

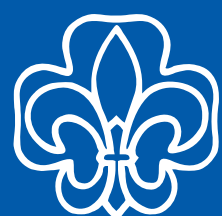
vcp



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* Hunger

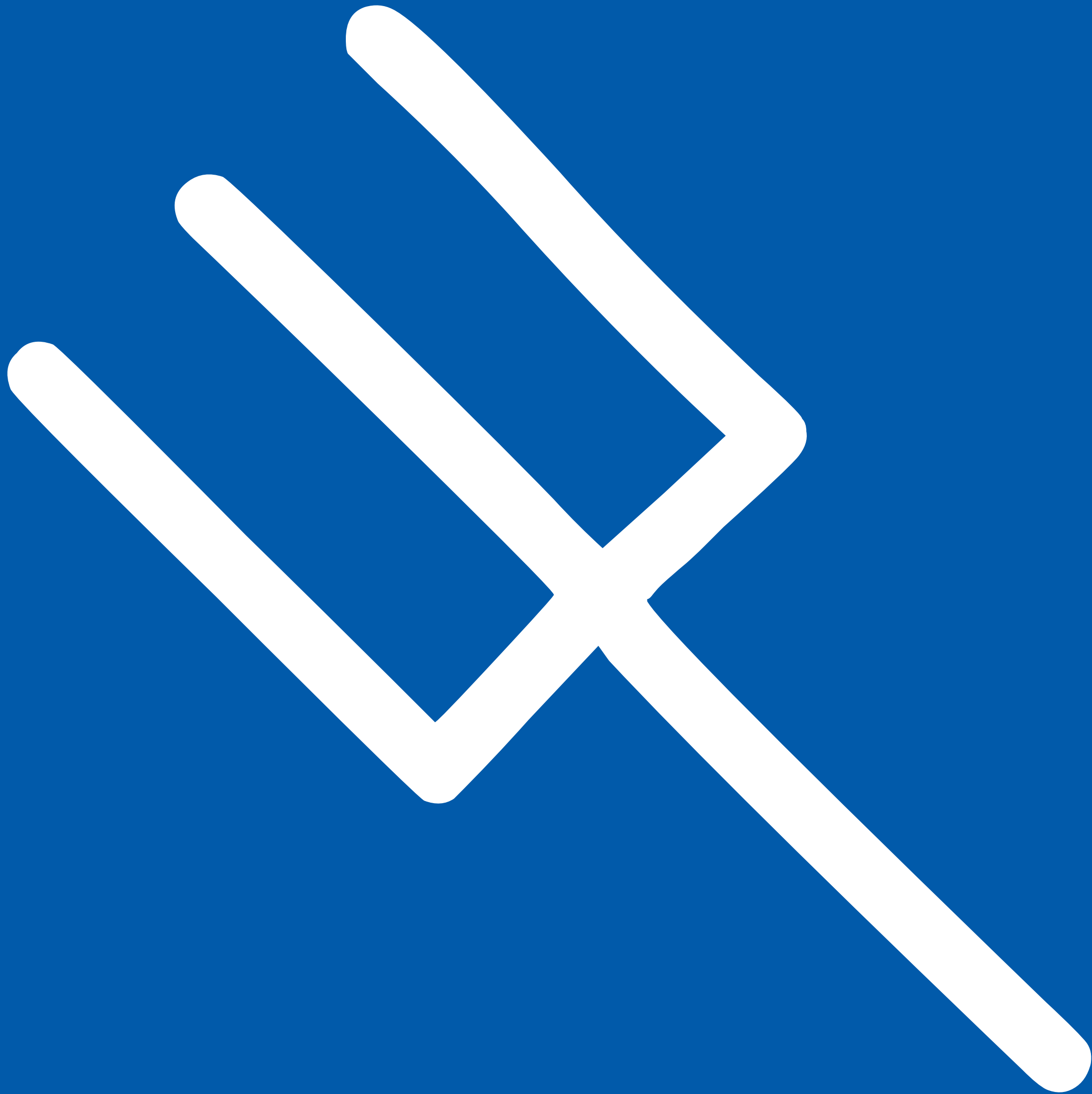
vcp



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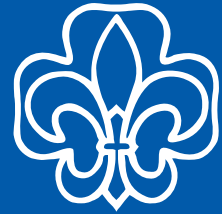
* Durst

