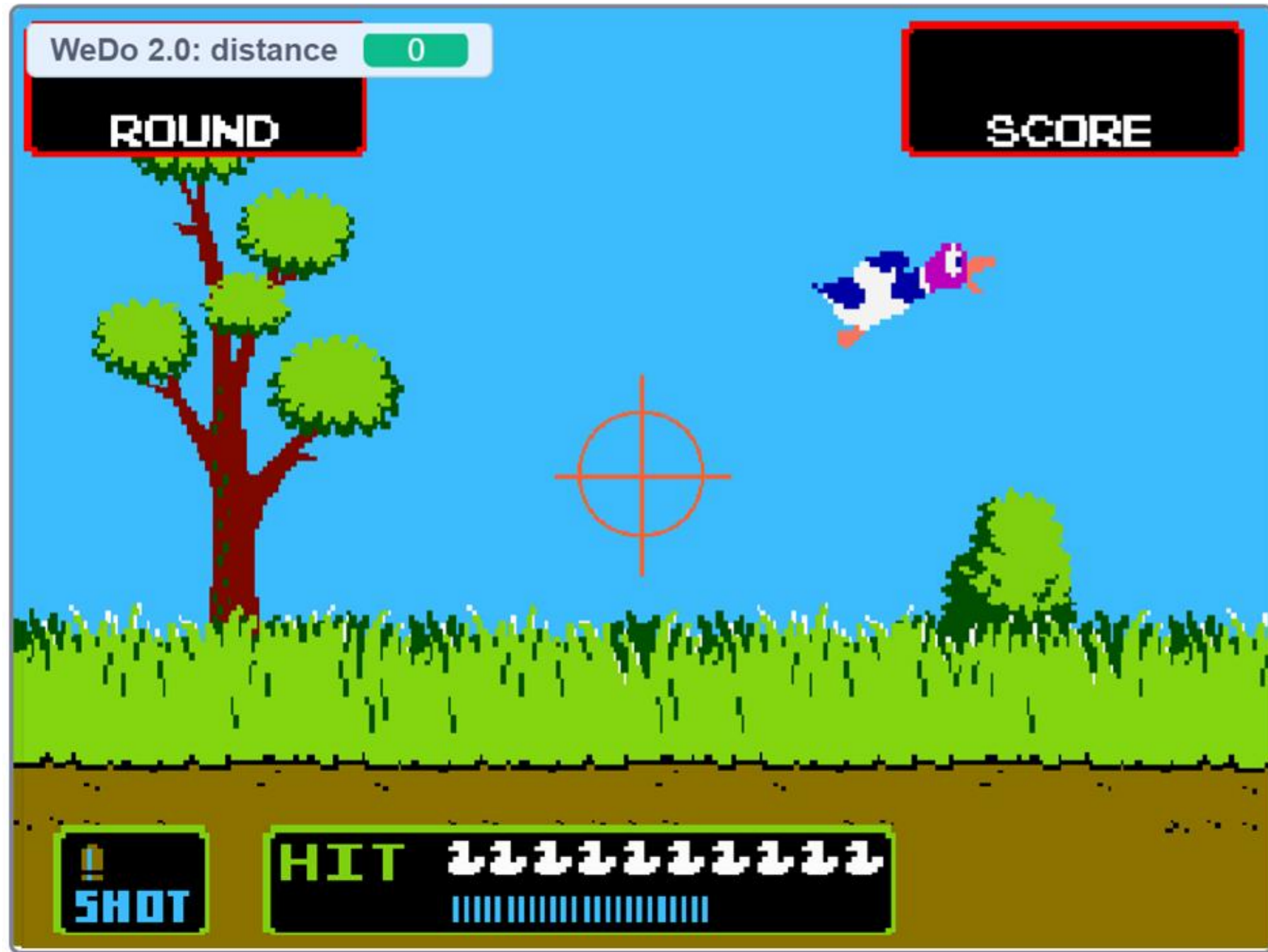
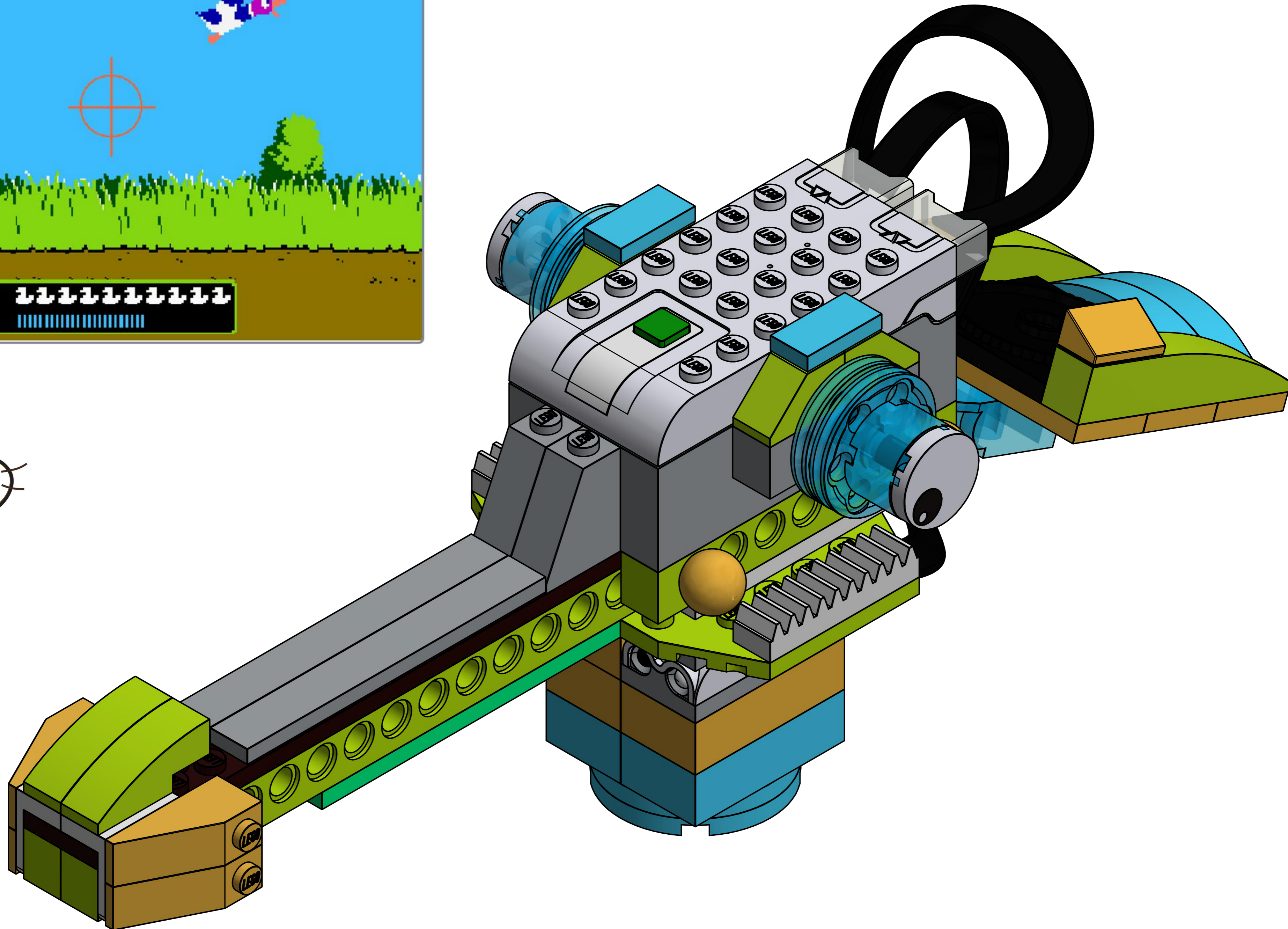
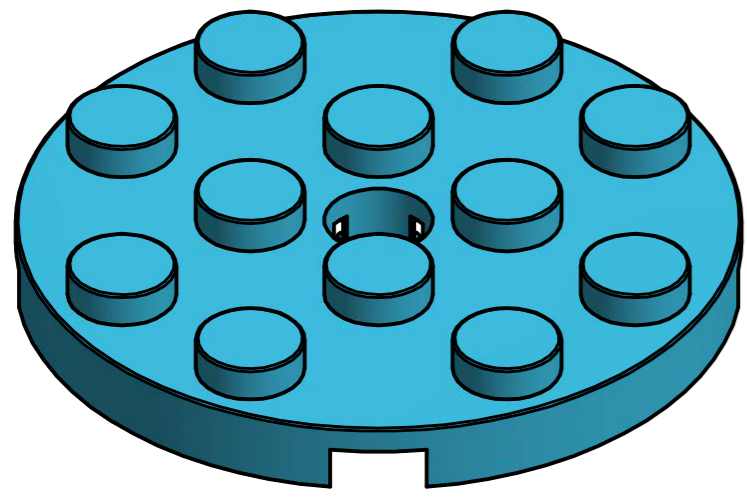


