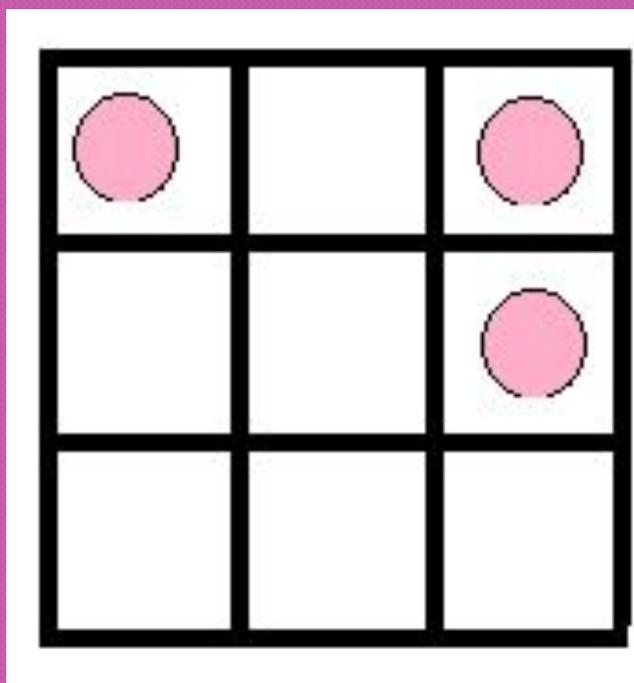


# Зеркальные отражения

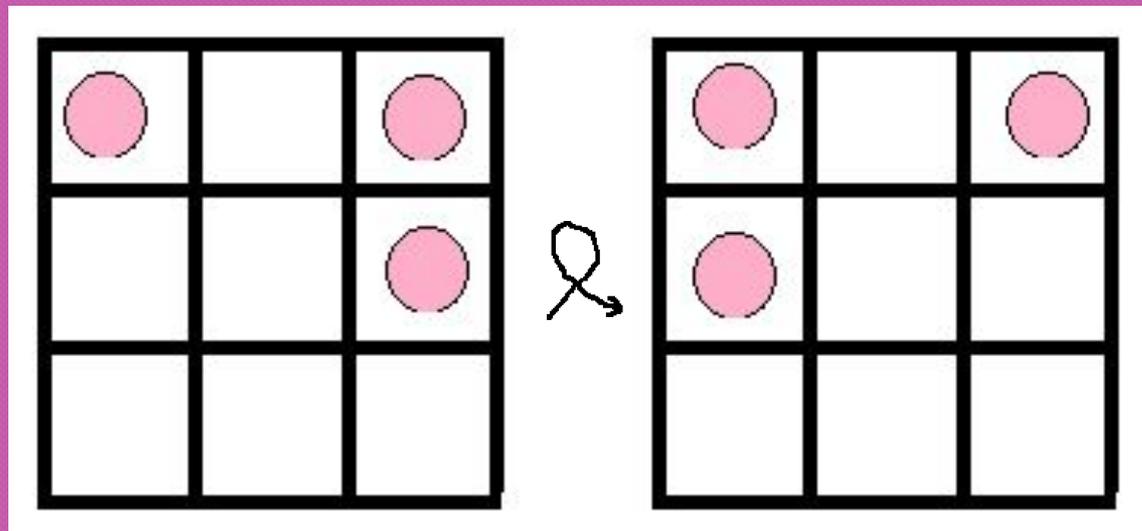


**У нас опять есть расчерченный на сектора квадратик.**

---



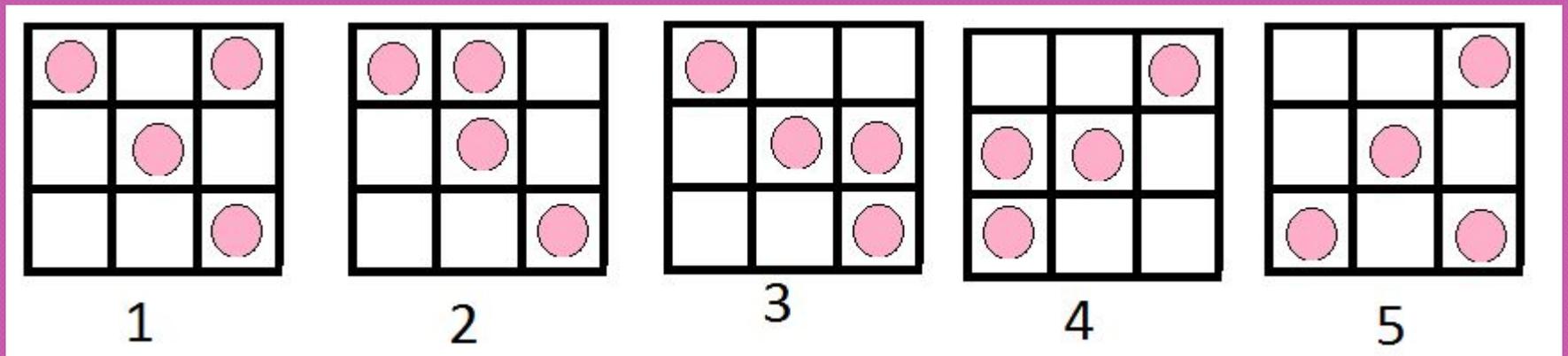
Предположим, что он нарисован на куске стекла. Нарисуем в некоторых секторах кружочки и перевернем кусок стекла на противоположную сторону.



Получится два квадратика, которые словно бы отражаются в зеркале

**Посмотри на пять квадратиков, нарисованных  
ниже.**

---



**Квадратики под номерами 3 и 4 получены  
путем зеркального отражения.**

---

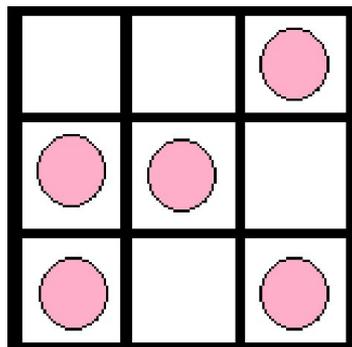
**Игра состоит в том, чтобы глядя на лист с нарисованными квадратиками и расположенными в них кружками, найти пару квадратов, которые получены путем зеркального отражения.**

# Уровень 1.

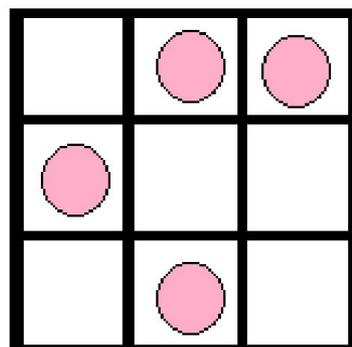
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Начнем с квадратов, у которых  
число кружков и секторов  
невелико.

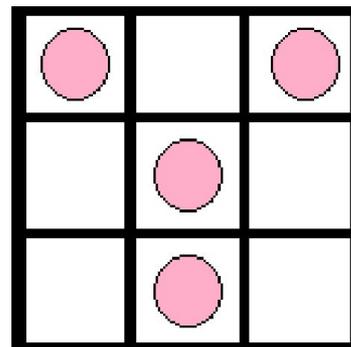
# Задача 1.



