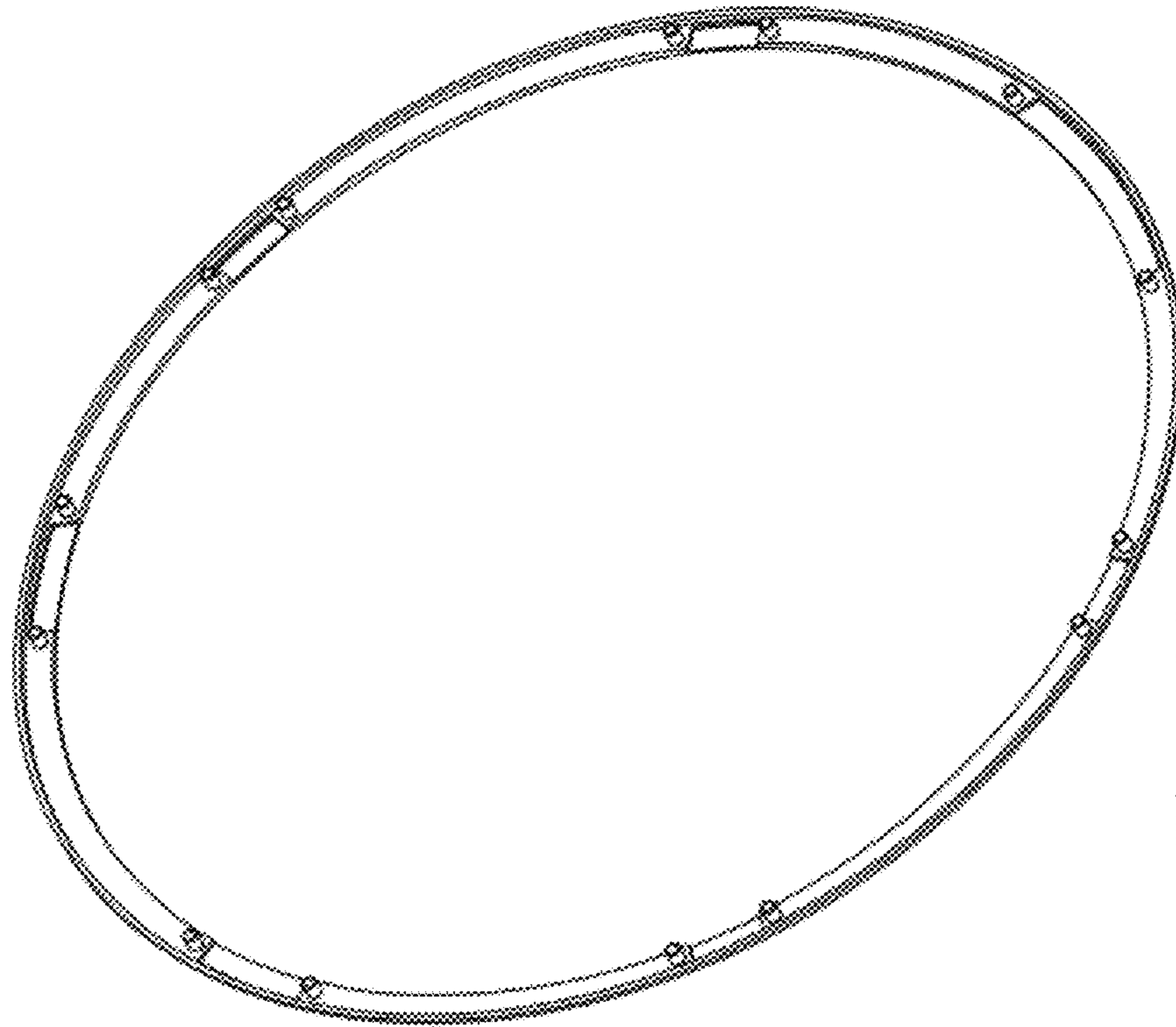


Fig. 139



Fig. 140

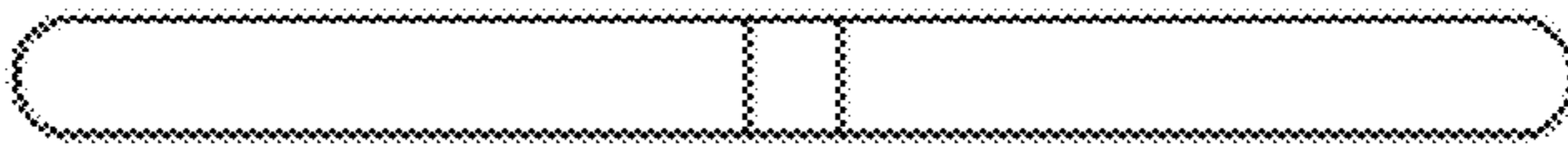


Fig. 141

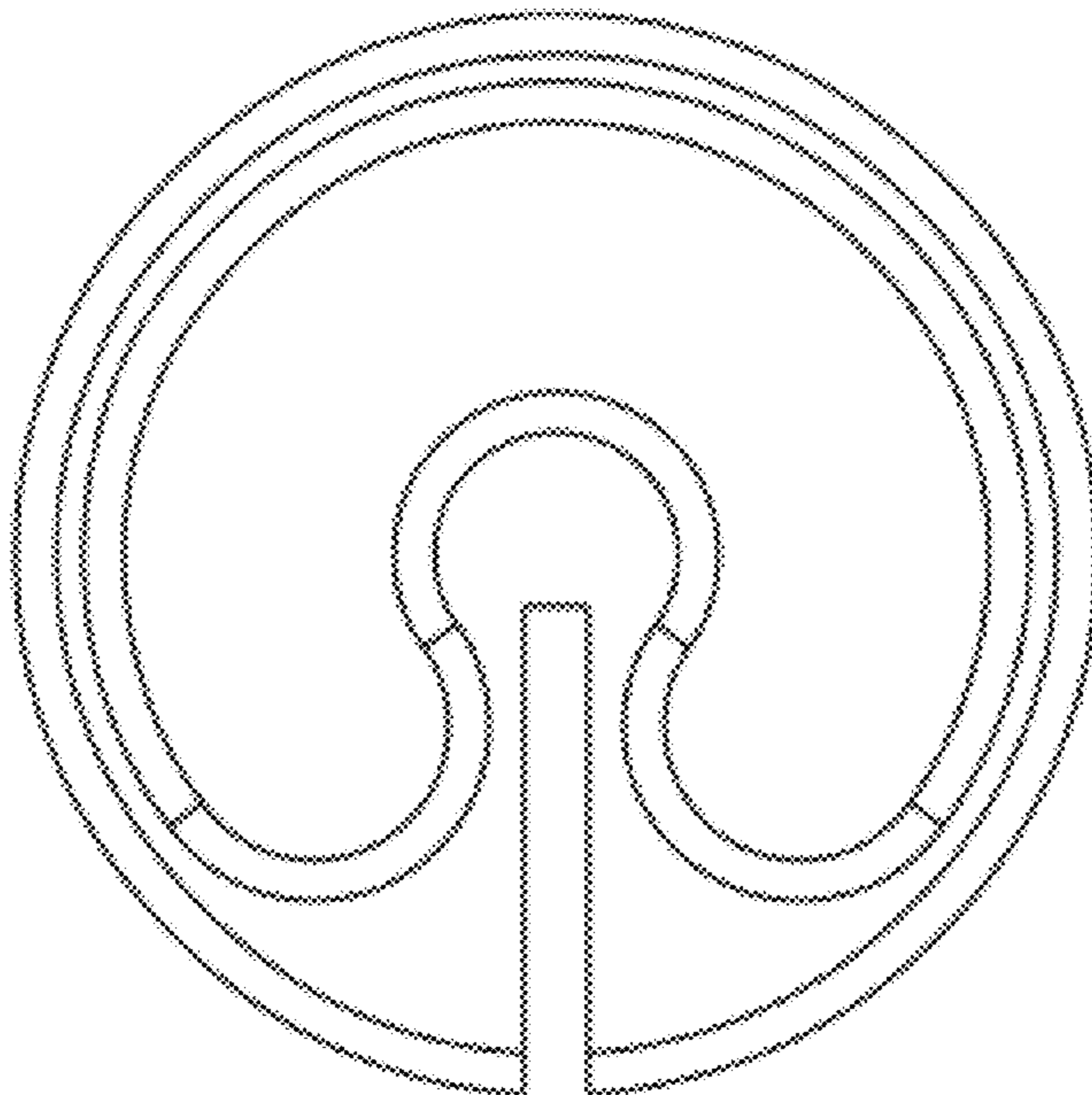


Fig. 142



Fig. 143

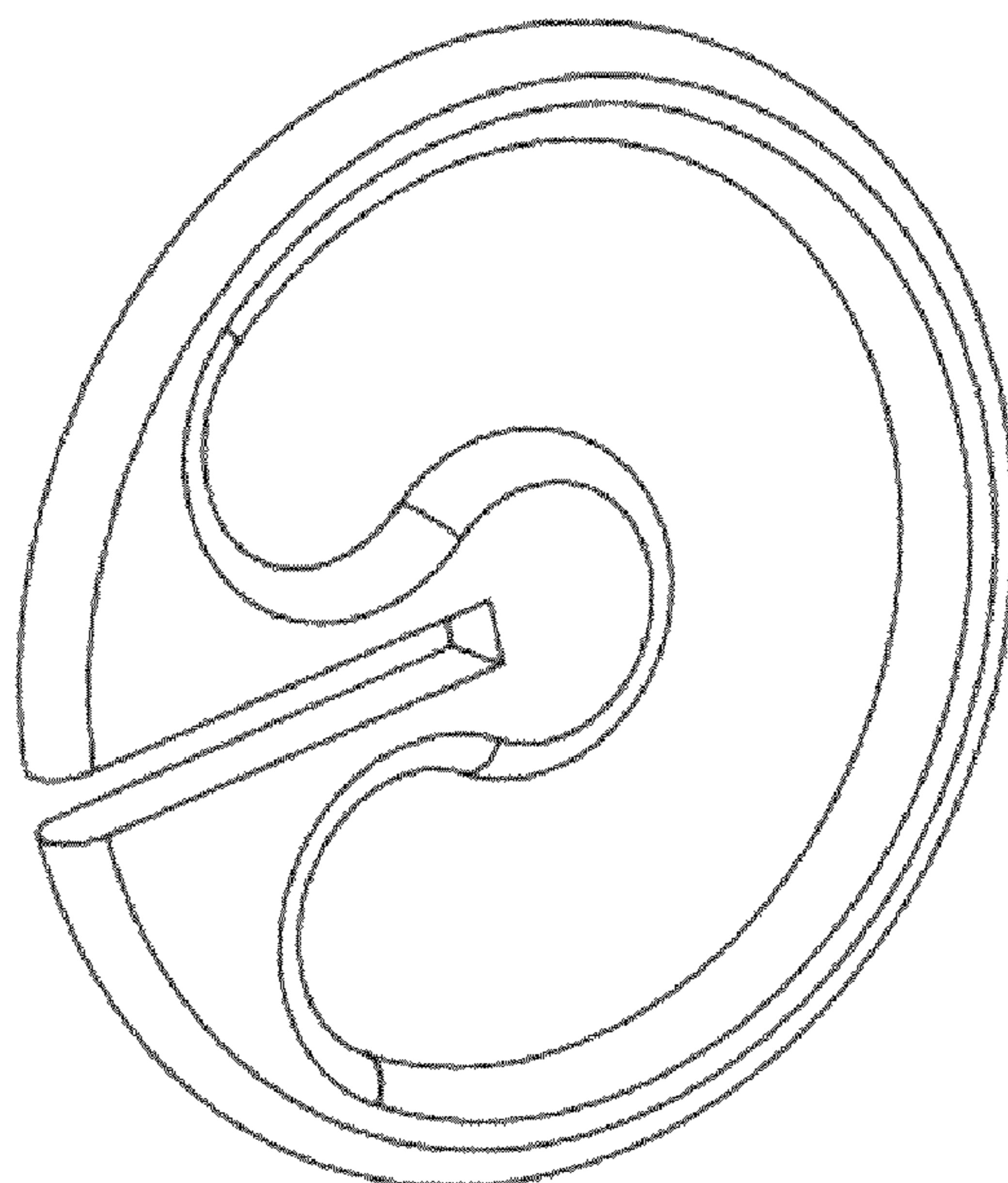


Fig. 144

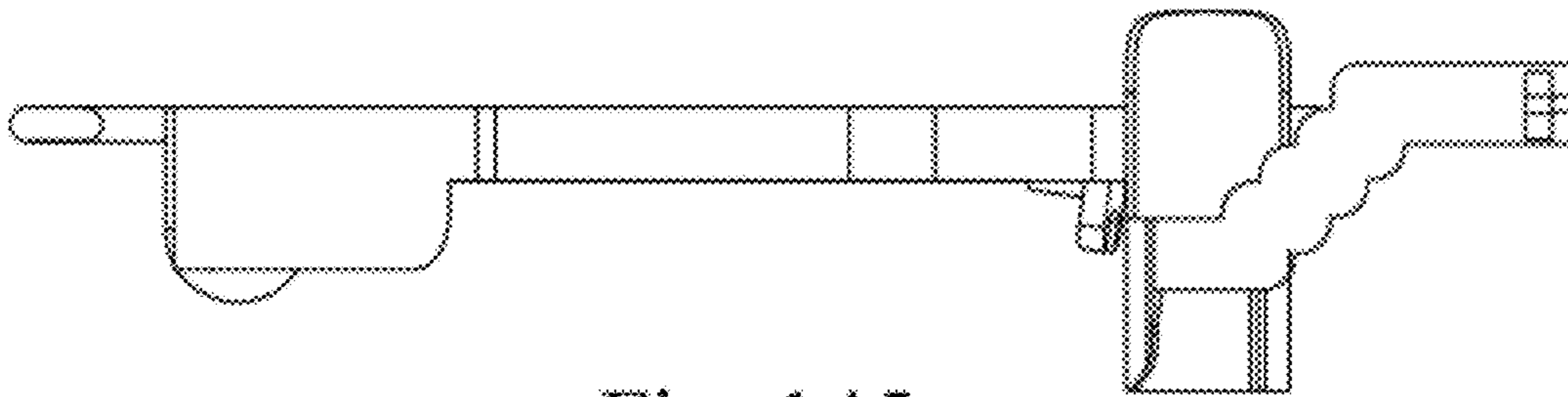


Fig. 145

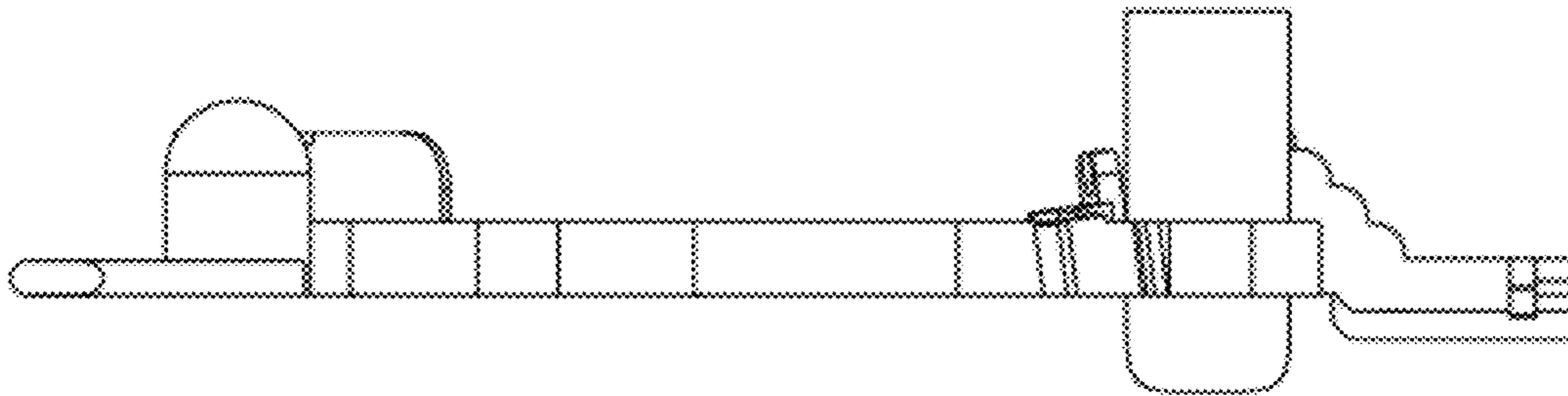


Fig. 146

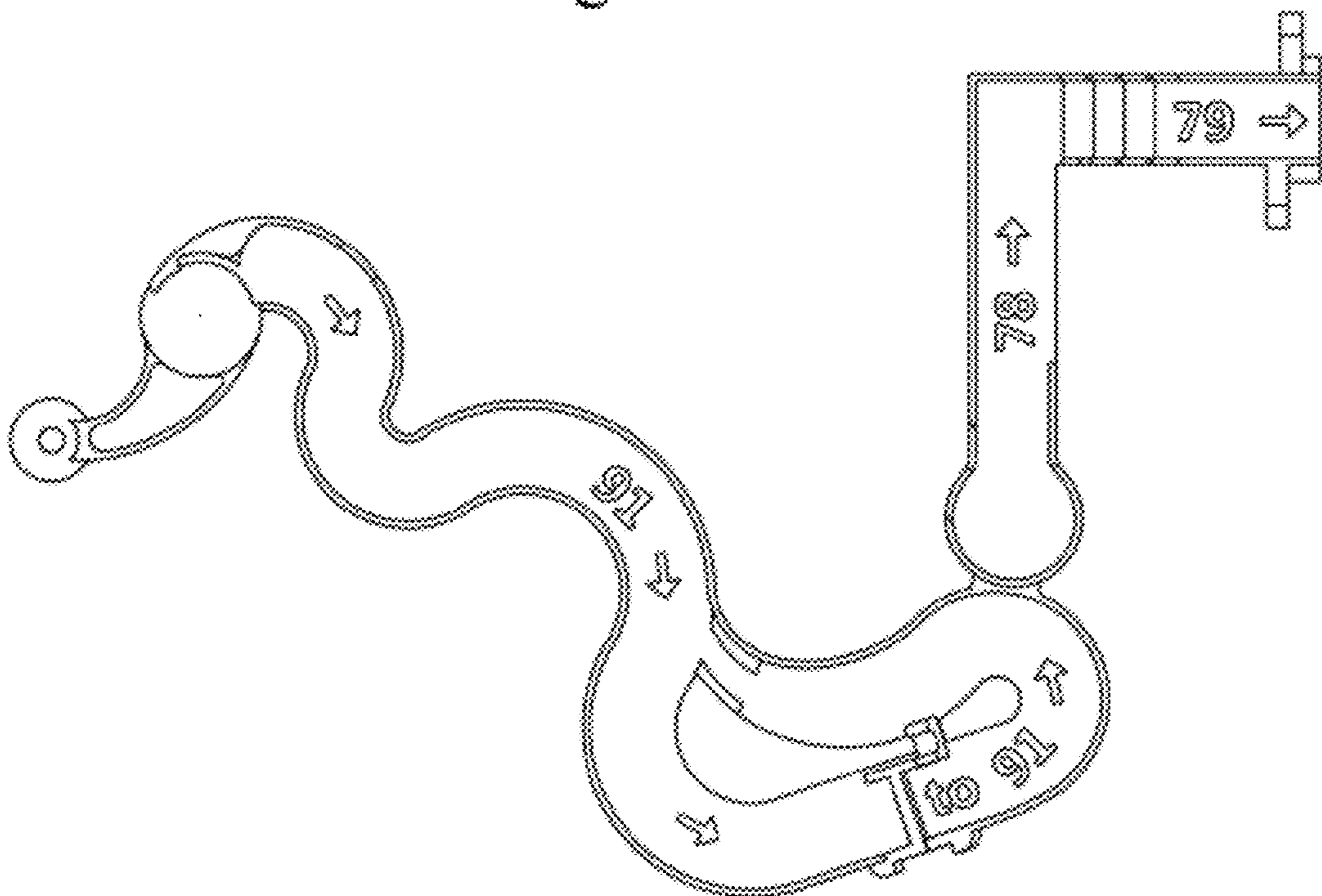


Fig. 147

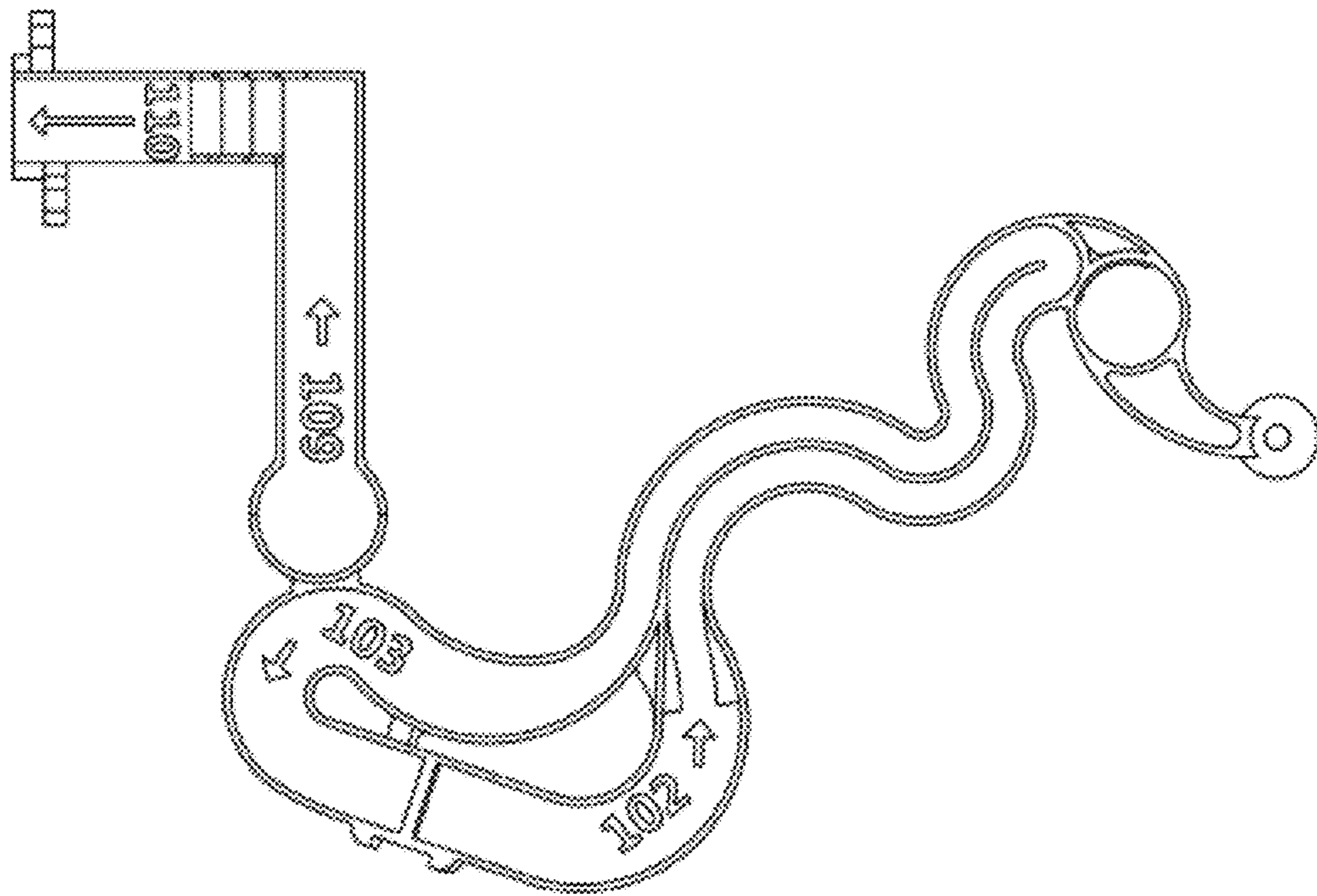


