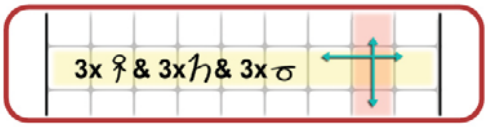
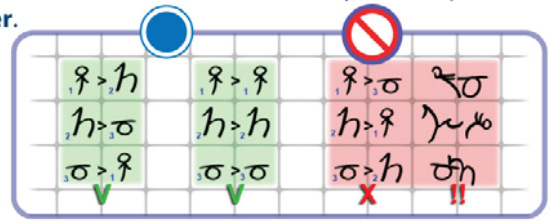
*"... A **farmer (1)** goes to the market with his **cart (3)** full of vegetables, pulled by a **donkey (2)**... "*
How does it work? Fill the whole grid with the **3 symbols**. Each **row and column** contains each **symbol 3 times**, always in the **proper order**: 1-2-3. Symbols can **repeat**.



*"... Un **fermier (1)** va au marché avec sa **charrette (3)** pleine de légumes, tirée par un **âne (2)** ..."*
Comment ça marche? Remplir la grille avec **3 symboles**. Chaque **ligne & colonne** contient chaque **symbole 3 fois**, toujours dans le **bon ordre:** 1-2-3. Les symboles peuvent se **répéter**.



*"... Een **boer (1)** gaat naar de markt met zijn **kar (3)** vol groenten, getrokken door een **ezel (2)**..."*
Hoe werkt het? Vul het hele rooster met de **3 symbolen**. Elke **rij en kolom** bevat elk **symbool 3 keer**, altijd in de **juiste volgorde**: 1-2-3. Symbolen kunnen zich **herhalen**.

BuroLixso*

* Burro (ES): Donkey/Âne/Ezel

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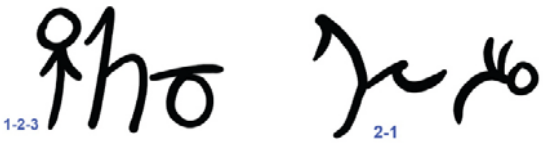
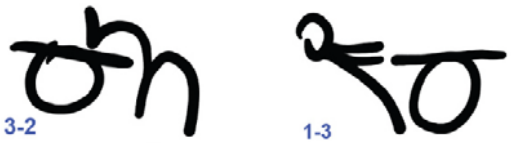


"...The farmer (1) leads the donkey (2) which pulls the cart (3).
2-1: If the farmer goes behind the donkey, he will get kicked.
3-2: If the donkey gets behind the cart, it'll eat the vegetables.
1-3: And with the cart behind the farmer things will go nowhere."

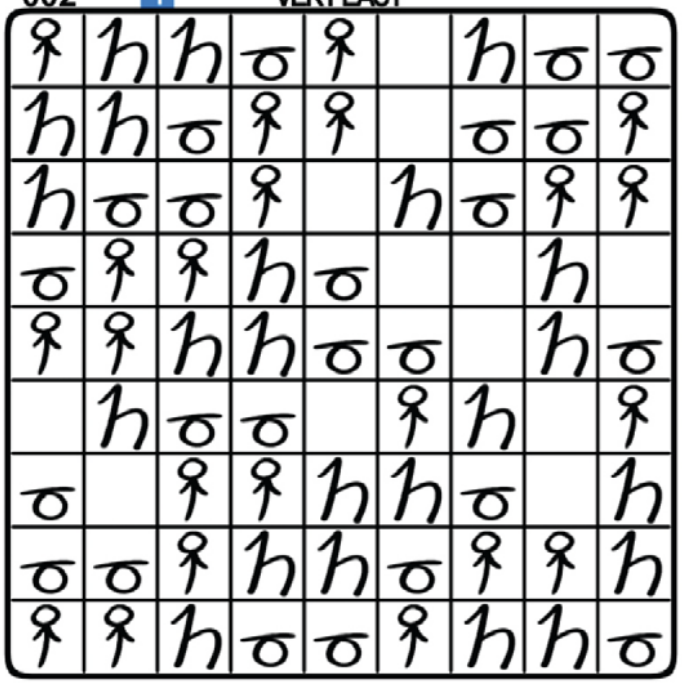
«... Le fermier (1) conduit l'âne (2) qui tire la charrette (3).
2-1: Si le fermier va derrière l'âne, il sera frappé. 3-2: Si l'âne passe derrière le chariot, il mangera tous les légumes. 1-3: Et si le chariot est derrière le fermier, les choses n'iront nulle part.

