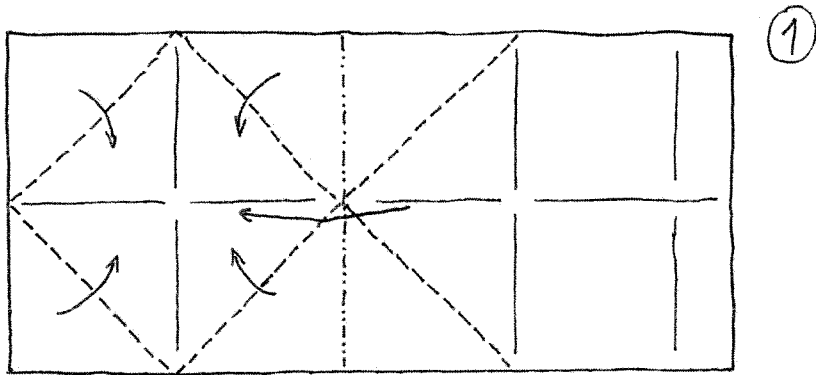
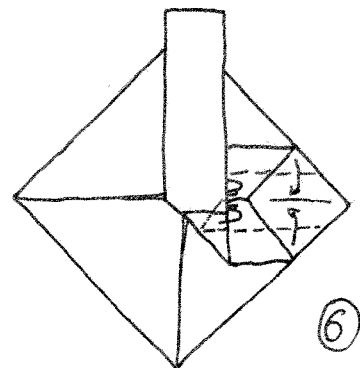
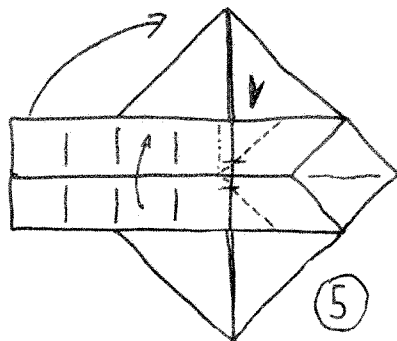
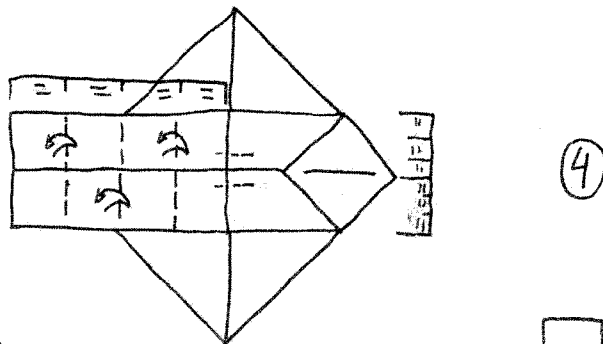
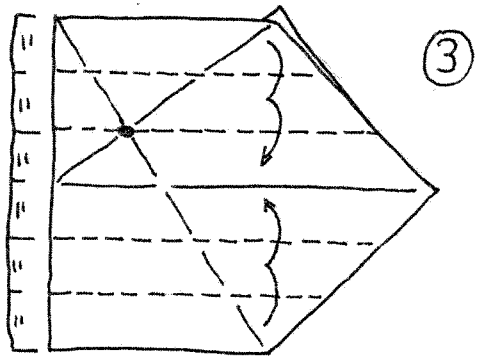
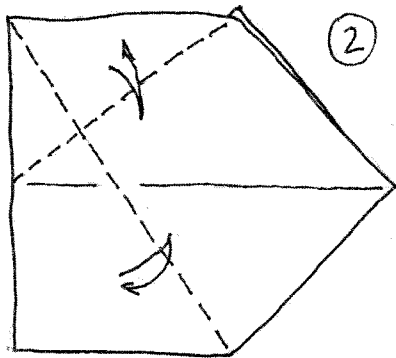
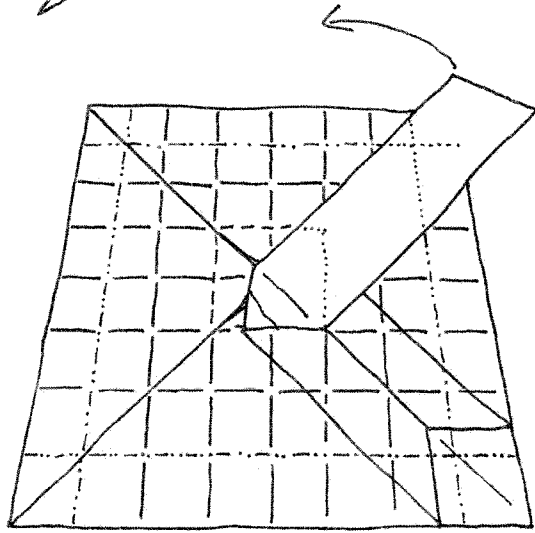