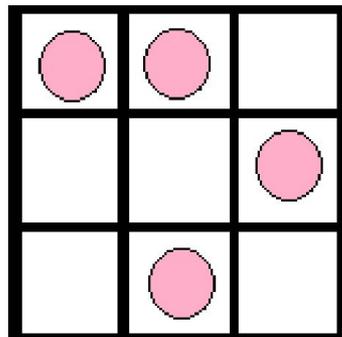
1



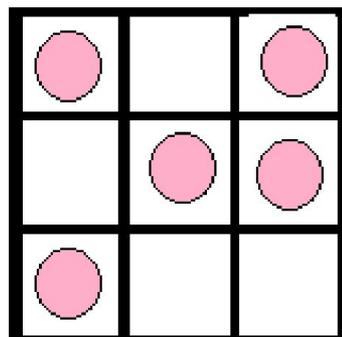
2



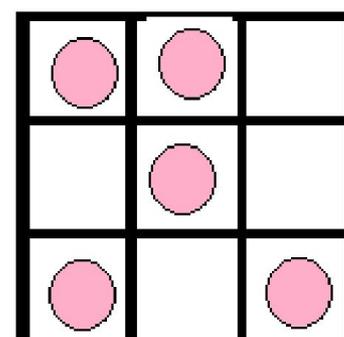
3



4

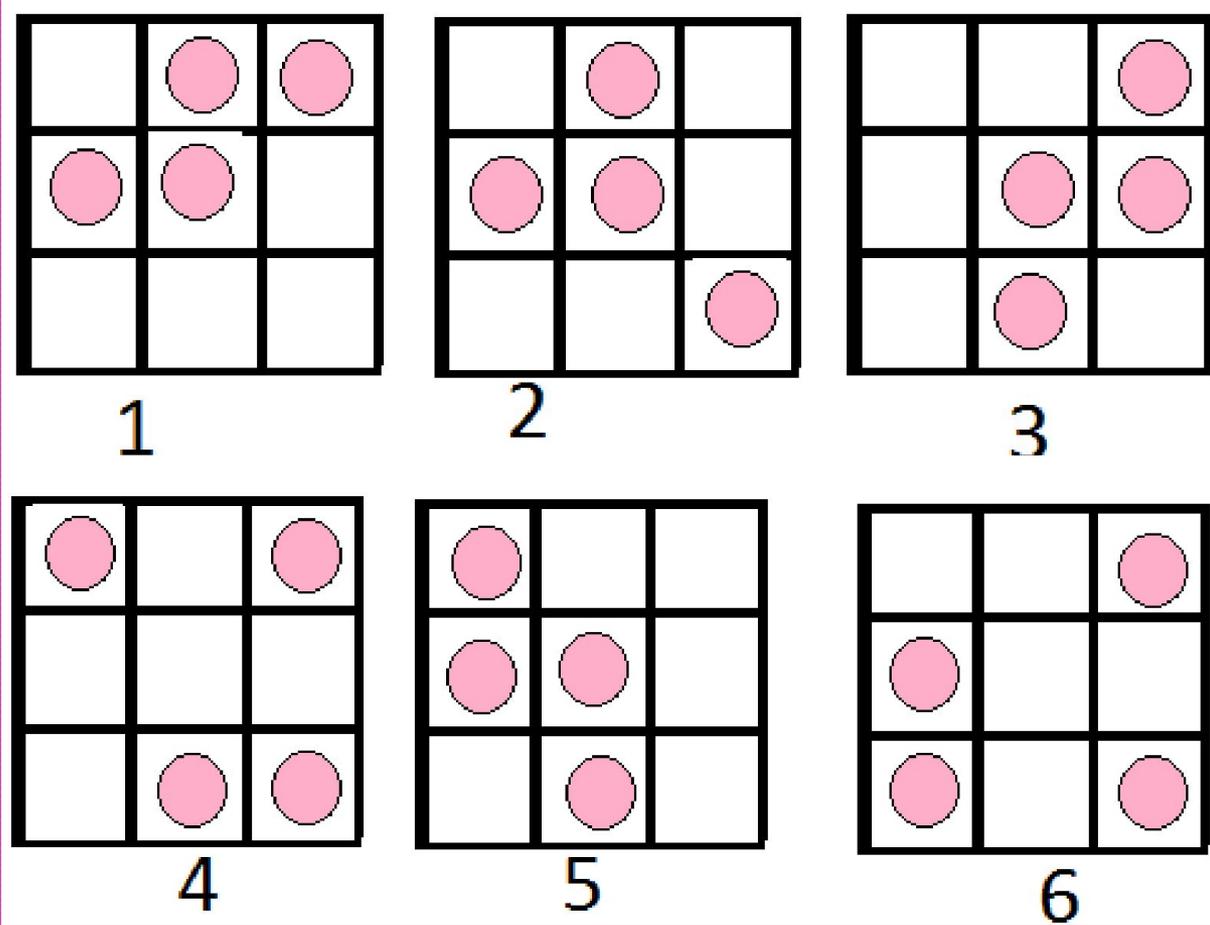


5

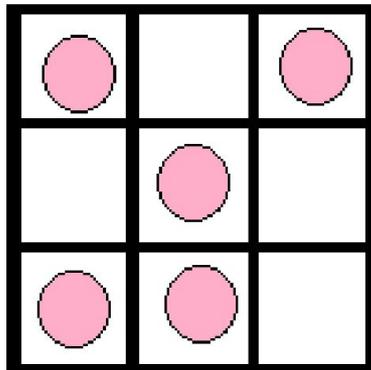


6

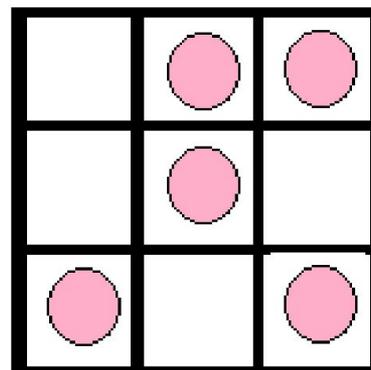
## Задача 2.



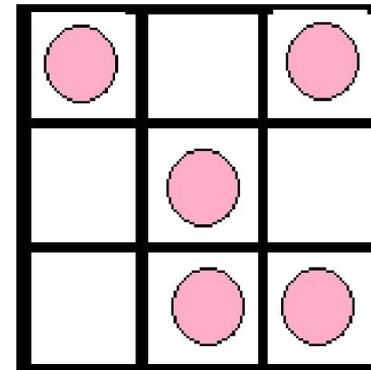
# Задача 3.