Fig. 148

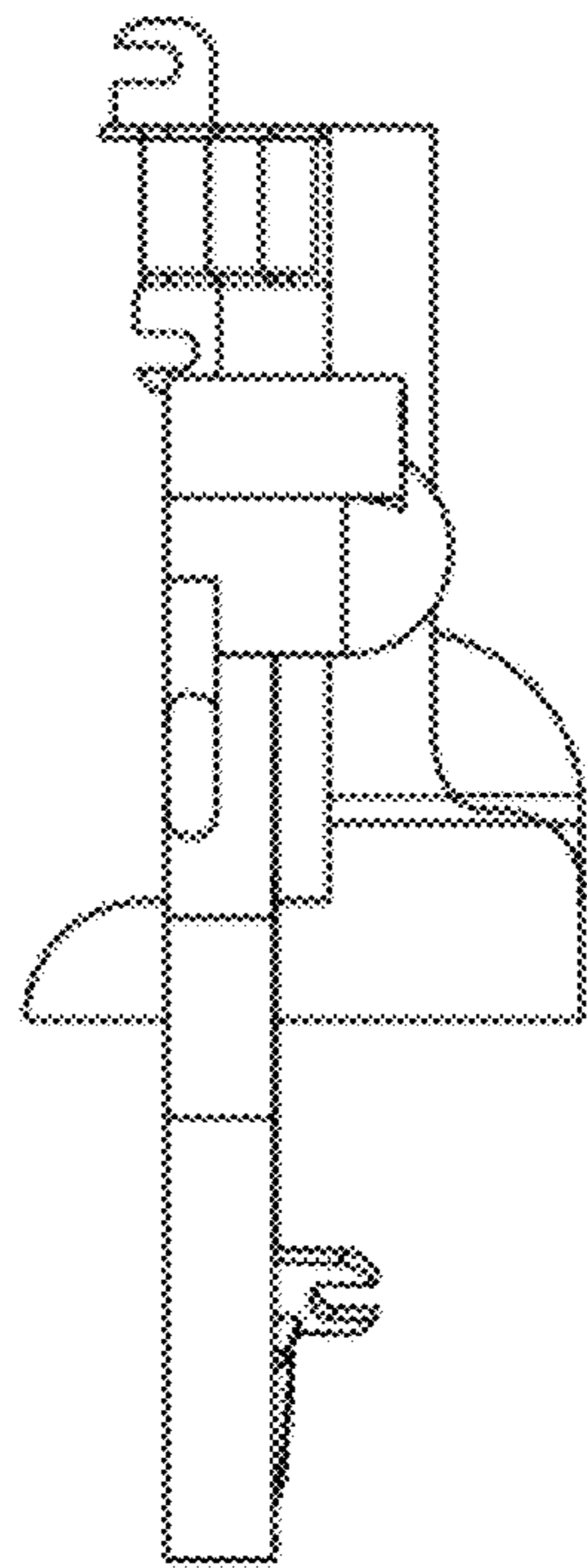


Fig. 149

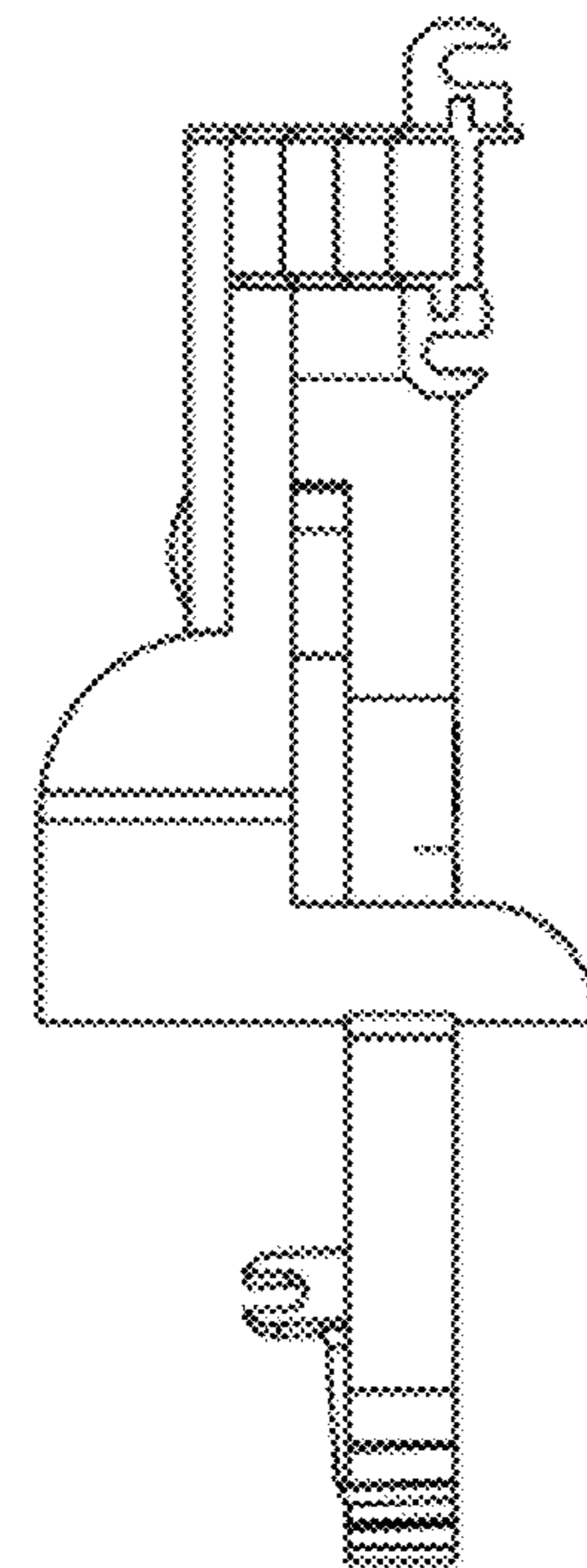


Fig. 150

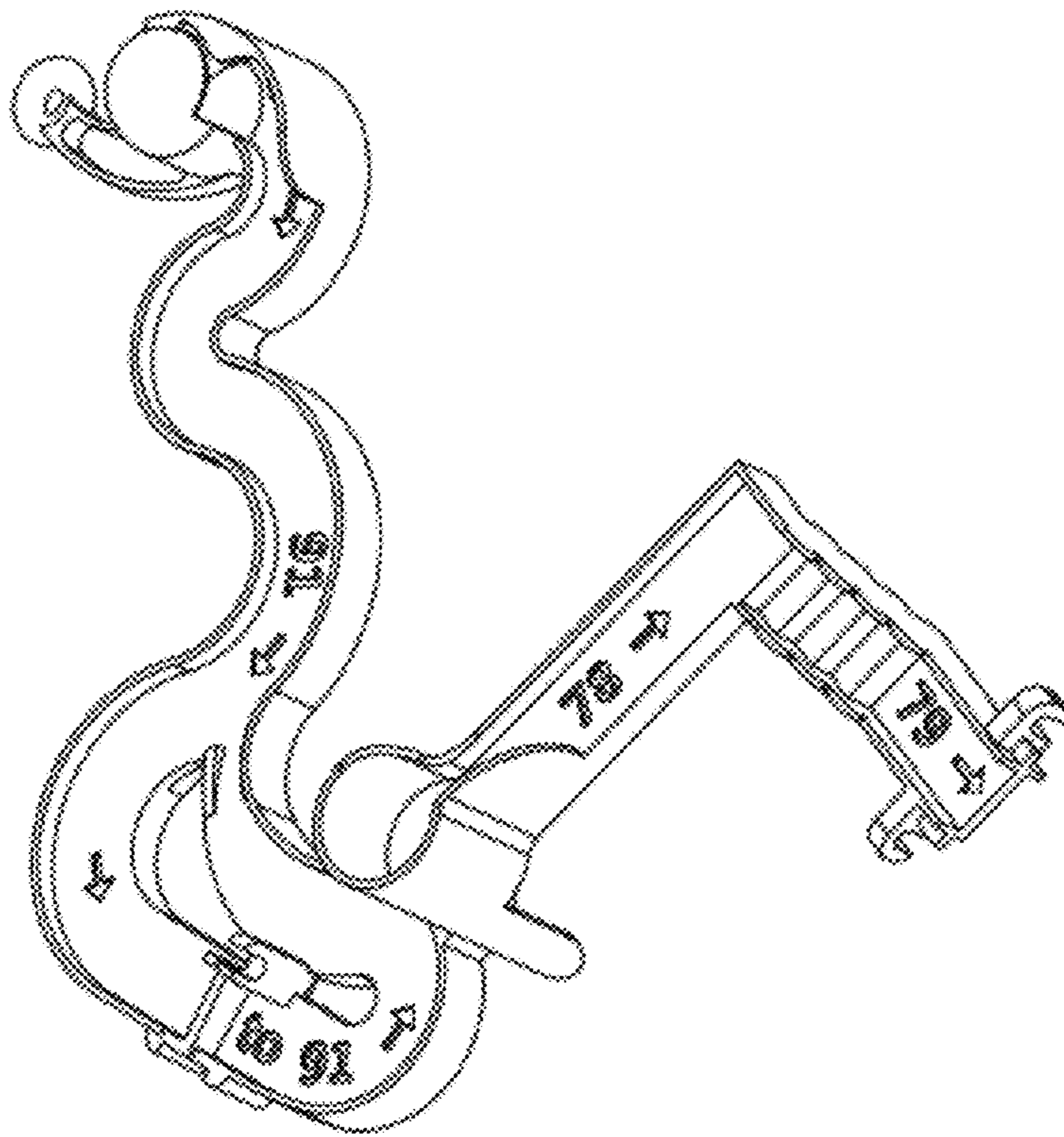


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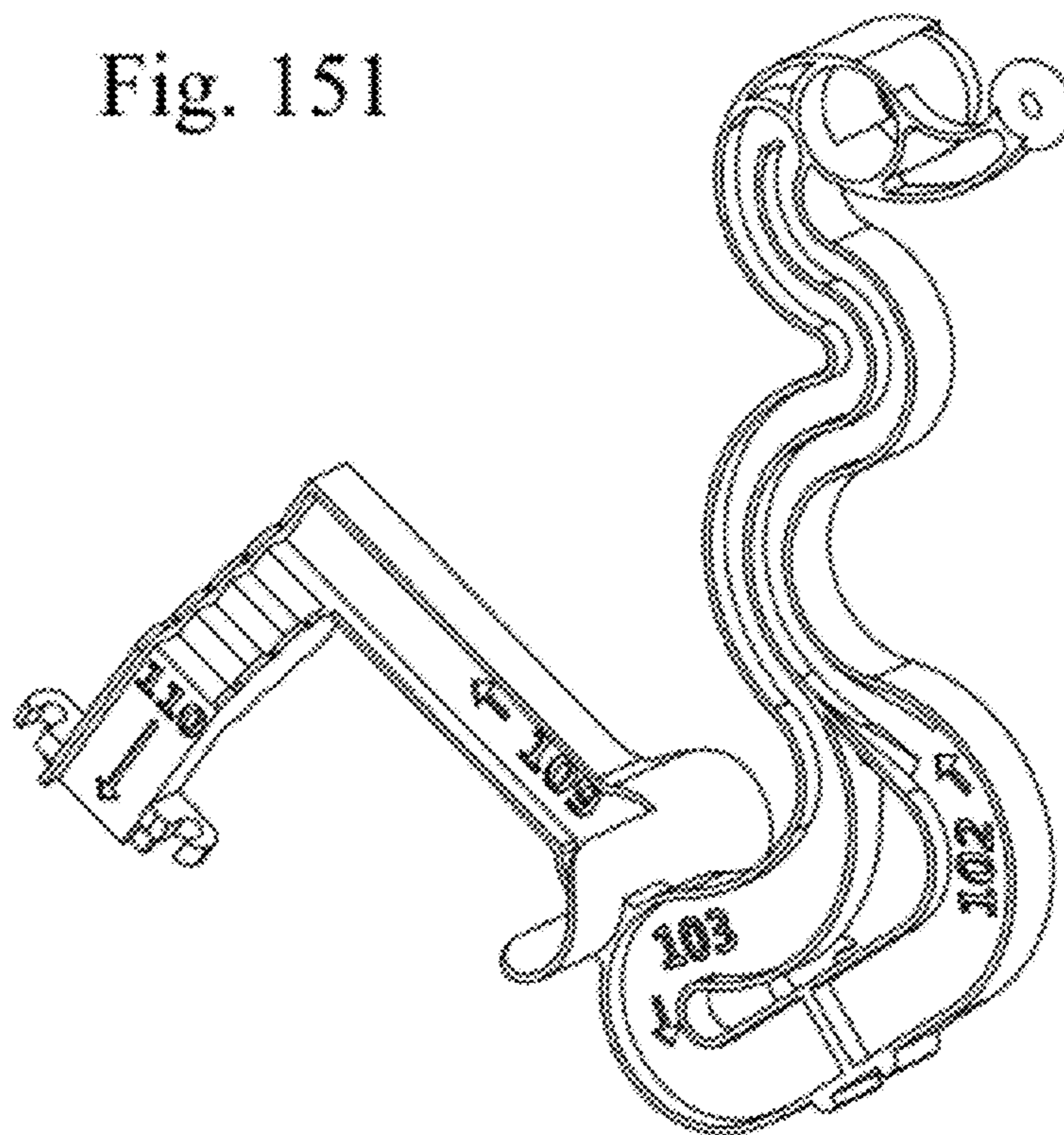


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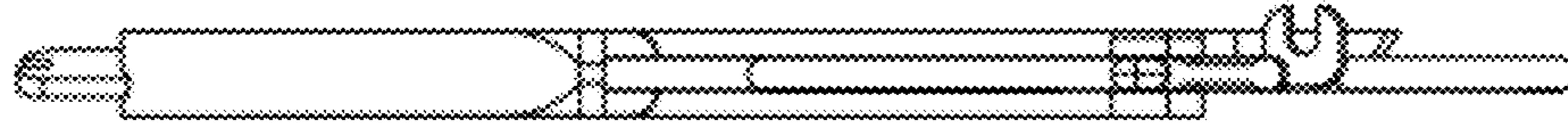


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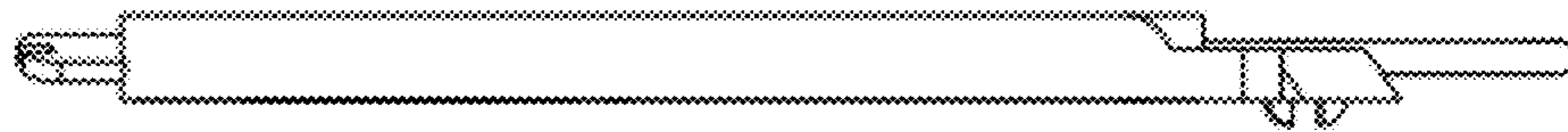