# Duck Hunt



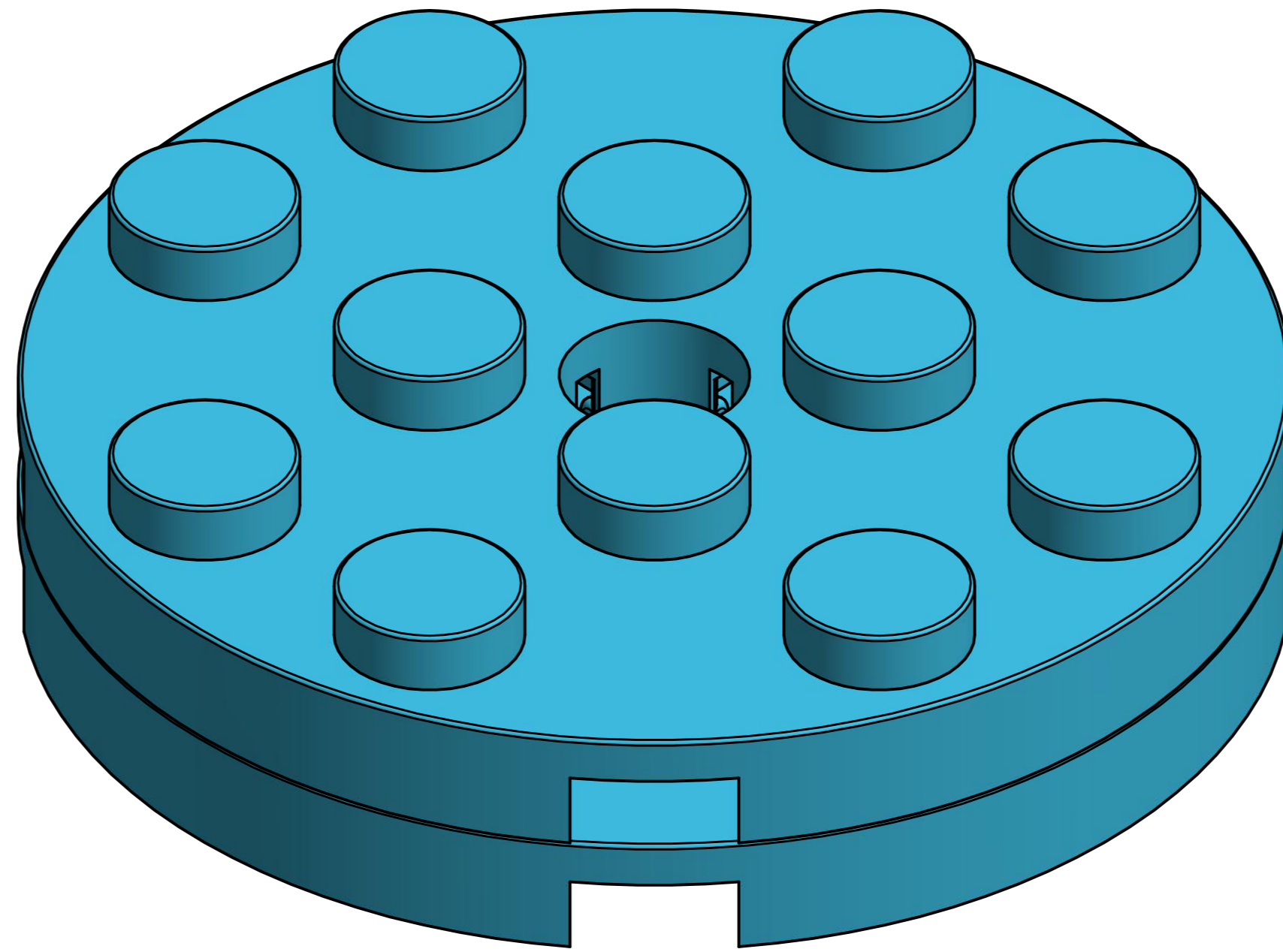
**Scratch**



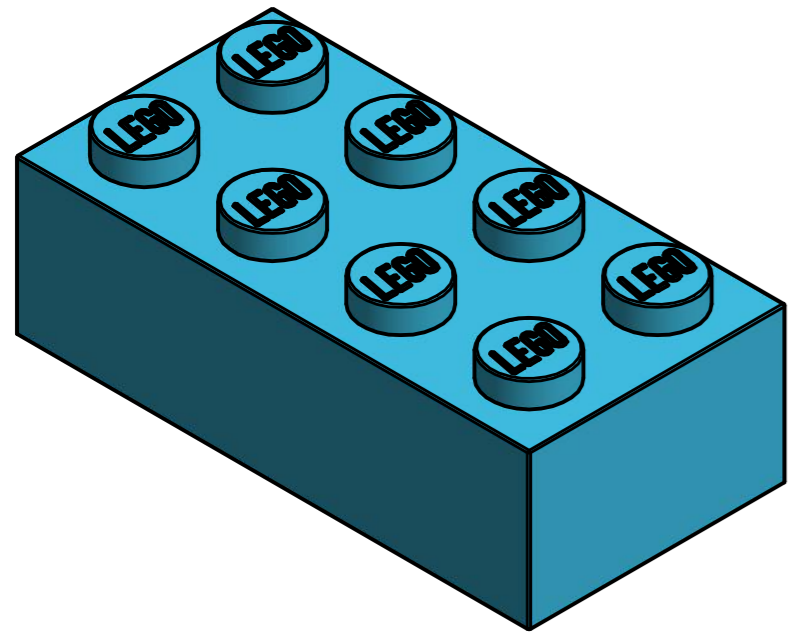


2x

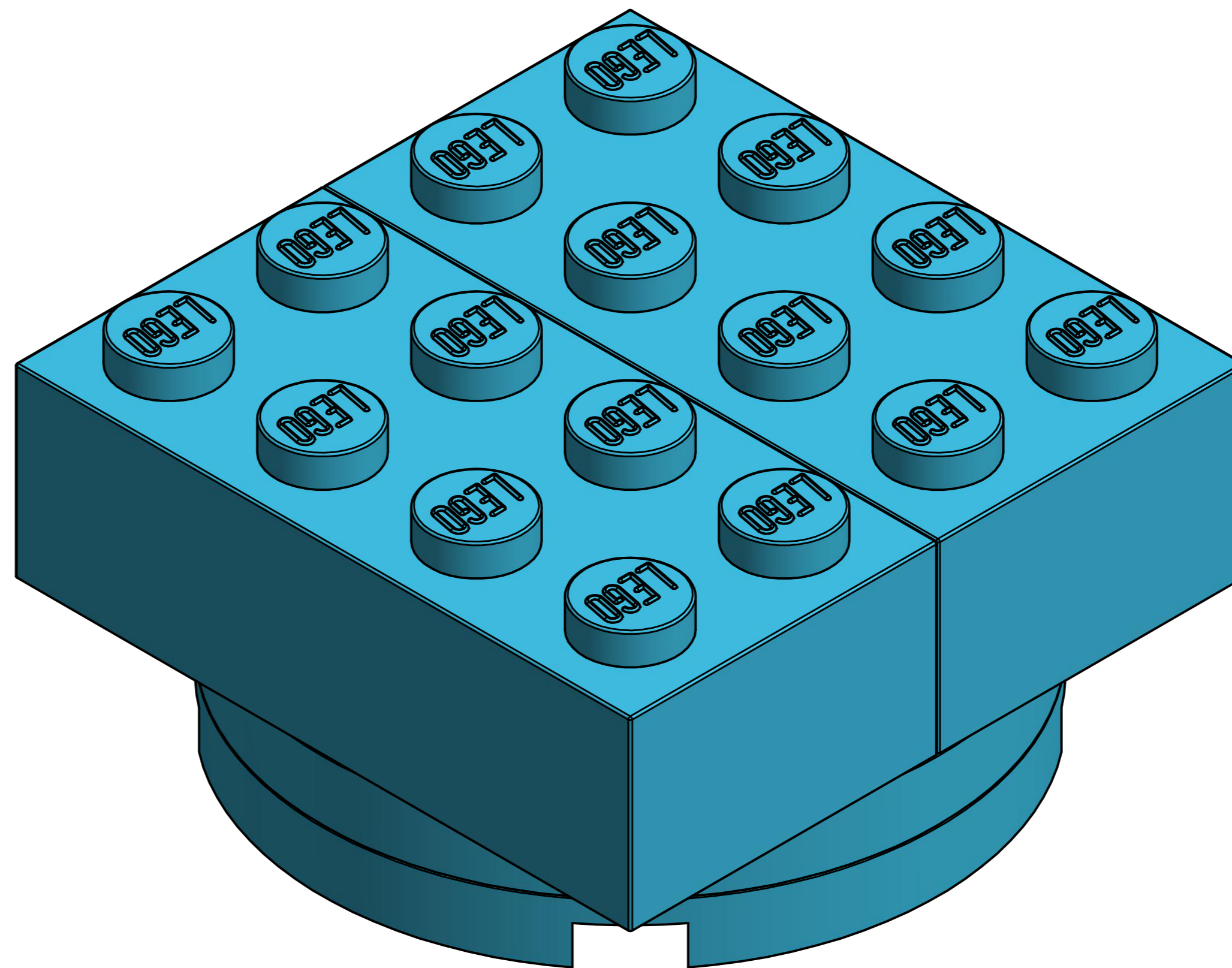
6



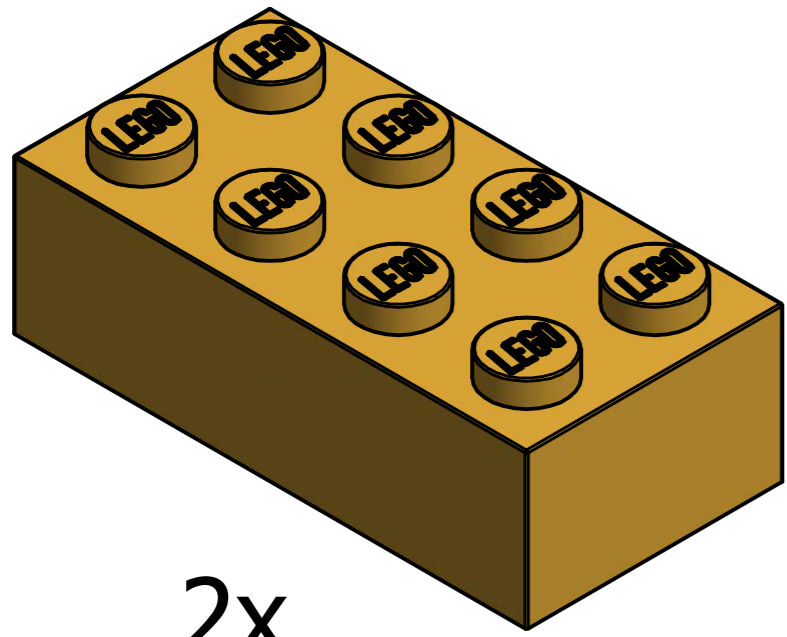
**1**



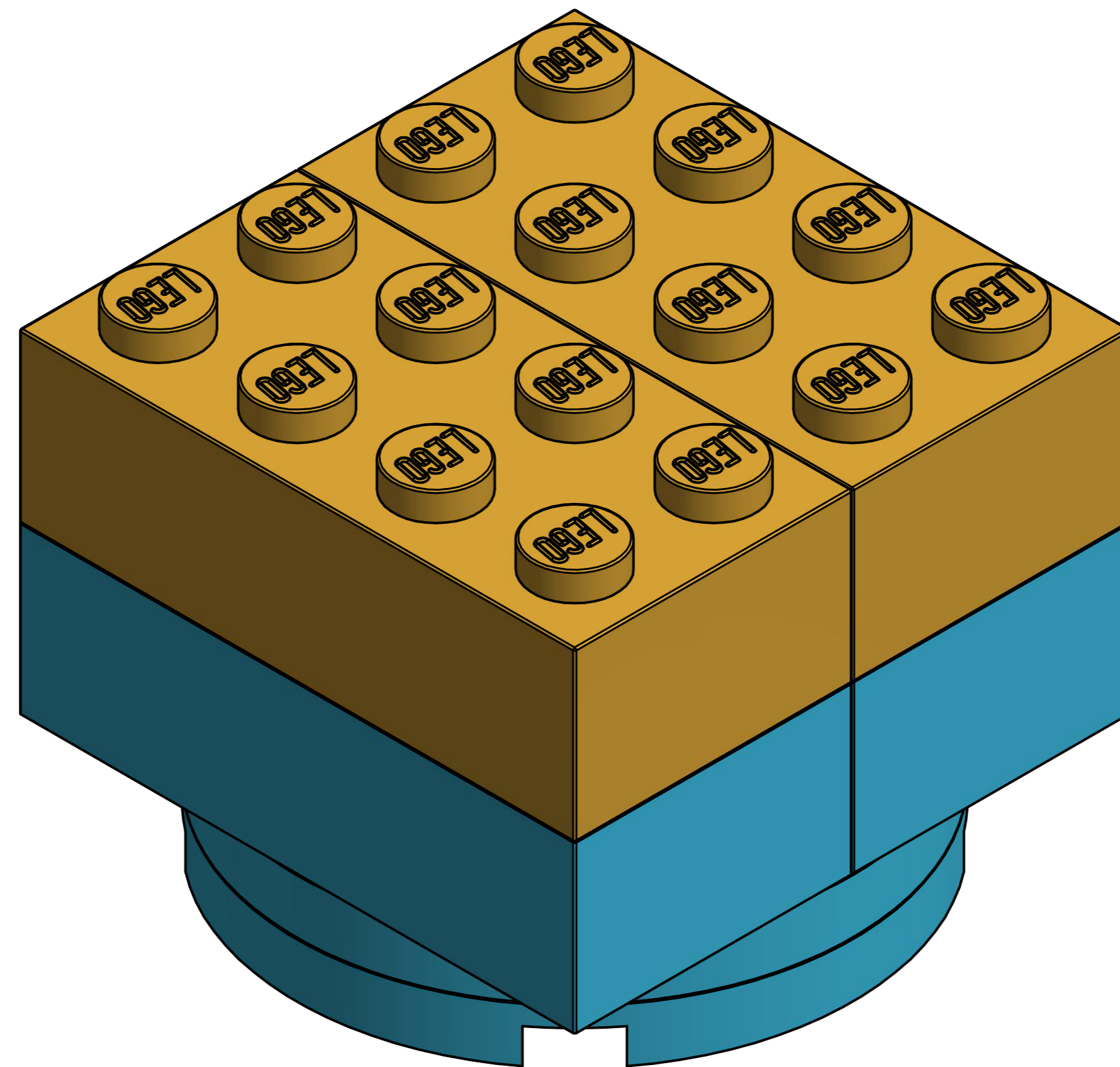
2x



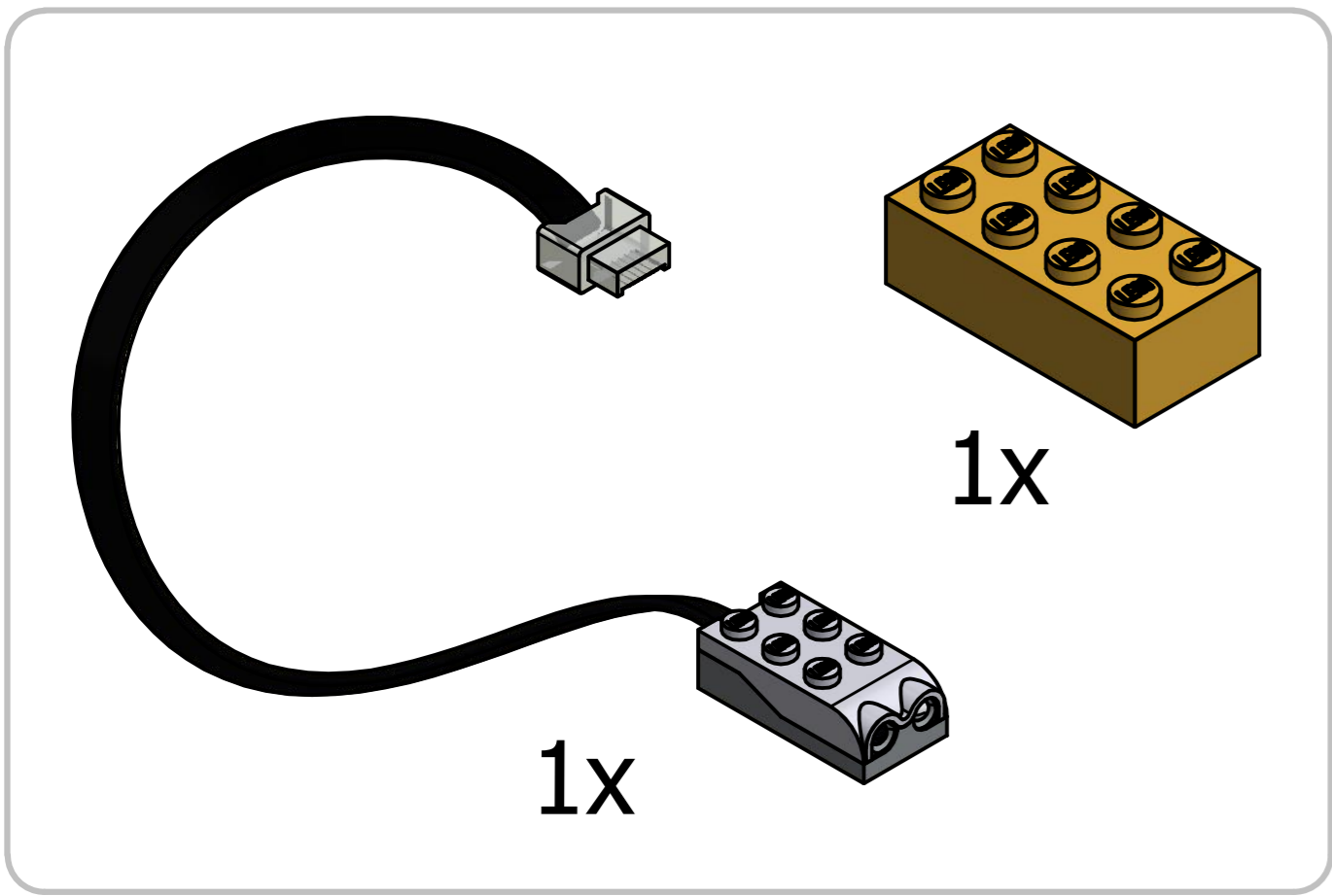