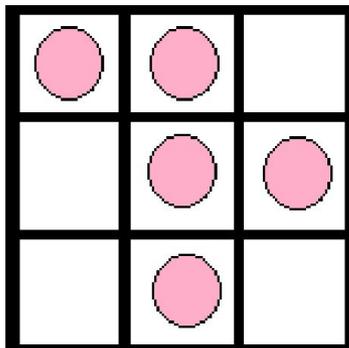
1



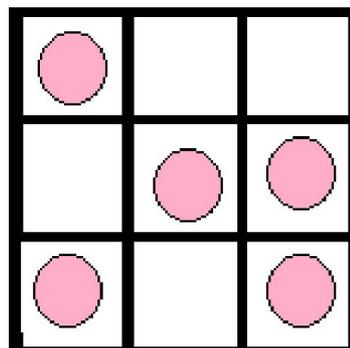
2



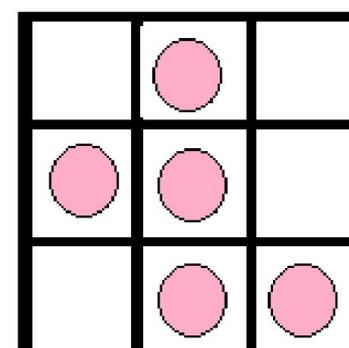
3



4

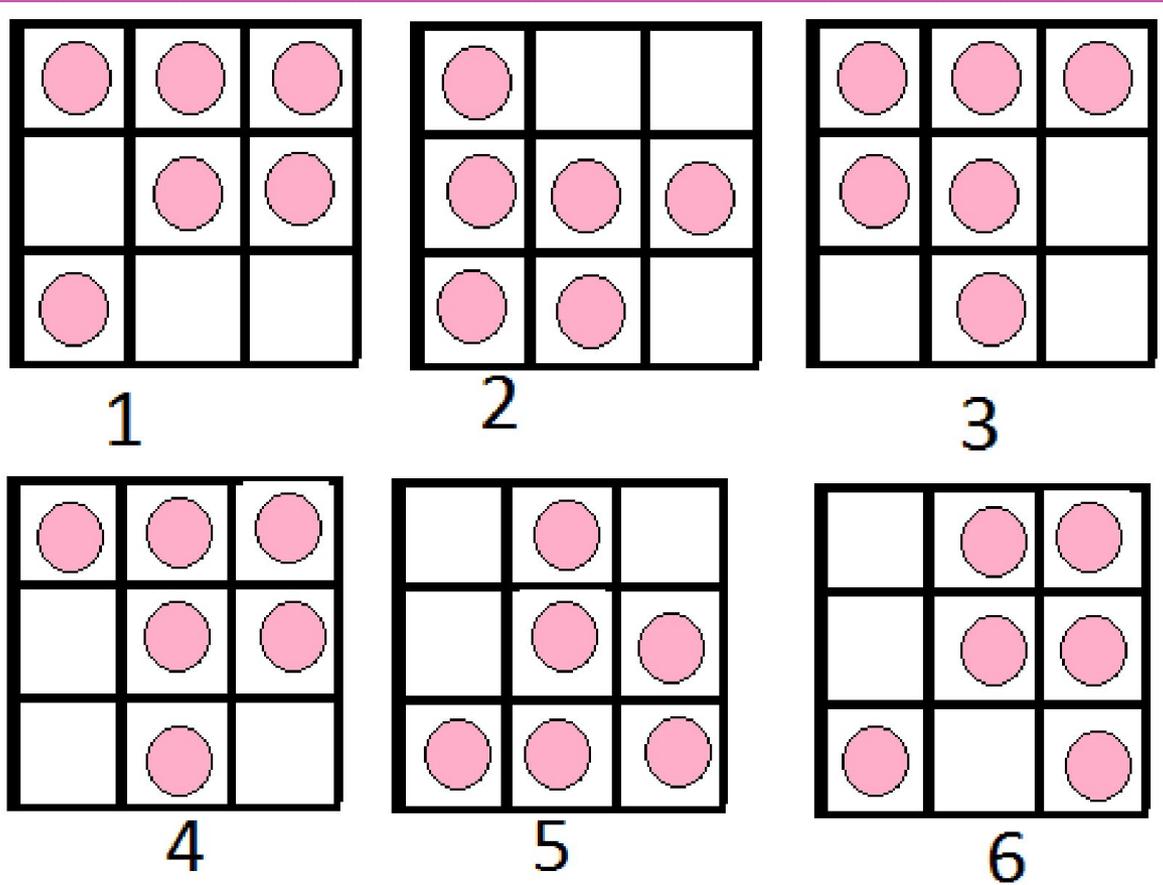


5



6

# Задача 4.

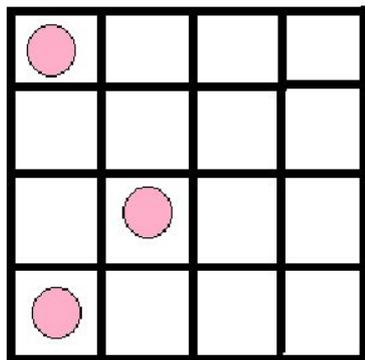


## Уровень 2.

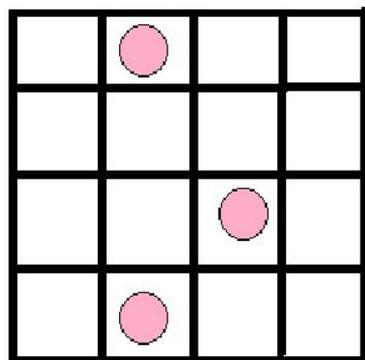
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Теперь число квадратиков и секторов в них увеличивается.

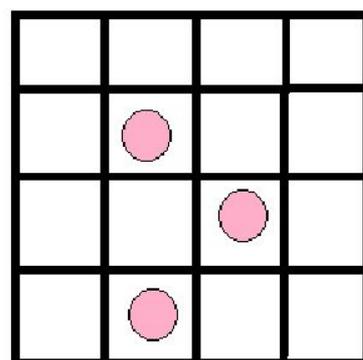
# Задача 5.



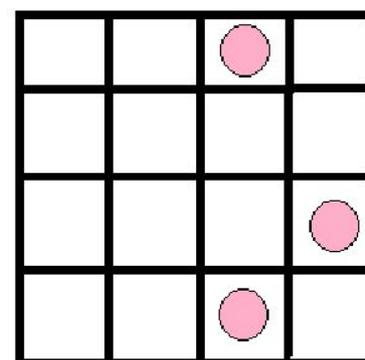
1



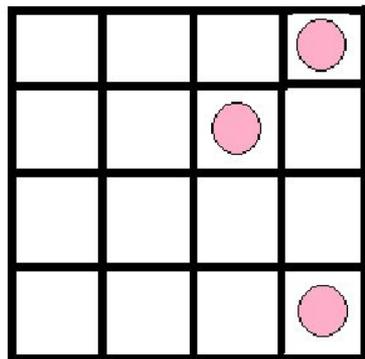
2



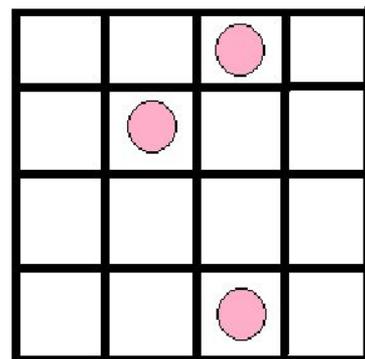
3



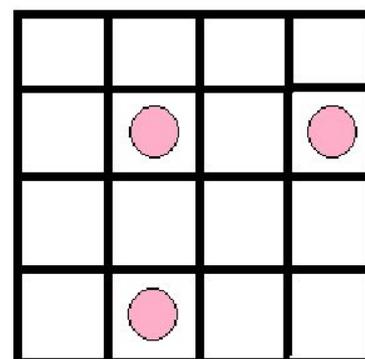
4



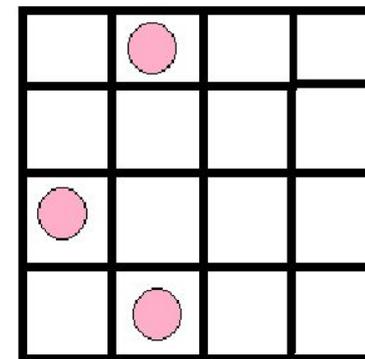
5



6

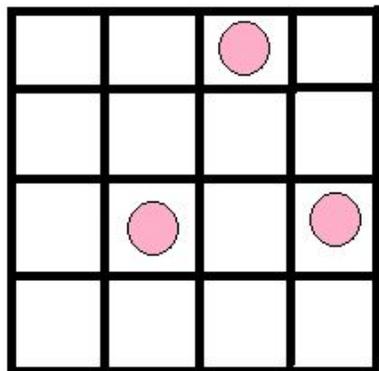


7

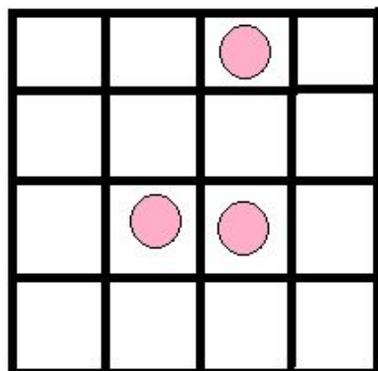


8

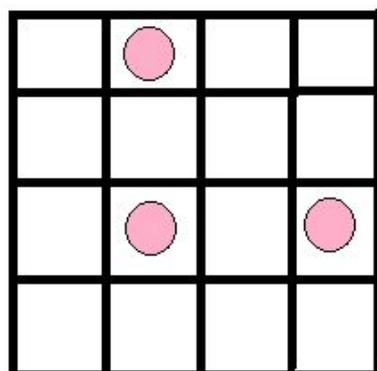
# Задача 6.



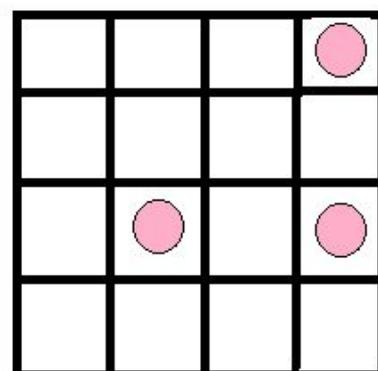
1



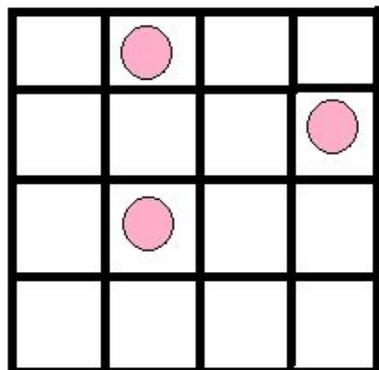
2



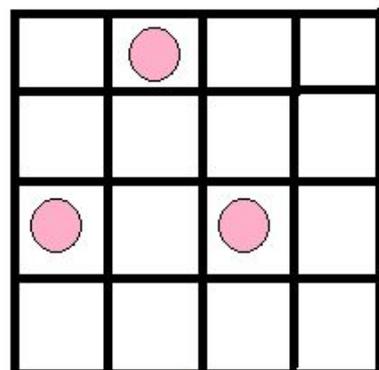
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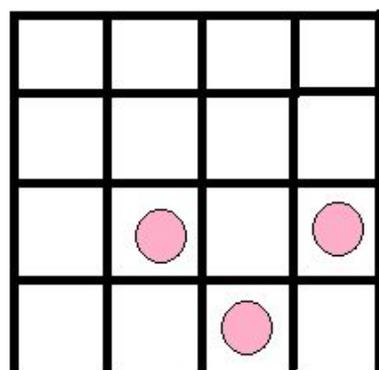
4



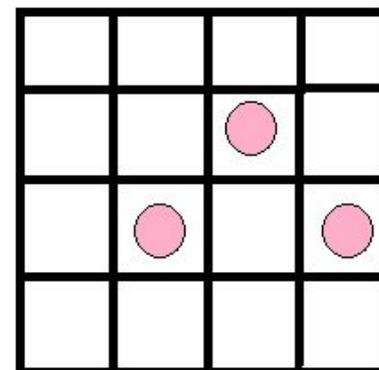
5



6

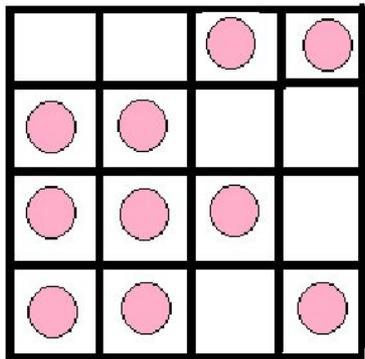


7

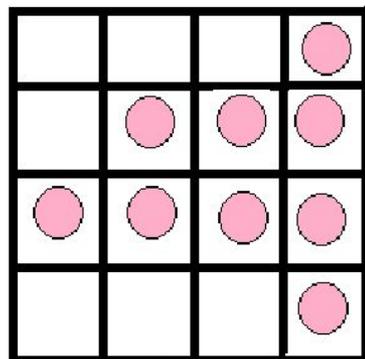


8

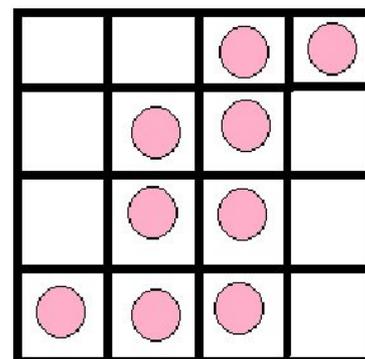
# Задача 7.