Fig. 154

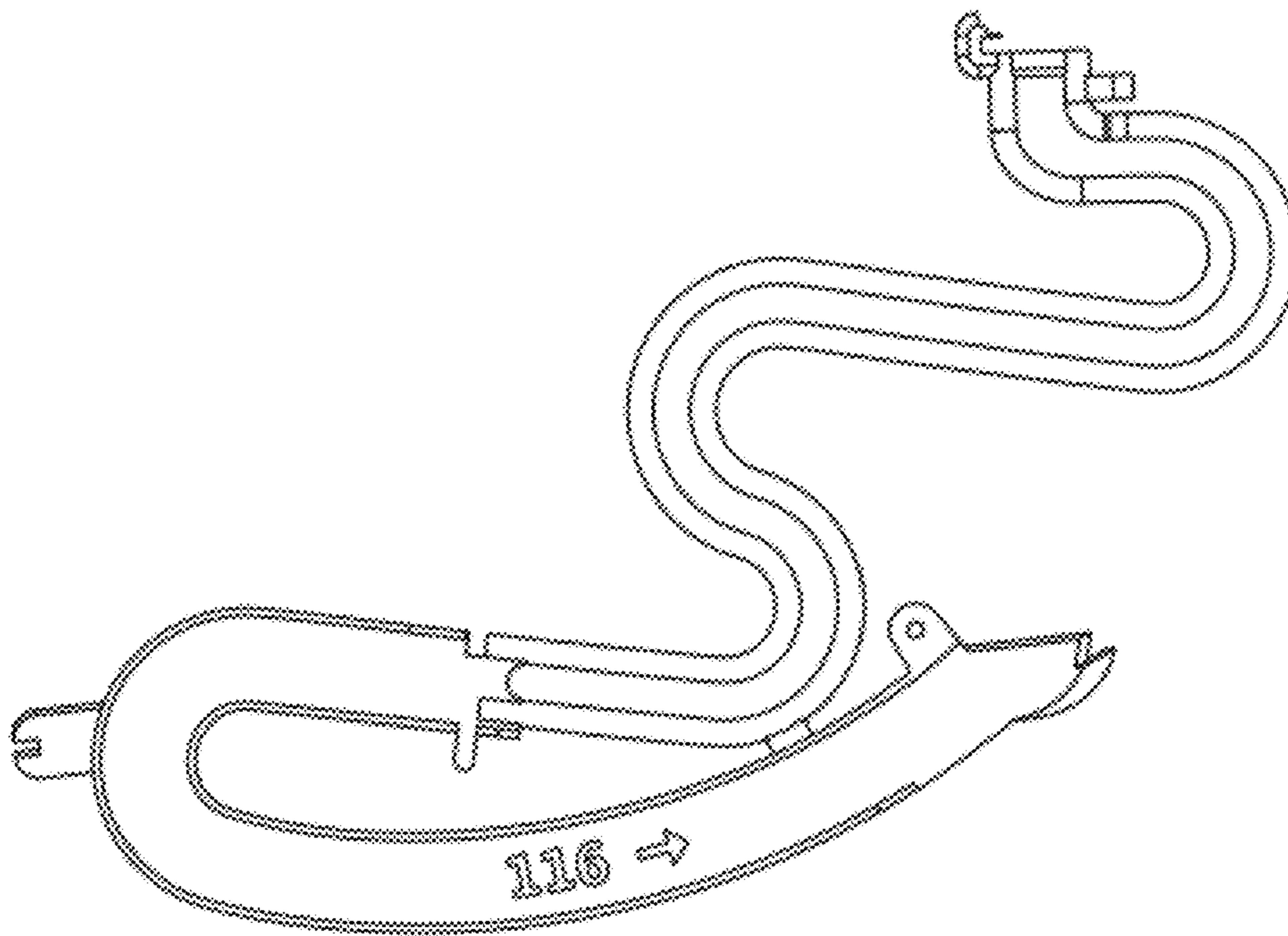


Fig. 155



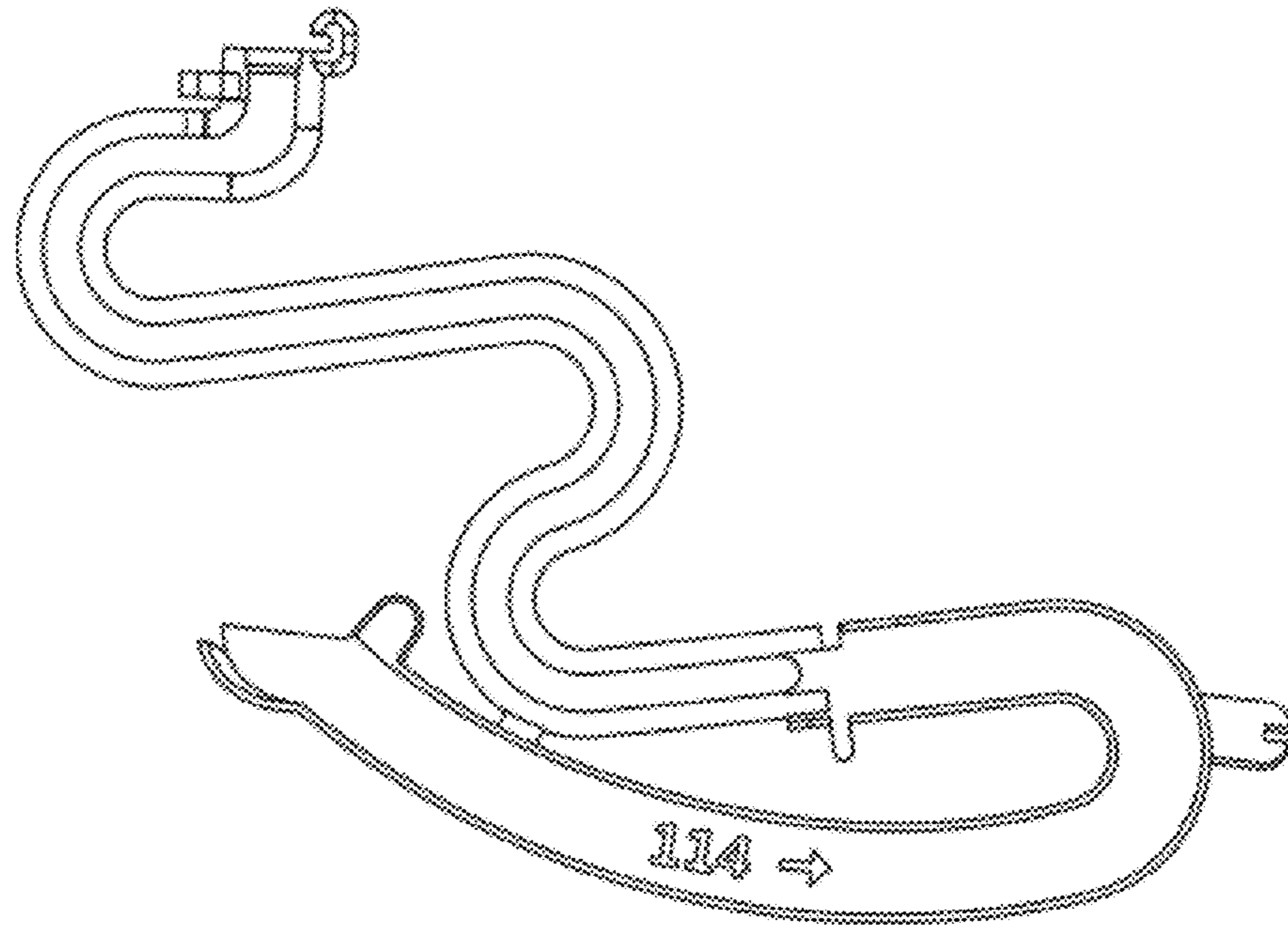


Fig. 156

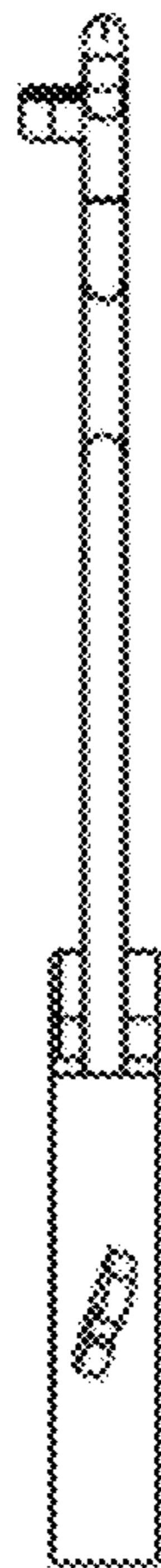


Fig. 157

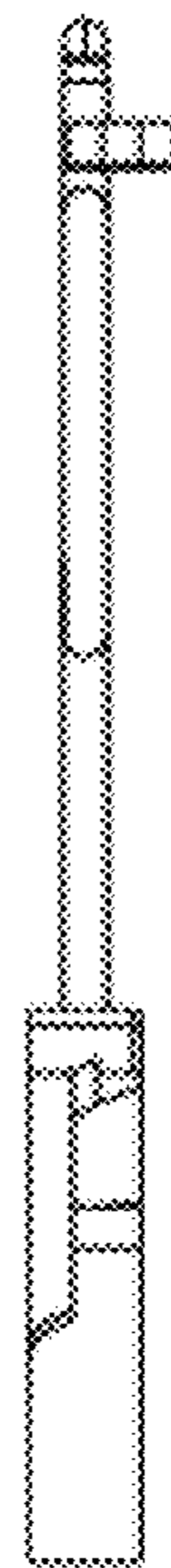


Fig. 158

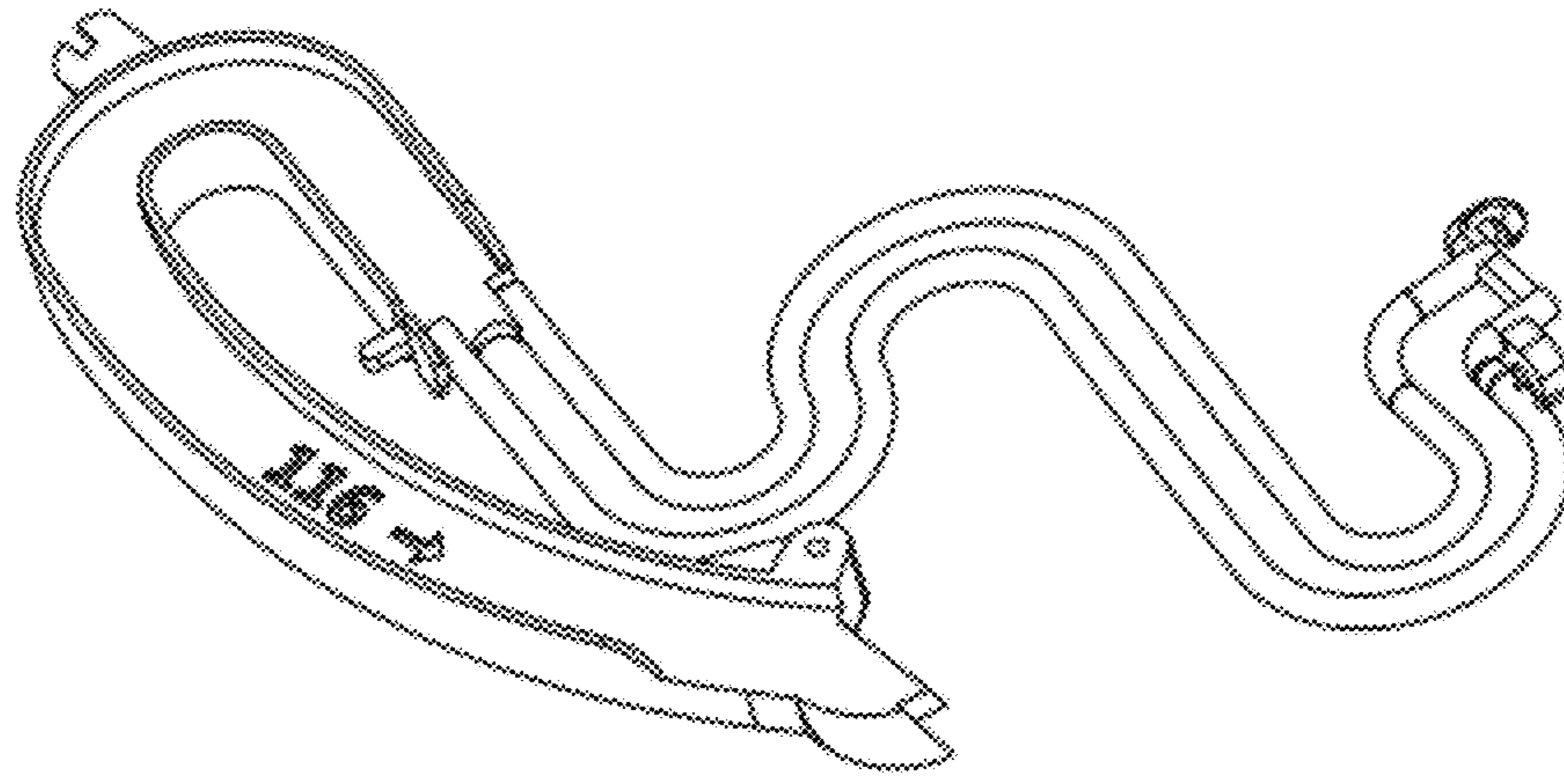


Fig. 159

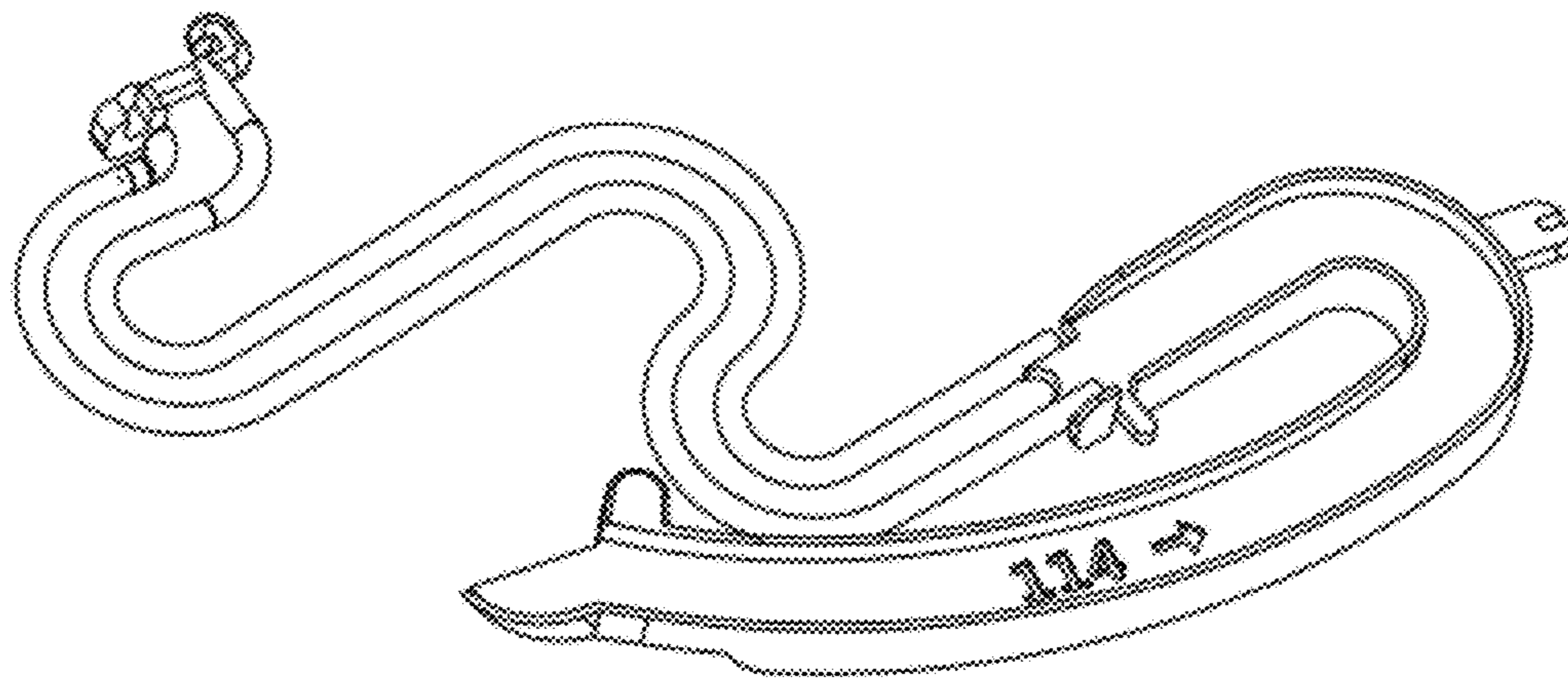


Fig. 160

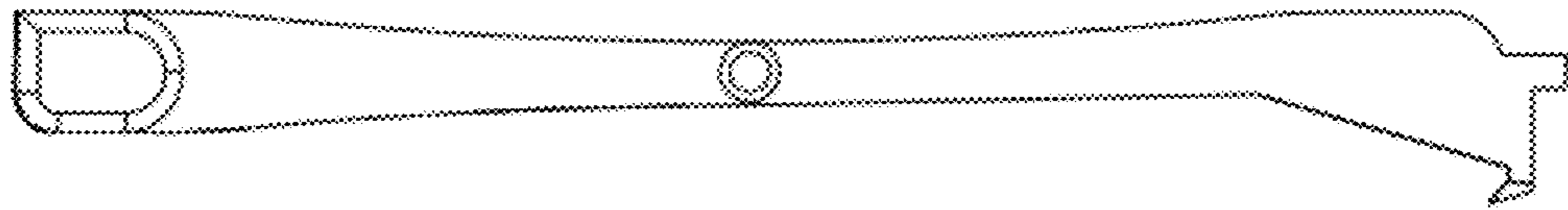


Fig. 161

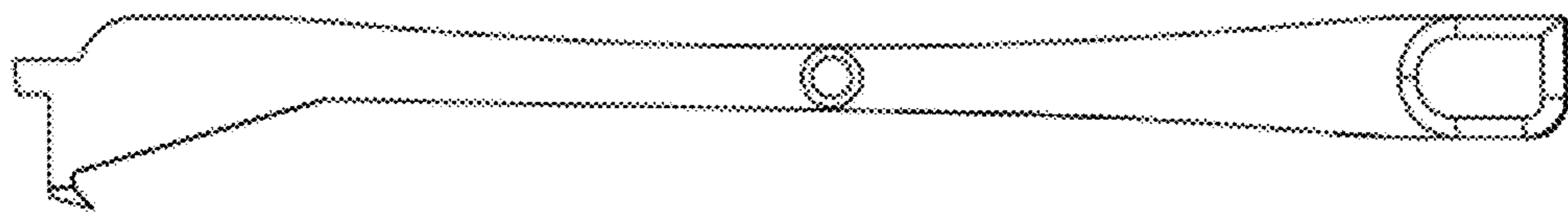


Fig. 162

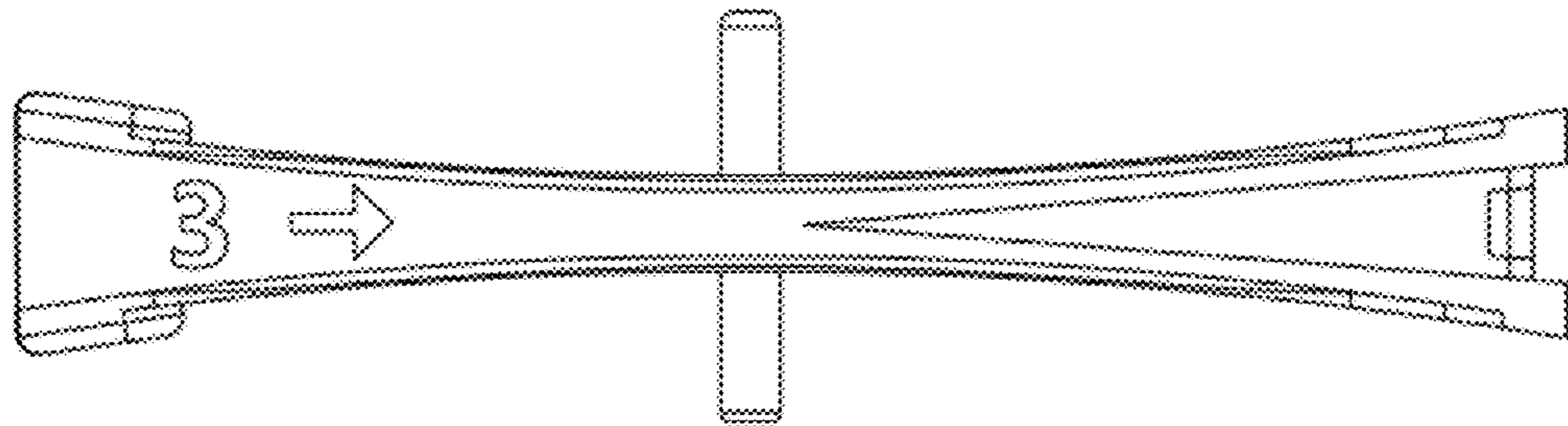


Fig. 163

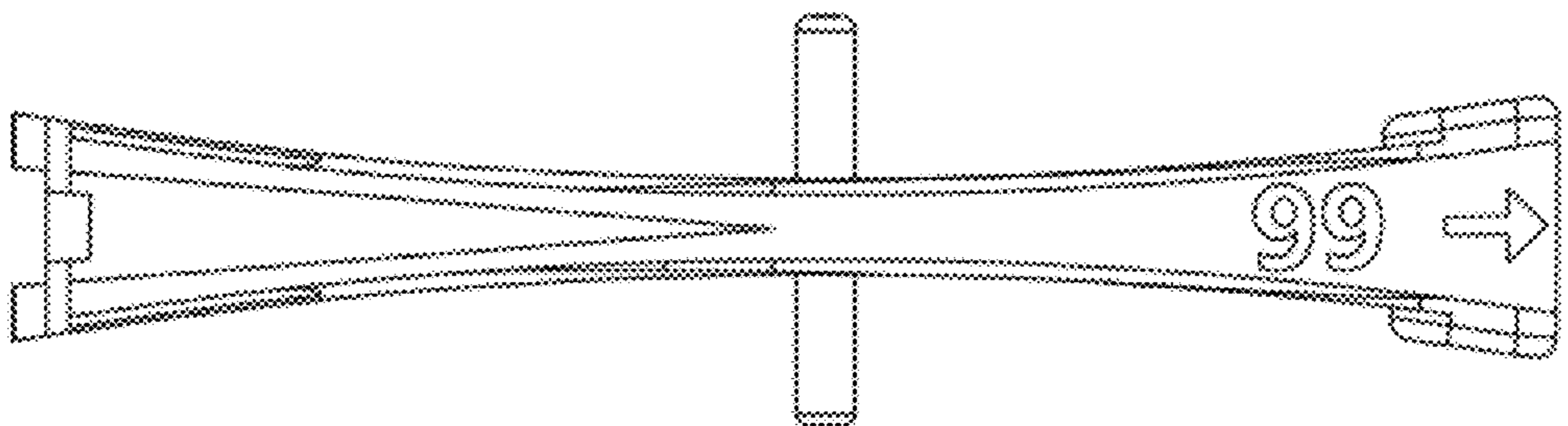


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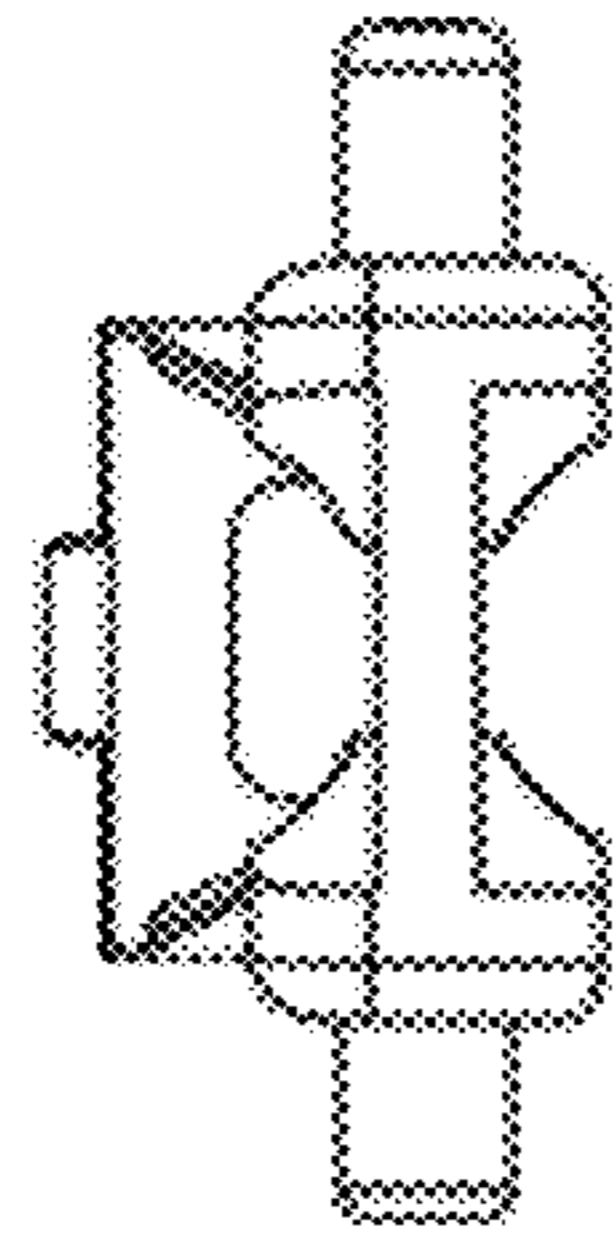