ABRACADABRA!

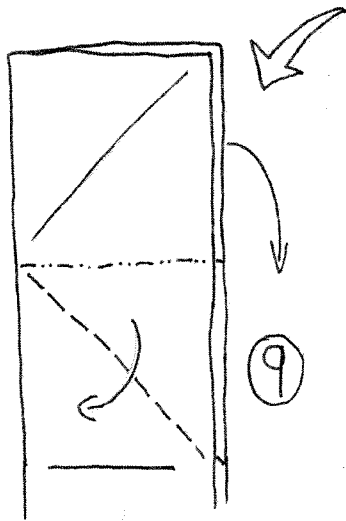


13 x 6



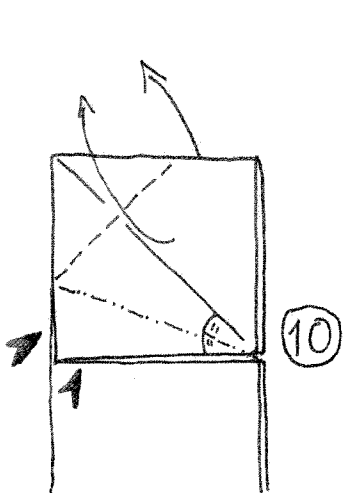
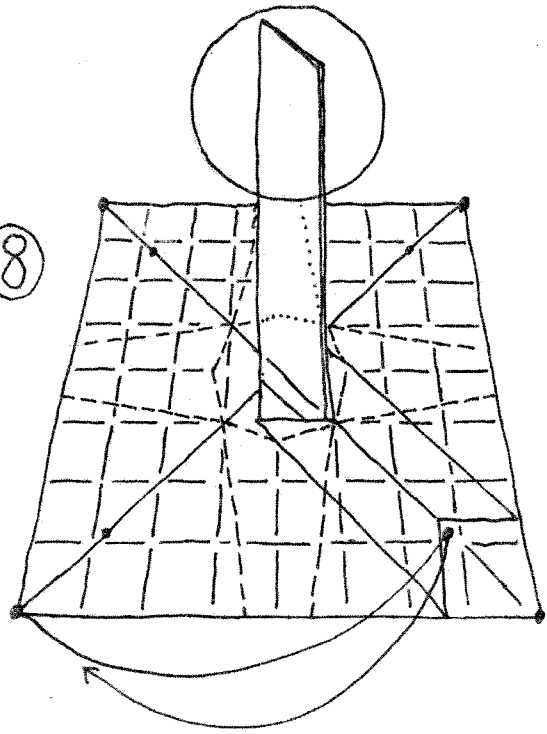


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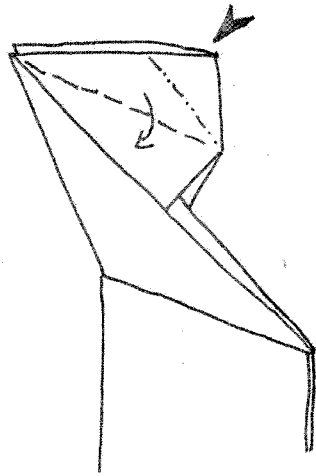