vcp



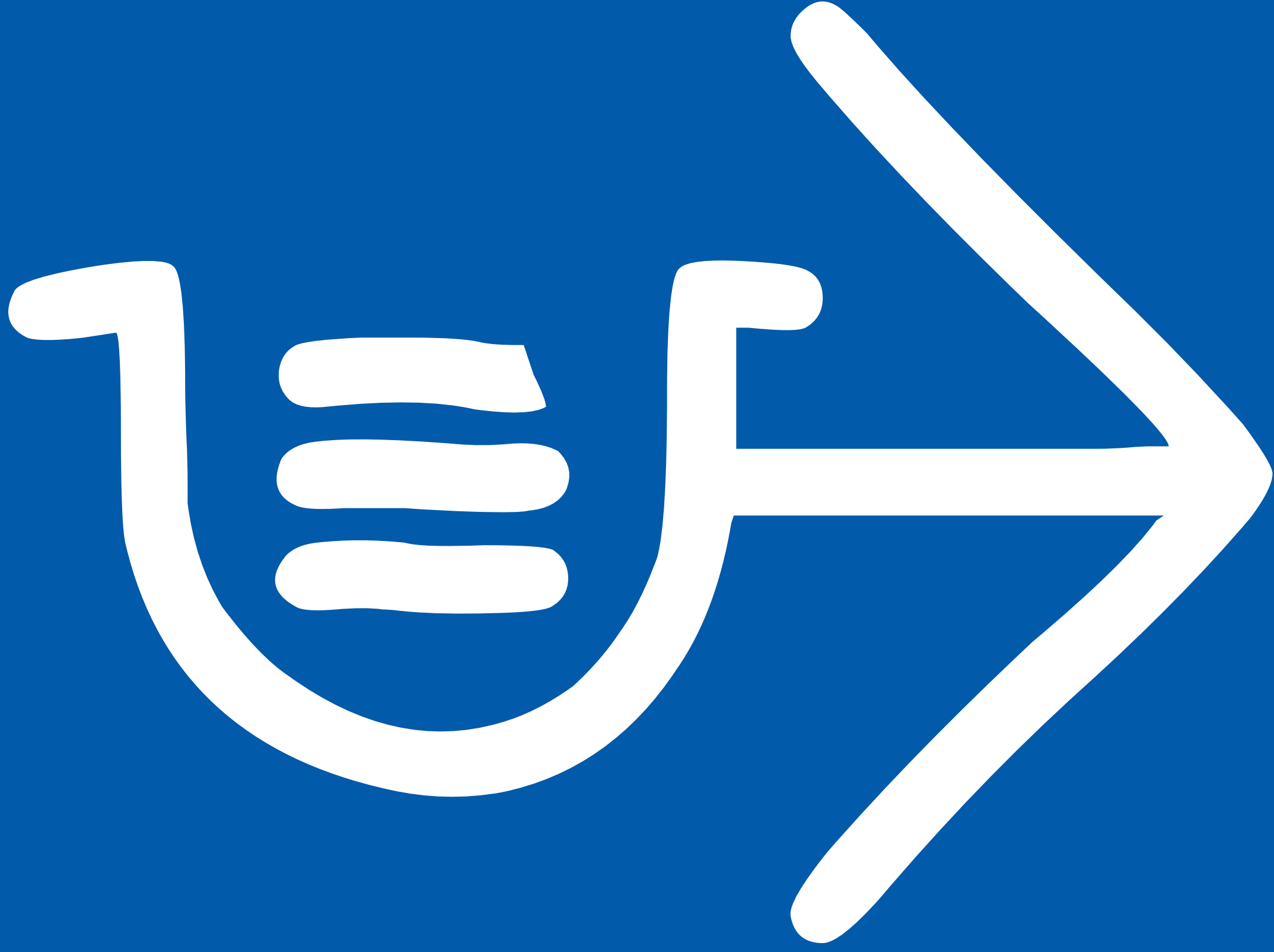
* Essen

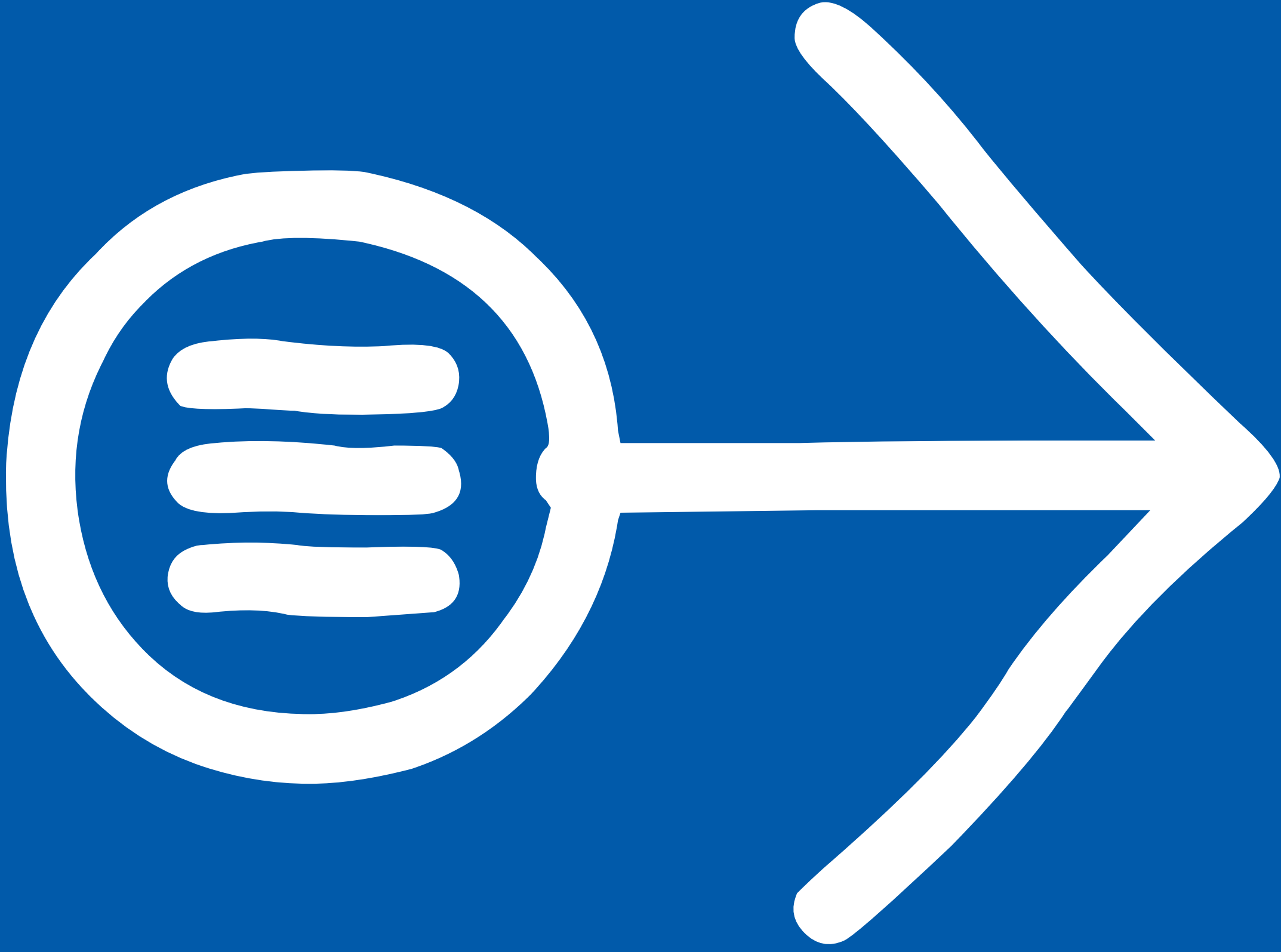
vcp



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* Donnerbalken

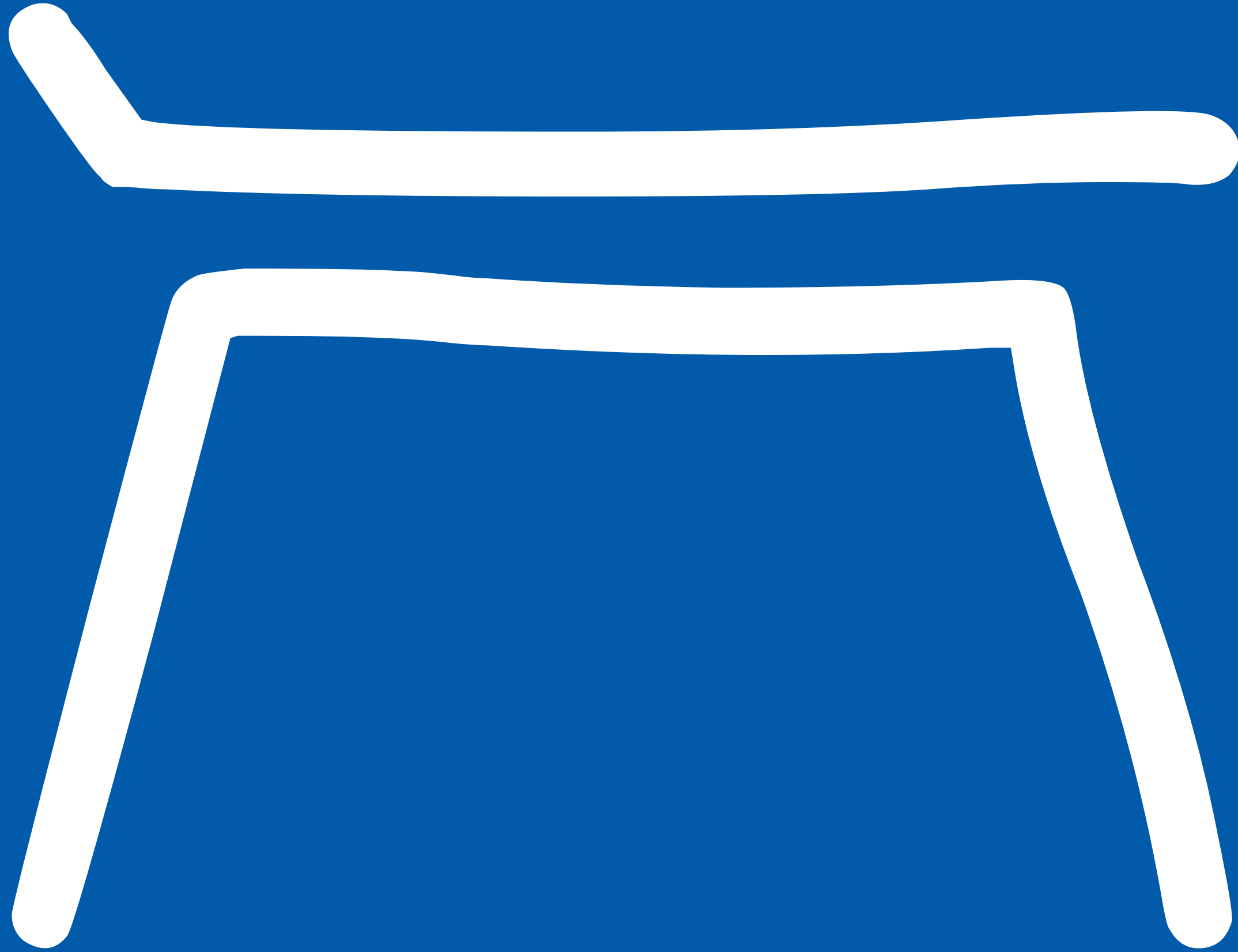




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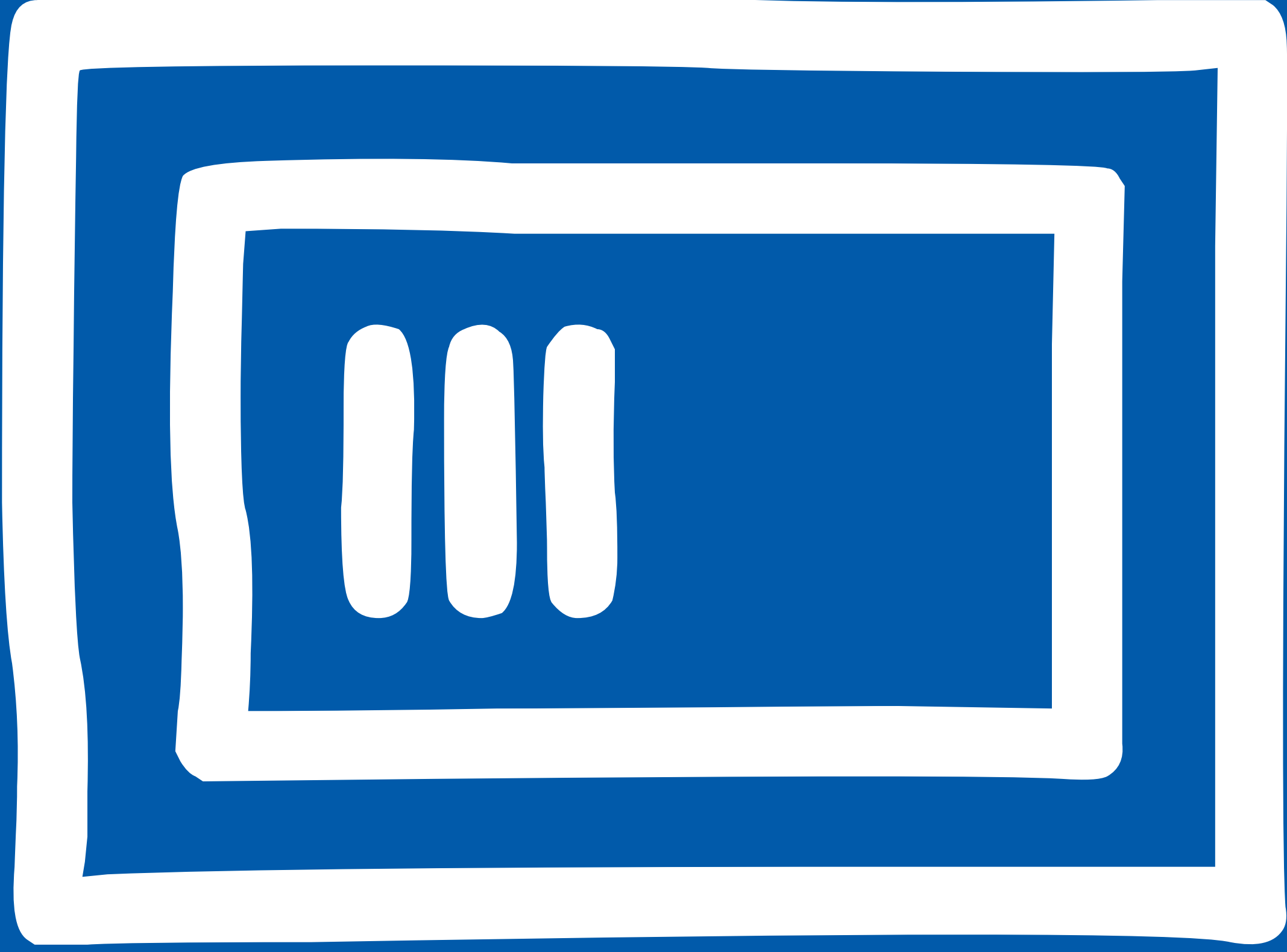
* Trinkwasser dort

vcp



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* schlafen



* Hier drei Minuten warten



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* Nachricht im Umkreis von 2 m



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* Nachricht dort, 2 m



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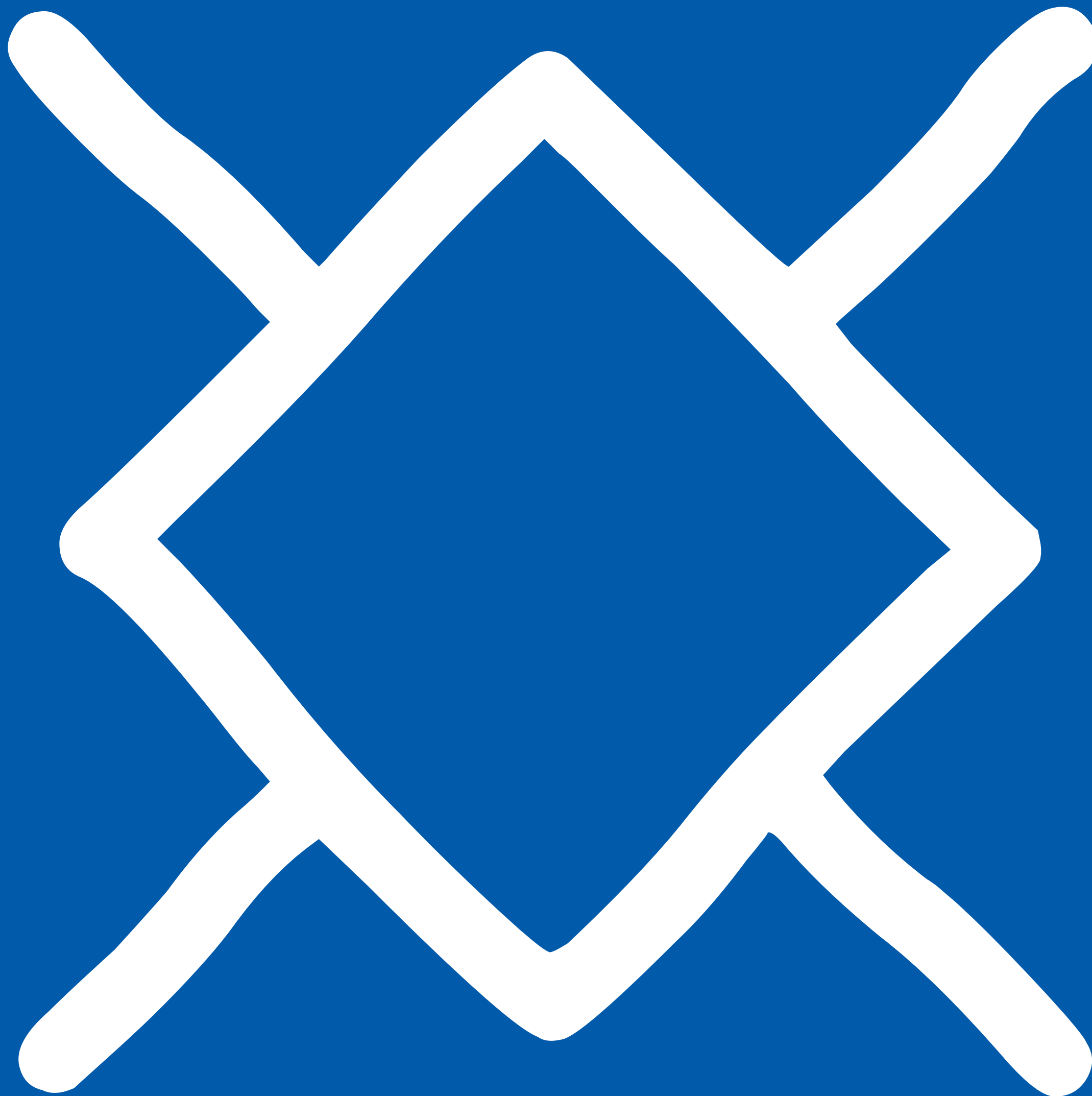
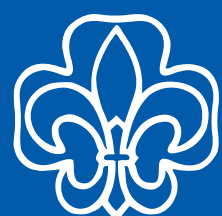
* Nachricht dort in 1 m und 2 m Höhe