Fig. 165

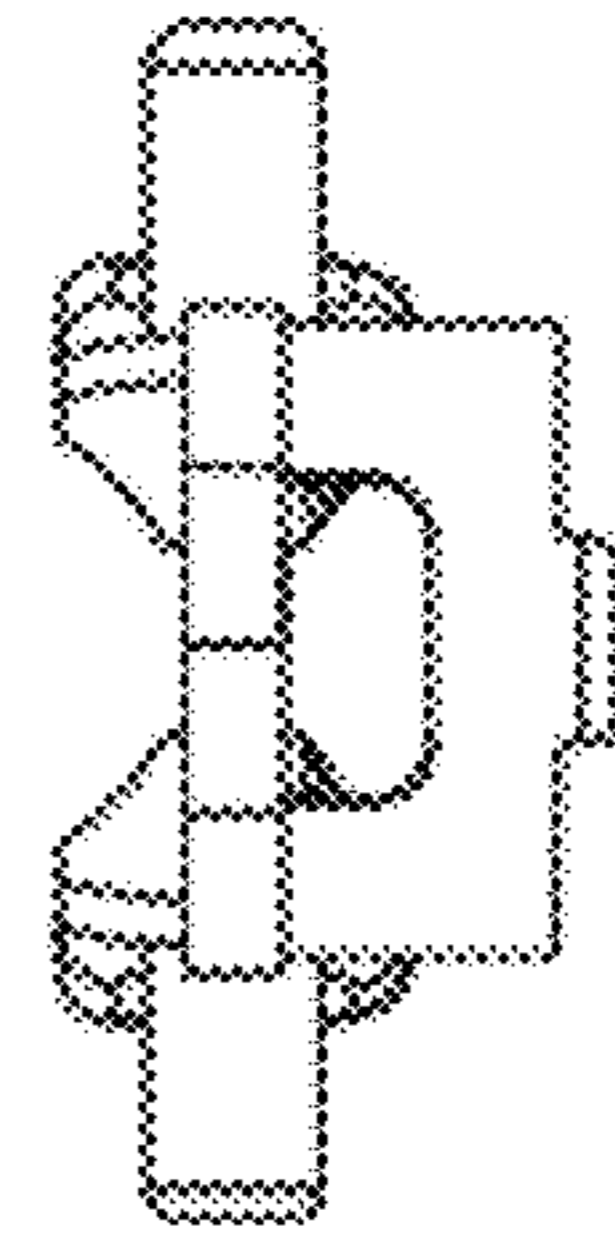


Fig. 166

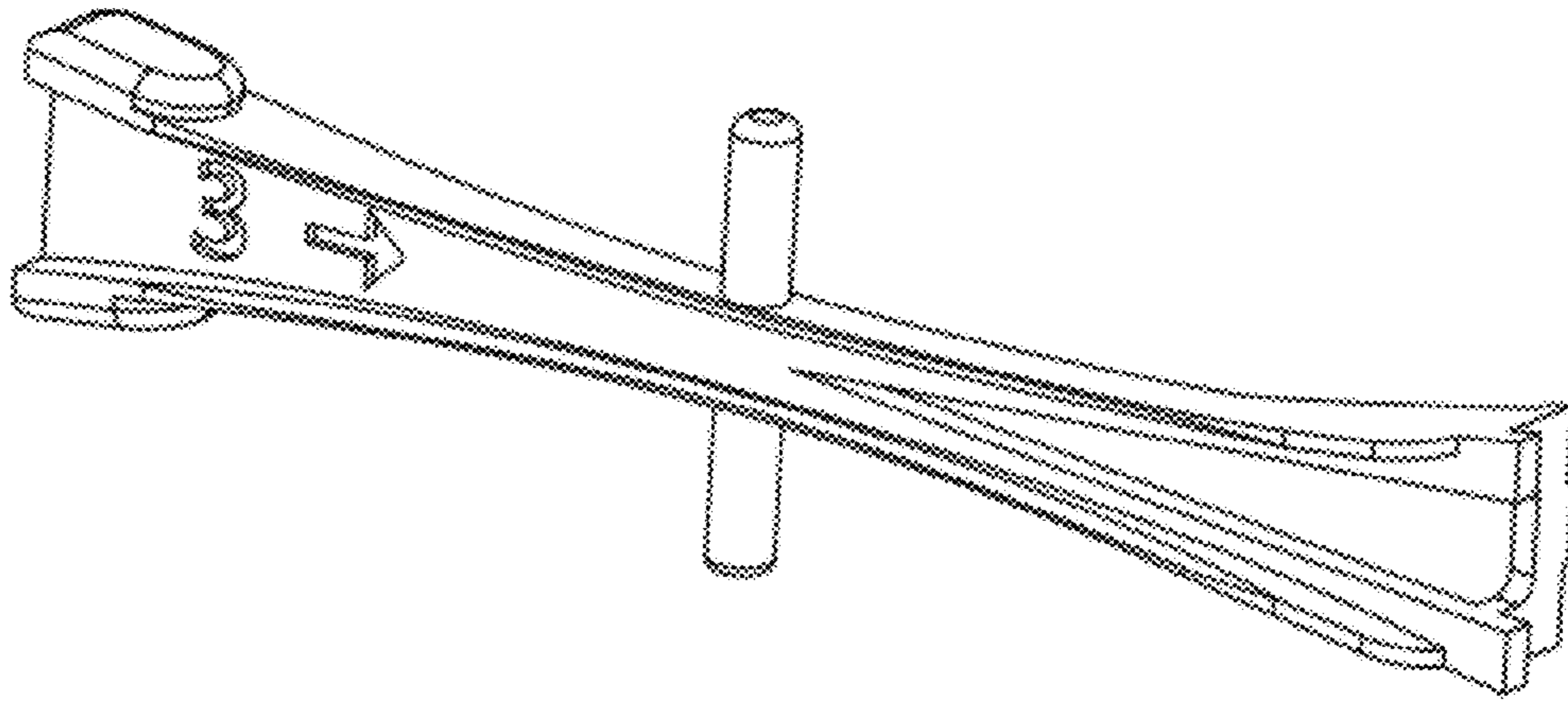


Fig. 167

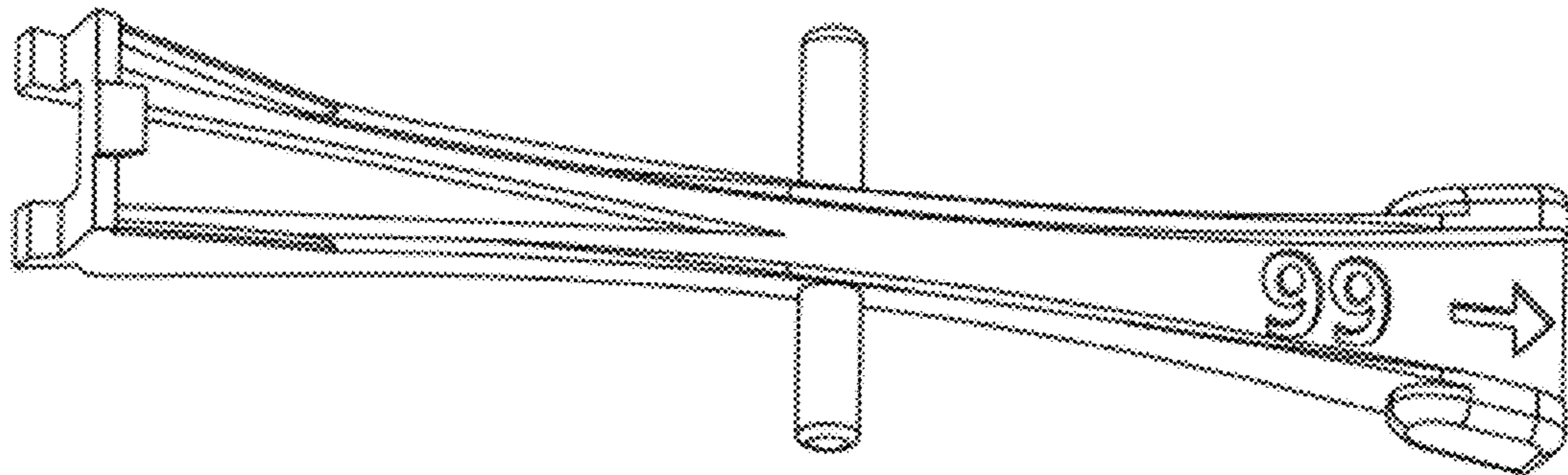


Fig. 168

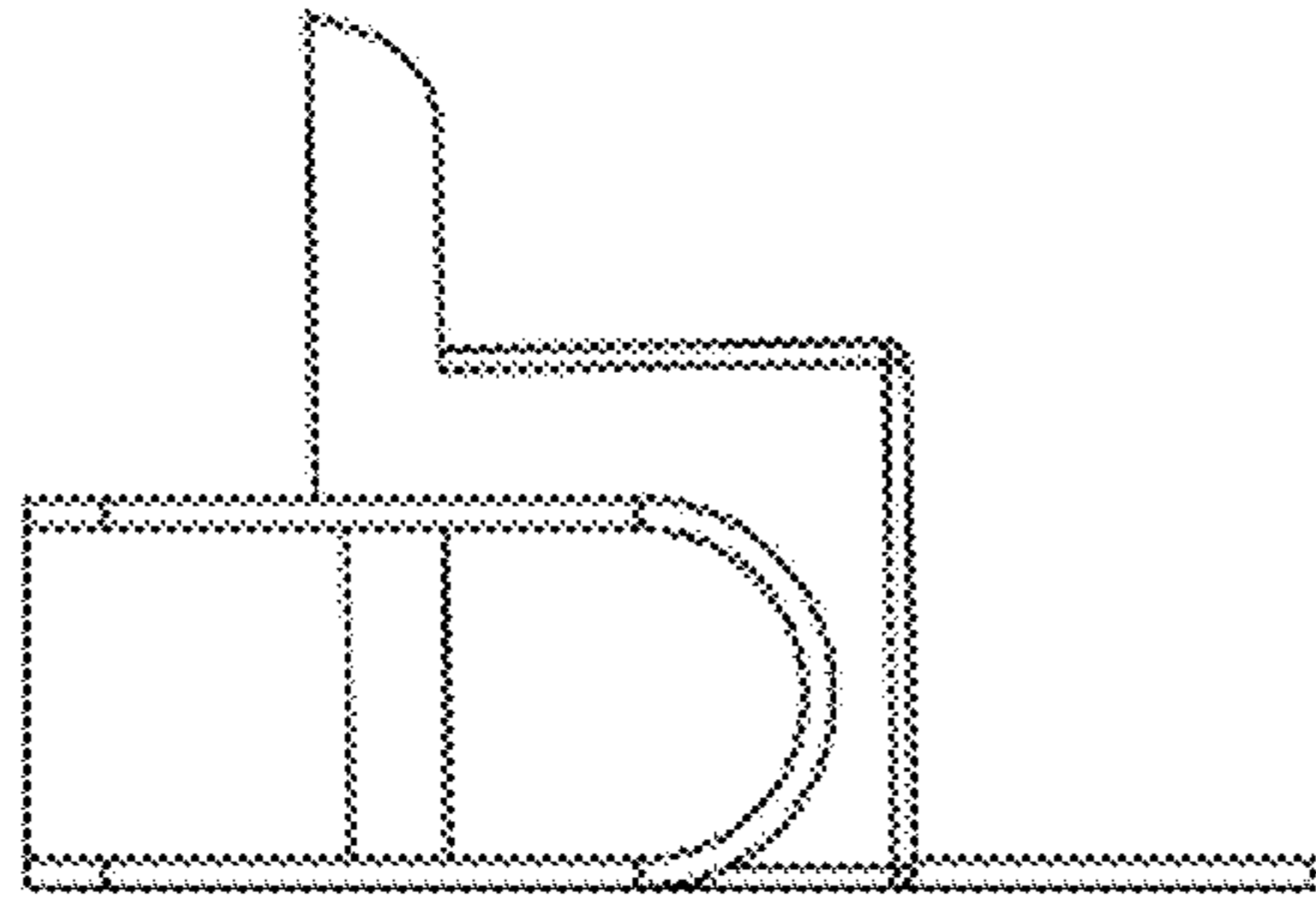


Fig. 169

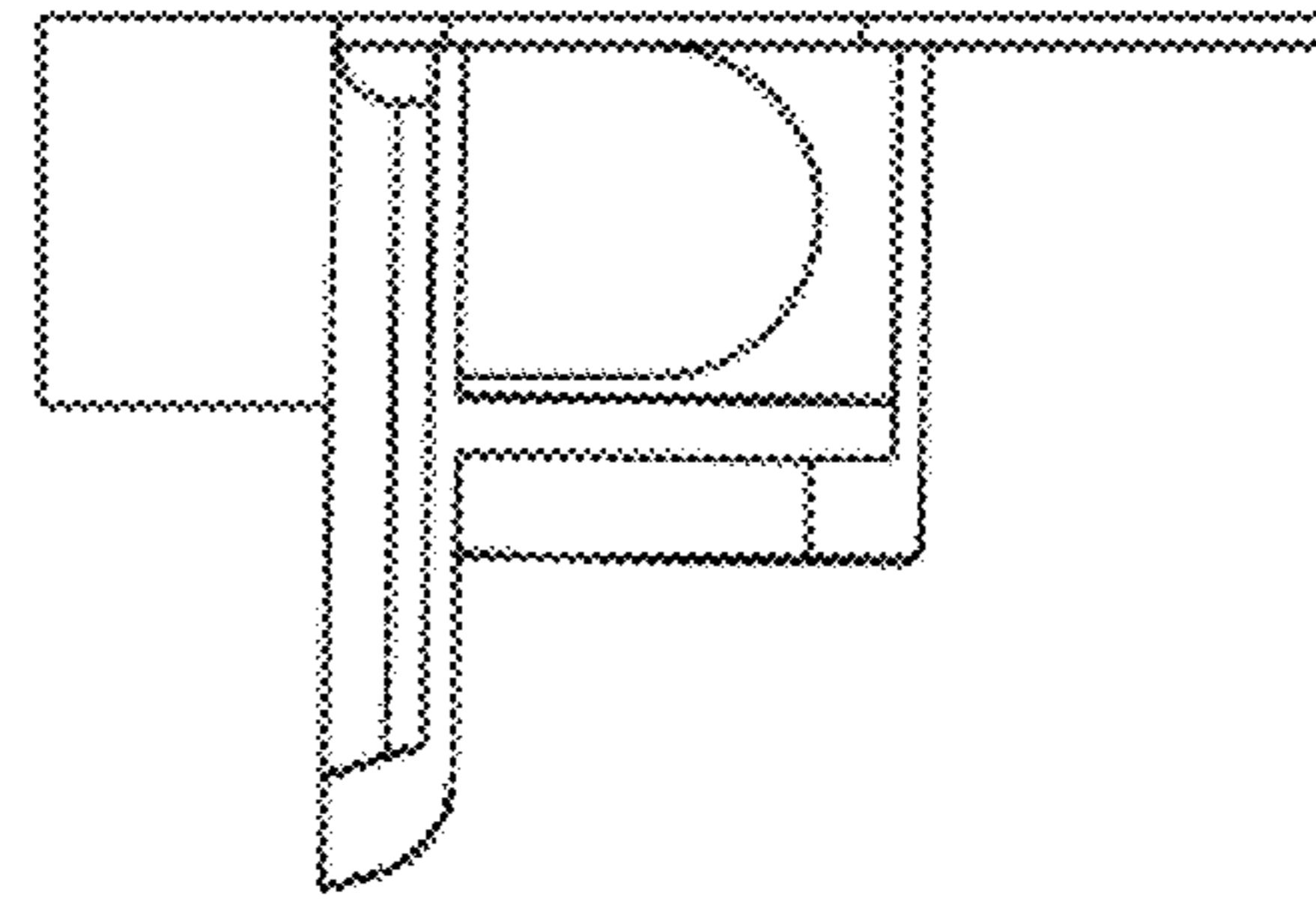


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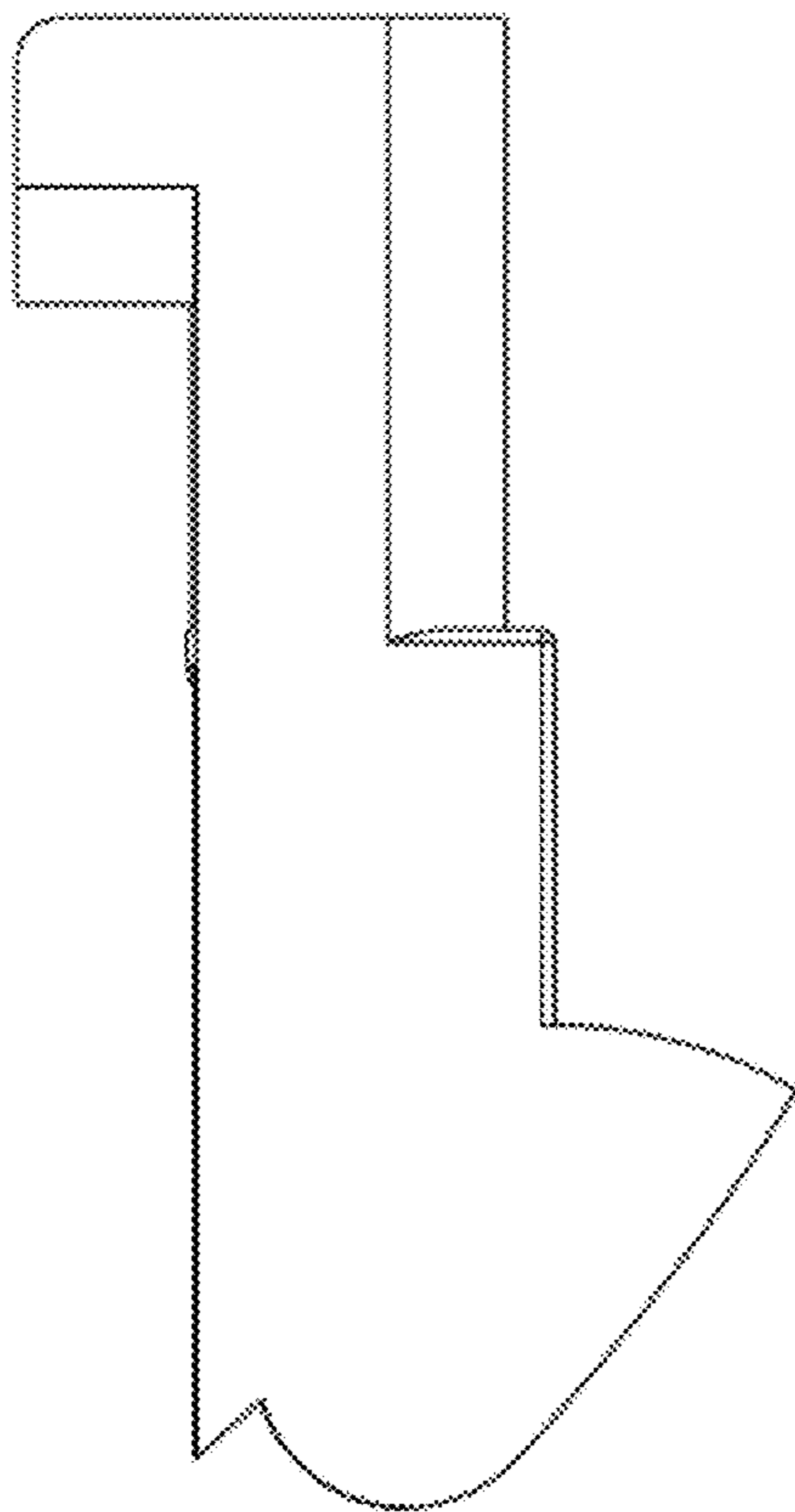


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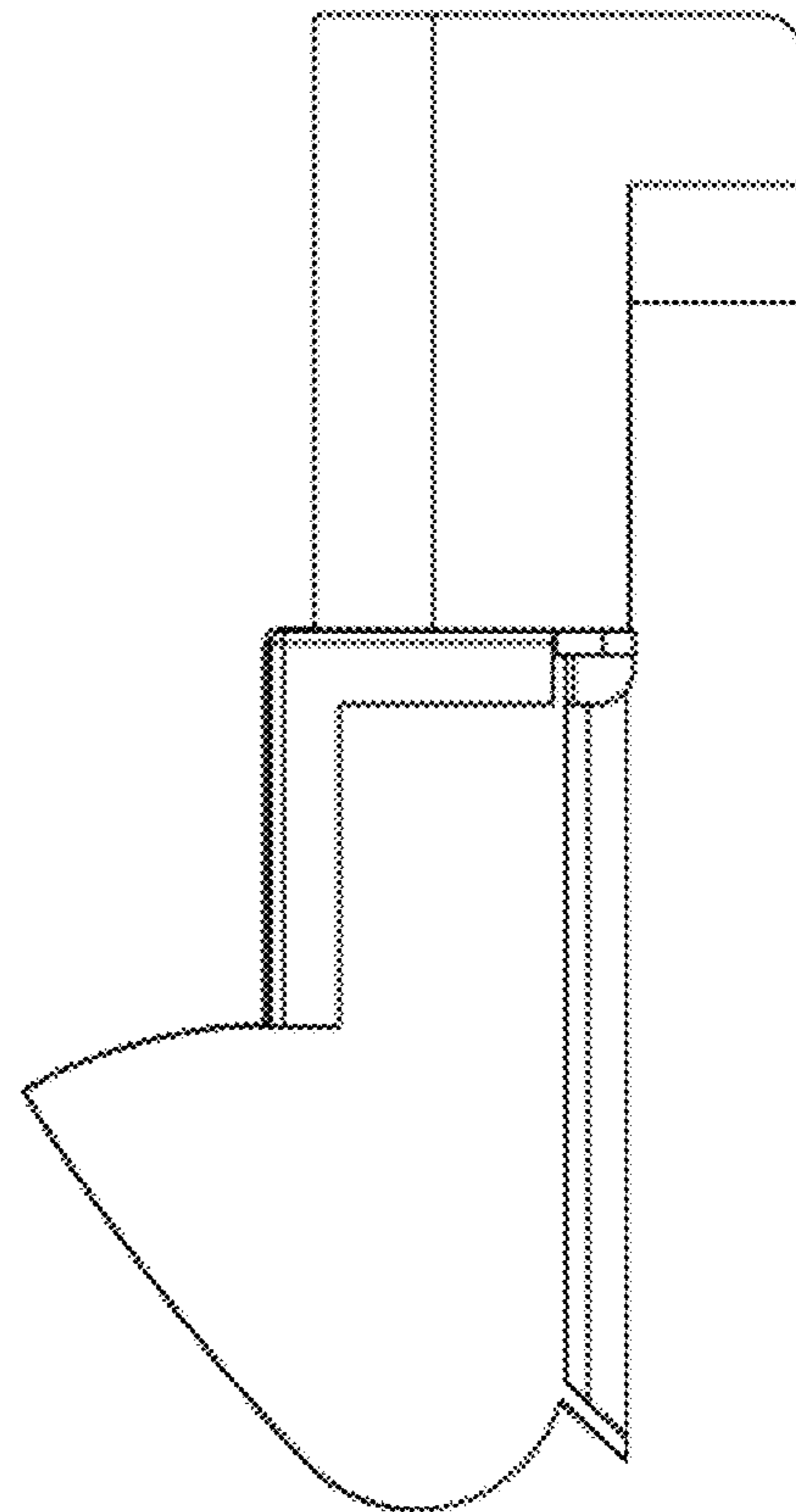


Fig. 172

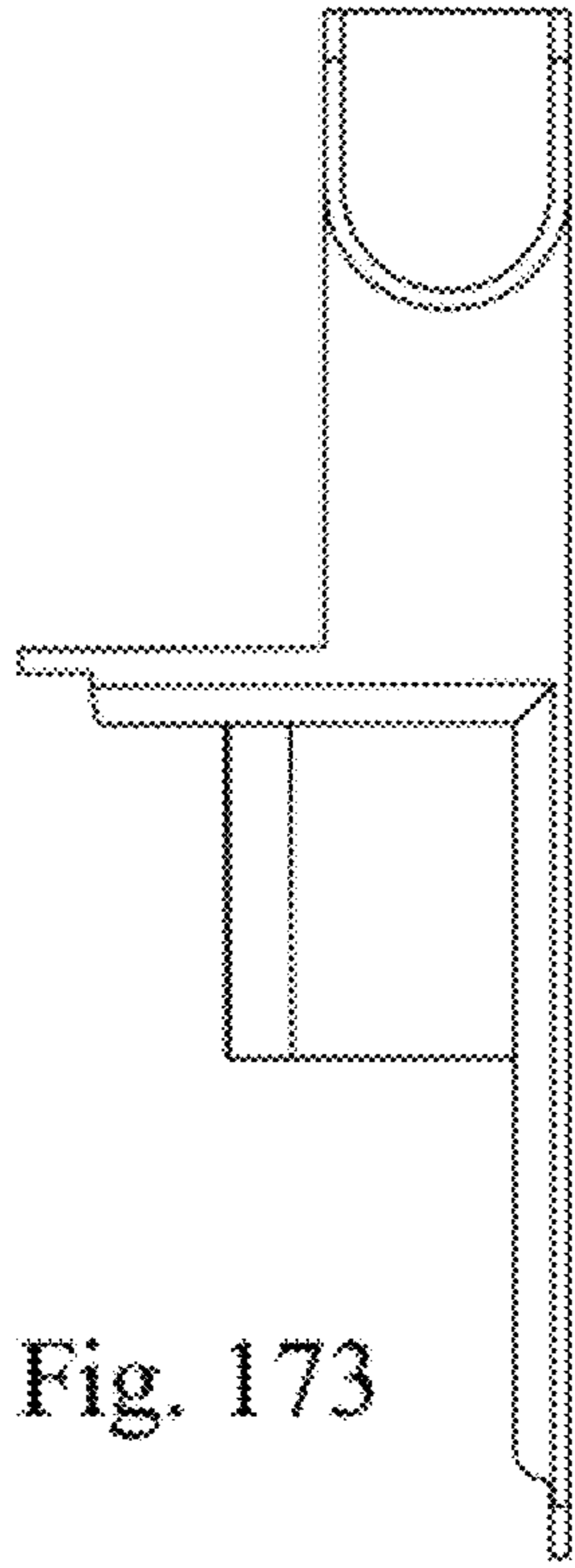


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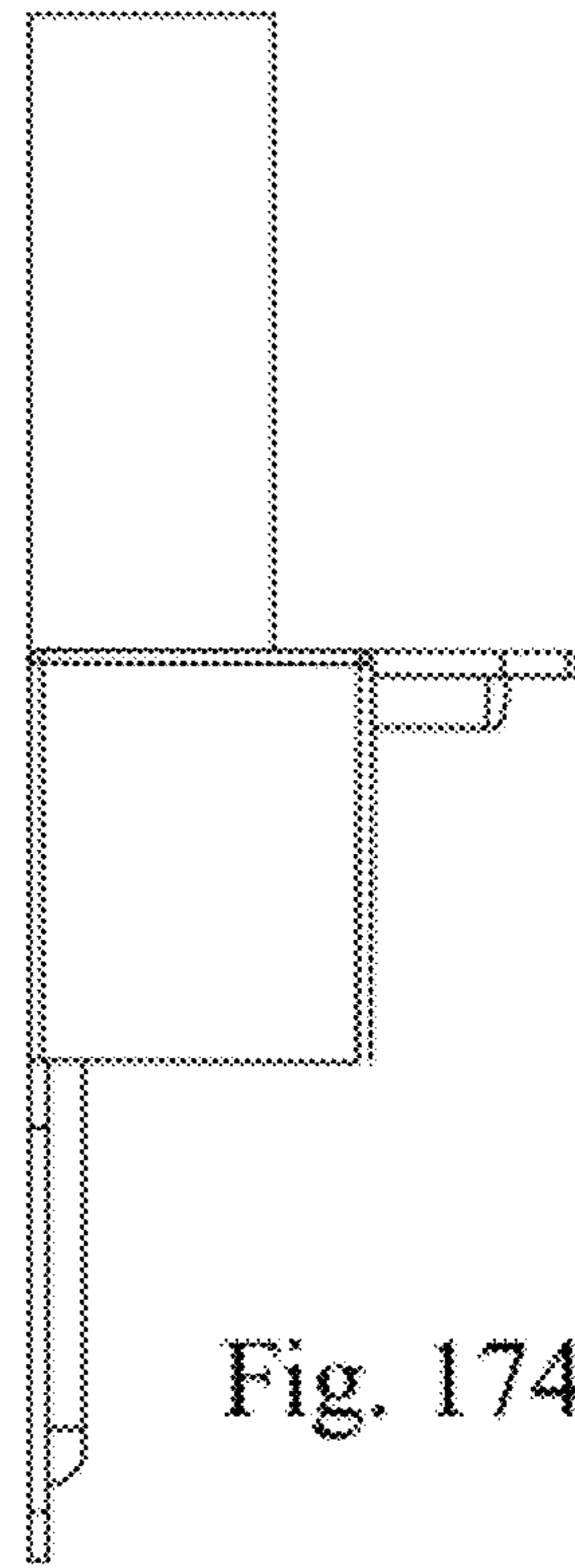


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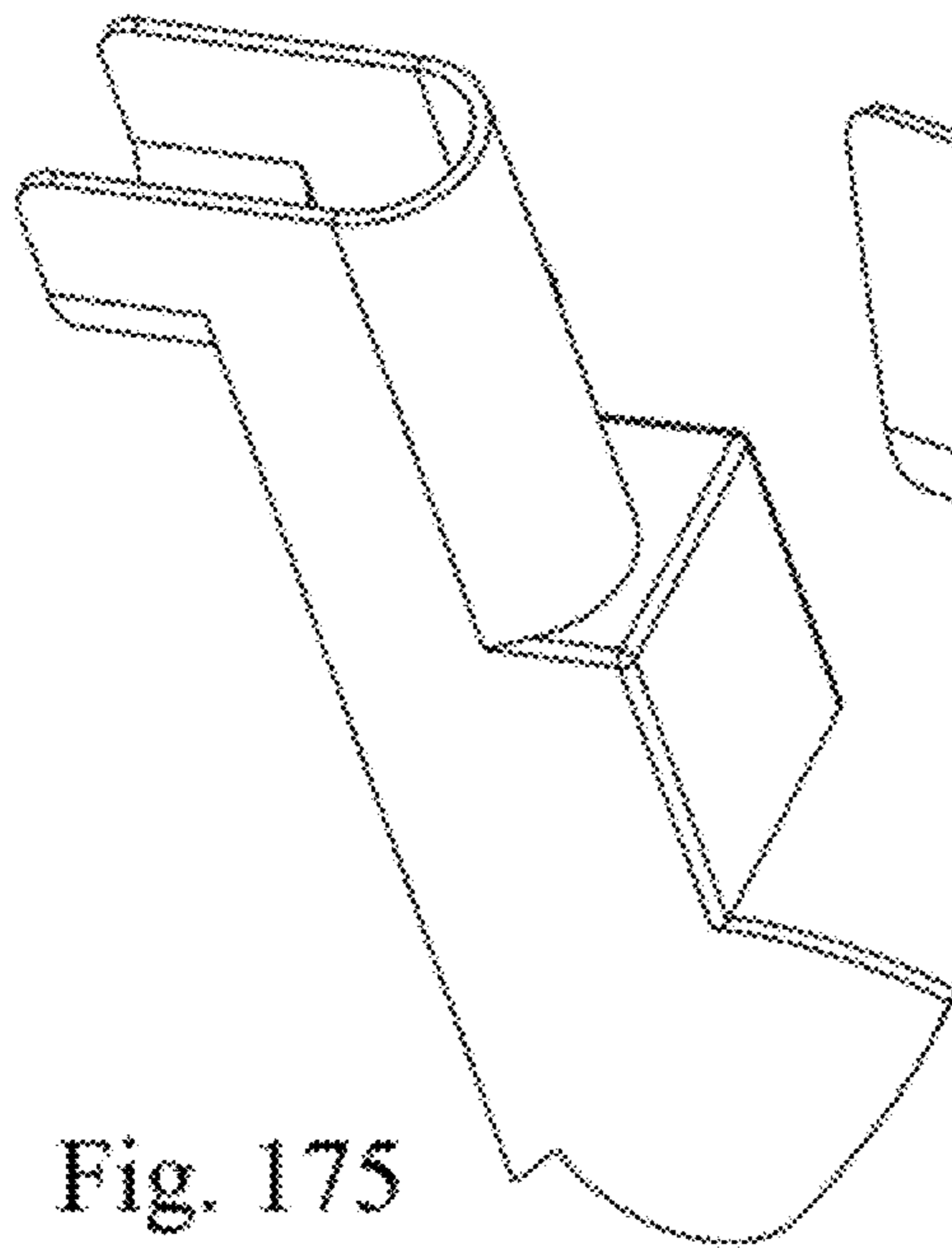