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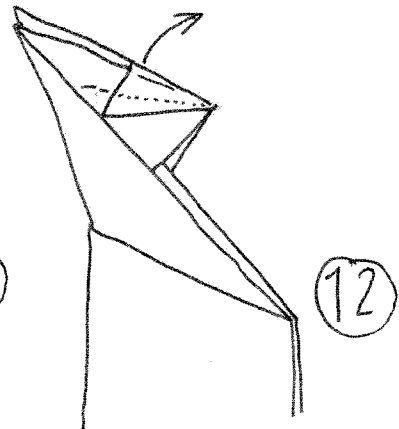
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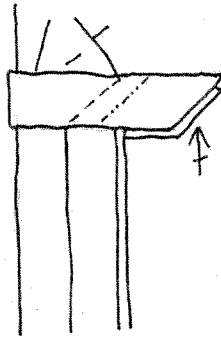
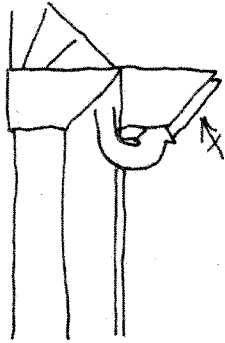


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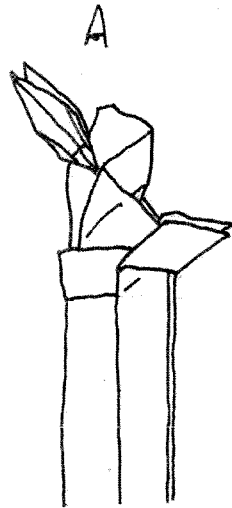


12

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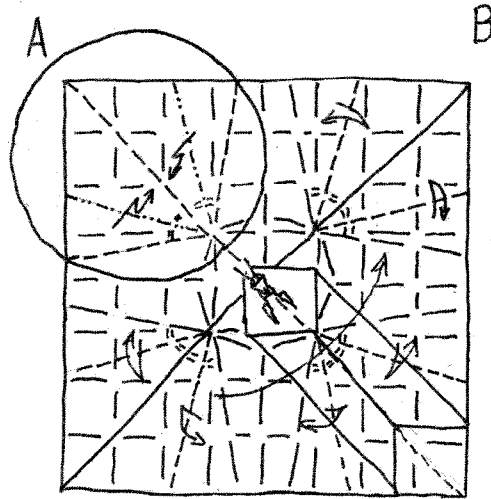


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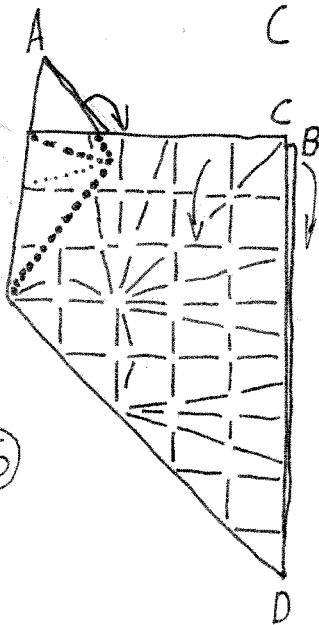


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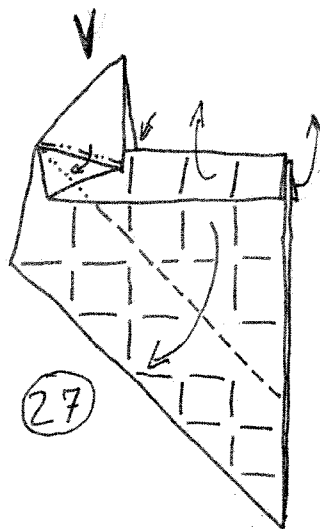
25



