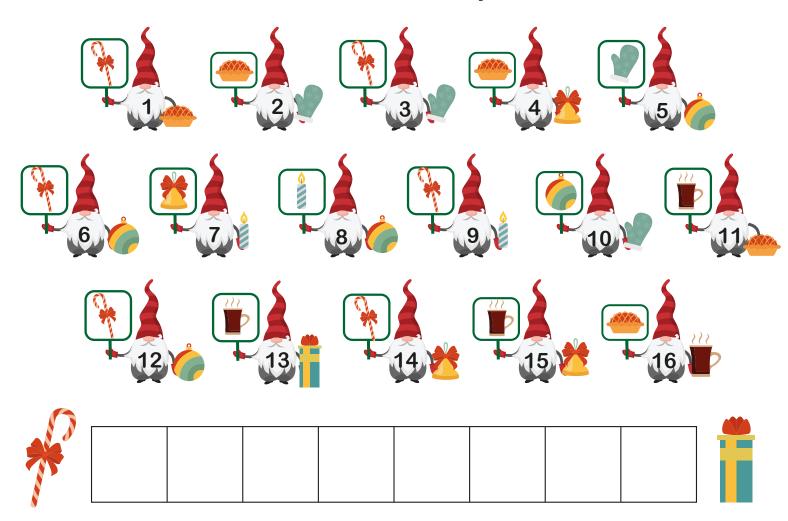




Each elf will accept a trade: give him the object he wants (on the board) and receive the object he has in his hand.

Find the series of trades that allows you to obtain the final object from the initial one.

Place the elves in the correct order (they are numbered).



You do not need to use all the squares.

An idea from concours.castor-informatique.fr