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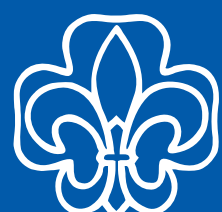
* Nachricht dort in 1 m und 2 m Tiefe

vcp

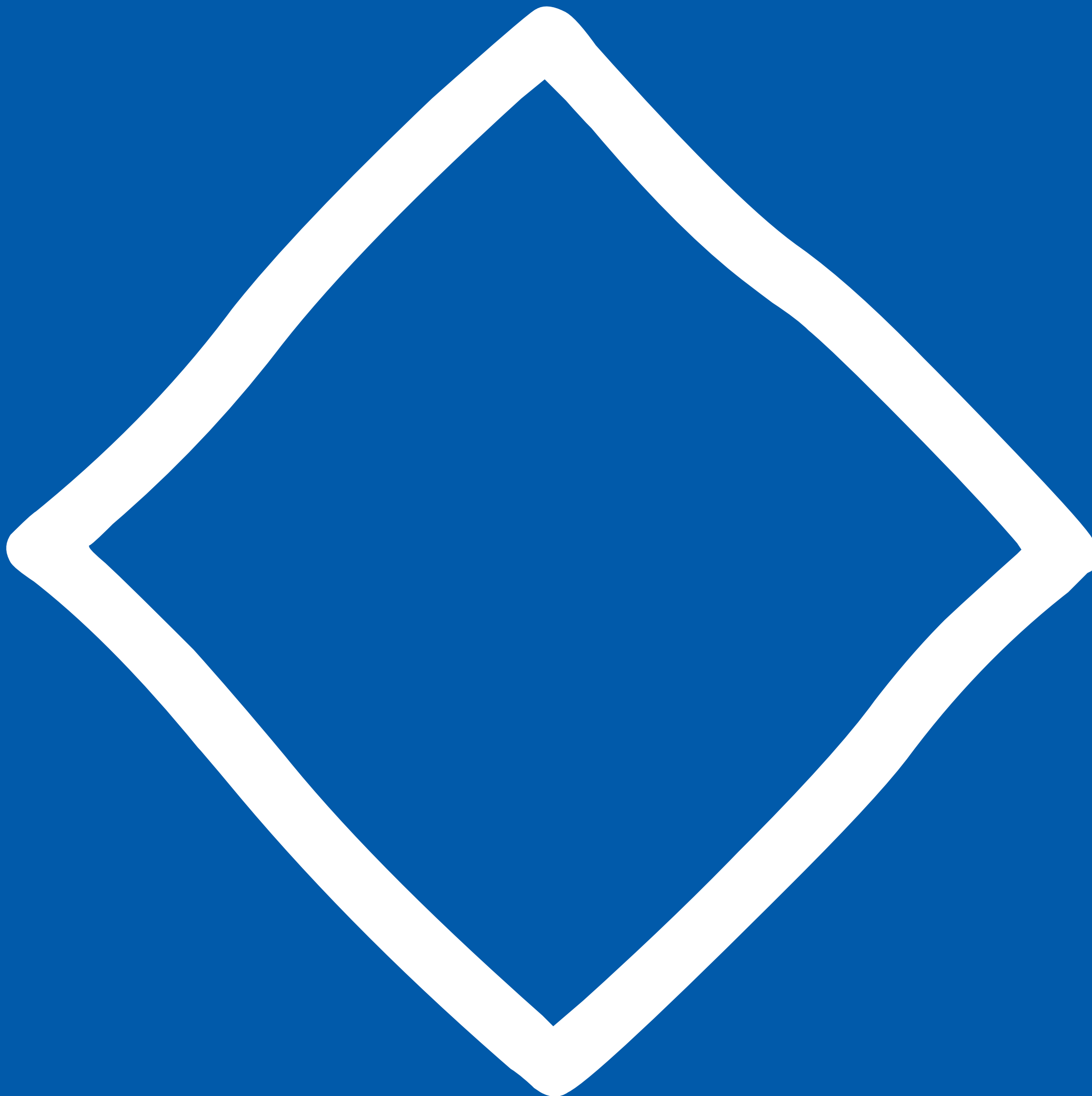


* neu

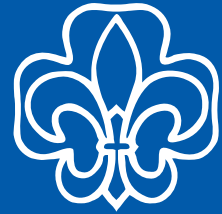
vcp



* alt



vcp



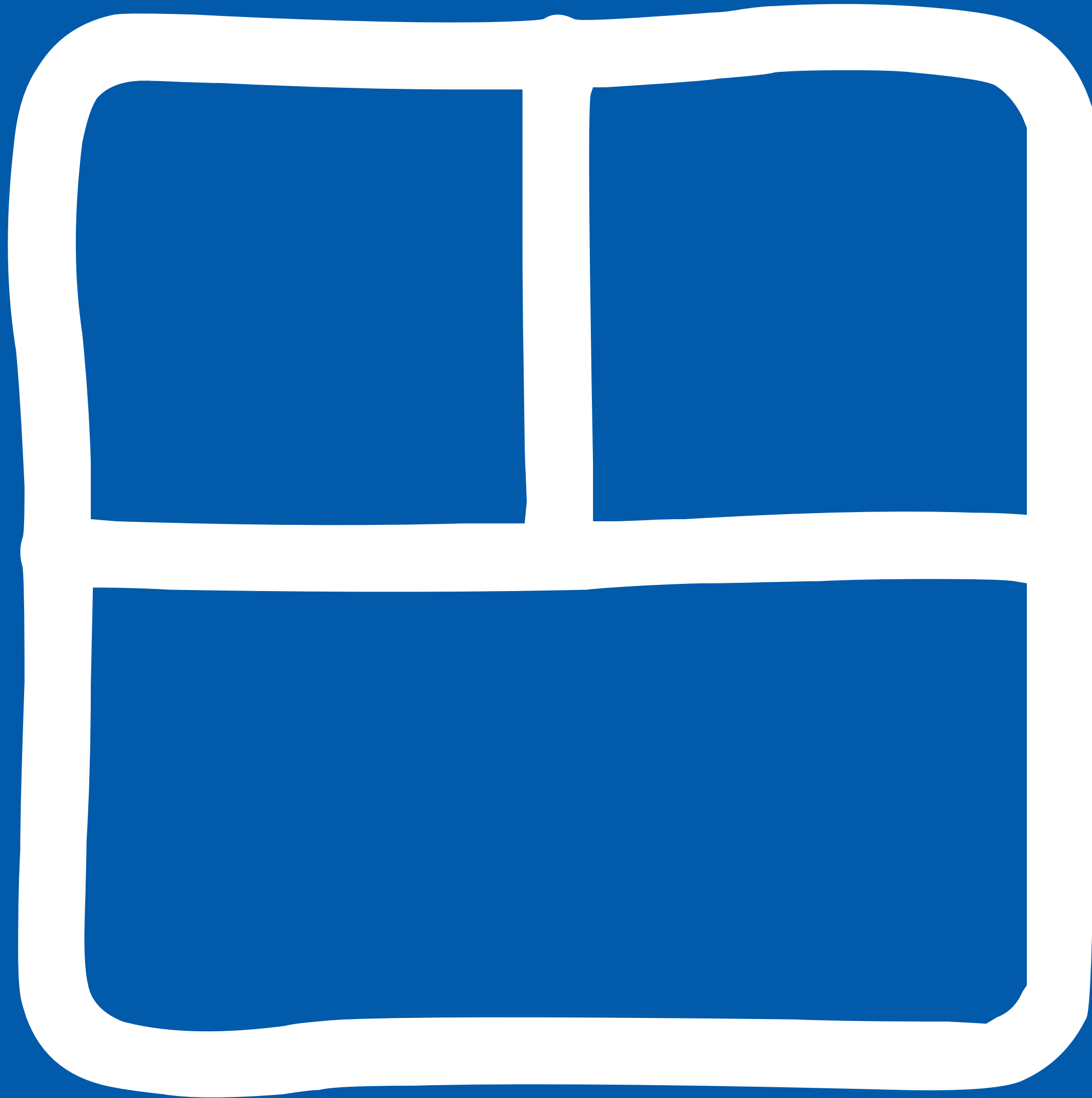
*** Sickergrube, Abfall**



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* Tabu, nicht betreten

vcp



* warm

vcp



* kalt

vcp



*

* Nacht

vcp



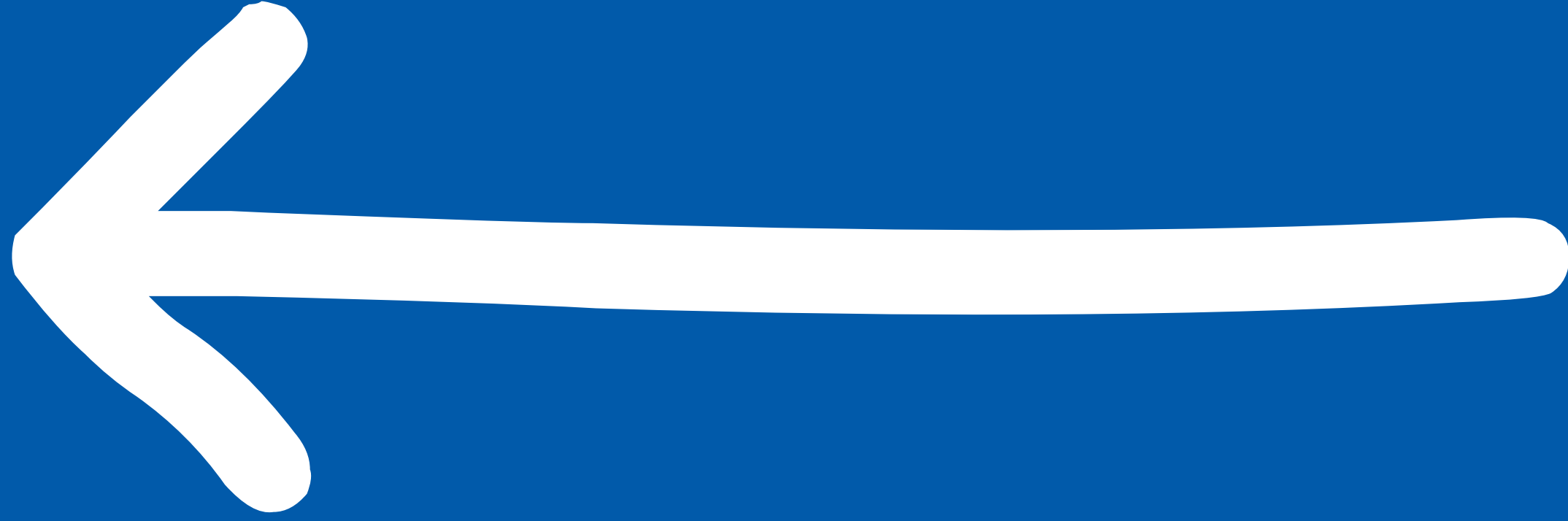
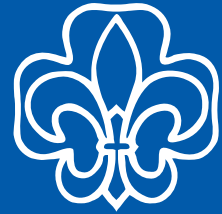
* Tag

