



12+



2-4



60'

## RULE BOOK



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2c0,0-0.1,1-0.2,2.9c0,0.5,0,1-0.1,1.6c-0.1,0.6-0.2,1.2-0  
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1.8-1.2-0.9-1.2-0.7c0.8-0.5,1.6-1.2  
c0.9-0.4,1.7-0.8,2.5-1.2c3.5-1.4,7-2.6,10.6-3c1.8-0.4,3.6-0.3,5.3-0.5c0.4,0,0.9,0,

# INTRODUCTION

At the outset of the year 5341, feats of technology, political stability, and collective wisdom allowed some 193 billion people to live in harmony. But a terrible discovery shattered our convictions: The universe collapses into itself and threatens the demise of mankind; it has entered into the Regression.

The greatest minds came together and found that life itself is the stabilizing element of the universe and could counter the effects of the Regression. They decided to put humanity's last hope - spreading life throughout the universe to fight Regression - into the hands of H.O.P.E (Human Organization to Preserve Existence).

Two technologies were developed to assist H.O.P.E.: the dimension jump and terraforming. These make it possible to travel to the borders of the universe and pass through dimensions in order to terraform barren planets into new habitable worlds. But look out! These technologies are not yet stable and are full of surprises !

In a race against time you will travel from galaxy to galaxy, through hitherto unknown worlds, to stop the ongoing Regression. But in the shadows there is an independent cell called N.O.P.E., working against the plans of H.O.P.E.

They see the fate of the universe as inevitable and believe that mankind should not meddle with the natural evolution of their environment even if that would imply their downfall.

Watch out! A traitor could already be in the ranks of H.O.P.E., trying to make you fail your mission. There's no time to waste! The Regression waits for no-one !



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# 01 | THE GAME

## OVERVIEW

In HOPE, your mission is to save the universe from the Regression by **terraforming** barren planets to **give them life**.

To do this, you must provide each planet with the technology to supply the one element it is missing of the 6 essential ones :



Oxygen



Water



Carbon



Light



Plant Life



Animal Life

When you have terraformed all planets of a galaxy, it becomes **stable** and is thereby protected against Regression.

**HOPE is a cooperative adventure**, but in the end, **one player** will be declared the winner.

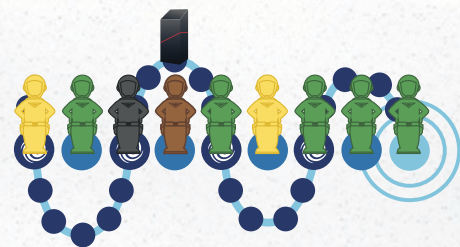
In this race against time a bit of opportunism and a keen sense of timing will help you to come out on top...

**Save the universe from the Regression** by stabilizing as many galaxies as possible before they vanish.

## OBJECT OF THE GAME

In **HOPE**, you may belong to **H.O.P.E.** or to **N.O.P.E.**, with each side having a different victory condition.

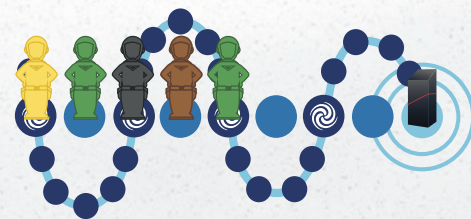
### VICTORY OF H.O.P.E.



If you belong to the **H.O.P.E.** team, you must place enough **Pioneers** on the **Mission Track** before the **Regression Marker** reaches the final space.

To be declared the winner, you must have more **Pioneers** on the **Mission Track** and in your **Cockpit** than anyone else at the end of the game.

### VICTORY OF N.O.P.E.



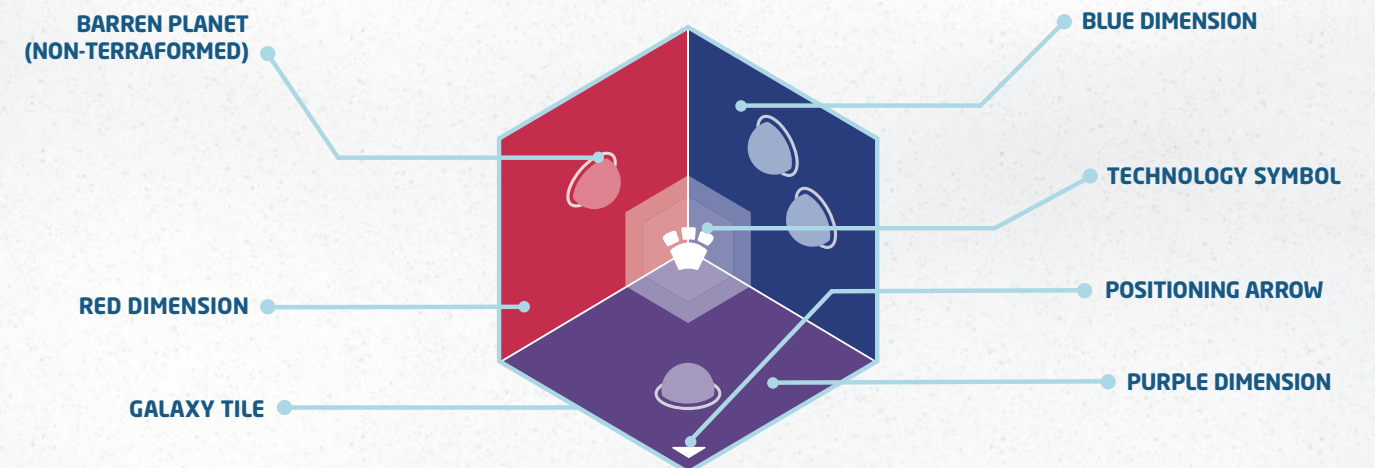
If you belong to **N.O.P.E.**, you must stop the heroes of **H.O.P.E.** from reaching the end of the **Mission Track** before the **Regression Marker** gets there.