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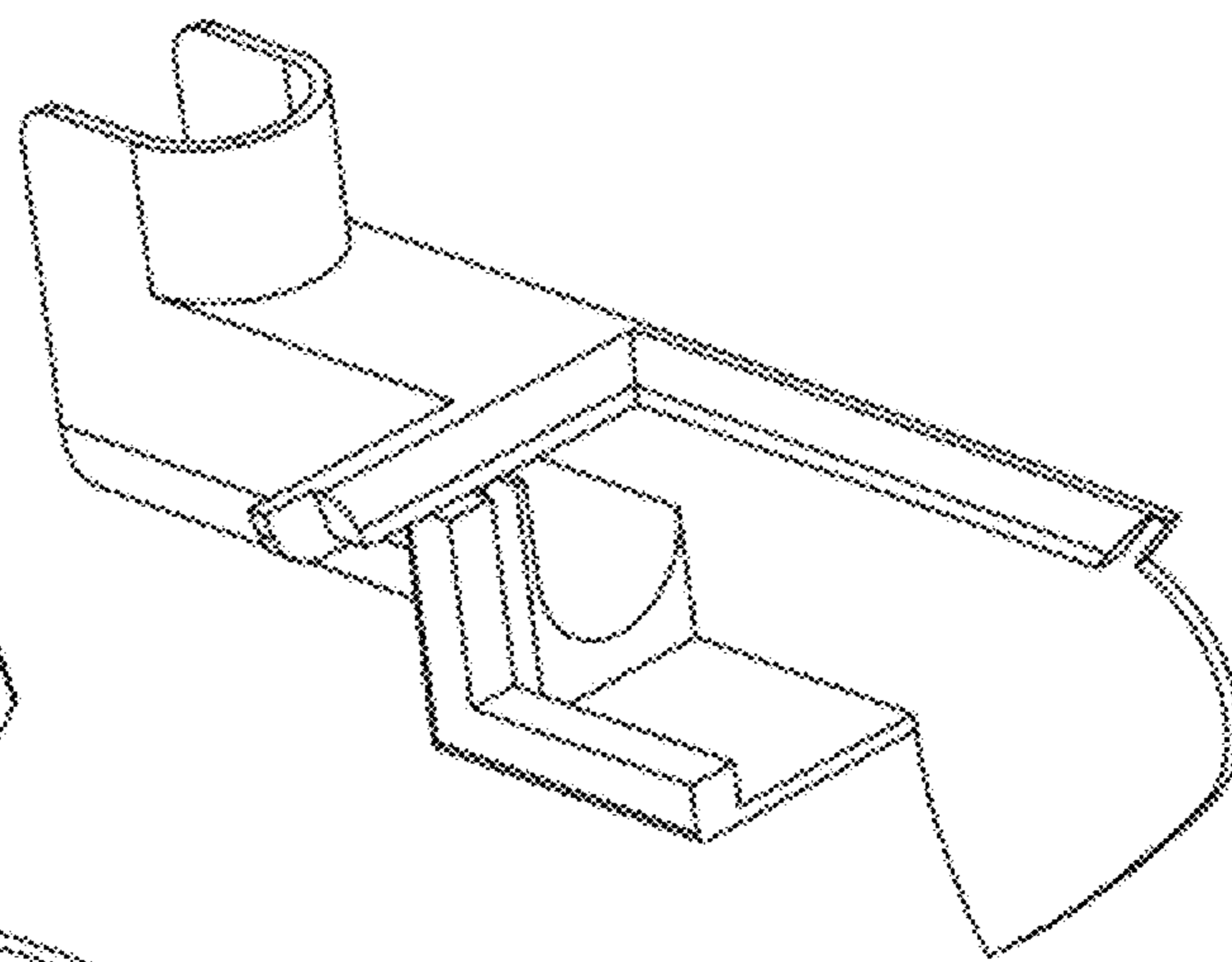


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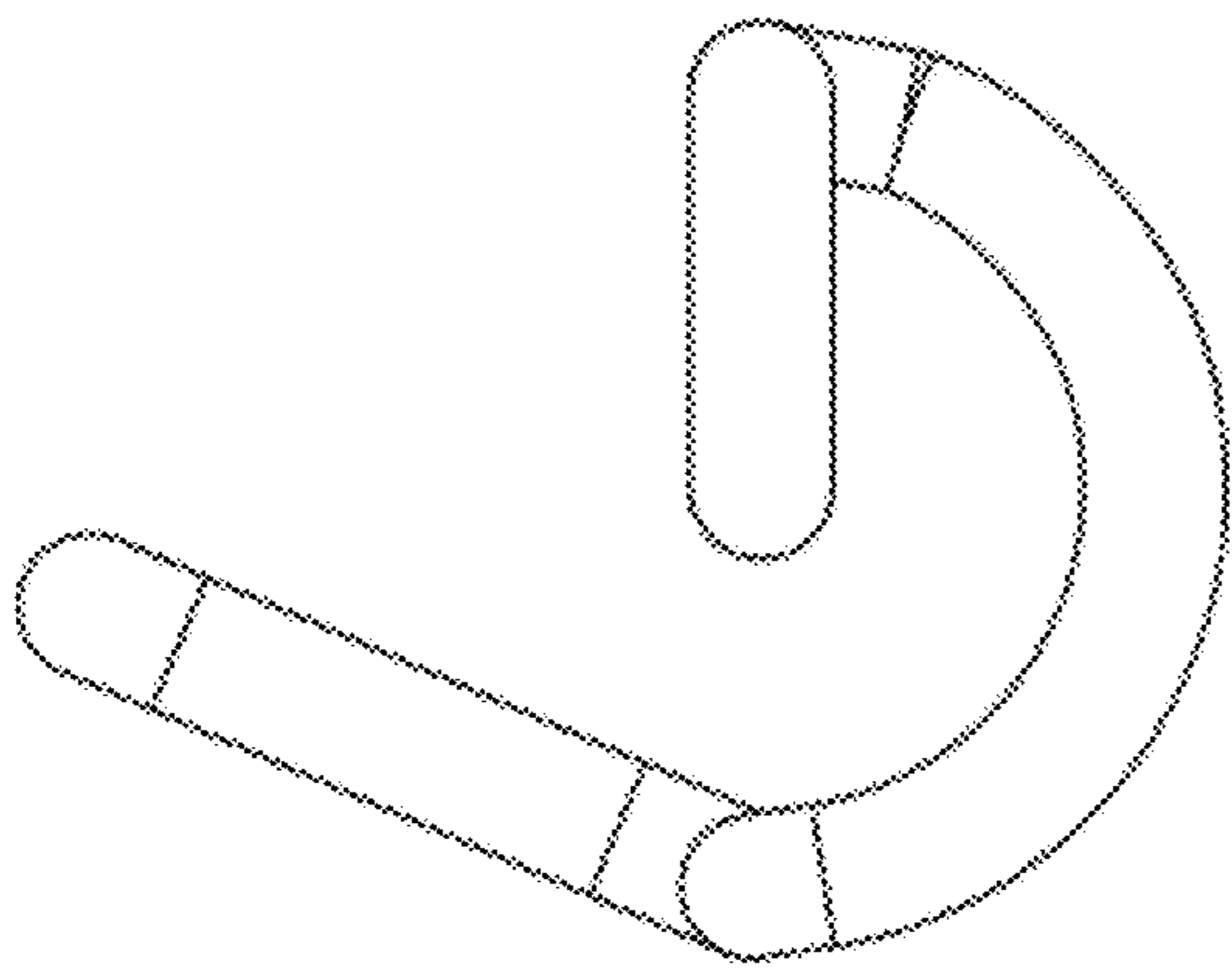


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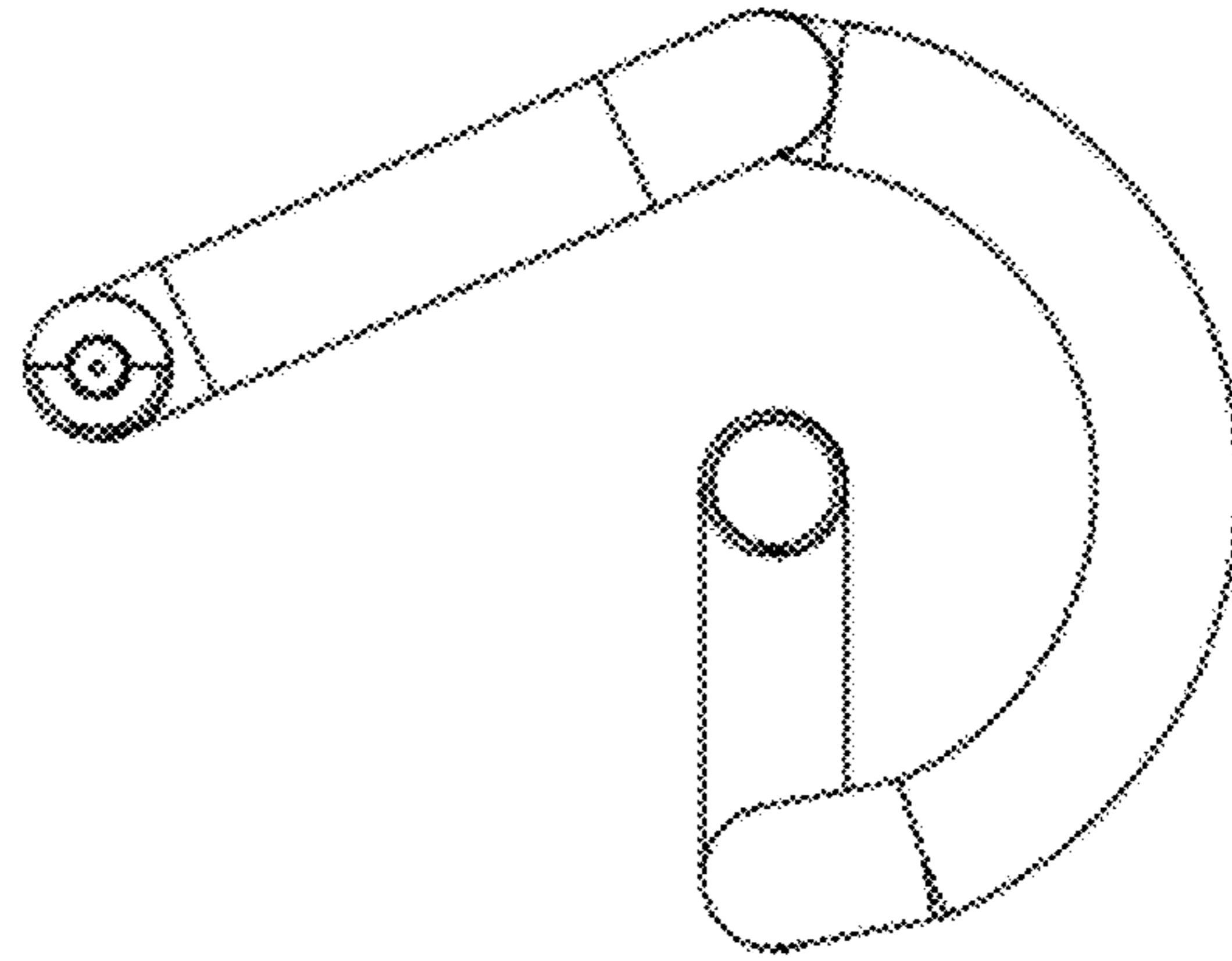


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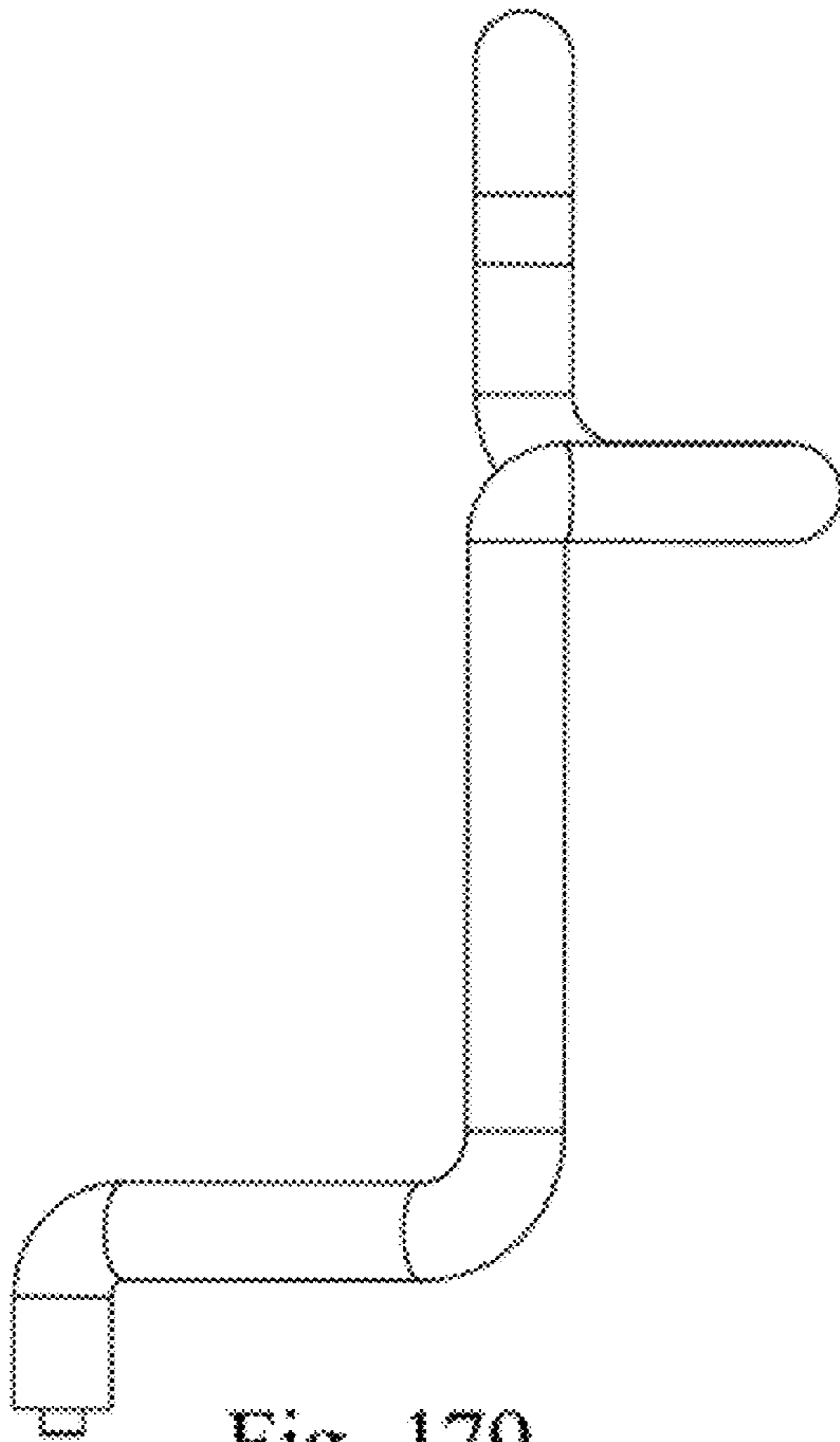


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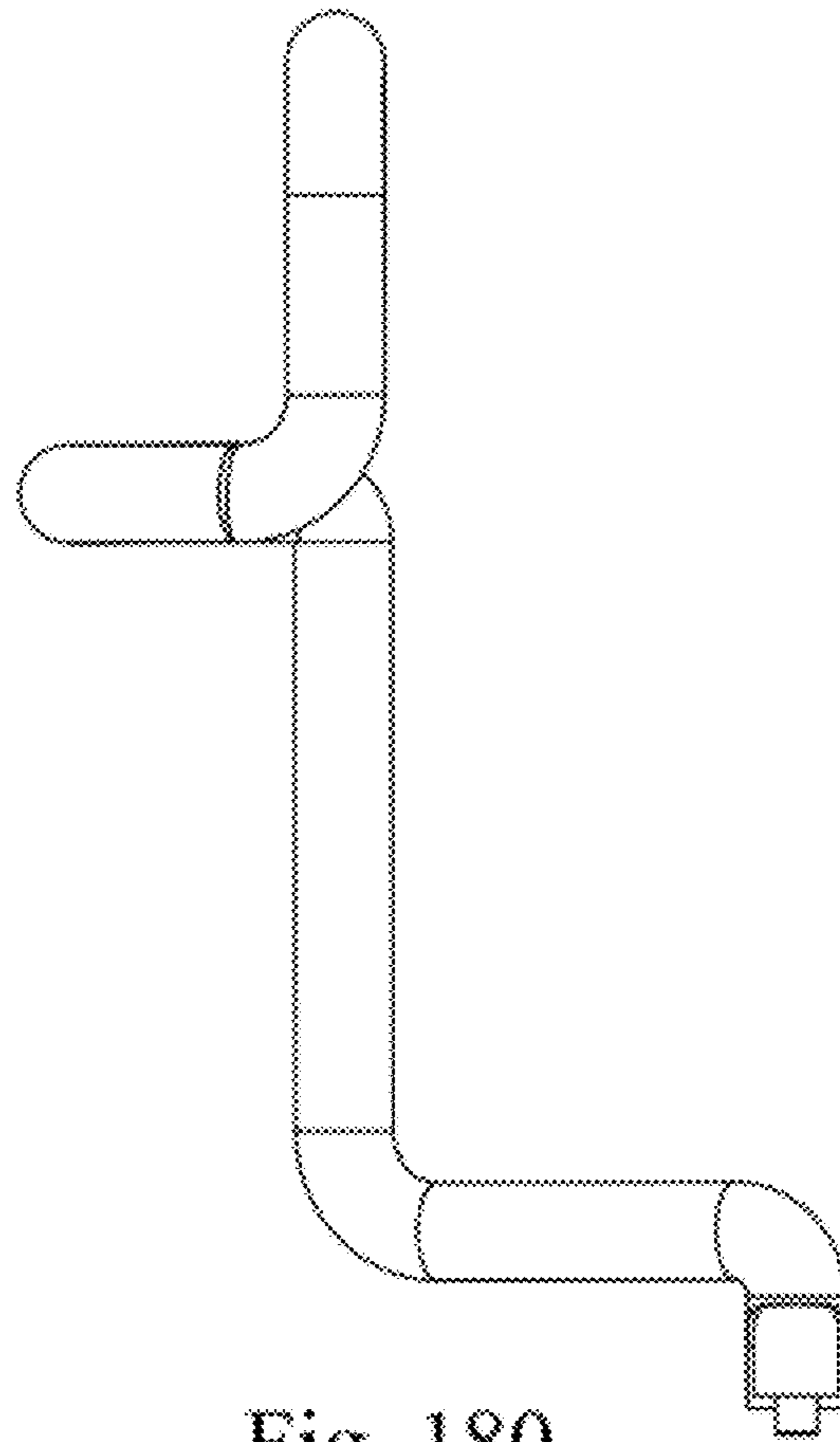


Fig. 180

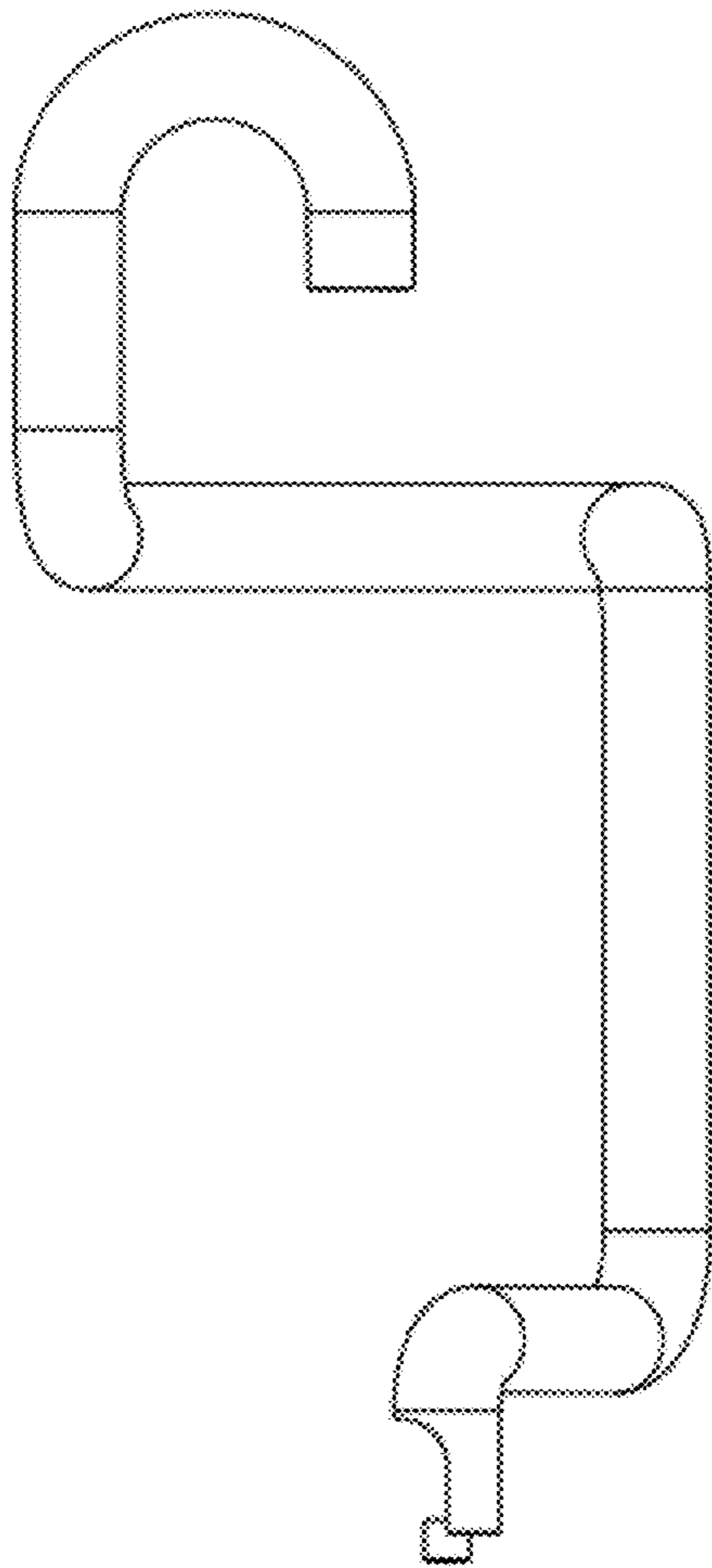


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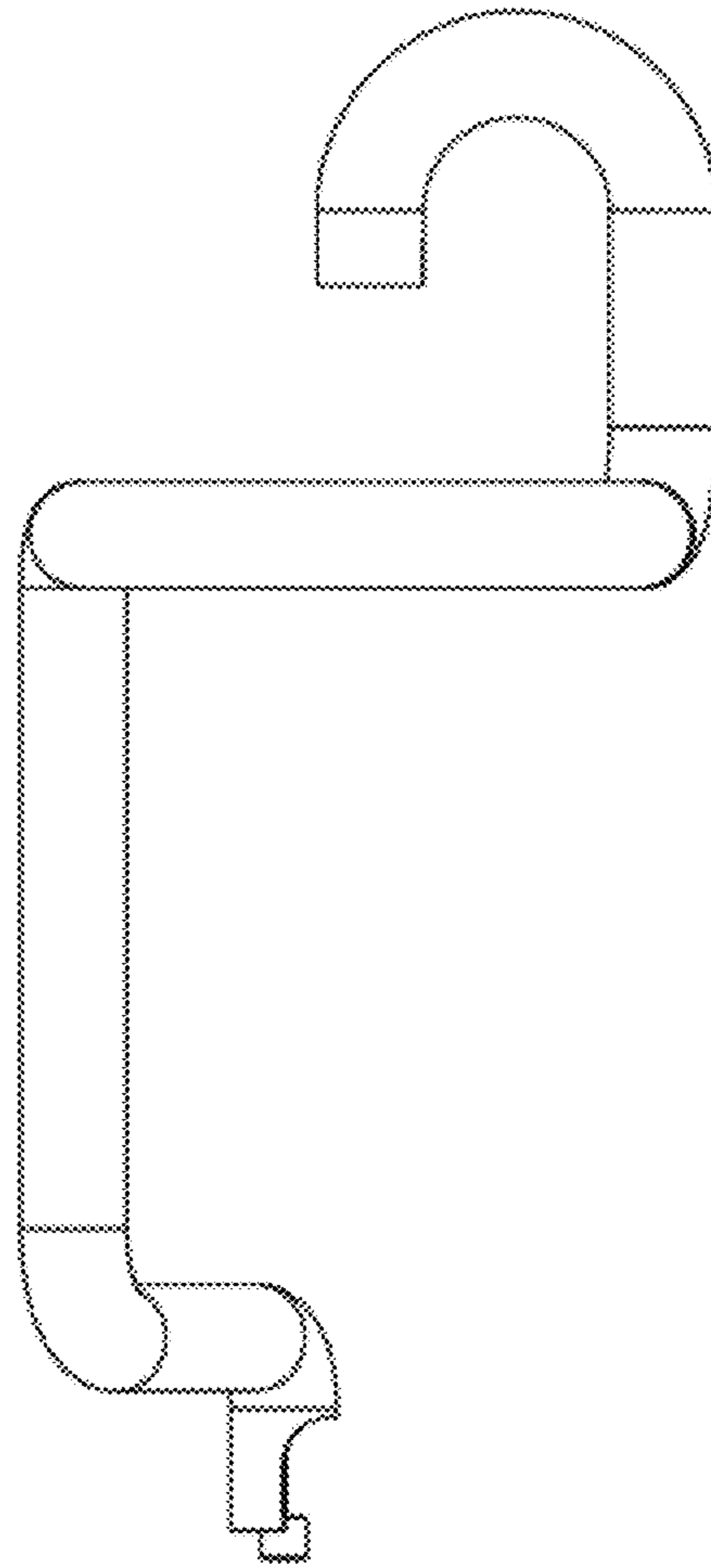