vcp



* Himmel

vcp



*

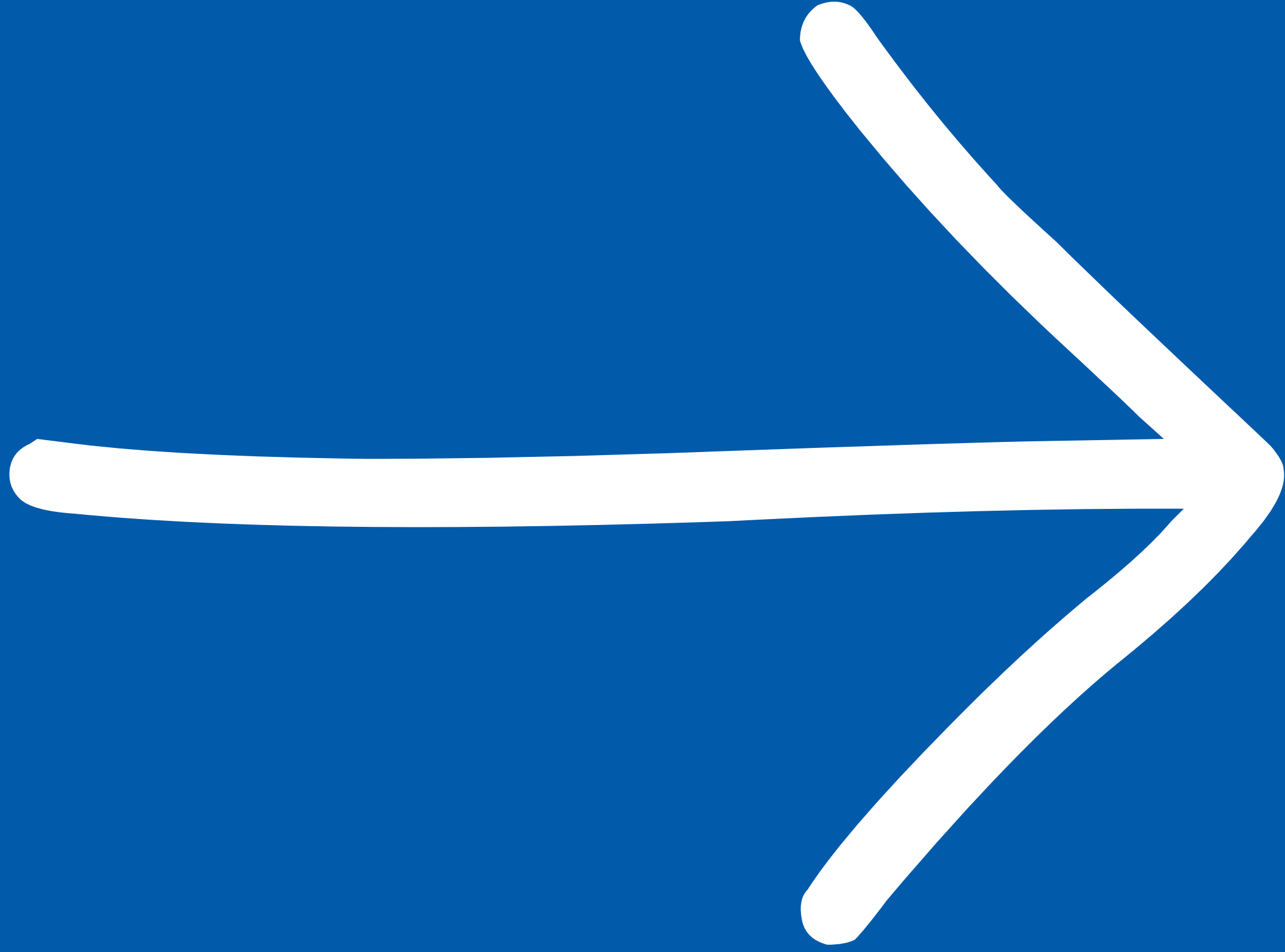
* tauschen

vcp



* bitte

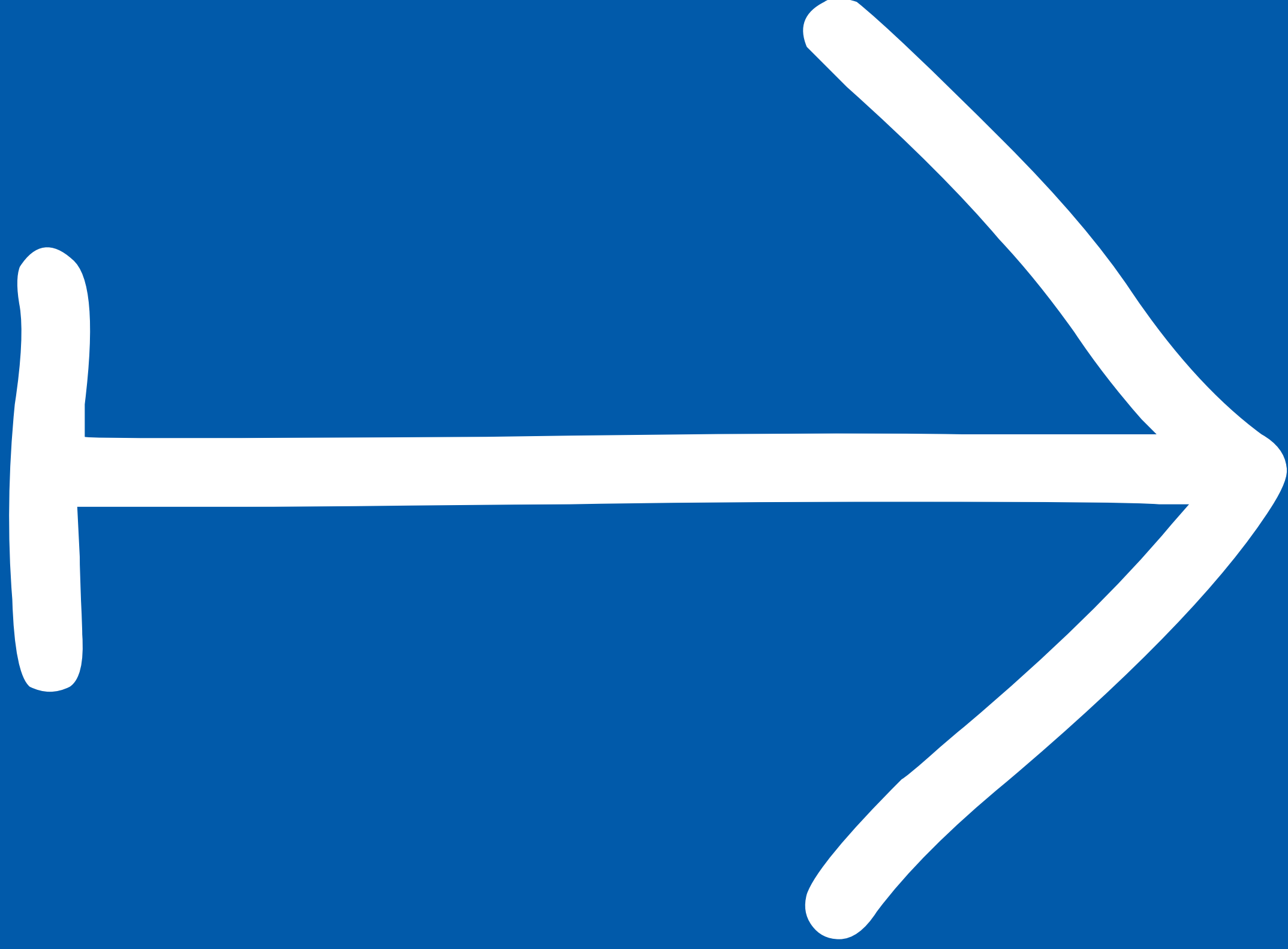
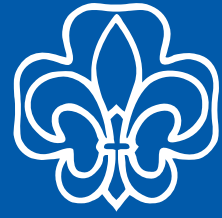
vcp



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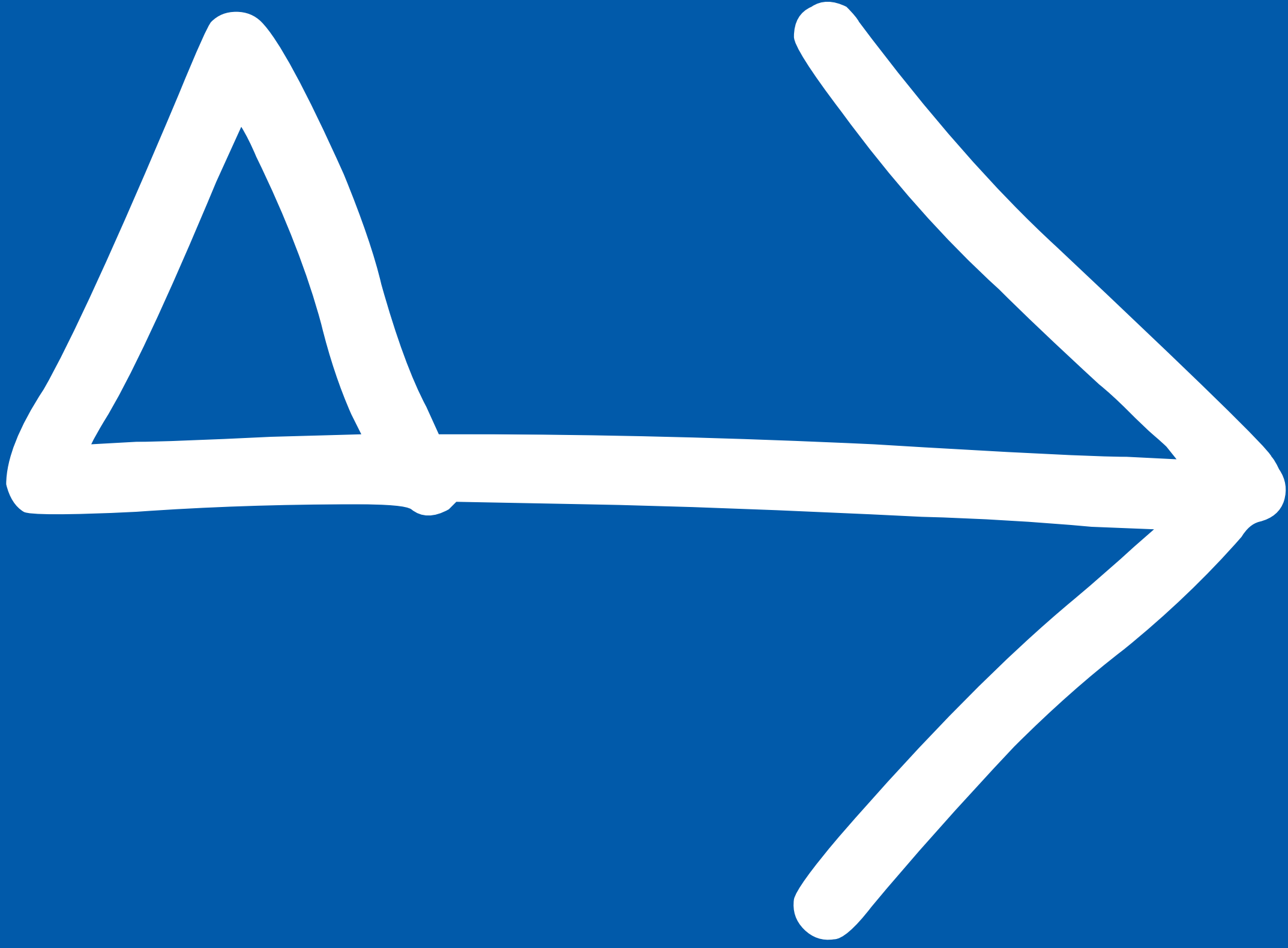
* dort, hier entlang