However, in order to win, you must also be the one with the most **Pioneers** in the universe (i.e. on the **Galaxy Tiles**).

## MATERIAL



## GALAXY TILE



# SETUP

7

## DEAL CARDS

Deal **Technology Cards** to all players. The number of cards you get is indicated at the bottom right of your **Character Tile**; this is your Technology Level.

You can play with or without a traitor (see page 16).

If you play with a traitor, take as many H.O.P.E. **Role Cards** as there are players and then add the N.O.P.E. **Role Card**.

Each player secretly draws one card that indicates her role in the game. It is possible that nobody will receive the traitor role. Put the remaining card back into the box without looking at it.

6

## SPACESHIPS

Beginning with the first player and going clockwise, each player places her Spaceship on one dimension of the **Earth Tile**. Up to two Spaceships may start the game in same dimension.

In the course of the game, any number of **Spaceships** may occupy the same **Galaxy Tile** and dimension.

5

## MISSION TRACK

This track shows the status of the Regression and the progress of stabilization. Put the **Mission Track** to one side of the **game board** so that all players have easy access to it. Place the Regression Marker on the first space of the Mission Track.

4

## COCKPIT

Each player takes a random **Cockpit** board and the **Spaceship** and all **Pioneer** figures of that color. Then choose a **Character Tile** and insert it into the **Cockpit**. Place a navigation lever in each navigation option slot of the Cockpit. Insert a **Pioneer** in the corresponding holes of the "Start"

**NOTE** : You should take your seat in front of your Cockpit.

1

## GAME BOARD

Assemble the 6 parts of the **game board**, following the pattern in its center.

Place the **Earth Tile** in the center of the board as indicated.

Distribute the **36 Galaxy Tiles** randomly around the **Earth Tile**.

Place the "barren" side up (i.e. the technology symbol in the middle of each **Galaxy Tile** must be visible).

**NOTE** : The positioning arrows of all tiles must point into the same direction.

2

## TECHNOLOGY CENTER

Place the **Technology Center** next to the **game board**.

Draw 3 random **Technology Cards** and place them face up onto the 3 upper spaces of the Technology Center (the Replenishment Zone). These cards must show the Regression symbol; keep drawing until you have placed 3 such cards. The 3 lower card spaces of the **Technology Center** (Discard Zone) remain empty.

Shuffle and place the remaining **Technology Cards** face down on the photo in the **Technology Center**; these form the Technology deck.

Put the **Bonus Tokens** on the **Bonus Token supply spaces**. Put 5 tokens on each of the first and second spaces and 6 tokens on the third space. (See page 18 for adjusting the difficulty level.)

3

## REGRESSION MONOLITH

This indicates which **Galaxy Tile** will disappear in the **Regression**.

Draw a **Technology Card** from the deck. Place the **Regression Monolith** on the **Galaxy Tile** on the border of the universe that shows the same technology as the card and has the least number of planets. If there is more than one such tile, the youngest player decides.

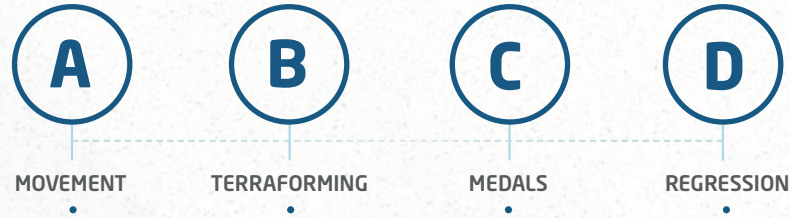
If no **Galaxy Tile** shows this technology, draw a new card.

These cards are then returned to the bottom of the deck.

Play goes clockwise round the table.

The youngest player has the first turn.

## O2 | THE GAME TURN



### A MOVEMENT

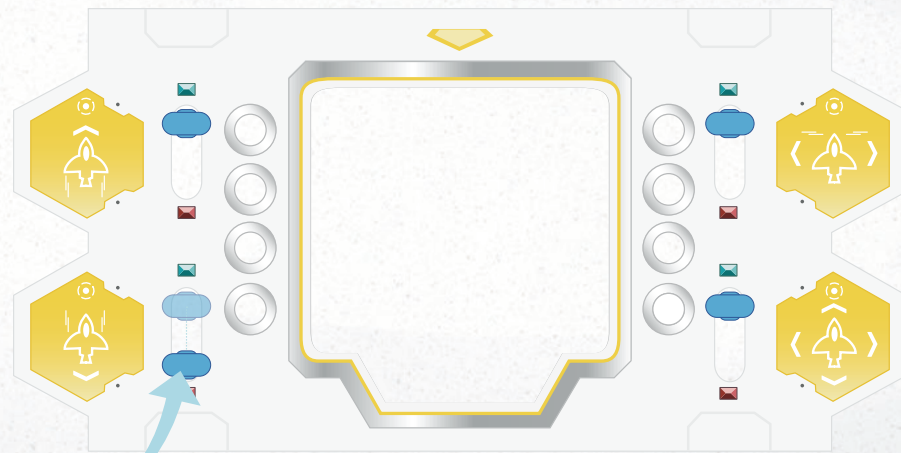
On her turn, a player may either : **Navigate space** or **Polarize**.

#### A1/ NAVIGATE SPACE

**NOTE :**  
You may only perform one navigation per turn.

Navigate **TOWARDS GRAVITY**

Navigate **AWAY FROM GRAVITY**



**SIDEWAYS**  
navigation

**ARBITRARY**  
navigation



Indicate the type of navigation by activating one navigation lever of your Cockpit.

You cannot use the same navigation option again until you reactivate it.

**NOTE :** You may only perform one navigation per turn.

#### GRAVITY POINTS

The 3 colored points around the board represent the gravity that attracts the Spaceship depending on the dimension in which it is currently located.

For example, if a Spaceship is in the blue dimension, the blue gravity point is the reference for its navigation.