"... De boer (1) leidt de ezel (2) die de kar trekt (3).
2-1: Als de boer achter de ezel gaat, wordt hij geschopt.
3-2: Als de ezel achter de kar gaat, eet die alle groenten op.
1-3: En met de kar achter de boer, gaat het nergens heen. '



001 1 VERY EASY

002 1 VERY EASY



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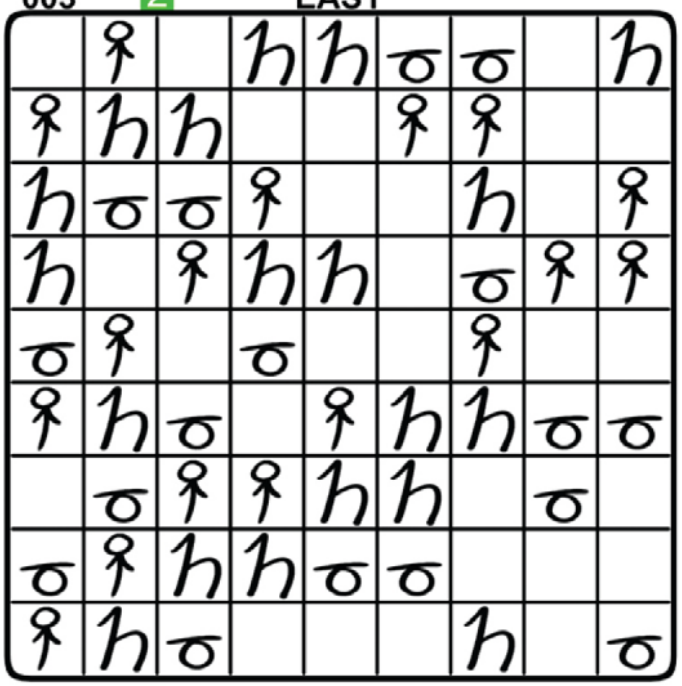
003 2 EASY



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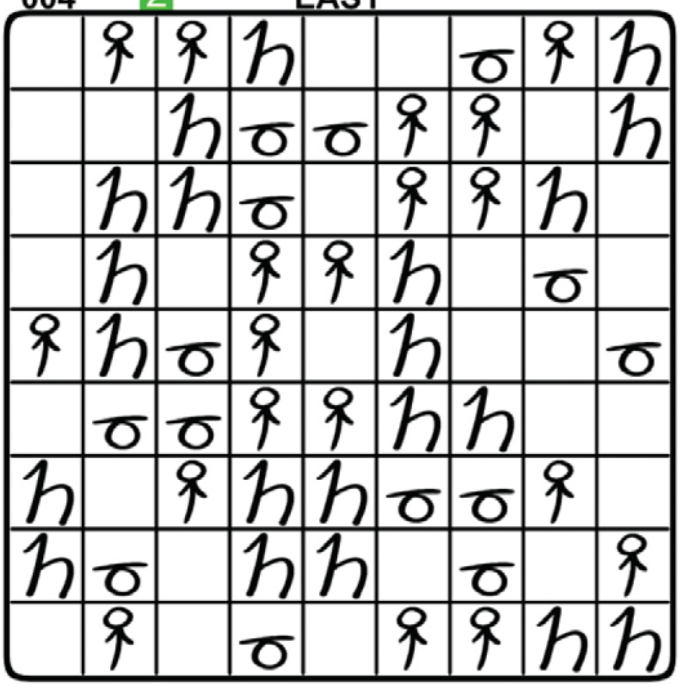
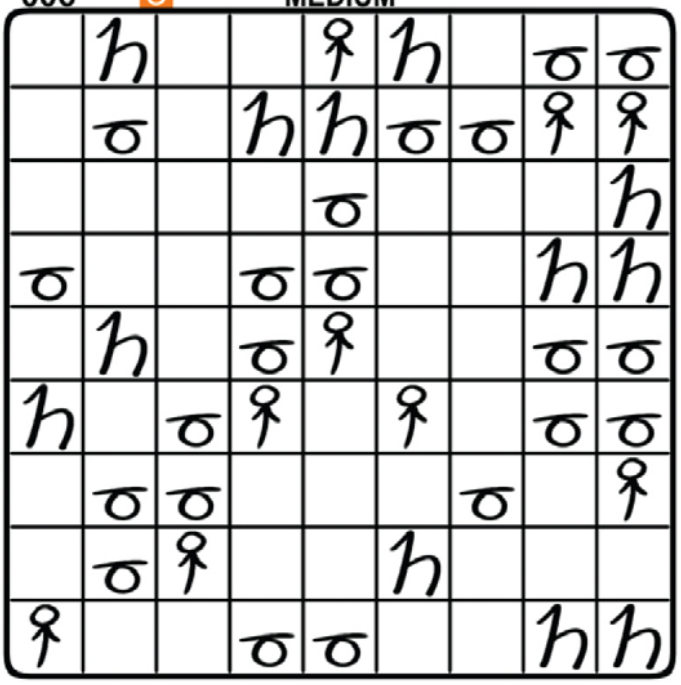


