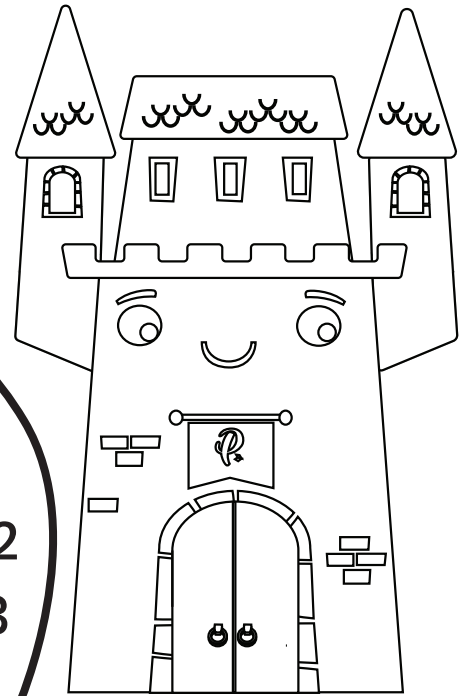
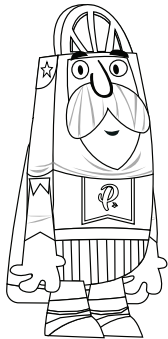


# COUNTING MAZE

Follow the numbers in order from 1 through 25 to help the Knight of Never-Ever find the Knight of Always.



A large maze path starting at the top left and ending at the bottom right. The path is defined by a series of numbers from 1 to 25. The path includes several rooms containing illustrations of various animals and objects:

- Room 1: Start of the path.
- Room 2: A cloud.
- Room 3: A snail.
- Room 4: A bee.
- Room 5: A bird.
- Room 6: A snake.
- Room 7: A mushroom.
- Room 8: A cloud.
- Room 9: A cloud.
- Room 10: A cloud.
- Room 11: A cloud.
- Room 12: A cloud.
- Room 13: A cloud.
- Room 14: A cloud.
- Room 15: A cloud.
- Room 16: A cloud.
- Room 17: A cloud.
- Room 18: A cloud.
- Room 19: A cloud.
- Room 20: A cloud.
- Room 21: A cloud.
- Room 22: A cloud.
- Room 23: A cloud.
- Room 24: A cloud.
- Room 25: End of the path.