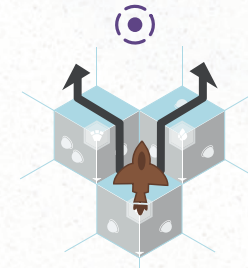
A B C D



#### NAVIGATION **TOWARDS THE GRAVITY POINT**

Staying in the same dimension, your Spaceship travels towards gravity (i.e. **nearer to the gravity point**).

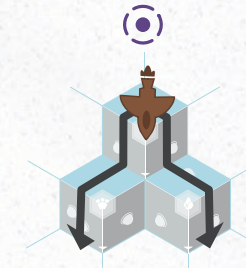
This means that you have 2 possible navigation paths.



#### NAVIGATION **AWAY FROM THE GRAVITY POINT**

Staying in the same dimension, your Spaceship travels against gravity (i.e. **away from the gravity point**).

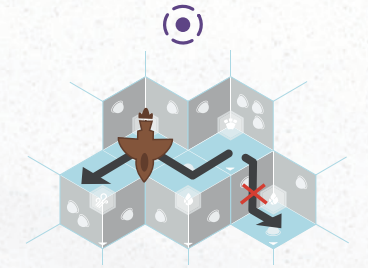
This means that you have 2 possible navigation paths.



#### **SIDEWAYS** NAVIGATION

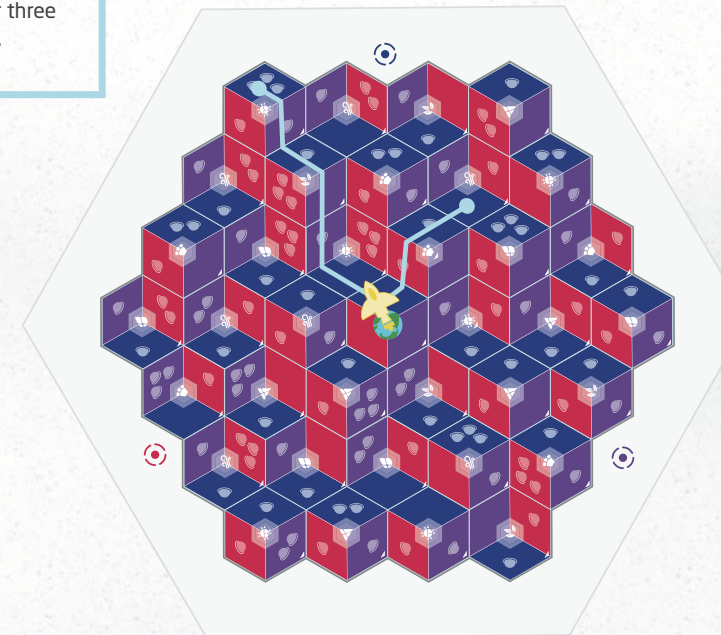
Your Spaceship navigates from galaxy to galaxy along an unbroken path of the same dimension, **without entering another dimension**.

It cannot navigate across corners and may only navigate along dimension spaces that share a common border.



#### **ARBITRARY** NAVIGATION

Use any one of the other three navigation options.



In the example, the Spaceship is in the blue dimension.

Accordingly, its navigation refers to the **blue gravity point**.

When it navigates in the direction of gravity, it follows a **direct line towards that gravity point** on one of the two possible routes.

It may stop, at the discretion of its owner, on any space of its dimension along that route (on any blue space, in this example).

## A2/ POLARIZE



- Polarizing allows you to change the dimension in which your Spaceship navigates.
- You may not perform normal navigation in that turn.
- You may only polarize if you have already **used at least one navigation lever**.
- During a polarization, you **reactivate all your navigation options** (levers).
- In a turn in which you polarize, you **may place Pioneers before or after the Polarization shift, but not both**.

### EXCEPTIONS :

If the Spaceship leaves the universe during a **Polarization**, it will reappear on the Earth Tile in the new dimension reached by polarizing.

If, at the beginning of your turn, all your navigation options are available (unused) AND you cannot navigate, you may polarize, in spite of the regular restriction.

To polarize, perform the following steps in the order given.

**1** Identify the color of the dimension in which your Spaceship is located.

Red  
Purple  
Blue

**Example:** The Spaceship is in the purple dimension.

**2** Find the color of the **new dimension on your Cockpit** by going from your current dimension color to the next one in **clockwise** direction.

This gives you the color of the **new dimension**.

**Example:** After polarization the Spaceship must end up in the blue dimension.

**3** Find the **Gravity Point** for the new dimension.

**Example:** The Spaceship must polarize to the nearest blue dimension space in the direction towards the blue Gravity Point.

**4** Shift your **Spaceship** to the new dimension space.

**Example:** The Spaceship shifts.

## B TERRAFORMING



With this action, you add the missing element to a planet to make that planet habitable. To do this, you place **Pioneers** on planets by playing **Technology Cards**.