005 2 EASY

006 3 MEDIUM



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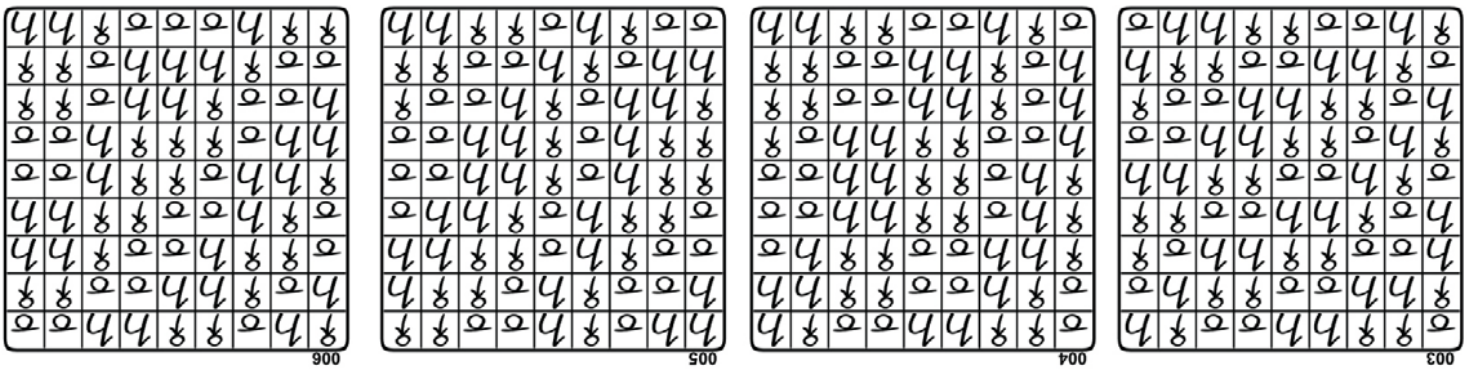

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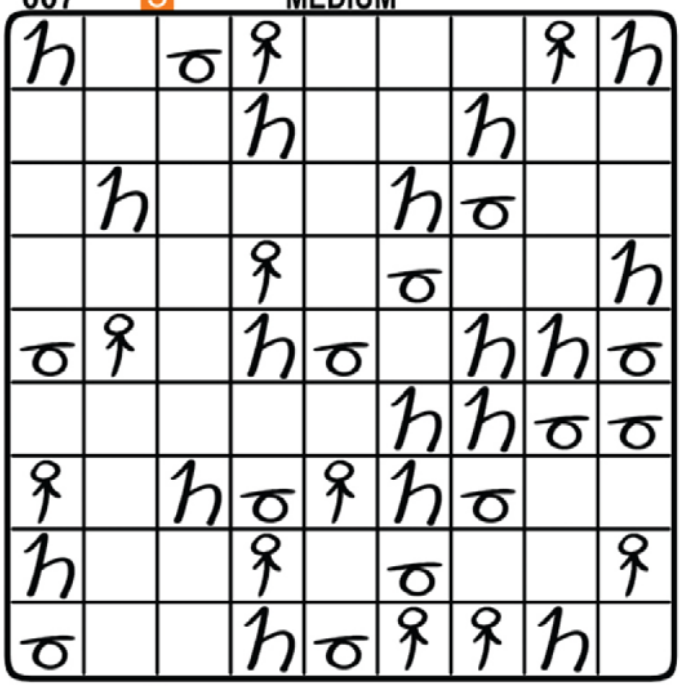