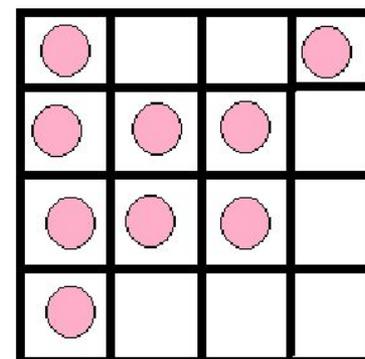
1



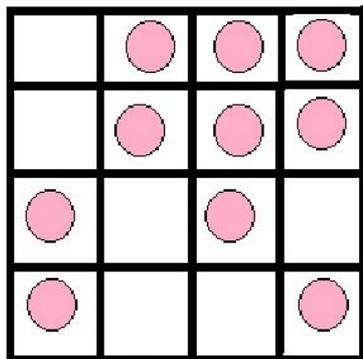
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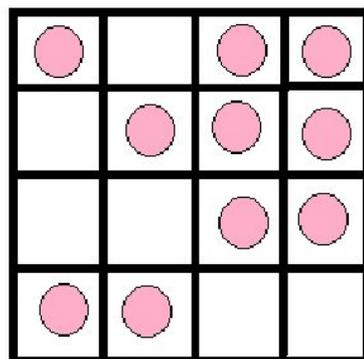
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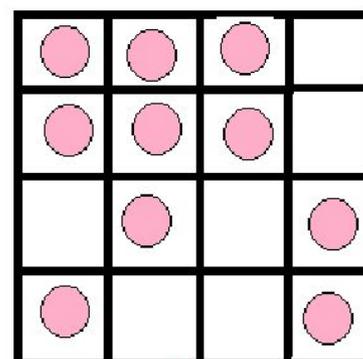
4



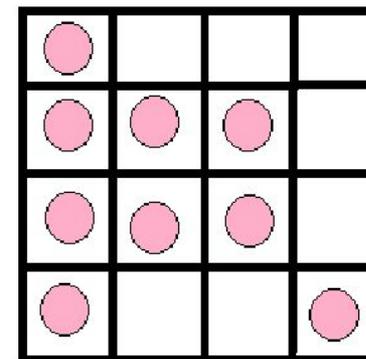
5



6



7



8

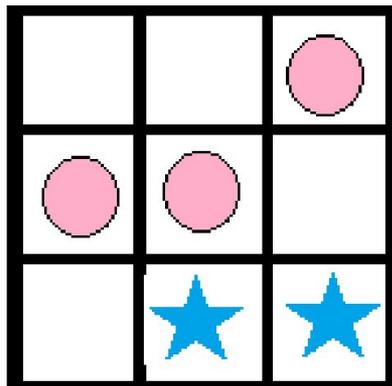
Продолжаем искать квадратично-зеркальные отражения. Теперь сектора будут заняты кружками и звездочками. Глядя на серию квадратиков, попробуй найти среди них пару, которая получена путем зеркального отражения. При этом не важно, что именно находится в секторе – звездочка или кружочек. Важно лишь, что этот сектор занят.

## Уровень 3.

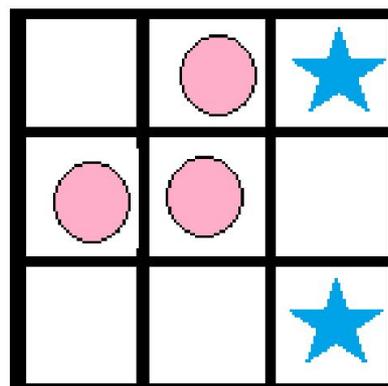
---

Начнем с квадратов, у которых  
число кружков и секторов  
невелико.

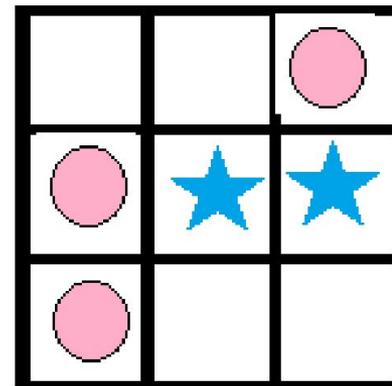
# Задача 8.



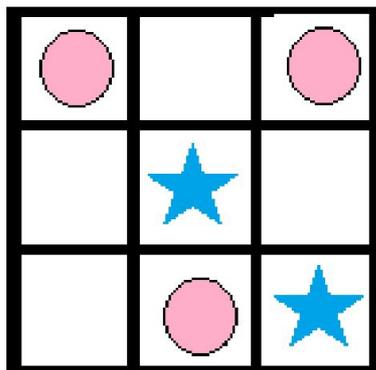
1



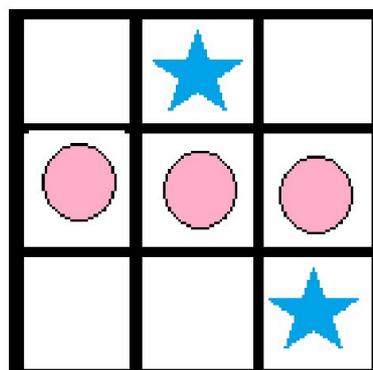
2



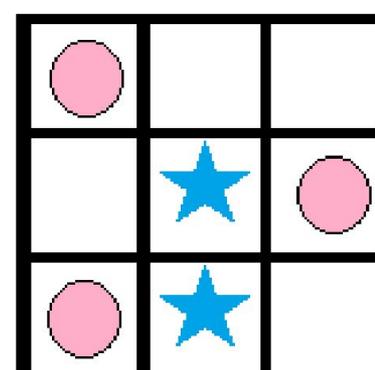
3



4

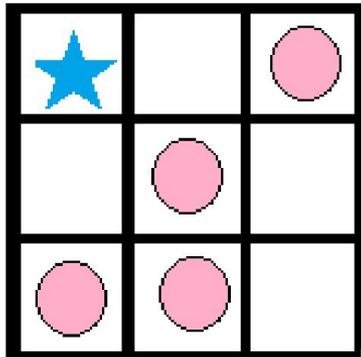


5

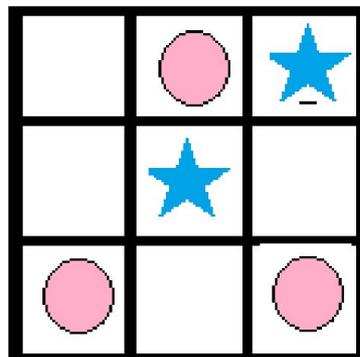


6

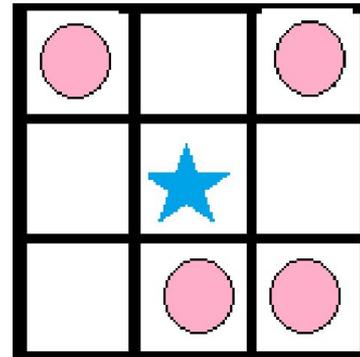
# Задача 9.



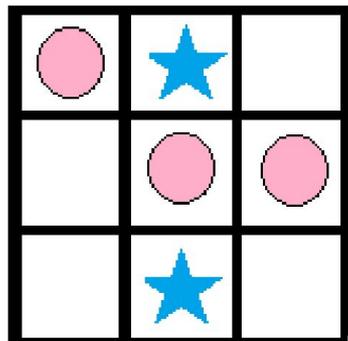
1



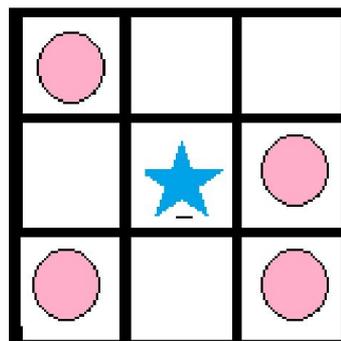
2



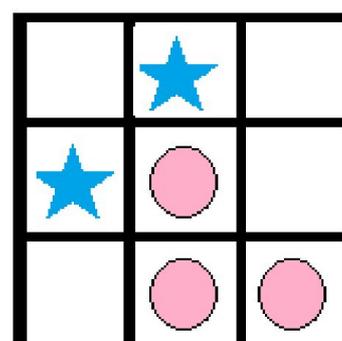
3



4

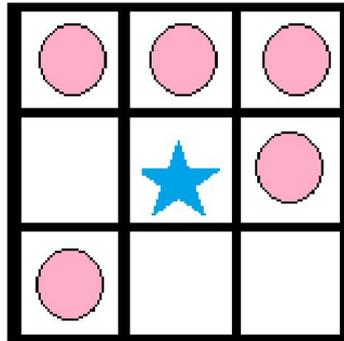


5

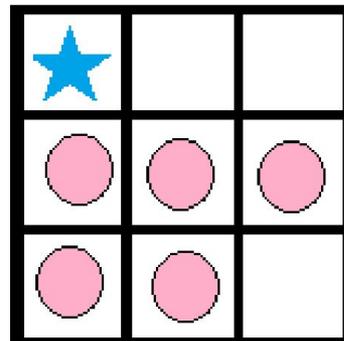


6

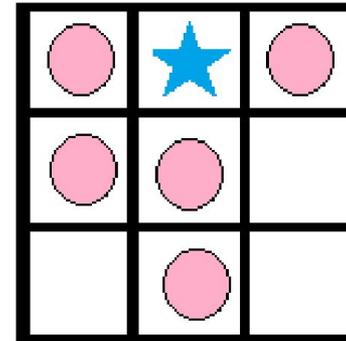
# Задача 10.