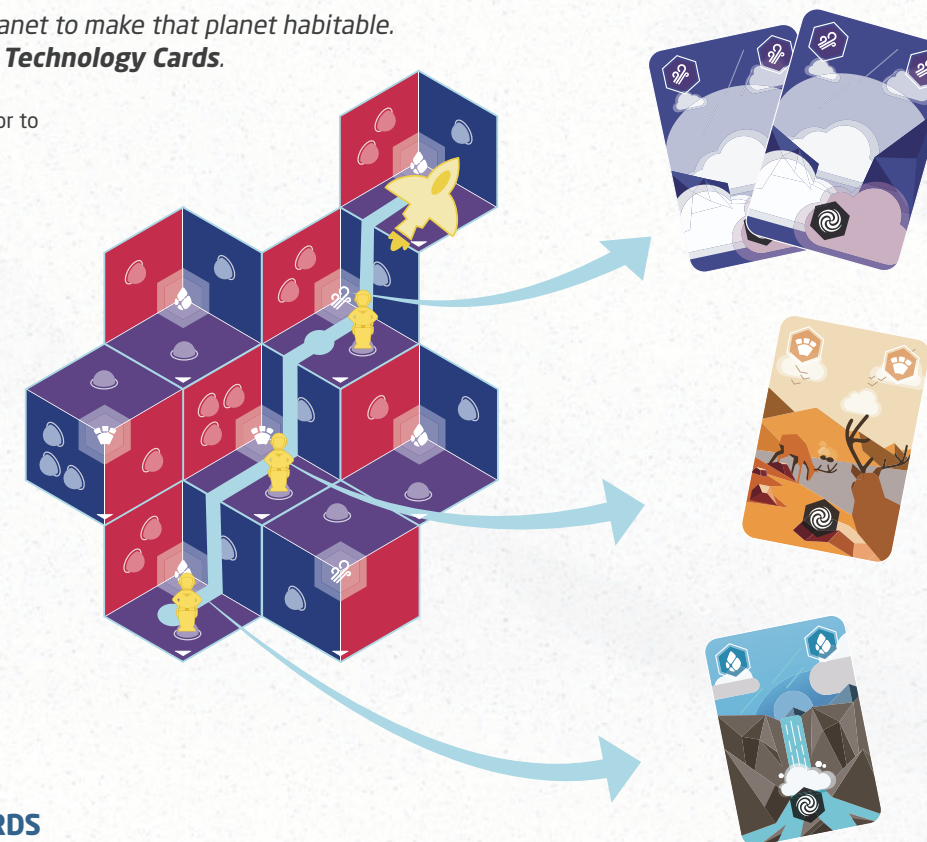
On your turn, you must decide whether you want to **terraform** or to **refill your hand of Technology Cards** (see page 11).

### B1/ PLACING PIONEERS

You may place **Pioneers** on non-terraformed planets all along your navigation path.

You must observe the following rules :

- 1 Place** your Pioneers only on **planets of your current dimension**.
- 2 Place** your Pioneers in the **order of your navigation steps**.
- 3 Spend** the required **Technology Cards**.



### PHASE 1: SPENDING TECHNOLOGY CARDS

For each **Pioneer** you want to place on a planet you **must discard Technology Cards in one of three ways** :

One **card that shows the same technology symbol** as the **Galaxy Tile** you are on.

One **Joker** card. A Joker stands for any required technology.

You may place **two identical Technology Cards**; they act just like one Joker card.

Place the used cards, in the order of their use, in a pile in front of you. If you played **two identical cards**, place them in any order of your choice.

### PHASE 2: REPLENISHING TECHNOLOGIES

- 1 At the end of your turn, place the **pile of used Technology Cards** that is in front of you **face up on one of the 3 spaces in the Discard Zone**. You may choose the space.
- 2 Then, **take the Technology Card** from the **Replenishment Zone space** above that discard space into your hand.
- 3 **Refill this replenishment** space with a card from the deck.



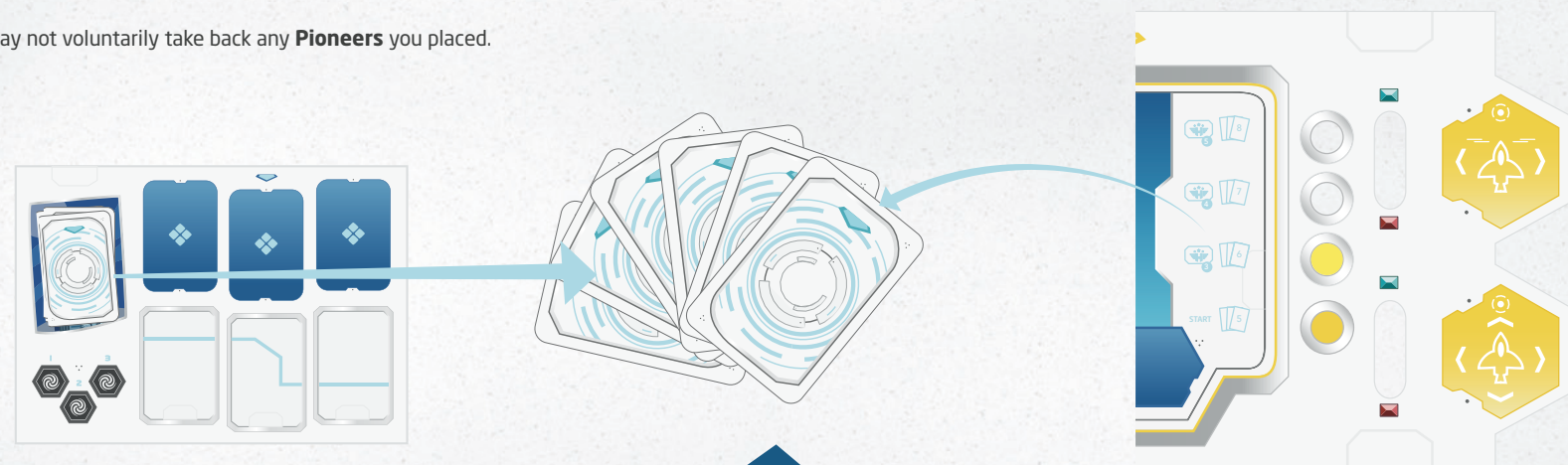
### B2/ REFILLING YOUR HAND OF TECHNOLOGY CARDS

If you did not place a Pioneer during your turn, draw **Technology Cards** from the deck in the **Technology Center** up to your hand limit.

Your hand limit is the **technology level** number as indicated in your **Cockpit**.

You may not voluntarily take back any **Pioneers** you placed.

In this example, the player refills its hand up to 6 Technology Cards.



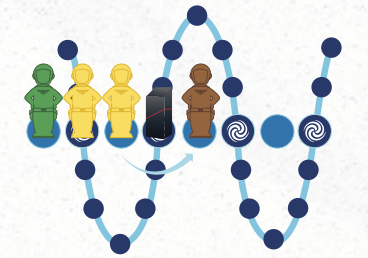
### B3/ STABILIZING A GALAXY

A **Galaxy Tile** becomes stable when there is a pioneer on each of its planets.

