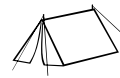
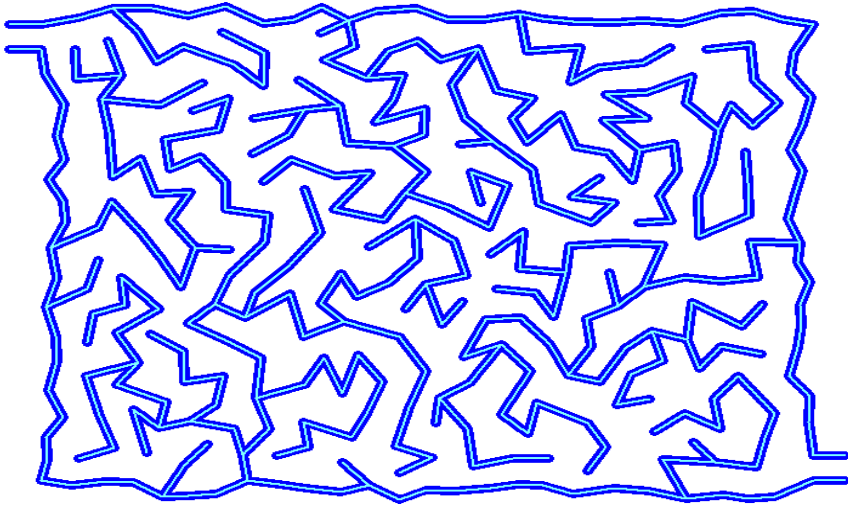
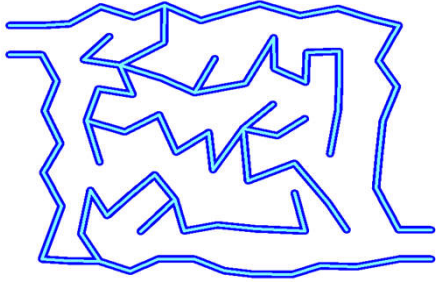


1. Finde die Wege. Versuche nicht an die Mauern zu kommen.



2. Male die Felder mit den Punkten aus.