Fig. 182



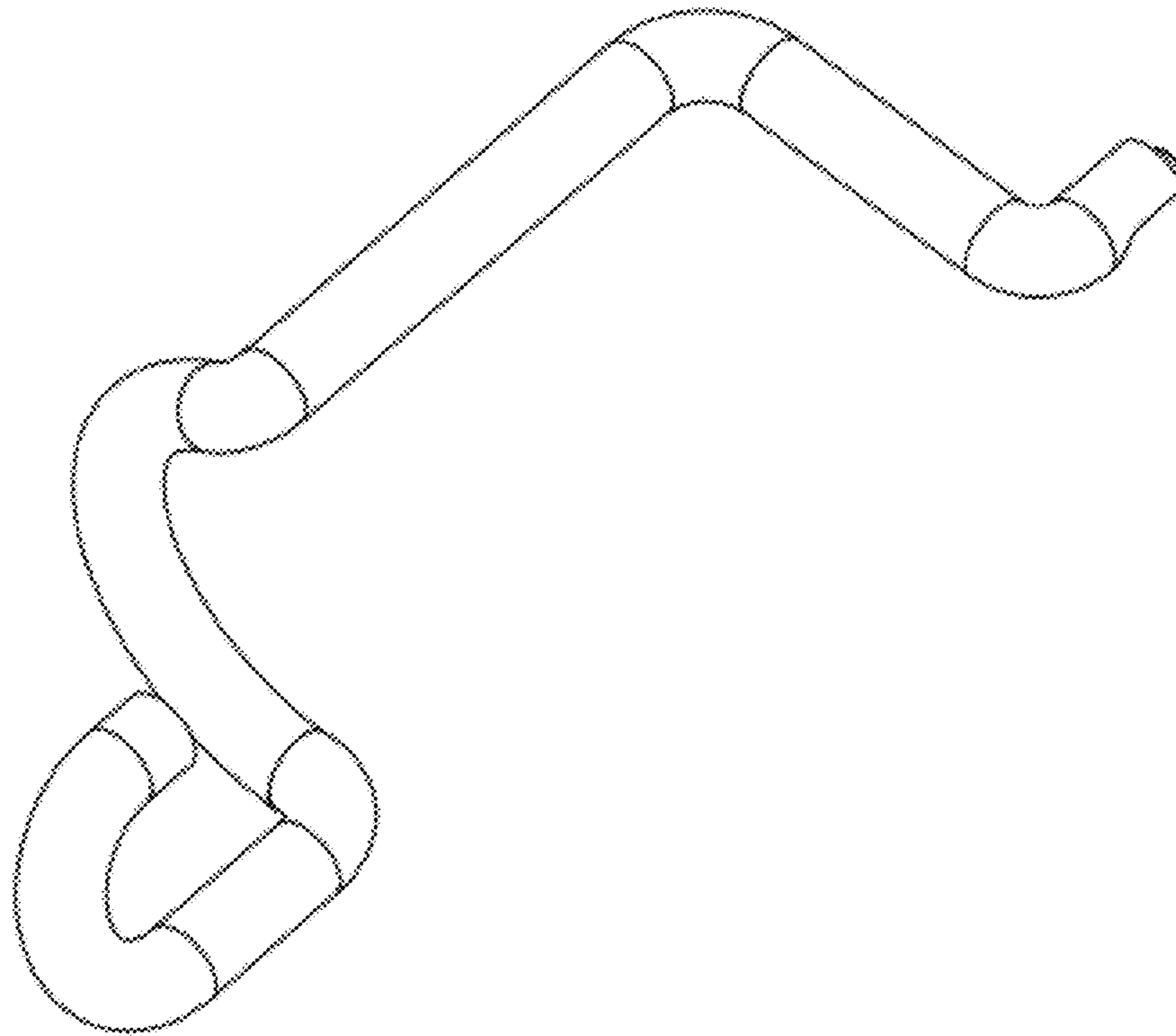


Fig. 183

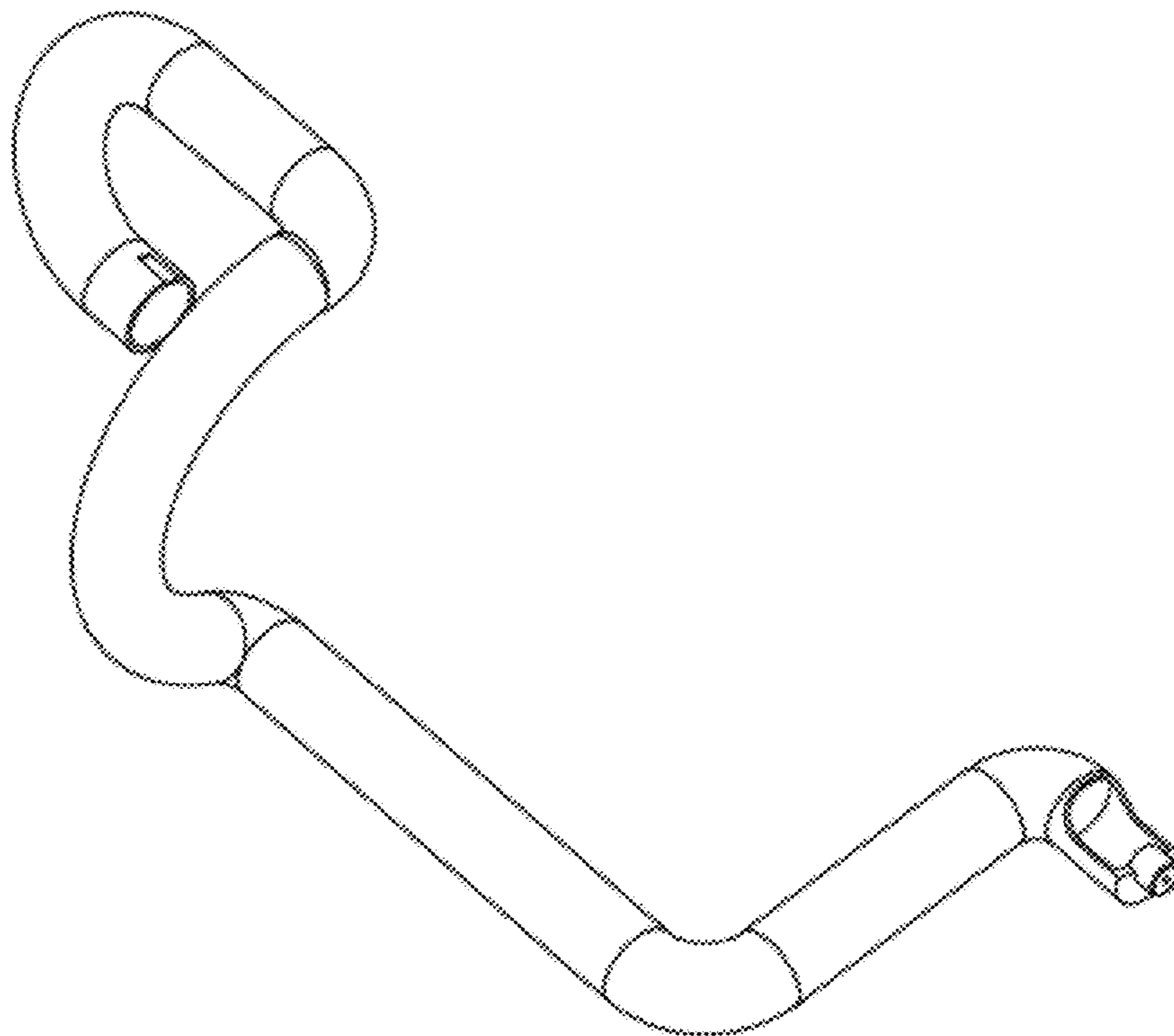


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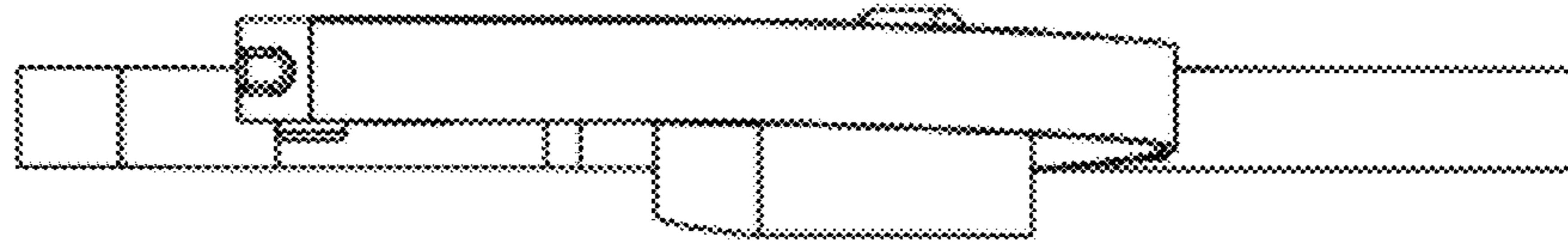


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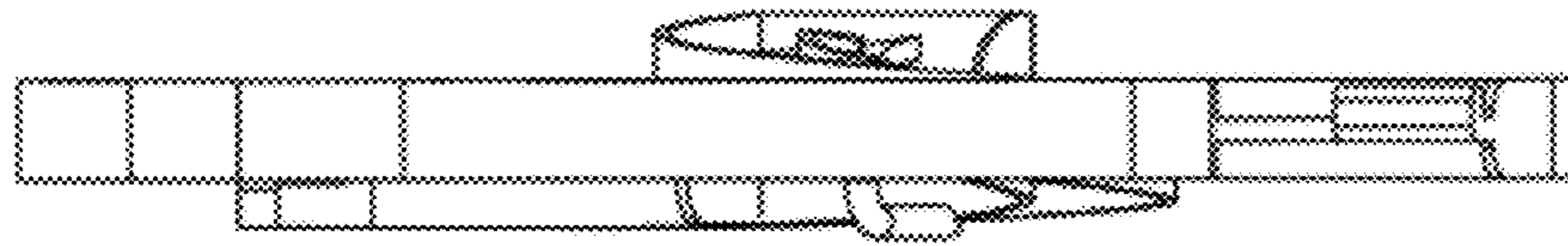


Fig. 186

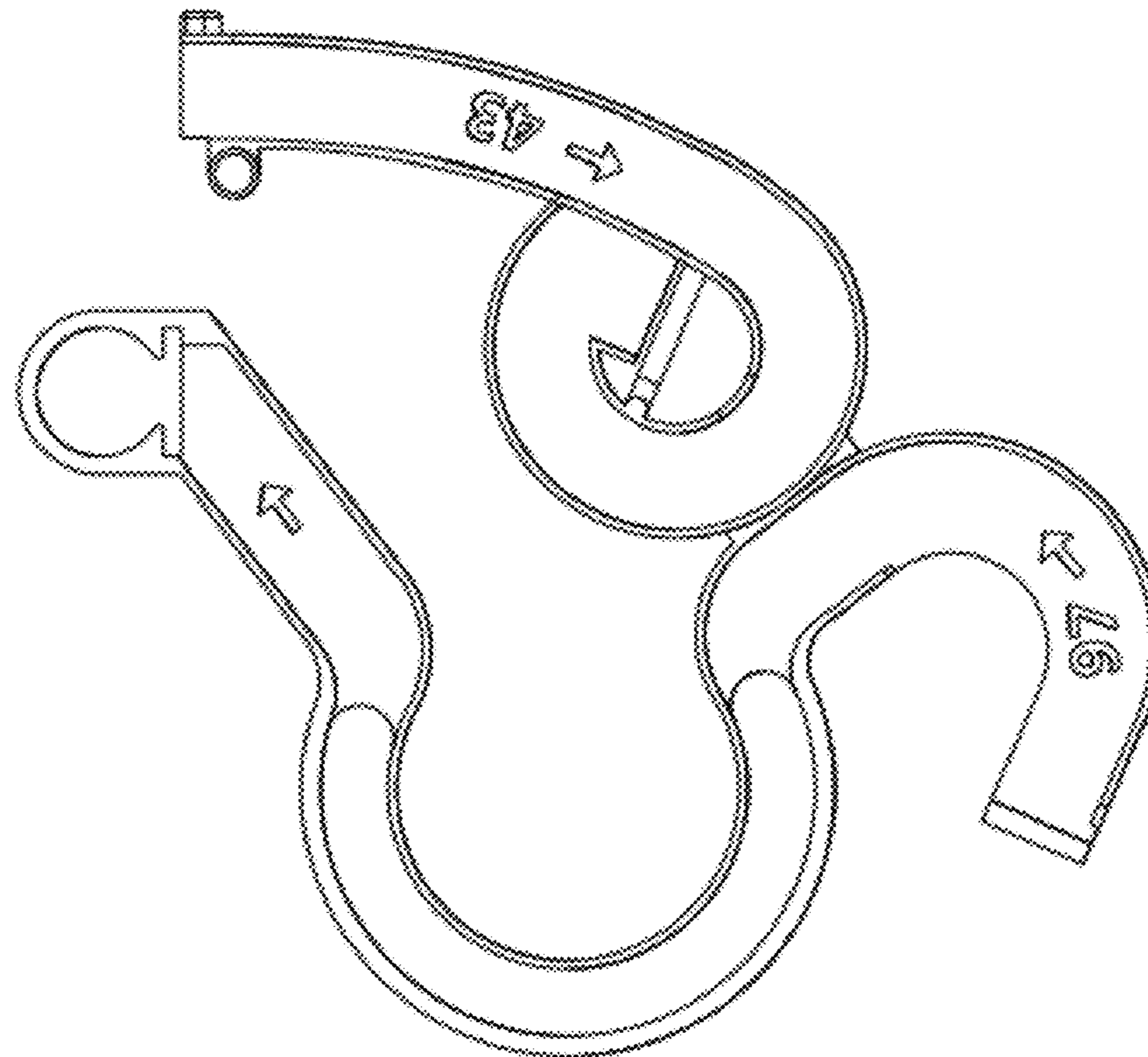


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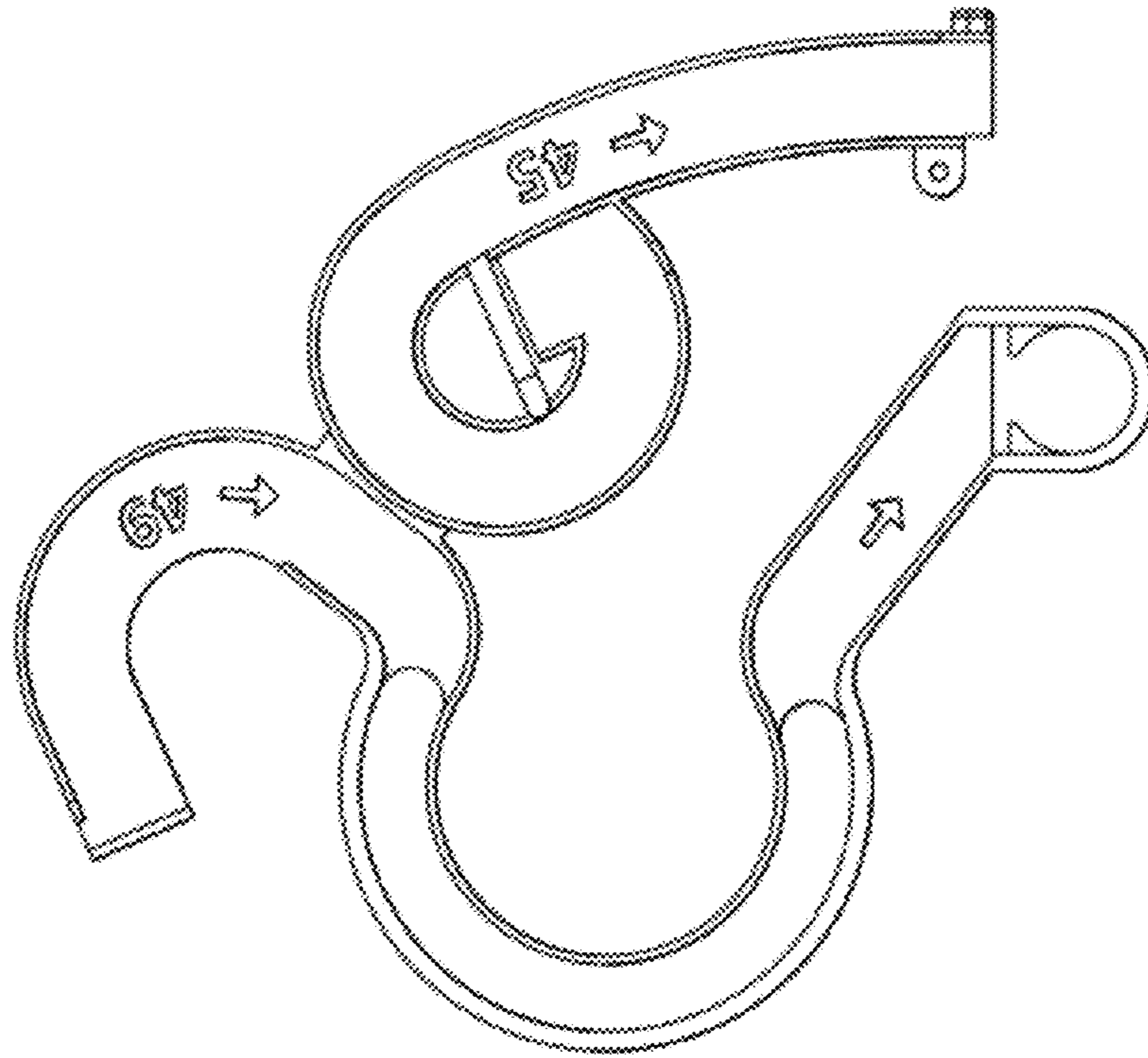


Fig. 188

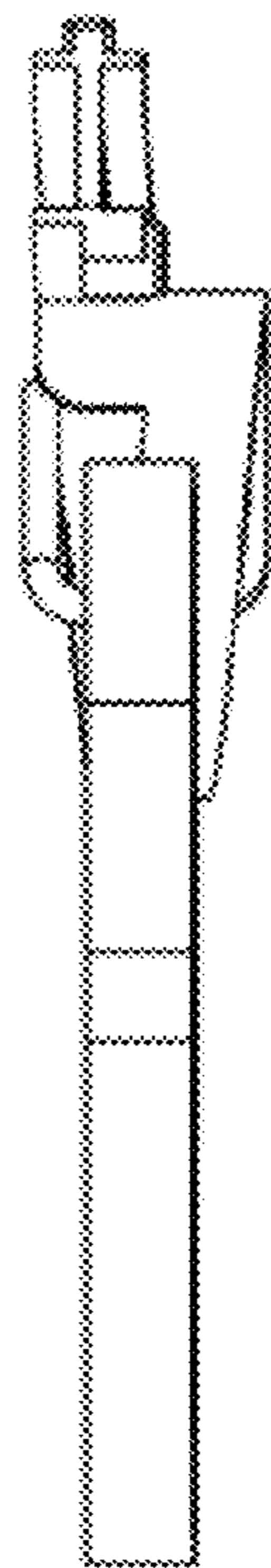


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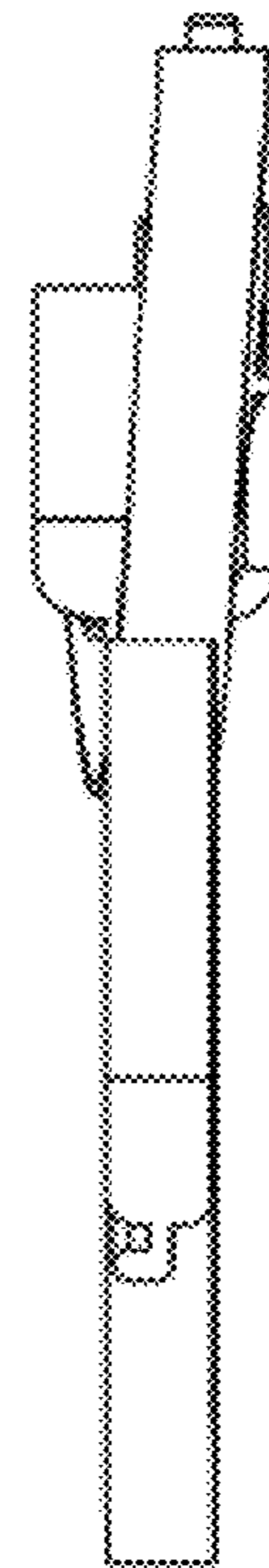