vcp



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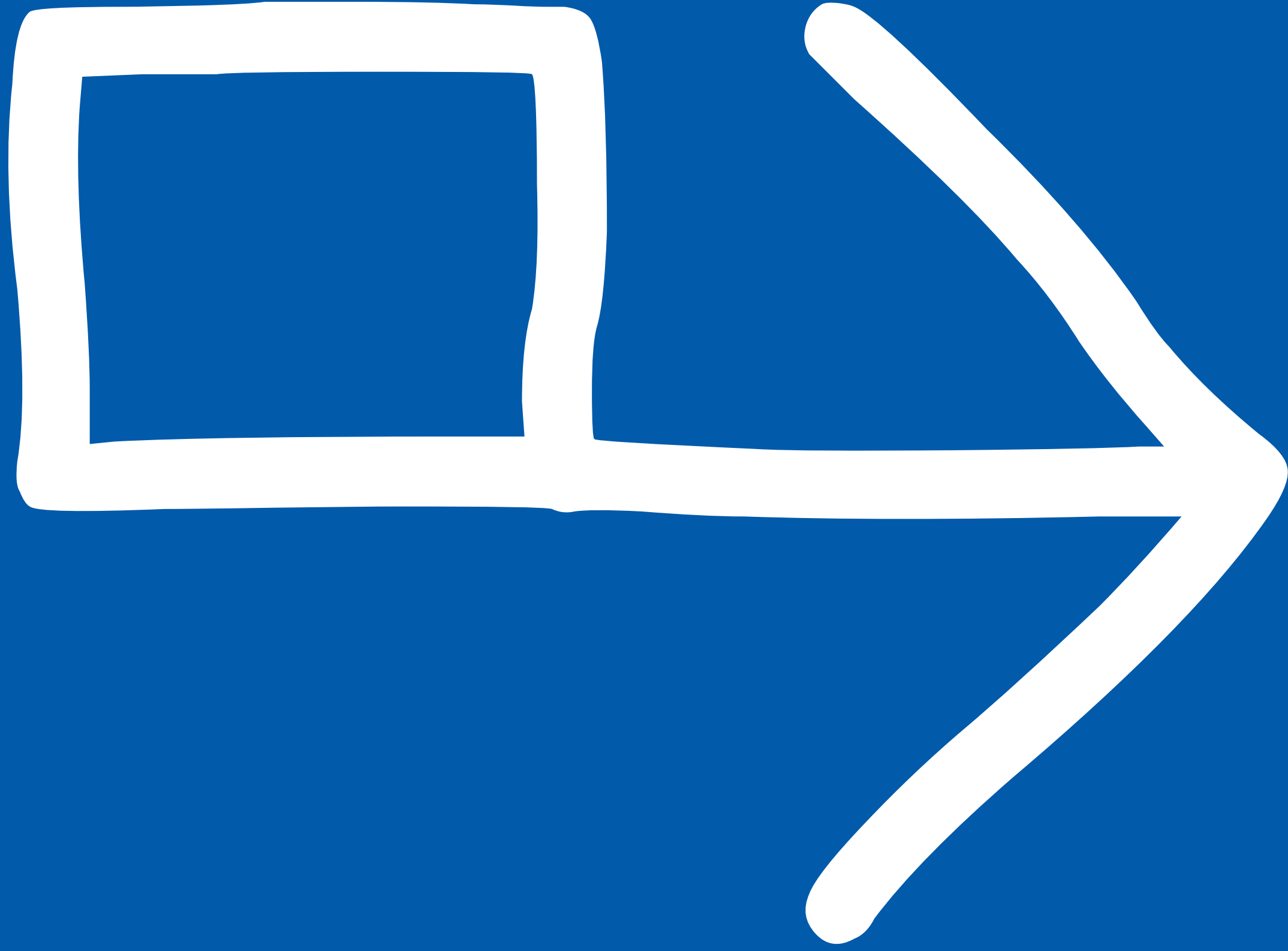
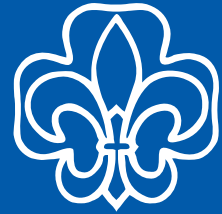
* entgegengesetzte Richtung



*

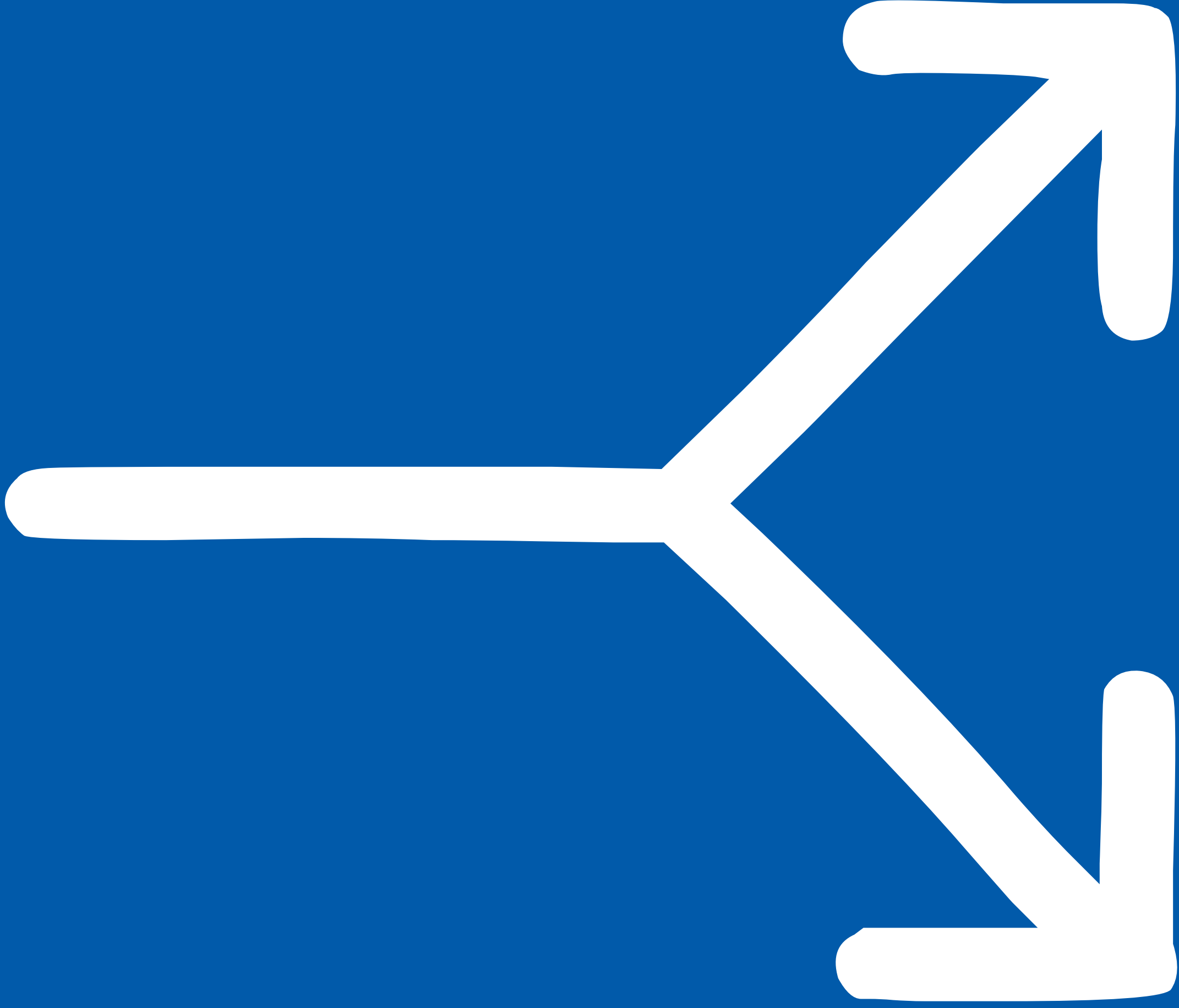
* Weg zum Lager

vcp



*

* Nachricht dort



*

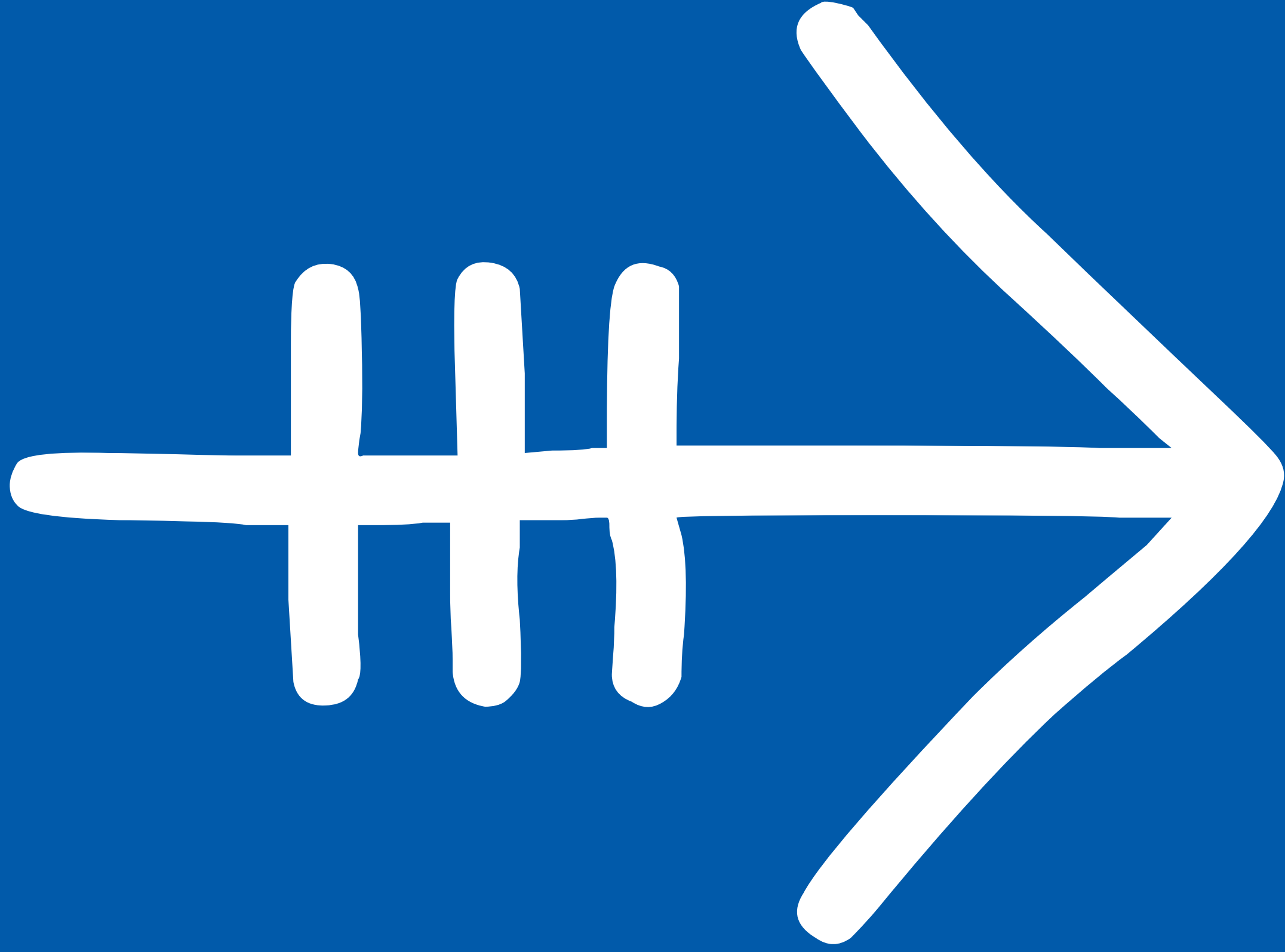
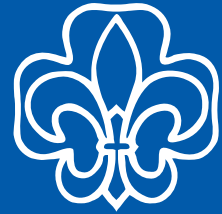
* aufgeteilt



