

### Hints 13-14

- 13.3. Do the same as in Euclidean or spherical case.
- 13.4. Look at the angle sum of some quadrilateral.
- 13.5. Look at the angle sum.
- 13.6. Look at the angle sum of some polygon.
- 14.1. Fix one point and the rays from it, then move continuously another point along the ray.
- 14.2. Again, use continuous deformation.
- 14.3. Use isometry group, to have a nice symmetric picture.
- 14.4. Use isometry group to reformulate the problem (i.e. map the fixpoints somewhere...).
- 14.5. Do the same as in Euclidean or spherical case.
- 14.6. Use isometry group, to have a nice symmetric picture. Then use continuity.
- 14.7. (a) and (b): similar to Euclidean/spherical case.  
(c) use Poincaré disc model and compare to Euclidean case.