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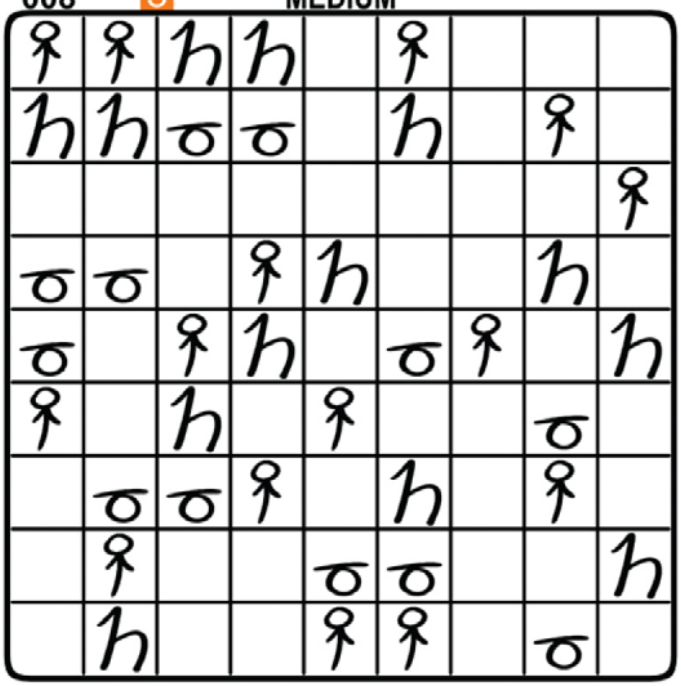
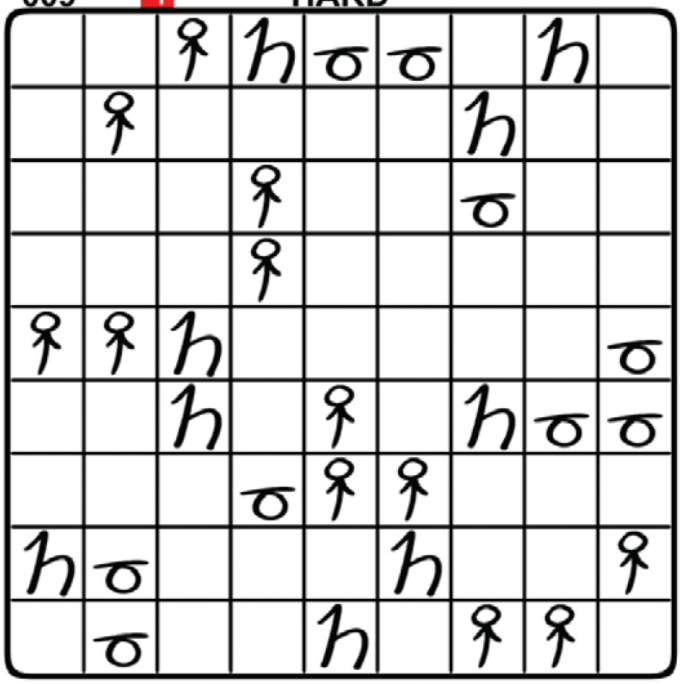


009 4 HARD



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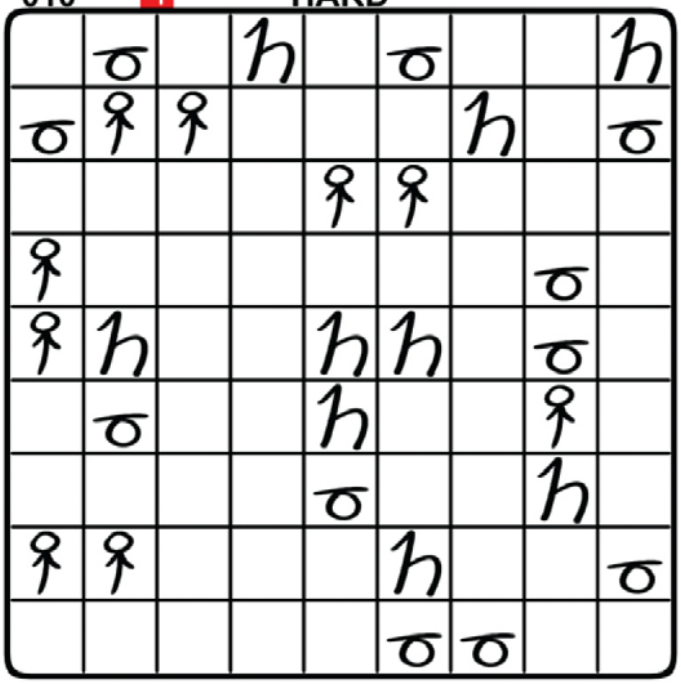