2



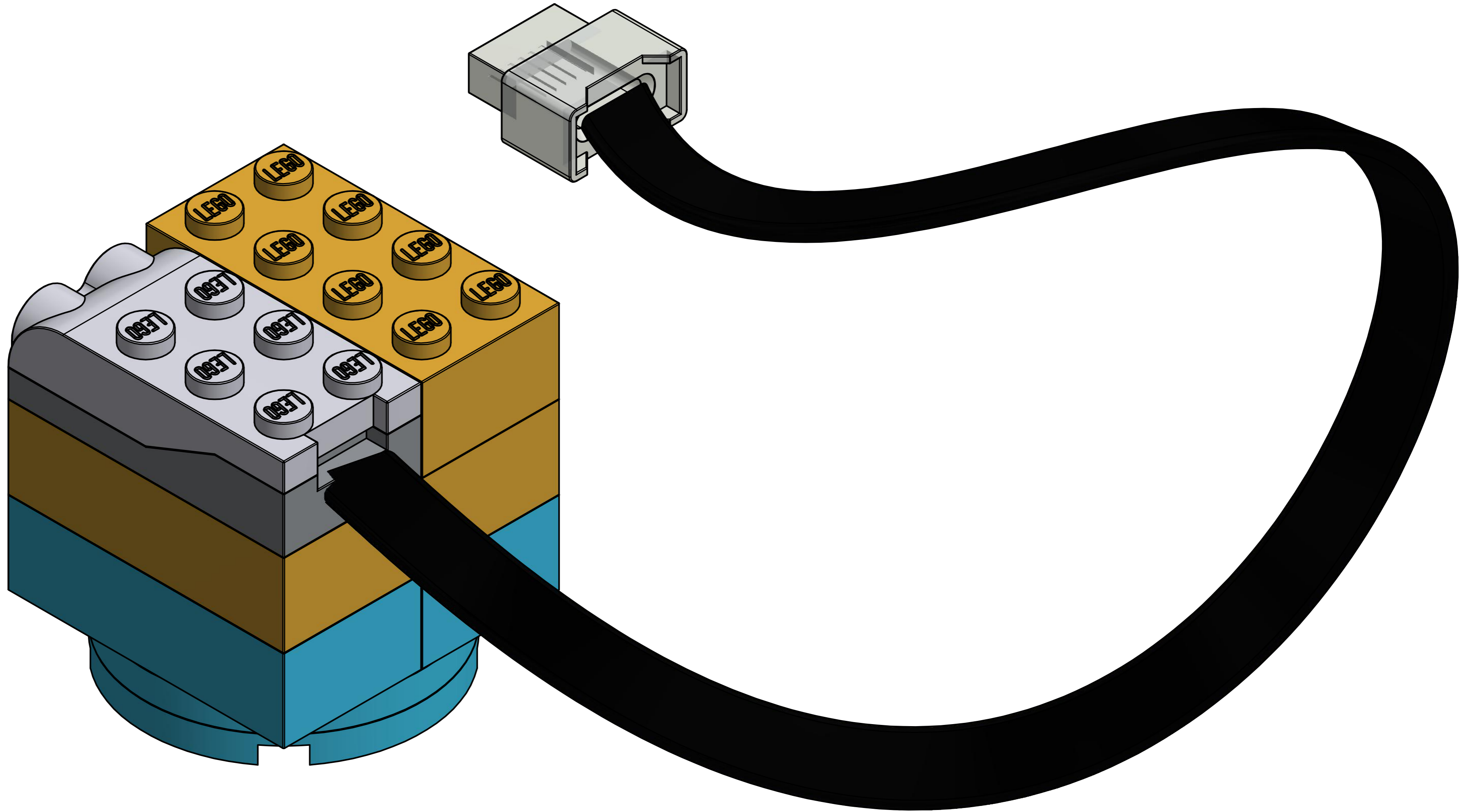
2x

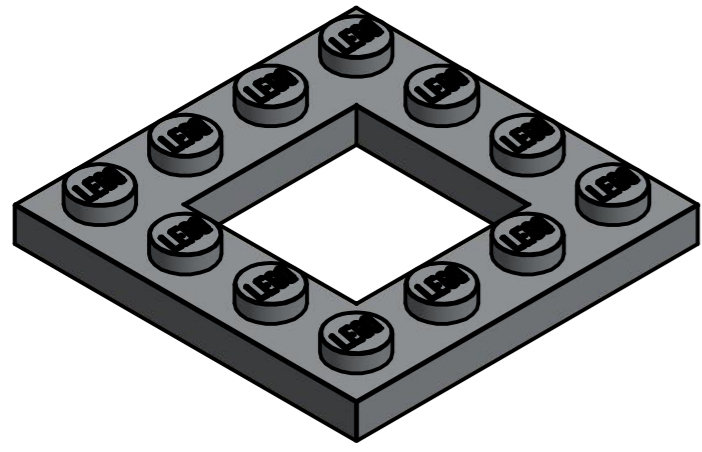


3

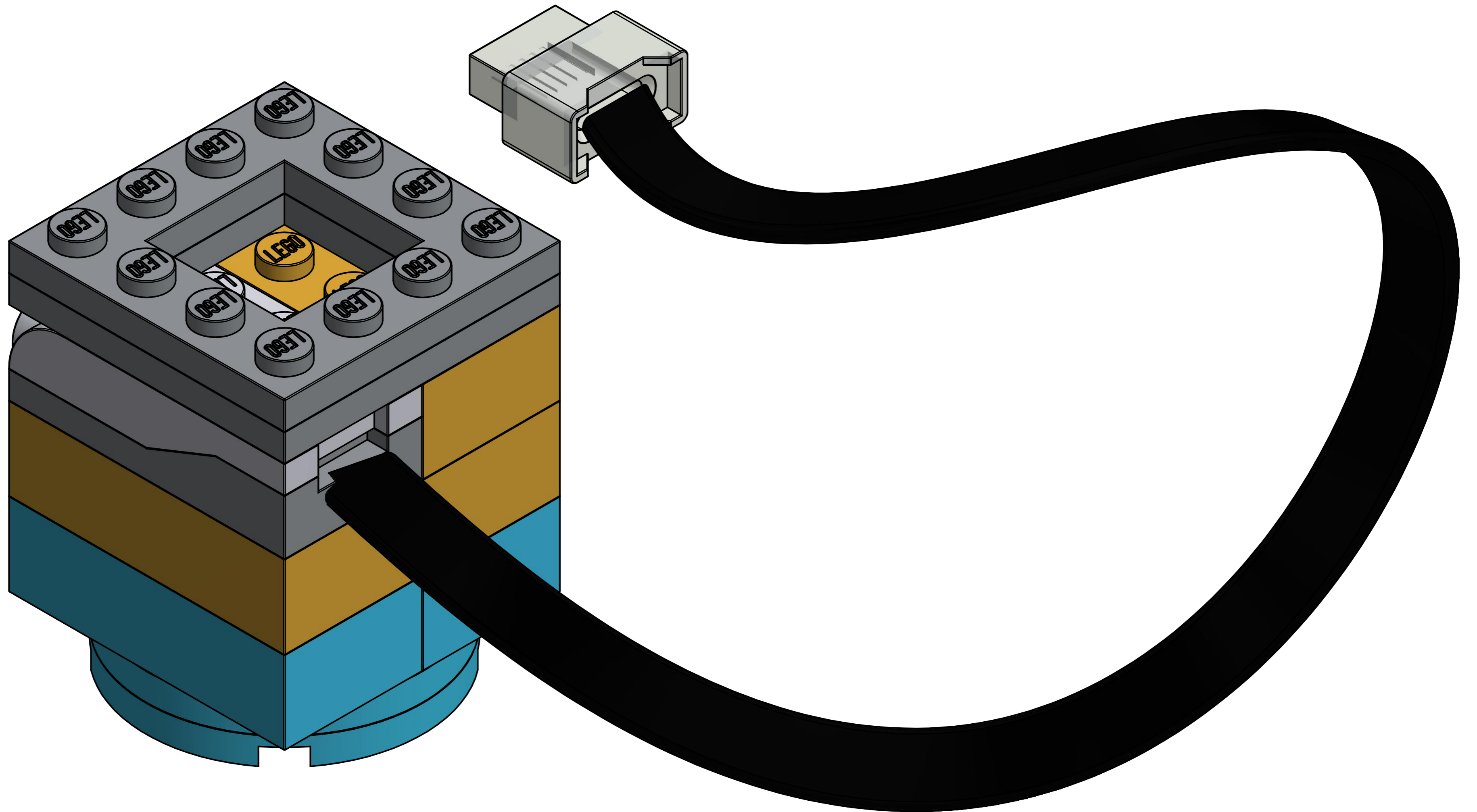


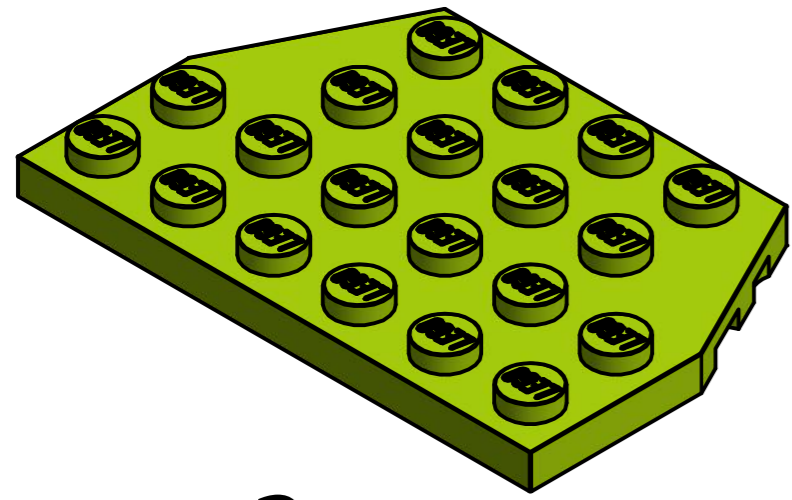
4





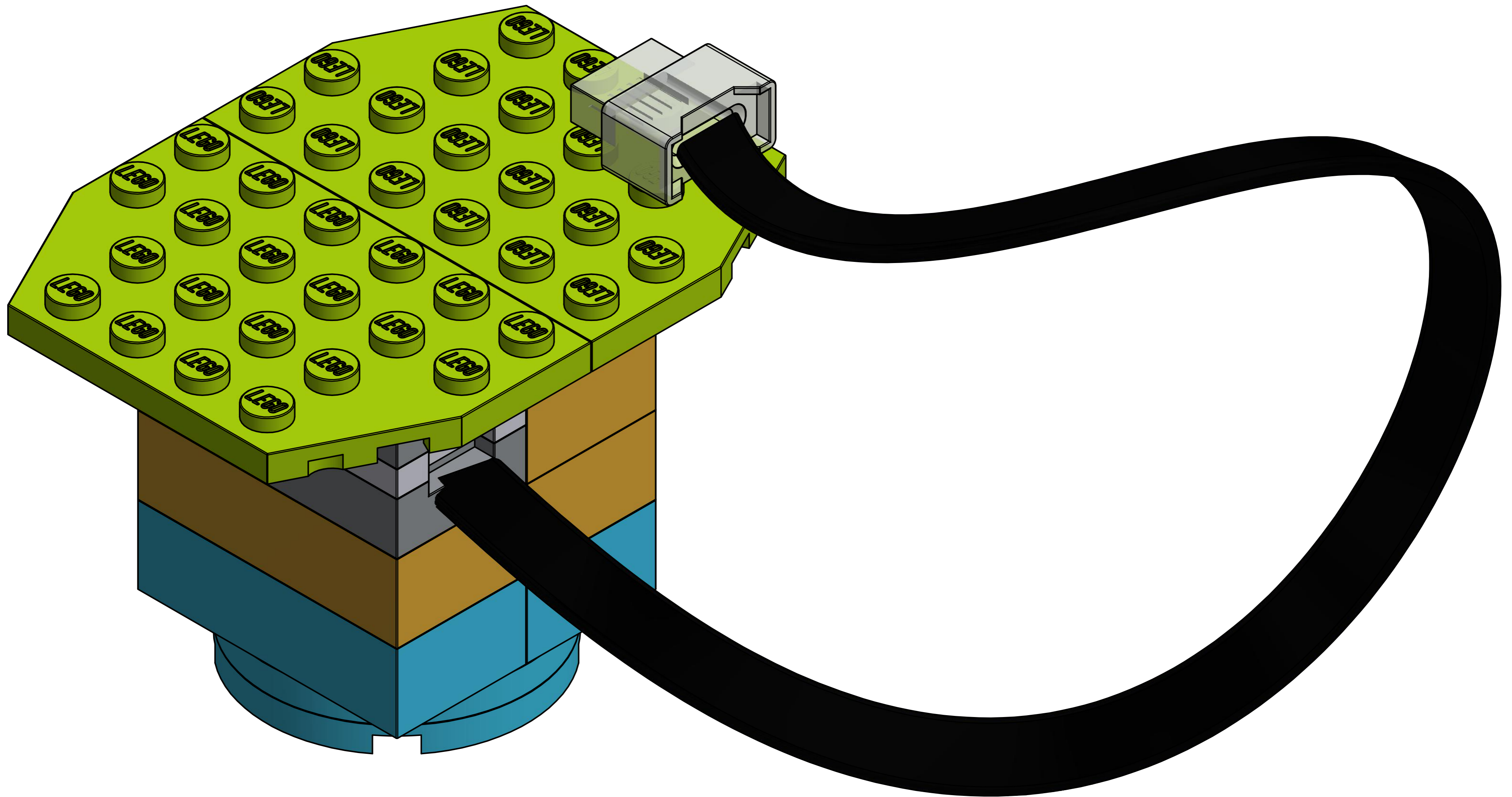
2x

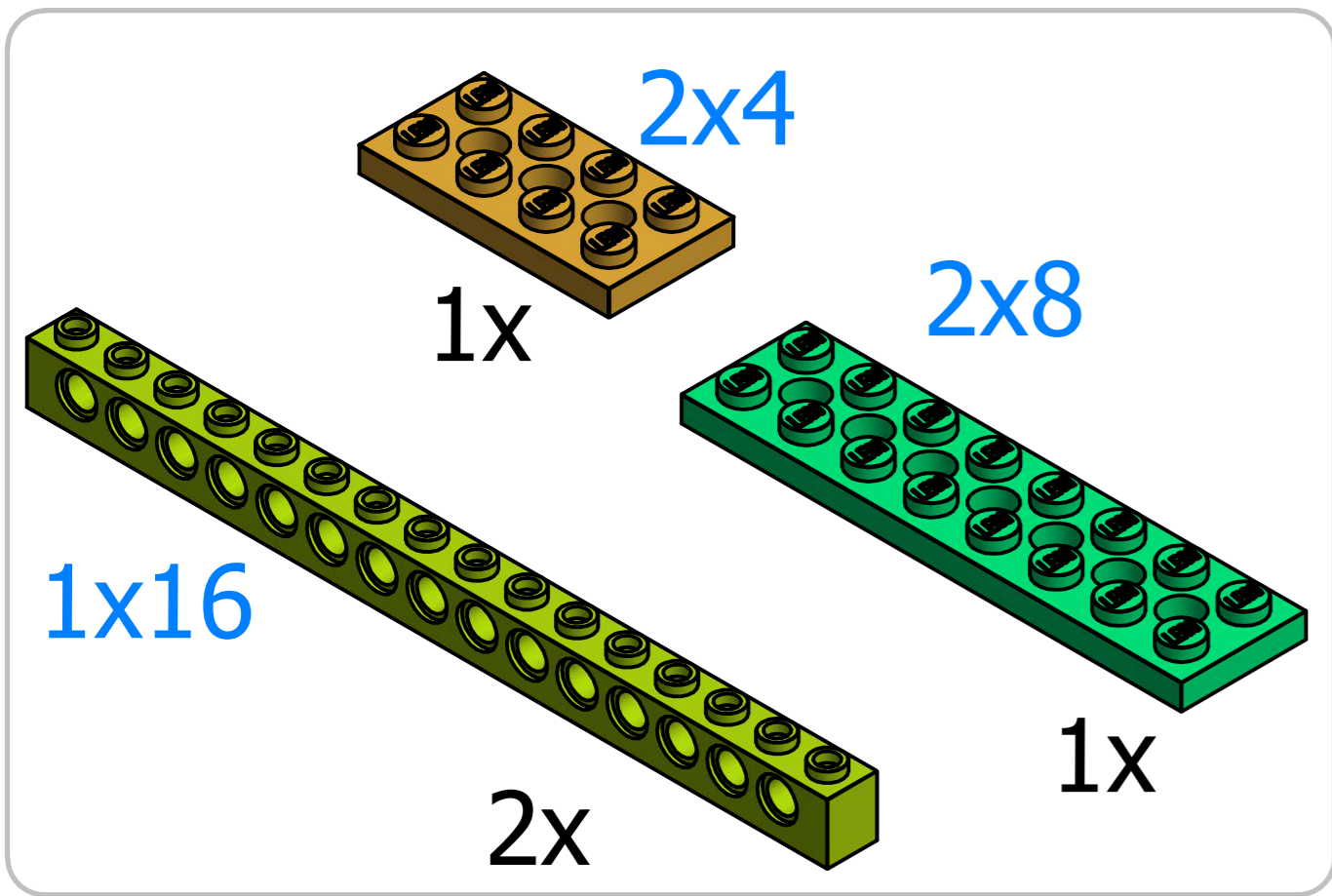