*

* Weg über Hindernis

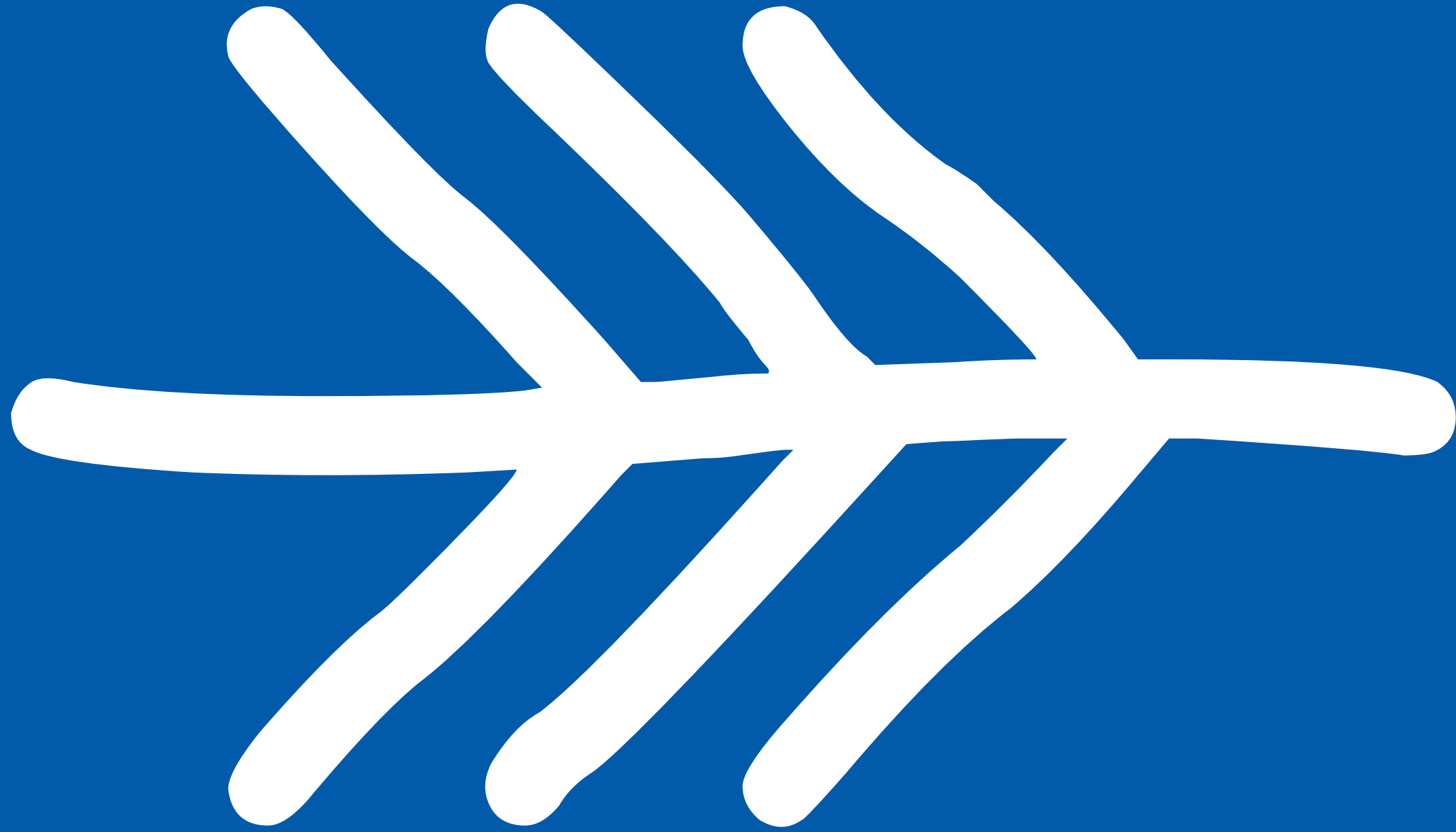
vcp



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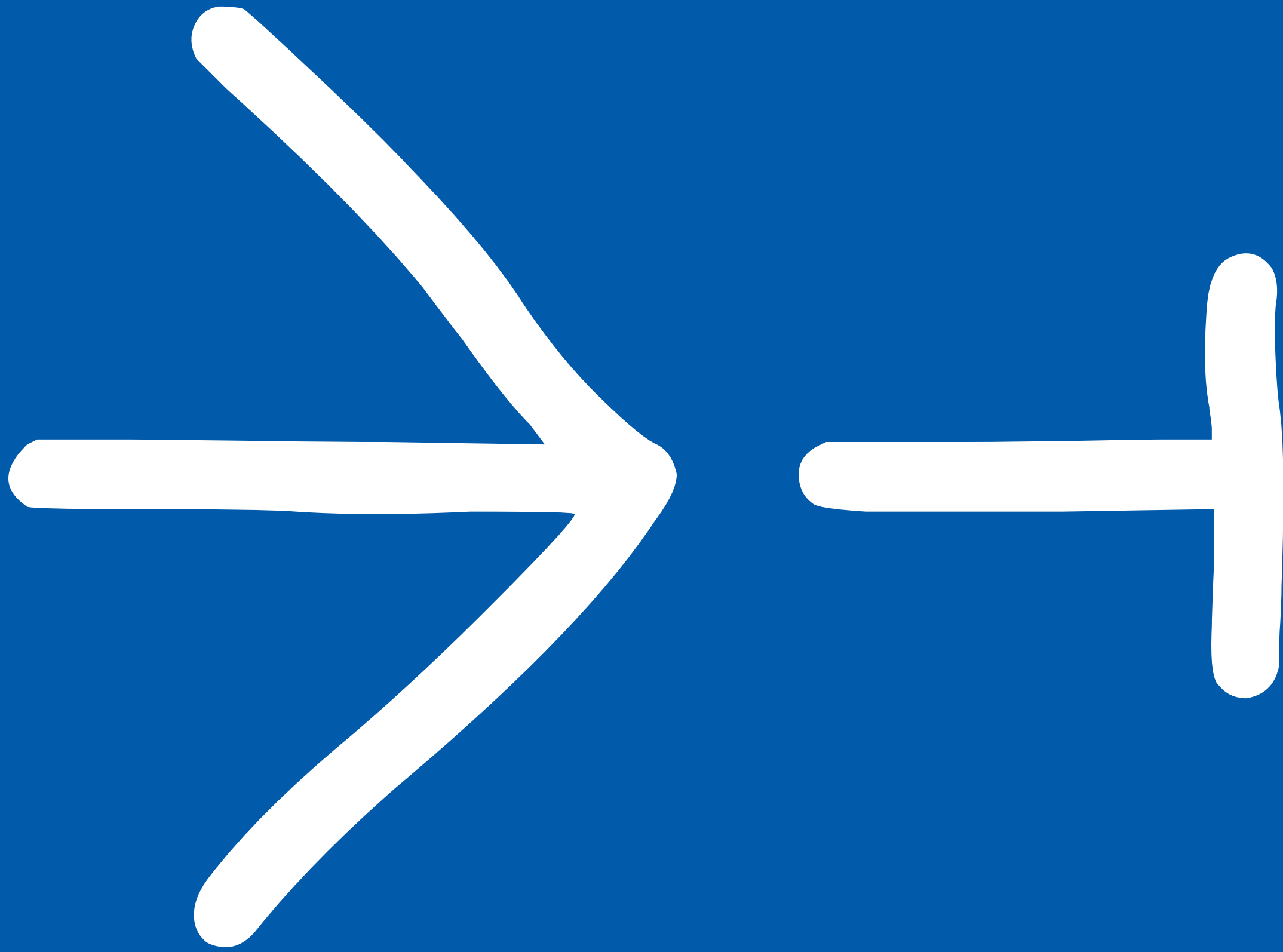
* langsam