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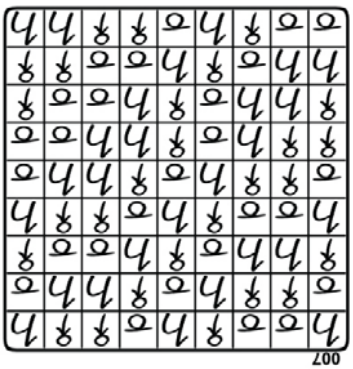

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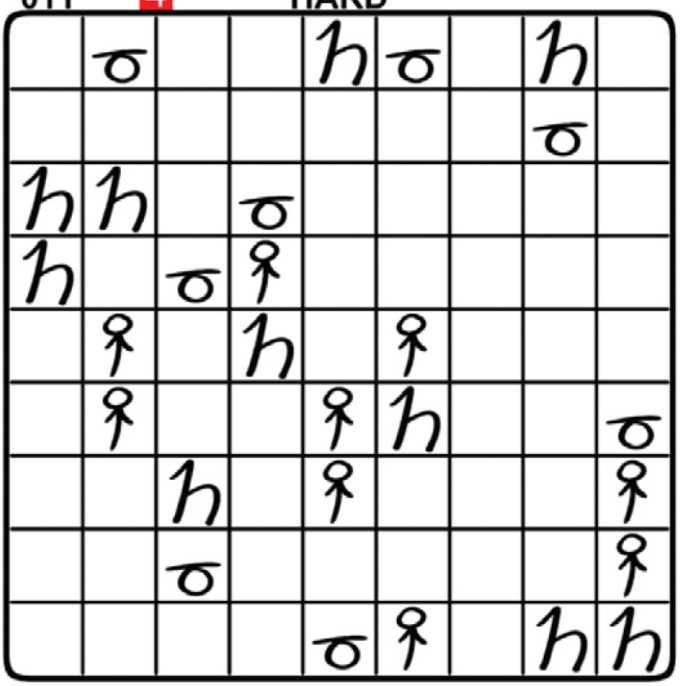
011 4 HARD



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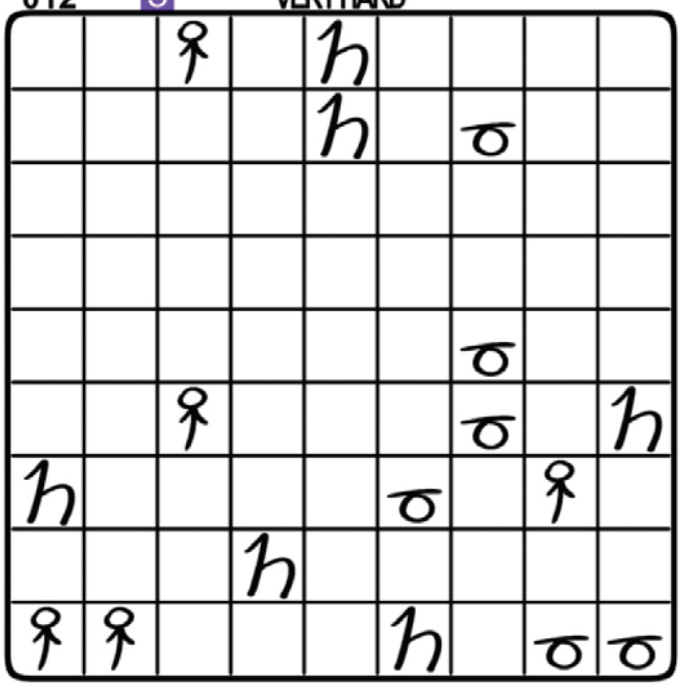