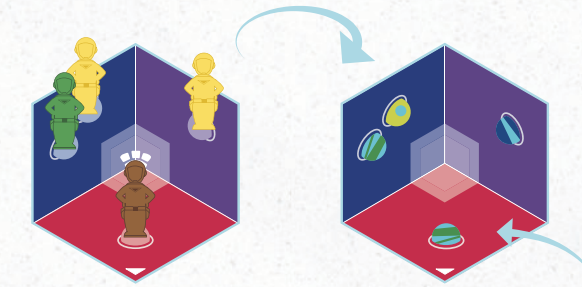
When you achieve this, take all the **Pioneers** from **this tile** and place them, in any order and one Pioneer per space, **on the Pioneer Track of the Mission Track board**.

If the **Regression Marker** is on one of these spaces, **put the Pioneer on the next free space**.

Then **flip this Galaxy Tile** to its stable side (using the flag as a tool). Take care to maintain the direction of the positioning arrow, just as you did during the setup.



**NOTE :** When the Regression Marker advances later in the game, this will leave a gap in the line of pioneers. Such a gap always remains until the end of the game.



### B4/ BONUS TOKENS

After you have **stabilized a Galaxy Tile**, take a **Bonus Token** from the **Technology Center** and place it face up on the center of the tile.

Take the Bonus Token from the top of a stack, beginning with **stack 1**. When this stack is empty, draw from **stack 2** and finally from **stack 3**.

The first player who enters a stabilized Galaxy Tile may take the Bonus Token.

There will be only one Bonus Token per **Galaxy Tile** during the game.

You keep these **Bonus Tokens** and may use them at any time during your turn.

#### THERE ARE 4 TYPES OF BONUS TOKENS :



**DRAW 2 TECHNOLOGY CARDS**

Draw them from the deck; you may exceed your hand limit to draw these cards.



**TAKE AN ADDITIONAL MOVEMENT ACTION**

As usual, you may navigate your Spaceship or Polarize. If you navigate, you are restricted to your remaining navigation options.



**GAIN 2 MEDALS**



**GENERAL POLARIZATION**

This immediately affects all players based on the current dimension each player is in. The player who used the token decides whether the polarization will go clockwise or counterclockwise. You may do this at any time during your navigation and you may continue your navigation afterwards.

# C MEDALS

A B C D

You get them for certain actions. You can spend them to enhance your character's abilities.

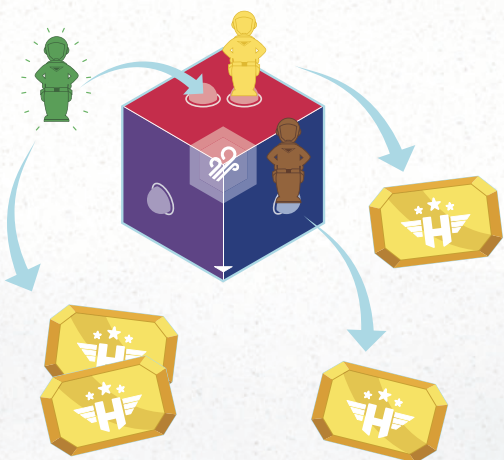
## C1/ GAINING MEDALS

There are two ways to gain Medals:

1

When you place one or more **Pioneers** on a **Galaxy Tile** on which there are already one or more **Pioneers** of other players, but none of your own. You get **as many Medals as there are other players on the tile**.

The players who already have **Pioneers** on the tile gain one **Medal** each. It is the number of players that counts and not the number of **Pioneers**.

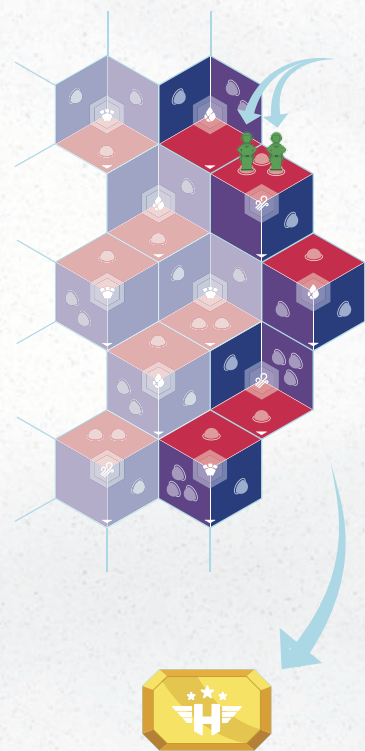


For example, player Green places a **Pioneer** on a **tile** where two other players already have Pioneers. Player Green thus gets **2 Medals**. The other players get **1 Medal** each.

If player Green placed more Pioneers on this tile, nobody would get any additional **Medals**.