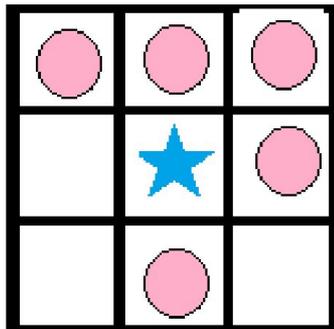
1



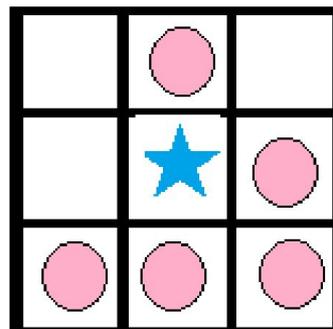
2



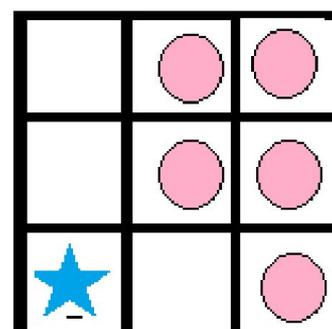
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4



5



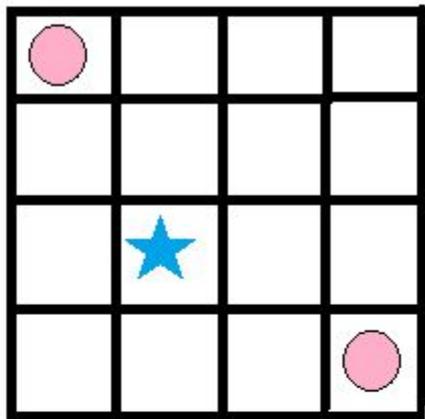
6

## Уровень 4.

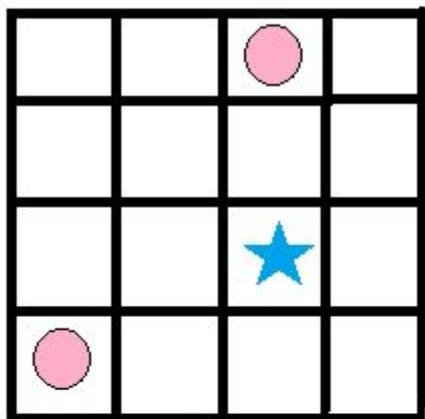
---

Теперь число квадратиков и секторов в них увеличивается.

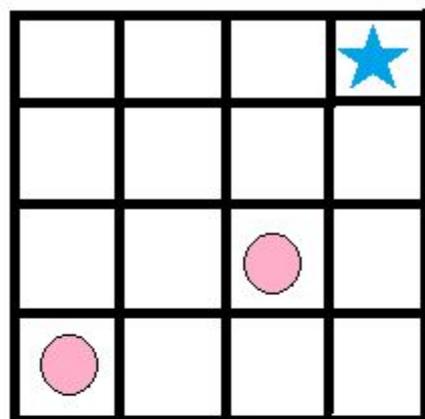
# Задача 11.



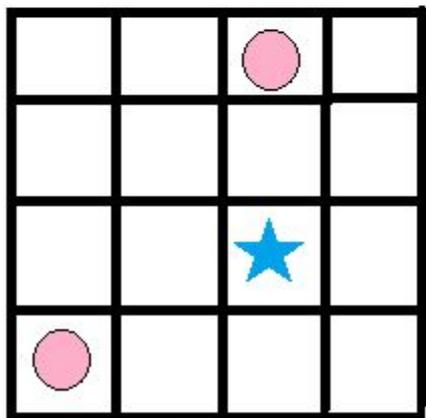
1



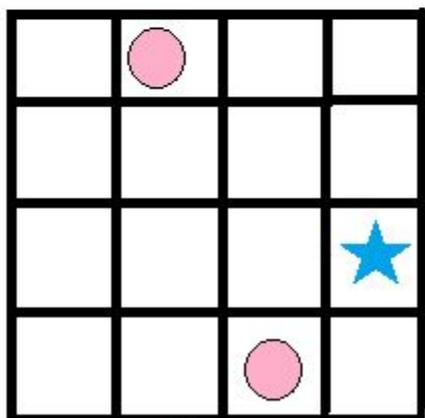
2



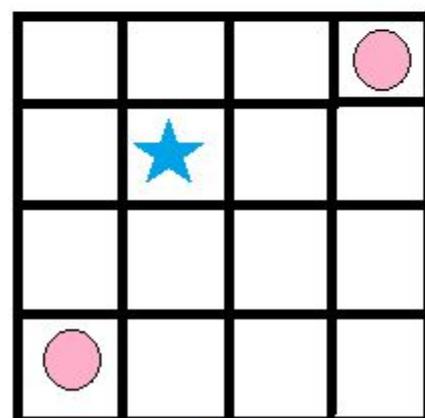
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4

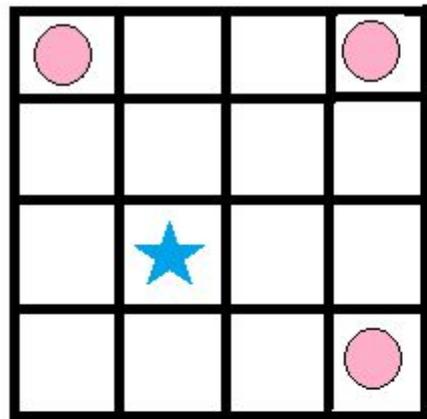


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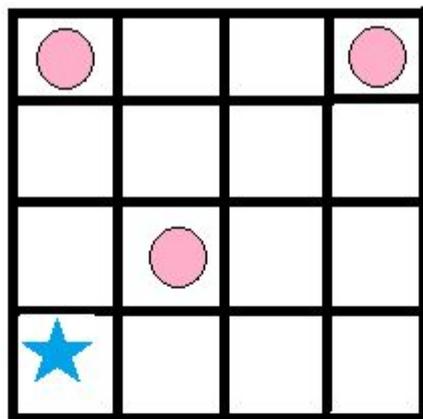


6

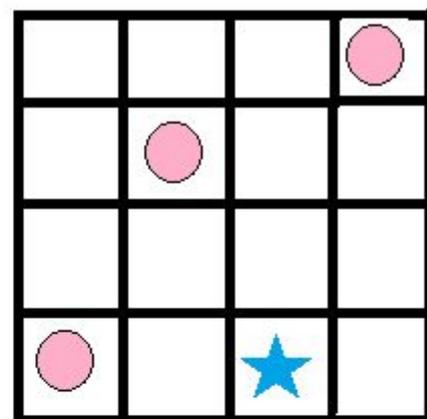
# Задача 12.