En estos dibujos omitimos el conejo



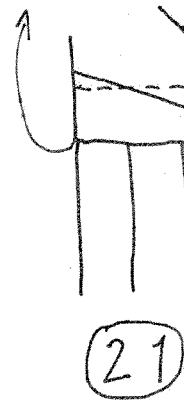
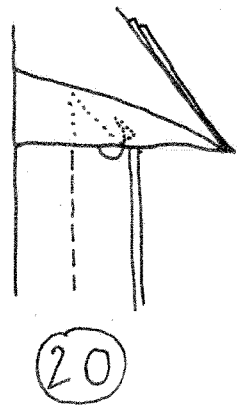
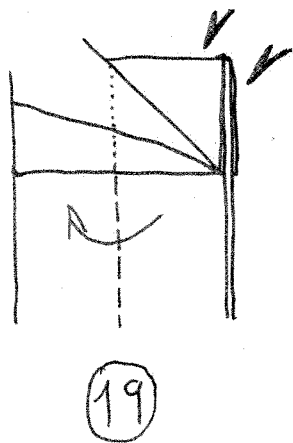
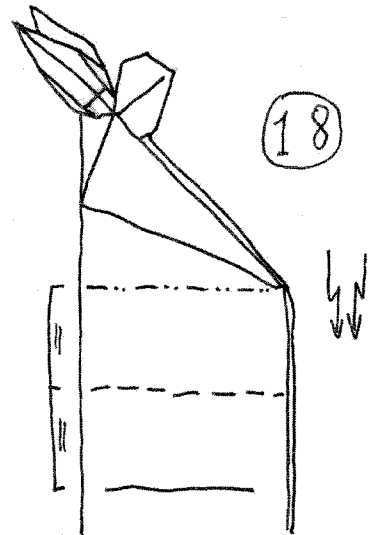
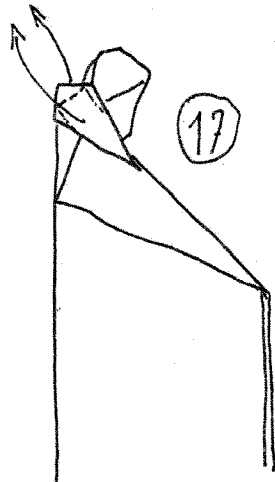
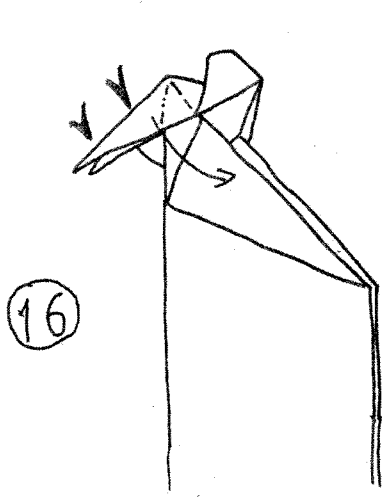
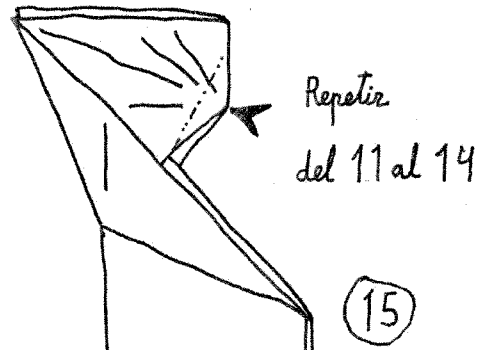
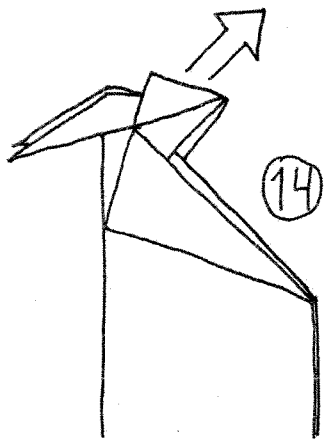
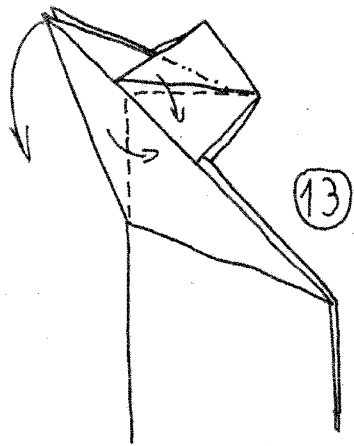
26