vcp



* schnell

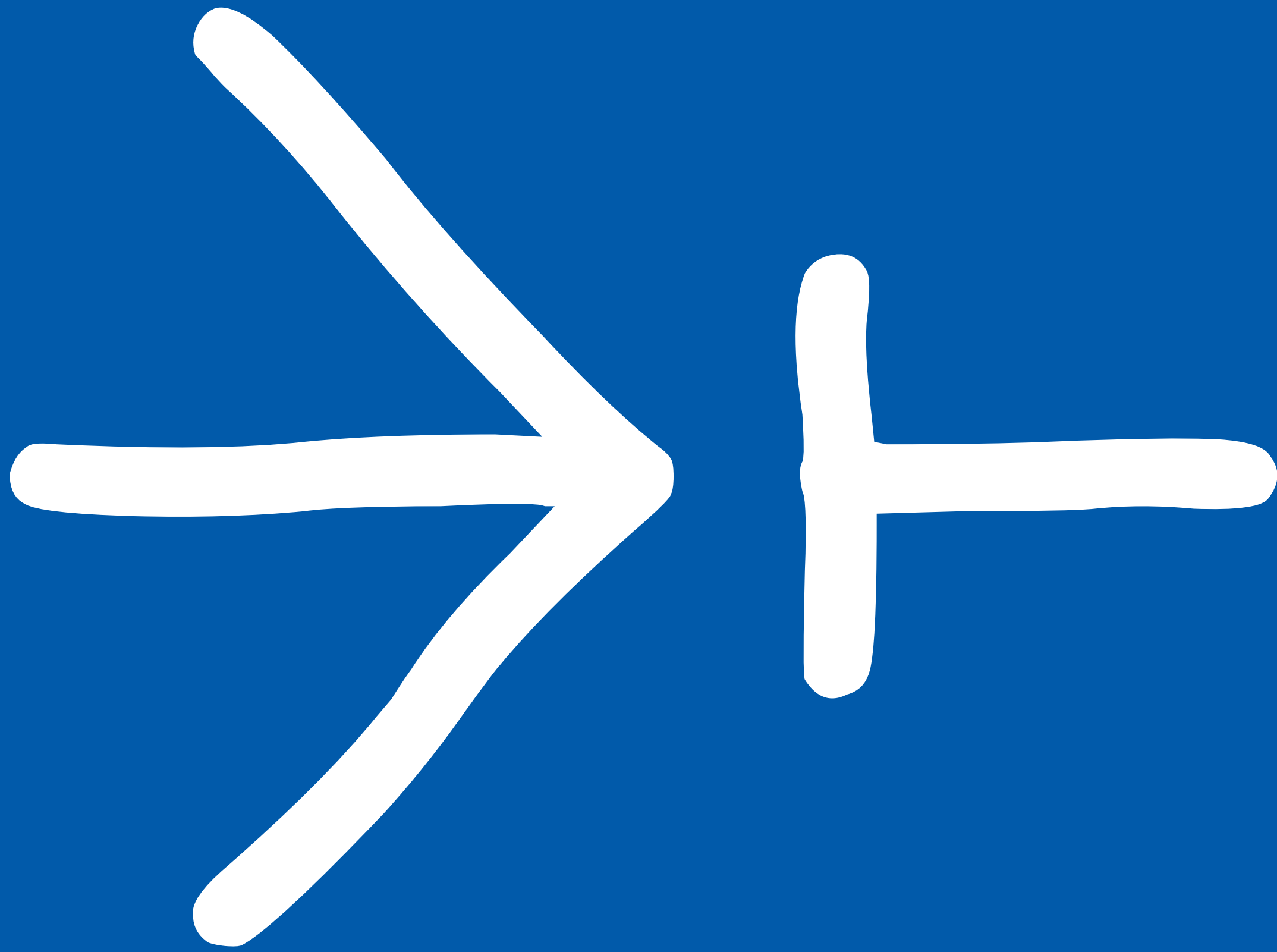
vcp



* fern



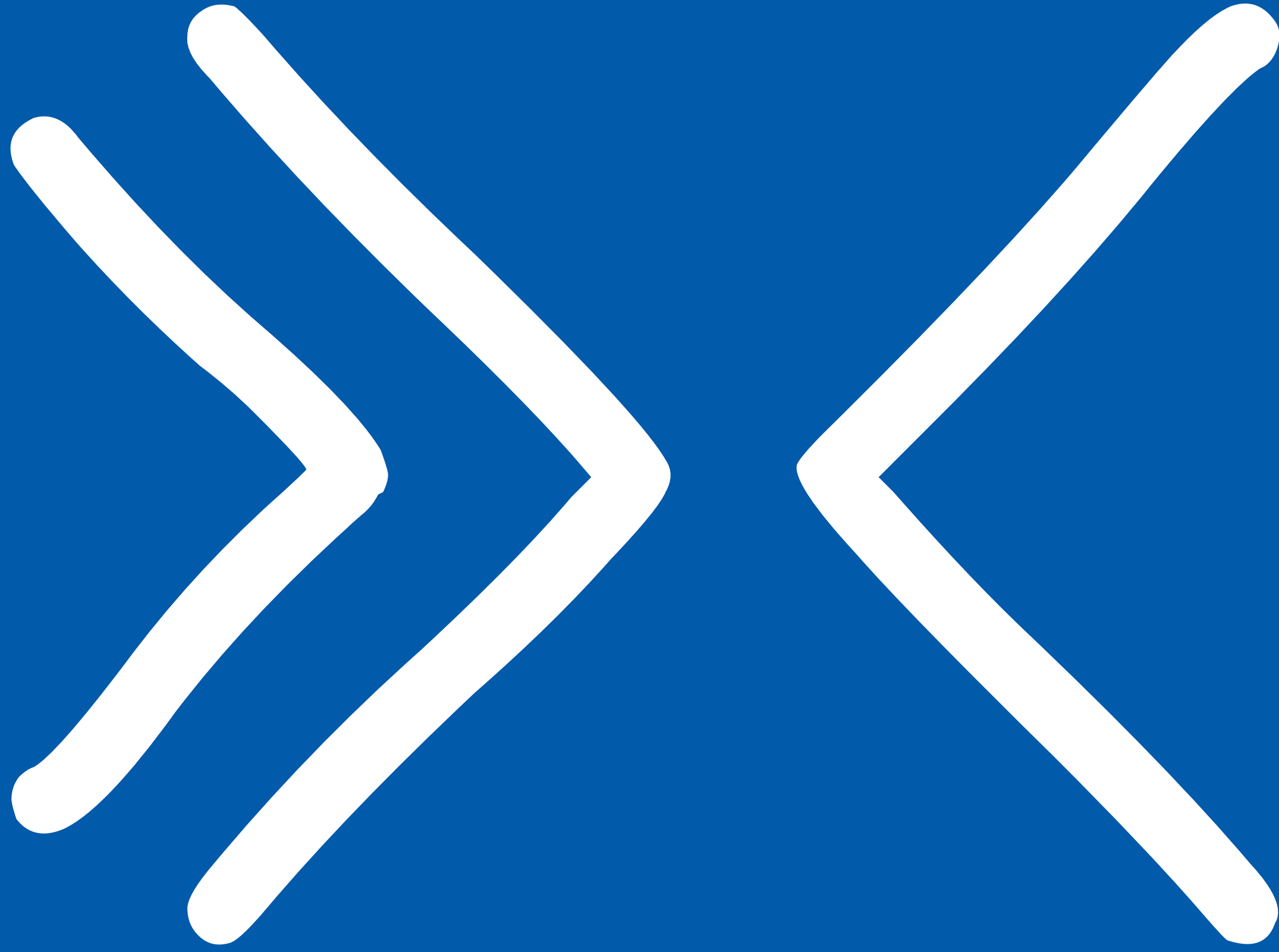
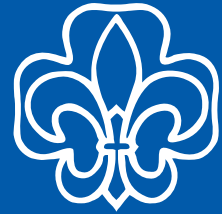
vcp



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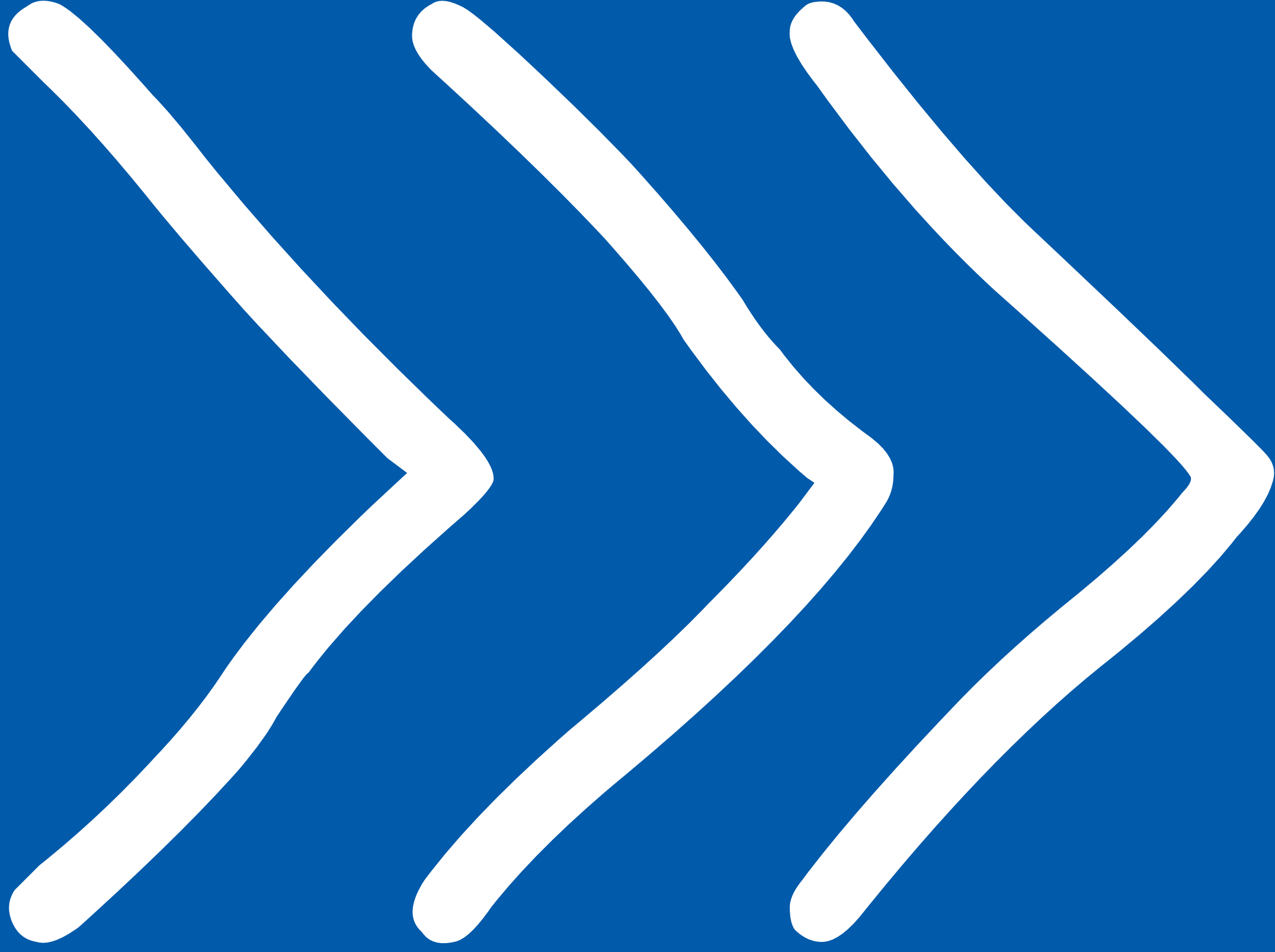
* nah

vcp



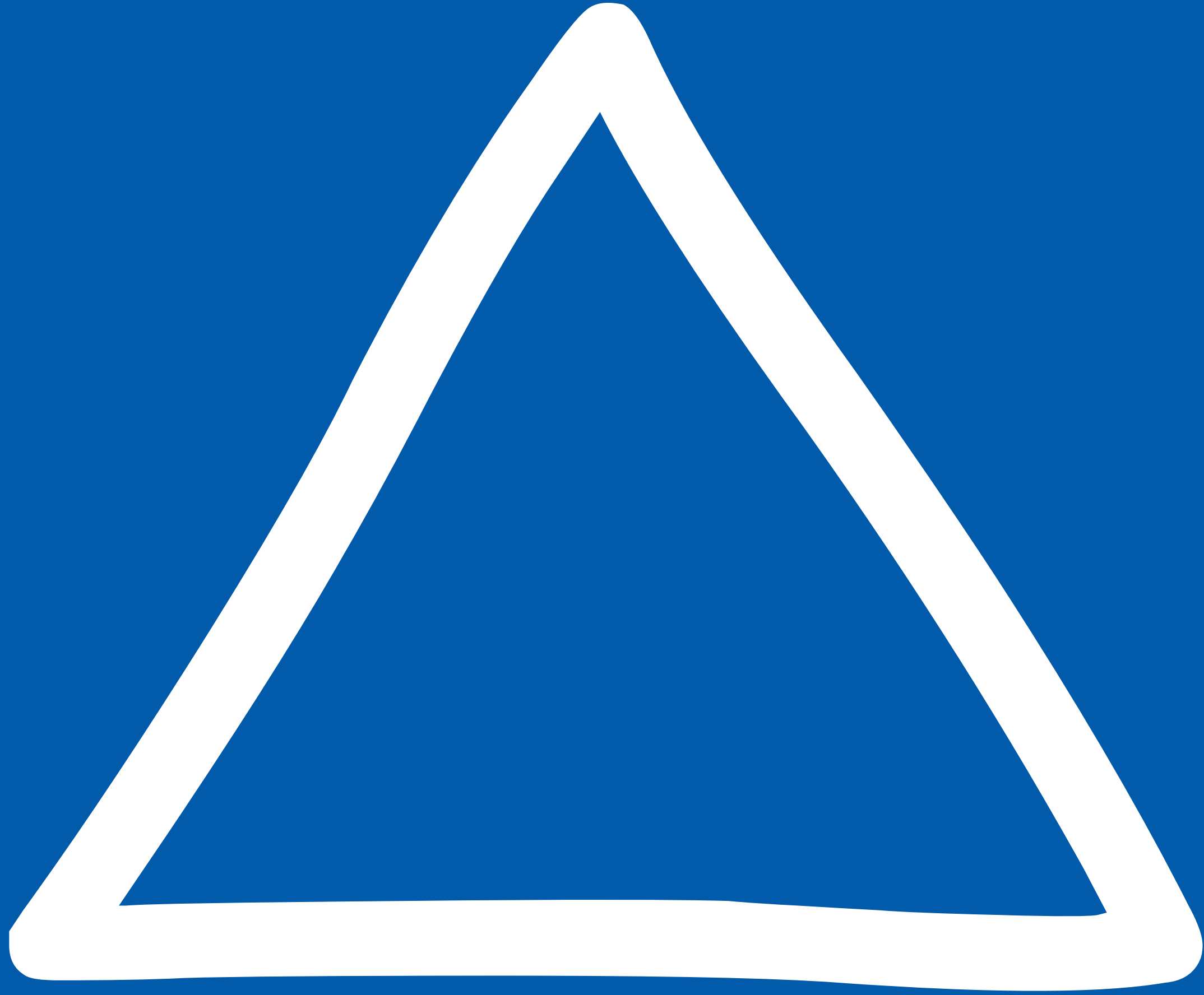
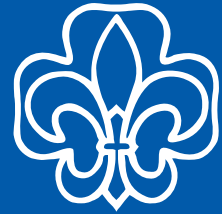
*