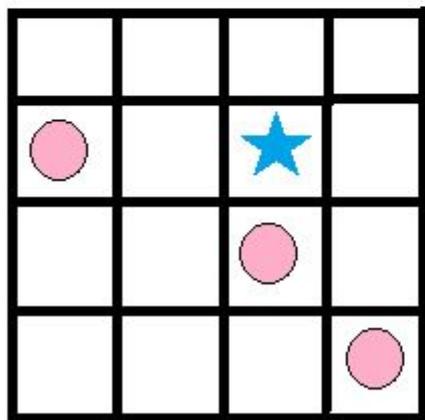
1



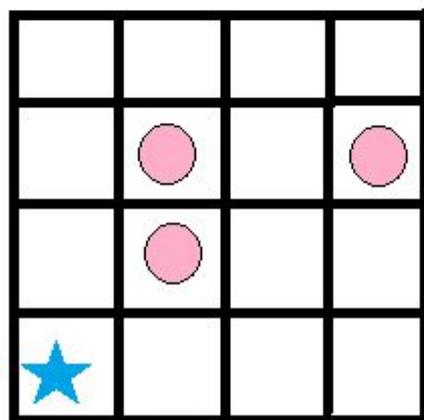
2



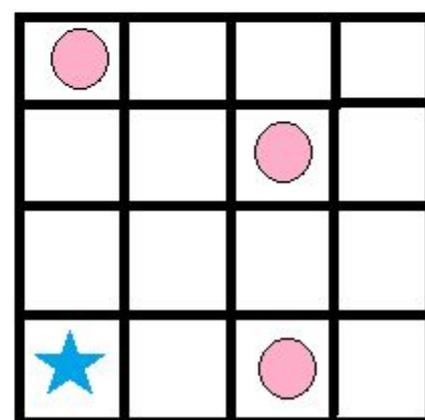
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4

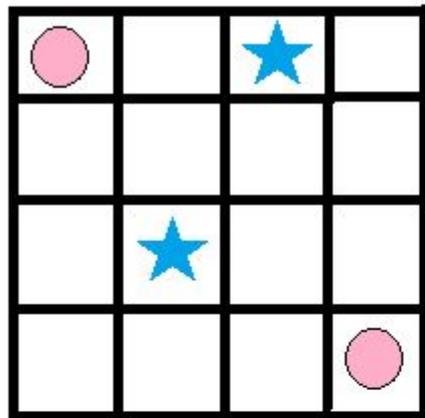


5

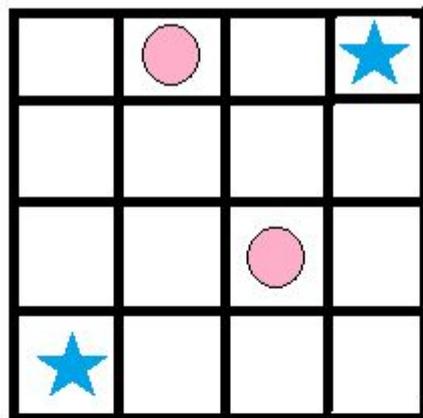


6

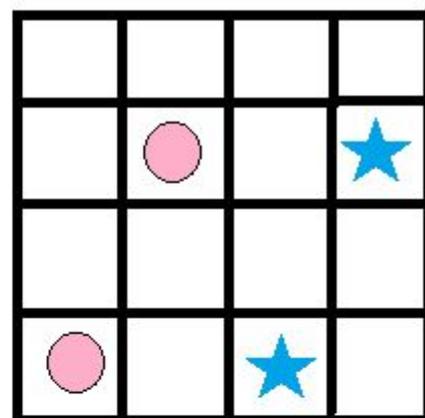
# Задача 13.



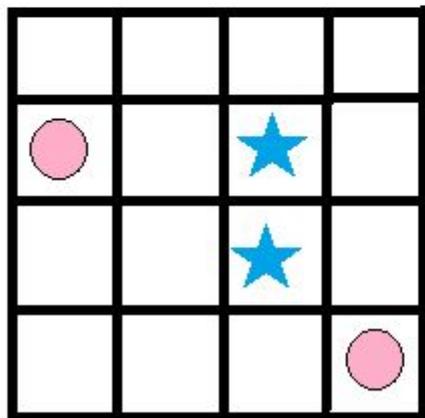
1



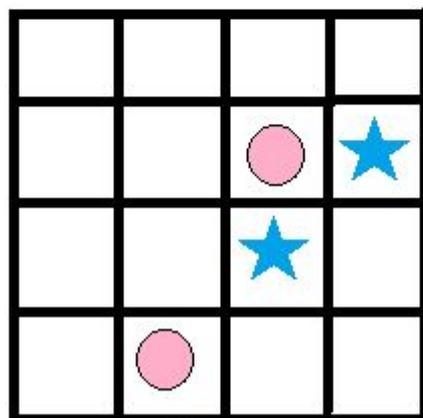
2



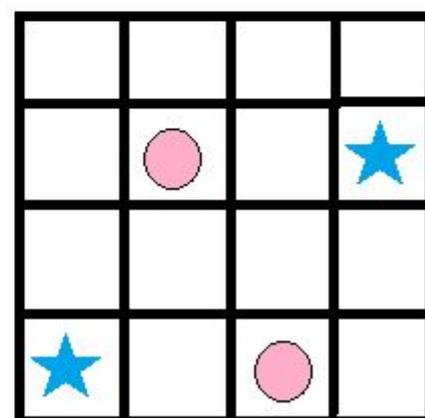
3



4

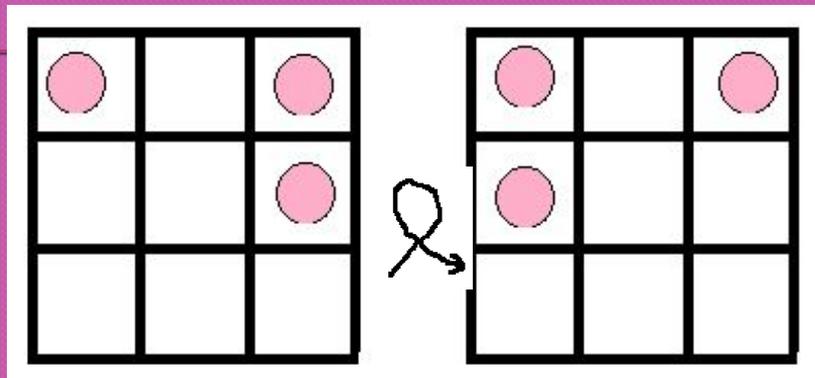


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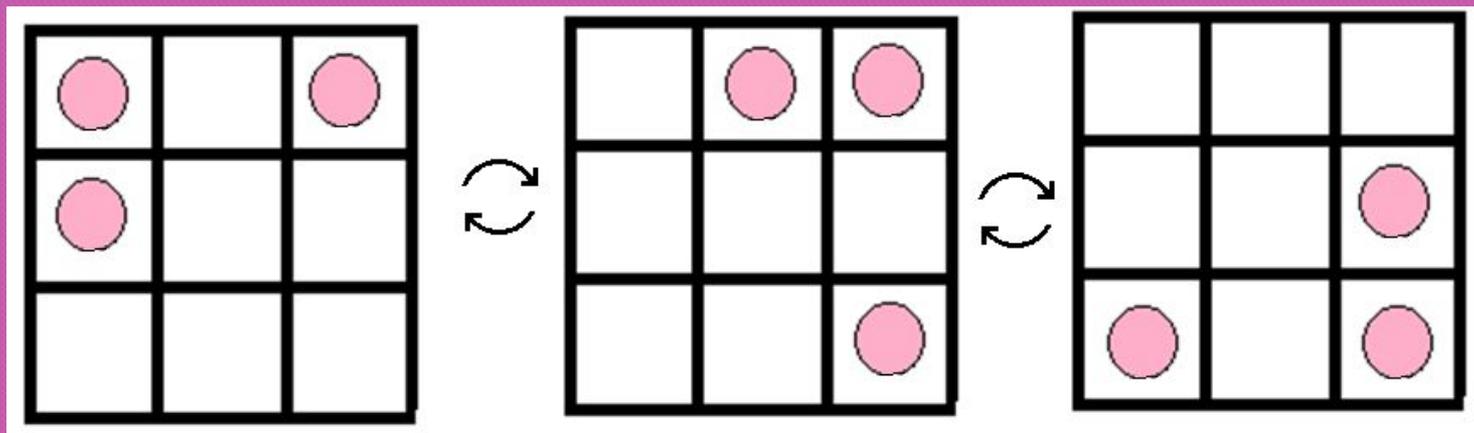


6

Вернемся к самому первому квадратику с секторами и кружочками и его зеркальным отражением.



Как отражение второго квадратика не поворачивай, прежнего квадратика уже не получишь. Каждый раз положение занятых кружками секторов будет иным.