2

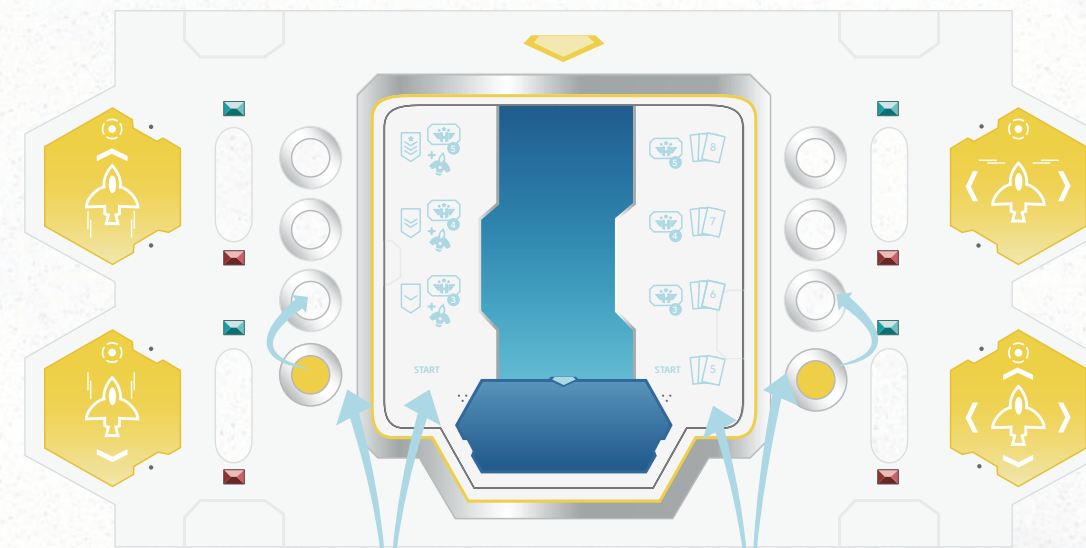
If you are the first player to place a **Pioneer** on a **Galaxy Tile** on the border of the universe, you get **1 Medal**, regardless of the number of Pioneers you placed there. This may happen once on each border tile.



## C2/ USING MEDALS

A B C D

You can spend your **Medals** anytime during your turn.



1



### UPGRADE

**Spend** the number of **Medals** indicated on your **Character Tile**. Then, **add one Pioneer** to the designated place in your **Cockpit**.

You may now immediately take **1 additional movement action** for this turn (only). As usual, this can be a Spaceship navigation or a polarization.

If you navigate, you must chose from your remaining options in the **Cockpit**.

2



### INCREASE YOUR TECHNOLOGY LEVEL

**Spend** the number of **Medals** indicated on your **Character Tile**. Then, **add one Pioneer** to the designated place in your **Cockpit**.

You thereby increase your hand limit for **Technology Cards** and thus increase the number of cards you may draw at the end of your turn.

**The number of Medals required** to upgrade your character or to increase your technology level is indicated on each character tile.

You may **only perform one** character upgrade or level increase per turn.

You may **not** upgrade your character and increase your technology level **on the same turn**.

You may **not** upgrade your character or increase your technology level by more than one step **on the same turn**.



## D REGRESSION

A B C D

The Regression is a natural disaster that destroys the universe. In the game, it is represented by the **Regression Monolith** and the **Regression Marker**. At the end of her turn, each player must perform the following steps in the order given :

1

Count the number of Regression symbols visible in the **Technology Center**, including those visible on **Technology Cards** and those possibly revealed under empty **Bonus Token stacks**.



2

Advance the **Regression Marker** on the **Mission Track** by that number of spaces. The **Regression Monolith** will only move if the **Regression Marker** crosses the **Pioneer Track**.

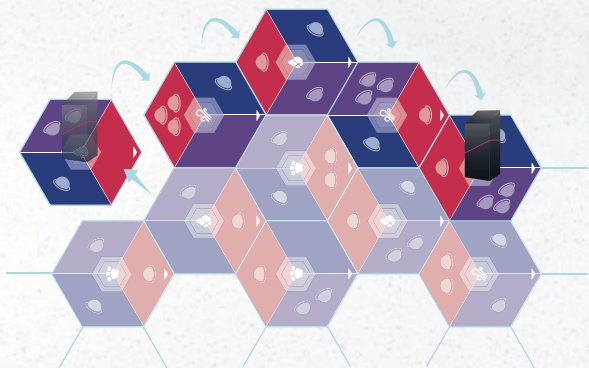


3

### CASE 1 :

If the **Regression Marker** advanced across or ended on the **Pioneer Track**, thereby encountering a **visible Regression symbol** (i.e. one not covered by a Pioneer), remove from the universe (game board) the **Galaxy Tile** on which the **Regression Monolith** is located.

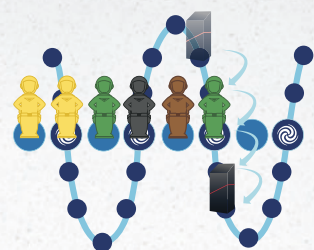
If that **Galaxy Tile** has already been stabilized, it is safe and will not be removed. Next, move the **Regression Monolith** clockwise by a number of **Galaxy Tiles** equal to the number of Regression symbols, keeping to the border of the galaxy.



### CASE 2 :

If the **Regression Marker** touches the **Pioneer Track** at a point covered by a Pioneer, no **Galaxy Tile** is removed and the **Regression Monolith** remains in its current location.

If the **Regression Marker** ends on a space covered by a **Pioneer**, advance it one further step ahead on its track.



## 03 | TRAITOR

### THE TRAITOR

A traitor from the N.O.P.E. cell, a rogue rival organization to H.O.P.E., has infiltrated your team !

If you are the traitor, you must try to force the **Regression Marker** to reach the end of the **Mission Track** before the **Pioneers** do so.

To win, you must also have more **Pioneers** on **Galaxy Tiles** than any other player.

### ACCUSING THE TRAITOR

Under the following conditions you can accuse another player of being the traitor :

- Each player can **only** make **one accusation** per game.
- You must have **at least one character upgrade** to accuse someone.
- You must have **an equal or higher upgrade level as the accused player**.

If your upgrade level is equal, you must have **more Medals** than the accused player. If you also have the same number of Medals, you cannot accuse that player. Once the traitor has been revealed, no further accusations are possible.

- If the accused player is in fact the traitor :

- The traitor **loses all his upgrades and technology level improvements** and the accusing player gets **2 Medals**.
- The traitor **loses 2 Medals and cannot gain any more** for the rest of the game.
- The accusing player may then replace any two of the traitor's **Pioneers** by her own Pioneers.
- The traitor's Pioneers must be on **Galaxy Tiles**. The replacements come from the player's supply.
- If the traitor does not have any **Pioneers** on **Galaxy Tiles**, nothing happens.