* Spielbeginn



* Ende des Spiels

vcp



*

* Achtung Gefahr

*



vcp



*ja

vcp



*

* Aufgabe erfüllt

*



vcp



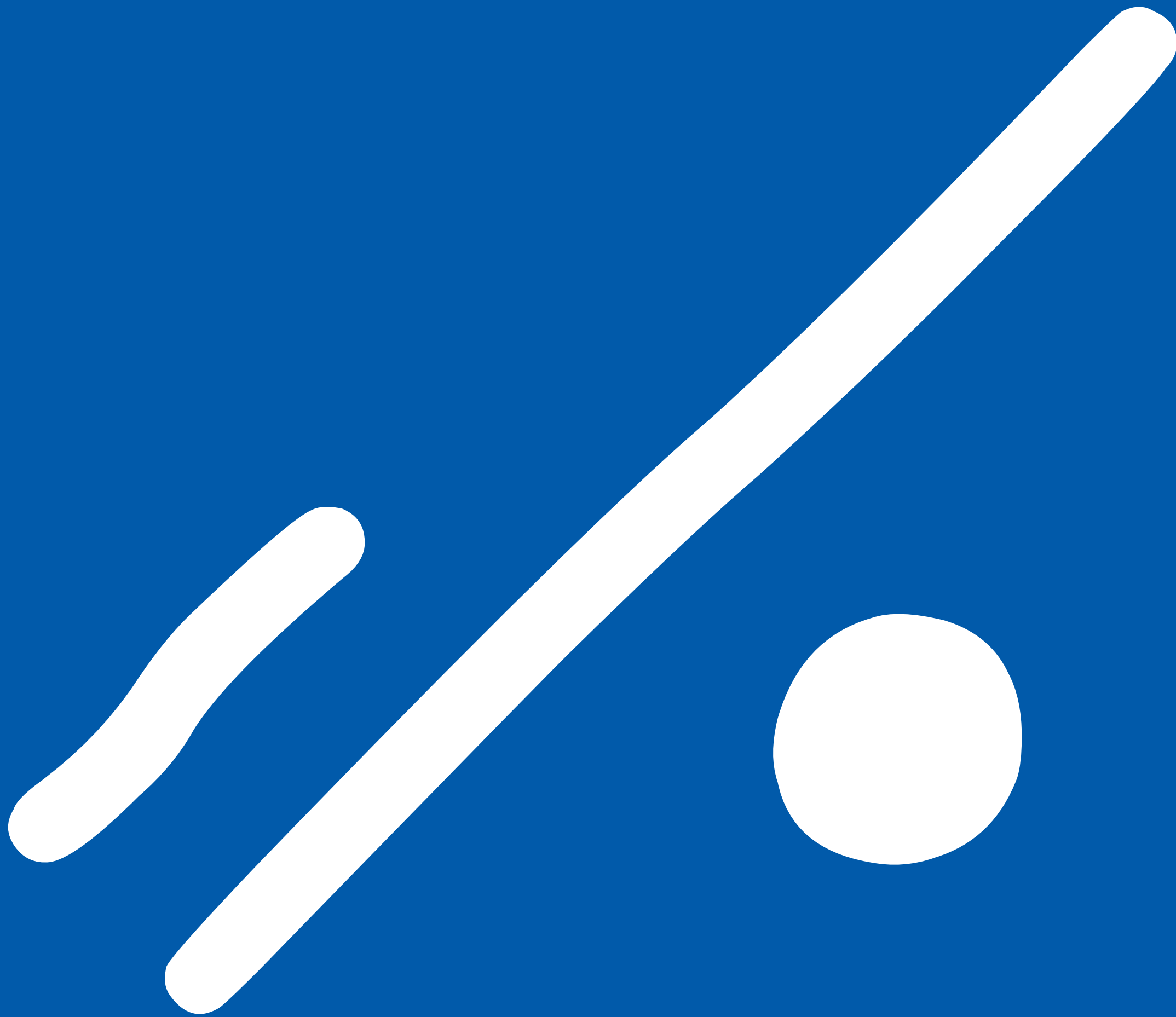
* gut



*

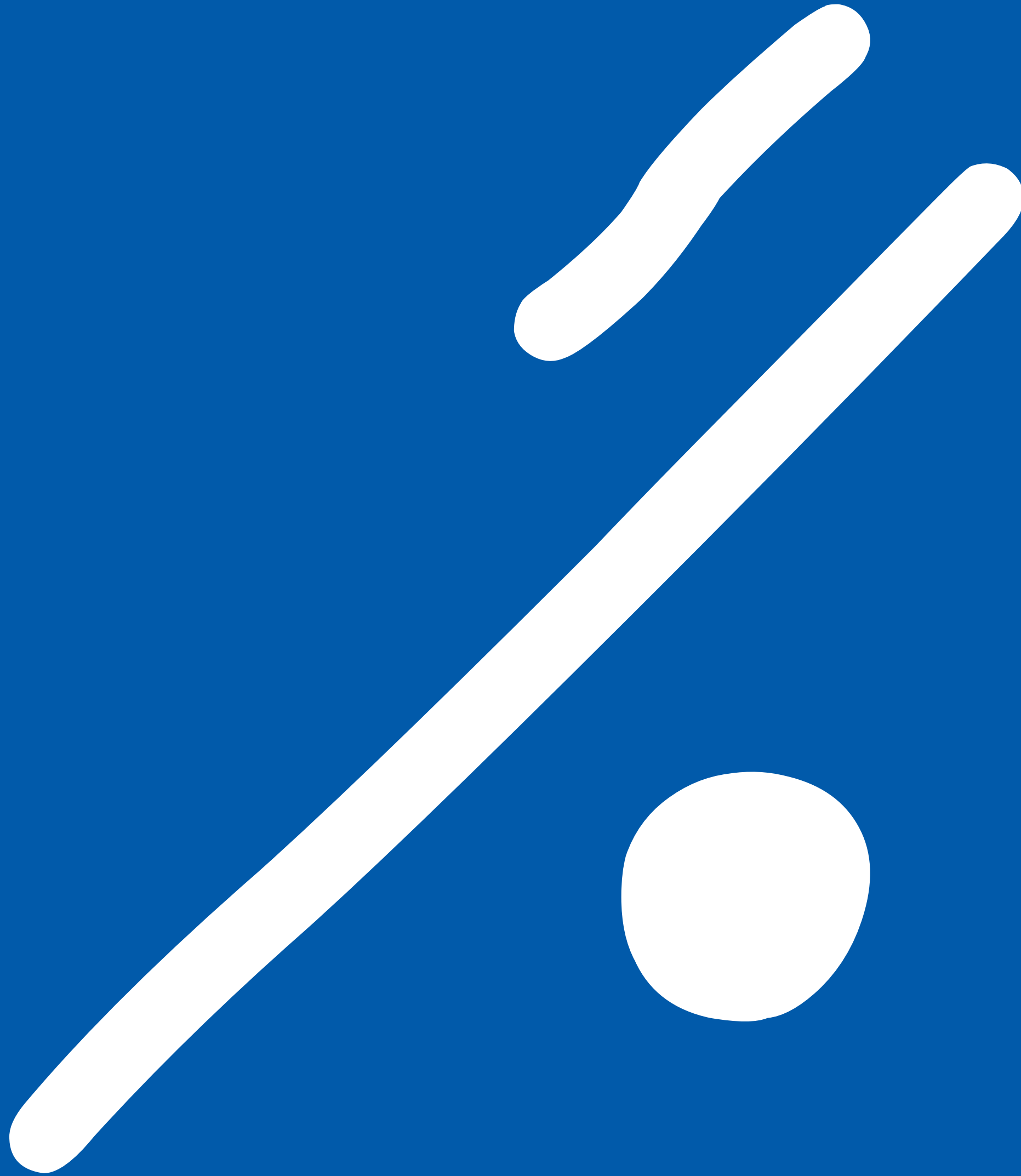
* zurück zum Anfang

vcp



* schwer

vcp



* leicht

vcp



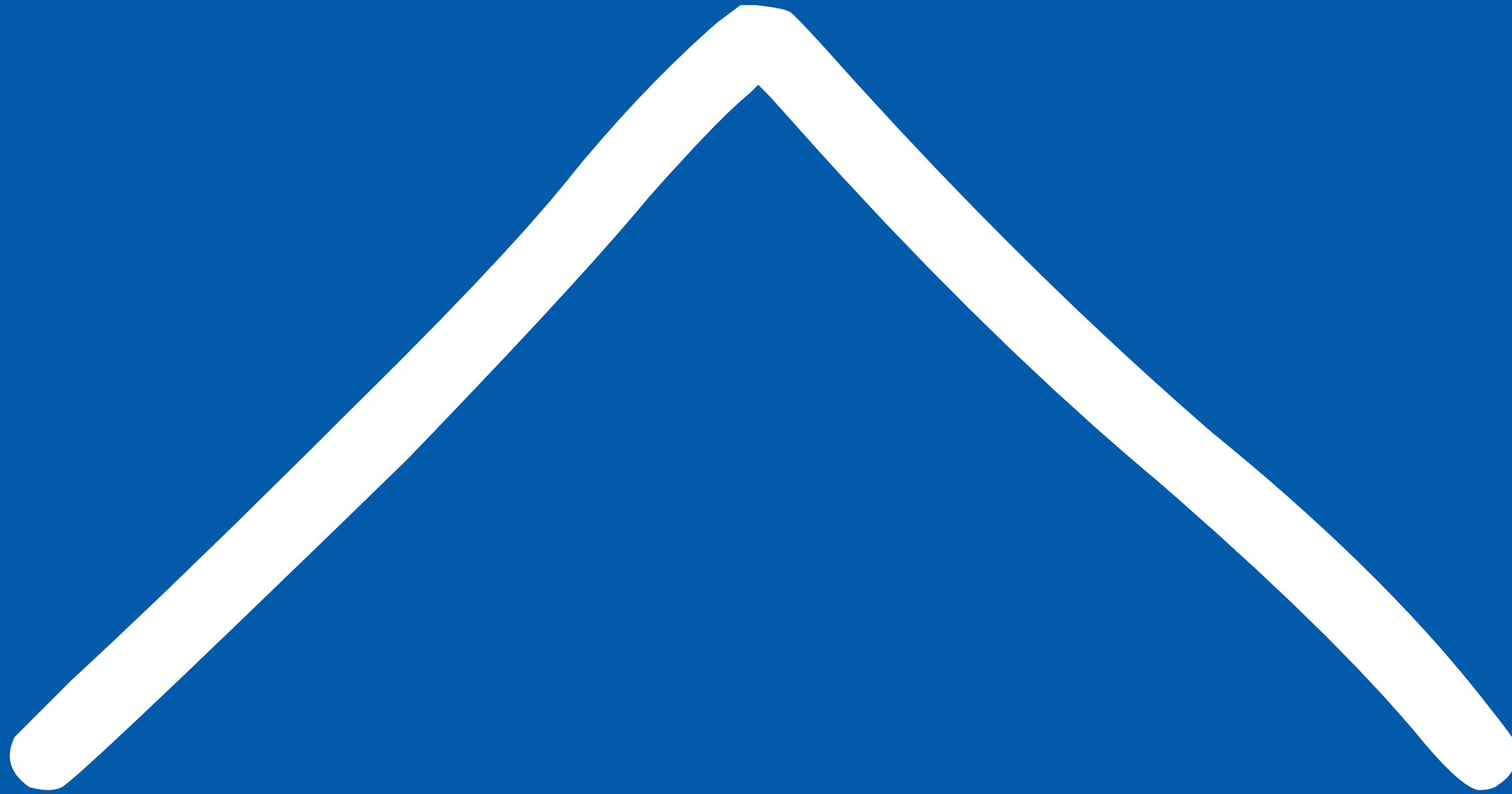
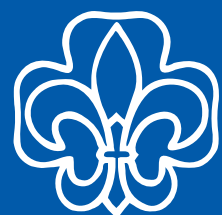
* vorsicht

vcp



* nein

vcp



*

* schlecht



*

* falscher Weg, umkehren



*

* hier sammeln

vcp



* sammeln

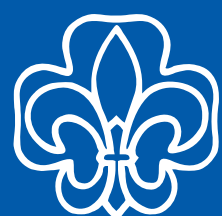
vcp



*

* geheim

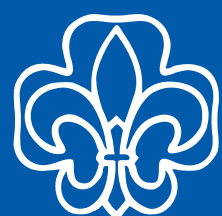
vcp



*

* voll

vcp



* leer



vcp



* Erde