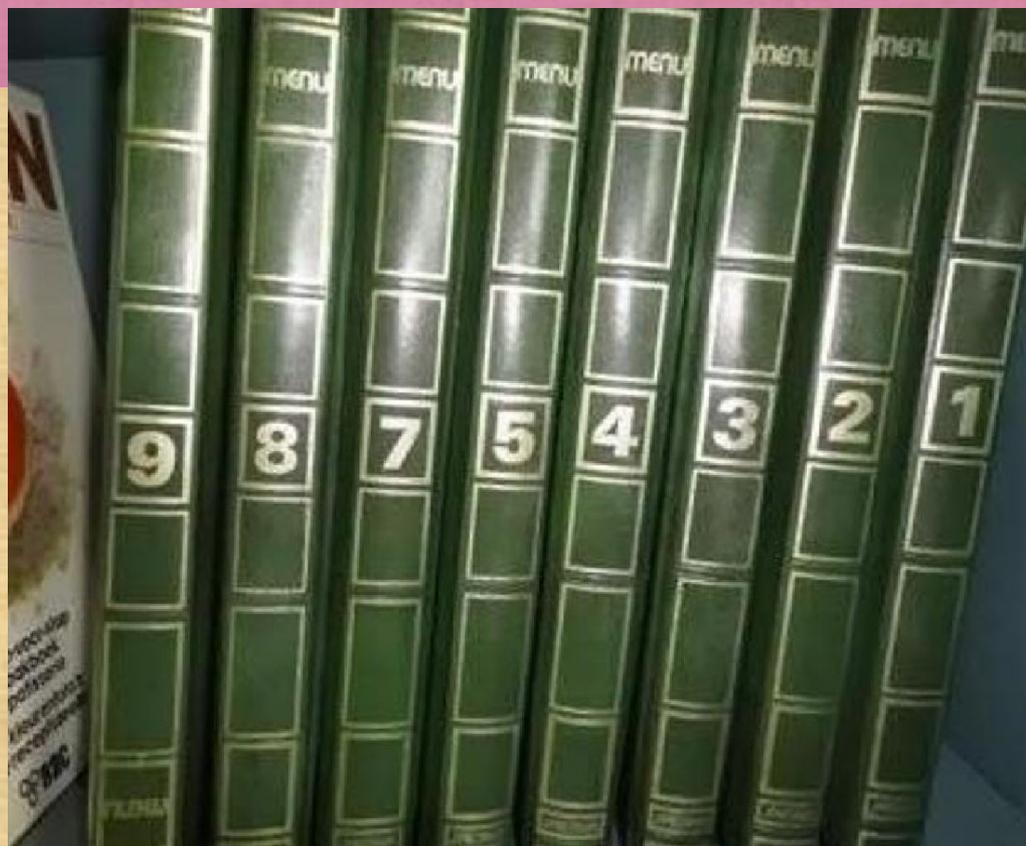
**ΠΕΡΕΜΕΝΚΑ!**



**Среди теней котенка  
найди ту, которая могла  
бы отразиться в зеркале**



# Найди шестой том ЭНЦИКЛОПЕДИИ



**Теперь квадратики будут не только зеркально отражаться, но и поворачиваться. Представь себе, что квадратик с кружочками в его секторах нарисован на прямоугольном стеклышке. Стеклышко можно вертеть как угодно – поворачивать и переворачивать. Твоя задача – найти в серии пару квадратиков, которые получены таким образом – то есть поворотом, переворотом или переворотом с поворотом.**

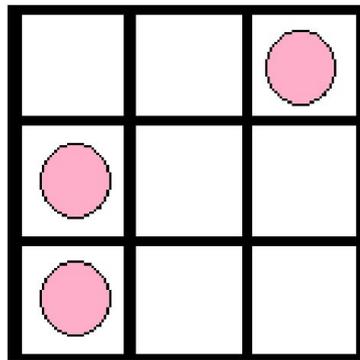
Спокойно! Примеры будут не сложные!

## Уровень 5.

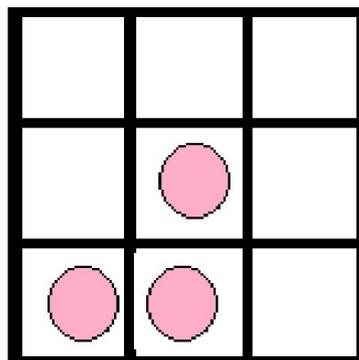
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Начнем с квадратиков, у которых  
число кружков и секторов  
невелико.

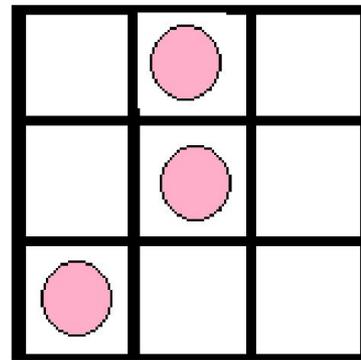
# Задача 14.



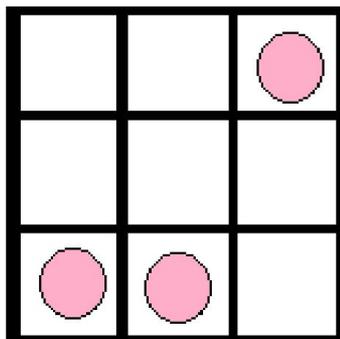
1



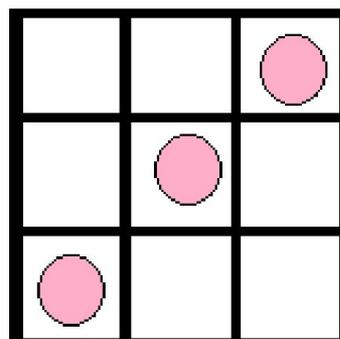
2



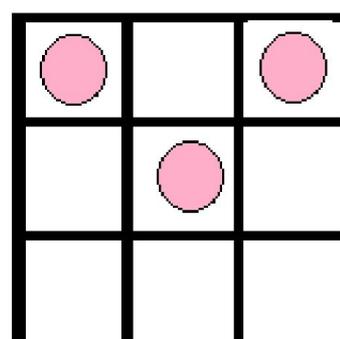
3



4

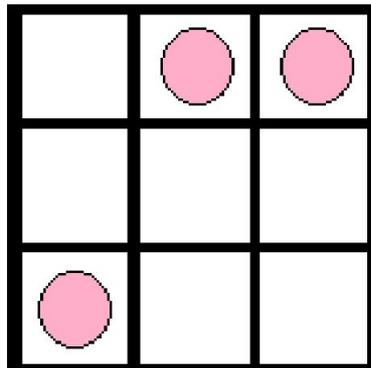


5

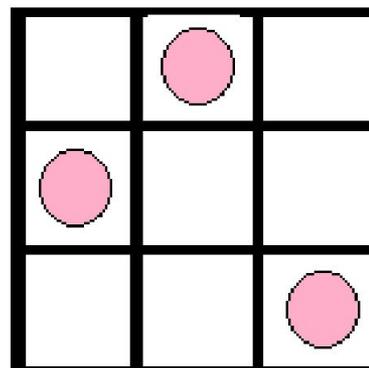


6

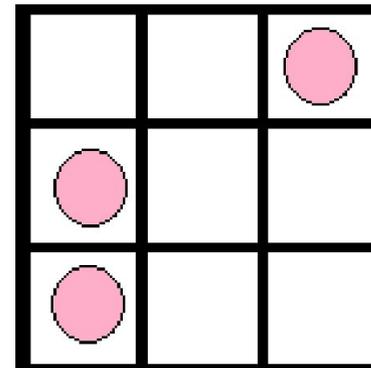
# Задача 15.



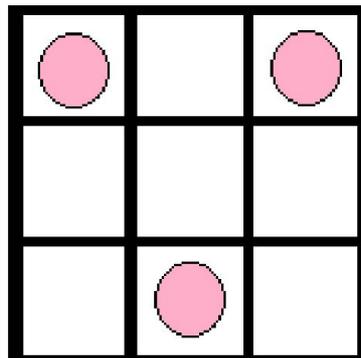
1



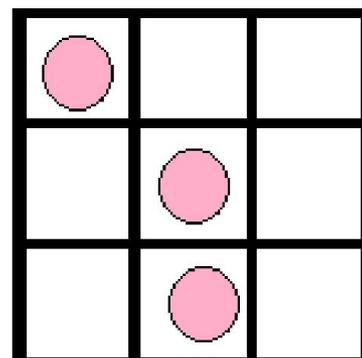
2



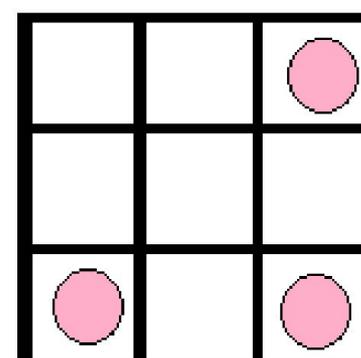
3



4

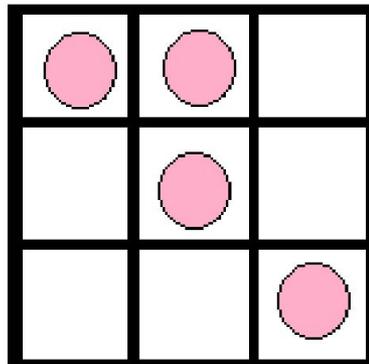


5

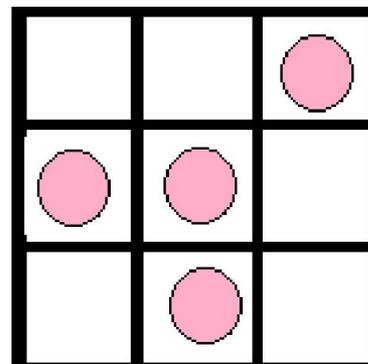


6

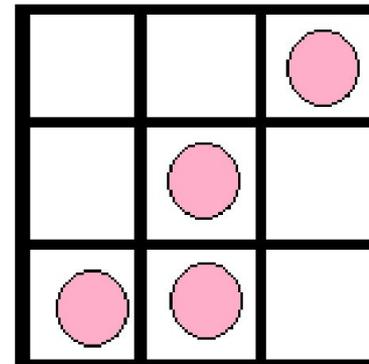
# Задача 16.