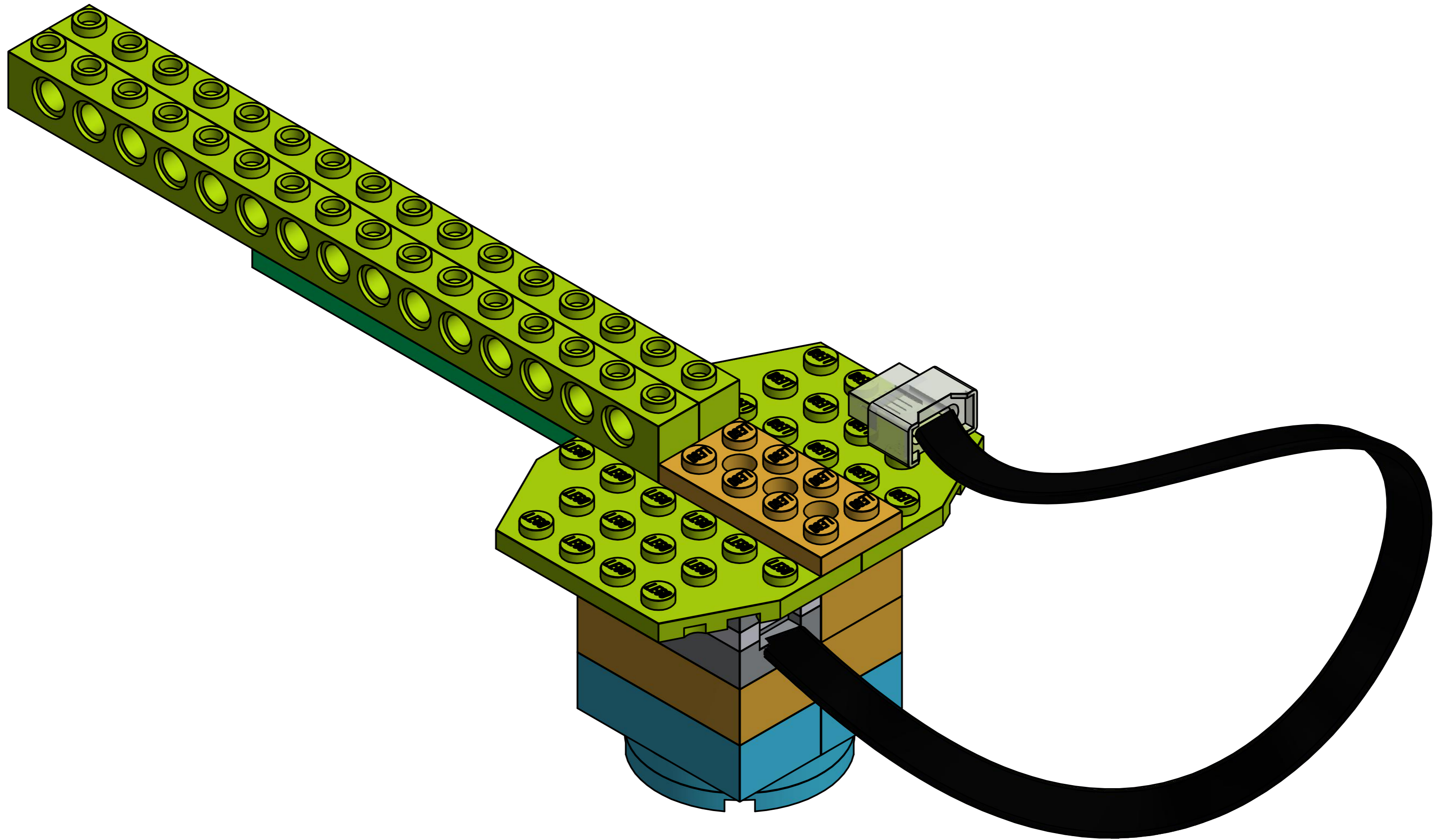
2x

6





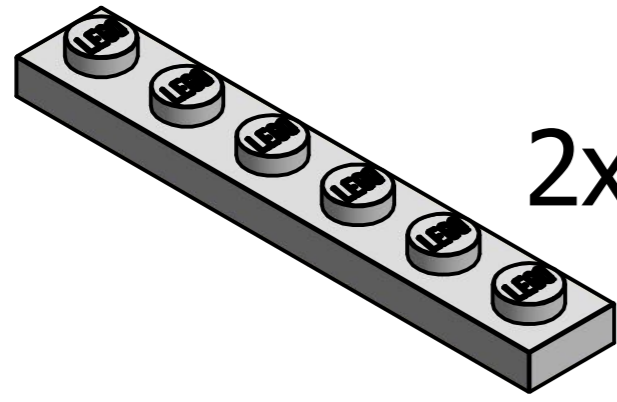
7



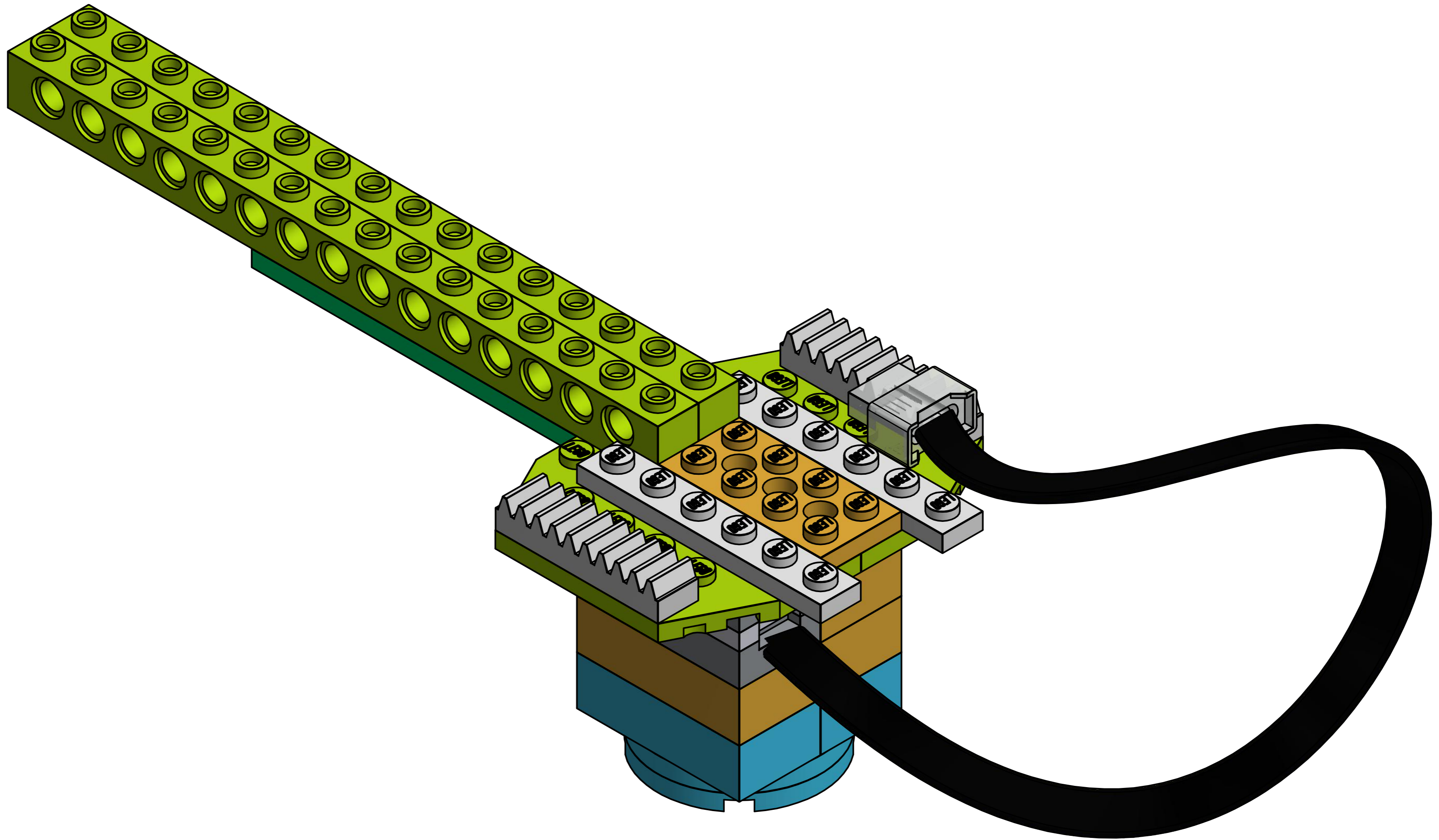
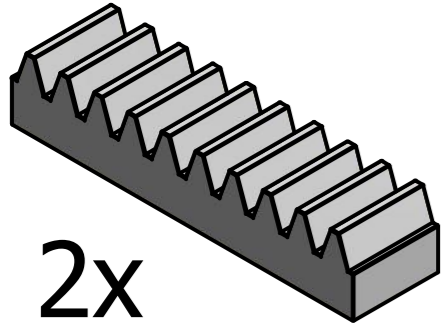


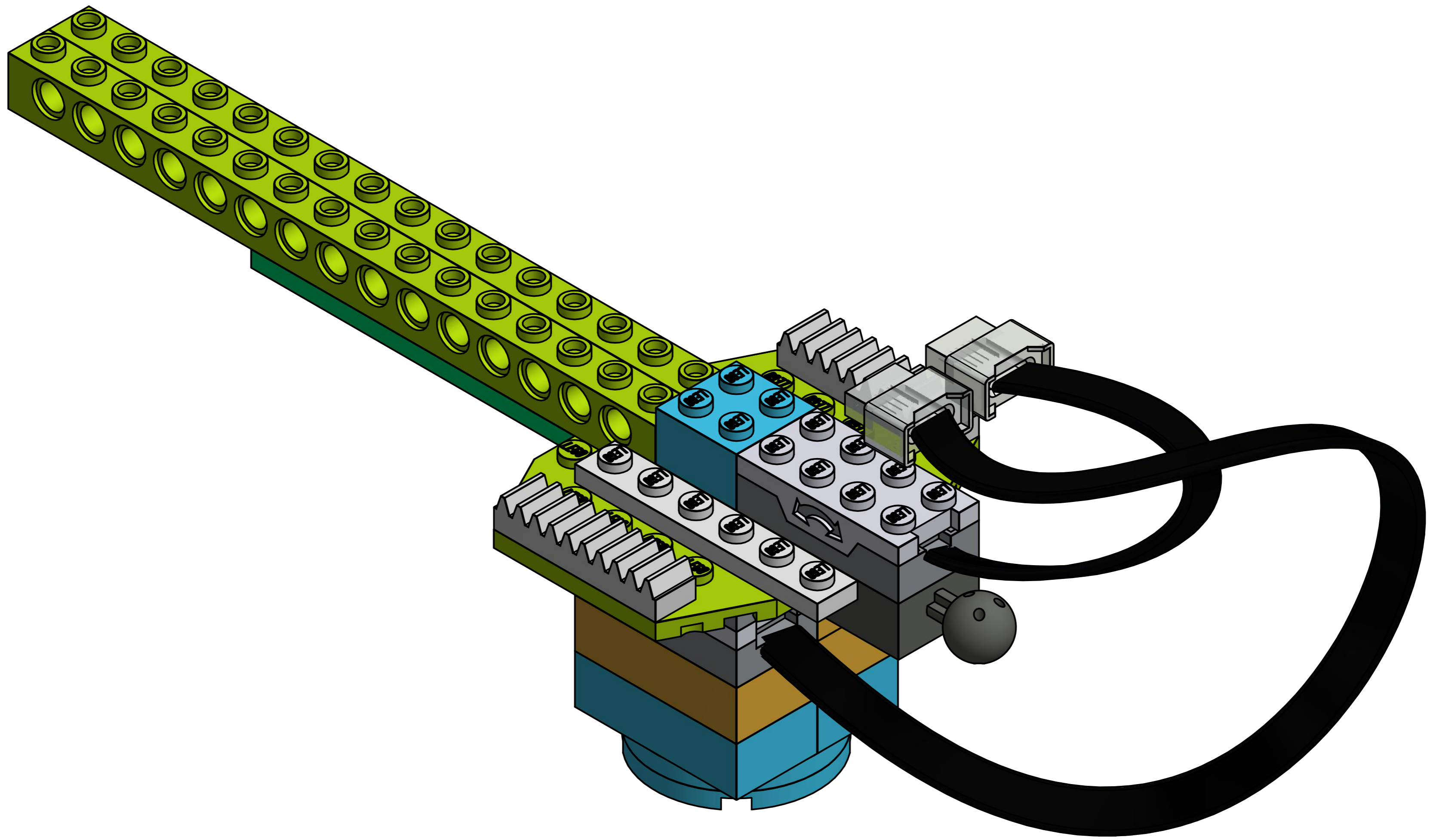
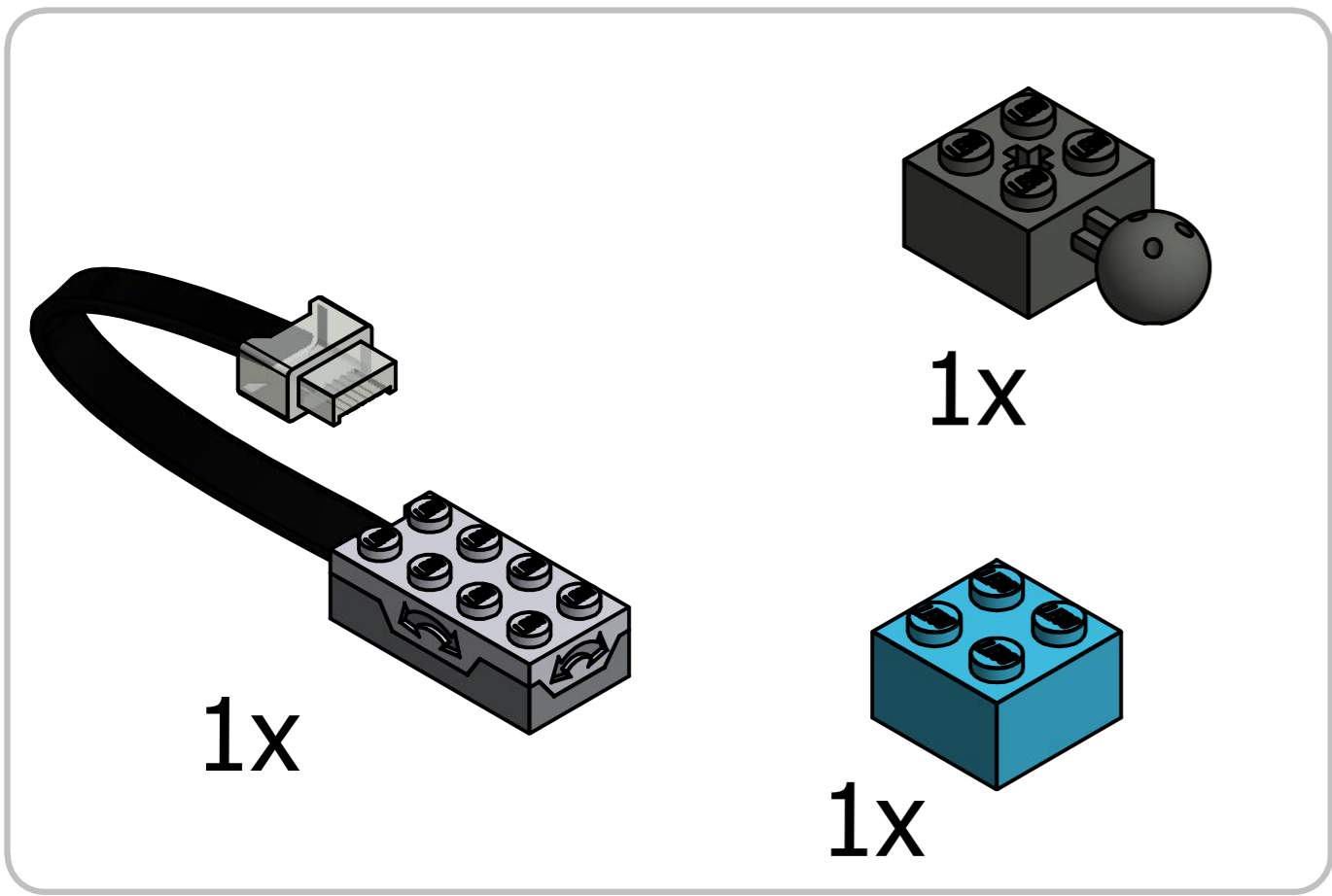
1x6