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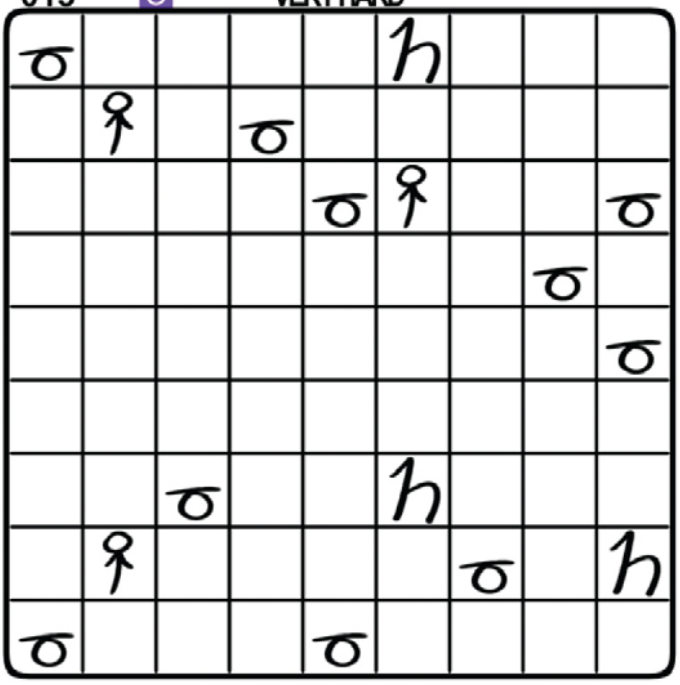

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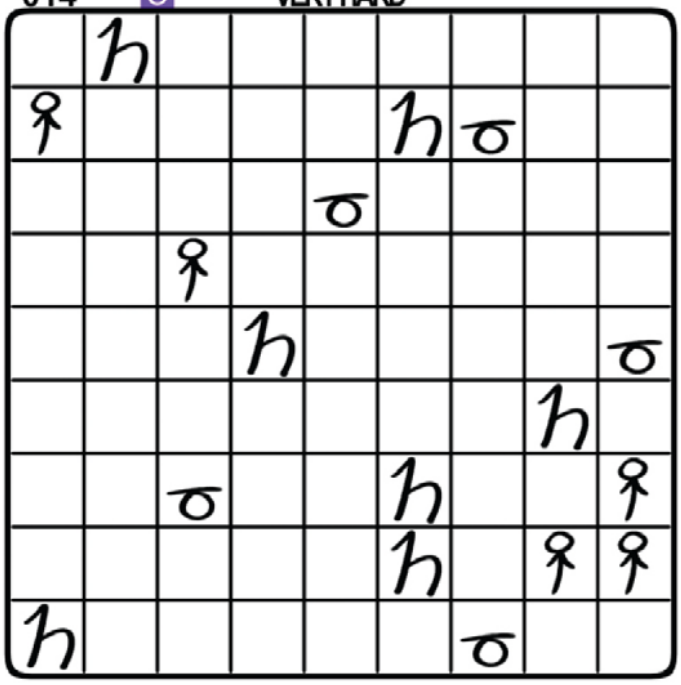
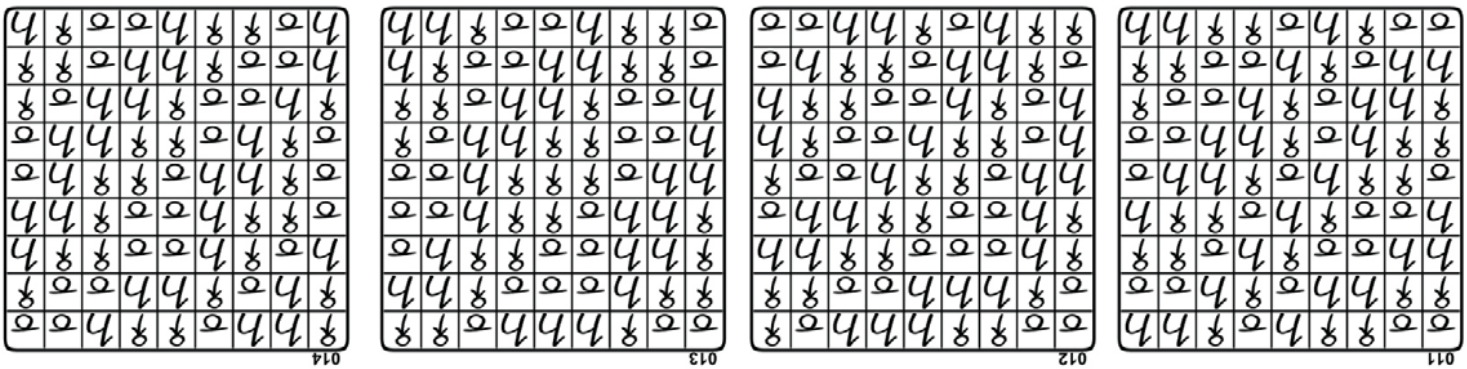
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