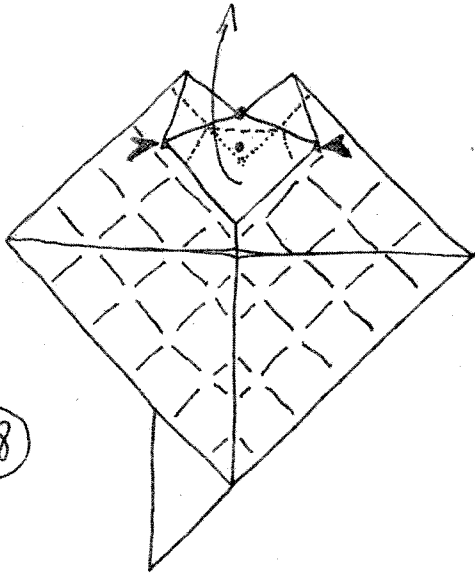
27

Para plegar las puntas B y C sin doblar el conejo, debemos hacerlo "al revés": lo que para la punta A son montañas, para la B y C valles, y viceversa en 25

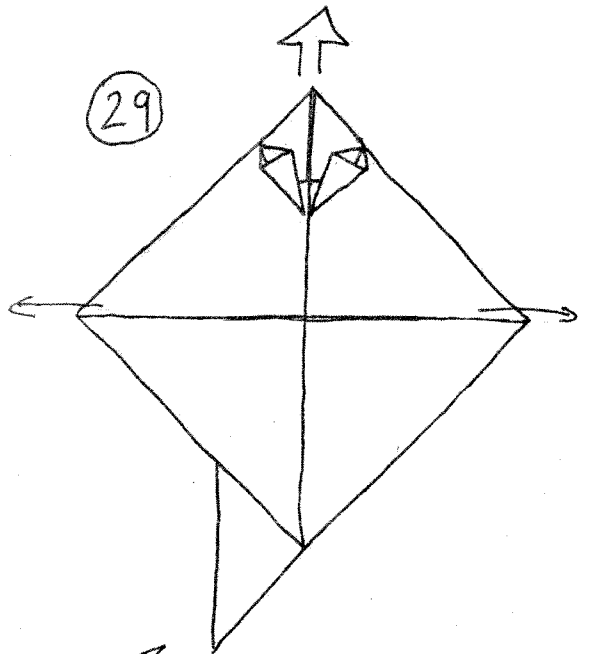
D En los restantes pasos, plegamos normalmente hasta 30. En este paso plegamos B y C como A



