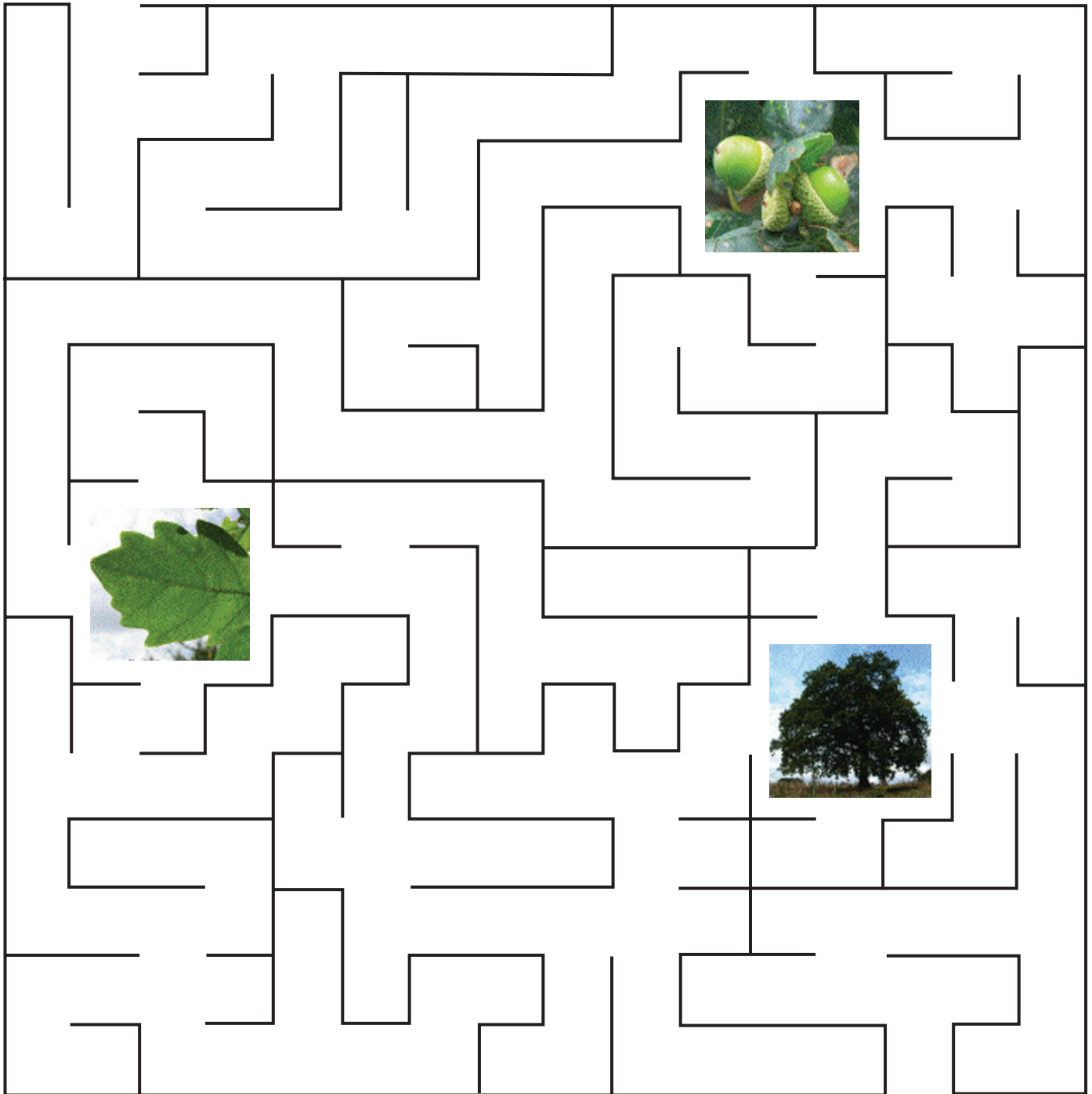


# Maze

Start



Finish