- If the accused player is not the traitor :

- The accusing player **loses 1 technology level improvement step**.
- The accusing player **loses 2 Pioneers** of her choice from the **Galaxy Tiles**.
- If he does not have enough Pioneers in the **universe**, take the remainder from the **Pioneer Track**. Shift other Pioneers down to fill resulting gaps.
- If this is still not enough, nothing else happens.
- Finally, the accusing player **loses half of his Medals** (loss rounded up).

- If the traitor reveals himself voluntarily :

- He **loses all her upgrades and technology level improvements and he can neither upgrade nor raise the technology level again during this game**.
- He **keeps his Medals** but cannot gain any more Medals in this game.

### THE TRAITOR'S POWER

Once the traitor has been revealed by any means, he can execute his special power and can coax those Pioneers that are already on planets to abandon them.

**From every Galaxy Tile he enters, he may remove 1 Pioneer if he spends 1 Medal.**

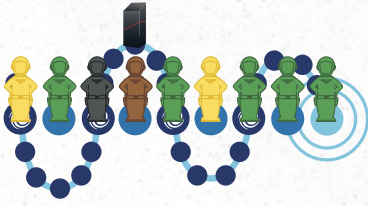


## 04 | GAME END

### WHEN DOES THE GAME END ?

The game will end when any of the following 3 conditions is met :


1



**The Pioneers reach the end of the Mission Track before the Regression Marker does.**

H.O.P.E. has saved the universe and the traitor has lost. Finish the current game round so that everyone has had the same number of turns.

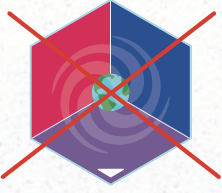
2



**The Regression Marker reaches the end of the Mission Track before the Pioneers do.**

H.O.P.E. has failed the universe. Regardless, the players finish the current game round.

3



**The Earth Tile vanishes.**

All is lost. All hope is gone - until the next game of HOPE.  
The game ends immediately, do not finish the game round.

### FINDING THE WINNER

If there is a traitor and he has not yet been revealed, he reveals himself now.

#### VICTORY OF H.O.P.E.

**H.O.P.E. wins if the Pioneers arrive at the end of the Mission Track before the Regression Marker does.**

To find a single winner, count each player's **Pioneers**, both on the **Mission Track** and in the **Cockpit**.

The player with **the highest number wins**. Resolve ties by counting the players' **Medals**, then highest rank and eventually number of **Technology Cards** in hand.

If you are still tied, the player who comes later in player order wins (for example, 4th player wins a tie over 3rd).

#### VICTORY OF N.O.P.E. (TRAITOR)

**If you are the traitor, you win if the Regression Marker reaches the end of the Mission Track before the Pioneers do AND you have the highest number of Pioneers in the universe (on Galaxy Tiles).**

You must **fulfill both** conditions to win. If you do not fulfill the second condition, all players lose collectively.

If the game ends because the **Earth Tile** vanishes, the traitor wins regardless of his number of Pioneers in the **universe**.

## 05 | VARIANTS

### DIFFICULTY LEVELS

You may vary the difficulty of the game by adjusting the number of **Bonus Tokens**. To do this, change the number of **Bonus Tokens** in the **Technology Center** stacks.

LEVEL	SLOT 1	SLOT 2	SLOT 3
NORMAL	5	5	6
ADVANCED	4	4	8
EXPERT	3	2	11
HERO	2	1	13



### THE BUG CARDS

The technologies used by the Pioneers are not yet stable and their faults may affect your game.


During setup **shuffle the deck of Bug Cards** and place them **face down** near the **board**.


When a player stabilizes a Galaxy Tile, she draws one Bug Card from the deck and applies its effects immediately.

When the card effect has been resolved, remove it from the game.

There are two types of Bug Cards: **BONUS** and **MALUS**



Some **Bug Cards** (i.e. those with the  symbol) remain in effect until a new Bug Card is drawn. The moment the new **Bug Card** is drawn, remove the old one from the game.


Some **Bug Cards** (i.e. those with the  symbol) indicate an action that must be taken immediately and only once.

Players must pay Medals to activate the **Bonus effect** of a card or to avoid the **Malus effect** of a card. If the players cannot or do not want to pay the required price, the Bonus effect will be cancelled, while a Malus effect will be activated.

**Any player may contribute** to the payment (i.e. to the required number of medals). After negotiating this, discard as many **Medals** as there are players in the game.

You may substitute **any** of the **Medals** by paying 2 **identical Technology Cards**; this kind of substitution is only allowed in this special case.

On pair of **Technology Cards** equal one **Medal**.