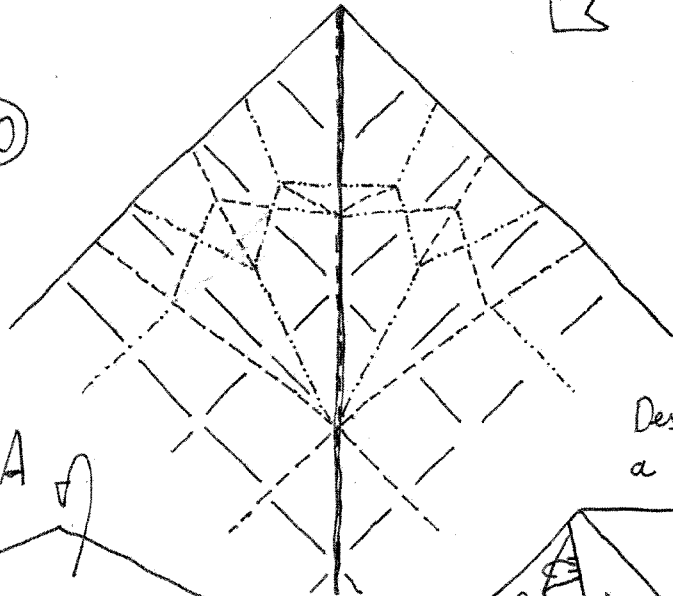
28



29

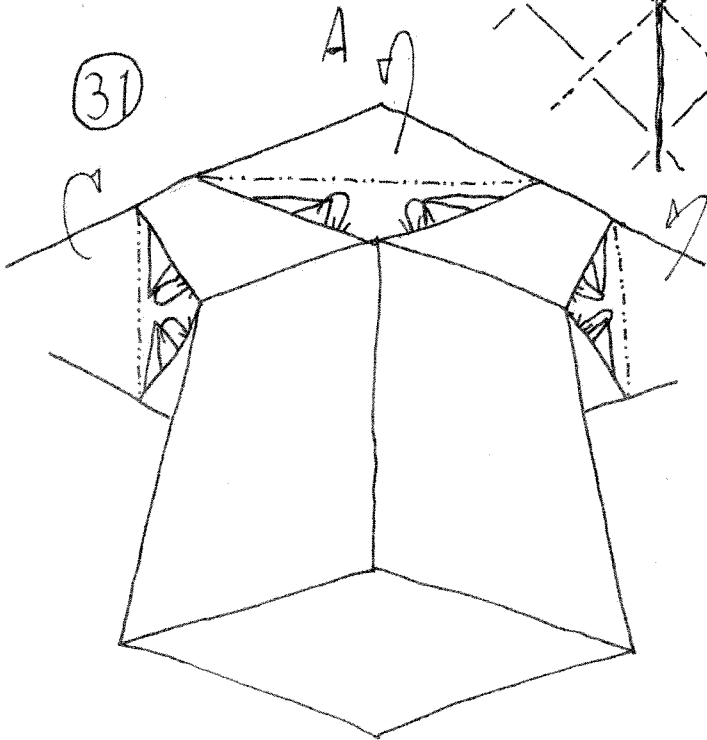


30

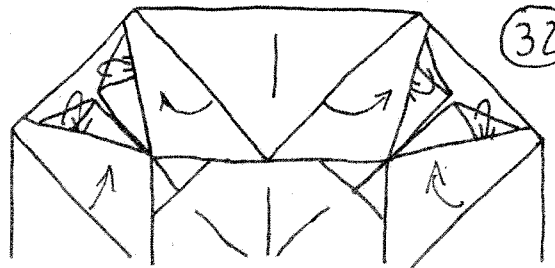


Marcar bien
y deshacer
Repetir en las otras
esquinas 25-30.
Después plegarlas todas
a la vez