2x

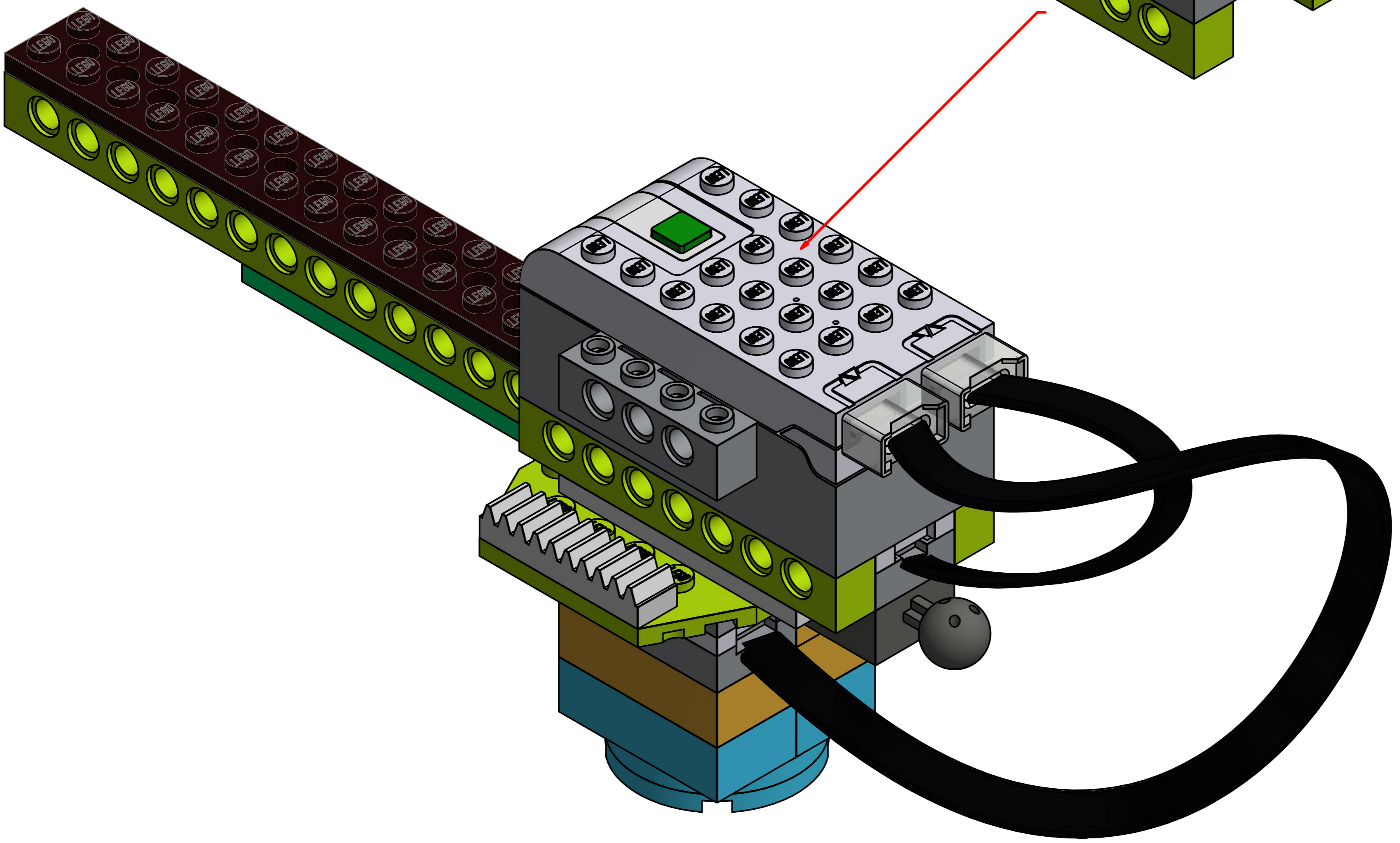
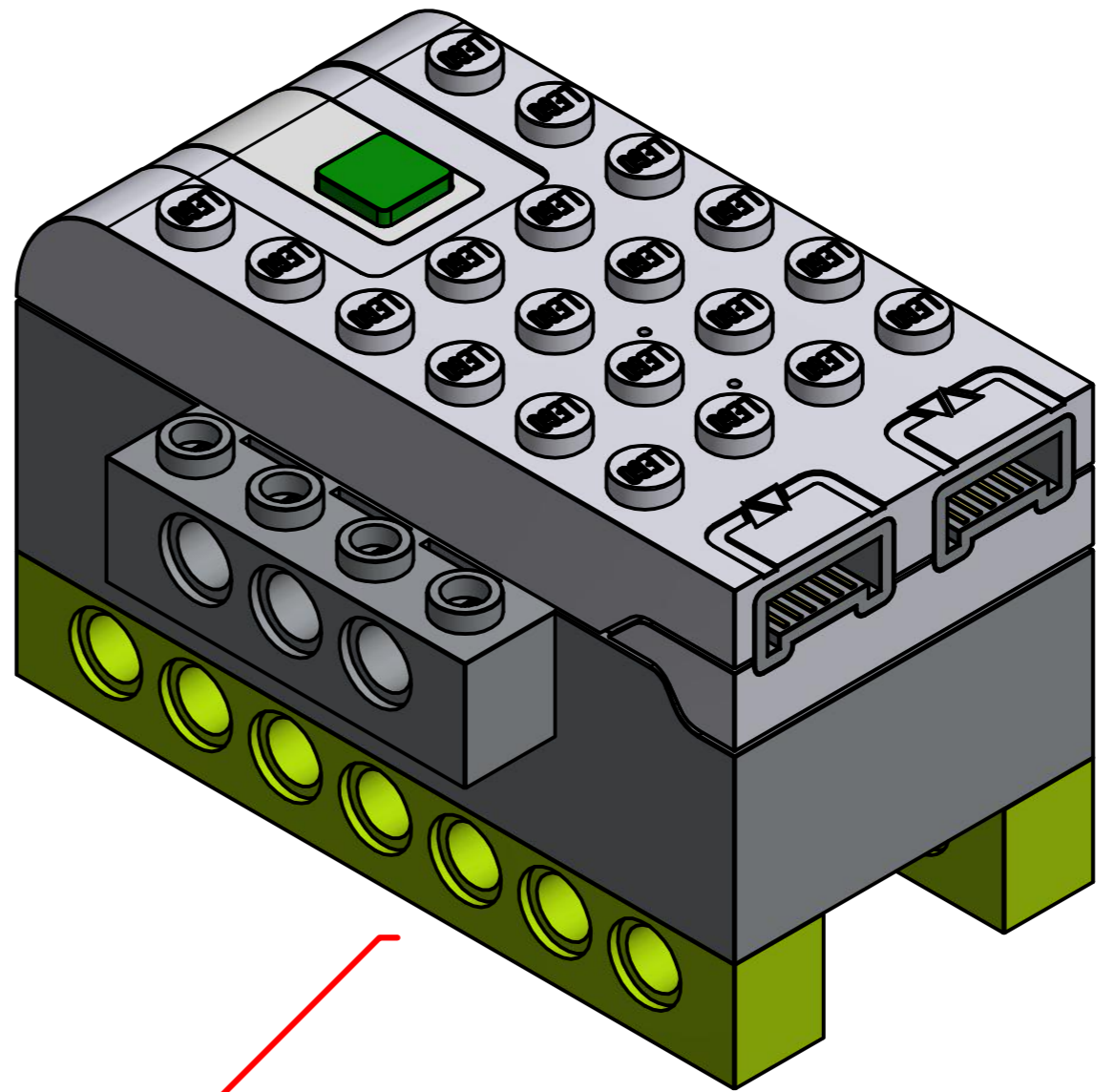
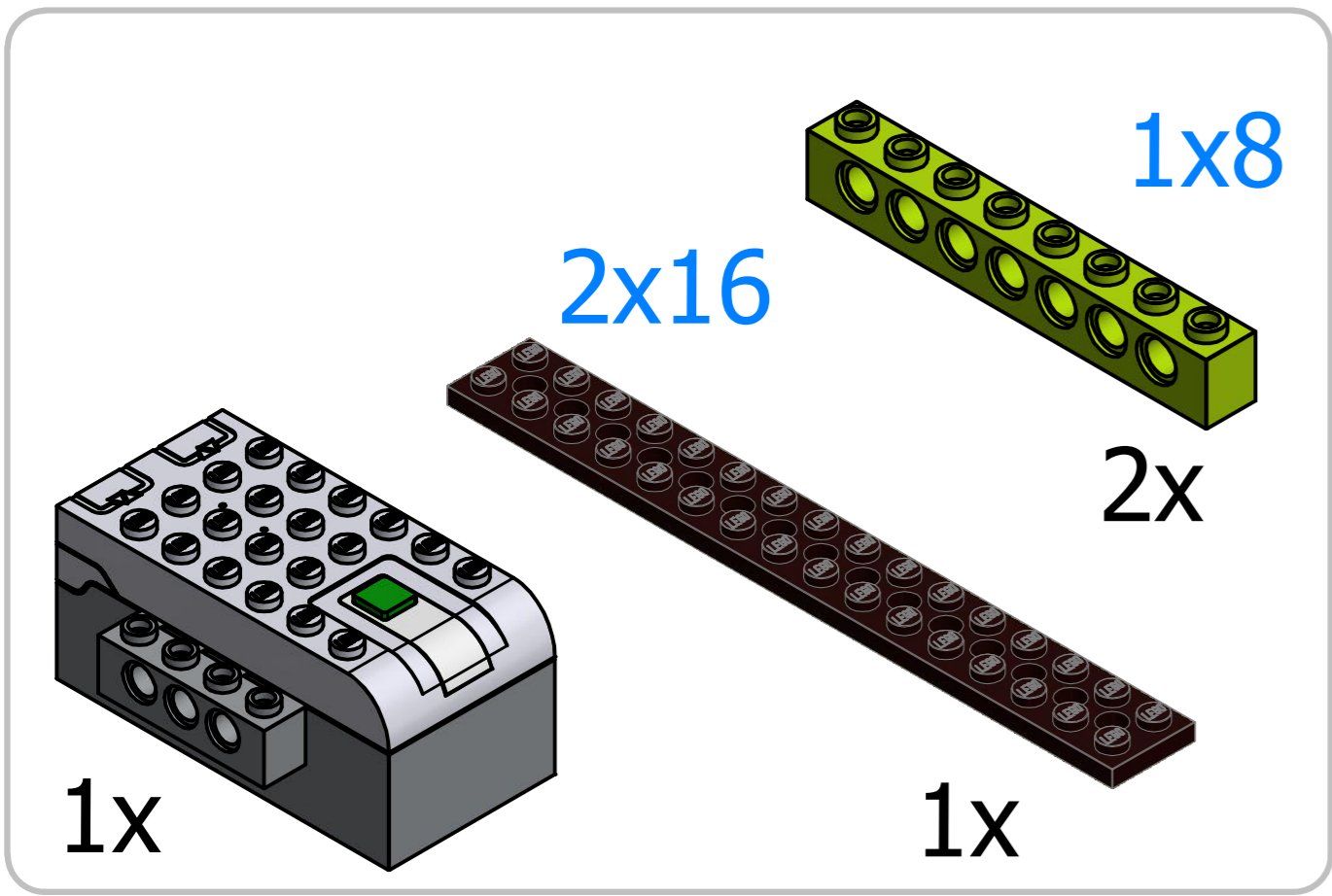