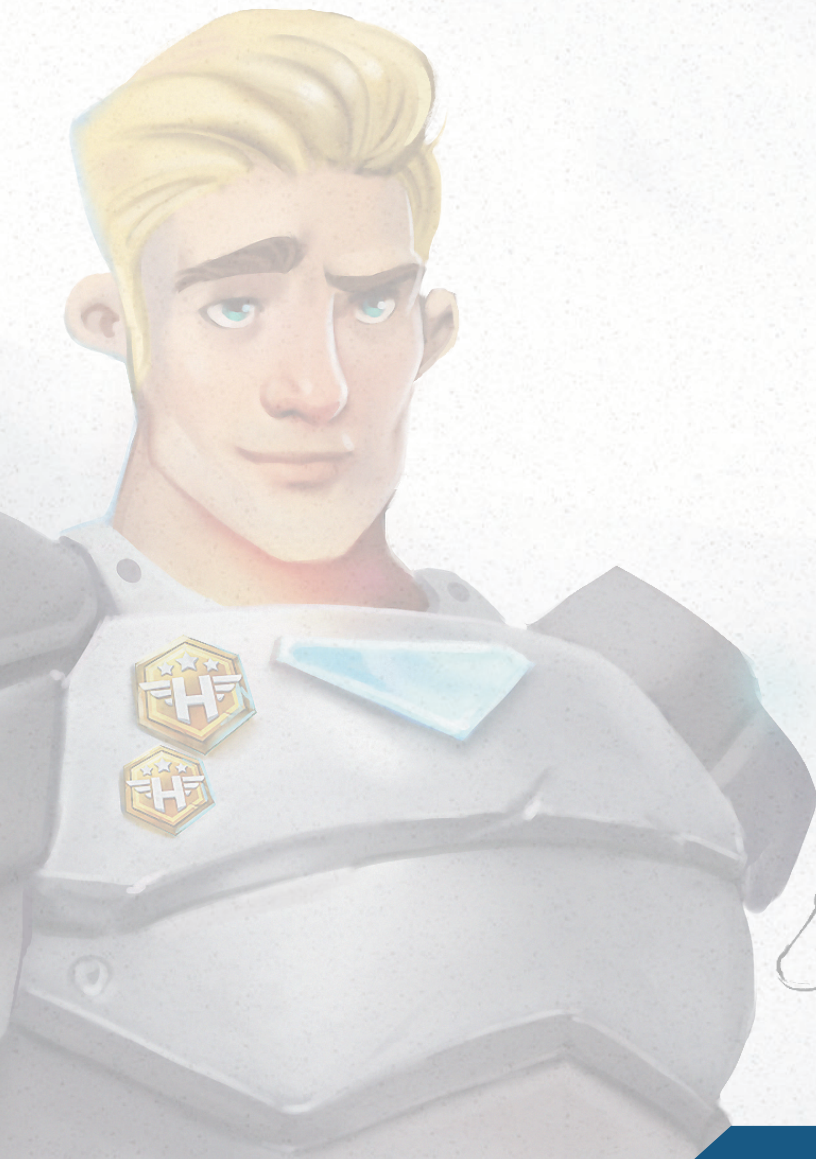
Certain **Bug Cards** have an additional cost . You must pay this additional cost (1 or 2 **Medals**) on top of the normal cost to activate or avoid the card..

After that, the current player continues with her turn.



## THE BRAVE

When he places a pioneer on an empty Galaxy Tile at the border of the Universe, he draws a Technology Card from the deck.



## THE EARTHLING

When she enters the Earth Tile, she draws two Technology Cards from the deck. She may exceed her hand limit to draw these cards.

## THE PRODIGY

At the beginning of his turn, he may spend a Technology Card of the Galaxy he is on (or a Joker Card, or two identical cards) to be teleported to the same dimension on another Galaxy Tile of the same technology.



## THE ACROBAT

During a sideways navigation (or arbitrary navigation going sideways), she may navigate through corners (i.e. not only through connecting dimension sides).



-0.1-0.8-0.2-1.8-0.5-2.7  
c-0.2-0.9-0.5-2-0.8-3c-1.2-4.2-3.1-9.3-6.5-14.4C90.6,18,85.  
-4.2-14.1-7.3-22.6-8.3  
c-1.1-0.2-2.2-0.1-3.2-0.2c-0.5,0-1.1-0.1-1.6-0.1C51.5,0,51,0,50,4,0c-2.2,0.1-  
0,2-13.3,3.8  
c-1.1,0.5-2.1,1-3.2,1.5c-1.1,0.5-2,1.2-3.1,1.8l-1.5,0.9c-  
c-1,0.7-2,1.4-2.9,2.2c-3.7,3.1-7,6.8-9.8,10.9  
1.1,0.1,46.1,0,51.1c0.1,5,0.8,10,2.2,14.8c1.5,4.8,3.6,9.3,6.3,13.5c2.8,4.1,6.1,7.8,9.8,10.9  
c0.9,0.8,1.9,1.5,2.9,2.2c0.5,0.4,1,0.7,1.5,1.1l1.5,0.9c1,0.6,2,  
.1,1,3.2,1.5c4.3,1.8,8.8,3.3,13.3,3.8  
c2.2,0.4,4.5,0.4,6.7,0.6c0.6,0,1.1,0,1.7,0c0.5,0,1.1-0.1,1.6-  
3.2-0.2c8.6-1,16.4-4.1,22.6-8.3  
c-6.3-4.2,11-9.4,14.4-14.5c3.4-5.1,5.3-10.2,6.5-14.4c0.3-  
2-1,0.3-1.9,0.5-2.7c0.1-0.8,0.2-1.6,0.4-2.3  
c0.1-0.7,0.1-1.4,0.1-2C102.2,52.4,102.3,51.1,102.3,51.1H9  
0,0.5,0,1-0.1,1.6c-0.1,0.6-0.2,1.2-0.3,1.9  
c-0.1,0.7-0.2,1.4-0.4,2.2c-0.2,0.8-0.4,1.6-0.6,2.4c-1,3.4-2.4,7.4-  
5,8.2-11.5,11.6  
c-5.3,3-11.2,5.8-18.1,6.6c-0.9,0.1-1.7,0.1-2.6,0.2L51.9,92c-  
8-0.1-3.6-0.1-5.3-0.5  
c-3.6-0.4-7.1-1.6-10.6-3c-0.8-0.4-1.7-0.8-2.5-1.2c-0.8-0.4-  
7c-0.4-0.3-0.8-0.6-1.2-0.9  
c-0.8-0.6-1.6-1.1-2.3-1.8c-3-2.5-5.6-5.5-7.8-8.7c-2.2-3.3-  
1-3.8-1.7-7.8-1.8-11.8c0.1-4,0.6-8,1.8-11.8  
c1.2-3.8,2.9-7.4,5.1-10.7c2.2-3.2,4.8-6.2,7.8-8.7c0.7-0.6,1.5-1.2,2.3-  
5-1.4  
c0.9-0.4,1.7-0.8,2.5-1.2c3.5-1.4,7-2.6,10.6-3c1.8-0.4,3.6-0.3,5.3-0.5c0.4,0,0.9,0,1.3,0l



save the  
date **09/06**  
**KS**