Fig. 190

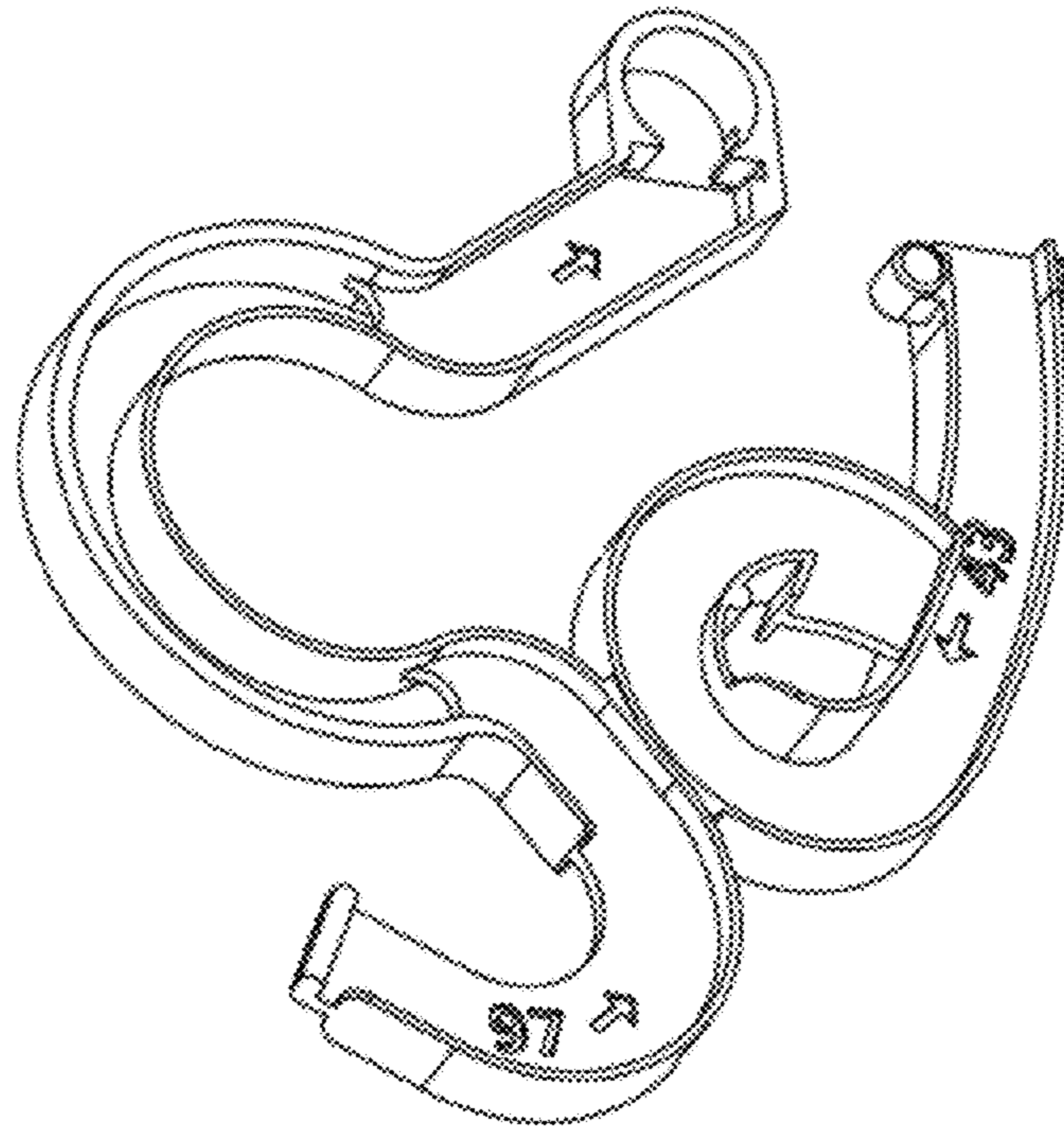


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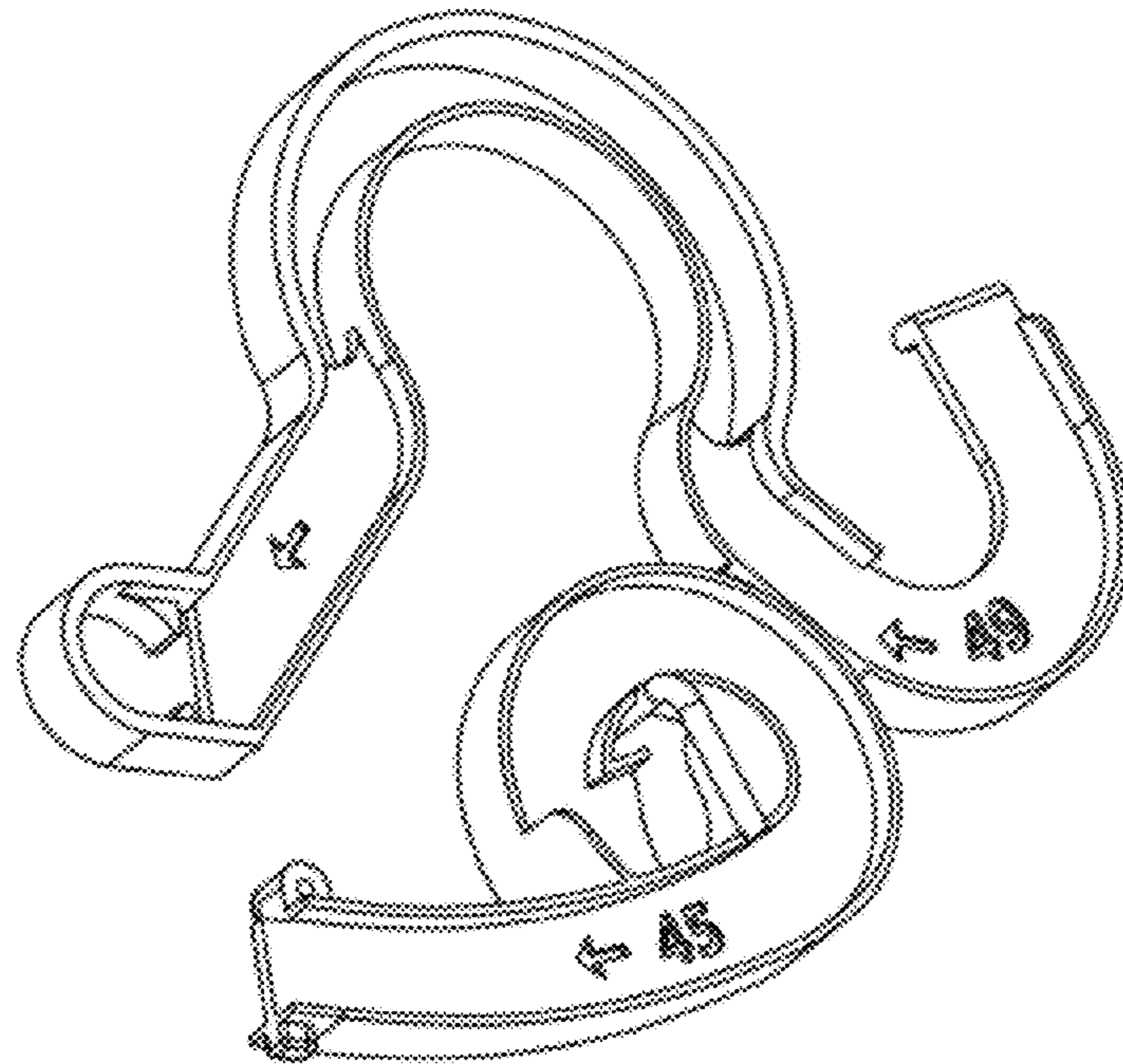


Fig. 192



Fig. 193

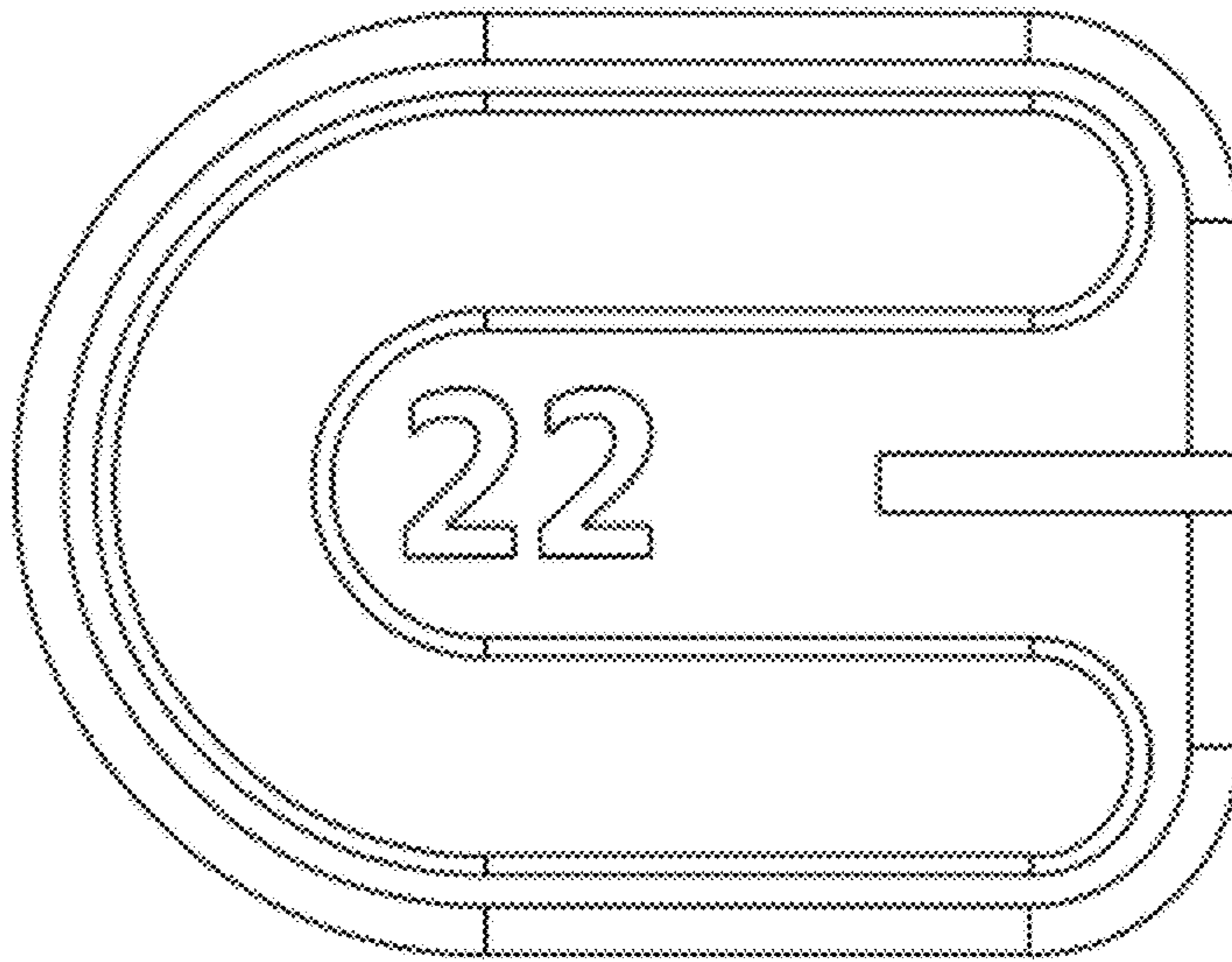


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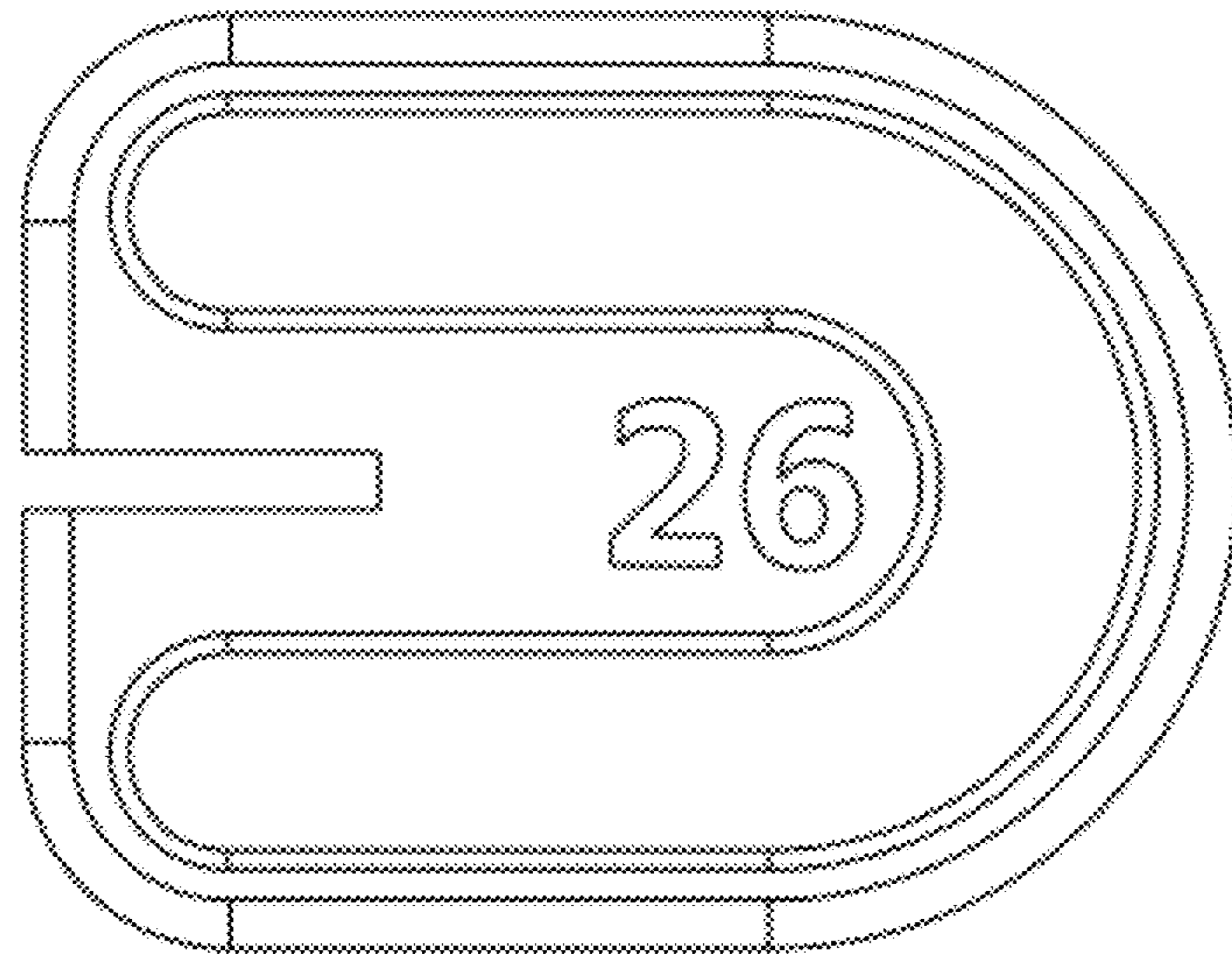