2x

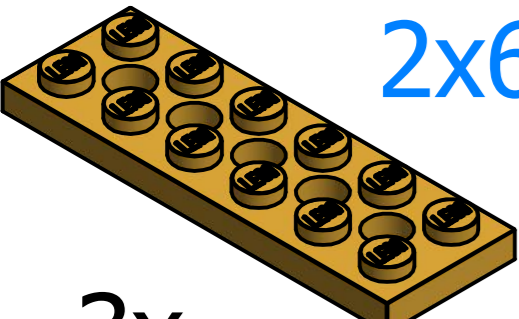


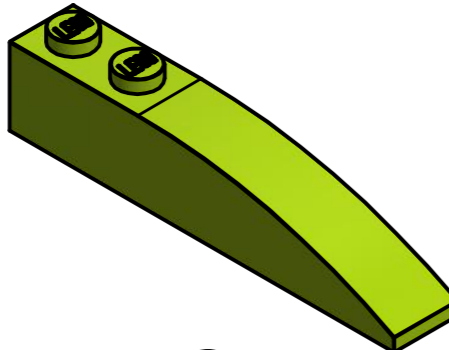


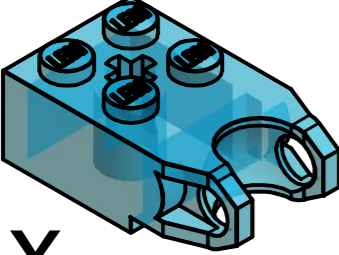
9

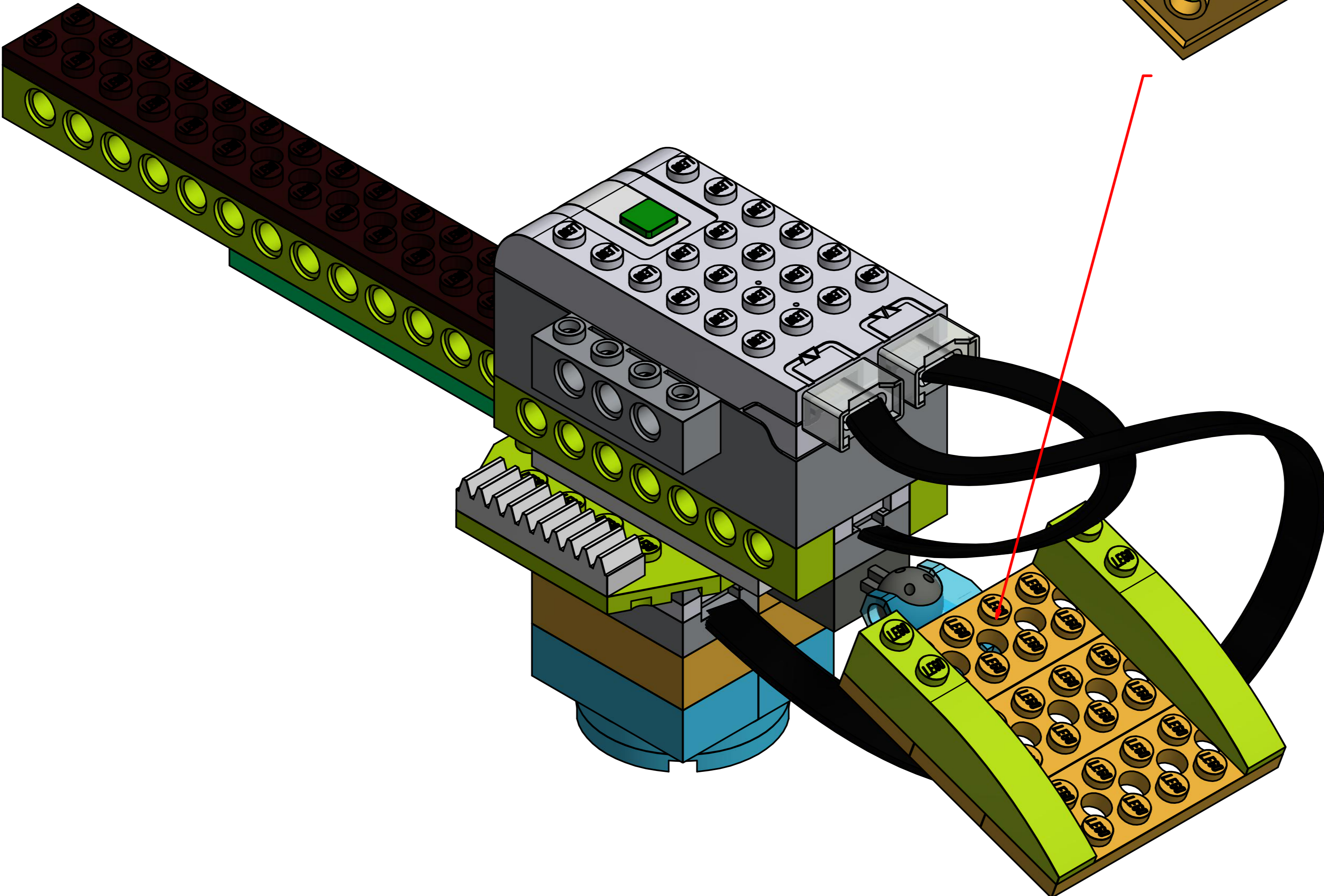
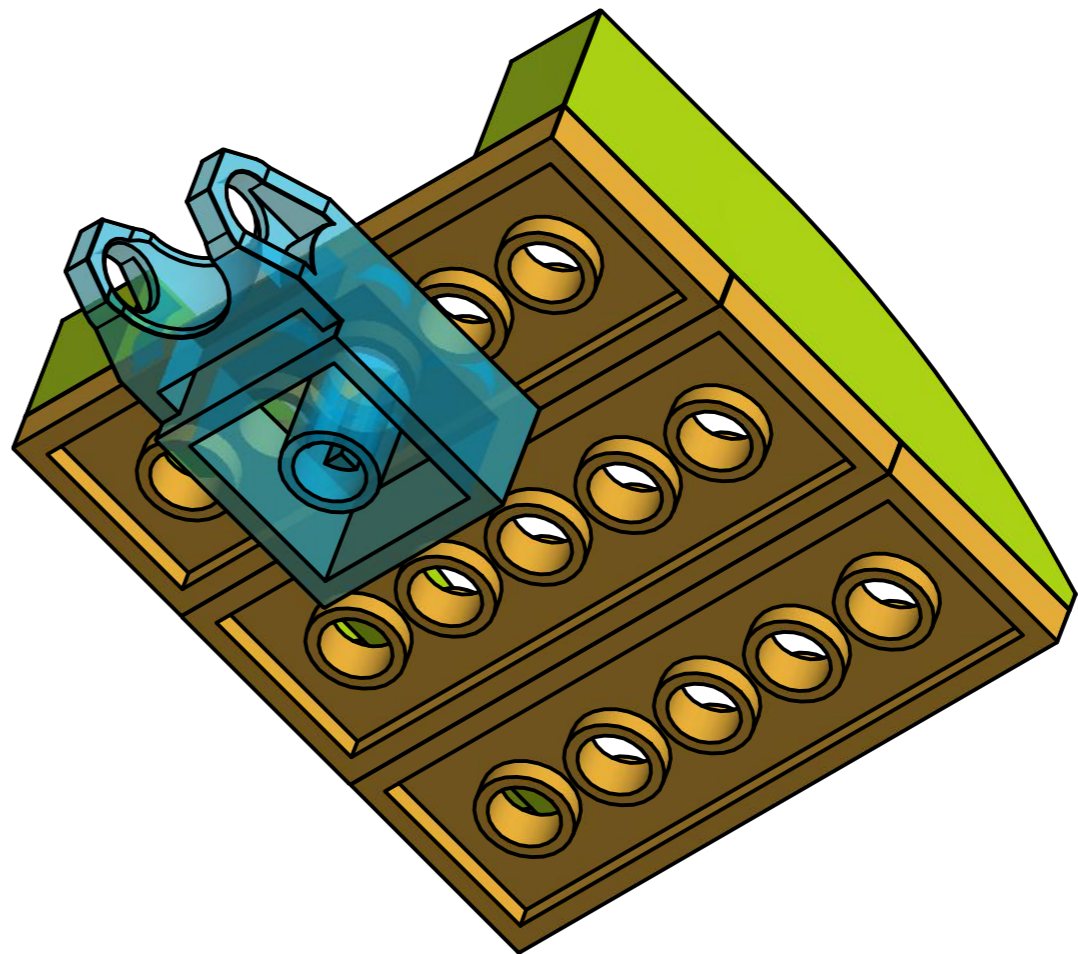