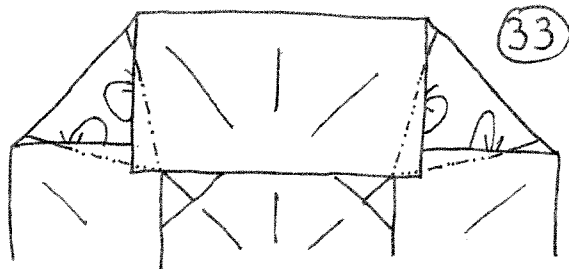
31



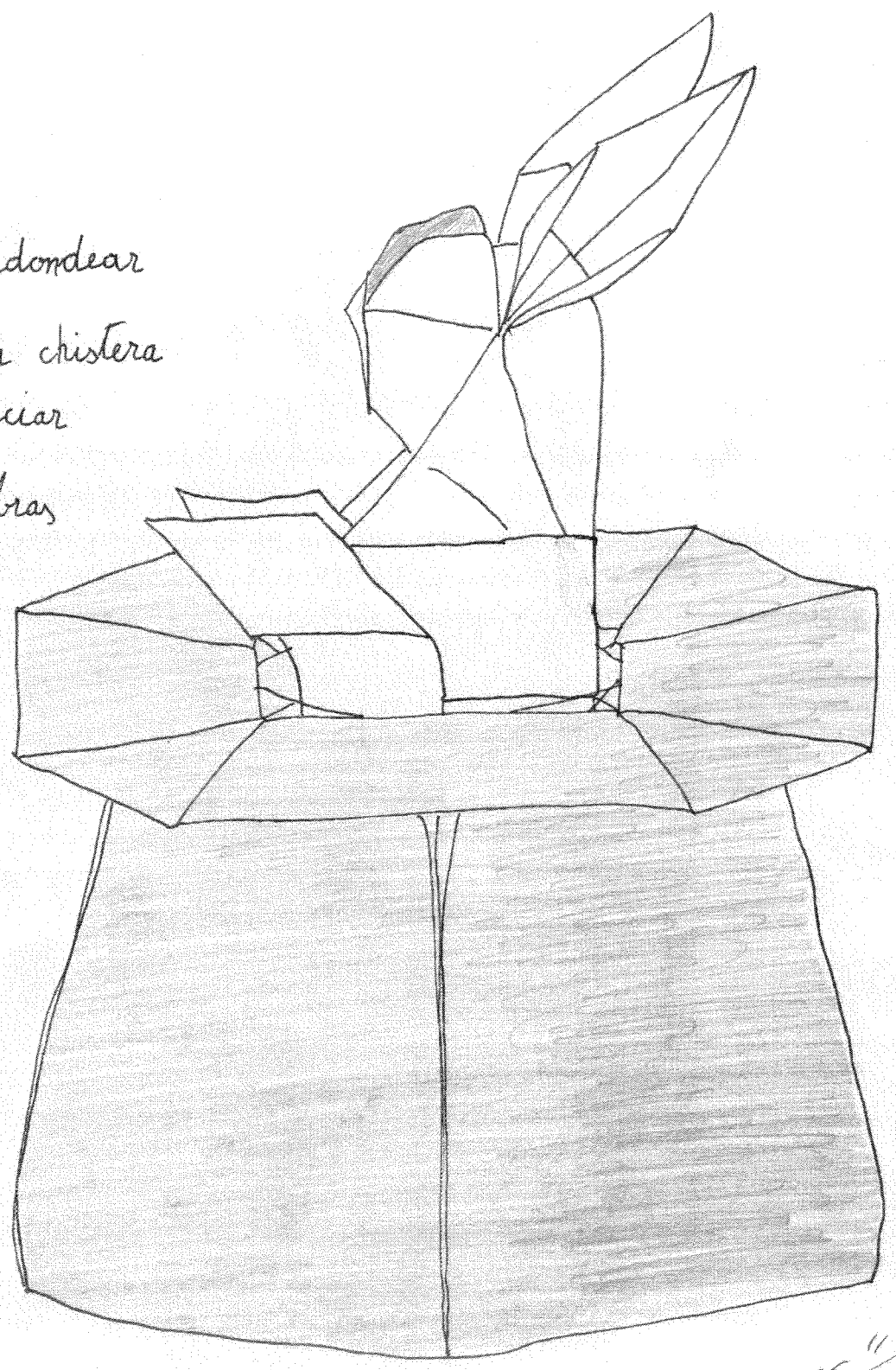
32



33



Redondear
la chistera
y pronunciar
las palabras
mágicas



George CC