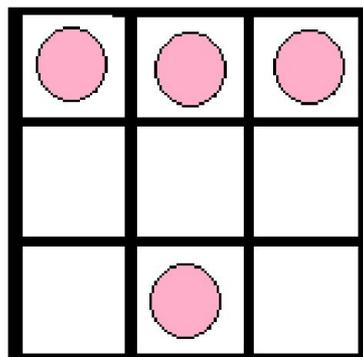
1



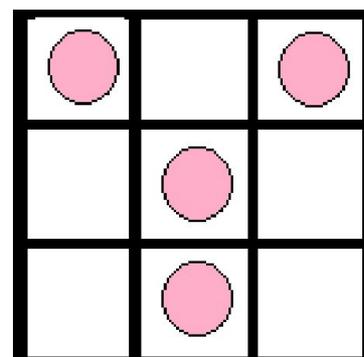
2



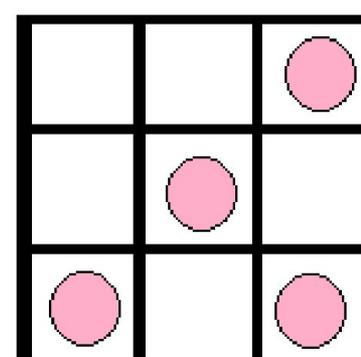
3



4



5



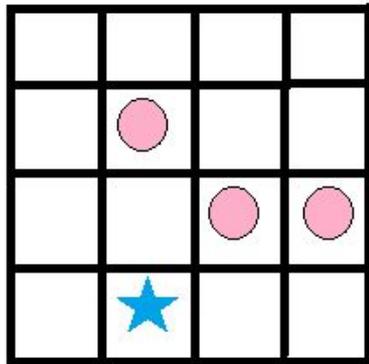
6

## Уровень 6.

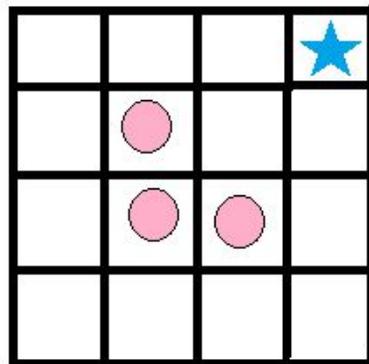
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В последних заданиях в секторах могут стоять как кружочки, так и звездочки. Обращайте внимание только на то, занят сектор или нет, а не на форму значка. Попробуйте снова найти пары квадратиков, которые получены путем поворотов и переворотов.

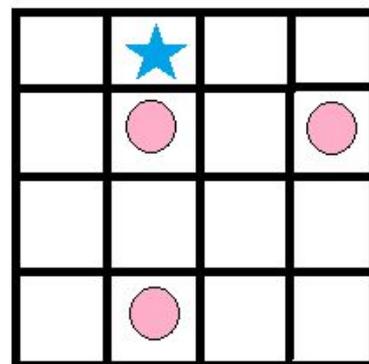
# Задача 17.



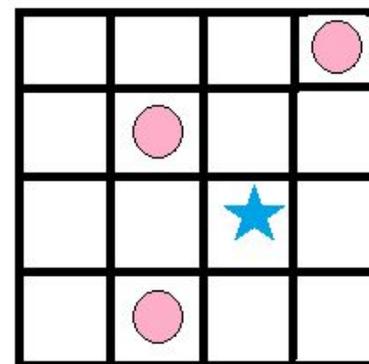
1



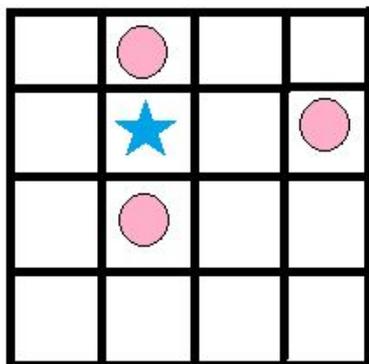
2



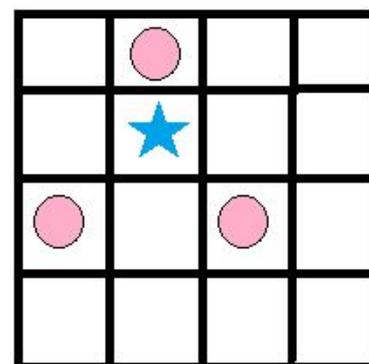
3



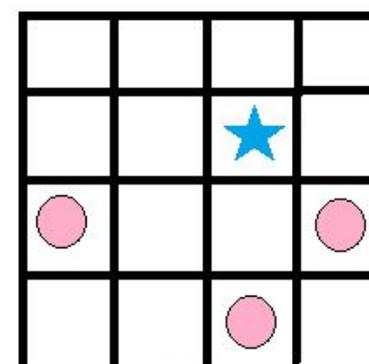
4



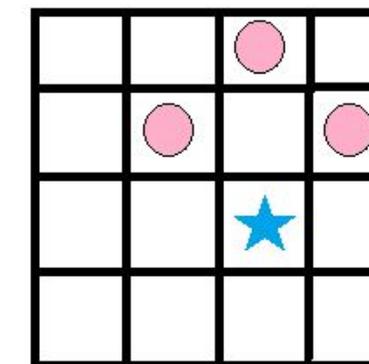
5



6

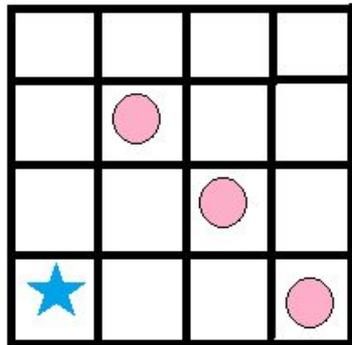


7

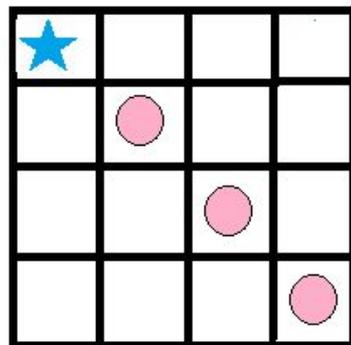


8

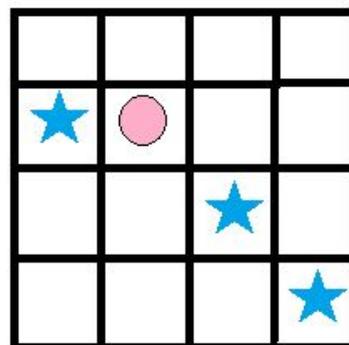
# Задача 18.



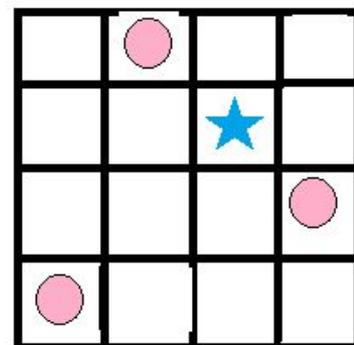
1



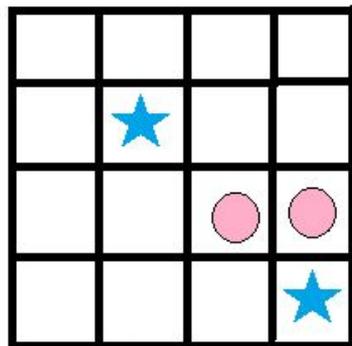
2



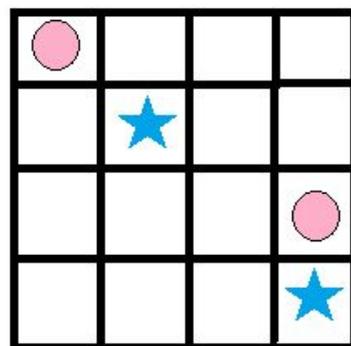
3



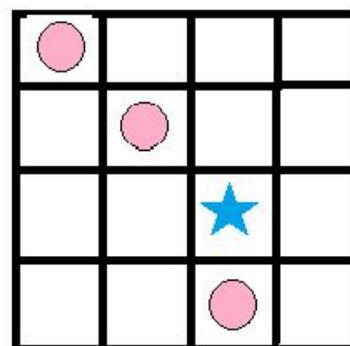
4



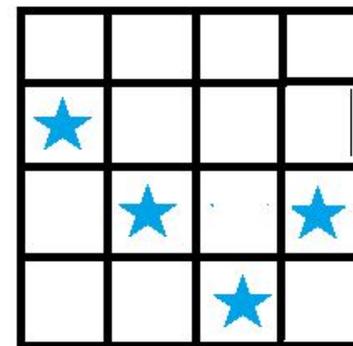
5



6



7



8