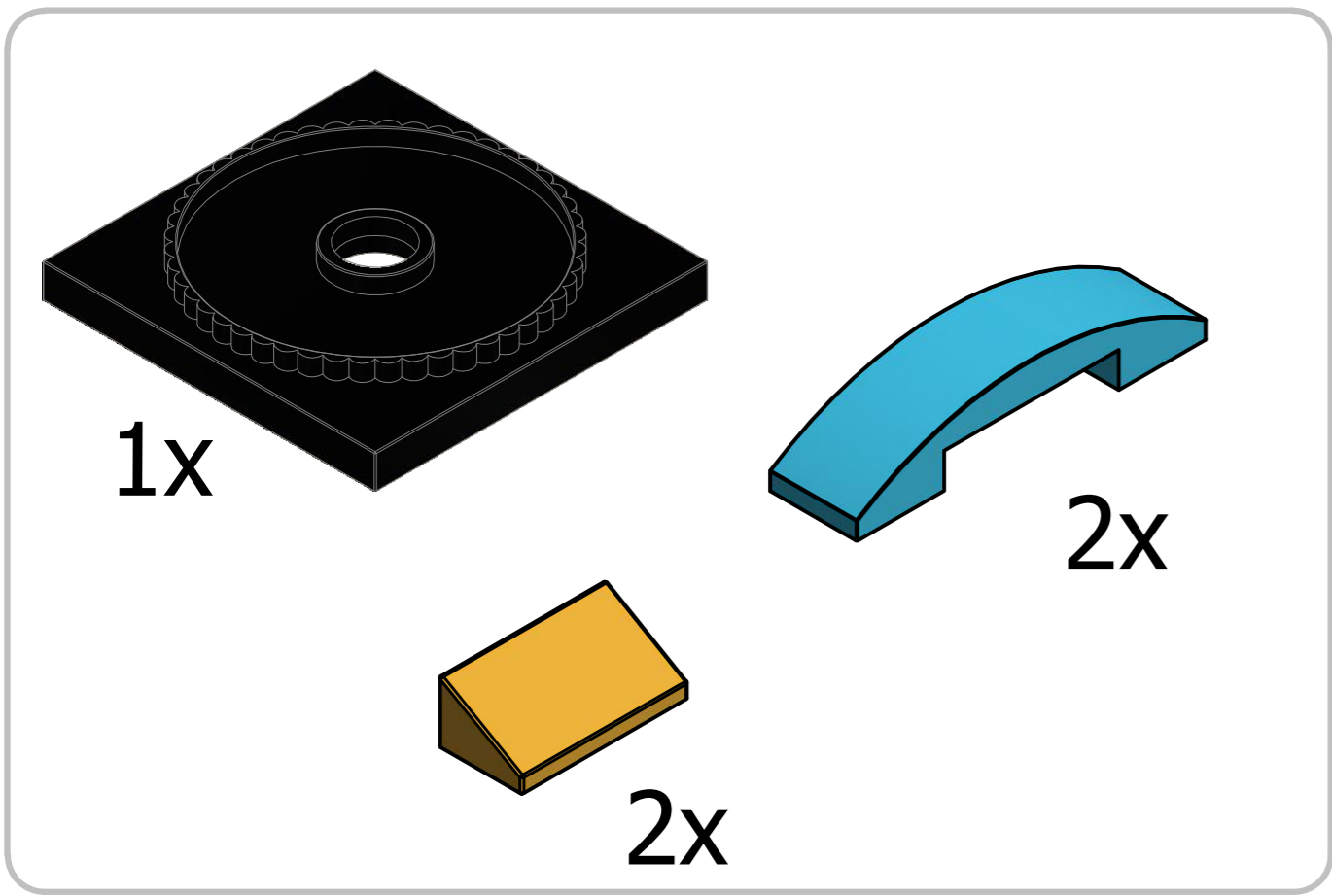
**10**

3x  2x6

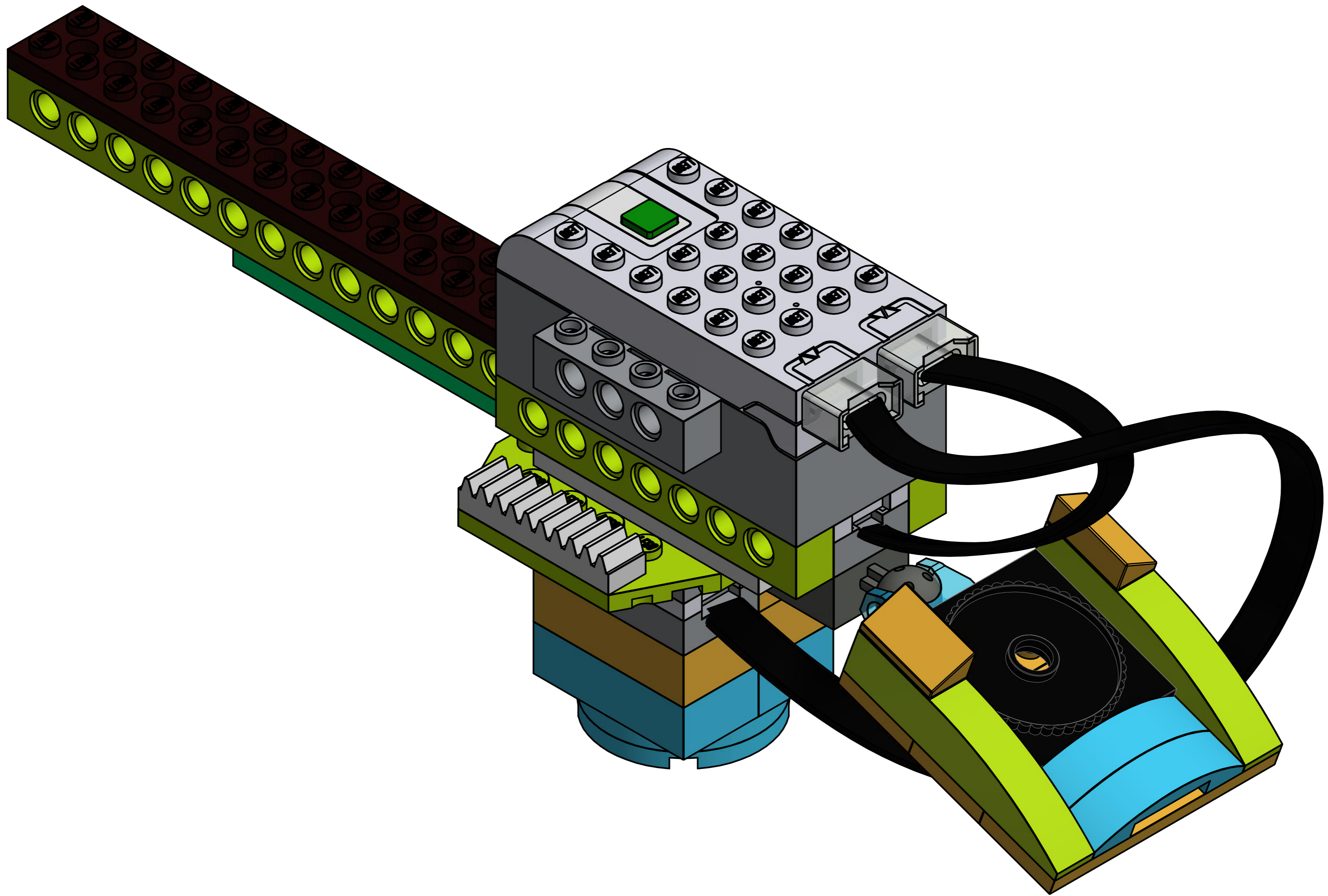
2x 

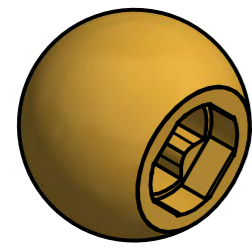
1x 



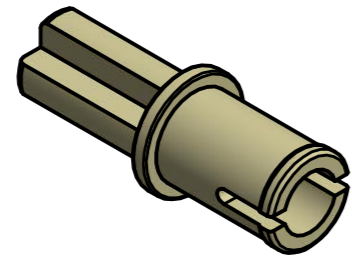


12

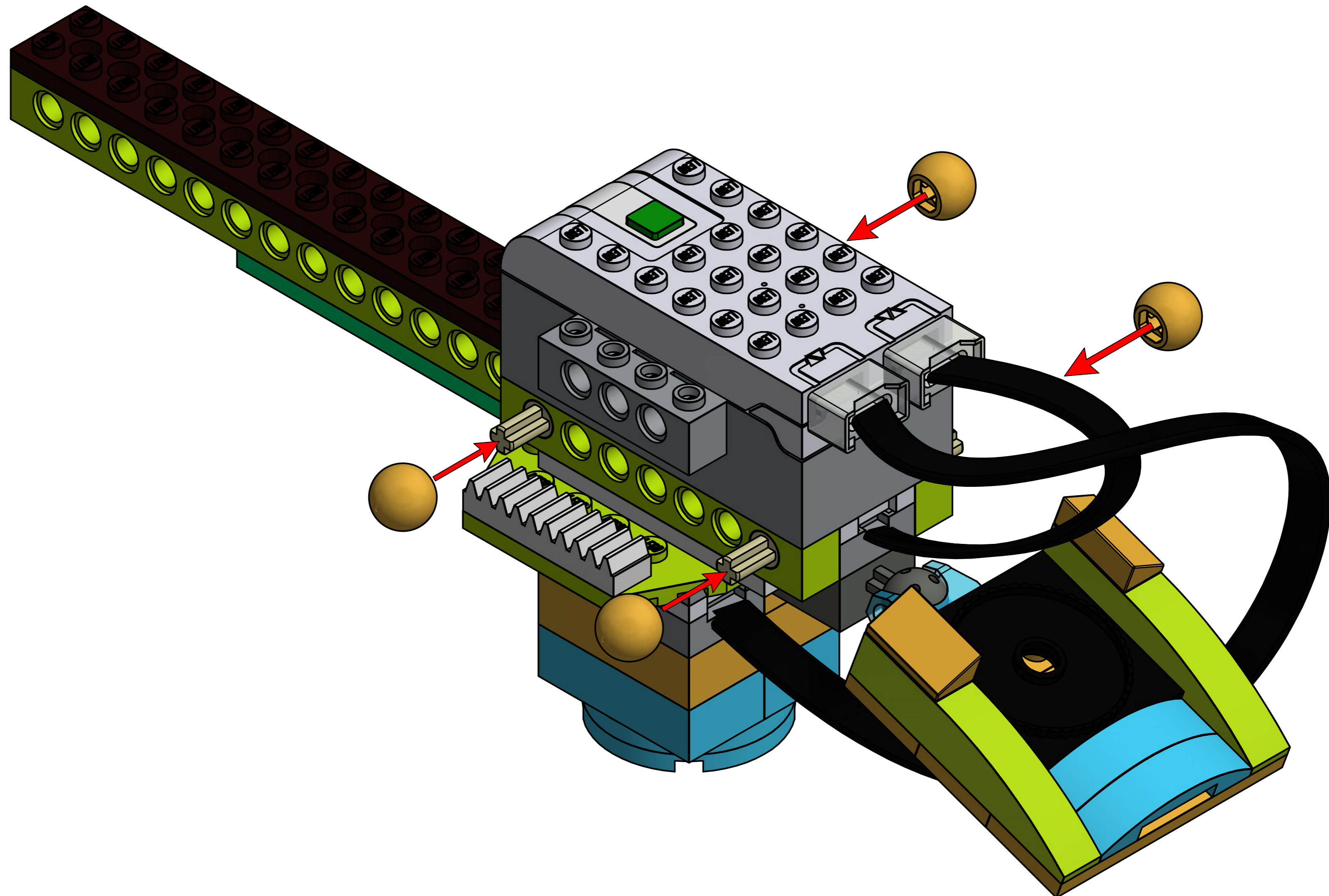




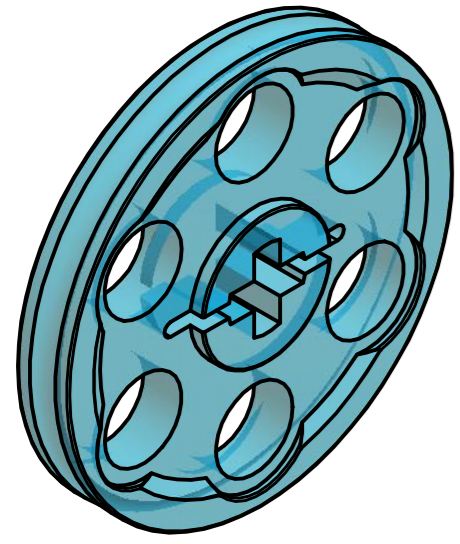
4x



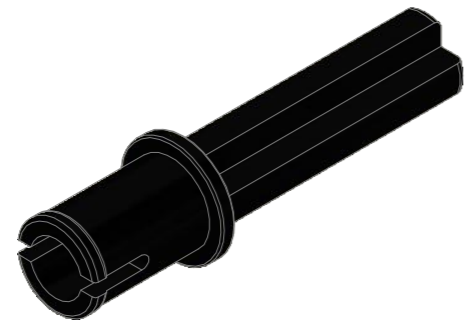
4x



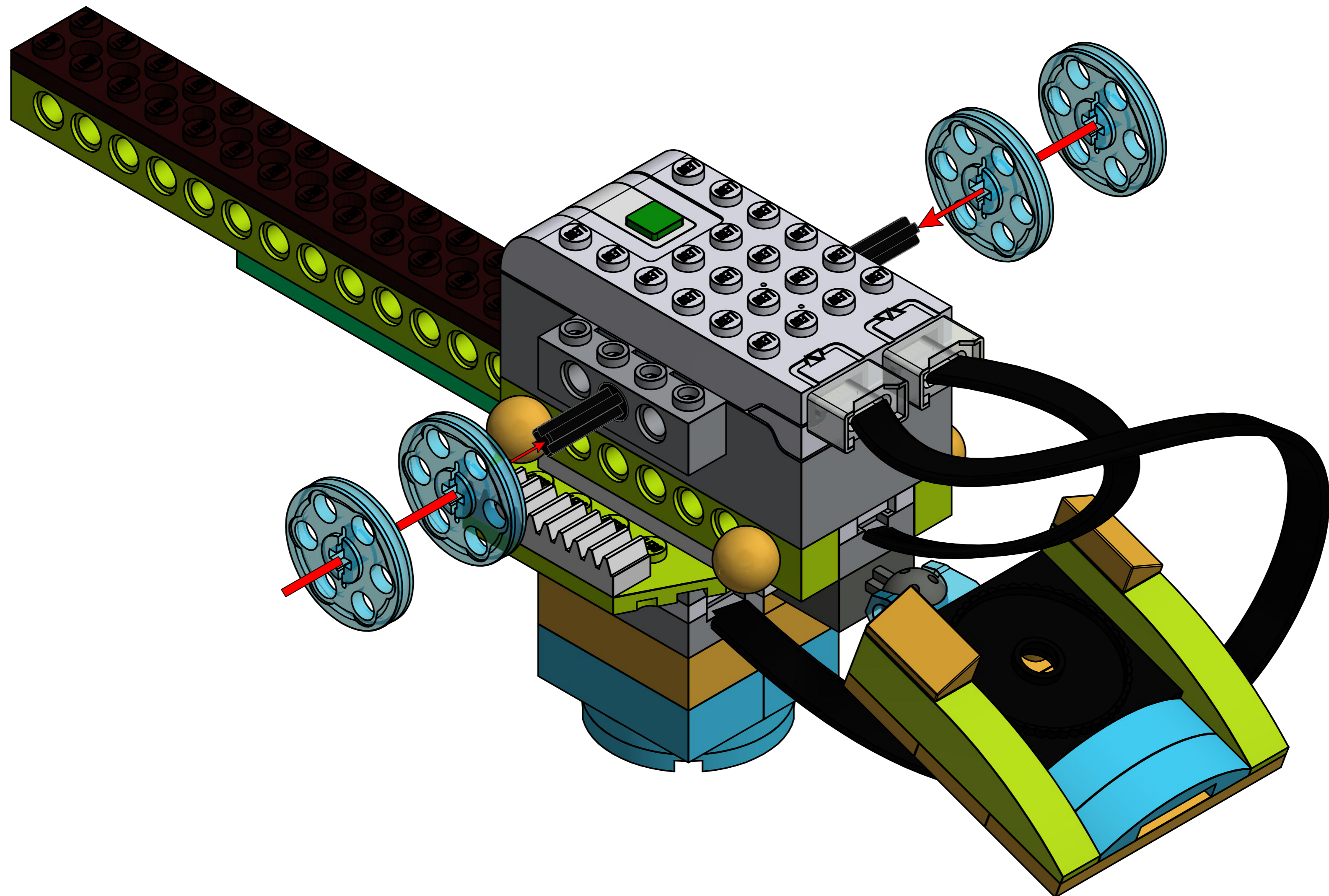
**13**

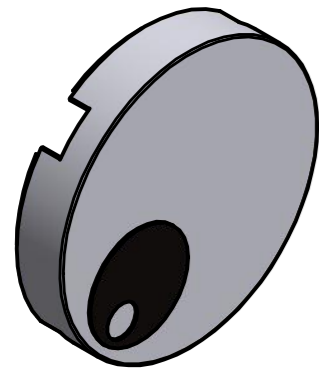