Fig. 195



Fig. 196



Fig. 197

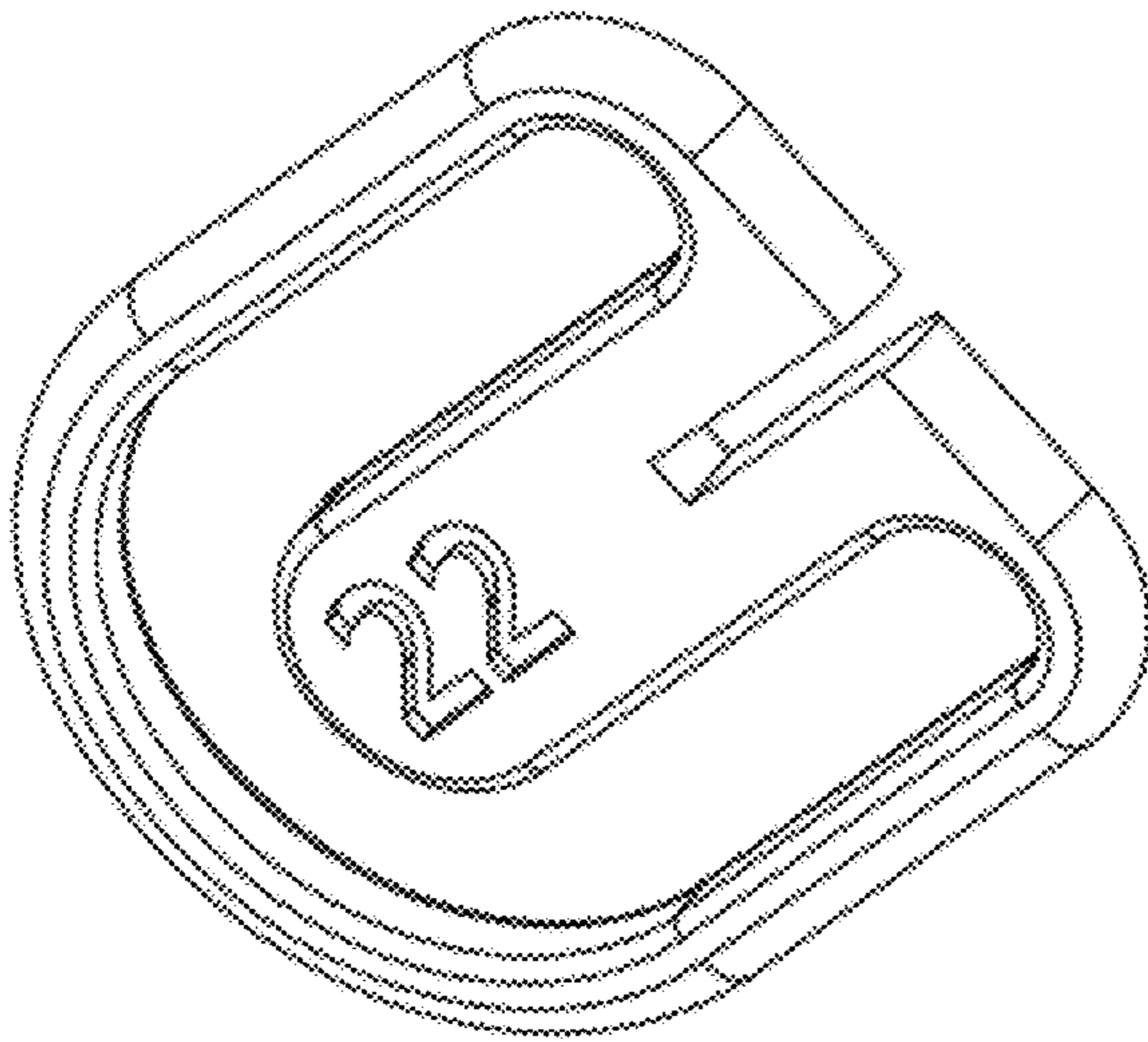


Fig. 198

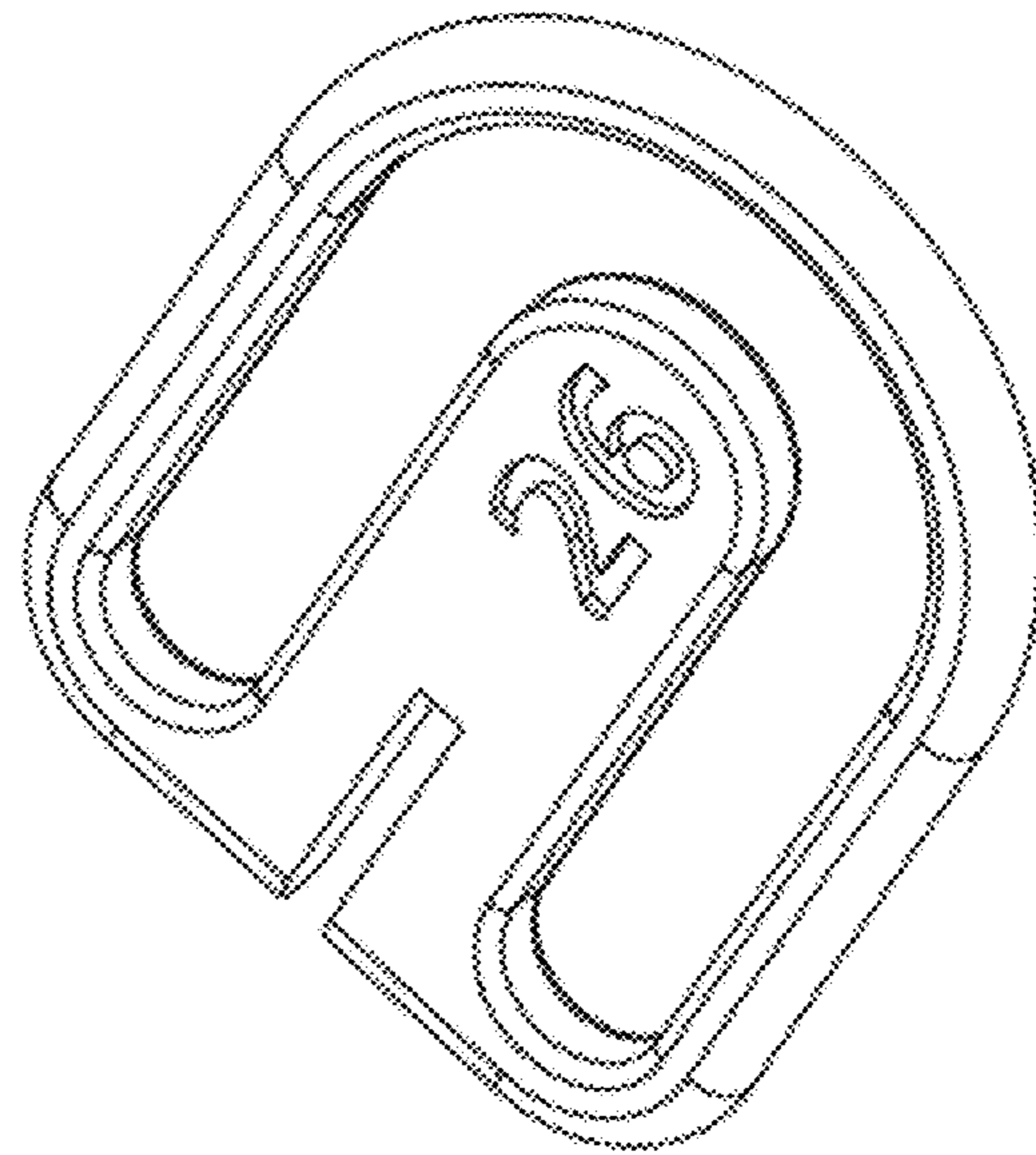


Fig. 199

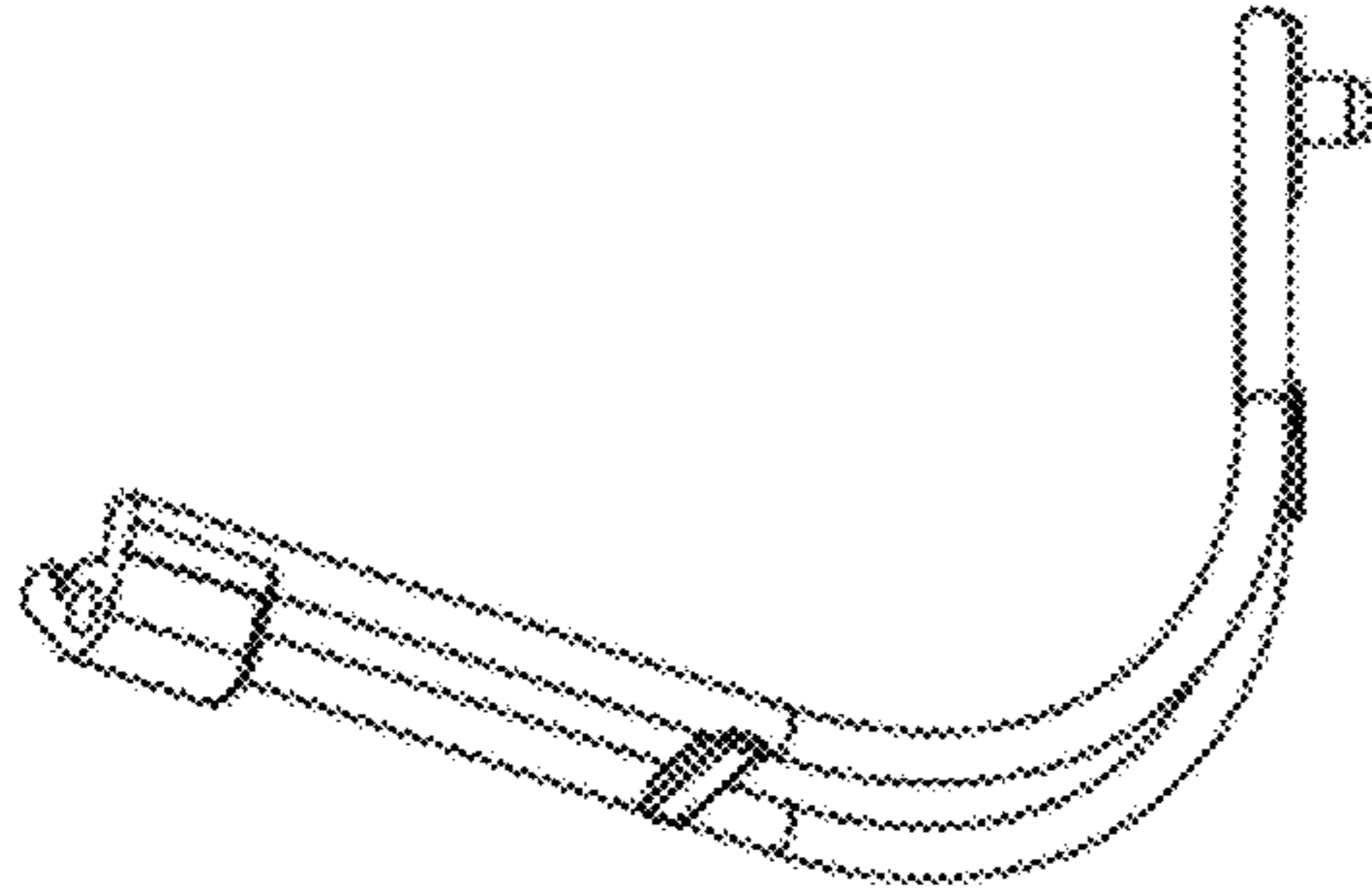


Fig. 200

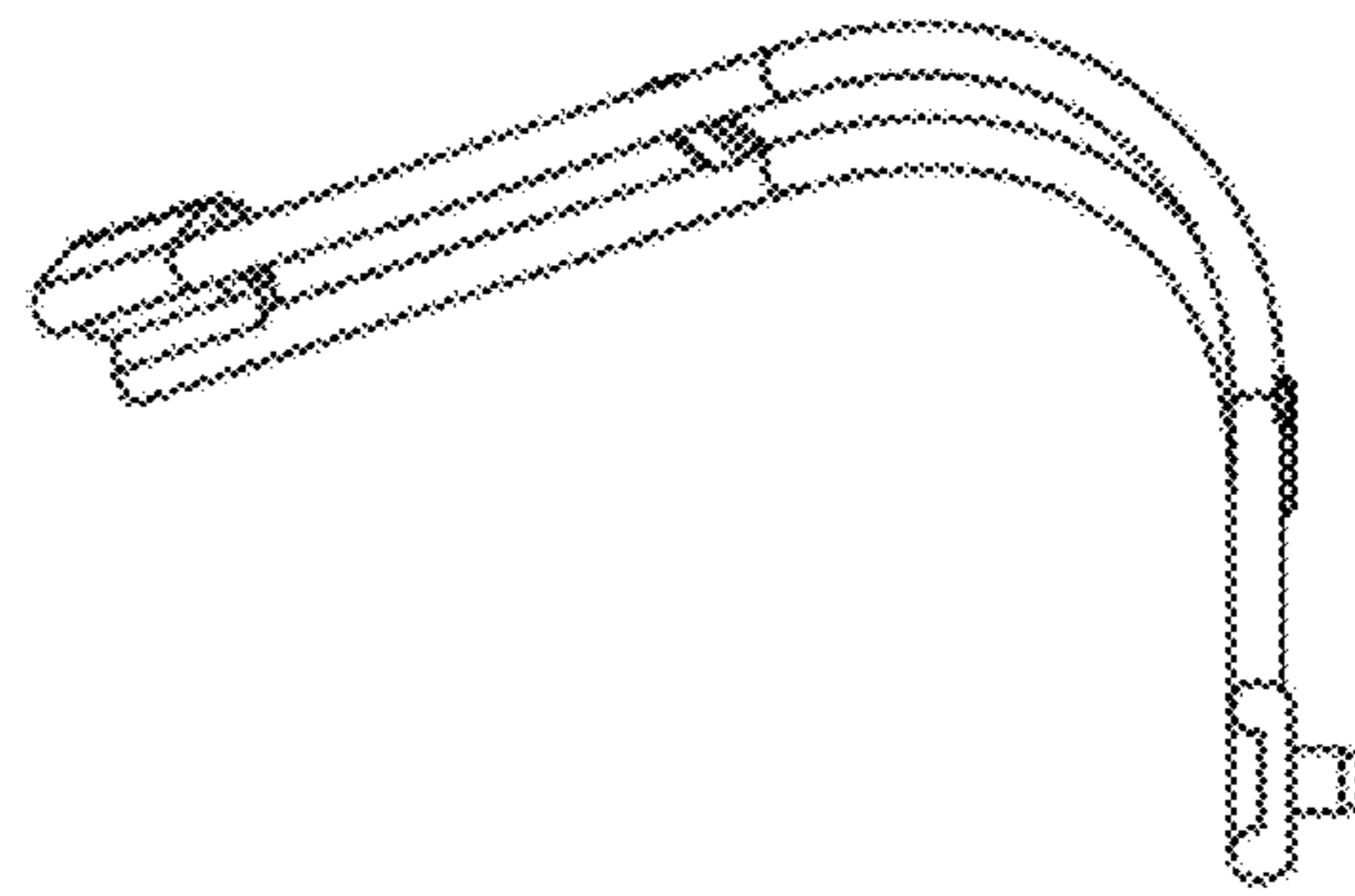


Fig. 201

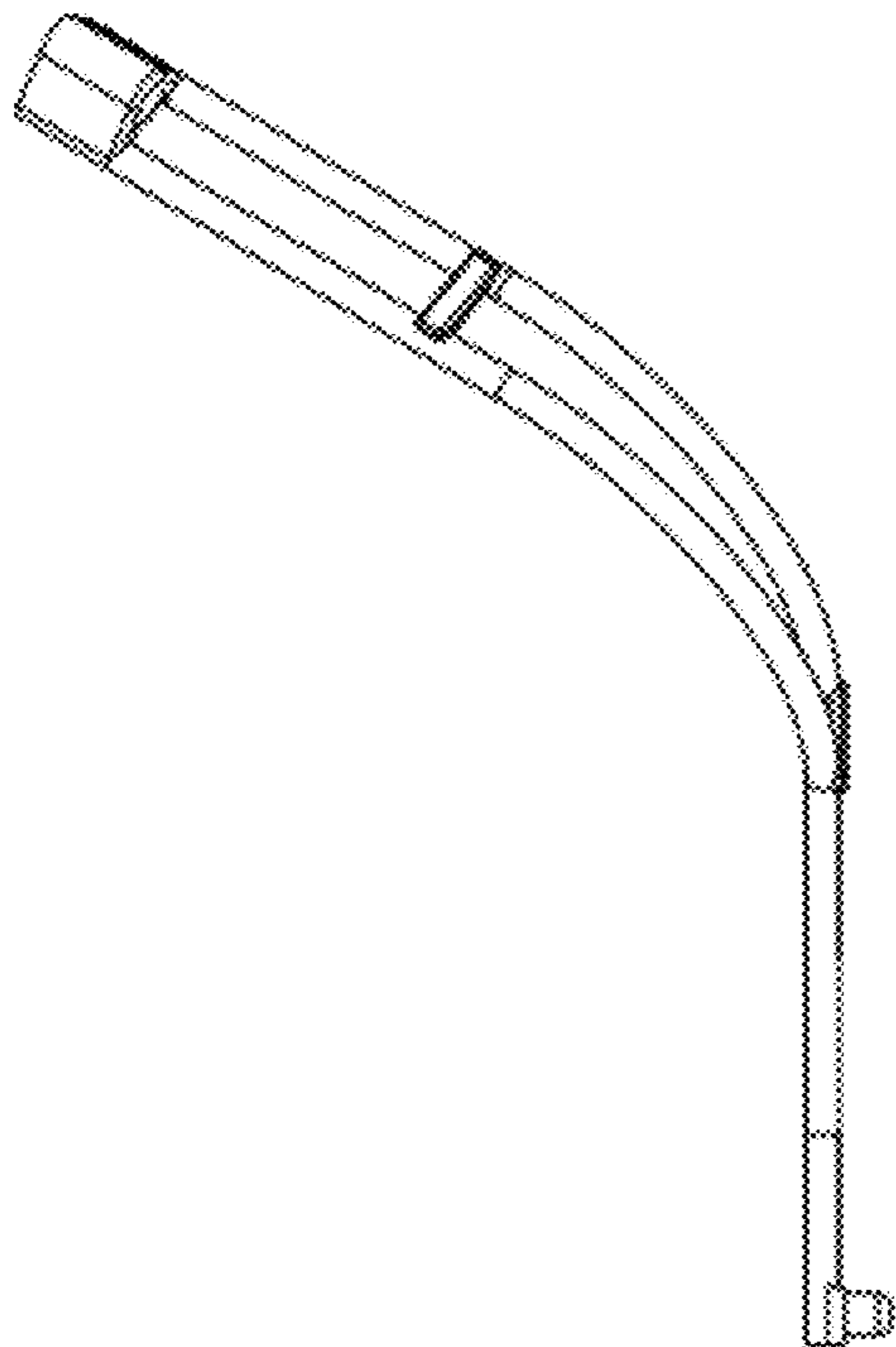


Fig. 202

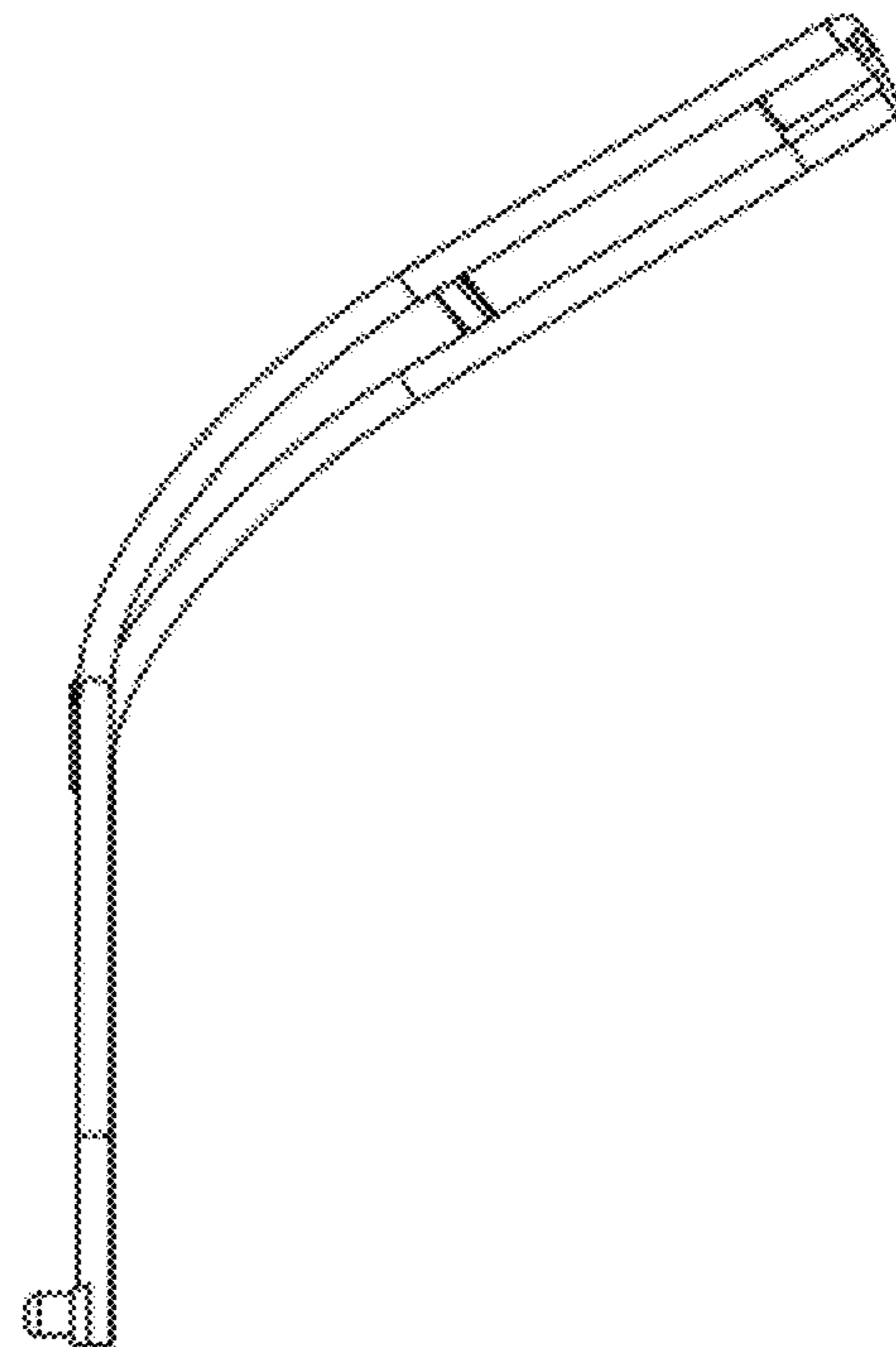


Fig. 203

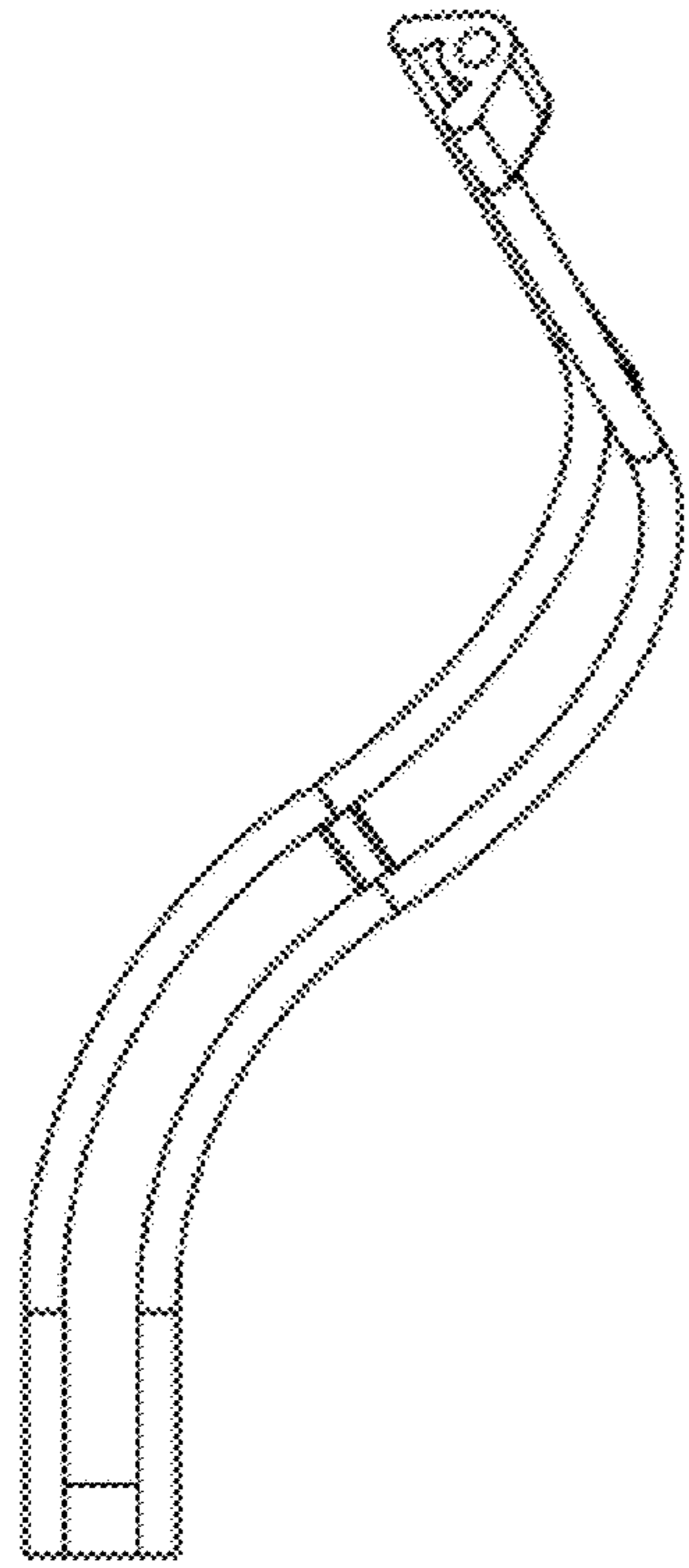


Fig. 204

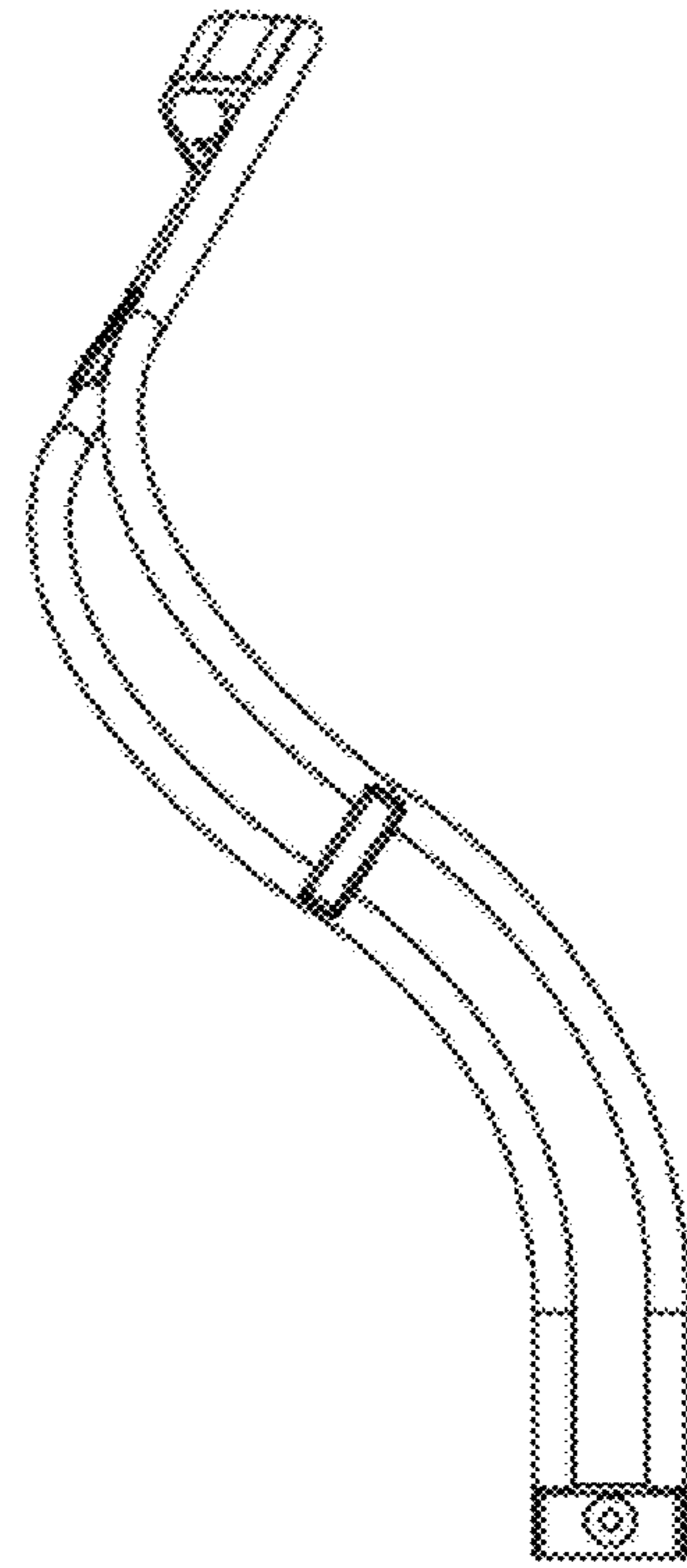


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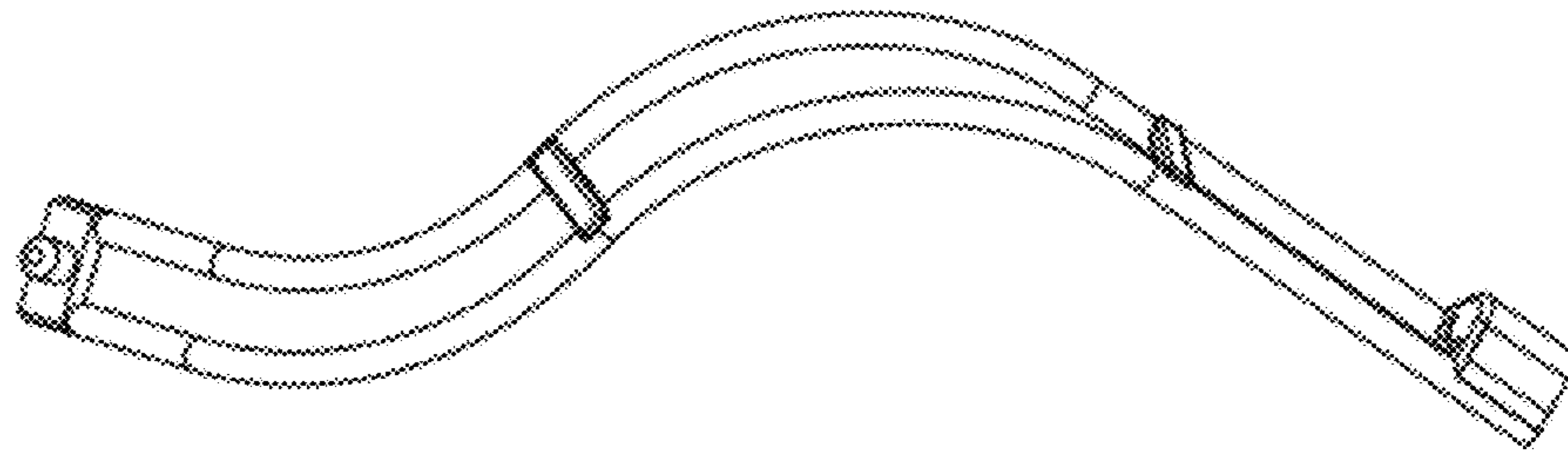


Fig. 206

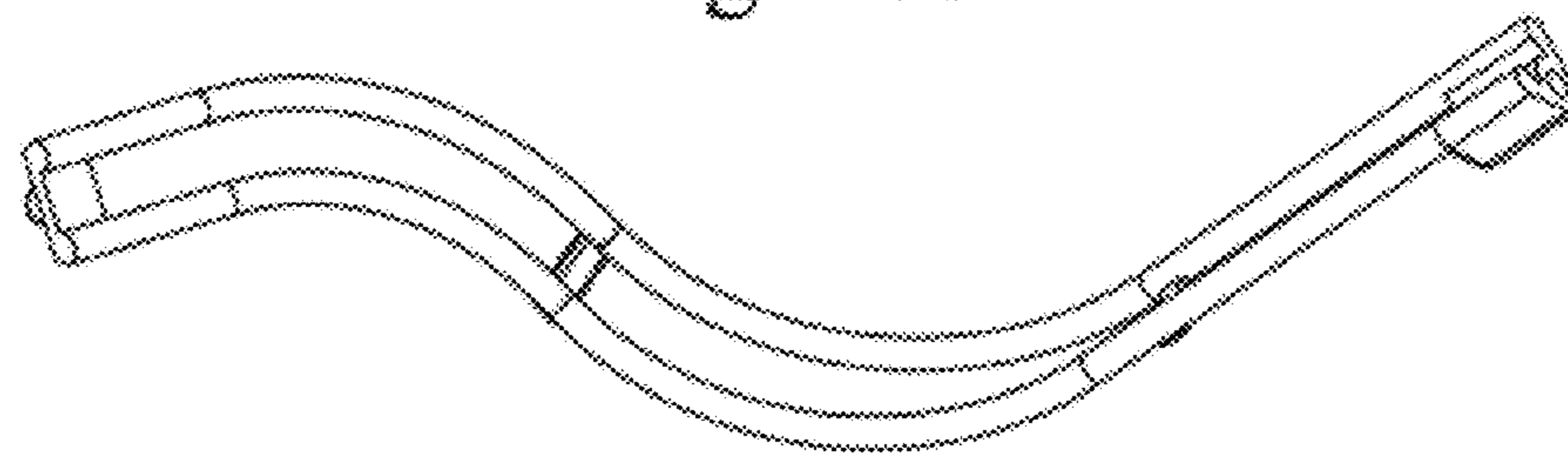


Fig. 207