4x

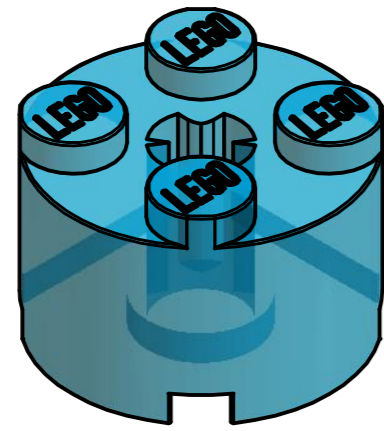


2x

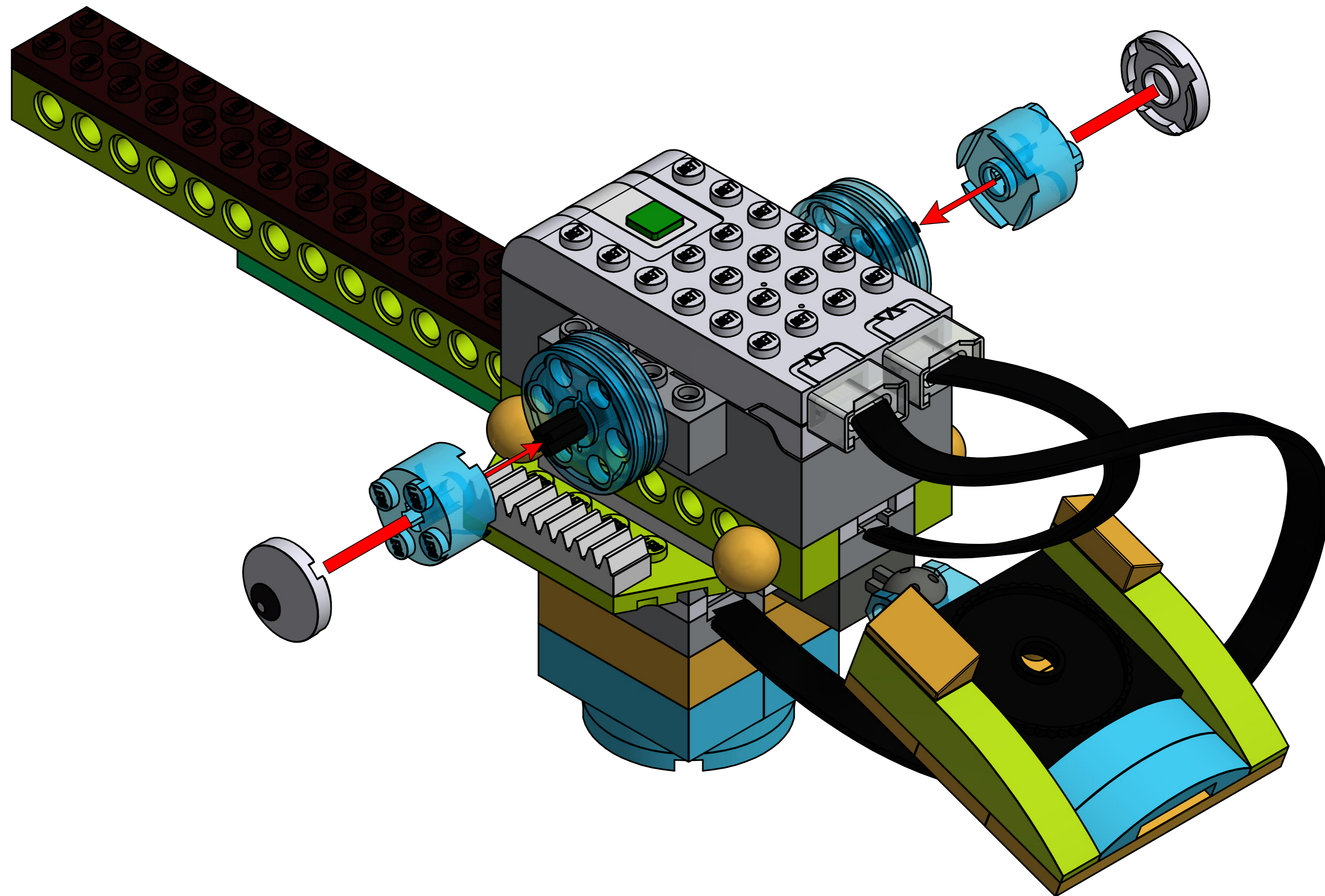




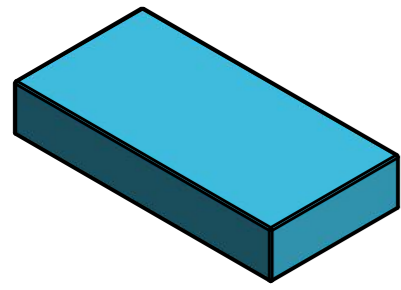
2x



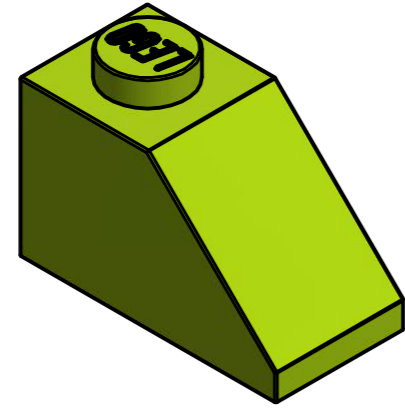
2x



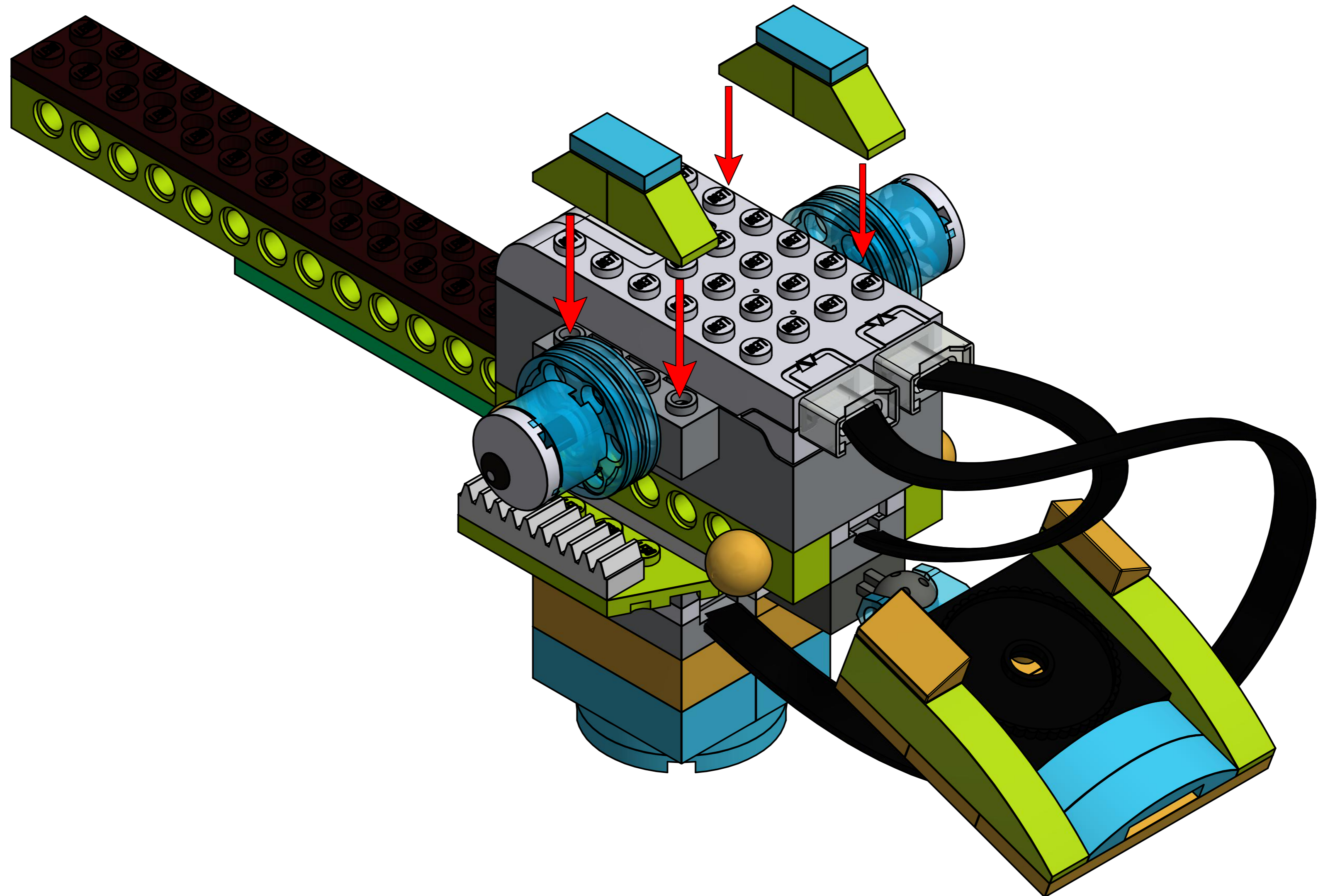


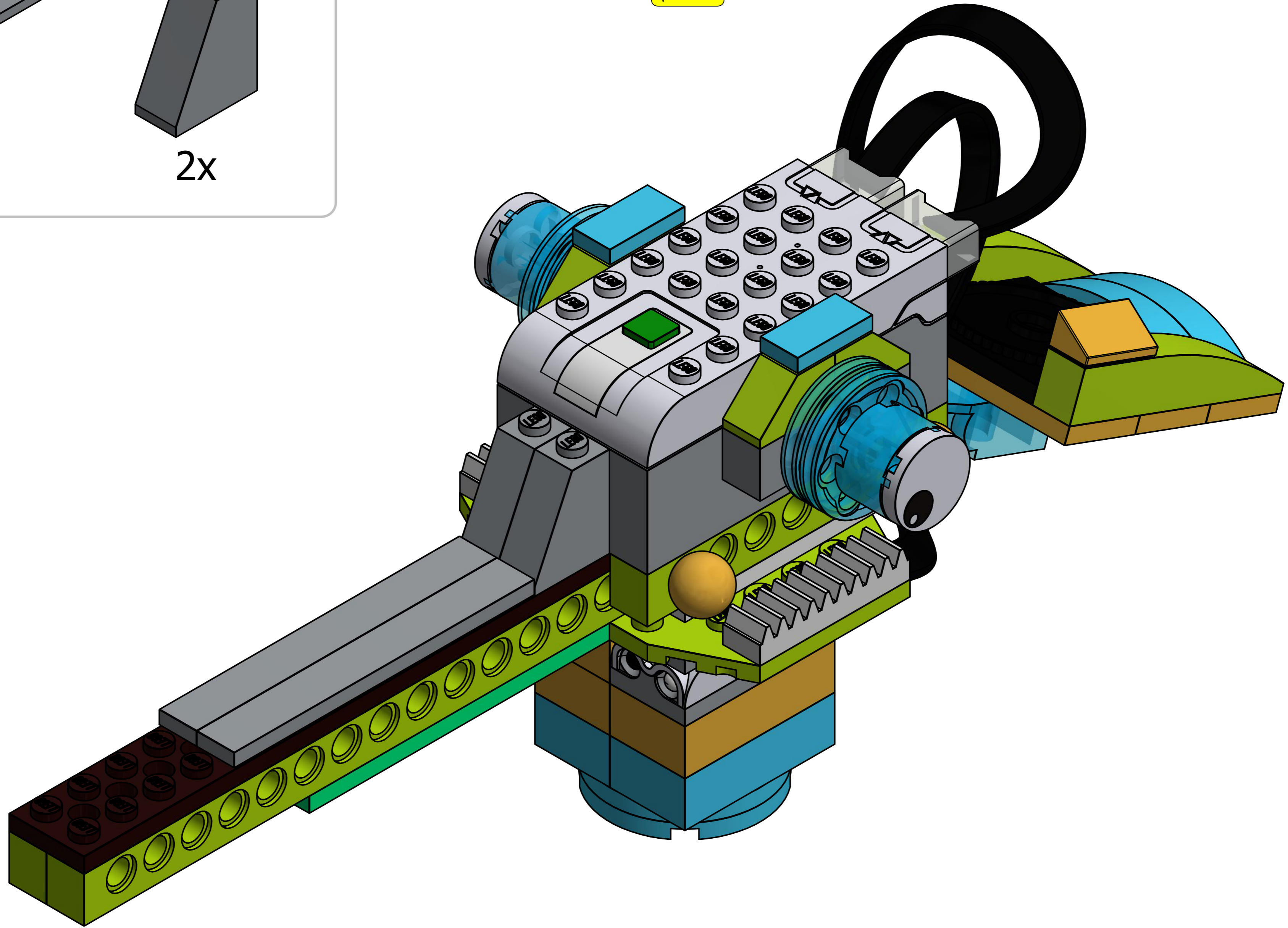
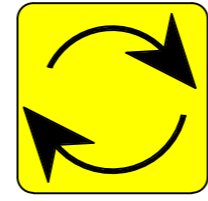
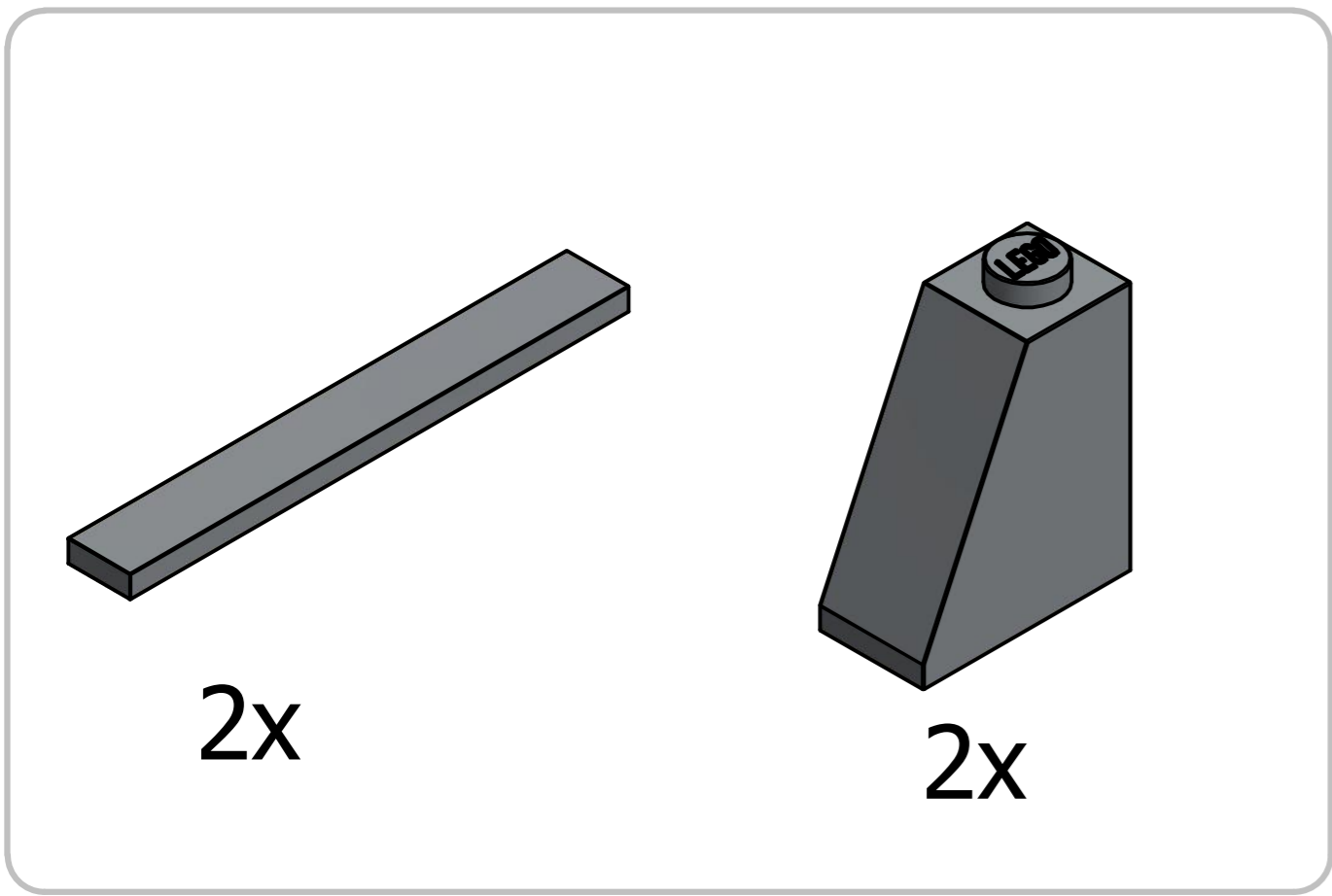


2x



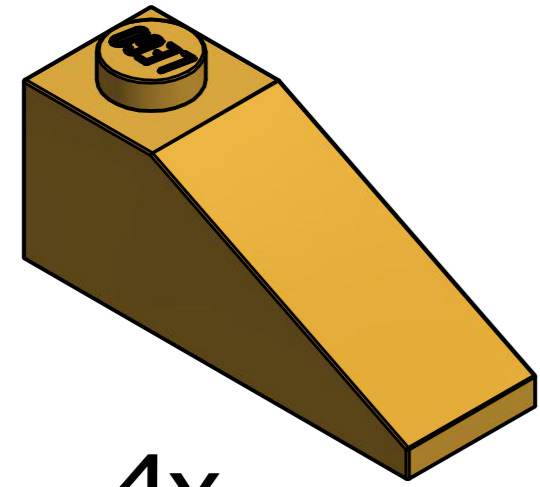
4x





17





4x

